

The Traveller's Guidebook for Players

TRAVELLER²⁰
Science-Fiction Adventure in the Far Future



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THE TRAVELLER'S GUIDEBOOK

for Players



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DEDICATION

To those who came before. Without them there would be no Traveller and our lives might be very different.

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FOREWORD

I was taken rather by surprise when Hunter asked me to write the foreword for this book. He told me that my status as one of the few writers who has been published in every version of Traveller gave me a special cachet. If that is so, it makes me especially fortunate, since I have enjoyed every minute that I have worked with Traveller over the years, in every incarnation. The present version, in a way, has come full circle. Just under thirty years ago, we at GDW – Marc Miller, Frank Chadwick, Rich Banner, John Harshman and I – discovered a new form of game. This was a "roleplaying game" called Dungeons & Dragons, and came in the form of three small booklets in a cardboard box, covered with wood-grain paper and with a label pasted on the lid and back. We found the basic notion interesting, and soon produced a game of our own (En Garde), inspired by, but radically different from, D&D. In late 1976, Marc came to the rest of us with an idea for a science fiction roleplaying game, and a few months later, Traveller appeared. At that time, 27 years ago, none of us imagined that the game would still be in existence. The notion that a version of it would be played using a descendant of the D&D rule mechanics would have struck us as decidedly unlikely. Nevertheless, this is precisely what has happened. It indicates something that I have long believed: Traveller is more than a set of rules.

So, I asked myself, what is it that has made Traveller so popular, even with players who weren't born when the game was first published? I think the game has an approach that many find attractive: the future is good. This is something that got to be pretty rare for a while. For many years, science fiction stories reveled in the glories of the future, and the wonders that advances in science and technology would bring. Granted, writers set stories in a future where bad things happened – wars and other catastrophes were common, but the endings were always upbeat, and knowledge always triumphed – even though it might take some time. After WWII, the Cold War era made the threat of nuclear destruction of civilization all too real for my generation, and it seemed there would be no heroes to pull things back from the edge of the abyss. Science fiction stories became gloomy, moody warnings about a future where science and technology had turned evil, and the future seemed to have gone sour. Roleplaying games of the late 1980s and early 1990s reflected this. The background of one extremely popular gaming future was based on the fact that the universe must sacrifice millions of souls regularly in order to preserve its existence, and the players were soldiers of a vast interstellar empire tasked with defending the god-emperor as he performed his sacrificial duties. What were these soldiers defending against? The forces who wanted the universe to end. Frankly, as I read the background to this game (which was clearly intended to provide scenarios for endless battles against a faceless enemy), the more I found myself sympathizing with the "forces of destruction." When the universe is this soulless, it's time to put an end to it.

Traveller, on the other hand, was and is different. The game universe of Traveller is optimistic about the world to come. Like the best writers of science fiction, Traveller shows us that the future is a place we would want to live in, a place where space travel is commonplace, a place where science and advanced technology generally benefits Humanity. Knowledge is good. The future is not a bent, twisted dystopia. Life in the future is worth living and the universe is a wonderful place.

This book, and T20 (Traveller D20) in general, continue in that long tradition. The game universe has it's dark portions, to be sure, but overall, the future as represented by the OTU (the official Traveller Universe) continues to be an exciting, optimistic setting. I'm pleased and honored to be associated with this, the latest version of Traveller.

– Loren K. Wiseman



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INTRODUCTION



ROLEPLAYING GAMES

A roleplaying game is a game in which the players each take on the roles of various characters in a fictional universe, much like the actors in a movie or a play. One player must be selected to take on the role of the Referee, which in many ways is similar to the role of writer and director in said play or movie. Together the referee and the other players can bring to life many exciting stories and adventures shaped by their own actions and designs.

TRAVELLER

TRAVELLER is a specific type of roleplaying game geared toward the science-fiction genre. The rules presented in this book will enable you to design, create, develop, and equip almost any type of character you might encounter in a near or far future setting.

The Referee

The referee is the player who creates and runs the adventures the other players' characters will participate in as well as designing the setting of the overall campaign. It is the referee's job to adjudicate the rules evenly and fairly as he or she is the final arbiter of the rules in this book. The referee also has the task of playing out the roles of the various non-player characters or NPCs that the player characters (or PCs) will encounter throughout the course of the adventure and overall campaign.

Player Characters

Each player, other than the referee, will usually take on the role of a single character for the course of the adventure and will typically continue to play the same character from adventure to adventure during the course of the referee's campaign. Player's taking on the role of multiple characters is possible, but only recommended for experienced players and with the approval of the referee. Your character might be:

A burned-out Scout Service pilot on the edge of a breakdown.

A young medical student working passage aboard a Free Trader to earn enough for the rest of her medical degree.

A tough ex-Marine searching for his missing brother.

A smooth-talking merchant captain, charming but deadly with her twin gauss pistols.

An unappreciated genius, ridiculed by the scientific community but determined to vindicate himself.

An ex-Navy officer with a dark secret.

A professional adventurer doing it for the thrill of it all!

Or any other role or concept you can think of.

Adventures

The referee will present the players with various adventures (either created by the referee or using a published adventure) that are designed to pose a challenge to the creativity, skill, and daring of the players' characters. During the course of the adventure the players, through their characters, will have to deal with the obstacles and situations posed by the referee in order to complete their task. Adventures are usually played over the course of one or more evenings, depending on the length of the adventure and the time available to play.

Campaigns

A campaign is a series of adventures in which the players' characters gain experience and ability based on their exploits. Generally each player continues to play the same character from adventure to adventure, barring the death or incapacitation of the player's character.

WHAT YOU NEED TO PLAY

Please note that this rulebook is not a standalone game system. It is intended to be used with the T20 Core Rulebook (The Traveller's Handbook). Possession of this Guidebook for players and the Traveller's Handbook is all that is required to use T20.

This book presents all the data a player needs to participate in a game of T20. In order to Referee T20 you will need at least the following items:

- The Traveller's Handbook, which contains full rules for combat, vehicle and starship design, world and star system design, trade and commerce, character progression and experience, and Refereeing notes allowing a full game to be run.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.

DICE

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

The following dice are commonly used in T20 games:

- **d4** A four-sided die.
- **d6** A six-sided die.
- **d8** An eight sided die.
- **d10** A ten-sided die.
- **d12** A twelve-sided die.
- **d20** A twenty-sided die.
- **d%** Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.





Multiplying

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2 + 1 = 3).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as 3 squares (adding 100% twice).

THE CORE MECHANIC

Whenever you attempt an action that has some chance of failure, you must make a task check or simply a check. A check is made by rolling 1d20 (one twenty-sided die). The following steps are taken to determine if your character succeeds at a task:

- Roll a d20.
- Apply any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, known as a Difficulty Class or DC, your character succeeds. If the result is lower than the target number, you fail.

Difficulty Classes

Difficulty classes are assigned by the Referee whenever a character attempts a task, and range from 0 (easiest) to 45 (hardest).

Type	DC	Example
Simple	0	Walk across the floor
Very Easy	5	Climb a ladder
Easy	10	Climb a knotted rope
Average	15	Plot a course to a familiar star system
Hard	20	Jump a horse over an obstacle while riding
Difficult	25	Swim in churning, storm driven water
Formidable	30	Remove a bullet from a victim.
Challenging	35	Plot a course to an uncharted star, while under fire and without a computer.
Incredible	40	Convince the judge that a pardon scrawled on the back of a cocktail napkin really is from the planetary governor
Nearly Impossible	45	Perform brain surgery with a low-tech field surgical kit, under fire, in the rain, while wounded

Degree of Success

A character's degree of success is determined by how much

better than the DC the roll turns out to be. With some specific checks or where the referee deems appropriate, better than average success or greater than average failure can result in increased reward or penalty.

DC-20 or lower	Incredible Failure
DC-10 or lower	Great Failure
DC or higher	Success
DC+10 or higher	Great Success
DC+20 or higher	Incredible Success

Opposed Checks

An opposed check is used when another character or NPC directly opposes a check being attempted. For example a character attempting to Bluff her way past a customs officer would be an opposed skill check against the custom officer's Sense Motive check. The character makes her Bluff skill check roll and the Referee makes a Sense Motive skill check roll for the customs officer. If the character's Bluff skill check roll is higher than the customs officer's Sense Motive check roll, the custom officer believes the character's bluff.

In the case of a tie, the side with the higher appropriate ability scores for their skill wins. If there is still a tie, both sides roll the skill checks again.

Retrying

In general, the character can try a check again if it fails, and can keep trying indefinitely. Some checks, however, have consequences of failure that must be taken into account. Some checks are virtually useless once a character has failed on an attempt to accomplish a particular task. For most checks, when a character has succeeded once at a given task, additional successes are meaningless.

If a check carries no penalties for failure, the player can choose to Take 20 and assume that the character keeps at it long enough to succeed eventually.

Favorable and Unfavorable Conditions

Some situations may make a check easier or harder to complete, resulting in a bonus or penalty added to the modifier for the check or a change to the DC of the check.

The Referee can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the character a +2 bonus to represent circumstances that improve performance.
2. Give the character a -2 penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

Time and Checks

Completing a check might take a round, take no time, or take several rounds or even longer. Most checks are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with



respect to the activity. Some checks are instant and represent reactions to an event, or are included as part of an action. These checks are not actions. Other checks represent part of movement. The distance the character jumps when making a Jump skill check, for example, is part of the character's movement. Some checks take more than a round to use, and the descriptions often specify how long these skills take to use.

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to Take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the check being attempted carries no penalties for failure, the character can Take 20. Instead of rolling 1d20 for the check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until he or she finally gets it right. Taking 20 takes about twenty times as long as making a single check would take.

Combining Checks

When more than one character tries the same check at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own. An example of this would be a group of characters climbing up a rope. All are performing the same action at the same time, but each must make a separate Climb skill check to see if they succeed or fail.

Teamwork: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a check, while each team member makes a separate check against DC 10 (Taking 10 is not permitted on this check). For each team member who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once. The Referee may limit cooperation as seems fitting for the conditions.

Skill Synergy: It is also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

SPECIFIC CHECKS

There are several different types of checks that are commonly used when playing T20 and are explained here:

Attack Rolls

Making an attack against a target is a form of check and called an attack roll. The attacker rolls 1d20, adds their Base Attack Bonus (BAB) and applies any other modifiers the referee specifies apply to the task. This total is compared to the target number, in this case the Armor Class (AC) of the target.

Saving Throws

The referee may sometimes call on a character to make a saving throw based on Reflex, Fortitude, or Willpower, in order to avoid or reduce the effects of some action or event. A Reflex saving throw for example might be called for if a character were trying to cross an icy area without slipping and falling. A Fortitude saving throw might be required for a character to avoid being poisoned by something they ingested, inhaled or absorbed. A

character might need to make a Will save in order to avoid the effects of psionic influence.

A saving throw is made by rolling 1d20 and adding the character's appropriate Reflex, Fort, or Will saving throw bonus to the roll in addition to any other modifiers specified by the referee.

Skill Checks

When a character attempts to accomplish a task involving a skill, a skill check is made. A skill check is made by rolling 1d20 and adding the character's skill rank in that skill, the appropriate ability modifier for that skill, as well as any feat modifiers that may apply. The referee is free to impose any other modifiers to the check that they feel are appropriate to the situation.

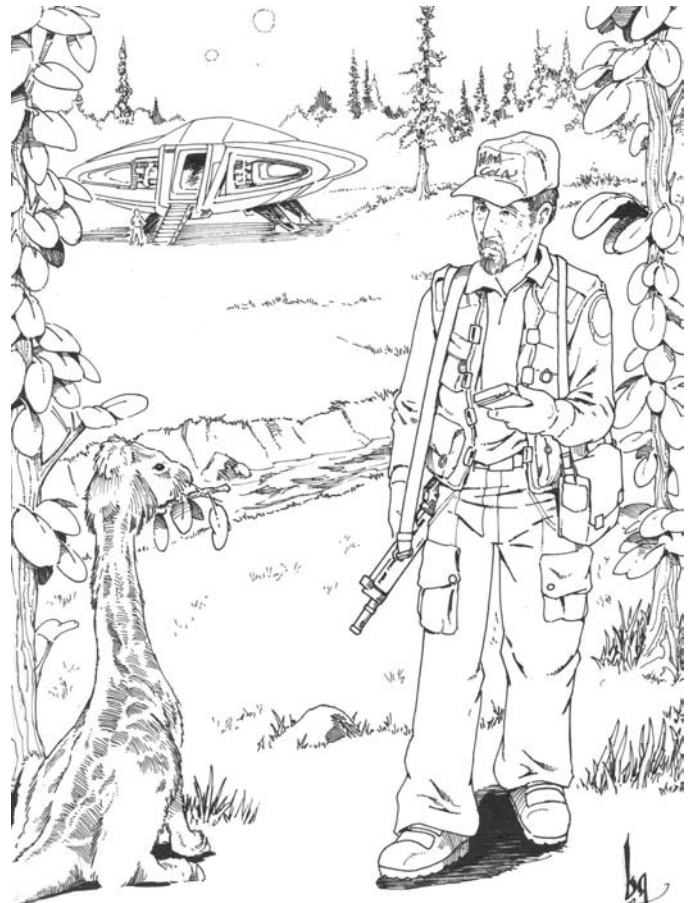
UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill they don't possess any skill ranks in, the character makes a skill check as normal. The character does get to add all modifiers other than skill rank though, such as the ability modifier for the skill's key ability.

However, many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The Referee assigns a Difficulty Class depending upon the circumstances and the task being carried out.



CHARACTER CREATION STEPS



This chapter is designed to give you an overview of the steps in further developing a character that will follow in subsequent chapters and how they work together. Using these steps and rules, it is possible to create a character with any level of experience desired from 1st level to 20th level.

1. ABILITY SCORES

Select one of the four options available for generating your character's ability scores. Each of these scores should be recorded on the appropriate location on your character sheet. Your character's initial Lifeblood and Stamina scores are also determined during this step and should be recorded on the character sheet as well.

2. CHOOSE RACE

Read over the descriptions of the various races available. Humans are the default race but you may select any race with the approval of your Referee. You should select a race that is appropriate to the type of character you want to play. Alien races often have certain advantages over Humans and other races, but they also tend to have offsetting disadvantages as well. Keep this in mind when selecting a race.

If you have selected to play one of the alien races available, apply any ability score modifiers to your character's ability scores as listed for the character's race. Be sure to also note down any special abilities or restrictions imposed by the race selected.

3. DETERMINE HOMEWORLD

Next you should determine the type of homeworld your character hails from, its technology level and trade classifications, and what automatic skills and feats your character will have picked up. These should be noted on your character sheet.

4. CHARACTER DEVELOPMENT

The most important step in creating a character is to determine how experienced you would like the character to be when it begins play. Some players prefer to start out with inexperienced (1st level) characters and watch them develop over the course of the game, while others prefer to start with a more experienced (2nd level or higher) character and go from there.

1ST LEVEL CHARACTER

If you prefer to begin play with a young, inexperienced, 1st level character you should follow these steps in creating your character:

I. Class and Level

Turn to the Classes and Levels chapter (5) and select one class that you feel suits the type of character you wish to play. Follow the rules there on taking a class level.

A. Skills: Select the appropriate skills for your character based on the class selected. See the Skills chapter (6) for more information.

B. Feats: Select the appropriate feats for your character based on the class selected. See the Feats chapter (7) for more information.

II. Muster Out

As a 1st level character without any Prior History behind you, you

begin with only the starting funds listed for the class you selected for your character. You may use these funds to purchase any equipment out of the Equipment chapter (8) that you can afford and is approved by the referee.

III. Begin Play

Your character is now complete and ready to begin play in the game.

2ND LEVEL AND HIGHER LEVEL CHARACTERS

Creating an older and more experienced character using these steps and rules requires a bit more decision making and die rolling on the part of the player, but they deliver a much richer framework of the character's actual background history and important events as well as a more experienced and thus more capable character.

I. Prior History

Begin by selecting to spend this period in your character's prior history improving their education or earning experience by working.

A. Employment: Turn to the Employment Options section of the Prior History chapter and select one of the careers listed there that you feel suits the type of character you wish to develop.

1. Serve Term: Following the rules presented in The Employment Path section of the Prior History chapter, work your character through one term (4-years of the character's life) in that career.

2. Reenlist: Once you have completed a term in a career you must check to see if you must reenlist or continue employment for another term in that career, or if you are even offered any continued employment in that career at all. If you must or elect to serve another term, repeat steps 1 and 2 here under Prior History.

If you choose not to continue to service in your current career or if you are not allowed back in, you must move on to step II. Classes and Skills below.

B. Education: Turn to the Educational Options section of the Prior History chapter and select one of the educational opportunities listed there that you feel suits the type of character you wish to develop.

1. Serve Term: Following the rules presented in The Educational Path section of the Prior History chapter, work your character through one term in that educational setting.

2. Reenlist: There is no reenlistment during education, instead move on to step II. Classes and Levels below.

II. Classes and Levels

You will be required to take one or more levels in the class corresponding to the career you were working in, but any levels earned beyond these required levels may be used in developing one or more of a character's other classes (if any) or in taking levels in a completely new class.

Turn to the Classes and Levels chapter (5) and apply the levels earned by the character as per the Taking a Class Level section of that chapter.

A. Skills: Select the appropriate skills for your character based on the class being developed. See the Skills chapter (6) for more information.

B. Feats: Select the appropriate feats for your character





based on the class being developed. See the Feats chapter (7) for more information.

III. Muster Out

Once you have applied any new levels earned by your character you may now 'muster out' of the career you were working in. Depending on how many terms you spent in the career, you will receive a certain number of benefit rolls that may be used to acquire cash and/or equipment for your character.

If this is the end of your very first career and you have selected your very first class during this period, you will also earn the listed Starting Funds for your first selected class.

See the Equipment and Starting Funds chapter (8) for more information.

IV. Decision

At this point you have a character with at least some experience, and probably four years or more older than when you began. You must now decide if the character has earned enough experience and capability as you were seeking or if you feel the character needs a bit more 'seasoning' and will continue with further prior history development before beginning play.

A. Prior History: If you have chosen to enter another career or further your character's education return to step I. Prior History above and continue.

B. Finish Up: Your character is now complete and ready to begin play in the game.

OPTIONAL FAST DEVELOPMENT

If you aren't interested in the extra background information and hooks the prior history system can lend to a character's development, you can forgo the prior history system and tailor the character to fit your needs.

1. Determine Level

Determine the level you wish the character to be when you begin play and make sure it is ok with the referee.

2. Select Classes and Apply Levels

Select the classes you wish the character to have experience; multiple classes are permitted. You may apply any number of levels to these classes as long as the total number of levels applied does not exceed the level of the character. For example a 7th level character may apply seven levels to one or more classes. They could have one 4th level class and one 3rd level class, a 3rd level class and two 2nd level classes, seven 1st level classes, or any combination that totals no more or less than seven levels in all.

Apply one character level at a time (1st level, 2nd level, etc.), determining and recording all improvements to stats and skills, new skills or feats, or any other changes to the character due to the level change that may apply.

3. Money and Equipment

The character begins play with cash equal to their class level times the starting funds listed for that class. If a character has more than one class, figure the cash for each class and add them together to determine total starting funds.

In addition, the character has a 'credit' equal to one-half their starting funds that may be spent selecting equipment and/or weapons that might have been previously acquired during the character's past.

If a career normally has an opportunity of mustering out with a ship, discuss this with the referee and see if he feels a ship would be appropriate for the character and campaign at this point.

5. FINAL DETAILS

At this point you should take the time to jot down a brief background for the character, perhaps building off of the events of any prior history development. Of course you should also give the character a suitable name. Let the Referee take a look over the character sheet, and if the Referee approves, you are ready to play!



BASIC ATTRIBUTES



ABILITIES

T20 uses nine character abilities (or “stats”), representing a person’s physical and mental capabilities. Each affects a different area of activity. For most characters, abilities range in score from 3-18, with human average about 10-11. Characters with an ability of 15 or above are fairly exceptional people; 5 or lower is most definitely sub-normal (though a character could still be entirely playable with one or more stats at 5 or lower). Characters can increase their abilities in the course of play, and can have them temporarily or permanently reduced due to major wounds, age, or other circumstances.

Note that abilities are not entirely either physical or mental. A high strength, for example, may not merely mean big muscles. It also represents body mass and the skill to bring strength to bear scientifically, using good technique, and the willingness to do so. A relatively lightweight character, who knows how to use her natural strength and who is willing to shove with heart and soul as well as muscle, might be rated just as high for strength as a hulk who just heaves with his arms.

A character’s abilities may determine aspects of his or her appearance and even personality, and also have associated bonuses and penalties affecting relevant activities.

The nine abilities used in **T20** are:

STRENGTH

Strength (STR) is the ability to apply force. A strong character can pull, push, hit, twist or throw harder and further than a weaker one, and can carry more without being encumbered by his possessions. Strength is at least as much technique as raw power, though a strong character will normally have good muscle tone even if he isn’t a bulging bodybuilder. He or she will thus appear fit and healthy to an observer.

Strength bonus is added to:

- Damage rolls with a melee or thrown weapon.
- Physical skills requiring the application of physical power, e.g. Climb, Swim, Jump.

Note that STR does not apply to firearms and similar projectile weapons (e.g. crossbows). STR penalty (but not bonus) applies to bow or sling weapons. Weapons used in the off-hand gain only half the normal STR bonus to damage. 2-handed melee weapons gain one and a half times the character’s STR bonus.

DEXTERITY

Dexterity (DEX) is a combination of manual dexterity, reflex speed, and physical agility. High-DEX characters hit more often with melee and missile weapons, and are better at avoiding being hit. DEX is at least half mental, and a character who is cool-headed and chooses the right reaction can actually react more quickly than someone who is merely fast but makes blind reflexive movements. High-DEX characters will normally move well, in balance. They often habitually display their DEX without thinking about it, catching things and moving around effortlessly aboard moving vehicles.

Dexterity bonus is added to:

- All attacks (melee and missile weapons) other than with

ship’s weaponry and artillery.

- Armor Class (AC), so long as the character has the opportunity to make herself a more difficult target by evading. DEX does not apply to attacks the character is unaware of.
- Saving throws to avoid hazards that require physical agility to escape, such as to avoid falling or to dive into cover from a grenade explosion. This is termed a Reflex Save.
- Skills that require little physical power but considerable agility or fine motor control, such as Move Silently, Pilot or Tumble.

CONSTITUTION

Constitution (CON) is a measure of physical and mental toughness, fitness, and resilience. A tough character can take more punishment and keep going, but this is as much mental toughness as physical. High-CON characters are normally in at least reasonably good physical shape and don’t get sick often. Their determination and will to succeed are obvious to anyone who sees them undertake a difficult task.

Constitution bonus is added to:

- Each of a character’s Stamina dice.
- Saving throws to resist harm from poison, cold, and similar physical threats, where toughness is a factor. This is termed a Fortitude Save.
- Concentration checks when undertaking a complex task under trying conditions.

Constitution also determines a character’s Lifeblood score, which is equal to CON plus any bonuses from feats such as Toughness.

INTELLIGENCE

Intelligence (INT) is a combination of smarts, reasoning ability, abstract thinking, imagination, memory, and the ability to make connections. High-INT characters gain extra skill points, since they grasp new concepts quickly, and relate them to what they already know in novel ways. One of the most important factors in intelligence is the understanding that there may be more than one way to deal with a problem. A smart character will often come up with “outside the box” solutions and new ways to do things.

Intelligence bonus is added to:

- The number of skill points gained at each new level.
- Skills requiring a character to think on his feet, such as Trader, Gambling, and Forgery.

EDUCATION

Education (EDU) represents learning and knowledge rather than raw smarts. It is a measure of what a character has retained, rather than what he has studied. EDU can come from formal schooling, on-the-job training, a habit of watching educational vids or a liking for museums and art galleries. Many high-EDU characters possess a degree from a university, but this must be earned and is not automatic. A highly educated person can lack

common sense or even intelligence; EDU can represent rote learning with little understanding, or a broad knowledge base and the ability to correlate facts.

All creatures that can think and learn begin with 0 points of Education. A creature with no Education score is an animal, operating on simple instincts. It will automatically fail Education checks. An Education of 0 means that the character has absolutely no formal schooling or education.

Education Scores

EDU	Equivalent Education Level
3	Elementary School
6	Middle School
10	High School
12	Bachelors Degree*
14	Masters Degree*
16	Doctorate Degree*

* Equivalent for reference only, does not imply the character holds an actual degree.

Education bonus is added to:

- Skills requiring the recall of specific knowledge, such as Knowledge/Interstellar Law, or Technical/Engineering.
- General knowledge checks to see if a character recalls a specific fact.

WISDOM

Wisdom (WIS) represents intuition, will, perception, and “common sense.” High-WIS characters are more “in tune” with the world and people around them, and often pick up subtle signals that others miss. They are also harder to influence than others, and are less prone to dumb mistakes due to failure to remember basic safety rules. High-WIS characters often seem “wise” or “smart,” even if they’re not actually that bright, since they make fewer dumb mistakes and generally behave in a sensible fashion rather than a highly imaginative but unwise manner.

Wisdom bonus is added to:

- Saving throws to avoid influence or mental control. This is termed a Will Save.
- Skills dependent upon perception and instinct, such as Spot, Sense Motive and Gunnery.
- Wisdom check to avoid making a dumb mistake that common sense would avoid (at Referee’s option).

CHARISMA

Charisma (CHA) represents strength of personality, leadership potential and “magnetism,” plus a certain amount of physical attractiveness. A charismatic character might be a fast-talking weasel or a fiery orator – or a humble but wise and knowledgeable teacher. One person’s influence may be based on their looks; another’s on cynical manipulation, and yet another’s on a habit of saying things that make sense to the people around her. CHA is thus hard to define precisely. A high-CHA character will attract friendship and loyalty (often without meaning to) and often has a “habit of leadership,” taking charge of whatever situation arises without even thinking about it.

Charisma bonus is added to:

- Skills that influence others in some way, such as Perform, Bribery, and Intimidate.

SOCIAL STANDING

Social Standing (SOC) denotes the social class and level of society from which a character (and his or her family) comes. A Social Standing of 16 or greater indicates a hereditary family title of nobility. However, a high-SOC character does not have a title of his own unless he has served in the Noble career, or the Referee determines that a title is held. Otherwise, he is a member of a noble family, and can use the courtesy title of “lord” before his name, but has no actual rank.

Any creature living as part of a larger civilization will usually have at least 1 point of Social Standing. Anything with no Social Standing is fairly isolated from civilization, an animal, or an automaton. A social standing of 0 means that the character is from the lowest levels of society.

Social Standing Scores

SOC	Title or Likely Social Level
0	No contact with civilization
1	Felon wanted for particularly repulsive crimes
3	Very Poor or Criminal
5	Unskilled Laborer or Very Poor
7	Semi-Skilled or Poor
9	Skilled Worker
12	Educated Professional
14	Highly Respected Professional or Executive
15	Untitled member of Noble family, or close member of Noble household
16	Knight, Knightess, Dame
18	Baron, Baroness, Baronet
20	Marquis, Marquesa, Marchioness
22	Count, Countess
24	Duke, Duchess
26	Archduke, Archduchess
28	Crown Prince, Crown Princess
30	Emperor

Using SOC: SOC determines the level of society the character is used to operating in, and without special training the individual will lapse into the speech habits, slang, and general behavior associated with that group. This should be role-played; a poor laborer (SOC 6) will likely have no idea how to address a Knight, and will embarrass himself at court. Someone from a corporate executive (SOC 13) background will simply not be able to pass for a street gang member without specific coaching or experience (perhaps represented by Streetwise skill) in how to do it believably.

Generally, high SOC is useful in that officials tend to react better to high-status individuals (who may be perceived as powerful). High SOC also is required to gain access to the world of the nobility and important military and government officials, who simply “don’t deal with the proles.”

Some low-SOC people resent the higher-ups, while others are respectful or even obsequious. On the other hand, some high-SOC individuals are contemptuous of the “rabble” while others see themselves as serving the masses, and treat less privileged



individuals with courtesy and respect. This depends upon the individual and local conditions, and the Referee may choose to modify reaction rolls when individuals with very different SOC scores meet.

Cost of Living: A character must spend a minimum of Cr100 per point of SOC per month to maintain the standard of living required for his or her social status. This will cover the character's basic expenses such as food, minimal clothing, and adequate shelter for the period. For each month a character is not able to monetarily maintain his Social Status, his effective SOC ability score is temporarily reduced by 1. If the next month a character is once again able to maintain the normal Social Status, their effective SOC ability score is returned to normal (no matter how low it had dropped). See Subsistence on a Long Term Basis for more information.

Social Standing bonus is applied to:

- Some interpersonal skills instead of CHA, where the character's rank is more important than personality.

PSIONIC STRENGTH

Exactly where a character's psionic strength (PSI) comes from, or what it is, is hard to quantify. Psi represents the ability to defend against psionic attacks or influence, and provides the power to use psionic skills if they are possessed. For non-psionics users, it is not necessary to generate Psi scores for characters until they encounter psionics use (which may be never). If Psi is generated for starting characters, record the initial value but note that the useable level of Psi declines as the character ages. Once a character is trained, Psi ceases to decline with age.

GENERATING ABILITY SCORES

The character's nine abilities will shape his life to a great extent. They determine what he is best suited to do, and possibly bar him from some areas of activity. They also provide bonuses and in some cases provide raw capability. As a rule, adventurers are at least slightly above the norm for their species, and their stats should reflect this. A character who is weak in some areas is more interesting and believable than a superhero, but a truly ineffectual character is no fun to play and should be discarded.

The character's ability scores can be generated in a number of ways. Default is the Basic Option (below) but with the Referee's permission other methods can be employed.

THE BASIC OPTION

Roll 4d6 nine times, each time discarding the low die, and record the scores. This gives nine stats in the 3-18 range, but skewed slightly towards mid-high values. Assign these results to abilities as desired. If the set of attributes is disastrously poor, for example if the highest stat is 13 or less or the average is 10 or less, it may be acceptable to discard the entire set. The Referee must define exactly what "disastrously poor" means, and his or her decision is final.

THE RANDOM OPTION

Roll stats as per the basic option, but assign them in the order they are rolled. This will give characters whose strengths are not what the player had in mind, creating an interesting roleplaying situation.

THE HEROIC OPTION

For high-powered games, choose three stats and roll them on 1d4+14. Roll the others on 1d10+8. This gives a higher average

all round and the potential for very high stats in critical areas. It is best used for "special forces" type games, where characters are better than the best of the best and the challenges are awesome. It is not recommended for standard **T20** games.

THE POINT BUY OPTION

All abilities start with a base score of 8. The player has 32 points they can spend to improve one or more ability scores. Use the table below to determine the cost in points to raise an ability to a desired score.

Score	Cost	Score	Cost
9	1	15	9
10	2	16	12
11	3	17	15
12	4	18	19
13	5	19	23
14	7	20	28

ALIENS

Most alien characters generate their stats like a human, and then modify them. In this case, generate raw stats using whatever method the Referee chooses, and apply racial modifiers. In the case of aliens that use a different system, the Referee may choose to bias the character's stats to reflect the higher averages of his or her human peers.

ABILITY MODIFIERS

The character's ability scores will determine his or her modifiers. Calculate them now and note them, though they may change due to stat alteration in character generation.

Score	Modifier	Score	Modifier
0-1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+/-0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30-31	+10

LIFEBLOOD AND STAMINA

There are two kinds of damage a character can take. **Stamina** damage represents general battering of a sort that is only life-threatening after a long period. Stamina is also reduced by the effects of cold and starvation, and similar hazards. Experienced characters tend to have a lot of stamina and are thus able to last quite a while before collapsing. A character's Stamina is determined by a number of "hit dice." A character gains one hit die per level in each class; the actual type of die rolled depends upon the class (e.g. Mercenaries will gain more Stamina than Academics), plus or minus any Constitution bonus.

Stamina is determined by the character's class levels. Each time the character gains a level, add one stamina die for that class (e.g. 1d6 for Travellers, 1d8 for Rogues), plus or minus any Constitution bonus, to the character's Stamina total.

Lifeblood represents a character's ability to survive attacks that are immediately life-threatening, such as knives and bullets. A character's Lifeblood is equal to his Constitution score, and rarely increases. Thus Lifeblood-affecting attacks can be very deadly. Experienced adventurers can slug it out with fists for quite a while but once someone produces a sword or submachine-gun, things get deadly – fast!

The character's starting Lifeblood score is equal to his or her constitution. It may change during character generation, but probably will not.

ENCUMBRANCE

There is a limit to what a person or creature can carry and for how long. Obviously larger and stronger beings will be able to carry more than their smaller and weaker counterparts. The following rules will help you determine if your character is considered encumbered, and what penalties will apply under these conditions.

WEIGHT

If you want to determine whether your character's gear is heavy enough to slow him down (more than his armor already does), total the weight of all his armor, weapons, and gear. Compare this total to the character's Strength on the Carrying Capacity table below to determine the character's load level. Consulting the Carrying Loads table shows how encumbrance will limit the character's DEX modifier, impose penalties on physical skill checks and reduce movement rate.

If your character is wearing armor, use the worst figure (from armor or from weight) for each category. Do not stack the penalties.

LIFTING AND DRAGGING

A character can lift up to the maximum load (for his Strength) over his head.

A character can lift up to double the maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 1.5 meters per round (as a full-round action).

A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

BIGGER AND SMALLER CREATURES

The figures on the Carrying Capacity table are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16). Smaller creatures can carry less weight depending on size category: Small (3/4), Tiny (1/2), Diminutive (1/4), and Fine (1/8).

MULTIPLE LEGS

Creatures and aliens with more than two legs can carry heavier loads than bipeds. To determine such a creature's carrying capacity limits, use the Carrying Capacity table, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium 1.5, Large 3, Huge 6, Gargantuan 12, and Colossal 24. If the creature is hexapedal (6 legs) multiply the total determined previously by 2. Octapedal creatures (8 legs) multiply the total by x3.

TREMENDOUS STRENGTH

For Strength scores above those listed, carrying capacity can be determined as follows: Find the Strength score between 20 and

29 that has the same "ones" digit as the creature's Strength score and multiply the figures by four for every 10 points of Strength the creature has above that, e.g. x4 for STR 30, x16 for 40, x64 for 50, and so on.

TABLE: Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1 STR	up to 1.3kg	1.4-2.7kg	2.8-4.5kg
2 STR	up to 2.7kg	2.8-5.8kg	5.9-9kg
3 STR	up to 4.5kg	4.6-9kg	9.1-13.5kg
4 STR	up to 5.8kg	5.9-11.7kg	11.8-18kg
5 STR	up to 7.2kg	7.3-14.8kg	14.9-22.5kg
6 STR	up to 9kg	9.1-18kg	18.1-27kg
7 STR	up to 10.3kg	10.4-20.7kg	20.8-31.5kg
8 STR	up to 11.7kg	11.8-23.8kg	23.9-36kg
9 STR	up to 13.5kg	13.6-27kg	27.1-40.5kg
10 STR	up to 14.8kg	14.6-29.7kg	29.8-45kg
11 STR	up to 17.1kg	17.2-34.2kg	34.3-51.7kg
12 STR	up to 19.3kg	19.4-38.7kg	38.8-58.5kg
13 STR	up to 22.5kg	22.6-45kg	45.1-67.5kg
14 STR	up to 26.1kg	26.2-52.2kg	52.3-78.7kg
15 STR	up to 29.7kg	29.8-59.8kg	59.9-90kg
16 STR	up to 34.2kg	34.3-68.8kg	68.9-103.5kg
17 STR	up to 38.7kg	38.8-77.8kg	77.9-117kg
18 STR	up to 45kg	45.1-90kg	90.1-135kg
19 STR	up to 52.2kg	52.3-104.8kg	104.9-157.5kg
20 STR	up to 59.8kg	59.9-119.7kg	119.8-180kg
21 STR	up to 68.8kg	68.9-137.7kg	138.8-207kg
22 STR	up to 77.8kg	77.9-155.7kg	155.8-234kg
23 STR	up to 90kg	90.1-180kg	180.1-270kg
24 STR	up to 104.8kg	104.9-209.7kg	209.8-315kg
25 STR	up to 119.7kg	119.8-239.8kg	239.9-360kg
26 STR	up to 137.7kg	138.8-275.8kg	275.9-414kg
27 STR	up to 155.7kg	155.8-311.8kg	311.9-468kg
28 STR	up to 180kg	180.1-360kg	360.1-540kg
29 STR	up to 209.7kg	209.8-419.8kg	419.9-630kg
+10 STR	x4	x4	x4

TABLE: Carrying Loads

Load	Max	Check	Speed		
	DEX	Penalty	(12m)	(9m)	Run
Medium	+3	-3	9m	6m	x4
Heavy	+1	-6	9m	6m	x3

HEIGHT AND WEIGHT

You may choose your character's height and weight based on the ranges presented in the race descriptions, or you may determine this randomly using the Random Height and Weight table below.

Base Height: The base height of the race in centimeters.

Height Modifier: Roll the listed dice and multiply the result by 5 as shown in the table. Add this to the base height



in centimeters. For example, a male human character has a base height of 140cm. The player rolls 2d6 for a roll result of 7. Multiplying the roll by 5 the player determines that he should add 35cm to the character's base height for a total height of 170cm.

Base Weight: The base weight of the race in kilograms.

Weight Modifier: Roll the listed dice and multiply the roll result by the Height Modifier roll result. Add this to the base weight in kilograms. For example a female human character has a base weight of 44kg. The player rolls 1d6 for a roll result of 3. Multiplying this against a previous height roll of 7, the player determines that she should add 21kg to her character's base weight for a total of 65kg.

TABLE: Random Height and Weight

	<i>Base Height</i>	<i>Height Modifier</i>	<i>Base Weight</i>	<i>Weight Modifier</i>
Vilani, male	140	+2d6 (x5)	54	x (1d8) kg
Vilani, female	130	+2d6 (x5)	49	x (1d6) kg
Zhodani, male	158	+2d6 (x5)	49	x (1d8) kg
Zhodani, female	148	+2d6 (x5)	44	x (1d6) kg
Human*, male	140	+2d6 (x5)	49	x (1d8) kg
Human*, female	130	+2d6 (x5)	44	x (1d6) kg
Vargr, male	130	+2d6 (x5)	46	x (1d4) kg
Vargr, female	120	+2d6 (x5)	41	x (1d4) kg
Aslan, male	170	+2d6 (x5)	60	x (1d8) kg
Aslan, female	160	+2d6 (x5)	55	x (1d8) kg
Sydite, male	190	+2d6 (x5)	80	x (2d6) kg
Sydite, female	180	+2d6 (x5)	75	x (2d6) kg
Ursa, male	200	+4d6 (x5)	300	x (4d6) kg
Ursa, female	180	+4d6 (x5)	250	x (4d6) kg
Virushi, male	170	+4d6 (x5)	230	x (10d10) kg
Virushi, female	160	+4d6 (x5)	200	x (10d10) kg



HUMAN AND ALIEN RACES

2

HUMAN AND ALIEN RACES

The great majority of characters in T20 will be humans, but even humans vary considerably from place to place. Some human societies are as alien as anything created by non-humans.

Alien XP Penalties

Some aliens races described here have an XP penalty listed for them. A character of this race must earn the normal amount of experience required to attain a new level plus the amount of the penalty listed for their race.

For example a 3rd level Ursa character (3000xp penalty) must earn then normal 6000xp to reach 4th level plus an addition 3000xp for a total of 9000xp before reaching 4th level.

A 1st level Luriani character (1000xp penalty) must earn a total of 2000xp to reach 2nd level and to reach 3rd level must have earned a total of 4000xp.

HUMANITI

Humans are the most commonly encountered race in Charted Space. When Terran humans reached the stars, they encountered dozens of distinct Human races (and that's not counting minor variations among colonists after a mere few hundreds of years on non-Terra-like worlds), some having developed rather unique racial characteristics. How this came to be is the subject of many debates, but it does appear that all owe their original genetic heritage to the Humans of Terra.

Most humans are of mixed blood. Some "racial" characteristics have survived through the ages, and the whole range of human

variation can be encountered. On some worlds, the gene pool of the original colonists was such that a particular skin color or other characteristic dominated. In other cases a cultural characteristic came to dominance, creating a society with the flavor of, say, a Southeast Asian nation on Terra but very diverse physical characteristics among the populace. Some groups of colonists were shaped by their environment, coming to resemble one of the races of old Terra through adaptation to similar conditions.

HUMAN RACIAL TRAITS

- Human base speed is 9 meters.
- Medium-size. Humans receive no special bonuses or penalties due to their size.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- 1 extra feat at 1st level.
- Automatic Languages: See Subrace information below.

MAJOR HUMAN SUBRACES

The various subraces of humaniti differ only slightly from one another in most cases, and are usually interfertile. The great majority of humans are of mixed blood. Note that these subraces have nothing to do with the various ethnic types found on Earth. Humans of any of the subraces – and especially mixed or Solomani humans, can display the physical characteristics of any 20th century ethnic group.

VILANI HUMANS

Vilani are as mixed in physical characteristics as any other human group. Their culture is the remnant of an empire (the Ziru Sirka, or First Imperium) that once dominated thousands of worlds. The traditions of the Ziru Sirka remain a powerful force even today. Vilani society is built around guilds and Bureaus that run the various services needed to keep a society working; these too are holdovers from the First Imperium period.

Vilani view scientific and technological progress with disdain; stability is more important than progress. Pure-blooded members of the race tend to live very long lives. This trait is rapidly diluted by interbreeding. When selecting Vilani as their character's race, players should state whether the character is of mixed or full-blooded Vilani descent.

Status: Major Race

Homeworlds: Vland A967A9A-D

Languages: Galanglic and Vilani.

SOLOMANI HUMANS

Originally known as Terrans or Earthlings among themselves, these humans of Terra (Earth) eventually adopted the title of Solomani or the Men of Sol as the designation for their race. Solomani or humans belonging to a Solomani-influenced culture are more innovative and inquisitive than their Vilani cousins. Solomani are explorers and tinkers. Solomani societies tend to be more violent and unstable than their Vilani equivalents.

Status: Major Race

Homeworlds: Terra (Earth) A867A49-D

Languages: Galanglic.

MIXED RACE HUMANS

The humans of Charted Space include some pure-blood Vilani and Solomani groups, but the majority are of mixed blood. Some regions are dominated by Solomani or Vilani cultural ideas



(this has little to do with lineage, though pure-blood Vilani tend to maintain their traditional lifestyles). Most humans think of themselves first as citizens of their homeworld, then as citizens of any interstellar government. Cultural pollution has caused many worlds (especially those on major trade routes) to move towards a "standard-starfaring" culture, though even this is subject to local variations. Some worlds are very different to this starfaring-norm culture. Diversity (within limits) is more common than compliance.

Status: Major Race

Homeworlds: Numerous.

Languages: Galanglic and their own local homeworld languages (if any).

ZHODANI HUMANS

The other major human group is the Zhodani, who rule a large area of space away to Coreward-Spinward. The Zhodani have embraced telepathy and other psionic talents and are ruled by a psionic nobility. Their society is stable and peaceable, but ready to defend its borders against aggression.

At the top of the Zhodani social order are the psionic nobles, either drawn from the most adept psionics among the Intendant class, or trained from birth when born of a noble family. Nobles in Zhodani society form the core of the elite business owners and managers, politicians and military leadership.

Below the nobility is the Intendant class. Intendants are psionically trained individuals born of an Intendant family, or selected from among the proles for their high psionic potential. Intendants act as the middle managers, bureaucrats, and functionaries of Zhodani society. Many are assigned as personal secretaries to individual Zhodani nobles.

The Proles, who greatly outnumber Nobles and Intendants, are typically not psionic, or are low strength natural talents without any formal training. The Proles are the contented farmers, factory workers, scientists, technicians, dockworkers, supervisors, junior managers and enlisted members of the armed forces who make up the majority of Zhodani society.

All Zhodani characters with a Social Status of 16 or higher are nobles and are automatically considered to be a Natural Psionic Talent. All other Zhodani characters should automatically be checked to see if they are a Natural Psionic Talent. If the character is a natural talent with a PSI score of 10 or higher, he or she is considered to be an Intendant. If an Intendant's Social Status is below 10, it is automatically raised to 10.

Status: Major Race

Homeworlds: Zhdant A6547C8-D

Languages: Zdetl.

MINOR HUMAN SUBRACES

Various groups of genetically engineered, adapted or pure-blood humans exist in Charted Space; some of them in strange places. Cultures vary widely; usually this is the result of local conditions. Not all of these offshoot species are capable of interbreeding with genetically "straight" humans, and some are very different from the "human" norm.

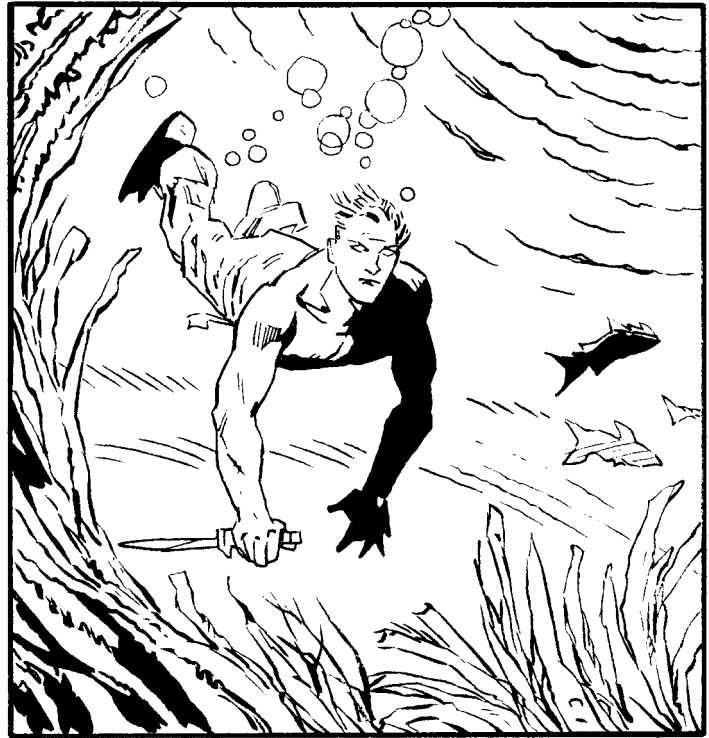
Status: Minor Race

Homeworlds: Numerous.

Languages: Galanglic and their own local homeworld languages (if any).

LURIANI

The Luriani are an amphibious minor human race, apparently 'seeded' on their homeworld of Daramm roughly 300,000 years ago by the Ancients, in an (unfinished) attempt to breed a race of aquatic humans for some unknown purpose. Luriani constitute



the third largest subrace of humans in the Gateway region, second only to humans of Vilani or Solomani descent, and have long been an important part of the history and politics of Gateway Domain.

LURIANI RACIAL TRAITS

- +1000xp penalty
- +2 Constitution, -2 Wisdom.
- Luriani base speed is 9 meters.
- Medium-size. Luriani receive no special bonus or penalties due to their size.
- Can dive in water down to depths of 240 meters without artificial aid.
- +2 on all Will and Fortitude saves due to cold conditions
- +4 to all Swim checks.
- +2 to all Pilot checks.
- Rarely will a Luriani have a Social Standing greater than 15 (Referee discretion). Currently there are only 7 known hereditary Luriani nobles.
- Luriani do not receive the normal human skill point bonus at 1st and subsequent levels.
- Luriani do not automatically receive the extra starting bonus feat that normal human do.
- Automatic Languages: Standard Luriani, Galanglic, Old High Vilani.

Personality: Because most Luriani are right-brain dominant (and thus left-handed), they have developed a highly passionate and artistically inclined society full of warm, uplifting music and sensual dance. Highly individualistic, most Luriani live as members of a large communal type family, in which the adults are members of a group marriage and all children are considered brothers and sisters, and all adults consider all the children their own.

To help quell what some outsiders might consider their 'hotblooded' nature the Luriani have evolved a Code of Honor when it comes to family and individual responsibilities. To a Luriani effort, hard work, and sincerity mean much more than the final results. When resolving matters of honor, this Luriani trait shows

through. Instead of duels to settle the matter, Luriani engage in contests of skills and wit. As long as both sides put forth their best effort, they each walk away from the contest with the matter settled and their honor intact, no matter who actually wins.

Physical Description: At first glance, the Luriani appear to be fairly standard as humans go, although a bit heavier and more rounded. Upon closer inspection, two significant differences can be noted: their hands and feet are webbed, and their skin has a slick appearance from the natural body oils they secrete to protect them from cold waters and climates. Much less apparent is the second eyelid, which protects their eyes from irritants as well as improving their vision underwater. To protect their ears from the pressures of deeper dives, they can voluntarily control the muscles of the inner ear and seal it off.

Internally the differences are more notable and remarkable. A subcutaneous layer of fat (causing their heavy, rotund appearance) acts as an insulating layer against the cold and helps store oxygen. Combined with an increased hemoglobin levels in their blood, this allows Luriani to collapse their lungs and make dives far deeper than any normal human, up to 240m. Because of this and other subtle difference in their biochemistry, Luriani tend to react unpredictably to drugs designed for standard humans.

Luriani are not interfertile with other humans, except via fairly intensive gene therapy treatments.

Status: Minor Race, human

Homeworld: Daramm A45AA76-E

Languages: Standard Luriani, Galanglic, Old High Vilani

Adventurers: Luriani adventure for the same reasons as any other human.

SYDITES

The Sydites are a race of genetically altered humans believed to have been bred by the Ancients for work, rather than brains or looks. They make excellent mechanics, technicians and soldiers, but being a bit unimaginative (some would say slow-witted) in their approach, tend not to do well in positions of responsibility and authority. While not generally stupid, most tend to solve the problems they encounter by simple, direct means rather than

careful planning and finesse.

SYDITE RACIAL TRAITS

- +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma, -2 Social Standing.
- Sydite base speed is 9 meters.
- Medium-size. Sydites receive no special bonus or penalty due to their size.
- Even though they have 4 limbs, a Sydite may undertake actions with only one set at a time per round.
- Sydites do not receive the normal human skill point bonus at 1st and subsequent levels.
- Sydites do not automatically receive the extra starting bonus feat that normal humans do.
- Automatic Languages: Sopas, the native language of the Sydites.

Personality: Years of bigotry, stereotyping, and xenophobia have tended to portray the Sydites as a strong and fast but ugly, bumbling and inept sub-race of humans. The Sydites are quite aware of this and resent the image and the dismissal of their place in the history of the sector. As a race they are tired of being thought of as second-rate people. Despite their genetic limitations, the Sydites have developed an impressive culture, and once ruled a considerable empire in the Gateway Sector region.

Physical Description: Physically Sydites are quite a bit larger than an average human (2-2.5m tall, 130kg in weight). They are also rather ugly in comparison, having a more brutish and blockier facial structure. Their size and general appearance is not the most striking difference from the standard human form however. Sydites have two sets of arms, the upper pair designed for heavy lifting, the second set designed for fine manipulatory work. The upper arms have an effective Dexterity equal to one-half the Sydite's Dexterity ability score, while the lower arms have an effective Strength equal to one-half the Sydite's Strength ability score.

Status: Minor Race, human

Homeworld: Khuur E959977-5 (Known as Sopater to its inhabitants)

Languages: All Sydites speak Sopas, their native tongue. Those living outside the Khuur league or those that deal with non-Sydites on a regular basis also typically speak Galanglic.

Adventurers: Outside of their own worlds, Sydites are often hired for mercenary work, as bodyguards or heavy manual labor, though their temperament also reduces their odds for gaining even these types of work with most employers.

VARGR

Of all the races of Charted Space, Vargr are the most similar to humans, though their biology and culture is quite different. Vargr have a pack mentality, which includes an obsession with status and "Prestige", and are known for their liberal attitude to laws. Vargr corsairs are notorious, and in some areas are the only contact humans have with Vargr. However, Vargr are part of human-dominated society in many regions.

The Vargr are an intelligent race descended from a carnivore/chaser stock that has a remarkable resemblance to the native Terran (Earth) animal known as the wolf.

VARGR RACIAL TRAITS

- +1000xp penalty
- +2 Dexterity, -2 Constitution.
- Vargr base speed is 12 meters.
- Medium-size. Vargr receive no special bonus or penalties



due to their size.

- Eyesight is much sharper than human sight, but has a more limited range of color sensitivity. They receive a +2 on all Search checks.
- Hearing is excellent, extending into lower ranges beyond the level of human capability. They receive a +2 on all Listen checks.
- Vargr also possess a keen sense of smell, gaining them a +1 on all Spot checks.
- Vargr enjoy a +1 attack bonus when attacking with their claws or bite. An unarmed Vargr may make two claw attacks (1d4 + STR Modifier in damage each) as a full round action, a single claw attack (1d4 + STR modifier in damage) as a standard action, or may try to bite an opponent (1d6+3 damage) as a standard action each round.
- Vargr have a special characteristic known as Prestige that is based on the character's Charisma score, but works in place of Charisma when dealing with other Vargr. It measures a Vargr's status (not necessarily self-worth) among his or her peers. Initially the Prestige score is equal to the character's Charisma score divided by 3 (round down, minimum of 1). When a new level is achieved the Referee should determine if the character will gain or lose one point of Prestige (or remain at the same score) based on the actions of the character since they gained a new level. Actions of notoriety (good, bad or otherwise) are more likely to improve Prestige than actions that gain little or no publicity. Prestige-gaining actions include leadership of a mission, promotion to an impressive post or rank, particularly flamboyant execution of a task, defeat of a notorious foe or avoiding destruction at the hands of such a foe while carrying out actions that diminish them. Prestige loss is likely when a character suffers public defeat or humiliation, is eclipsed by another character of lesser Prestige, or is forced to back down publicly. For high-Prestige characters, simply not gaining more Prestige implies that they have started "playing it safe". Prestige will be lost if the character stops trying to build their legend.
- Automatic Languages: Irilitok (in the Gateway region; other dialects elsewhere) and Galanglic.

Personality: Vargr are frequently characterized as 'inconsistent' by outsiders, who see many of their behavior patterns as contradictory and strange. They are a gregarious people who take great joy in the company of one another, and seek the security and comfort of fellowship with other of their own kind. Yet at the same time Vargr engage in almost constant struggles to achieve prestige and dominance within their group. This frequently gives the appearance of a quarrelsome, sometimes even treacherous nature. Indeed, Vargr move from one group or association to another with such great regularity that they may seem to have no loyalty to any specific institution or purpose. This is not the case. Vargr are every bit as loyal to their cause, leader, or institution as a human would be, but they know that eventually the time will come to shift that allegiance. When that time comes, they will transfer their loyalty to some new focus, and remain true to that until it is time to move on. Exactly what criteria are needed to convince a given Vargr that it is time to change varies widely.

Physical Description: Physically, Vargr are slightly smaller and lighter than an average Human (1.6m, 60kg), upright, bipedal, and remarkably humanoid in development and appearance. They are covered with short fur, which is generally brown, black, or rust colored and frequently combines shading of these and other



colors. Their tails are fairly long and generally end in a flaring brush. The muzzle is much shorter and less pronounced than in Terran canines, but is still quite evident. The fingers of a Vargr also retain sharp pointed, non-retractable nails that can function as claws in some close combat situations. On the whole their reactions are slightly faster than those of a human.

Status: Major Race

Homeworld: Lair A8859B9-D

Languages: The most common dialect spoken by Vargr in the Gateway region of space is Irilitok, though there are numerous other Vargr dialects spoken through charted space. Most Vargr675t also speak Galanglic.

Adventurers: Vargr are well suited to the risk/reward nature of the ever-changing adventurer lifestyle. The inbuilt drive to better oneself produces many born adventurers, and thus ideal *Traveller* characters.

Note: Other versions of *Traveller* do not have a Charisma stat. Vargr Prestige is called Charisma in these versions. The change was made for T20 to avoid confusion. If using materials written for a different *Traveller* rules set, treat any reference to Charisma as Prestige.

ASLAN

The first humans to encounter this alien race thought the humanoid Aslan to be vaguely "lion-like" in appearance and labeled them with an appropriate word from a Terran language. The resemblance is fairly minor (and Aslan certainly have no connection with Terran felines) but the name stuck. Aslan society is rigidly divided into male and female roles. Males are warriors and protectors; females are administrators and scientists. Male Aslan, who measure wealth in terms of land and prestige, have difficulty in surviving in human society. Concepts like "money" are

alien to them, while humans seem to lack “honor”. Females are more adept at organization, finance and business, and have far fewer problems interacting with non-Aslan.

Aslan are descended from four-limbed carnivorous pouncer stock that rose to the top of the food chain in the forests of their homeworld, Kusyu.

ASLAN RACIAL TRAITS

- +1000xp penalty
- All Aslan: +2 Strength, -2 Dexterity
- Male Aslan: +1 BAB with all weapons (which makes +2 with dewclaw; see below), -2 Wisdom. May not take the Academic, Belter, Professional, Merchant, or TAS Field Reporter classes.
- Female Aslan: May not take the Big Game Hunter, Mercenary, Noble, Scout, or Ace Pilot classes.
- Medium-size. Aslan receive no special bonuses or penalties due to their size.
- Require 10-11 hours of sleep every 32 or will begin to suffer degradation of their abilities.
- Aslan base speed is 12 meters. However they are capable of short bursts of speed. In combat an Aslan has a movement of 18 meters.
- Aslan enjoy a +1 BAB when attacking with their dewclaws (see Physical Description, below). An unarmed Aslan may make two separate dewclaw attacks (1d6 + STR modifier in damage each) as a full round action or a single dewclaw attack (1d6 + STR modifier in damage) as a standard action each round.
- Hearing is superior to that of humans, giving all Aslan a +1 to Listen checks.
- Low Light Vision: Aslan can see twice as far as humans in starlight, moonlight, or other low light conditions.
- Automatic Languages: Aslan and Galanglic.

Personality: The Aslan are a warrior race, noble and proud. They are dedicated to those in authority above them and responsible for those who owe fealty from below. Their society is based around the family and its relationships. They are fairly touchy, and it is quite easy for Aslan to give or take offense. Dueling is a common way by which insults and slights are resolved.

Aslan are intolerant of anyone who does not share their cultural values, which can lead to difficulties when interacting with ‘foreign barbarians’. The Tolerance feat allows an Aslan to get along with foreigners somewhat better than otherwise, reducing the number of challenges an Aslan feels compelled to issue.

Aslan have a strong gender divide built into their culture: males are warriors and leaders; females are thinkers, technicians, businesspersons and diplomats. The idea of a male doing ‘female work’ is unthinkable, and it is almost as rare for females to have any male-oriented skills. As a result of this deep-rooted divide, Aslan find it difficult to comprehend the idea that males and females of other species can do any work they please.

Thus gunners, pilots, law enforcement personnel, commanding officers, and people with other “action oriented” jobs will be referred to in the masculine only by an Aslan, and navigators, businesspersons, executive officers, engineers, repair technicians, and those undertaking other intensely educated or ‘thinking’ tasks will be referred to as female. Stewards, entertainers, reporters, and artists will be referred to by physical gender. The Tolerance feat allows a DC10 Wis check to get things right; not having the feat makes this DC18

Aslan males have a territorial instinct to acquire and accumulate land. This is the male’s primary goal in life, his status being determined by the amount of land he controls. In society



most males (except the lowest classes) are found in the military or in politics. Aslan females are the ones that handle the trade, industry, and accumulation of knowledge within Aslan society.

Aslan measure Soc by how much land an individual or his kin can lay claim to. A low to moderate Soc (up to about 12) usually indicates that the Aslan has little or no land of his own - his Soc is due to the holdings of his clan (or a family within the clan). Soc of 12 or above usually indicates that the character has at least a small amount of land somewhere, and the more he has, the higher his Soc will be. This land may actually be pretty worthless – a few square miles of pasture or lonely moorland – but to the Aslan the ability to take land and keep others from taking it away is the measure of a male’s importance.

Physical Description: Aslan are upright bipeds standing roughly of Human height (1.8-2m). They weigh on average 100kg. The Aslan hand has three fingers opposing a single medial placed thumb, and all have retractable claws. In addition, Aslan have a single highly specialized claw under each thumb. This ‘dewclaw’ folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general body structure of Aslan make them somewhat clumsy by human standards, but what they lack in dexterity they make up for in strength.

Status: Major Race

Homeworld: Kusyu A876986-C

Languages: Aslan all share a common language and culture. Most Aslan encountered in human space also speak Galanglic.

Adventurers: Male Aslan will likely be adventuring with the eventual goal of acquiring land. Female Aslan may be adventuring for business or personal reasons.

MINOR RACES

There are many minor races – some very alien indeed – throughout Charted Space. Not all of them are what they seem.

The Referee is free to develop his or her own minor races, both human and alien, as necessary. Some examples from the Official *Traveller* Universe are given below.

URSA

Ursa are a genetically-uplifted Terran animal species, like Dolphins and Orca. The Solomani corporation GenAssist, established to adapt Terran native lifeforms to alien climates, saw a need for creatures that could assist in colonizing and developing various types of worlds for the Rule of Man. To that end, GenAssist began research on a number of species that might prove to be of use. The Ursa were developed fairly late in the project. It was anticipated that they would be used on higher than normal gravity planets or worlds with many hostile and dangerous lifeforms.

The project was declared a failure and dropped in favor of more promising species, and the experimental colonies were scheduled for extermination. The inhabitants of one Ursa colony succeeded in defeating the GenAssist death squads and seizing a number of starships. Rather than immediately making for safety, these brave few gambled the survival of their entire species by conducting a rescue of as many of their brethren as possible from other colonies. Only then did they flee into deep space. The Ursa managed to reach suitable worlds and established small colonies, some of which still exist. Ironically, their actions proved that far from being a failure, the Ursa Uplift Project had been an incredible success.

GenAssist hunted the Ursa for a time, but eventually found more productive activities to engage in. The whole incident was quietly forgotten about – at least by GenAssist and the Rule of Man.

Some humans, particularly those of strong Solomani background, still look at the Ursa and other uplifted races as inferior beings, not much above the animals they were engineered from, and who should be grateful to those who gave them the intelligence and station they now possess. Such bigotry is one reason for Ursa clannishness.

URSA RACIAL TRAITS

- +3000xp penalty
- +4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence,



-4 Social Standing.

- Constitution ability score x 2 = Starting Stamina points.
- 10 + Constitution score = Lifeblood points.
- Ursa base speed is 12 meters.
- Large-size. Ursa receive a -1 attack and AC penalty due to their size.
- +1 natural AC bonus.
- Ursa have two natural methods of attack, the slap and the hug. Unless an Ursa has multiple attacks due to their level, they may only make one slap attack per round as a standard action. Ursa have a +1 BAB when making a slap attack and will inflict 1d8+2 damage if they hit. The hug requires a successful grapple attack, and will inflict 2d6+Str modifier in damage per round it is held.
- Low Light Vision: Ursa can see twice as far as humans in starlight, moonlight, or other low light conditions.
- +2 to all Listen and Spot checks.
- +4 to Move Silent Checks.
- Automatic Languages: Galanglic.

Personality: The Ursa are quite clannish, preferring their own company after centuries of persecution and bigotry at the hands of some humans. Because this love of clan and race is so strong, and because their numbers compared to other races are so small, an Ursa will take extreme measures or perhaps even allow himself to be killed rather than take the life of a fellow Ursa. This does not mean the Ursa do not fight among themselves, but when such instances do occur they are ritualistic battles for show rather than an attempt to truly injure the opponent. While some injuries do occur in such battles, they tend to be non-life threatening.

Among non-Ursa, they tend to be reserved, speaking when spoken to or when needed. It is only with those whom an Ursa has come to trust that they will open up and reveal a much lighter and playful side. Such trust must be earned, and is not given easily.

Physical Description: Uplifted from the brown bear found on Terra, the Ursa stand erect some 2.5 to 3 meters tall, 1.2 to 1.5 meters when on all fours, and 2 to 2.5 meters when sitting. They typically walk on all fours, but are quite capable of bipedal movement when needed or desired. When dealing with races smaller than themselves, Ursa tend to sit on their rears (bringing them down to eye level with most humans) or stand on all fours. They do not typically wear pants or footgear (unless needed), but often sport tunics and body packs for their carrying capacity and (when needed) rank and identifying insignia.

Status: Uplifted animal race

Homeworld: Khush C998509-5

Languages: All Ursa speak Galanglic as their native tongue, being an uplifted race.

Adventurers: Most Ursa that venture beyond their adopted homeworld do so as bodyguards and mercenaries, jobs for which they are highly prized. A few may also be found traveling, satisfying an innate wanderlust and seeking to better understand the place of the Ursa in the universe.

VIRUSHI

Despite their enormous size and nicknames such as 'centaurs with tank blood' or 'intelligent bulldozers', the Virushi are truly gentle giants. They are extremely polite and soft-spoken; indeed their voices are naturally weak and quiet in normal (for humans) atmospheres, having been evolved for use in a much denser atmosphere.

Because they were one of the larger lifeforms on their homeworld, the Virushi never came under serious threat from

other species. Their society has thus not evolved much beyond the 'cooperative' stage, with most Virushi preferring to remain apart from their fellows. They will typically work together only on those projects that profit both the individuals involved and Virushi society as a whole. Thus the Virushi have ultimately become an almost utopian culture; contented, pastoral, highly supportive of individual freedom. A Virushi will willingly cooperate on almost any task if so inclined, but it is almost impossible to order one to do anything he or she does not want to.

VIRUSHI RACIAL TRAITS

- +6000xp penalty
- +10 Strength, +2 Dexterity, -2 Social Standing, -2 Charisma.
- Constitution $\times 5$ = Starting Stamina Points.
- 20 + Constitution = Starting Lifeblood Points.
- Virushi base speed is 6 meters.
- Large-size. Virushi receive a -1 attack and AC penalty due to their size.
- +6 natural AC bonus.
- -4 to all Listen and Spot checks.
- Automatic Languages: Virush (native language) and Galanglic.
- May not select the Mercenary, Barbarian, Rogue, Army, Navy, Marine, Ace Pilot, or Big Game Hunter classes.
- May attack up to twice per round with their natural weapons, once using their lower arms as a pair of clubs (2d6 + Str modifier for damage), and once with their tail (3d6 + Str modifier for damage).

Personality: Virushi are a bit of a contrast in terms of personality. They are quite individualistic and very unlikely to obey orders, yet a Virushi is usually quite willing to 'lend a hand' when they see it is needed and would benefit not only themselves but others too. Virushi individualism appears to create grounds for friction, yet causes surprisingly little. This is mainly a result of their polite willingness to accept differences rather than come into conflict over them.

Despite their calm and placid demeanor, Virushi will fight if necessary, for example to defend the lives of friends, family, or other charges. They do not seek out conflict and will not press a confrontation if the aggressor backs down. It is very difficult to make a Virushi angry, as they are largely indifferent to pain

even on the rare occasions when they are under serious threat of bodily harm. They will almost always calmly and rationally (at least to a Virushi) attempt to discuss and negotiate a non-violent solution to a situation. If violence proves necessary, this too will be administered in a calm and rational manner – though the distinction is likely to be irrelevant to the person on the receiving end!

Physical Description: Standing almost 1.8 meters at the shoulder and tipping the scales at close to 1000kg, the Virushi are one of the largest sophont races ever encountered. The high gravity, dense atmosphere, and heavy radiation on their homeworld have evolved the Virushi into the impressive lifeforms they are today.

These massive creatures are covered by overlapping plates of armor with a texture similar to hardened leather. They walk on four tree-thick legs, and are capable of extraordinary feats of dexterity with an upper pair of almost human sized arms, while their lower pair of arms are heavily muscled. These lower arms are designed for heavily lifting, making the upper pair look withered in comparison. Adding to their overall mass is a rather thick tail that makes a potent defensive weapon when needed. The upper arms have only one-half the strength of the lower arms, while the lower arms only have one-half the dexterity of the upper arms.

This immense size and strength is somewhat offset by very poor sensory perception. Virushi eyes, buried beneath massive brow ridges, are adapted to work in brilliant sunlight and perform rather poorly under lower light conditions. Their hearing is similarly degraded under normal atmospheric conditions, having evolved to hear sounds transmitted in a dense atmosphere. They find normal human speech very near the threshold limits of their hearing.

Status: Minor Alien Race

Homeworld: Virshash AA87901-D

Languages: Virush is the native language of the Virushi, but most Virushi are also fluent in Galanglic.

Adventurers: When Virushi are found away from their homeworld, they are usually employed in careers that stress service to others. Because of their great dexterity they make excellent doctors. Virushi surgeons are renowned throughout Charted Space. Despite their great size and strength, Virushi are not found in military or similarly structured organizations as Virushi do not take orders from anyone.



HOMEWORLDS



The environment and society of the world where a character grew up plays a large part in determining their starting capabilities. In game terms, the Home or Birth World rules give a character a few extra specific skills added to their basic class skills, based on the world the character comes from. These rules do not determine a specific homeworld by name, but rather creates a general characterization of the world. This way the player or Referee is free to select an appropriate world from the specific campaign locale. Alternately, the Referee may assign a specific homeworld to each character as he or she sees fit, or allow the players to select their own homeworld from the campaign maps.

12-13	+1
14-15	+2
16 or higher	+3

DETERMINING THE HOMEWORLD

The first step is to determine the general level of technological development available on the character's homeworld. Roll 1d6 and consult the table below to determine the technological group of the character's homeworld.

1d6	Tech Level Group	TL	Prohibited Core (starting) Classes
1	Very Low Technology	1d4-1 (0-3)	Belter, Traveller
2	Low Technology	1d3+3 (4-6)	Belter, Traveller
3	Mid-Level Technology	1d3+6 (7-9)	Belter
4	High Technology 1	1d3+9 (10-12)	None
5	High Technology 2	1d3+9 (10-12)	None
6	Very High Technology	1d3+12 (13-15)	None

TL Range: The actual Technology Level rating for the character's homeworld has a significant bearing on the effectiveness of a character's education. For every 2 points a character's homeworld TL is below 11, he reduces his Education score by 1 (minimum score of 0). Conversely, for every two points a character's home TL is above 10, he may add 1 to his Education score. Any disadvantage a character suffers from a low homeworld TL may be offset by attending the University.

Prohibited Core Classes: Characters from certain tech level worlds may be prohibited from selecting certain classes when first creating their character. These restrictions do not apply to any Service or Prestige classes introduced later in this book or future supplements, unless otherwise noted within the specific service or prestige class description.

Homeworld Education

TL	Modifier
0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+/-0

WORLD TRADE CLASSIFICATION

Once you have determined the Tech Level (TL) for the character's homeworld, you are ready to determine the basic characteristics of the world. Roll 1d12 on the table below to determine the primary trade classification of the character's homeworld, modified based on the TL (if any). This trade classification has a direct bearing on the types of skills that are available to a character in the next step.

1d12 Primary Trade Classification

1	None
2	Low Population
3	Desert
4	Ice-capped
5	Poor
6	Non-Industrial
7	Agricultural
8	Non-Agricultural
9	Industrial
10	High Population
11	Water World
12	Rich
13	Fluid Ocean
14	Vacuum
15	Asteroid Belt

TL Modifier:

+1 if Homeworld TL 8+; +2 if Homeworld TL 10+; +3 if Homeworld TL 12+. These modifiers do not stack.

Agricultural (Ag) Exports food. Imports manufactured goods, luxury goods, and raw materials.

Asteroid Belt (Ast) Not a world but a planetoid belt. Inhabitants live among domes and stations among the asteroids.

Desert (De) A dry world with little or no water available on its surface.

Fluid Oceans (FI) A world on which the oceans are a liquid other than water.

High Population (HiPop or Hi) The world has a billion or more inhabitants.

Ice Capped (Ic) A world with frozen polar ice caps.

Industrial (In) Exports manufactured goods and some luxury goods. Imports food and raw materials.

Low Population (LoPop or Lo) The world has fewer than ten thousand inhabitants.

Non-Agricultural (Na) Exports raw materials and some manufactured goods. Imports food and luxury goods. Often a pre-industrial world.

Non-Industrial (Ni) Exports raw materials and some food. Imports manufactured goods and luxury goods. Often a pre-agricultural world.

Poor (Po) Exports little. Imports everything. Significant areas may remain undeveloped or uninhabited.

Rich (Ri) Exports luxury goods. Imports little. These are very 'Terrestrial' worlds, well suited to human life.

Water World (Wa) The great majority (95%+) of the surface of the world is covered by water oceans.

Vacuum (Va) A world with no atmosphere at all.

For worlds with no trade classification, roll on either the Na or Ni tables.

WORLD SKILLS

A character receives one rank in the K/Homeworld skill, representing knowledge of the world, its history, important figures, major landmarks, etc. Further, the technological group of the homeworld allows for a number of permanent skill bonuses for certain skills. The skills allowed are determined by the Primary Trade Code (see the table below).

A character may not select a skill that is higher than the technology level of their homeworld, but may select a skill that is up to two ranks lower than the technology of their homeworld. For example: a character from a High technology world, selecting a skill from the Non-Industrial list could select the T/Mechanical, Handle Animal, or Ride skill, but could not select the Survival or Knowledge skill for that trade classification.

A skill may be chosen more than once. The first time a skill is selected, the character receives a permanent +1 background bonus whenever attempting to use that skill. This bonus stacks with any other bonuses. Each additional selection of a skill will add an additional +1 to the background bonus for that skill.

Exactly how many skill bonuses a character may take depends on the TL of their homeworld.

Very High or High Tech: 3 skill bonuses. Characters from a higher technology world generally have much more free time in which to pursue other interests beside work than at lower technology levels. Characters from these worlds automatically

receive a +1 bonus to the T/Computer skill in addition to any other skills selected.

Mid Tech: 3 skill bonuses. Characters from a middle technology world manage to strike a better balance between work and the pursuit of other interests.

Very Low or Low Tech: 1 skill bonus. Characters from lower technology worlds spend the vast majority of their time working and just trying to survive. Characters from these worlds automatically gain a +1 bonus to the Ride and Survival skill in addition to any other skill selected.

WORLD FEATS

Characters may also start out with an automatic feat based on the technology level and one or more for the environment of their homeworld. Consult the chart below to see what feats your character qualifies for:

<i>World Tech Level or Environment</i>	<i>Automatic Feats</i>
Very Low Tech	Tracker and Trapping
Low Tech	Weapon/Swordsman
Mid Tech	Vehicle/Wheeled*
High Tech	Vehicle/Grav**
Very High Tech	Vehicle/Grav**

Asteroid Belt or Vacuum World Vac Suit and Zero-G/Low Gravity Adaptation

* Automatically gains the Driving skill (cross-class unless otherwise noted as a class skill) at skill rank 0.

** Automatically gains the Pilot skill (crossclass unless otherwise noted as a class skill) at skill rank 0.

				None
				Non-Ind (Ni)
<i>Tech Group</i>	<i>Agricultural (Ag)</i>	<i>Non-Agricultural (Na)</i>	<i>Industrial (In)</i>	<i>LoPop (LoPop)</i>
Very Low (0-3)	Handle Animal	Survival	Handle Animal	Survival
Low (4-6)	Ride	Navigation	T/Mechanical	Handle Animal
Middle (7-9)	Driving*	T/Mechanical	T/Communications	Ride
High (10-12)	T/Mechanical	T/Communications	T/Electronics	T/Mechanical
Very High (13+)	Knowledge	P/Prospecting	T/Gravitics	Knowledge
<i>Tech Group</i>	<i>Asteroid Belt (Ast)</i>	<i>Fluid Ocean (Fl)</i>	<i>Desert (De)</i>	<i>Water World (Wa)</i>
Very Low (0-3)	-	Survival	Survival	Swim
Low (4-6)	-	Driving**	Spot	Survival
Middle (7-9)	T/Astrogation	Navigation	Intuit Direction	Driving**
High (10-12)	T/Communications	K/Chemistry	Navigation	Navigation
Very High (13+)	P/Prospecting	T/Communications	T/Communications	T/Communications
<i>Tech Group</i>	<i>Rich (Ri)</i>	<i>Poor (Po)</i>	<i>High-Pop (HiPop)</i>	<i>Vacuum (Va)</i>
Very Low (0-3)	Craft	Intimidation	Leader	-
Low (4-6)	Entertain	Bluff	Trader	-
Middle (7-9)	Knowledge	Gather Information	P/Administration	T/Mechanical
High (10-12)	Gambling	Forgery	K/Interstellar Law	T/Communications
Very High (13+)	Liaison	P/Prospecting	Liaison	T/Astrogation

The trade classification **lc** (Ice-capped) provides no specific World skills.

* Automatically gains the Vehicle/Wheeled feat if the character does not already possess it.

** Automatically gains the Vehicle/Watercraft feat if the character does not already possess it.





PRIOR HISTORY



In Traveller, the player characters are rarely neophytes released onto an unsuspecting universe. They tend to be older, more experienced characters who know what they are doing. This doesn't mean it isn't possible or permissible to create and play a character starting from 1st level with no experience, it's just not the norm. If you wish to play a 1st level character, just skip this section and move straight on to Classes and Levels.

If you do wish to play a more experienced character, there are two ways to do it. The first and easiest way is to simply decide what level you want the character to start the game at and move directly on to Classes and Levels.

The second, and in our opinion preferred method to creating a more experienced character is to use the prior history system detailed herein.

Under the prior history system a character will spend one or more 'terms', usually a four year period, either working or furthering their education. While serving a term, the character will have an opportunity to earn experience points, promotions, decorations, or even cash bonuses. In addition, the events that occur during a term can help shape and develop the background story of the character.

BEGINNING A TERM

A character faces a dilemma: enter a career or further their education and training? It is up to the player to decide which option best suits their planned career path; the character will earn experience and other bonuses whichever option they choose. It is possible to take a career break to attend an educational or training facility later on.

The Educational Path: A character with an initial Education score of 10 or higher is considered to be informally educated as a result of personal interest and job-related learning rather than having undertaken a formal course of study at a college or university. Such characters do not have a degree. Therefore the University option remains a viable choice for these highly educated characters, allowing them to earn a formal degree (and the experience acquired from successful University attendance), though they may not necessarily receive an increase in their education score. Other educational and training opportunities are also available.

Attendance to a school, academy, college, or institute does not typically have to be chosen immediately. A character may elect to attend at any point during their Prior History development rather than spending another term in employment. Once they have completed their studies, the character may resume employment if they have not already developed too many terms.

The Path of Employment: Whether fresh off the farm or just out of college, a character has to make a living. A character may attempt to enlist into one of the service classes, or develop their experience in their core class. While gainfully employed in such endeavors the character will earn experience and possibly other benefits including decorations, citations, promotions, cash, or equipment.

A character may choose to muster out of any service or employment position at the end of any term, and then seek employment in another service or profession (or attend University) if they have not already spent too many terms in Prior History development. However, common sense must apply. Only in circumstances of the direst need would the Imperial Marines accept a recruit aged 38. Similarly, it seems very unlikely that

someone would leave the Navy to begin a career in the Army. Such a career path would be highly unusual, even by the standards of player characters.

THE EDUCATIONAL PATH

A character may spend any term pursuing their education at a university or more specialized educational or training facility. It is assumed that the character has managed to locate an appropriate center of learning of at least TL12, unless the Referee specifies otherwise.

Once admitted to a facility, success is still not guaranteed. The character will spend the next few years in study before sitting a final examination at the end of the program's course. Characters who pass their final exams will earn the benefits listed for their course of study. Those who fail leave without the benefits listed, but perhaps a bit wiser for their time spent.

Take10 and Take20 may not be used when resolving Educational events.

ELIGIBILITY

Any requirements the character must meet before applying for admission/acceptance.

ADMISSION/ACCEPTANCE

If a character fails to pass the entrance exam, they may not attend the university this term (no time is lost) and must select another option such as pursuing employment in a career or service, or perhaps applying for admission to another school or program. If the character passes, they are accepted into the given school for the duration of the program.

GRADUATION/SUCCESS

Failing the final exams means the character has spent only half the specified course length in attendance at the school, but leaves after that time without any benefit other than one-half the normal experience, if any. Passing the final exams means the character has spent the full specified course duration in successful study and has earned any benefits listed for that school.

HONORS

The truly studious and diligent may be able to graduate with Honors. If the character has successfully graduated from the course, they may check to see if they earned a position on the school's Honor Roll and some type of additional benefits. Failure to make the honors roll means the character does not earn any benefits for the time they spent, but there is no penalty or censure associated with this.

COURSE LENGTH

The amount of time the character will spend in his or her studies. At the end of the course, the character will have aged the number of years listed here.

BENEFITS

The benefits or advantages derived from successfully attending or graduating from the given institution. Benefits may range from Experience bonuses, to improved ability scores, to bonus skill ranks, to commissions and/or promotions in a given service or career.



THE EMPLOYMENT PATH

The following steps outline how to conduct a character serving a term of employment. Not all steps will apply to the work routine of any given career or service. At the end of each term the player may attempt to reenlist in their current service, continue their current career, take a term off to further their education, or they may choose a new career or service.

Unless otherwise noted, all checks for the employment path are made by rolling 1d20 and adding any listed modifier.

Take10 and Take20 may not be used when resolving events during Employment.

ENLISTING OR FINDING EMPLOYMENT

If a character is attempting to pursue a different career or service from the one they pursued in the previous term, they must first meet any initial requirement listed for the new career or service before the character is accepted as a member and may begin work or training. A character may only be an active member of one service or career at a time during Prior History.

Basic Training: Upon successfully enlisting into a military or quasi-military service (Army, Flyer, Law Enforcer, Marine, Navy, Scout, or Sailor) the character spends the first two years of their first four-year term of service in orientation and initial training. This earns the character an automatic 1,000XP bonus. The remaining 2 years of the first term are handled as if it were a normal term of service (see *Serving a Term*). Experience earned for the term is normal (plus the automatic training bonus), but any Commission checks are at a -2 penalty, any cash bonus earned is halved, and no check is made for an XP bonus.

Characters entering a service after completing OTC at the University do not undergo basic training and serve a normal first term.

DUTY ASSIGNMENT

All employment terms are 4-years in duration unless otherwise noted. At the start of each term, the character must roll 1d20 to see what their duty assignment or job will be for that term. This assignment will determine the Survival, Commission, Promotion, Decoration, Experience Bonus, and Cash Bonus task DCs for the term. Listed at the bottom of each task column are any modifiers that normally will apply to that task check.

SURVIVAL

During each term the character serves, he or she must check to see if they “survived” the 4-year term without incident. If the character survives he or she earns 4,000 XP. If the Survival DC is rolled exactly, the character was wounded (or otherwise injured) but survived the incident without jeopardizing their career. If serving in the Army, as a Flyer, Marines, Navy, or as a Sailor the character is awarded the Purple Heart medal. Since being injured at work represents an unmistakable learning opportunity, injured characters of all classes earn a 1,000 XP bonus this term.

Failing to survive doesn’t actually mean the character has died, but rather that they have suffered some mishap that places their career in jeopardy. Characters failing to survive do not earn any XP this term and forgo any commission, promotion, or XP bonus rolls (but they may take a decoration roll if available; see Decorations below). To find out what went wrong during the term, roll 1d6 on the Survival Mishap table for the appropriate service or profession. If the character was awarded a MCFU, subtract 1 from the Mishap roll. If awarded a MCG, subtract 2 from the roll, and subtract 3 from the roll if awarded an SEH.

Characters can increase their chance of Survival in a given term by taking an increase to their Decoration, Commission, AND Experience Bonus DCs. For every point that is subtracted

from the required Survival DC, one point must be added to the Decoration, Commission, AND Experience Bonus DC for this term. This represents a “head down and take no risks” approach during the term.

Alternatively, a character can increase their chance of a Decoration, Commission, AND Experience Bonus in a given term by taking an increase to their Survival DC this term. For every point added to the required Survival DC, the character may subtract one point from the Decoration, Commission, AND Experience Bonus DCs for this term. This represents a daring, risk-taking approach during the term, which can have great benefits or get the character into real trouble. Not all risky situations have the potential for injury, but all have the potential to make the character very unpopular with higher-ups if he or she takes an unnecessary risk and fumbles the ball.

COMMISSION

Each term an enlisted character serves, he or she has a chance to be commissioned as an officer. If the roll is successful, the character is commissioned as the lowest rank of officer in the service. A character also receives a 2000 XP bonus when they are commissioned. A character may only be commissioned once in a given career or service.

This does not apply to careers or services that do not have a two tiered rank structure.

PROMOTION

Promotions in rank or status are available for many services and careers. Each term served in these services or careers will offer a chance of promotion. If the character makes their Promotion DC roll, they rise in rank or title. If the character has already reached the highest enlisted or officer rank, then no promotion is received. An enlisted person is not “promoted” into the officer corps; he or she must be commissioned for this to occur. A character earns 1,000 XP every time they are promoted. Parenthesis around the Promotion DC number denote the DC for enlisted personnel. Officers add 2 to this DC – there are more enlisted positions available than commissioned ones.

Scouts do not have ranks and promotions as such, but any Scout that has served 5 or more terms (20 years) is considered to be a Senior Scout.

A character may add +1 to any promotion check for every two completed terms spent in the current service.

Enlisted: Enlisted personnel are the lower levels of the command structure and form the majority of the personnel in any service. Depending upon the service, they represent the junior leaders such as team leaders, foremen and non-commissioned officers, and the “workers” such as technicians, soldiers, deckhands, clerks, nursing staff, couriers, apprentices and other people that do the majority of the actual work in any given profession.

Officers: Officers are the overseers and administrators in any service. They are the ones to make the plans and give the orders for the enlisted personnel to carry out. Unless a character enlists into a background class having completed OTC at the University, or having graduated from the University with Honors, the only other way to become an officer is to be commissioned during service.

Merchants entering the profession after completing OTC begin at a rank of O2 rather than O1 as normal.

DECORATION

For some services, there may also be a chance of earning a decoration, medal, or citation for the character’s actions on duty during the term. For those careers or services that award decorations, the various possible awards and the rolls needed to earn them will be listed.

Depending on the type of decoration or award received the

character will also receive additional experience points this term as follows:

Decoration/Award Type	XP Bonus
Common	2000xp
Uncommon	4000xp
Rare	8000xp

EXPERIENCE BONUS

Every service and profession offers the chance to earn an experience point bonus award each term. Successfully making the character's Experience Bonus DC roll will earn them a 1d4 x 1,000 XP bonus to any XP already earned this term through survival, commissioning, or promotion.

CASH BONUS

Characters serving in some services and professions have an opportunity each term to earn a cash bonus. If the Cash Bonus check is successful, the character may roll once on the Cash Benefits table under Mustering Out Benefits for that particular service or profession.

ENDING A TERM

The end of any terms carries with it some record keeping and a few decisions.

KEEPING NOTES

At the end of each term you should jot down the events of that term for future reference. These notes can be invaluable in helping to more fully develop the events of a character's previous life. The following notation format is recommended:

Term 1 - Academic
 Lecture Circuit - survived (4000xp)
 Awarded a Foundation Fellowship award (2000xp)
 Earned 1000xp bonus
 Total Experience: 7000xp

TOTAL EXPERIENCE

The total amount of experience the character has earned this term should be added together and applied to the character's accumulated experience point total.

APPLY AGING EFFECTS

The age of a character should be recorded and updated upon the completion of any term of prior history. It should also be checked each term to see if the character's new age puts them into a new age group and if so, what effects that new age group will have on the character's ability scores (if any).

Race	Young		Middle			Max
	Adult	Adult	Age	Old	Venerable	Age
Human	14	18	35	53	80	+2d10
Vilani, Mixed	14	18	40	58	86	+4d10
Vilani	14	18	45	63	91	+6d10
Aslan	12	14	56	60	70	+1d10
Vargr	14	18	35	53	70	+2d10
Luriani	14	18	35	53	70	+2d10
Sydite	14	18	30	48	65	+2d8
Ursa	10	12	25	43	60	+2d6
Virushi	14	18	35	53	70	+2d10

The Effects of Age

The effects of age depend on which age group a character currently falls under.

Youth: No aging modifiers.

Adult: No aging modifiers.

Middle Age: -1 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.

Old Age: -2 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.

Venerable: -3 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom

Maximum Age: Represents the end of the normal lifespan, and a gradual decline until death from the effects of aging. This can be offset by certain methods; notably anagathic treatments.

The effects of aging are cumulative. By venerable age, unless otherwise offset, a character's Strength, Dexterity, and Constitution will have been reduced by 6 points each, while their Education and Wisdom have increased by 3 points each.

A character whose Strength or Dexterity has been reduced to zero is rendered an invalid, no longer able to care for themselves in any physical capacity. If both Strength and Dexterity have been reduced to zero or either Strength or Dexterity has been reduced to less than zero, the character has died.

If a character's Constitution is reduced to zero or less the character has died.

THE NEXT STEP

This term is now complete and what the character does next must be decided. Do they continue working in the same career or service, do they choose to attend one of the available educational opportunities, do they find employment in a new career or service, or do they wrap up their prior history, finish up and begin play?

REENLISTMENT/CONTINUED EMPLOYMENT

After each successfully completed term of employment (i.e. one in which they didn't get thrown out of the service!), the character must check to see if the service or profession "requires" continued enlistment or employment for another term, or even would like the character to stay on at all. If an unmodified 20 is rolled on the Reenlistment/Continued Employment die roll, the character must serve another four-year term even if this would take them past the normal maximum number of terms. Failing to make the Reenlistment/Continued Employment roll means that the service or profession no longer requires the character's services for some reason, and they may not reenlist or continue in this service or profession. If the Reenlistment/Continued Employment DC roll is made, the character may voluntarily continue for another term if they have not yet reached the Prior History age limit for their race.

Prior History Age Limits

The maximum number of years a character may spend in Prior History depends on their starting age and race. If a character reaches this age limit while still serving an active term in a career or service, they may finish out that term but may spend no further terms in Prior History after the end of that term.

Race	Starting Age +x Years
Human	28
Vilani, Mixed	32
Vilani	40
Aslan	52
Vargr	28
Luriani	28
Sydite	24
Ursa	20
Virushi	28



LEAVING A SERVICE OR CAREER

If a character does not reenlist into their current service or does not continue their employment in their current career for any reason, they must immediately apply any levels earned during this period of their Prior History before going on to further their education, entering a new career or service, or finishing up and beginning game play. Selecting classes and applying levels is covered in the Classes and Levels chapter.



EDUCATIONAL OPTIONS

UNIVERSITY

It is assumed that a character attending the "University" has managed to locate an appropriate center of learning of at least TL12, unless the Referee specifies otherwise. A character may apply for admission to one of three programs of study: Bachelor's Degree, Master's Degree, or Doctorate. She must meet the eligibility requirements for the program and pass the entrance examination, or her application will be rejected. A character who fails to enter University can try again in a later term.

Once admitted to a study program, success is still not guaranteed. The character must specify her chosen field of study (biology, interstellar law, criminology, journalism, etc.). The character will spend the next 2-4 years in study before sitting a final examination at the end of the program's course. Characters who pass their final exams will earn an appropriate degree in their chosen field of study. Those who fail leave the university without their degree, but perhaps a bit wiser for their time spent.

BACHELORS PROGRAM

The first of the degree programs, and required before one may attempt to earn higher degrees in a subject. Upon successful admission, the character must specify what their chosen field of study will be; Criminology, Law, Medicine, Journalism, or any other reasonable field that is acceptable to the Referee. Characters that successfully graduate from this program earn a Bachelor of the Arts, Sciences, etc., degree as appropriate. The character may add the initials BA, BSc, etc. to the end of their name as appropriate to reflect their new status, and they may apply for admission into the University's Masters Program for their chosen field if desired.

Eligibility

No requirements.

Admission

INT check vs. DC (22-EDU) to be admitted.

Graduation

INT check vs. DC (22-EDU) to successfully graduate.

Honors

INT check vs. DC (28-EDU) to earn a place on the University Honor Roll.

Course Length

4 years if graduated, 2 years if failed to graduate. Characters with an EDU ability score of 12+ may complete the course and graduate after 3 years.

Benefits

If the character successfully graduates, they obtain a degree, and earn 3000xp. If the character's EDU score is 11 or less, it is automatically raised to 12.

Honor graduates gain a 1,000xp bonus, and add +1 to their current EDU score (after graduation).

MASTERS PROGRAM

A character with a Bachelors degree in a field of study may elect to further their education and pursue a Master's degree. A character's field of study for this program must be the same as their chosen field of study for their Bachelors degree. Characters that successfully graduate from this program earn a Master of the Arts, Sciences, etc., degree as appropriate. The character may add the initials MA, MSc, etc. to the end of their name as appropriate to reflect their new status, and they may apply for admission into a Doctorate Program for their chosen field if desired.

Eligibility

An appropriate Bachelors degree.

Admission

INT check vs. DC (26-EDU) to be admitted.

Graduation

INT check vs. DC (26-EDU) to successfully graduate.

Honors

INT check vs. DC (32-EDU) to earn a place on the University Honor Roll.

Course Length

2 years if graduated, 1 year if failed to graduate.

Benefits

If the character successfully graduates, they obtain a degree, and earn 1,500xp. If the character's EDU score is 13 or less, it is automatically raised to 14.

Honor graduates gain a 500xp bonus, and add +1 to current EDU score (after graduation)

DOCTORATE PROGRAM

A character with a Masters degree in a field of study may elect to complete their education by obtaining their Doctorate degree. A character's field of study for this program must be the same as their chosen field of study for their Masters degree. Characters that successfully graduate from this program earn a Doctorate of the Arts, Sciences, etc., degree as appropriate. The character may add the initials Ph.D. to the end of their names as appropriate to reflect their new status. Characters that have graduated with Medicine as their field of study may legally call themselves Physicians, and may append the initials M.D. (Medical Doctor) after their names.

Eligibility

An appropriate Masters degree.

Admission

INT check vs. DC (26-EDU) to be admitted.

Graduation

INT check vs. DC (26-EDU) to successfully graduate.

Honors

INT check vs. DC (32-EDU) to earn a place on the University Honor Roll.

Course Length

2 years if graduated, 1 year if failed to graduate.

EDUCATIONAL OPTIONS

Benefits

If the character successfully graduates, they obtain a degree, and earn 1,500xp. If the character's EDU score is 15 or less, it is automatically raised to 16.

Honor graduates gain a 500xp bonus, and add +1 to current EDU score (after graduation).

COURSE TITLES

Players should specify a suitable degree title for their character. Many courses are entirely standard and result in titles such as "BSc Physics." However (and always in agreement with the Referee), a character may earn a degree with a more unusual title, such as "BA Medical Administration." Many universities offer such vocational courses in addition to purely academic studies. Note that a Masters or PhD must be in the same *field* as a character's Bachelor's degree, but need not have the same *title*. Higher degrees are often more specialized than bachelor's programs.

There are four basic types of degree that can be earned in the **Traveller** universe: Arts, Sciences, Engineering, and Education. These are abbreviated as follows, with examples:

BSc: Bachelor of Science. These are "pure" science courses, e.g. Physics, Planetology, Xeno-Biology, Metallurgy, Biochemistry, etc.

BA: Bachelor of Arts. These are the most "academic" courses, e.g. Literature, Law, History, Linguistics, Virushi Cultural Studies, Military Studies, etc.

B.Eng: Bachelor of Engineering. These are "Applied Science" courses for the most part, e.g. Starship Engineering, Mining Studies, Information Systems.

B.Ed: Bachelor of Education. This is a specialist vocational course that trains characters to work as instructors or educators, and includes a minor in a specialist subject, e.g. Physics, History etc. Graduates are not so knowledgeable about their specialist subject as their peers leaving a "straight" BA or B.Sc course, but they will have a good working knowledge of psychology and instruction-related skills.

Higher degrees are usually a specialization of a bachelor's course. Thus a B.Sc Physics graduate may then take an M.Sc in Jumpspace Dynamics, Astrophysics, or something really esoteric like Gravomagnetic Flux Dynamics. Doctorates are even more specialized.

Optional: *A member of the Academic career (at the Referee's discretion) need only ever take one Bachelor's degree, and can then undertake several courses of study at Masters level. A Masters is required as the foundation for each and every Doctorate. Thus a truly information-obsessed Academic might take a BA in History, then MA in Vargr Military History, a second MA in Interstellar Warfare Studies, a PhD (Doctorate) in the tactics of the Vargr Kforuzeng Empire, ANOTHER MA, this time in Planetary Defense Systems, and finally a B.Ed in History (General) in order to secure a teaching job at the Imperial War College. This kind of spectacular academic career is not for everyone. Most people take a Bachelor's and maybe a Master's degree, and then get out in the world to start a career. To an Academic, however, study can BE a career...*

OFFICER TRAINING CORPS (OTC)

A character studying for a Bachelor's degree may apply for enrollment in the University's Officer Training Corps or OTC. How easy it is to get accepted into OTC depends on which service branch you are planning to join upon graduation. If a character fails to be accepted into OTC, they may continue with other University studies normally. Only one OTC application (successful or not) can be made during a course of study.

If a character accepted into OTC successfully graduates from the University, he or she will be automatically commissioned as an officer in their chosen service and earns a 1,000 experience point bonus. If a character is accepted into OTC but fails to graduate from the University, they receive neither a commission nor the experience bonus, and must continue into the appropriate service class. A character who earns a commission in one of the services through OTC must spend the next term of Prior History immediately following graduation employed as a member of the service in which they were commissioned.

Note that while the Scouts are considered a *service* they do not have an OTC program. Also note that while the Merchants are not considered a service, they do have an OTC program available. The same requirements and rewards apply to Merchant OTC as to military OTC. Graduates of Merchant OTC enter the Merchant service at rank O3.

TABLE: OTC Enrolment

<i>Planned Service</i>	<i>Check</i>
Army (any tech)	STR Ability Check vs. DC10
Flyers	DEX Ability Check vs. DC12
Marines	INT Ability Check vs. DC12
Navy	INT Ability Check vs. DC12
Merchants	INT Ability Check vs. DC10
Sailors	EDU Ability Check vs. DC12
Scout/Other	Not Available

OTHER INSTITUTIONS

It is possible to attend other institutions than the university to obtain training or education. Other institutions include:

- COACC Academy
- Command College
- Flight School
- Medical School
- Merchant Academy
- Military Academy
- Naval Academy
- Performing Arts Academy
- Psionics Institute
- Reservist Training
- Sporting Academy
- Staff College
- Technical College

These institutions each have unique characteristics, as described below. Most give specific benefits instead of or in addition to experience, and most allow graduates to enter the associated profession or service as an officer, in a manner similar to OTC. In most cases, it is possible to attend university, then an academy.

Take10 and Take20 may not be used to resolve activities at the academies and schools listed here.



COACC ACADEMY

COACC Academy is a special school set up to train elite personnel – mainly pilots and supporting personnel such as fighter control officers – for Close Orbit and Airspace Control Command.

Eligibility

COACC academy is open to beginning characters and university graduates who have not begun a career.

Acceptance

The candidate must meet the requirements of the COACC service, and additionally pass a DEX Ability Check vs. DC14

Success

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a DEX Ability Check vs. DC16 and an INT Ability check vs. DC (30-EDU).

Course Length

COACC academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the COACC academy enter the Flyer service at rank O1. They may apply to flight school.

Honors graduates of the COACC academy enter the Flyer service at rank O1. They may automatically attend flight school, and receive +1 on all promotion checks during their term of service.

Graduates of the COACC academy receive a skills package rather than experience points: Pilot* (3 ranks), Survival (1 Rank), Gunnery** (2 ranks).

Honors Graduates receive an additional rank in Pilot and 1 rank in Leader.

* Characters without an aircraft vessel feat may choose one, but this is counted against their starting feats when entering the Flyer career.

** Characters gain the Weapon Proficiency (Vehicular Weapons) feat at this point.

Other Requirements

Characters who fail to compete the COACC academy must enter the Flyer service and spend their next term there. They cannot receive a commission during this term, but may in subsequent terms.

Characters who complete the COACC academy must enter the Flyer service and spend their next term there. This service can be deferred only to attend flight school.

COMMAND COLLEGE

Command College trains military and starship officers in command skills, enabling them to take command of a combat unit, a department within a ship crew, or even to become a starship captain. It is possible to achieve this without attending Command College, but graduation is likely to speed up the process.

Eligibility

Command college is open to any member of the Army, Flyer, Marine, Merchant, Navy or Sailor services who has been promoted to rank O2, O3, O4 or O5 in the last term and to graduates of

the military and naval academies. The character may apply to Command College before commencing their next term of service. If successful, the character attends the college then enters the next term in their chosen career. The character MUST complete at least one more term of service before mustering out of the career. Command College can be attended only once.

Acceptance

The candidate must have been promoted as noted above, and must in addition succeed in an INT ability check vs. DC (26-EDU)

Success

The character must pass a CHA Ability check vs. DC (20) to pass the course successfully. A bonus of +1 is awarded for every 3 full ranks in Leader skill the character has.

Honors

Command College has no honors equivalent

Course Length

Command College takes 1 year. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the Command College receive a +1 bonus on promotion rolls for the rest of their career in the service whose college they attended.

Graduates receive a skills package rather than experience points: P/Admin (2 ranks), Leader (2 ranks)

Other Requirements

Characters who fail to complete the course must serve their next term in the service whose Command College they attended. They cannot be promoted in this term.

FLIGHT SCHOOL

Flight School is a special institution set up to train elite pilots and crews for Navy, Marine, and COACC forces.

Eligibility

Flight School is open only to officers who have completed the course at a military academy (NOT university OTC graduates unless they have subsequently completed an academy course) and have not yet begun their career. Failure rate is high.

Acceptance

The candidate must meet the requirements of their chosen service, and additionally pass a DEX Ability Check vs. DC16

Success

The character must pass an INT Ability check vs. DC (30-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a DEX Ability Check vs. DC18 and an INT Ability check vs. DC (36-EDU).

Course Length

Flight School takes 1 year. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the flight school enter the Flyer, Navy, or Marines service at rank O1.



EDUCATIONAL OPTIONS

Graduates of flight school also receive a skills package rather than experience points: Pilot* (2 ranks), Gunnery** (1 rank), Navigation (1 Rank)

Honors Graduates receive an additional rank in Pilot and 1 rank in Leader.

* All characters may take the Vessel (Ship's Boat) or Vessel (Jet Aircraft) feat if their homeworld has a high enough TL. Navy pilots may take the Vessel (Starship) feat instead.

** All characters may take the Weapon Proficiency (Vehicular Weapons) feat at this point. Characters from a TL9+ service may take Weapon Proficiency (Starship Weapons) instead.

Other Requirements

All characters who attend flight school must enter their chosen service and spend their next term there. Graduates (i.e. those who complete the course) must sign up for two terms at least.

MEDICAL SCHOOL

As expected medical school trains physicians in their medical arts. Many graduates continue on to serve one or more terms in military service before moving on to private practice.

Eligibility

Medical school is only available to characters who graduated the university with honors or graduated from the military academy, or naval academy.

Acceptance

The candidate must pass an EDU Ability Check vs. DC16

Success

The character must pass an INT Ability check vs. DC (32-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a EDU Ability Check vs. DC19.

Course Length

Medical school takes 4 years. Failure occurs after 2 years, and gains no benefits.

Benefits

Graduates of medical school who came from the military or naval academy enter their appropriate service at a rank of O1.

Graduates of medical school receive a skills package rather than experience points: T/Medical (4 ranks) and P/Administration (2 ranks). All graduates also add +1 to their Education ability score.

Honor graduates receive an additional rank in T/Medical and gain 1 rank in T/Computer as well.

Other Requirements

Characters who came to medical school from the military academy or naval academy, or from the University after completing OTC, must spend their next term in their appropriate branch of service.

MERCHANT ACADEMY

The Merchant Academy trains promising young people in the commercial and technical skills required to be a successful merchant crewperson.

Eligibility

Merchant academy is open to beginning characters and university graduates who have not begun a career.

Acceptance

The candidate must meet the requirements of the Merchant service, and additionally pass an INT Ability Check vs. DC14

Success

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a CHA Ability Check vs. DC16 and an INT Ability Check vs. DC (30-EDU).

Course Length

Merchant academy takes 4 years. Failure occurs after 2 years, and gains no benefits.

Benefits

Graduates of the Merchant academy enter the Merchant service at rank O3.

Honors graduates of the Merchant academy enter the Merchant service at rank O4.

Graduates of the Merchant academy receive a skills package rather than experience points: P/Admin (2 Ranks), Broker (2 Ranks), T/(any) (2 Ranks), Trader (2 Ranks), and the Crewmember feat if they do not already have it.

Honors Graduates receive an additional 2 ranks in Leader.

Other Requirements

Characters who fail to compete the Merchant academy must enter the Merchant service and spend their next term there.

Characters who complete the Merchant academy must enter the Merchant service and spend their next two terms there.

MILITARY ACADEMY

A Military Academy trains future officers for the planetary army (which includes Maritime Force Command – the “wet” navy – but not COACC)

Eligibility

Military academy is open to beginning characters and university graduates who have not begun a career.

Acceptance

The candidate must meet the requirements of the Army or Sailor services, and additionally pass a CON Ability Check vs. DC15

Success

The character must pass an INT Ability check vs. DC (24-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a CON Ability Check vs. DC 16 and an INT Ability check vs. DC (30-EDU).

Course Length

Military academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the Military academy enter the Army or Sailor



service at rank O1.

Honors graduates of the Military academy enter the Army or Sailor service at rank O1 and receive +1 on all promotion checks during their term of service. They may choose to attend Command College (no application roll needed) before commencing their first term.

Graduates of the academy receive a skills package rather than experience points: Leader (2 Ranks), P/Admin (2 Ranks), Liaison (2 Ranks)

Honors Graduates receive an additional rank in Leader.

Other Requirements

Characters who fail to compete the military academy must enter the Army or Sailor service and spend their next term there. They cannot receive a commission during this term, but may in subsequent terms.

Characters who complete the course must enter the Army or Sailor service and spend their next term there.

NAVAL ACADEMY

Naval Academy is a special school set up to train elite naval personnel.

Eligibility

The academy is open to beginning characters and university graduates who have not begun a career.

Acceptance

The candidate must meet the requirements of the Navy, and additionally pass a SOC Ability Check vs. DC16

Success

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a SOC Ability Check vs. DC16 and an INT Ability check vs. DC (32-EDU).

Course Length

Naval Academy takes 4 years. Failure occurs after 2 years, and gains no benefits.

Benefits

Graduates of the Naval academy enter the Marine or Navy service at rank O1. They may apply to flight school.

Honors graduates of the Naval academy enter the Marine or Navy service at rank O2. They may automatically attend flight school, and receive +1 on all promotion checks during their term of service. They may also choose to attend Command College before beginning their first term of service.

Graduates of the Naval academy receive a skills package rather than experience points: Pilot* (2 ranks), T/(any) (2 Ranks), Leader (2 Ranks)

Honors Graduates receive an additional 2 Ranks in Leader and 2 Ranks in T/Astrogration

* Characters choose either the Vessel (Ship's Boat) or Vessel (Starship) feat at this point, but this is counted against their starting feats when entering their career.

Other Requirements

Characters who fail to compete the Naval academy must enter the Navy or Marines service and spend their next term there. They cannot receive a commission during this term, but

may in subsequent terms.

Characters who complete the course must enter the Navy or Marines service and spend their next two terms there.

PERFORMING ARTS ACADEMY

The Performing Arts Academy is a special school set up to train performers in their craft. It increases the graduate's career prospects. Graduates are not obliged to enter the Entertainer career.

Eligibility

Performing arts academy is available to any character who has not yet begun a career. It can be taken after university or a period in the reserves but not after attending any other academy.

Acceptance

The candidate must meet the requirements of the Entertainer service, and additionally pass a CHA Ability Check vs. DC10

Success

The character must pass an INT Ability check vs. DC (20-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass a CHA Ability Check vs. DC20.

Course Length:

Performing Arts academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates may make a CHA ability check vs. DC16 to enter the Entertainer service at rank O1. If failed, they may enter at rank E3

Honors graduates may enter the Entertainer career at rank O2.

Graduates of the academy receive a skills package rather than experience points: Entertain (any) (4 Ranks), Entertain (any) (2 Ranks)

Honors Graduates receive no additional skills but gain +1 CHA.

Other Requirements

Characters who fail to compete the course age 1 year but suffer no additional penalty. Graduates need not enter the Entertainer career.

PSIONICS INSTITUTE

The Psionics Institute represents any one of a variety of training methods a character might undertake in order to attain basic psionic capability. In areas where psionics are legal, this might be a formal school. In most regions, however, the character will have to find an underground training facility or a lone "master" to learn from. The search can be hazardous, and success is not guaranteed.

Eligibility (Finding An Institute)

To find a source of teaching, a character must make a DC15 Gather Information check. Success indicates that someone who may be able to teach the character has been found. Failure means that the character spent an entire year searching. She may try again next year, but psionic strength diminishes with age and the clock is ticking...



There is a 50% chance that any school found will fail to train the character. This might be because the school is a fake, or because the authorities hounded the students out of the region. If the school turns out to be unsuitable, the character can try again next year somewhere else.

Acceptance

A candidate who finds a psionic institute will be automatically accepted if she has the Natural Talent feat. If not, the character will be tested for psionic ability. Once this is completed, make a Psi check at DC 15 to determine whether the school is willing and/or able to train the character. Failure means that the character has wasted her time but may continue to search for another institute.

Success

If a character is accepted for training, he will automatically succeed. He is now trained as per chapter 10 of this book or the Travelers Handbook.

In addition, the character receives the skill of K/Psionics (2 Ranks).

Honors

It is not possible to achieve honors in psionic training

Course Length

Whether the character finds a school or not, is trained or not, the process of searching takes 1 year.

Benefits

The character is now Psionically trained and may enter the Psionist prestige class.

Other Requirements

It is possible for characters to obtain psionic training during play, as per Chapter 10 of this book. At that point they become eligible for the Psionist class. The process of finding a school and obtaining training described here applies only during Prior History.

RESERVIST TRAINING

Some cultures train part of the population as reserve troops or as militia. Such troops are mainly infantry or support specialists, and may be drawn upon to expand standing forces at need.

Eligibility

Reservist training is available to all characters.

Acceptance

To qualify for reservist training, a character must have CON of 8 or more. Make a straight check at DC16. If successful, the character has been drafted for training as a militia member or army reservist. Only characters who have not yet attended university or an academy, or begun a career, can be called up in this manner.

Success

The character must pass an INT Ability check vs. DC (8) to learn anything useful from her period in the reserves.

Honors

A reservist who so chooses may make a WIS check vs. DC20. If successful, she is offered the chance to enlist in the Army on a fast-track promotion scheme. The character enters the army at rank E2 and gains a +2 bonus on promotion and commission checks that term.

Course Length

Reservist service is normally for 2 years. Failure means that the character serves her time but learns nothing useful.

Benefits

Reservists may automatically enlist in the Army career, even if they are not normally eligible. They receive a skills package rather than experience.

Reservists gain 2 skill ranks in any 2 of: T/Mechanical, T/Communications, T/Electronics, T/Medical, Survival, Combat Engineering, Forward Observer and in addition receive the Weapons Proficiency (Marksman) feat. Characters who make a CON check vs. DC15 are put through more complete infantry training and receive the Weapon Proficiency (Combat Rifleman) feat.

Other Requirements

Characters trained as reservists may be called up for service with the army. On a successful straight check vs. DC16, made when the character completes her term as a reservist, the character is drafted into the armed forces and must spend the next term there.

SPORTING ACADEMY

Training facilities exist for top-flight athletes, who hone their abilities in an environment of fierce competition.

Eligibility

Sporting academy is available to any character who has not yet begun a career. It can be taken after university or a period in the reserves but not after attending any other academy.

Acceptance

The candidate must meet the requirements of the Athlete service, and additionally pass a DEX, CON or STR Ability Check vs. DC18

Success

The character must pass a CON Ability Check vs. DC12 to complete the training.

Honors

To achieve Honors, the character must pass a DEX, CON or STR Ability Check vs. DC18 and a CHA Ability check vs. DC 16.

Course Length

Sporting academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the sporting academy may choose to enter the Athlete career at rank O2. If so, they must spend the next 2 terms in that career.

Honors graduates of the academy may choose to enter the Athlete service at rank O3. If so, they must spend the next 2 terms in that career.

Graduates of the Sporting academy receive a skills package rather than experience points. They receive 3 ranks in any one of: Climb, Jump, Ride, Swim, Tumble and 1 Rank in P/Sports Professional

Honors Graduates gain +1 to STR, CON, or DEX.

Other Requirements

Characters who complete the sporting academy do not have



to embark upon a career in sport.

STAFF COLLEGE

Staff college trains military and starship officers in operational and organizational skills, enabling them to devise, support and organize, large scale plans and operations.

Eligibility

Staff college is open to any member of the Army, Flyer, Merchant, Navy, or Sailor services with a rank of O1 or higher. The character may apply to Staff College before starting their next term. If successful, the character attends the college that term, but must spend at least one additional term following the college in the service they came from.

Acceptance

The character must pass an INT ability check vs. DC (26-EDU).

Success

The character must pass an INT ability check vs. DC18 to pass the course successfully.

Honors

Staff College has no honors equivalent.

Course Length

Staff College takes 1 years. Failure occurs after 1 year and gains no benefits.

Benefits

Graduates receive a +1 bonus on their promotion roll their next term.

Graduates also receive a skill package rather than experience points: P/Administration (2 ranks), Liaison (2 ranks), T/Computer (1 rank).

Other Requirements

Characters who fail to complete the course must serve their next term in the service whose college they attended. They cannot be promoted in this term.

TECHNICAL COLLEGE

Technical College is a special school set up to train technical personnel for military or civilian careers.

Eligibility

Technical College is open to characters who have not yet begun a career, but not to university graduates.

Acceptance

The candidate must pass an INT Ability Check vs. DC14

Success

The character must pass an INT Ability check vs. DC (20-EDU) to pass the course successfully

Honors

To achieve Honors, the character must pass an INT Ability Check vs. DC (26-EDU).

Course Length

Technical College takes 2 years. Failure occurs after 1 year, and gains no benefits.

Benefits

Graduates of the Technical Academy may choose to enter the Engineer career at rank E3. If so, they must serve at least one term in that career.

Honors graduates of the Technical Academy may choose to enter the Engineer career at rank O3. If so, they must serve at least two terms in that career.

Graduates receive a skills package rather than experience points: T/Any (3 Ranks), K/Any (1 Rank)

Honors Graduates receive the Gearhead feat.

Other Requirements

Characters who fail to compete the course suffer no penalty other than a wasted year.

EMPLOYMENT OPTIONS



ACADEMIC

Core Career

The Academic is inclined towards sedentary and studious pursuits. Academics range from “true” academics – students and college professors – through accountants and bureaucrats to field scientists who may experience some danger and action in their daily work. This career covers anyone whose primary function is to collect and apply knowledge, usually from a comfortable chair. The Academic may be a scruffy teenage computer wizard; a balding, bespectacled, and distinctly erratic genius; a respectable (and wealthy) individual whose hobby is science or a savvy archaeologist specializing in dangerous and unorthodox research out on the frontiers.

FINDING EMPLOYMENT

A character must have an Education 14+ and Intelligence 12+, or must make a Wisdom check (DC5) to become an Academic. Most Academics will usually (but not always) attend University before entering into this career, in an attempt to earn their degree.

Continued Employment: DC2

RANKS

There are no ranks in the Academic service.

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr2000	2	Middle Passage
3	Cr5000	3	High Passage
4	Cr10,000	4	+1 Social Standing
5	Cr20,000	5	Gun
6	Cr30,000	6	Lab Ship
7	Cr40,000	7	No benefit

DUTY ASSIGNMENT

1d20	Assignment	XP		
		Survive DC	Deco DC	Bonus DC
1-4	School	auto	none	4
5-10	Teaching Assignment	2	20	12
11-14	Lecture Circuit	4	8	10
15-17	Field Research	6	10	8
18-19	Classified Project	8	14	6
20	Top Secret Research	8	16	4
	Ability Modifier	EDU	None	None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Tenure ends with Emeritus honors. (In effect the character is honorably discharged)
- 3 Lecture on questionable subject matter draws ridicule from academic community. Lose 1 point SOC.
- 4 Accused of dishonorable conduct with a student. Ensuing scandal leads to dismissal. Lose all benefits.
- 5 Accusations of lecturing on seditious subject matter (e.g. Psionics) leads to a conviction. Dismissed and forced to serve an extra 4 years in prison as a Convict. Lose all benefits.
- 6 A temporarily debilitating mental illness forces early end of tenure. Lose 1d6-3 (minimum 1 point) points from either INT or WIS.

ACADEMIC DECORATIONS

These decorations should be used for Academics in place of those described under the Decoration section earlier for military personnel.

FF (Foundation Fellowship): An award of merit from one of the multitude of independent charitable and research foundations throughout charted space. Received if the Decoration roll was successful. Common.

SA (Science Academy): Enlisted in the ranks of scholars who have made a serious contribution to their fields. (A peer-review process). Received if the Decoration roll was greater than the DC by at least 5. Supersedes the FF award. Uncommon.

ZP (The Zhunastu prize): A prize awarded by a committee once every 4 years in various categories (Literature, Physics, Medicine etc), it is the pinnacle in scholarly recognition. The prize was established by Emperor Cleon II, after his abdication, and funded by a large endowment provided from Zhunastu Industries profits at the time. Received if the Decoration roll was greater than the DC by at least 10. Supersedes the FF and SA awards. Rare.



ARMY

Service Career

Most worlds maintain Ground Forces for their own defense. Characters who have served in the Army will have gained experience in one of the three main combat arms (Infantry, Artillery, Cavalry) or the support formations (Technical, Logistics, Intelligence etc). Most characters are likely to have served in the infantry. Army characters (of all arms) learn how to operate infantry weapons plus some specialist skills, for example dealing with vehicle operations, hostile-environment survival, or combat engineering.

ENLISTING

The character must be from a world with some form of military or paramilitary ground forces. Strength 10+ and Dexterity 8+ are also required. You may choose to defer the enlistment term and attend University or an Academy first if desired.

Reenlistment: DC9

RANKS

Enlisted		Commissioned	
E1	Private	O1	Lieutenant
E2	Corporal	O2	Captain
E3	Sergeant	O3	Major
E4	Sergeant First Class	O4	Lieutenant Colonel
E5	First Sergeant	O5	Colonel
E6	Sergeant Major	O6	General

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr10,000	5	Middle Passage
6	Cr20,000	6	High Passage
7	Cr30,000	7	+1 Social Standing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank	Deco	XP
				Promo DC	DC	Bonus DC
1-4	Training	auto	none	(6)	none	8
5-10	Garrison	auto	none	(8)	none	none
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	10	12	14	8
18-19	Counter Insurgency	4	12	14	17	12
20	Raid	6	4	6	6	4
	Ability Modifier	EDU	CON	EDU	None	None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

MILITARY DECORATIONS

The following decorations, medals, and awards can be earned by military personnel.

Purple Heart: This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty. The character also receives 1000xp.

MCUF (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful. Common.

MCG (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration. Uncommon.

SEH (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations. Rare.



ATHLETE

Core Career

The Athlete is a dedicated sports person, whether amateur or professional. Some are extremely proficient within a narrow range of activities, while others are multi-discipline competitors. The career can also represent someone who is simply “into” physical activity for its own sake.

FINDING EMPLOYMENT

A character must have Strength and DEX of 10+ and Constitution of 12+.

Continued Employment: DC4

RANKS

O1	Beginner
O2	Amateur Athlete
O3	Semi-Professional Athlete
O4	Professional
O5	Respected Professional
O6	Famous Athlete

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr2000	2	Middle Passage
3	Cr5000	3	High Passage
4	Cr10,000	4	+1 Social Standing
5	Cr25,000	5	Sponsorship deal
6	Cr50,000	6	Middle Passage
7	Cr100,000	7	Middle Passage

DUTY ASSIGNMENT

1d20	Assignment	Rank			XP
		Survive DC	Promo DC	Deco DC	Bonus DC
1-4	Day Job	auto	18	none	19
5-10	Minor League Events	2	16	18	16
11-13	Major League Events	3	10	16	14
14-17	Special Training	4	14	none	6
18	Championship Events	5	8	12	6
19-20	Illegal Competition	8	10	none	4
	Ability Modifier	CON	INT	None	None

SURVIVAL MISHAPS

1D	Mishap
1	Close call, no further action.
2	Persistent injury puts the character out of contention for a long time (effectively honorable discharge).
3	Involved in event fixing scandal. Lose 1d3 SOC.
4	Fail dope test. Athletic career ends. Lose all benefits.
5	Negligence results in fatal injuries to another competitor. Dismissed with loss of all benefits, serve 4 years in prison for Manslaughter as a Convict.
6	Serious injury incurred. Lose 1d6-3 (minimum 1 point) points from STR or End.

ATHLETIC DECORATIONS

These decorations should be used for Athletes in place of those described under the Decoration section earlier for military personnel.

SSA (Sports Service Award): The character is honored for sporting achievement or promotion of health among the underprivileged. Received if the Decoration roll was successful. Common.

SFM (Sports Fellowship Member): The character is granted a place in sport’s “Hall of Fame” as a member of the Sports Fellowship. Automatic advancement to rank O4 if not already at that rank, with no extra experience. Received if the Decoration roll was greater than the DC by at least 5. Supersedes the SSA award. Uncommon.

IMSE (Imperial Medal for Sporting Excellence): The character is honored as one of the all-time heroes of sport. Rank immediately advances to O6 with no extra experience, and SOC is raised by 1d3. If the character qualifies for a knighthood as a result, this may be granted. The IMSE is awarded only on a roll of 20 exactly during competition in a Championship Event. Supersedes the SSA and SFM awards. Rare.



BARBARIAN

Background Career

The Barbarian hails from a rural low-tech society. This may be the outback of a developed world or the towns of a low-tech planet. Not all Barbarians are muscular sword-wielding heroes. Many are craftsmen, merchants or professionals such as priests or scribes, but for the most part Barbarian characters will be familiar with outdoor life and will possess survival, hunting or low-tech combat skills. Barbarians are not stupid; they are merely uneducated in the technological marvels of the universe and unfamiliar with life in the big city.

FINDING A CLAN

A character must usually be from a Very Low technology homeworld (TL0-3) to become a Barbarian, though the Referee may choose to allow Barbarian characters to hail from higher technology worlds if desired. Barbarians begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Barbarian Prior History before taking a term of Prior History in any other service or career.

Continued Employment: Automatic

RANKS

- O1 -
- O2 Hunter
- O3 Warrior
- O4 War Chief
- O5 Tribe/Clan Chief
- O6 Elder

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	None	1	Low Passage
2	None	2	Blade
3	Cr1000	3	Blade
4	Cr2000	4	Blade
5	Cr3000	5	No Benefit
6	Cr4000	6	High Passage
7	Cr5000	7	High Passage

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Rank		XP Bonus DC
			Promo DC		
1-4	Village	4	18		16
5-10	Migration	6	16		12
11-14	Hunting	8	14		8
15-17	Raid	8	12		6
18-19	War	10	10		4
20	Exploration	10	12		8
	Ability Modifier	STR	INT		None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Loss of Face before tribe, lose one rank (e.g. a Warrior becomes a Hunter)
- 3 Sent into the larger world for good of Tribe (effectively discharged)
- 4 Disgraced the Tribe and banished. Lose all benefits.
- 5 Dishonored the Tribe, and forced into slavery for 4 years. Lose all benefits.
- 6 Believed to be cursed. Beaten almost to death and driven out of the Tribe. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



BELTER

Background Career

Belters are asteroid miners or prospectors. Many operate small starships while others live and work in small, close-knit communities. Belters have a wide range of skills from starship operations to engineering and working in hostile-environments. Belters range from scruffy “one-mule” prospectors who spend months at a time alone in space to highly educated mining engineers with impressive degrees.

PROSPECTING FOR WORK

Must be from a High Technology world (TL10+). Belters begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Belter Prior History before taking a term of Prior History in any other service or career.

Continued Employment: DC9

RANKS

There are no ranks in the Belters service.

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	None	1	Low Passage
2	None	2	+1 Intelligence
3	Cr1000	3	Weapon
4	Cr1000	4	High Passage
5	Cr100,000	5	TAS Membership
6	Cr100,000	6	Seeker
7	Cr100,000	7	No Benefit

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Survive</i>	<i>Cash Bonus</i>	<i>XP Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Portside	4	none	18
5-10	Contract Work	9	22	14
11-14	Rush Region	14	20	10
15-17	Trojan Points	16	18	10
18-19	Belt Fringe	18	16	8
20	Rumor	16	14	10
	<i>Ability Modifier</i>	<i>+1 per term</i>	<i>WIS</i>	<i>None</i>

SURVIVAL MISHAPS

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Robbed. Lose any cash bonus for this term
3	Claim-Jumped. Lose any cash bonus for this term and any prior terms
4	Fired/Banned. Discharged from employment. Lose all benefits.
5	Stranded/Betrayed. Choose between spending 4 years in low berth or 4 years in prison. Lose all benefits.
6	Severely Injured. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



CONVICT

Service Career

Characters convicted of a crime (rightly or otherwise) will often be sentenced to a period of servitude or confinement. Although their liberty is restricted, characters can still learn a great deal during time spent “inside” or attached to a punishment unit. The Convict career is open to any character receiving Prison as a mishap result in character generation. Normally, a single term (4 years) is served. However, the re-enlistment check is replaced with an Appeal check for this class. Characters who fail to make their Appeal check MUST serve another term in prison before attempting it again.

GETTING CONVICTED

The only way to spend a term in this service is to suffer a survival mishap while serving a term in another service or career.

GETTING OUT

At the end of a term as a convict, rather than checking for continued employment or reenlistment, the character may appeal their sentence (CHA ability check vs. DC5; +1 per term served after the first). If the appeal check fails, the character must serve another term as a convict.

RANKS

There are no ranks in the Convicts service.

EARNED BENEFITS

Cash Benefits

- 1 None
- 2 None
- 3 None
- 4 None
- 5 None
- 6 Cr100,000
- 7 Cr250,000

Material Benefits

- 1 Low Passage
- 2 +1 Intelligence
- 3 Mid passage
- 4 Mid Passage
- 5 +1 Education
- 6 No Benefit
- 7 No Benefit

DUTY ASSIGNMENT

1d20	Assignment	XP	
		Survive*	Bonus
		DC	DC
1-4	Open Prison	2	12
5-10	Minimum Security	4	14
11-14	Maximum Security	10	16
15-17	Hard Labor	8	10
18-19	Secret Facility	12	14
20	Death Camp	16	8
	Ability Modifier	INT	None

* Failure to survive does not lose the character any XP, unless noted. Characters gain 4000 XP per term, plus any bonus.

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Sentence extended. Automatically serve another term
- 3 Case dragged through the media. Lose 1d3 SOC
- 4 Long periods in solitary confinement. Halve basic XP gained, no bonus possible
- 5 Subjected to torture/illegal experiments. Lose 1 point from any stat
- 6 Severely Injured in beatings. Lose 1d6-3 points (minimum of 1 point) from any one of: STR, DEX, CON, or CHA.



CORSAIR

Service Career

Corsairs are pirates and raiders who make their way by preying on commerce or looting weakly defended outposts. In Vargr society, "Corsair" is an honorable profession, but to most Humans the term refers to an amoral starfaring murderer. Corsairs operate in organized bands, and may even form small fleets for a very daring raid in force. Personnel tend to have both ground and shipboard combat skills, plus the technical skills necessary to operate a ship.

ENLISTING

The character must come from a world with some form of starport military forces. Strength 12+ and Constitution 12+ are also required. You may choose to defer the enlistment term and attend University or an appropriate Academy first if desired.

Special: After completing at least one term of service in the Corsairs in Prior History, a character receives the Crewmember feat for free.

Reenlistment: DC6

RANKS

O0	Captive Technician
O1	Recruit
O2	Spacehand
O3	Corporal
O4	Sergeant
O5	Lieutenant
O6	Captain

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	-1 Social
6	Cr50,000	6	High Passage
7	Cr100,0000	7	Corsair

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Promo DC	Cash	XP
				Bonus DC	Bonus DC
1-5	Lying Low	3	16	None	None
6-10	Piracy	8	14	16	14
11-15	Planetary Raid	10	14	12	12
16-19	Mercenary Work	6	16	18	15
20	Multiship Operations	8	12	16	14
	Ability Modifier	CON	INT	CHA	None

SURVIVAL MISHAPS

1D Mishap

- No further action
- Demoted, lose one rank of service (e.g. a corporal becomes a spacehand).
- Suspected of concealing loot. Effectively dismissed the service.
- Group broken up by authorities. Lose all benefits and leave the service.
- Captured. Narrowly avoid the death penalty by testifying against your comrades. Serve 2 terms in jail as a Convict and lose all benefits.
- Injured in combat. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



DIPLOMAT

Prestige Career

The Diplomat is an expert at negotiation and liaison. Diplomats can be found in all walks of life, from business to the military and law enforcement, and most worlds and nations maintain a corps of diplomats to further their interests. Diplomacy is a career often followed by distinguished military officers or nobles. Diplomats tend to be cultured but fairly sedentary individuals, but in their own way they can be as deadly as any sniper.

ENLISTING

A starting character must have an Education 12+ and Charisma 12. A character who has attended University or holds a noble title enters the service at rank O0. Otherwise, the character enters the diplomatic service at the “ground floor” – rank E1. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

Reenlistment: DC4

RANKS

<i>Support Staff</i>		<i>Ambassadorial Staff</i>	
E1	Admin Assistant	O0	Supernumerary (Unofficial attached staff)
E2	Admin Supervisor	O1	Liaison Officer/ Attaché
E3	Functionary	O2	Negotiator
E4	Junior Staff Member	O3	Assistant Ambassador
E5	Staff Member	O4	Ambassador*
E6	Staff Supervisor	O5	Ambassador*
		O6	Ambassador*

*Higher rank reflects more important postings

EARNED BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr5000	1	High Passage
2	Cr10,000	2	TAS Membership
3	Cr20,000	3	High passage
4	Cr50,000	4	+1 SOC
5	Cr100,000	5	+1 EDU
6	Cr250,000	6	+1 INT
7	Cr500,000	7	+1 SOC

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Commis DC</i>	<i>Rank XP</i>	
				<i>Promo DC*</i>	<i>Bonus DC</i>
1-6	Political Campaigning	2	14	8	16
7-10	Treaty Negotiations	6	12	12	14
11-13	Corporate Dispute	4	16	18	12
14-15	Internal Strife	8	10	12	8
16-20	Ambassadorial Posting	6	12	14	10
	<i>Ability Modifier</i>	<i>WIS</i>	<i>CHA</i>	<i>INT</i>	<i>None</i>

* Characters with rank O1 or higher suffer a penalty equal to their rank when checking for promotion (e.g. O3 suffers a -3 penalty).

SURVIVAL MISHAPS

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Serious embarrassment, lose one rank (e.g. a Negotiator becomes a Liaison Officer)
3	No suitable appointment (effectively discharged)
4	Involved in political scandal. Lose all benefits and suffer -1 loss to SOC
5	Involved in criminal activity. Go to prison for 4 years as a Convict. Lose all benefits.
6	Injured in riots or foreign protests against your government. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



ENGINEER

Prestige Career

The Engineer career has a lot of overlap with the Professional, but there are some important differences. The Engineer is a specialized equipment-user and problem-solver who is not usually at home in the boardroom or dealing with his financial backers. A Professional working as an engineer will generally be better at such administrative matters; the Engineer is more focused on finishing the job at hand.

FINDING EMPLOYMENT

To become an Engineer, a starting character must have INT 9+. This service may be deferred to allow the character to attend University.

Continued Employment: DC4

RANKS

Enlisted Engineers are normally termed Technicians. Commissioned ranks are fully qualified Engineers. This status may well have no link to actual skill level.

<i>Enlisted/Technician</i>		<i>Professional</i>	
E1	Trainee	O1	Assistant Engineer
E2	Apprentice	O2	Engineer
E3	Advanced Apprentice	O3	Experienced Engineer
E4	Journeyman	O4	Chartered Engineer
E5	Technician	O5	Consultant Engineer
E6	Technical Expert	O6	Industry-Wide Expert

EARNED BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr10,000	1	High Passage
2	Cr20,000	2	+1 Intelligence
3	Cr40,000	3	+1 Education
4	Cr60,000	4	Vehicle
5	Cr80,000	5	TAS Membership
6	Cr100,000	6	High Passage
7	Cr250,000	7	Imperial Charter*

* An Imperial Charter indicates the character has worked for the authorities at a high level and has the approval of a senior Imperial noble (count, Duke or above). It bestows +1 SOC and an annual retainer of Cr1000. Holders of an Imperial Charter received preference when tendering for contracts, and command higher fees for consulting work.

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>		<i>XP</i>	
		<i>Survive DC</i>	<i>Promo DC</i>	<i>Commis DC</i>	<i>Bonus DC</i>
1-4	Civil Projects	2	12	16	16
5-10	Odd Jobs	4	14	14	12
11-14	Frontier Contracts	6	16	14	8
15-17	Government Service	2	12	14	18
18-19	Shipboard Contract	6	10	8	12
20	Major Project	4	6	8	6
	<i>Ability Modifier</i>	<i>DEX</i>	<i>INT</i>	<i>EDU</i>	<i>None</i>

SURVIVAL MISHAPS

<i>1D</i>	<i>Mishap</i>
1	No further action.
2	Minor injury. Lose 1 point from either STR or DEX.
3	Contracts dry up. Effectively discharged.
4	Fired. Discharged with no benefit this term. Other terms' benefits are retained.
5	Prosecuted for negligence after a disaster. Lose 1 points of SOC and spend 4 years in prison as a Convict. Lose all benefits.
6	Serious injury. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



ENTERTAINER

Core Career

The Entertainer is an individual who makes his or her way by amusing others, distracting them from their cares and anxieties. While there are numerous superstars, there are far more mid-level entertainers making a modest living on the circuit, and even more that live more or less hand-to-mouth.

FINDING EMPLOYMENT

A starting character must have Dexterity 12+ and Charisma 12+.

Continued Employment: DC5

RANKS

* "Commissioned" rank represents an entertainer who has been "discovered" and made it out of the starport clubs and into the mass media.

Amateur/Semiprofessional		Professional	
E1	Unknown	O1	Professional
E2	Unknown	O2	Respected Professional
E3	Newbie	O3	Borderline Famous
E4	Local talent	O4	Minor Celebrity
E5	Semi-professional	O5	Celebrity
E6	Rising Talent	O6	Sector-wide sensation

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr500	1	Low Passage
2	Cr1000	2	+1 Intelligence
3	Cr20,000	3	+1 Charisma
4	Cr10,000	4	+1 Social Standing
5	Cr50,000	5	Middle Passage
6	Cr75,000	6	High Passage
7	Cr150,000	7	Yacht

DUTY ASSIGNMENT

1d20	Assignment	Rank			XP	
		Survive DC	Discovery DC	Promo DC	Deco DC	Bonus DC
1-4	Bad Patch	10	None	18	None	16
5-10	On Tour	4	16	16	20	12
11-14	Entertaining Troops	6	18	14	14	10
15-17	Steady Gig	2	16	12	19	18
18-19	Movies	6	12	10	17	16
20	Big Movie Roles	6	8	8	12	12
	Ability Modifier	CHA	INT	WIS	CHA	None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Out of favor with the masses: effectively demoted, lose one rank of service (e.g. a celebrity becomes a minor celebrity)
- 3 Decide to pack it all in: effectively honorably discharged from the service.
- 4 Indiscretions dragged through the media: effectively discharged from the service. Lose all benefits and 1 point of SOC.
- 5 Convicted of serious crimes: Dishonorably discharged from the service after serving an extra 4 years in prison as a Convict for a crime. Lose all benefits and 1 point of SOC.
- 6 The masses turn on you; you become a cultural villain. Lose 1d6-3 (minimum 1 point) points from CHA and 2 points of SOC. Effectively dismissed the service with the loss of all benefits.

ENTERTAINMENT DECORATIONS

Entertainers can win awards or the equivalent for their work.

Year of Popularity (YP) Not an award as such, but the character is on every talk show, advertising hoarding and sports drink bottle for ten parsecs. The character gains no extra experience for this, but may treat the next Assignment roll as if it were the next category down the chart (e.g. a steady gig becomes a movie role), with an additional +2 modifier on all checks for discovery and promotion in the next term. Awarded if the character makes the decoration check. Common.

Mike (M): The character is a nominee for a Golden Microphone ('Mike') award. Automatic advancement to rank O3 if not already at that rank, with no extra experience, and all other effects of the YP award. Received if the Decoration roll was greater than the DC by at least 5. Uncommon.

Iridium Globe (IG): The character is honored as one of this year's heroes of entertainment. Rank immediately advances to O5 with no extra experience, and SOC is raised by 1d3. If the character qualifies for a knighthood as a result, this may be granted. The IG is awarded only on a roll of 19-20 exactly during a term in which the character has a big movie role, or on a 20 exactly in a steady gig or ordinary movie role. Also gives the benefits of a YP. Rare.



FLYER

Service Career

Most worlds maintain some form of army for their own defense. Usually the army includes a corps of “flyers” responsible for air support, transport, and logistics, and on more advanced worlds, aerospace defense. This force, Close Orbit and Airspace Control Command (COACC) is a branch of the army that mans tracking stations, ground defense batteries, and aerospace or even orbital interceptor craft. The crews of the latter, a relatively small proportion of the total personnel assigned, are termed “Flyers.”

ENLISTING

The character must be from a world with some form of organized aerospace forces. INT 12+ and DEX 10+ are also required. You may choose to defer the enlistment term and attend University or COACC Academy first if desired.

Reenlistment: DC10

RANKS

Enlisted		Commissioned	
E1	Aircrafthand	O1	Pilot Officer
E2	Leading Aircrafthand	O2	Flight Lieutenant
E3	Crew Chief	O3	Squadron Leader
E4	Flight Sergeant	O4	Group Captain
E5	Senior Flight Sergeant	O5	Wing Commander
E6	Flight Sergeant Major	O6	Air Marshal

MUSTERING OUT BENEFITS

Cash Benefits		Material Benefits	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	Middle Passage
6	Cr30,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank		XP
				Promo DC	Deco DC	Bonus DC
1-4	Training	auto	none	(6)	none	8
5-10	Garrison	auto	none	(8)	none	none
11-14	Patrol	2	18	(6)	20	none
15-17	Interceptor	4	10	12	14	8
18-19	Strike	6	12	14	17	12
20	Battle	8	4	6	6	4
Ability Modifier		DEX	EDU	INT	None	None

SURVIVAL MISHAPS

1D	Mishap
1	No further action
2	Demoted, lose one rank of service (e.g. a flight sergeant becomes a crew chief)
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

MILITARY DECORATIONS

The following decorations, medals, and awards can be earned by military personnel.

Purple Heart: This medal is not earned through the Decoration roll, rather it is earned if the character’s Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty. The character also receives 1000xp.

MCUF (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful. Common.

MCG (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one’s life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supersedes the MCUF decoration. Uncommon.

SEH (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supersedes all other awards, medals, or decorations. Rare.



LAW ENFORCER

Service Career

There are many types of Law Enforcer, from beat cops to detectives, from corporate security officials to bounty hunters and skip tracers. What they all have in common is a mission to keep the peace and enforce the rules (though the laws they uphold may be very different, depending upon their background). Most Enforcers start out in an organized police or security unit, and most stay there. Those that move on to freelance work often operate on the fringes of the law themselves, breaking a few rules to keep the general peace or to eliminate serious felons.

FINDING EMPLOYMENT

A starting character must have Intelligence 10+ and Wisdom 10+ to become a Law Enforcer. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

Continued Employment: DC5

RANKS

Other titles are possible, for example in private security units. Ministry of Justice (MoJ) personnel are divided into Security and Investigative branches. Freelancers are divided into guard/security personnel and pursuit/investigative operatives

Enlisted/Security

Rank	Police	MoJ	Freelance
E1	Rookie Patrolman	Probationary Deputy	Rookie
E2	Patrolman	Deputy	Guard
E3	Senior Patrolman	Senior Deputy	Senior Guard
E4	Veteran Patrolman	Veteran Deputy	Squad Leader
E5	Police Sergeant	Marshal	Watch Commander
E6	Veteran Police Sergeant	Senior Marshal	Security Chief

Commissioned/Investigative

O1	Lieutenant/Detective	Junior Agent	Enforcer
O2	Senior Lieutenant/Detective	Agent	Skip Tracer/Bounty Hunter
O3	Junior Captain	Special Agent	Experienced Skip Tracer/Bounty Hunter
O4	Senior Captain	Special Agent	Veteran Skip Tracer/Bounty Hunter
O5	Commissioner	Coordinator	Legendary Skip Tracer/Bounty Hunter
O6	Police Chief	District Coordinator	-

MUSTERING OUT BENEFITS

Cash Benefits

1	Cr1000
2	Cr2000
3	Cr5000
4	Cr10,000
5	Cr25,000
6	Cr50,000
7	Cr75,000

Material Benefits

1	Low Passage
2	+1 Intelligence
3	+1 Education
4	Weapon
5	+1 Wisdom
6	High Passage
7	TAS Membership

DUTY ASSIGNMENT

1d20 Assignment	Survive DC	Comm DC	Rank	XP	Cash
			Promo DC	Bonus DC	Bonus DC
1-4 Training	auto	none	12	10	none
5-14 Patrol/Enforcement*	3	18	(6)/16	none	none
14-16 Riot Duty	4	none	(8)	none	none
17-18 Counterterrorism	6	10	12	10	16
19 Undercover	6	12	14	8	12
20 Special Duty	8	6	8	6	14
Ability Modifier	WIS	EDU	INT	None	Rank (Officers 2x rank)

* Enlisted personnel promoted on DC 6, commissioned on DC 16

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Demoted, lose one rank of service
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



MARINES

Service Career

The Marine Corps is a specialized fighting force. Its troopers gain impressive combat skills and some shipboard experience. Marines are adept at fighting in zero-g and other hostile environments.

ENLISTMENT

The character must be from a world with some form of spacefaring or starfaring military forces. Strength 10+, Dexterity 10+ and Intelligence 8+ are also required.

Reenlistment: DC7

RANKS

Enlisted		Commissioned	
E1	Private	O1	Lieutenant
E2	Lance Corporal	O2	Captain
E3	Corporal	O3	Force Commander
E4	Sergeant	O4	Lieutenant Colonel
E5	Gunnery Sergeant	O5	Colonel
E6	Sergeant Major	O6	Brigadier

MUSTERING OUT BENEFITS

Cash Benefits		Material Benefits	
1	Cr2000	1	Low Passage
2	Cr5000	2	+2 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	TAS Membership
6	Cr30,000	6	High Passage
7	Cr40,000	7	+2 Social Standing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Rank			XP Bonus DC
			Comm DC	Promo DC	Deco DC	
1-4	Training	auto	none	(6)	none	8
5-10	Ship's Troops	2	none	(6)	20	6
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	14	12	12	8
18-19	Counter Insurgency	4	16	14	14	12
20	Raid	6	8	6	4	4
Ability Modifier		EDU	CON	EDU	None	None

SURVIVAL MISHAPS

- 1D Mishap
- 1 No further action
 - 2 Demoted, lose one rank of service (i.e. a sergeant becomes a corporal)
 - 3 Honorably discharged from the service.
 - 4 Dishonorably discharged from the service. Lose all benefits.
 - 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
 - 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA

MILITARY DECORATIONS

The following decorations, medals, and awards can be earned by military personnel.

Purple Heart: This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty. The character also receives 1000xp.

MCUF (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful. Common.

MCG (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supersedes the MCUF decoration. Uncommon.

SEH (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supersedes all other awards, medals, or decorations. Rare.



MARTIAL ARTIST

Core Career

Anyone can learn to fight, and anyone can get some martial arts training. However, those who wish to truly master the arts of personal combat must devote considerable time and effort to the task, and for this reason the study of martial arts can be considered to be a service.

FINDING EMPLOYMENT

A character must have Constitution 10+ and Dexterity 12+ to become a Martial Artist.

Continued Employment: DC4

RANKS

There is no unified ranking structure to the martial arts world. Many arts use a system of colored belts or sashes to denote ranking, while others have no desire for outward display. Whatever system is used (belts, sashes, pins, gloves, shirts, tattoos or “pecking order”) can be equated to the belt system demonstrated here. Note that it is not possible to gain a “commission” in the martial arts except by promotion from the “enlisted” ranks. “Enlisted” ranks represent students engaged in initial studies, while “Commissioned” rank implies that the individual has become qualified to teach, demonstrate or represent the art at a high level, perhaps in open competition. A character who is E6 and receives a promotion must immediately roll again. If she is successful, she advances to O1. If not, she remains a “mere” black belt student.

Enlisted

E1 White Belt

E2 Yellow Belt

E3 Green Belt

E4 Blue Belt

E5 Brown Belt

E6 Black Belt (1st Dan)

Commissioned

O1 Black Belt (2nd Dan)/Junior Instructor/ Competitor

O2 Black Belt (3rd Dan)/ Instructor/ Experienced Competitor

O3 Black Belt (4th Dan)/ Senior Instructor/ Regional Champion

O4 Black Belt (5th Dan)/ Master of the Art/ Planetary Champion

O5 Black Belt (6th Dan)/ Master of the Art/ Multi-Systems Champion

O6 Red Belt (7th+Dan)/ Master of the Way/ Legendary Champion

MUSTERING OUT BENEFITS

Cash Benefits

1	Cr100
2	Cr250
3	Cr500
4	Cr1000
5	Cr2500
6	Cr10,000
7	Cr25,000

Material Benefits

1	Low Passage
2	+1 Intelligence
3	+1Charisma
4	Weapon
5	+1 Wisdom
6	High Passage
7	TAS Membership

DUTY ASSIGNMENT

1d20	Assignment	Rank			XP	Cash
		Survive DC	Comm DC	Promo DC***	Bonus DC	Bonus DC
1-6	Training	2	18	(8)/16	18	none
7-12	Security Work	4	18	(6)/18	16	16
13-16	Competition	6	16	(6)/16	14	14
17-18	Seeking*	6	10	16	12	none
19-20	Special Training**	8	6	8	2	none
Ability Modifier		CON	INT	CON	None	None

* Wandering, seeking new teachers or styles

** Training with a legendary master or at a famous school

*** Numbers in brackets represent promotion DC for enlisted ranks. Commissioned ranks must meet the higher DC in order to be promoted.

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Disgraced and punished, lose one rank of service. O1 and higher demoted straight to E6
3	School dissolved/master retires. Treat as honorable discharge.
4	Disgraced and expelled from the art or school. Treat as dishonorably discharged from the service. Lose all benefits
5	Arrested for illegal competition or otherwise convinced of a crime. Dishonorably discharged from the service after serving an extra 4 years in prison as a Convict. Lose all benefits
6	Seriously injured in training or competition. Treat as medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



MEDIC

Prestige Career

The medic is a member of the medical profession. She may be a surgeon, a nurse, a paramedic, starship medical orderly, or a mad old hermit with knowledge of herbal remedies. What all medics have in common is a desire to heal and save others. Usually this is accompanied by an oath to “do no harm.”

ENLISTING

A starting character must have an Education 8+ and Intelligence 12+ to enlist in the Medic career. Characters with a Bachelor of Science degree in Medicine will begin with a rank of E3, while characters with a Masters or Doctorate will begin as an O2.

Reenlistment: DC6

RANKS

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Orderly	O1	Medical Student
E2	Paramedic	O2	Intern
E3	Nurse*	O3	Doctor
E4	Specialist Nurse	O4	Senior Doctor
E5	Senior Nurse	O5	Specialist
E6	Disaster Medic	O6	Consultant

* A character commissioned from E3 or above receives rank O2 rather than O1

MUSTERING OUT BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr3000	2	+1 Intelligence
3	Cr5000	3	+2 Education
4	Cr10,000	4	Instruments
5	Cr25,000	5	Middle Passage
6	Cr50,000	6	High Passage
7	Cr100,000	7	+1 Social Standing

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>			<i>XP</i>
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Training/Teaching	auto	none	16	8
5-10	Hospital	auto	none	18	14
11-14	Starship Medic	2	18	16	10
15-17	Incident	4	18	14	8
18-19	Disaster	5	16	14	6
20	War Zone	8	14	10	4
	<i>Ability Modifier</i>	<i>INT</i>	<i>EDU</i>	<i>WIS</i>	<i>None</i>

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Demoted, lose one rank of service (e.g. a nurse becomes a paramedic)
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



MERCENARY

Core Career

The Mercenary is inclined towards combat and violence. Some are actual mercenary soldiers, while others are bar fighters, gunmen, bouncers, martial artists, security officers and so on. The Mercenary finds it easy to learn about combat and related matters such as stealth and hostile-environment skills.

FINDING EMPLOYMENT

A starting character must have Strength 12+ and Dexterity 8+ to become a Mercenary. Characters that have previously served in the military will generally enter Mercenary service at a rank equal to their final military rank.

Continued Employment: DC9

RANKS

Enlisted		Commissioned	
E1	Private	O1	Second Lieutenant
E2	Corporal	O2	First Lieutenant
E3	Sergeant	O3	Captain
E4	Gunnery Sergeant	O4	Lieutenant Colonel
E5	First Sergeant	O5	Colonel
E6	Sergeant Major	O6	-

MUSTERING OUT BENEFITS

Cash Benefits		Material Benefits	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr10,000	5	Middle Passage
6	Cr20,000	6	High Passage
7	Cr30,000	7	Mercenary Cruiser

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank	XP	Cash
				Promo DC	Bonus DC	Bonus DC
1-4	Training	auto	none	(8)	10	none
5-8	Recruiting	auto	none	(10)	none	none
9-14	Cadre	4	none	(8)	none	16
15-17	Security Forces	6	10	12	10	14
18-19	Commando Raid	6	12	14	12	10
20	Striker Mission	8	6	8	4	8

Ability Modifier EDU CON EDU None Rank*

*Officers 2x rank

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



MERCHANTS

Core Career

The Merchant is usually a trader rather than a shopkeeper. He or she may be a highly paid corporate factor or a member of the crew of a beat-up old merchant starship. Merchants are adept at thinking on their feet, seeking out new business opportunities, and at talking or shooting their way out of situations their business sense has got them into.

FINDING EMPLOYMENT

A starting character must have Strength 12+ and Intelligence 14+, or must make a Wisdom check (DC8) to become a Merchant. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

Special: After completing at least one term of service in the Merchants in Prior History, a character receives the Crewmember feat for free.

Continued Employment: DC4

RANKS

O1	Apprentice
O2	Crewman
O3	Petty Officer
O4	Junior Officer
O5	Senior Officer
O6	Executive Officer

EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr5000	2	+2 Intelligence
3	Cr10,000	3	Middle Passage
4	Cr20,000	4	High Passage
5	Cr30,000	5	Weapon
6	Cr50,000	6	TAS Membership
7	Cr90,000	7	Free Trader

DUTY ASSIGNMENT

1d20	Assignment	Rank		XP	Cash
		Survival	Promotion	Bonus	Bonus
		DC	DC	DC	DC
1-4	Planetside	auto	20	12	none
5-10	Route	auto	16	8	20
11-14	Charter	2	18	8	20
15-17	Exploratory	3	12	4	18
18-19	Speculative	3	10	6	16
20	Special*	6	none	4	6

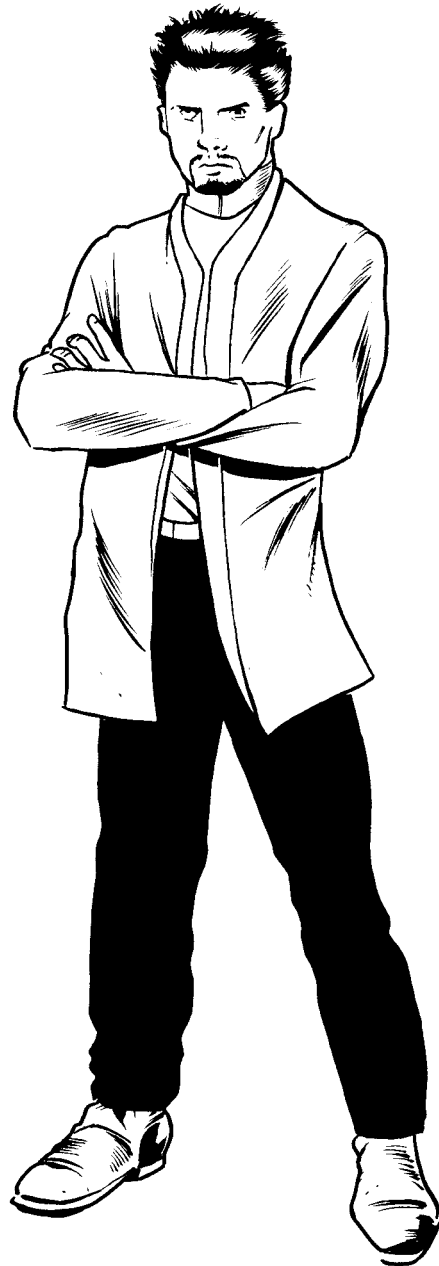
Ability Modifier EDU CON EDU None

* Piracy, smuggling, free trading, or similar risky venture.

Cash Bonus: If the Cash Bonus check is successful, roll once on the cash benefits table under Mustering Out. The character receives one-half the amount indicated.

SURVIVAL MISHAPS

- 1D Mishap
- 1 No further action
 - 2 Pirate Attack. Lose any cash bonus for this term.
 - 3 Honorably discharged from the service.
 - 4 Dishonorably discharged from the service. Lose all benefits
 - 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
 - 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



NAVY

Service Career

The Navy and the various system defense squadrons require educated, intelligent personnel to operate technical systems and weapons, or to fly and navigate the spacecraft and starships of the service. Naval service is very prestigious. Navy characters will have basic skills in routine shipboard tasks and vac suit operations, plus the skills of their specialist department. This is most likely to be Engineering, Gunnery, Flight, or "Crew." The latter are general personnel who fulfill many jobs aboard ships and at installations. Highly educated characters or those from a good family are likely to be officers.

ENLISTING

The character must come from a world with some form of starfaring or spacefaring military forces. Intelligence 12+ and Dexterity 12+ are also required. You may choose to defer the enlistment term and attend University or an Academy first if desired.

Reenlistment: DC6

RANKS

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Recruit	O1	Ensign
E2	Space Hand	O2	Lieutenant
E3	Petty Officer	O3	Lt. Commander
E4	Chief Petty Officer	O4	Commander
E5	Senior Chief	O5	Captain
E6	Master Chief	O6	Admiral

MUSTERING OUT BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	TAS Membership
6	Cr50,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>				<i>XP</i>	
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Deco</i>	<i>Bonus</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Training	auto	none	(6)	none	8	8
5-10	Shore Duty	2	none	(8)	20	8	8
11-14	Patrol	2	10	8	19	6	6
15-17	Siege	4	14	12	16	6	6
18-19	Strike	6	10	8	8	4	4
20	Battle	6	8	6	6	4	4
	<i>Ability Modifier</i>	<i>INT</i>	<i>SOC</i>	<i>EDU</i>	<i>None</i>	<i>None</i>	<i>None</i>

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a petty officer becomes a spacehand.)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

MILITARY DECORATIONS

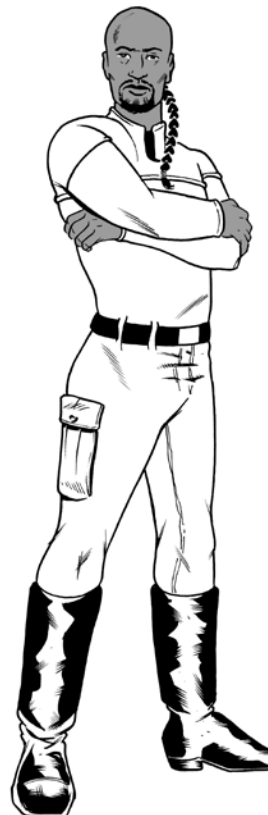
The following decorations, medals, and awards can be earned by military personnel.

Purple Heart: This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty. The character also receives 1000xp.

MCUF (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful. Common.

MCG (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supersedes the MCUF decoration. Uncommon.

SEH (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supersedes all other awards, medals, or decorations. Rare.



NOBLE

Core Career

Nobles generally move in high-powered circles, meeting rich, powerful or well-respected individuals in the course of their activities. They often serve as diplomats or act as representatives for interest groups. Many Nobles have a specific vocation, such as Naval Officer or Diplomat, while others are freelance trouble-shooters or members of a higher noble's household or court.

TITLES REQUIRED

A starting character must have Social Standing 16 + to become a Noble.

Reenlistment: automatic

RANKS

Rank among nobles is based on one's standing in society, i.e. Social Standing ability score.

SOC Noble Rank

16	Knight, Knightess, Dame
18	Baron, Baroness, Baronet
20	Marquis, Marquesa, Marchioness
22	Count, Countess
24	Duke, Duchess
26	Archduke, Archduchess
28	Crown Prince, Crown Princess
30	Emperor

MUSTERING OUT BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr10,000	1	High Passage
2	Cr50,000	2	High Passage
3	Cr50,000	3	Weapon
4	Cr100,000	4	Weapon
5	Cr100,000	5	TAS Membership
6	Cr100,000	6	Yacht
7	Cr200,000	7	Nothing

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Rank</i>	<i>XP</i>
			<i>Promo DC</i>	<i>Bonus DC</i>
1-4	Grand Tour	3	23	9
5-10	Government Post	4	22	8
11-14	Diplomatic Post	4	21	8
15-17	Family Business	3	20	9
18-19	Moot Meetings	5	19	7
20	Secret Mission	6	18	6
	<i>Ability Modifier</i>	<i>INT</i>	<i>INT</i>	<i>None</i>

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Dueling injury. Lose 1 point from DEX or STR
3	Enemies ascendant at Moot. Effectively discharged
4	Family involved in scandal. Effectively discharged. Lose benefits
5	Anger the Emperor, drop to SOC 11 + 1d4, expelled from service
6	Convicted of High Crime by Moot. Drop to SOC 9 + 1d6 (SOC must drop at least 1 point). Serve 4 years in prison as a Convict.



PROFESSIONAL

Core Career

Professionals are individuals whose job is highly skilled and technical but essentially hands-on. This includes many engineers, medical professionals, and scientists. Note that a scientist may be either an Academic or a Professional depending on how inclined to field work he or she is. Professionals are better able to handle themselves in the field than Academics, but otherwise have similar skills.

FINDING EMPLOYMENT

Any starting character may become a Professional.

Continued Employment: DC2

RANKS

<i>Employees</i>		<i>Management</i>	
E1	Jr. Employee	O1	Junior Assistant
E2	Employee	O2	Assistant
E3	Sr. Employee	O3	Manager
E4	Jr. Supervisor	O4	Senior Manager
E5	Supervisor	O5	Vice-President
E6	Sr. Supervisor	O6	Board Member

EARNED BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr5000	1	Low Passage
2	Cr10,000	2	+1 Intelligence
3	Cr20,000	3	+1 Education
4	Cr30,000	4	Weapon
5	Cr50,000	5	High Passage
6	Cr75,000	6	Gold Watch
7	Cr100,000	7	Vehicle

DUTY ASSIGNMENT

<i>1d20 Assignment</i>	<i>Survive DC</i>	<i>XP</i>		<i>Rank</i>	
		<i>Bonus DC</i>	<i>Comm DC</i>	<i>Promo DC</i>	<i>Promo DC</i>
1-4 Government Service	3	9	12	(8)	
5-10 Corporate Service	4	8	10	(6)	
11-14 Consulting Firm	4	8	10	6	
15-17 Private Practice	5	7	8	8	
18-19 Service to Noble House	5	6	6	6	
20 Frontier Assignment	6	5	6	8	
<i>Ability Modifier</i>	<i>INT</i>	<i>None</i>	<i>SOC</i>	<i>INT</i>	

SURVIVAL MISHAPS

1D Mishap

- No further action.
- Minor industrial accident. Lose 1 point from either STR or DEX.
- Laid off with no call back date. Effectively discharged.
- Declared overqualified in private sector. Effectively honorably discharged.
- Shady business dealings revealed to public. Lose 2 points of SOC and spend 4 years in prison as a Convict. Lose all benefits.
- Chronic medical problems prohibit continued employment. Lose 1d6-3 points (minimum 1 point) from either STR or CON. Discharged.



PSIONICIST

Prestige Career

Many individuals who possess psionic powers belong to another career or service and leave perfectly normal lives; psionics are merely a part of such a life. Others study psi phenomena and may or may not possess actual abilities. These are Academics for the most part. The Psionicist is someone for whom the main focus in life is the use and development of psionic skills. They will make their living any way they can while searching for insight into the nature of their powers and new sources of teaching. The Psionicist may hold down a steady job or wander randomly throughout known space; each is very different.

FINDING EMPLOYMENT

A character must first locate a Psionics Institute and successfully complete the training there.

Continued Employment: Automatic

RANKS

There are no ranks in the Psionic service.

EARNED BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr10,000	1	Low Passage
2	Cr10,000	2	+1 Intelligence
3	Cr10,000	3	+1 Education
4	Cr20,000	4	Middle Passage
5	Cr50,000	5	High Passage
6	Cr70,000	6	TAS Membership
7	Cr90,000	7	-

PSIONIC SPHERES OF INFLUENCE

- Telepathy
- Clairvoyance
- Telekinesis
- Awareness
- Teleportation

Each sphere of influence is developed separately, as if it were a class skill for the Psionicist. A Psionicist's skill rank with a Sphere of Influence dictates which Psionic Talents they are able to use. Each Talent lists the Sphere of Influence that must be available to the Psionicist, along with a minimum skill rank in the Sphere that must be possessed before it may be employed. Of course the Psionicist must also have sufficient Psi strength with which to power the Talent as well before using it.

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>XP</i>	
		<i>Survival DC</i>	<i>Bonus DC</i>
1-4	Training	8	auto
5-10	Displaced	12	10
11-14	In Hiding	14	6
15-17	On the Run	16	8
18-19	Recruiting	10	12
20	Teaching	8	16
	<i>Ability Modifier</i>	<i>WIS</i>	<i>None</i>

Note: Survival DCs are very high in the Psionicist class. This reflects a society hostile to the use and learning of psionic talents. In a neutral society, reduce these DCs by 4 points and in a psionic culture such as the Zhodani Consulate, reduce them by 6 points.

SURVIVAL MISHAPS

1d6 Mishap

- 1 No further action.
- 2 Deported and banned from world.
- 3 Tarred and Feathered. -1 to Charisma. Deported and banned from world.
- 4 Imprisoned for 4 years as a Convict. Deported and banned from world upon completion of sentence.
- 5 Lynched, beaten, and left for dead. Lose 1d6-3 points from CHA and CON. Deported and banned from world.
- 6 Lobotomized. Lose all Psi abilities and rating, and 1d6-3 points from INT. Deported and banned from world.



ROGUE

Core Career

Rogues vary, from out-and-out criminals to those who live by their wits on the edge of the law or like to take an unconventional, indirect approach to a problem. Some are conmen, swindlers, or bank raiders, while others are smugglers and thugs. However, many Rogues actually have quite legal occupations including soldiers, merchants, bodyguards, martial artists, and even certain kinds of archaeologist.

FINDING EMPLOYMENT

Any starting character may become a Rogue.

Continued Employment: DC2

RANKS

There are no ranks among Rogues.

EARNED BENEFITS

Cash Benefits

- 1 Cr5000
- 2 Cr10,000
- 3 Cr20,000
- 4 Cr30,000
- 5 Cr50,000
- 6 Cr75,000
- 7 Cr100,000

Material Benefits

- 1 Low Passage
- 2 +1 Intelligence
- 3 +1 Education
- 4 Weapon
- 5 High Passage
- 6 Vehicle
- 7 Nothing

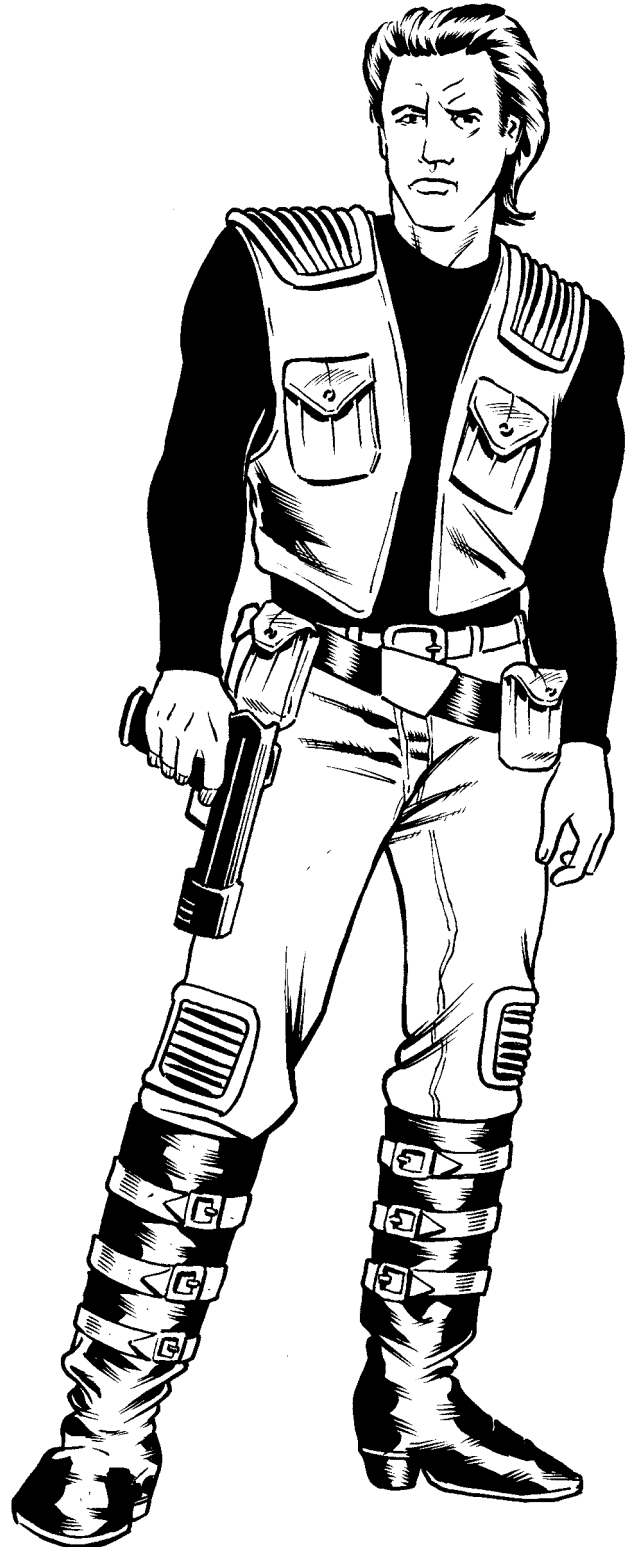
DUTY ASSIGNMENT

1d20	Assignment	XP		Cash
		Survive	Bonus	Bonus
		DC	DC	DC
1-4	Free-lancing	6	6	20
5-10	Information Gathering	5	7	20
11-14	Smuggling	6	6	18
15-17	Acquisition	6	6	16
18-19	Enforcement	7	5	18
20	Big Caper	8	4	14
	Ability Modifier	INT	None	INT

SURVIVAL MISHAPS

1D Mishap

- 1 No further action.
- 2 Violent incident. Lose 1 point from either STR or DEX.
- 3 Gang or group smashed by law enforcement; character escapes. Effectively discharged.
- 4 Gang leaders retire on the profits and disband the group. Effectively honorably discharged.
- 5 Caught and convicted. Lose 2 points of SOC and spend 4 years in prison as a Convict. Lose all benefits.
- 6 Injured in serious violent incident or arrest attempt. Lose 1d6-3 points from either STR or CON. Discharged.



SAILOR

Service Career

Most worlds maintain some form of armed forces. Of these, Ground Force Command is usually the largest in terms of manpower. Maritime Force Command (the 'wet navy') is generally the smallest branch of the Ground Forces. However, wherever there are bodies of water it is necessary to police and secure them, and in some cases (such as water worlds) Maritime Force Command can be very large indeed.

ENLISTING

The character must be from a world with at least hydrographic rating 3. INT 10+ and EDU 10+ are also required. You may choose to defer the enlistment term and attend University or an appropriate Academy first if desired.

Reenlistment: DC8

RANKS

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Crewmember Recruit	O1	Midshipman
E2	Crewmember	O2	Sublieutenant
E3	Able Crewmember	O3	Lieutenant
E4	Specialist	O4	Executive Officer
E5	Petty Officer	O5	Captain
E6	Chief Petty Officer	O6	Commander

MUSTERING OUT BENEFITS

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	Middle Passage
6	Cr30,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Comm DC</i>	<i>Rank</i>		<i>XP</i>	
				<i>Promo DC</i>	<i>Deco DC</i>	<i>Bonus DC</i>	<i>Bonus DC</i>
1-4	Training	auto	none	(6)	none	8	
5-10	Patrol	auto	none	(8)	none	none	
11-14	Internal Security	2	none	(6)	20	none	
15-17	Police Action	4	10	12	14	8	
18-19	Counter Insurgency	4	12	14	17	12	
20	Blue Water Combat	6	4	6	6	4	
	<i>Ability Modifier</i>	<i>WIS</i>	<i>EDU</i>	<i>INT</i>	<i>None</i>	<i>None</i>	

SURVIVAL MISHAPS

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Demoted, lose one rank of service (e.g. a specialist becomes an able crewmember)
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

MILITARY DECORATIONS

The following decorations, medals, and awards can be earned by military personnel.

Purple Heart: This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty. The character also receives 1000xp.

MCUF (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful. Common.

MCG (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supersedes the MCUF decoration. Uncommon.

SEH (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supersedes all other awards, medals, or decorations. Rare.



SCOUTS

Service Career

The Interstellar Scout Service is an excellent place to gain experience as an adventurer. The Scouts train their personnel in a wide range of skills ranging from starship operations to planetary survival. Most personnel will have served in Communications, Survey, or Exploration and will have specialist skills to match the office they served in.

ENLISTING

The character must come from a world with some form of interstellar or spacefaring capability. Intelligence 10+ and Dexterity 8+ are also required. You may choose to defer the enlistment term and attend University first if desired.

Special: After completing at least one term of service in the Scouts in Prior History, a character receives the Crewmember feat for free.

Reenlistment: DC2

RANKS

There are no ranks in the scouts, although any scout who has served 5 or more terms is considered a Senior Scout.

MUSTERING OUT BENEFITS

Cash Benefits

- 1 Cr20,000
- 2 Cr20,000
- 3 Cr30,000
- 4 Cr30,000
- 5 Cr50,000
- 6 Cr50,000
- 7 Cr50,000

Material Benefits

- 1 Low Passage
- 2 +2 Intelligence
- 3 +2 Education
- 4 High Passage
- 5 Weapon
- 6 Scout Ship
- 7 Nothing

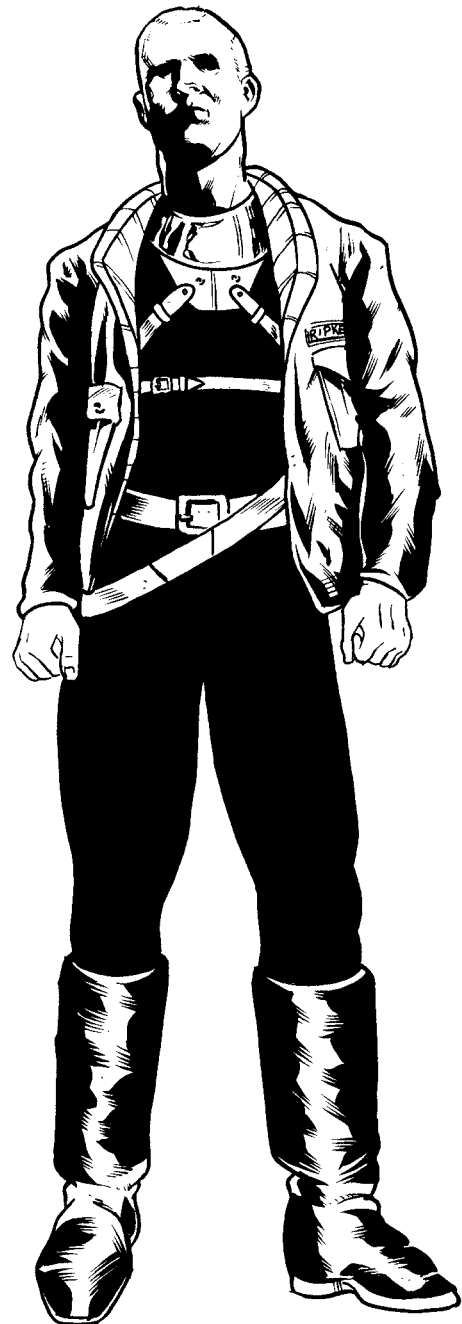
DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>Survival DC</i>	<i>XP Bonus DC</i>
1-4	Training	auto	auto
5-8	Base	2	10
9-14	Routine	4	8
15-17	Mission	6	6
18-19	Special Mission	8	6
20	War Mission	6	6
	<i>Ability Modifier</i>	<i>CON</i>	<i>None</i>

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Minor, but prolonged injury, Lose any service feat earned this term.
- 3 Placed on Detached Duty (effectively discharged from the service, but may be recalled in times of need)
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime as a Convict. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



TRAVELLER

Core Career

The Traveller is someone who makes his or her living away from home. Travellers need a balance of abilities – specialist career skills and enabling skills in the interpersonal or combat fields, to allow them to get the job done without interference. Travellers may be starship crew, corporate employees, particularly rugged field scientists, or freelancers such as engineers or journalists.

FINDING EMPLOYMENT

Any starting character may become a Traveller.

Continued Employment: DC2

RANKS

There are no ranks among Travellers.

EARNED BENEFITS

Cash Benefits

- 1 Cr10,000
- 2 Cr20,000
- 3 Cr40,000
- 4 Cr60,000
- 5 Cr80,000
- 6 Cr100,000
- 7 Cr250,000

Material Benefits

- 1 High Passage
- 2 +1 Intelligence
- 3 +1 Education
- 4 Vehicle
- 5 TAS Membership
- 6 Ship
- 7 Nothing

DUTY ASSIGNMENT

1d20	Assignment	XP	
		Survive DC	Bonus DC
1-4	Personal Business	3	9
5-10	Corporate Troubleshooting	4	8
11-14	Service to Noble House	4	8
15-17	Government Service	3	9
18-19	Frontier Opportunity	5	7
20	Secret Mission	6	6
	Ability Modifier	INT	None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action.
- 2 Minor injury. Lose 1 point from either STR or DEX.
- 3 Became disaffected with Travelling for a time. Effectively discharged.
- 4 Settled down to a steady job. Effectively honorably discharged.
- 5 Shady escapade leads to arrest. Lose 1 points of SOC and spend 4 years in prison as a Convict. Lose all benefits.
- 6 Serious injury. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



CLASSES AND LEVELS



PRIOR HISTORY AND CLASSES

When a character leaves a service, career, or period of education, any experience they have earned during that period must be totaled, added to any previously earned experience, and the sum result compared to the Character Experience Level table to determine the character new character level.

A character's development, training, and knowledge are reflected in the 'classes' that a character has taken. If the character has earned any new levels, they must be applied towards any required and/or desired classes the character prefers, before continuing on with any further Prior History development or finishing up the character.

For example, Marc Glenn has spent the past two terms (8 years) working in the Merchant career during Prior History and has earned a total of 12,000 experience points during that period. Marc already has accumulated 10,000 experience points from a previous 2-term stint as a Flyer so now has an accumulated experience point total of 22,000 experience points. Comparing this total to the Character Experience Level table we see that Marc is now a 7th level character, a gain of 2 levels (he was previously 5th level with 10,000 experience points).

As you will note, all of the careers and services that were available during Prior History have corresponding classes. There are also a few 'prestige classes' available as well. If your character served one or more terms in a background, core, or prestige career, the character must take at least 1 level in the class that corresponds to that career. If your character served any terms in a service career the character must take at least 1 level in the corresponding class for every two terms (round up) served.

If the character has any levels remaining after fulfilling the minimum requirements listed above, they may be taken in any other class or classes the character is otherwise qualified for.

Marc Glenn finishes up this round of Prior History as a 7th level character. He has spent 2 previous terms as a Flyer and has already taken 3 levels in the corresponding Flyer class, as well as having taken 2 levels in the Rogue class. This time around Marc has earned 2 more levels that he make take in classes, but at least one of those levels must be taken in the Merchant class. The other level may be taken in any other class the character qualifies for or already has experience in. While he could take another level in his Flyer, Rogue, or new Merchant class, he instead chooses to take the remaining level in the Traveller class to reflect his many travels across the universe. Thus in game terms Marc is now a 3rd level Flyer, 2nd level Rogue, 1st level Merchant, and 1st level Traveller. He is also a 7th level character.

UNIVERSITY EXPERIENCE

Levels acquired from experience at the university must be applied toward the Academic, Athlete, Engineer, Medic, or Professional classes only.

MUSTERING OUT

Once you have finished selecting the classes and levels for your character's last period of Prior History, the character must 'muster out' of their career or service. Mustering out determines the cash, equipment, and/or other rewards a character has earned for their

TABLE: CHARACTER EXPERIENCE LEVEL

Character Level	XP	Special
1 st	0	Feat*
2 nd	1,000	
3 rd	3,000	Feat
4 th	6,000	Ability
5 th	10,000	
6 th	15,000	Feat
7 th	21,000	
8 th	28,000	Ability
9 th	36,000	Feat
10 th	45,000	
11 th	55,000	
12 th	66,000	Feat and Ability
13 th	78,000	
14 th	91,000	
15 th	105,000	Feat
16 th	120,000	Ability
17 th	136,000	
18 th	153,000	Feat
19 th	171,000	
20 th	190,000	Ability

* In addition to any class and racial starting feats

Feat: Characters may select one feat from among any they are qualified for, including class specific feats. This feat is in addition to any other feats a character might earn from taking class levels.

Ability: The character may add one point to any ability score of his choice. This increase is permanent. This is often useful in offsetting aging penalties for older, but more experienced characters. A character may never increase his or her Social Standing to greater than 15. The Referee usually handles an increase in Social Standing over 15, typically as a reward during the course of play.

service. See the Equipment chapter for more information.

MULTIPLE CLASSES

As you can see characters with multiple classes are not uncommon in Traveller. Multiclassing allows your character to earn improved combat capabilities, different ranges of skills, and new feats that might otherwise be unavailable to the character in their base class. Thus, if an Academic wanted to improve his or her combat capabilities they could multiclass as an Army Soldier, a Marine, or even a Mercenary if appropriate learning opportunities are available. In the same manner a Mercenary might wish to multiclass as a Traveller to improve the range of skills available to him. Players are encouraged to come up with a plausible reason for multiclassing. Examples include the Academic who serves as a reservist in her local defense regiment, or the Merchant who doubles as the ship's security officer and trains hard to maintain the skills he needs.

The only restrictions on multiclassing, other than those specific to a given class, is that a character can only take a class level in a single class whenever they earn a new character level. This means that a character developing a single class will reach the higher levels of a given class faster than a multiclassed character.



TAKING A CLASS LEVEL

Class Levels are a specific measure of where a character's life experience has taken him or her. Each time a character gains a class level he or she gains specific benefits. These include:

- **Increased Stamina:** A character gains one Stamina Die roll for their class with each level. The character's CON modifier is always applied to this roll.
- **Increased Skills:** The character gains a number of skill points determined by the class they take the level in. These skill points can be used to buy ranks in the class skills of the class the character is taking the new level in at a cost of 1 point = 1 rank, or other skills at a cost of 2 points = 1 rank. There are some exceptions to this rule, such as restricted skills.
Characters taking their very first level in their very first class have 4x the normal number of skill points to spend on this first level.
- **Feats:** At specific class levels (1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th, and 19th) the character will earn a new class feat. This feat must be selected from among the feats listed for the class the character is taking the new level in. If the character already has all of the feats listed for that class, they may select any other feat they are qualified for.
Characters taking the 1st level in a given class automatically receive the Starting Feats listed for that class if they do not already have them.
- **Improved Saves:** Depending upon the class they take the level in, a character's Will, Reflex and/or Fortitude save may increase. In the case of a multiclassed character, their save bonus is the sum of all the bonuses they have earned from their various class levels (e.g. a character who is a 3rd level Traveller/3rd level Academic has a +2 Reflex save bonus from the Traveller class and another +2 from the Academic, for a total of +4.) This total is modified by attributes and special bonuses.
- **Base Attack Bonus:** Levels in some classes give an increase in Base Attack Bonus (BAB). A multiclassed character has a BAB equal to all the bonuses for all his classes. The character gains an extra attack per round at -5 from BAB, providing this is +1 or above. Therefore, a character with a BAB of +5 has no extra attack (5-5=0!). A character with a BAB of 7 has an extra attack at +2 (7-5=2). A third attack is gained at -10 from BAB and a fourth at -15, providing this is greater than 0. Thus a character with a BAB of 15 has a second attack at 10, a third at 5 and no fourth since 5-5=0. Attack bonus is modified by DEX and other factors in addition to BAB, but it is the character's BAB that determines whether or not he has additional attacks.

Note: When adding to BAB, add the new bonus on to the first column, then recalculate second, third and fourth attack as needed. E.g. a character who has a +12/+7/+2 attack bonus as a 12th-level Marine gains a level as a 1st Level Mercenary. This is +1 to BAB. The character's new BAB is +13/+8/+3, NOT +13/+7/+2. Extra attacks cascade from the first digit. An 11th level Army/8th level Mercenary character (+8/+3 and +8/+3) has a BAB of +16/+11/+5/+1, not +16/+6.

CLASS DESCRIPTIONS

The remainder of this chapter is devoted to detailing each of the classes available in *Traveller*. Beginning each class entry is a brief description about the class itself, the typical characteristics of this type of character, the backgrounds such people often come from, and why they might make a good adventurer.

UNDERSTANDING THE ENTRIES

All class descriptions follow a standard format. The various entries are explained below.

GAME RULE INFORMATION

The information needed to play a character using a selected class immediately follows the class description. Not all of these entries will apply to every class.

Class Type: The type of class this is – Background, Core, Prestige, or Service.

Background Classes: A background class may only be selected as the character's very first class if it is to be taken at all. In other words, you may not multiclass into a background class. Once taken, a character may develop the background class as if it were a normal core class.

Core Classes: Any character may select a core class as their very first class, but must meet any multiclass restrictions listed if they are multiclassing into the class instead. Once a character has at least one level in a core class, additional levels in that class may be taken at any time.

Prestige Classes: Prestige classes are generally more highly focused and specifically tailored than the other classes, and have specific requirements that must be met before than can ever be selected by a character as their first class or a new multiclass.

Service Classes: A character may only take levels in a service class during the Prior History portion of character development, or if already in play, the character must be an active-duty member of the given service. Once a character is in play, they may not multiclass into a service class, unless specifically approved by the referee.

Multiclass Restrictions: Any restrictions or limitations on multiclassing for the class.

Abilities: The most important ability scores for the class.

Stamina: The type of Stamina Die used by characters of the class determines the number of Stamina points gained per level.

Starting Funds: The amount of money in Credits that a 1st level character starts with. If multiclassing, these funds are not received. Additional funds may be acquired after completing any Prior History.

CLASS TABLE

This table details how a character improves as he or she gains experience levels. Class tables typically include the following:

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the "Class Features" sections that follow.

CLASS SKILLS

The number of skill points the character starts with at 1st (character not class) level, the number of skill points gained each level thereafter, and the list of class skills.

CLASS FEATURES

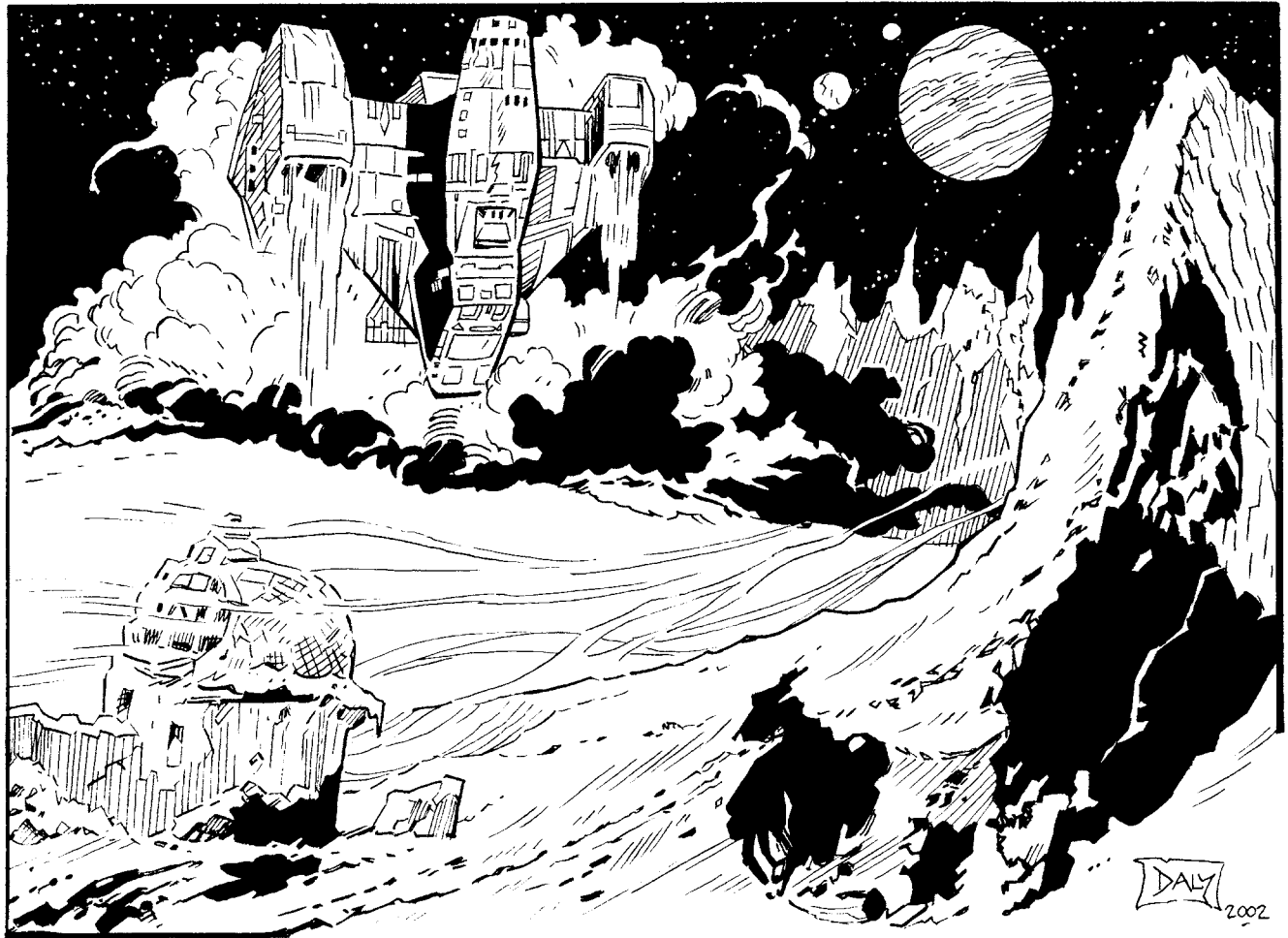
These are the special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class. Class features include some or all of the following:

Starting Feats: Which weapons and armor types the

character is proficient with, along with any feats a character automatically earns when taking this class.

Bonus Feats: In place of a specific unique capability, a character may be allowed to select a feat from a list that is specific to that class. Some of these bonus feats may be specific to a particular class, and otherwise unavailable to anyone else. In such cases, the feat will be described here.

Ex-Members: If, for some reason, a character is forced to give up this class, these are the rules for what happens.



ACADEMIC

Core Class

The Academic is inclined towards sedentary and studious pursuits. Academics range from “true” academics – students and college professors – through accountants and bureaucrats to field scientists who may experience some danger and action in their daily work. This class covers anyone whose primary function is to collect and apply knowledge, usually from a comfortable chair. The Academic may be a scruffy teenage computer wizard; a balding, bespectacled, and distinctly erratic genius; a respectable (and wealthy) individual whose hobby is science or a savvy archaeologist specializing in dangerous and unorthodox research out on the frontiers.

Characteristics: An Academic is skilled at and interested in gaining knowledge, and has little aptitude (and usually no liking) for rough-and-tumble adventures. Even if he develops combat skills, these will tend to be applied in a fussy and precise rather than instinctive manner. Not all Academics are absent-minded idiots who wander in front of the drive exhausts while examining a rare rock formation, but they all share a healthy interest in how and why things work, and have a great deal of curiosity.

Background: Academics typically come from a reasonably well-off background; people who can afford the time and the cost of going to college or studying at home. Possible careers for Academics include administrators, computer hackers, individuals trying to develop or investigate psionic powers, research scientists, and starship engineers with a strong theoretical interest in how their engines work.

Adventuring: Not all problems can be solved by force or deception. The Academic may have knowledge or contacts that can help solve a problem (or create an adventure lead). Sometimes NPC scholars will be unwilling to talk to their “intellectual inferiors” and will need to be approached by someone respected in the academic community. In a high-tech society, knowledge can really be power – and it is amazing what you can achieve from a swivel chair if you have the right datanet codes...

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Academic class, a character must have earned at least a Bachelor’s degree at University, or have Education 14+ and an Intelligence 12+

Abilities: Education, Intelligence

Stamina: 1d4 + CON modifier per level

Starting Funds: Cr1000

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Craft (any)	INT	Driving	DEX
Decipher Script*	INT	Gather Information	CHA
Knowledge (any)	EDU	Navigation	EDU
Professional (Knowledge Related)	WIS	Read/Write Language	None
Speak Language	None	Technical (any)	EDU
Use Alien Devices*	WIS		

* Exclusive Skill

Starting Skill Points: (8 + INT modifier) x 4. If you are taking Academic as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 8 + INT modifier

CLASS FEATURES

All of the following are class features of the Academic:

Starting Feats:

Research
Skill Focus (Knowledge)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Academic gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Academic Lecture*	Advanced Knowledge*	Advanced Research*
Geological Survey	Hacker	Legal Eagle
Medical Specialization	Mental Discipline*	Naval Architect
Pseudo-Eidetic Memory*	Related Field of Study*	Skill Focus (Knowledge)
Surgery	Xeno-Empathy	Xeno-Medicine

* A specialized class feat

TABLE: ACADEMIC

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+1	Starting Feats + Bonus Feat
2 nd	+0	+0	+2	+2	Bonus Feat
3 rd	+0	+1	+2	+2	
4 th	+1	+1	+2	+2	
5 th	+1	+1	+3	+3	Bonus Feat
6 th	+1	+2	+3	+3	
7 th	+1	+2	+4	+4	Bonus Feat
8 th	+2	+2	+4	+4	
9 th	+2	+3	+4	+4	
10 th	+2	+3	+5	+5	Bonus Feat
11 th	+2	+3	+5	+5	Bonus Feat
12 th	+3	+4	+6	+6	
13 th	+3	+4	+6	+6	Bonus Feat
14 th	+3	+4	+6	+6	Bonus Feat
15 th	+3	+5	+7	+7	
16 th	+4	+5	+7	+7	
17 th	+4	+5	+8	+8	Bonus Feat
18 th	+4	+6	+8	+8	
19 th	+4	+6	+8	+8	Bonus Feat
20 th	+5	+6	+9	+9	



ARMY

Service Class

Most worlds maintain Ground Forces for their own defense. Characters who have served in the Army will have gained experience in one of the three main combat arms (Infantry, Artillery, Cavalry) or the support formations (Technical, Logistics, Intelligence etc). Most characters are likely to have served in the infantry. Army characters (of all arms) learn how to operate infantry weapons plus some specialist skills, for example dealing with vehicle operations, hostile-environment survival, or combat engineering.

Characteristics: Military personnel are trained to act. They have a tendency to engage problems rather than stand about wondering what to do. This does not guarantee the ex-soldier will come up with the best solution to a problem, merely that he or she will do *something*. Military personnel are usually very proud of whatever unit they served with. They will be familiar with military equipment and weapons of their own and other cultures.

Background: The Army requires its personnel to be in reasonably good physical shape (even for desk jobs at the supply bases). Highly technical jobs such as Combat Engineering or Electronic Warfare require a good education and familiarity with high-tech equipment, but almost anyone can be trained to be a skilled infantryman, so ex-army characters may come from any background. Those with a high social standing, intelligence, or education often become technical specialists and/or officers.

Adventuring: Military personnel are a great asset to any adventuring group. Their training and weapons skills are an asset in a fight, and many ex-soldiers have other useful skills such as T/Electronics or survival, which can assist a group in reaching its goal.

GAME RULE INFORMATION

Class Type: Service

High Tech Army (H): Tech Level 9+

Mid Tech Army (M): Tech Level 5-8

Lo Tech Army (L): Tech Level 1-4

Multiclass Restrictions: Only a character actively working in the Army prior history may multiclass into the Army class.

Stamina: 1d8 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

SERVICE SKILLS

Characters from a high-tech army may select as class skills anything under the High Tech Army list. Low-tech soldiers may only select as class skills those listed under Low-Tech Army. Soldiers from a mid-tech army may select as class skills from either High or Low tech lists, with the exception of the Technical skill. A mid-tech soldier may only select the T/Mechanical skill.

High Tech Army

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Bribery	CHA	Combat Engineering	INT
Demolitions	DEX	Driving	DEX
Forward Observer	INT	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Leader	INT/CHA	Liaison	CHA

P/Administration	WIS	Pilot	INT/DEX
Recruiting	EDU	Sense Motive	WIS
Spot	WIS	Survival	WIS
Technical (any*)	EDU		

* Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors

Low-Tech Army

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Bribery	CHA	Gambling	INT
Gather Information	CHA	Handle Animal	CHA
Leader	INT/CHA	Liaison	CHA
Recruiting	EDU	Ride	DEX
Spot	WIS	Survival	WIS

Starting Skill Points: (4 + INT Modifier) x 4. If you are taking Army as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Army:

Starting Feats: The Army soldier begins play with the following feats:

<i>Low Tech</i>	<i>Mid Tech</i>	<i>High Tech</i>
WP (Black Powder)	WP (Marksman)	WP (Marksman)
WP (Swordsman)	WP (Combat Rifleman)	WP (Combat Rifleman)
AP (Light)	AP (Light)	AP (Light)
		AP (Medium)
		AP (Vac Suit)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Army personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

TABLE: ARMY

	<i>BASE ATTACK BONUS</i>	<i>BASE FORT BONUS</i>	<i>BASE REFLEX BONUS</i>	<i>BASE WILL BONUS</i>	<i>SPECIAL</i>
1 st	+0	+0	+2	+0	Starting Feats + Bonus Feat
2 nd	+1	+0	+3	+0	Bonus Feat
3 rd	+2	+1	+3	+1	
4 th	+3	+1	+4	+1	
5 th	+3	+1	+4	+1	Bonus Feat
6 th	+4	+2	+5	+2	
7 th	+5	+2	+5	+2	Bonus Feat
8 th	+6/+1	+2	+6	+2	
9 th	+6/+1	+3	+6	+3	
10 th	+7/+2	+3	+7	+3	Bonus Feat
11 th	+8/+3	+3	+7	+3	Bonus Feat

CHARACTER CLASS

12 th	+9/+4	+4	+8	+4	
13 th	+9/+4	+4	+8	+4	Bonus Feat
14 th	+10/+5	+4	+9	+4	Bonus Feat
15 th	+11/+6/+1	+5	+9	+5	
16 th	+12/+7/+2	+5	+10	+5	
17 th	+12/+7/+2	+5	+10	+5	Bonus Feat
18 th	+13/+8/+3	+6	+11	+6	
19 th	+14/+9/+4	+6	+11	+6	Bonus Feat
20 th	+15/+10/+5	+6	+12	+6	

<i>Low Tech</i>	<i>Mid Tech</i>	<i>High Tech</i>
Armorer (any)**	Armorer (any)**	Armorer (any)**
Brawling	AP (Vac Suit)	AP (Battledress)
Command Presence*	Brawling	Brawling
Mounted Combat	Command Presence*	Command Presence*
PMOS	Heavy Metal	Heavy Metal
Tactics I*	Mounted Combat	PMOS
Ride-By Attack	PMOS	Tactics I*
Shield Proficiency	Tactics I*	Tactics II*
Spirited Charge	Tactics II*	Strategy*
Trample	Ride-By Attack	Vessel (Aircraft)
Vessel (Watercraft)	Vessel (Aircraft)	Vessel (Grav)
WP (Thrown)	Vessel (Ground)	Vessel (Ground)
Weapon Specialization*	Vessel (Watercraft)	Vessel (Watercraft)
	WP (Field Artillery)	WP (Field Artillery)
	WP (Heavy Weapons)	WP (Heavy Weapons)
	WP (Lasers)	WP (High Energy)
	WP (Thrown)	WP (Lasers)
	WP (Vehicular)	WP (Vehicular)
	Weapon Specialization*	Weapon Specialization*

* A specialized class feat

** Armorer is restricted to weapons of a TL available to the character

EX-ARMY PERSONNEL

Army personnel who muster-out, retire, are otherwise released from the service and not actively working in the army prior history, may not take any additional levels as a member of the army class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



ATHLETE

Core Class

The Athlete is a dedicated sportsperson, whether amateur or professional. Some are extremely proficient within a narrow range of activities, while others are multi-discipline competitors. The class can also represent someone who is simply “into” physical activity for its own sake.

Some Athletes are involved with fairly combat-related sports such as fencing or shooting. Such characters may wish to consider the Martial Artist Service Class instead. As a rule, athletes are into sport and competition; martial artists are into fighting. While some athletes are professionals in their sport (as competitors or coaches, fitness trainers or whatever), most have some kind of day job to pay their way.

Athlete characters might include a body-builder working as a cargo loader, a professional downhill skier, or a character with some entirely different profession (such as ship’s engineer) who likes physical challenges and/or playing sports.

Characteristics: An Athlete is in good physical shape and is often very competitive in outlook. He or she will tend to pick up physical skills quickly, and may have little liking for being stuck in an office shuffling papers. Not all athletes are competitors, of course. Some are coaches or fitness trainers. What most have in common is a liking for strenuous or difficult physical activities.

Background: Athletes come from almost any background, though poor kids tend to drift into less expensive activities such as boxing, running and such like. Unless the character can make a living from competition winnings or as a member of a professional team, some sort of additional job is necessary. This can be almost anything.

Adventuring: Physical prowess is always useful when adventuring. A power lifter or a gymnast offers a whole new set of possibilities to an adventuring team. Other sports may be less applicable, but a determined character in good shape can usually find a way to contribute to an adventuring group.

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Athlete class, a character must have the basic requirements listed above, or 8+ ranks in an appropriate skill.

Abilities: Constitution, Dexterity

Stamina: 1d8 + CON modifier per level

Starting Funds: Cr250

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Balance	DEX	Climb	STR
Driving	DEX	Gather Information	CHA
Handle Animal	CHA	Jump	STR
Knowledge (Specific Sport)	EDU	Professional (Specific Sport)	WIS
Ride	DEX	Swim	STR
Tumble	DEX		

Starting Skill Points: (6 + INT modifier) x 4. If you are taking Athlete as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Athlete:

Starting Feats:

WP (Marksman)	Endurance
Sport (Any)*	Competitive*
Eventing*	

* A specialized class feat

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Academic gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Acrobatics	Ambidexterity	Athletic	Brawling
Climber*	Coaching*	Competitive*	Eventing*
First Aid	Histrionics*	Great Fortitude	Improved Eventing*
Iron Will	Reputation*	Run	Skill Focus (Any)
Sport (Any)*	Super-Athlete*	Swimmer*	Thrower*
Toughness	Vehicle (Sport)*	Weightlifting*	

* A specialized class feat

TABLE: ATHLETE

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+1	+1	+1	Starting Feats + Bonus Feat
2 nd	+1	+2	+2	+2	Bonus Feat
3 rd	+1	+2	+2	+2	
4 th	+2	+2	+2	+2	
5 th	+2	+3	+3	+3	Bonus Feat
6 th	+3	+3	+3	+3	
7 th	+3	+4	+4	+4	Bonus Feat
8 th	+4	+4	+4	+4	
9 th	+4	+4	+4	+4	
10 th	+5	+5	+5	+5	Bonus Feat
11 th	+5	+5	+5	+5	Bonus Feat
12 th	+6/+1	+6	+6	+6	
13 th	+6/+1	+6	+6	+6	Bonus Feat
14 th	+7/+2	+6	+6	+6	Bonus Feat
15 th	+7/+2	+7	+7	+7	
16 th	+8/+3	+7	+7	+7	
17 th	+8/+3	+8	+8	+8	Bonus Feat
18 th	+9/+4	+8	+8	+8	
19 th	+9/+4	+8	+8	+8	Bonus Feat
20 th	+10/+5	+9	+9	+9	



BARBARIAN

Core Class

The Barbarian hails from a rural low-tech society. This may be the outback of a developed world or the towns of a low-tech planet. Not all Barbarians are muscular sword-wielding heroes. Many are craftsmen, merchants or professionals such as priests or scribes, but for the most part Barbarian characters will be familiar with outdoor life and will possess survival, hunting or low-tech combat skills. Barbarians are not stupid; they are merely uneducated in the technological marvels of the universe and unfamiliar with life in the big city.

Characteristics: Barbarians are rugged individuals, used to coping without technological means. They are self-reliant and usually slow to trust others. Coming from a world without trauma centers and social services, barbarians tend to be prudent about risk-taking but at the same time willing to stake a great deal on their own competence. Some Barbarians may shun or actually be afraid of technology; most are likely to see it as a useful tool but one that can make the user forget about his own capabilities in favor of quick and easy technological crutches. Such individuals may be willing to use technology but will be careful not to become reliant on it.

Background: A Barbarian character might be a stone-age savage rescued from wild animals on his homeworld, a backwoods hunter from a mid-tech society, or a chainmail-armored swordsman recruited from the royal guard of his TL2 homeworld.

Adventuring: Barbarians usually have excellent “woodcraft” skills and can be a big asset when out in the wilds, acting as scouts and hunters. They are also skilled at fighting, and can learn how to use modern weapons if they choose to. Sometimes the simplistic “barbarian” outlook can provide a direct answer to problems that elude more sophisticated individuals.

TABLE: BARBARIAN

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+1	+2	+0	+1	Starting Feats + Bonus Feat
2 nd	+2	+3	+0	+2	Bonus Feat
3 rd	+3	+3	+1	+2	
4 th	+4	+4	+1	+2	
5 th	+5	+4	+1	+3	Bonus Feat
6 th	+6/+1	+5	+2	+3	
7 th	+7/+2	+5	+2	+4	Bonus Feat
8 th	+8/+3	+6	+2	+4	
9 th	+9/+4	+6	+3	+4	
10 th	+10/+5	+7	+3	+5	Bonus Feat
11 th	+11/+6/+1	+7	+3	+5	Bonus Feat
12 th	+12/+7/+2	+8	+4	+6	
13 th	+13/+8/+3	+8	+4	+6	Bonus Feat
14 th	+14/+9/+4	+9	+4	+6	Bonus Feat
15 th	+15/+10/+5	+9	+5	+7	
16 th	+16/+11/+6/+1	+10	+5	+7	
17 th	+17/+12/+7/+2	+10	+5	+8	Bonus Feat
18 th	+18/+13/+8/+3	+11	+6	+8	
19 th	+19/+14/+9/+4	+11	+6	+8	Bonus Feat
20 th	+20/+15/+10/+5	+12	+6	+9	

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: You cannot multiclass into the

Barbarian class.

Abilities: Dexterity, Wisdom

Stamina: 1d12 + CON modifier per level

Starting Funds: Cr100

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Animal Empathy*	CHA	Climb	STR
Craft (any**)	INT	Entertain (any**)	CHA
Handle Animal	CHA	Hide	DEX
Intuit Direction	WIS	Jump	STR
Listen	WIS	Move Silently	DEX
Ride	DEX	Spot	WIS
Swim	STR	Survival	WIS
Technosavvy*	INT	Tumble	DEX

* Exclusive Skill

** As appropriate for a TL0-3 society.

Starting Skill Points: (2 + INT modifier) x 4.

Skill Points per Level: 2 + INT modifier

CLASS FEATURES

Starting Feats: The Barbarian begins play with the following feats:

AP (Light)	WP (Archer)
Shield Proficiency	WP (Swordsman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Barbarian gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Animal Whisperer*	Athletic	Brawling
Dodge	Endurance	Great Fortitude
Improved Initiative	Iron Will	Lightning Reflexes
Mobility	Natural Born Leader	Natural Compass
Natural Medicine*	Run	Skill Focus (Outdoor Survival)*
Stealthy	Toughness	Tracker
Trapping	Weapon Focus	WP (Axe/Mace)
WP (Black Powder)	WP (Close-Quarters)	WP (Thrown)
Weapon Specialization*		

* A specialized class feat

EX-BARBARIANS

A Barbarian who becomes too technologically sophisticated is no longer a true barbarian. If his Technosavvy skill rank ever equals or exceeds 10, the character may no longer earn levels as a barbarian. Furthermore, if a Barbarian who is multiclassed ever improves another class level by more than one level above his current Barbarian class level, may never again raise his Barbarian level, though he retains all of his Barbarian abilities. For example, a character with Barbarian level 2 and army level 2 could take a new level in army and still earn levels as a Barbarian at the next level increase, because his army class level would still only be 1 greater than his Barbarian class level. If the character decided to take another level in army next time, he would no longer be able to earn levels as a barbarian because his army level (4th) is now two levels higher than his Barbarian class level.

An ex-Barbarian keeps all abilities previously earned, and no longer suffers a -2 penalty when attempting to use technology related skills.

BELTER

Core Class

Belters are asteroid miners or prospectors. Many operate small starships while others live and work in small, close-knit communities. Belters have a wide range of skills from starship operations to engineering and working in hostile environments. Belters range from scruffy “one-mule” prospectors who spend months at a time alone in space to highly educated mining engineers with impressive degrees.

Characteristics: A Belter’s livelihood and his life depend upon his equipment and his colleagues. Belters are thus unwilling to trust either until it or they have been proven worthy. They tend to be close-mouthed and rather dour in the working environment, and extremely intolerant of waste or incompetence. Belters often show another side of their character when away from work, and may party riotously to let off steam. Some Belters are avid scholars, fascinated by new techniques and ways to wring a little more utility out of their equipment. The great majority are rule-of-thumb engineers using techniques learned from Old Uncle Bob and getting along just fine, thank you very much.

Background: Most Belters are the children of Belters or are adopted into the Belting community. Such individuals tend to have a rather rough-and-ready upbringing and education, but are often experts on equipment maintenance and safety. Some “Belters” are actually “Asteroid Miners;” highly skilled engineers in shiny starships. Such individuals are scorned by “true” Belters, and treated as “rich kids playing at Belting.”

Adventuring: Belters are self-reliant and skilled with machinery, especially at jury-rigging and adapting old gear to new applications. They can fill many positions aboard a starship and have a good broad set of skills that suit them to freewheeling adventure among the stars.

Abilities: Education, Intelligence
Stamina: 1d6 + CON modifier per level
Starting Funds: Cr200

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA
Demolitions	DEX	Forward Observer	INT
Gambling	INT	Gunnery	WIS
K/Mining	WIS	K/Geology	WIS
Pilot	DEX	P/Prospecting	WIS
Search	INT	Technical (Any)	EDU

Starting Skill Points: (6 + INT modifier) x 4
Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Belter:

Starting Feats: The Belter begins play with the following feats:

- AP (Light)
- AP (Vac Suit)
- WP (Marksman)
- Crewmember
- Zero-G/Low Gravity Adaptation

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Belter gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

3D Spatial Awareness*	Dumb Luck	Gearhead
Geological Survey	Imp Zero-G/Low Gravity Adaptation	Junkyard Dog*
Jury Rig	Midas Touch*	Miracle Worker
Self-Reliance*	Ship Tactics	Skill Focus (Prospecting)
Vessel (Ship’s Boat)	Vessel (Starships)	WP (Ship’s Weapons)

*A specialized class feat

EX-BELTERS

A Belter must always have a P/Prospecting skill rank equal to or higher than his current Belter level. If a Belter’s class level would ever exceed his P/Prospecting skill rank, he may not take another level in the Belter class until his P/Prospecting skill rank is improved sufficiently.

TABLE: BELTER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+0	+2	Starting Feats + Bonus Feat
2 nd	+1	+0	+0	+3	Bonus Feat
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Bonus Feat
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Bonus Feat
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Bonus Feat
11 th	+5	+3	+3	+7	Bonus Feat
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Bonus Feat
14 th	+7/+2	+4	+4	+9	Bonus Feat
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Bonus Feat
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Bonus Feat
20 th	+10/+5	+6	+6	+12	

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: You cannot multiclass into the Belter class.

CONVICT

Service Class

Characters convicted of a crime (rightly or otherwise) will often be sentenced to a period of servitude or confinement. Although their liberty is restricted, characters can still learn a great deal during time spent “inside” or attached to a punishment unit. The Convict class is open to any character receiving Prison as a mishap result in character generation. Normally, a single term (4 years) is served. However, the re-enlistment check is replaced with an Appeal check for this class. Characters who fail to make their Appeal check MUST serve another term in prison before attempting it again.

Characteristics: Convicts come from all walks of life. A white-collar embezzler will have different values to a street-trash thug convicted for arson or manslaughter. A character’s period of servitude may convince them to “go straight,” or may simply provide opportunities to learn new ways to commit crimes.

Background: Convicts can come from any background. Education and training programs may allow a character to change his or her lifestyle upon leaving prison.

Adventuring: A convict may be forced into an adventuring lifestyle for lack of other opportunities, or indeed may be convicted as a result of her adventures! Skills learned in prison, and contacts made there, can be very useful to an adventuring party.

TABLE: CONVICT

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+1	+0	+2	Starting Feats + Bonus Feat
2 nd	+1	+2	+0	+3	Bonus Feat
3 rd	+1	+2	+1	+3	
4 th	+2	+2	+1	+4	
5 th	+2	+3	+1	+4	Bonus Feat
6 th	+3	+3	+2	+5	
7 th	+3	+4	+2	+5	Bonus Feat
8 th	+4	+4	+2	+6	
9 th	+4	+4	+3	+6	
10 th	+5	+5	+3	+7	Bonus Feat
11 th	+5	+5	+3	+7	Bonus Feat
12 th	+6/+1	+6	+4	+8	
13 th	+6/+1	+6	+4	+8	Bonus Feat
14 th	+7/+2	+6	+4	+9	Bonus Feat
15 th	+7/+2	+7	+5	+9	
16 th	+8/+3	+7	+5	+10	
17 th	+8/+3	+8	+5	+10	Bonus Feat
18 th	+9/+4	+8	+6	+11	
19 th	+9/+4	+8	+6	+11	Bonus Feat
20 th	+10/+5	+9	+6	+12	

GAME RULE INFORMATION

Class Type: Service Class

Multiclass Restrictions: To multiclass into the Convict class, a character must either be convicted of a crime (in prior experience or in game play) or be a member of the Psionicist, Mercenary or Rogue classes, whose occupation may well lead to a term in prison. Members of these classes may choose to spend a term in prison instead of their normal activities if they wish. At the referee’s discretion, this option can be extended to members of any military classes, representing a period “in the stockade” for infractions or as a prisoner of war.

Abilities: Any

Stamina: 1d6 + CON modifier per level

Starting Funds: None

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA
Bribery	CHA	Craft (any)	INT/DEX
Entertain (any)	CHA	Forgery	INT/DEX
Gambling	INT	Innuendo	WIS
Hide	DEX	Intimidate	CHA
Knowledge (any)	EDU	Move Silently	DEX
Search	INT	Sense Motive	WIS
Spot	WIS	T/Mechanical	EDU

Starting Skill Points: Characters cannot begin as convicts.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Convict:

Starting Feats: The Convict gains the following feats:

Connections (Underworld)
Old Sweat*

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Convict gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Alertness	Applied Paranoia*	Brawling
Bruiser*	Concealment*	Connections (Various)
First Aid	Fast Talk	Hobby
Iron Will	Legal Eagle	Prison Rep*
Prison Weasel*	Sixth Sense	Stealthy
Toughness	Wiped Slate*	

* Special Class Feat detailed below

EX-CONVICTS

It is not possible to take levels in the Convict class unless the character is actually serving time in a prison or similar penal institution. Once the character has left prison, she retains all skills and feats gained during her time “inside” and has a permanent criminal record unless the Wiped Slate feat is taken.

CORSAIR

Service Class

Corsairs are pirates and raiders, who make their way by preying on commerce or looting weakly defended outposts. In Vargr society, "Corsair" is an honorable profession, but to most Humans the term refers to an amoral starfaring murderer. Corsairs operate in organized bands, and may even form small fleets for a very daring raid in force. Personnel tend to have both ground and shipboard combat skills, plus the technical skills necessary to operate a ship.

Characteristics: Corsairs are generally a rough lot, with discipline enforced through fear or respect rather than a formal system. Violence is an acceptable way of getting what you want, and strength is the only thing that requires respect. Corsairs may sometimes have a strong bond of loyalty to their shipmates or captain, and will generally observe a "code" intended to avoid unnecessary disputes, but outside that small circle they are amoral and vicious.

Background: Corsairs come from high or mid-tech worlds. Some have naval experience, others are merchants gone bad. Many are simply violent individuals who sign up as ground fighters and receive on-the-job training. Some crewmembers may be unwilling, forced to make their technical skills available in return for continued survival.

Adventuring: Corsairs have many skills suitable for adventurers. Vicious pirates are untrustworthy at best, but some ship-crew mercenaries or semi-official privateer crews have similar skills to corsairs, and are generally a little more wholesome.

TABLE: CORSAIR

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+1	+1	+0	+2	Starting Feats + Bonus Feat
2 nd	+1	+2	+0	+3	Bonus Feat
3 rd	+2	+2	+1	+3	
4 th	+2	+2	+1	+4	
5 th	+3	+3	+1	+4	Bonus Feat
6 th	+3	+3	+2	+5	
7 th	+4	+4	+2	+5	Bonus Feat
8 th	+4	+4	+2	+6	
9 th	+5	+4	+3	+6	
10 th	+5	+5	+3	+7	Bonus Feat
11 th	+6/+1	+5	+3	+7	Bonus Feat
12 th	+6/+1	+6	+4	+8	
13 th	+7/+2	+6	+4	+8	Bonus Feat
14 th	+7/+2	+6	+4	+9	Bonus Feat
15 th	+8/+3	+7	+5	+9	
16 th	+8/+3	+7	+5	+10	
17 th	+9/+4	+8	+5	+10	Bonus Feat
18 th	+9/+4	+8	+6	+11	
19 th	+10/+5	+8	+6	+11	Bonus Feat
20 th	+10/+5	+9	+6	+12	

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: A character with Merchant, Navy or Marine background may multiclass into the Corsair class at any time during their prior history, suggesting a period of privateering or other illegal activity. Other characters must be serving in the Corsair prior history, or aboard a corsair vessel during play in order to multiclass as Corsairs.

Stamina: 1d8 + CON modifier per level

Starting Funds: Cr1000.

SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	CHA	Driving	INT/DEX
Forgery	INT/DEX	Forward Observer	INT
Gambling	INT	Gather Information	CHA
Gunnery	WIS	Intimidation	CHA
Leader	INT/CHA	Liaison	CHA
Navigation	EDU	Pilot	INT/DEX
Recruiting	EDU	Search	INT
Technical (any)	EDU		

Starting Skill Points: (4 + INT Modifier) x 4. If you are taking Corsair as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Corsair:

Starting Feats: The Corsair begins play with the following feats:

AP (Light)	Brawling
AP (Vac Suit)	Toughness
WP (Marksman)	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Corsair personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Avert Suspicion*	AP (Medium)	AP (Heavy)
Bushwhacking*	Carousing	Control Band*
Crewmember	Damage Control*	Gearhead
Heavy Metal	Interrogation	Jury Rig
Lightning Raid*	Looooooooot!!!*	Natural Born Leader
Miracle Worker	Naval Architect	Override Ship Security
Ship's Tactics	Suppress Resistance*	Vessel (Starships)
Vessel (Ship's Boat)	WP (Close Quarters)	WP (Combat Rifleman)
WP (Lasers)	WP (Ship's Weapons)	WP (Swordsman)

* Special Class Feat detailed below

EX-CORSAIR PERSONNEL

Personnel who muster-out, retire, are otherwise released from the service and not actively working in the Corsair prior history or aboard a corsair vessel, may not take any additional levels as a member of the Corsair class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing corsair or privateer personnel.

DIPLOMAT

Prestige Class

The Diplomat is an expert at negotiation and liaison. Diplomats can be found in all walks of life, from business to the military and law enforcement, and most worlds and nations maintain a corps of diplomats to further their interests. Diplomacy is a career often followed by distinguished military officers or nobles. Diplomats tend to be cultured but fairly sedentary individuals, but in their own way they can be as deadly as any sniper.

Characteristics: A Diplomat is skilled at observing people, deciding what they want and what they're willing to agree to in order to get it. Some diplomats are pushy "salesmen," some are formal negotiators, and some have unorthodox techniques that defy categorization. Most diplomats have an abiding interest in what makes people act the way they do.

Background: Diplomats typically come from a well-off and educated background. Many have a period of service in the armed or merchant services under their belt, or a noble title.

Adventuring: Not all problems can be solved by force or deception. Negotiation can open up new avenues and reveal sources of information undreamed-of. A diplomat can often be a formidable trader if she turns her mind to it. An active diplomat may have immunity from customs searches and other benefits.

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: To multiclass into the Diplomat class, a character must have earned at least a Bachelor's degree at University, have Education 14+ and Intelligence 12+, or must have a noble title. A character with a military commission may make a straight check vs. DC 6 (with a modifier of +1 per rank above O1 held in the previous service) to enter the service at rank O0.

Abilities: Education, Charisma

Stamina: 1d4 + CON modifier per level

Starting Funds: Cr3000

TABLE: DIPLOMAT

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+1	Starting Feats + Bonus Feat
2 nd	+0	+0	+2	+2	Bonus Feat
3 rd	+0	+1	+2	+2	
4 th	+1	+1	+2	+2	
5 th	+1	+1	+3	+3	Bonus Feat
6 th	+1	+2	+3	+3	
7 th	+1	+2	+4	+4	Bonus Feat
8 th	+2	+2	+4	+4	
9 th	+2	+3	+4	+4	
10 th	+2	+3	+5	+5	Bonus Feat
11 th	+2	+3	+5	+5	Bonus Feat
12 th	+3	+4	+6	+6	
13 th	+3	+4	+6	+6	Bonus Feat
14 th	+3	+4	+6	+6	Bonus Feat
15 th	+3	+5	+7	+7	
16 th	+4	+5	+7	+7	
17 th	+4	+5	+8	+8	Bonus Feat
18 th	+4	+6	+8	+8	
19 th	+4	+6	+8	+8	Bonus Feat
20 th	+5	+6	+9	+9	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA
Bribery	CHA	Innuendo	WIS
K/Interstellar Law	EDU	Leader	INT/CHA
Liaison	CHA	P/Diplomat	WIS
Sense Motive	WIS	Spot	WIS

Starting Skill Points: (8 + INT modifier) x 4. If you are taking Diplomat as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 8 + INT modifier

CLASS FEATURES

All of the following are class features of the Diplomat:

Starting Feats:

Carousing
Diplomatic Training*
* A specialized class feat

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Diplomat gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Acting Prodigy	Fast Talk	Back Channel Communications
Connections (Military or Diplomatic)	Credit Line	Diplomatic Complacency*
Dubious History*	Favor Owed*	Impressive Bluster*
Infinite Patience*	Legal Eagle	Natural Born Leader
Official Protest*	Rising Star*	Stubborn as a Mule*

* A specialized class feat

EX-DIPLOMATS

Personnel who muster-out, retire, or are otherwise released from the service and not actively working in the Diplomat prior history may not take any additional levels as a member of the Diplomat class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing members of the Diplomatic service.



ENGINEER

Prestige Class

The Engineer class has a lot of overlap with the Professional, but there are some important differences. The Engineer is a specialized equipment-user and problem-solver, who is not usually at home in the boardroom or dealing with his financial backers. A Professional working as an engineer will generally be better at such matters; the Engineer is more focused on finishing the job at hand.

Engineers work with technical equipment and gadgets aboard starships or in the field. Their work can take them into hazardous places; so most engineers have at least a basic idea how to deal with dangerous situations. Engineering skills can be learned “on the job” in a rule-of-thumb manner or be the result of years of study at a university. Various types of engineers exist – field engineers working in fields like mining or civil construction, starship, or other vessel engineers, and of course technicians who service and operate complex equipment in support of scientists and doctors are engineers by another name.

Characteristics: Engineers are usually intelligent and are often well educated, with good technical skills (particularly those concerning the equipment they work with) and some academic ones, plus “field” experience. They may have picked up good interpersonal, leadership, and even some combat skills while working in frontier environments.

Background: Engineers and technicians are trained, though often informally. It is possible to be an Engineer and yet not be able to read, though this is very rare. Engineers can exist in quite low-tech societies, where they design, build, and operate low-tech machines that parallel the functions of higher-tech equipment.

Adventuring: The Engineer is an asset to any adventuring group. He or she keeps equipment running and finds practical solutions to problems.

TABLE: ENGINEER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+2	Starting Feats + Bonus Feat
2 nd	+0	+0	+2	+3	Bonus Feat
3 rd	+1	+1	+2	+3	
4 th	+1	+1	+2	+4	
5 th	+1	+1	+3	+4	Bonus Feat
6 th	+2	+2	+3	+5	
7 th	+2	+2	+4	+5	Bonus Feat
8 th	+2	+2	+4	+6	
9 th	+3	+3	+4	+6	
10 th	+3	+3	+5	+7	Bonus Feat
11 th	+3	+3	+5	+7	Bonus Feat
12 th	+4	+4	+6	+8	
13 th	+4	+4	+6	+8	Bonus Feat
14 th	+4	+4	+6	+9	Bonus Feat
15 th	+4	+5	+7	+9	
16 th	+5	+5	+7	+10	
17 th	+5	+5	+8	+10	Bonus Feat
18 th	+5	+6	+8	+11	
19 th	+5	+6	+8	+11	Bonus Feat
20 th	+5	+6	+9	+12	

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: To multiclass into the Engineer

class, a character must have the Gearhead feat and at least 6 skill ranks in a Technical skill. In addition, he or she must be working in a career (in play or prior history) that includes engineering work, such as Professionals, Merchants, Navy, or Scouts.

Abilities: Education, Intelligence

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr1500

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Demolitions	DEX	Driving	DEX
Forgery	INT/DEX	Gambling	CHA
Knowledge (any)	EDU	Leader	INT/CHA
Liaison	CHA	Astrogation	EDU
Profession (Admin)	WIS	Profession (Engineer)	WIS
Search	WIS	Survival	WIS
Technical (any)	EDU		

Starting Skill Points: (6 + INT modifier) * 4. If you are taking Engineer as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Engineer:

Starting Feats: The Engineer starts play with the following feats:

AP (Light)	WP (Marksman)
Gearhead	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Engineer gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

AP (Vac Suit)	Brawling	Connections (Engineering Contractors)
Carousing	Civil Engineer*	EW Specialist
Demo Specialist*	Don't Touch That!*	Low-Tech Machinery*
First Aid	Hostile Environment Engineer*	Power Systems Engineer*
Improvised Explosives*	Jury Rig	Vehicle Engineer*
Miracle Worker	Nerves of Steel	Salvager*
Scrounger*		

*A specialized class feat

EX-ENGINEERS

Personnel who muster-out, retire, are otherwise released from the service and not actively working in the Engineer prior history or in a job that is primarily concerned with engineering, such as holding a post as a drive hand aboard a corsair, merchant, naval or scout vessel, may not take any additional levels as a member of the Engineer class, though they retain all of the skills and feats they have already acquired.



ENTERTAINER

Core Class

The Entertainer is an individual who makes his or her way by amusing others, distracting them from their cares and anxieties. While there are numerous superstars, there are far more mid-level entertainers making a modest living on the circuit, and even more that live more or less hand-to-mouth.

Characteristics: An Entertainer is generally personable and presentable, and of course has some skills that can be used to please people. An Entertainer's craft might be music or song, poetry, juggling, acrobatics, stand-up comedy, mime, or any combination of these and other activities.

Background: Entertainers can come from any background.

Adventuring: After being stuck somewhere, performing for room and board, a chance to move on might be very welcome. An entertainer can be a great cover or distraction for a party, and can bring unique skills to bear on a situation.

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass as an Entertainer, a character must have 4 or more ranks in an Entertain skill.

Abilities: Dexterity, Charisma

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr1000

TABLE: ENTERTAINER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+2	+1	Starting Feats + Bonus Feat
2 nd	+0	+0	+3	+2	Bonus Feat
3 rd	+0	+1	+3	+2	
4 th	+1	+1	+4	+2	
5 th	+1	+1	+4	+3	Bonus Feat
6 th	+1	+2	+5	+3	
7 th	+1	+2	+5	+4	Bonus Feat
8 th	+2	+2	+6	+4	
9 th	+2	+3	+6	+4	
10 th	+2	+3	+7	+5	Bonus Feat
11 th	+2	+3	+7	+5	Bonus Feat
12 th	+3	+4	+8	+6	
13 th	+3	+4	+8	+6	Bonus Feat
14 th	+3	+4	+9	+6	Bonus Feat
15 th	+3	+5	+9	+7	
16 th	+4	+5	+10	+7	
17 th	+4	+5	+10	+8	Bonus Feat
18 th	+4	+6	+11	+8	
19 th	+4	+6	+11	+8	Bonus Feat
20 th	+5	+6	+12	+9	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Balance	DEX
Bluff	CHA	Disguise	CHA
Entertain (any)	CHA	Innuendo	WIS
K/Contract Law	EDU	Liaison	CHA

P/Administration	WIS	P/Entertainer	WIS
Sense Motive	WIS	Spot	WIS
Tumble	DEX		

Starting Skill Points: (6 + INT modifier) x 4. If you are taking entertainer as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Entertainer:

Starting Feats:

Talented*
Spotlight Kid*
Connections (Entertainment)

* A specialized class feat

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Entertainer gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Acting Prodigy	Barter	Brawling
Carousing	Drama Queen*	Fame*
Fast Talk	Sector Class*	Showstopper*
Talented*	Trustworthy	

* A specialized class feat



FLYER

Service Class

Most worlds maintain some form of army for their own defense. Usually the army includes a corps of “flyers” responsible for air support, transport, and logistics, and on more advanced worlds, aerospace defense. This force, Close Orbit and Airspace Control Command (COACC) is a branch of the army that mans tracking stations, ground defense batteries, and aerospace or even orbital interceptor craft. The crews of the latter, a relatively small proportion of the total personnel assigned, are termed “Flyers.”

Other personnel assigned to COACC, such as security, technical and support crews, are members of the Army class.

Characteristics: Military personnel are trained to act, and flyers in particular are trained to use controlled but ferocious aggression. They have a tendency to engage problems rather than stand about wondering what to do. This does not guarantee the ex-Flyer will come up with the best solution to a problem; merely that he or she will do *something*. Flyers, especially fighter jocks, tend to be brash and arrogant, and very proud of whatever unit they served with.

Background: Flyers are smart and dexterous, and tend to be well educated. Many come in through university officer training programs.

Adventuring: Military personnel are a great asset to any adventuring group. Their training and weapons skills give advantages in a fight, and Flyers may have other useful skills such as T/Electronics or Survival, which can assist a group in reaching its goals.

TABLE: FLYER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+2	+0	Starting Feats + Bonus Feat
2 nd	+1	+0	+3	+0	Bonus Feat
3 rd	+1	+1	+3	+1	
4 th	+2	+1	+4	+1	
5 th	+2	+1	+4	+1	Bonus Feat
6 th	+3	+2	+5	+2	
7 th	+3	+2	+5	+2	Bonus Feat
8 th	+4	+2	+6	+2	
9 th	+4	+3	+6	+3	
10 th	+5	+3	+7	+3	Bonus Feat
11 th	+5	+3	+7	+3	Bonus Feat
12 th	+6/+1	+4	+8	+4	
13 th	+6/+1	+4	+8	+4	Bonus Feat
14 th	+7/+2	+4	+9	+4	Bonus Feat
15 th	+7/+2	+5	+9	+5	
16 th	+8/+3	+5	+10	+5	
17 th	+8/+3	+5	+10	+5	Bonus Feat
18 th	+9/+4	+6	+11	+6	
19 th	+9/+4	+6	+11	+6	Bonus Feat
20 th	+10/+5	+6	+12	+6	

GAME RULE INFORMATION

Class Type: Service

High Tech Flyer (H): Tech Level 9+

Mid Tech Flyer (M): Tech Level 4-8

Multiclass Restrictions: Only a character actively working in the Flyer prior history may normally multiclass into the Flyer class. At the Referee’s discretion, characters serving in the Army or Marines may multiclass as Flyers.

Stamina: 1d6 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	CHA	Driving	DEX
Forward Observer	INT	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Leader	INT/CHA	Liaison	CHA
P/Administration	WIS	Pilot	INT/DEX
Recruiting	EDU	Sense Motive	WIS
Spot	WIS	Survival	WIS

Technical (any*) EDU
 *Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors. A mid-tech Flyer may only select the T/ Mechanical skill.

Starting Skill Points: (6 + INT Modifier) x 4. If you are taking Flyer as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Flyer:

Starting Feats: The Flyer begins play with the following feats:

Mid Tech	High Tech
WP (Marksman)	WP (Marksman)
WP (Combat Rifleman)	WP (Combat Rifleman)
WP (Vehicular Weapons)	WP (Vehicular Weapons)
AP (Light)	AP (Light)
Vessel (Aircraft)	AP (Vac Suit)
	Vessel (Aircraft)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Flyer personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Mid Tech	High Tech
AP (Vac Suit)	Brawling
Brawling	Command Presence*
Command Presence*	Defensive Maneuver*
Defensive Maneuver*	Dogfight*
Dogfight*	Fighter Leader*
Fighter Leader*	Heavy Metal
Heavy Metal	Hoser*
Hoser*	PMOS
PMOS	Vessel (Aircraft)
Ride-By Attack	Vessel (Grav)
Vessel (Aircraft)	Vessel (Ground)
Vessel (Ground)	Vessel (Ship’s Boat)
WP (Heavy Wpns)	WP (Heavy Weapons)
WP (Lasers)	WP (Lasers)
WP (Vehicular)	WP (Vehicular)

* A specialized class feat

EX-FLYERS

Flyers who muster-out, retire, are otherwise released from the service and not actively working in the Flyer prior history, may not take any additional levels as a member of the Flyer class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



LAW ENFORCER

Service Class

There are many types of Law Enforcer, from beat cops to detectives, from corporate security officials to bounty hunters and skip tracers. What they all have in common is a mission to keep the peace and enforce the rules (though the laws they uphold may be very different, depending upon their background). Most Enforcers start out in an organized police or security unit, and most stay there. Those that move on to freelance work often operate on the fringes of the law themselves, breaking a few rules to keep the general peace or to eliminate serious felons.

Some enforcers have a narrow field of interest, for example the skip tracers who repossess stolen starships on behalf of their owners, while others are general upholders of the law and keepers of the peace. Not all Law Enforcers are "official." Some are contracted mercenaries and others are simply vigilantes.

Law enforcers need to be capable of dealing with violent situations, so often have good combat skills. Knowledge of relevant law and some "street" skills are useful too.

Characteristics: An Enforcer's outlook varies according to their background. A vigilante might be motivated by a strong code of conduct and a desire to right some (or every!) wrong. A professional security or police officer will normally respect the laws they uphold and the society that those laws protect, and generally find crime and criminals of all kinds distasteful. Bounty Hunters and Skip Tracers may simply work for the money, and actually be more or less criminals themselves.

Background: Law Enforcers can come from any background. Detectives and senior or specialist officers often have a university education, while many street cops, security personnel, and bounty hunters are ex-military.

Adventuring: Law enforcers are sometimes assigned to pursue dangerous felons, or may make a living as freelance security operatives or bounty hunters. Ex-law enforcement personnel may well find their streetwise, weapons and technical skills useful during a life of adventure after their career has ended.

TABLE: LAW ENFORCER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+1	+1	+2	Starting Feats + Bonus Feat
2 nd	+1	+2	+2	+3	Bonus Feat
3 rd	+2	+2	+2	+3	
4 th	+3	+2	+2	+4	
5 th	+3	+3	+3	+4	Bonus Feat
6 th	+4	+3	+3	+5	
7 th	+5	+4	+4	+5	Bonus Feat
8 th	+6/+1	+4	+4	+6	
9 th	+6/+1	+4	+4	+6	
10 th	+7/+2	+5	+5	+7	Bonus Feat
11 th	+8/+3	+5	+5	+7	Bonus Feat
12 th	+9/+4	+6	+6	+8	
13 th	+9/+4	+6	+6	+8	Bonus Feat
14 th	+10/+5	+6	+6	+9	Bonus Feat
15 th	+11/+6/+1	+7	+7	+9	
16 th	+12/+7/+2	+7	+7	+10	
17 th	+12/+7/+2	+8	+8	+10	Bonus Feat
18 th	+13/+8/+3	+8	+8	+11	
19 th	+14/+9/+4	+8	+8	+11	Bonus Feat
20 th	+15/+10/+5	+9	+9	+12	

GAME RULE INFORMATION

Class Type: Service Class

Multiclass Restrictions: To multiclass into the Law Enforcer class a character must serve at least one term in the Law Enforcer prior history (see Prior History) or be employed in a suitable capacity during play.

Abilities: Intelligence, Wisdom

Stamina: 1d8 + CON modifier per level

Starting Funds: Cr2000

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA
Driving	DEX	Gambling	INT
Gather Information	CHA	Intimidate	CHA
Knowledge (Forensics)	EDU	Knowledge (Interstellar Law)	EDU
Knowledge (Other Law)	EDU	Leader	INT
Move Silently	DEX*	Search	WIS
Sense Motive	WIS	Spot	WIS
Technical (any)*	EDU		

*Communications, Computer, Electronics, Medical, Sensors

Starting Skill Points: (5+ INT modifier) * 4. If you are taking Law Enforcer as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 5 + INT modifier

CLASS FEATURES

All of the following are class features of the Law Enforcer:

Starting Feats: The Law Enforcer begins play with the following feats:

AP (Light)	WP (Marksman)
AP (Medium Armor)	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Law Enforcer gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Alertness	AP (Heavy)	Brawling
Control & Restraint*	Dodge	Far Shot
Improved Critical	Improved Initiative	Improved Unarmed Strike
Interrogation	Point Blank Shot	Police Sniper*
Precise Shot	Presence*	Quick Draw
Rapid Shot	Shot on the Run	Street Smart*
SWAT*	Tactics I*	Toughness
Uncanny Dodge*	Weapon Focus	WP (Grappler)
WP (Combat Rifleman)	Weapon Specialization*	Vessel/Ground Vehicles

Vessel/Grav Vehicles

* A specialized class feat

EX-LAW ENFORCERS

It is not possible to take levels in the Law Enforcer class after a character has mustered out, unless they are working in some kind of security/law enforcement capacity. As a general rule, ex-law enforcement personnel are respected by the authorities and despised by criminals wherever they go.



MARINE

Service Class

The Marine Corps is a specialized fighting force. Its troopers gain impressive combat skills and some shipboard experience. Marines are adept at fighting in zero-g and other hostile environments.

Characteristics: Marines are tough and team-oriented. They are sometimes a little contemptuous of the Army, and claim not to be able to comprehend the Navy's way of doing things. Marines are exceptionally proud of their unit and of the Marine Corps in general. The Marines are often used as a hammer to smash the government's problems, and many Marines retain the "break it now, let someone else worry about questions and stuff" attitude.

Background: Marines are generally recruited on mid to high tech worlds. Physical standards are high, and trained higher. As close cousins to the Navy, the Marines have a higher proportion of Noble officers than the Army (the Scouts have almost none!). Marines also tend to be intelligent and flexible, since they have to operate complex weapon systems in highly fluid combat environments.

Adventuring: A Marine is an impressive one-person fighting force, and may have useful secondary skills like T/Electronics or Gunnery. A Marine uniform is less well regarded than a Naval one, but ex-Marines are generally treated with respect wherever they go.

GAME RULE INFORMATION

Class Type: Service Class

Multiclass Restrictions: Only a character actively working in the marines prior history may multiclass into the marines class.

Stamina: 1d10 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

TABLE: MARINE

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+1	+2	+0	+1	Starting Feats + Bonus Feat
2 nd	+2	+3	+0	+2	Bonus Feat
3 rd	+3	+3	+1	+2	
4 th	+4	+4	+1	+2	
5 th	+5	+4	+1	+3	Bonus Feat
6 th	+6/+1	+5	+2	+3	
7 th	+7/+2	+5	+2	+4	Bonus Feat
8 th	+8/+3	+6	+2	+4	
9 th	+9/+4	+6	+3	+4	
10 th	+10/+5	+7	+3	+5	Bonus Feat
11 th	+11/+6/+1	+7	+3	+5	Bonus Feat
12 th	+12/+7/+2	+8	+4	+6	
13 th	+13/+8/+3	+8	+4	+6	Bonus Feat
14 th	+14/+9/+4	+9	+4	+6	Bonus Feat
15 th	+15/+10/+5	+9	+5	+7	
16 th	+16/+11/+6/+1	+10	+5	+7	
17 th	+17/+12/+7/+2	+10	+5	+8	Bonus Feat
18 th	+18/+13/+8/+3	+11	+6	+8	
19 th	+19/+14/+9/+4	+11	+6	+8	Bonus Feat
20 th	+20/+15/+10/+5	+12	+6	+9	

SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	CHA	Combat Engineering	INT
Demolitions	DEX	Driving	DEX
Forward Observer	INT	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Leader	INT/CHA	Liaison	CHA
P/Administration	WIS	Pilot	INT/DEX
Recruiting	EDU	Sense Motive	WIS
Spot	WIS	Survival	WIS
Technical (any*)	EDU		

*Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors

Starting Skill Points: (2 + INT Modifier) x 4. If you are taking Marines as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 2 + INT modifier

CLASS FEATURES

All of the following are class features of the Marine:

Starting Feats: The Marine begins play with the following feats:

AP (Light Armor)	WP (Combat Rifleman)
AP (Medium Armor)	WP (Swordsman)
AP (Vac Suit)	Weapon Focus (Cutlass)
WP (Marksman)	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Marine gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

AP (Battledress)	Brawling	Command Presence*
Crewmember	Drop Trooper	EVA
Heavy Metal	High Morale*	Hostile Environment Operations
Improved Zero-G /Low Grav Adaptation	PMOS	Second Wind*
Tactics I*	Tactics II*	Toughness
Vessel (Aircraft)	Vessel (Grav)	Vessel (Ground)
Vessel (Ship's Boat)	Weapon Focus	WP (Heavy Weapons)
WP (High Energy)	WP (Lasers)	WP (Ship's Weapons)
WP (Vehicular)	Weapon Specialization*	Zero-G Combat

Zero-G/Low Gravity Adaptation
* A specialized class feat

EX-MARINE PERSONNEL

Marine personnel who muster-out, retire, are otherwise released from the service and not actively working in the Marine prior history may not take any additional levels as a member of the marine class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.

MARTIAL ARTIST

Core Class

Anyone can learn to fight, and anyone can get some martial arts training. However, those who wish to truly master the arts of personal combat must devote considerable time and effort to the task, and for this reason the study of martial arts can be considered to be a service. Many martial artists make their living at mundane jobs – clerks, barmen, janitors and so on, while some make a career out of using their skills and work in security. There is of course no reason why a member of an armed service – or any other profession – cannot also be a martial artist. The fact that it is a service class merely represents the level of commitment required to be good at the martial arts. A character can only gain levels in Martial Artist while actively pursuing their studies. This does not stop them from serving terms in other professions or services during Prior History, but Martial Artist levels can only be gained from terms the character spent as a member of a military service, the Scouts, Law Enforcement, Corsairs, or Mercenaries – plus of course terms spent as a Martial Artist.

Once in play, a martial artist can continue to gain levels so long as his or her commitment to the martial arts is unbroken. This is a matter for appropriate roleplaying, and the Referee must decide what level of commitment is required.

There are many styles of martial arts. Some emphasize striking, like Muay Thai and Karate, others grappling and wrestling, like Sombro and Combat Judo. Most styles, such as Vale Tudo and Ju-Jitsu, are balanced between striking and grappling techniques, and a smart fighter gains at least some skill in each area. Specialist arts, such as the low-g art Lae Kal, also exist, as well as alien and variant-Human arts. The Martial Artist class is representative of them all, and it is up to the player to tailor his or her character to fit a desired style.

Most martial arts are unarmed for the most part, but do at least include some weapons work (knives and sticks are common). Some styles include handguns and esoteric weapons, but this is fairly unusual. Skills and feats are thus heavily biased towards close-quarters hand-to-hand combat. It is also possible to create a fencer, perhaps a noble with aspirations of being a great duelist, with these rules.

Characteristics: Almost all martial arts are built upon principles of respect and dedication. A martial artist will generally be a “physical” person, fit and willing to use hands-on solutions to problems, but relatively few are outright thugs. Most arts have at least a basic philosophy behind them, and some have highly mystical backgrounds. A few martial artists are thus enlightened “Zen warriors” but the majority are simply individuals who possess good fighting skills as a result of long training, and have a healthy respect for the consequences of violence. Some follow a personal code of honor, but this is not always the case.

Background: Martial artists come from all walks of life; poor kids trying to get out of the slums with a career in the tournaments, professionals seeking self-defense skills, serving military or law enforcement personnel seeking an edge in hand-to-hand combat, and the occasional bar fighter who just wants to get better at slugging people.

Adventuring: Martial artists often work in security or protect others, and their quest for new teachers or opponents will sometimes lead them into adventure. They bring excellent hand-to-hand skills to an adventuring group, plus a general level of physical prowess that is hard to match.

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: Martial Artists can multiclass freely in play, so long as their continued study and training is roleplayed.

Abilities: Dexterity, Constitution

Stamina: 1d10 + CON modifier per level

Starting Funds: Cr250

TABLE: MARTIAL ARTIST

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+1	+1	+0	Starting Feats + Bonus Feat
2 nd	+1	+2	+2	+0	Bonus Feat
3 rd	+2	+2	+2	+1	
4 th	+3	+2	+2	+1	
5 th	+3	+3	+3	+1	Bonus Feat
6 th	+4	+3	+3	+2	
7 th	+5	+4	+4	+2	Bonus Feat
8 th	+6/+1	+4	+4	+2	
9 th	+6/+1	+4	+4	+3	
10 th	+7/+2	+5	+5	+3	Bonus Feat
11 th	+8/+3	+5	+5	+3	Bonus Feat
12 th	+9/+4	+6	+6	+4	
13 th	+9/+4	+6	+6	+4	Bonus Feat
14 th	+10/+5	+6	+6	+4	Bonus Feat
15 th	+11/+6/+1	+7	+7	+5	
16 th	+12/+7/+2	+7	+7	+5	
17 th	+12/+7/+2	+8	+8	+5	Bonus Feat
18 th	+13/+8/+3	+8	+8	+6	
19 th	+14/+9/+4	+8	+8	+6	Bonus Feat
20 th	+15/+10/+5	+9	+9	+6	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Balance	DEX	Bluff	CHA
Driving	DEX	Hide	DEX
Intimidate	CHA	Jump	STR
Leader	INT	Listen	WIS
Move Silently	DEX*	Sense Motive	WIS
Spot	WIS	Tumble	DEX

Starting Skill Points: (4 + INT modifier) x 4. If you are taking Martial Artist as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Martial Artist:

Starting Feats: The Martial Artist begins play with the following feats:

Brawling	Improved Unarmed Strike
Toughness	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Martial Artist gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Acrobatics	Blast*	Body Conditioning*
Combat Reflexes	Combat	Dodge
	Specialization*	
Enhanced Striking*	Evasion*	Great Fortitude
Improved Critical	Mobility	One-Hit Kill*
Spring Attack	Shoot Attack*	Toughness
Weapon Focus	WP (Grappler)*	WP (CQW)*

Weapon Specialization

* A special class feat described below



MEDIC

Prestige Class

The medic is a member of the medical profession. She may be a surgeon, a nurse, a paramedic, starship medical orderly, or a mad old hermit with knowledge of herbal remedies. What all medics have in common is a desire to heal and save others. Usually this is accompanied by an oath to “do no harm.”

“Enlisted” members of the medical profession may be fairly active at the less skilled end, as paramedics and nurses tend to rush around a lot dealing with trauma situations and to be generally overworked. “Commissioned” medics (i.e. doctors and surgeons) tend to spend more time in one place where their unique skills can be put to the best use.

Characteristics: A medic is usually a fairly well educated individual of considerable intellect, capable of making difficult decisions under pressure. Doctors and surgeons often have an interest in the life sciences, and those that deal with alien life forms may have to develop diplomatic skills as well as their medical ones.

Background: Medics typically come from a reasonably well-off background, or obtain their qualifications through a period of service with the military or a merchant line.

Adventuring: A medic can be an asset to an adventuring party for more reasons than the obvious provider-of-healing. She may have academic knowledge that can be very useful. Many young medical students pay for their time at college by working as starship medical officers. This is both a reason to go adventuring and a source of unusual skills.

TABLE: MEDIC

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+1	Starting Feats + Bonus Feat
2 nd	+0	+0	+2	+2	Bonus Feat
3 rd	+0	+1	+2	+2	
4 th	+1	+1	+2	+2	
5 th	+1	+1	+3	+3	Bonus Feat
6 th	+1	+2	+3	+3	
7 th	+1	+2	+4	+4	Bonus Feat
8 th	+2	+2	+4	+4	
9 th	+2	+3	+4	+4	
10 th	+2	+3	+5	+5	Bonus Feat
11 th	+2	+3	+5	+5	Bonus Feat
12 th	+3	+4	+6	+6	
13 th	+3	+4	+6	+6	Bonus Feat
14 th	+3	+4	+6	+6	Bonus Feat
15 th	+3	+5	+7	+7	
16 th	+4	+5	+7	+7	
17 th	+4	+5	+8	+8	Bonus Feat
18 th	+4	+6	+8	+8	
19 th	+4	+6	+8	+8	Bonus Feat
20 th	+5	+6	+9	+9	

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: To multiclass into the Medic class, a character must have taken the First Aid feat or have at least 4 ranks in the T/Medical skill.

Abilities: Education, Intelligence

Stamina: Enlisted Personnel: 1d6 + CON modifier per level. Commissioned Personnel: 1d4+ con modifier per level.

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Driving	DEX	Gather Information	CHA
Knowledge (any)	EDU	K/Biology	EDU
K/Disease	EDU	K/Forensics	EDU
K/Medical Specialization	EDU	K/Pharmacy	EDU
K/Trauma Medicine	EDU	K/Toxicology	EDU
Liaison	CHA	P/Administration	WIS
P/Medic	WIS	Technical (any)*	EDU

* Computer, Electronics, Medical or Sensors

Starting Skill Points: (8 + INT modifier) x 4. If you are taking Medic as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 8 + INT modifier

CLASS FEATURES

All of the following are class features of the Medic:

Starting Feats:

Research

Skill Focus (Knowledge)*

* A specialized class feat

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Medic gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Advanced Medical Knowledge*	Connections (Medical)	Disaster Team*
Meatball Surgery*	Medical Scientist*	Medical Paper*
Medical Specialization	Research	Surgery
Talented Surgeon*	Trauma Aid*	Triage*
Xeno-Medicine		

* A specialized class feat



MERCENARY

Core Class

The Mercenary is inclined towards combat and violence. Some are actual mercenary soldiers, while others are bar fighters, gunmen, bouncers, martial artists, security officers and so on. The Mercenary finds it easy to learn about combat and related matters such as stealth and hostile-environment skills.

Characteristics: The Mercenary may be a simple thug, a realist willing to accept violence as a fact of life, or some kind of “enlightened warrior” who seeks truths and inner peace while battling all comers. Most Mercenaries are often willing to take a direct and sometimes brutal approach to problems, and to accept risk or even casualties in order to achieve their goals. Very few are murderous, sociopathic thugs and most have a healthy respect for the consequences of violent action.

Background: Mercenaries have been exposed to violence at various times, and usually have some formal combat training. Service in the interstellar or planetary armed forces is a common route. Others might have trained with a mercenary unit or a megacorporation’s security arm, or may have learned their skills in a martial arts dojo or on the streets of a rough neighborhood.

Adventuring: Some problems require force to overcome, and these are the people to supply it. Mercs have the skills to use personal weapons effectively, and often have the ability to operate military equipment such as secure communications gear, combat vehicles, and explosives.

TABLE: MERCENARY

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+1	+2	+0	+1	Starting Feats + Bonus Feat
2 nd	+2	+3	+0	+2	Bonus Feat
3 rd	+3	+3	+1	+2	
4 th	+4	+4	+1	+2	
5 th	+5	+4	+1	+3	Bonus Feat
6 th	+6/+1	+5	+2	+3	
7 th	+7/+2	+5	+2	+4	Bonus Feat
8 th	+8/+3	+6	+2	+4	
9 th	+9/+4	+6	+3	+4	
10 th	+10/+5	+7	+3	+5	Bonus Feat
11 th	+11/+6/+1	+7	+3	+5	Bonus Feat
12 th	+12/+7/+2	+8	+4	+6	
13 th	+13/+8/+3	+8	+4	+6	Bonus Feat
14 th	+14/+9/+4	+9	+4	+6	Bonus Feat
15 th	+15/+10/+5	+9	+5	+7	
16 th	+16/+11/+6/+1	+10	+5	+7	
17 th	+17/+12/+7/+2	+10	+5	+8	Bonus Feat
18 th	+18/+13/+8/+3	+11	+6	+8	
19 th	+19/+14/+9/+4	+11	+6	+8	Bonus Feat
20 th	+20/+15/+10/+5	+12	+6	+9	

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Mercenary class a character must have served at least one term in the Army, Marines, or Navy prior history (see Prior History).

Abilities: Dexterity, Intelligence

Stamina: 1d10 + CON modifier per level

Starting Funds: Cr2000

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bluff	CHA	Driving	DEX
Gambling	INT	Hide	DEX
Intimidate	CHA	Leader	INT
Move Silently	DEX	Spot	WIS
Technical (any)*	EDU		

* Communications, Mechanical, Medical, or Sensors

Starting Skill Points: (2 + INT modifier) x 4. If you are taking Mercenary as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 2 + INT modifier

CLASS FEATURES

All of the following are class features of the Mercenary:

Starting Feats: The Mercenary begins play with the following feats:

AP (Light)
AP (Medium Armor)
AP (Vac Suit)
WP (Marksman)
WP (Combat Rifleman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Mercenary gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 00) that they are qualified for.

Alertness	AP (Heavy)	Brawling
Cross Training*	Defensive Roll*	Dodge
Evasion*	Far Shot	Heavy Metal
Improved Critical	Improved Initiative	Improved Unarmed Strike
Opportunist*	Point Blank Shot	Precise Shot
Quick Draw	Rapid Shot	Shot on the Run
Sneak Attack*	Tactics I*	Toughness
Uncanny Dodge*	Weapon Focus	Weapon Specialization*
Vessel/Ground Vehicles	Vessel/Watercraft	Zero-G/Low Grav Adaptation

* A specialist class feat detailed below

MERCHANTS

Core Class

The Merchant is usually a trader rather than a shopkeeper. He or she may be a highly paid corporate factor or a member of the crew of a beat-up old merchant starship. Merchants are adept at thinking on their feet, seeking out new business opportunities, and at talking or shooting their way out of situations their business sense has got them into.

Characteristics: Merchants tend to have good interpersonal skills (the exception being arrogant high-powered brokers or those who do their business via data transfer in high-tech cities) and related skills like Gather Information or K/Interstellar Law that help get the deal done. The sort of merchant who becomes a player-character tends to be a risk-taker and is often willing to venture into seedy, dangerous places in order to make a profit. These characters can usually take care of themselves with fists or firearms.

Background: Merchants (especially those that own or crew starships) are often from a well-off or educated background. Others may have signed on as part of a Free Trader crew and gradually acquired trading skills as they served aboard in a technical capacity.

Adventuring: With their broad and general skillset, Merchants make excellent adventurers. They are good at getting information and finding adventure leads and can usually obtain hard-to-get equipment. Merchants often also have shipboard skills, making them doubly useful to a party with a starship.

GAME RULE INFORMATION

Class Type: Core

Multiclass Requirements: To multiclass into the Merchant class a character must be actively working as a merchant in prior history (see Prior History), or must be an active crewmember of a working starship of any type.

Abilities: Education, Intelligence, Dexterity

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr1000

TABLE: MERCHANT

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+1	+0	+1	Starting Feats + Bonus Feat
2 nd	+0	+2	+0	+2	Bonus Feat
3 rd	+0	+2	+1	+2	
4 th	+1	+2	+1	+2	
5 th	+1	+3	+1	+3	Bonus Feat
6 th	+1	+3	+2	+3	
7 th	+1	+4	+2	+4	Bonus Feat
8 th	+2	+4	+2	+4	
9 th	+2	+4	+3	+4	
10 th	+2	+5	+3	+5	Bonus Feat
11 th	+2	+5	+3	+5	Bonus Feat
12 th	+3	+6	+4	+6	
13 th	+3	+6	+4	+6	Bonus Feat
14 th	+3	+6	+4	+6	Bonus Feat
15 th	+3	+7	+5	+7	
16 th	+4	+7	+5	+7	
17 th	+4	+8	+5	+8	Bonus Feat
18 th	+4	+8	+6	+8	
19 th	+4	+8	+6	+8	Bonus Feat
20 th	+5	+9	+6	+9	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA
Bribery	CHA	Broker	INT
Driving	DEX	Gambling	INT
Gather Information	CHA	K/Interstellar Law	EDU
Liaison	CHA	Pilot	INT/DEX
Professional (Any)	WIS	Technical (Any)	EDU
Trader	INT		

Starting Skill Points: (7 + INT modifier) x 4. If you are taking Merchant as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 7 + INT modifier

CLASS FEATURES

All of the following are class features of the Merchant:

Starting Feats: The Merchant begins play with the following feats:

- AP (Light)
- AP (Vac Suit)
- Barter
- WP (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Merchant gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Calculating Eye*	Carousing	Chief Steward*
Connections (Merchants)	Fast Talk	Gearhead
Jury Rig	Market Analyst*	Miracle Worker
Narrow Escape*	Ship Tactics	Steward*
Vessel (Ship's Boat)	Vessel (Starship)	Zero-G/Low Gravity Adaptation

* A specialized class feat

EX-MERCHANTS

If a character is no longer an actively working Merchant as part of prior history, or is no longer a working crewmember of some type of starship (owner or not), they may no longer raise their level as a Merchant. The character may once again start raising their Merchant level if they once again become a crewmember aboard a working starship.

NAVY

Service Class

The Navy and the various system defense squadrons require educated, intelligent personnel to operate technical systems and weapons, or to fly and navigate the spacecraft and starships of the service. Naval service is very prestigious. Ex-Navy characters will have basic skills in routine shipboard tasks and vac suit operations, plus the skills of their specialist department. This is most likely to be Engineering, Gunnery, Flight, or "Crew." The latter are general personnel who fulfill many jobs aboard ships and at installations. Highly educated characters or those from a good family are likely to be officers.

Characteristics: Naval personnel are generally intelligent and well educated. Like the Army, the Navy instills a fierce pride in its crews. Many ex-Navy personnel remain on the "reserve" list ready to be called up for service. Their dress uniform will come out for formal occasions. Naval personnel know that they are held in high regard as defenders of the stars. Some are rather contemptuous of the Army.

Background: Naval personnel are drawn from high-tech worlds. They are usually well educated and should be reasonably dexterous (for low-g maneuvering). Naval officers are often drawn from among the Nobility. This is especially true of ship commanders and flight branch officers. Others (gunnery and engineering, for example) are likely to be well-educated commoners.

Adventuring: Naval personnel have excellent shipboard skills, and may also have contacts in the service. They will have taken liberty in many ports across charted space, and should have a decent set of interpersonal skills too. While less skilled at combat than Army characters, the Navy does train its people with weapons in addition to their technical skill.

TABLE: NAVY

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+0	+2	Starting Feats + Bonus Feat
2 nd	+1	+0	+0	+3	Bonus Feat
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Bonus Feat
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Bonus Feat
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Bonus Feat
11 th	+5	+3	+3	+7	Bonus Feat
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Bonus Feat
14 th	+7/+2	+4	+4	+9	Bonus Feat
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Bonus Feat
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Bonus Feat
20 th	+10/+5	+6	+6	+12	

GAME RULE INFORMATION

Class Type: Service

Multiclass Restrictions: Only a character actively working in the Navy prior history may multiclass into the Navy class.

Stamina: 1d6 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	CHA	Driving	INT/DEX
Forgery	INT/DEX	Forward Observer	INT
Gambling	INT	Gather Information	CHA
Gunnery	WIS	Leader	INT/CHA
Liaison	CHA	Navigation	EDU
Pilot	INT/DEX	P/Administration	WIS
Recruiting	EDU	Survival	WIS
Technical (any)	EDU		

Starting Skill Points: (6 + INT Modifier) x 4. If you are taking Navy as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Navy:

Starting Feats: The Navy begins play with the following feats:

- AP (Light)
- AP (Vac Suit)
- WP (Marksman)
- WP (Laser)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Naval personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

AP (Battle Dress)	Brawling	Carousing
Command Presence*	Technical Cross Training*	Damage Control*
EW Specialist	Fleet Tactics	Gearhead
Heavy Metal	Interrogation	Jury Rig
Natural Born Leader	Miracle Worker	Naval Architect
PMOS	Ship's Tactics	Vessel (Starships)
Vessel (Ship's Boat)	WP (Ship's Weapons)	WP (Swordsman)

* A specialized class feat

EX-NAVY PERSONNEL

Navy personnel who muster-out, retire, are otherwise released from the service and not actively working in the Navy prior history, may not take any additional levels as a member of the Navy class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.

NOBLE

Core Class

Nobles generally move in high-powered circles, meeting rich, or well-respected individuals in the course of their activities. They often serve as diplomats or act as representatives for interest groups. Many Nobles have a specific vocation, such as Naval Officer or Diplomat, while others are freelance trouble-shooters or members of a higher noble's household or court.

Characteristics: While some Nobles are rich playboys, most are skilled and dedicated, either born into a tradition of service or elevated to their rank in recognition of their past deeds. Either way, Nobles tend to be skilled at leading and directing people and have a get-things-done mentality. The vast majority of nobles would be very reluctant to act against the interests of the government or the people it represents.

Background: A character can be a member of the nobility in two general ways. They can be born into a noble family or elevated for exceptional service. This can be military or diplomatic service or in recognition of scientific or artistic brilliance. Nobles tend to be well-educated and cultured individuals, or are expected to become so after their elevation.

Adventuring: Having a Noble in the party opens doors. Red tape tends to vanish and officials are often more polite and efficient than towards other characters. A Noble will tend to get better results than a commoner when trying to take charge of a situation, however good their respective ideas may be. A Noble's skills are primarily in leadership and diplomacy, but many Nobles develop proficiency with weapons – particularly the dueling sword – and may have high combat skill levels due to a previous career, for example in the Navy.

TABLE: NOBLE

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+0	+2	Starting Feats + Bonus Feat
2 nd	+1	+0	+0	+3	Bonus Feat
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Bonus Feat
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Bonus Feat
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Bonus Feat
11 th	+5	+3	+3	+7	Bonus Feat
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Bonus Feat
14 th	+7/+2	+4	+4	+9	Bonus Feat
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Bonus Feat
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Bonus Feat
20 th	+10/+5	+6	+6	+12	

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Noble class, a character must have Social Standing 16+

Abilities: Social Standing, Education, Intelligence

Stamina: 1d6 + CON modifier per level

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	SOC/CHA
Bribery	SOC/CHA	Craft (any)	INT
Entertain (any)	CHA	Gather Information	CHA
Innuendo	WIS	Intimidate	SOC/CHA
Knowledge (any)	EDU	Leader	INT
Liaison	SOC/CHA	Profession (any*)	WIS
Read/Write Language	None	Sense Motive	WIS
Speak Language	None		

* As appropriate for a noble.

Starting Skill Points: (6 + INT modifier) * 4. If you are taking Noble as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Noble:

Starting Feats: The Noble begins play with the following feats:

AP (Light)
WP (Swordsman)
WP (Marksman)

Bonus Feat: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Noble receives a bonus feat that may be selected from any of the open or combat related feats or from the list below.

Carousing	Noble Presence*	Connections
Fast Talk	Hobby	Interrogation
Iron Will	Legal Eagle	Natural Born Leader
Noble Indignance*	Patronage*	Trustworthy
Trust Fund*	Vessel (any)	

*A specialized class feat



PROFESSIONAL

Core Class

Professionals are individuals whose job is highly skilled and technical but essentially hands-on. This includes many engineers, medical professionals, and scientists. Note that a scientist may be either an Academic or a Professional depending on how inclined to field work he or she is. Professionals are better able to handle themselves in the field than Academics, but otherwise have similar skills.

Characteristics: Professionals are usually highly intelligent and well educated, with good technical skills rather than academic ones. Used to working in the field, they are practical individuals who are likely to have picked up good interpersonal, leadership, and even some combat skills while working in frontier environments. They are more interested in *how* rather than *why*, which is seen as the Academics' preserve.

Background: Professionals are well trained and/or educated. This usually requires that they come from a mid-tech or higher background, or have either spent some time in the services or attended an offworld university. Many professional engineers or field scientists started their career with a stint in a highly technical service such as the Navy.

Adventuring: The Professional is a highly useful individual in a high-tech environment. Professionals may include starship personnel, engineers of various sorts and medical experts, all of whom can be highly useful in an adventuring group.

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Professional class, a character must have at least 4 skill ranks in at least one Craft, Professional, or Technical skill, or 4 skill ranks in Pilot, Navigation, or Driving skill.

Abilities: Education, Intelligence

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr2500

TABLE: PROFESSIONAL

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+0	+2	Starting Feats + Bonus Feat
2 nd	+0	+0	+0	+3	Bonus Feat
3 rd	+0	+1	+1	+3	
4 th	+1	+1	+1	+4	
5 th	+1	+1	+1	+4	Bonus Feat
6 th	+1	+2	+2	+5	
7 th	+1	+2	+2	+5	Bonus Feat
8 th	+2	+2	+2	+6	
9 th	+2	+3	+3	+6	
10 th	+2	+3	+3	+7	Bonus Feat
11 th	+2	+3	+3	+7	Bonus Feat
12 th	+3	+4	+4	+8	
13 th	+3	+4	+4	+8	Bonus Feat
14 th	+3	+4	+4	+9	Bonus Feat
15 th	+3	+5	+5	+9	
16 th	+4	+5	+5	+10	
17 th	+4	+5	+5	+10	Bonus Feat
18 th	+4	+6	+6	+11	
19 th	+4	+6	+6	+11	Bonus Feat
20 th	+5	+6	+6	+12	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Craft (any)	INT
Driving	DEX	Entertain (any)	CHA
Gambling	CHA	Knowledge (any)	EDU
Leader	INT/CHA	Liaison	CHA
Astrogation	EDU	Pilot	INT/DEX
Profession (any)	WIS	Survival	WIS
Technical (any)	EDU	Trader	INT
Speak Language	None		

Starting Skill Points: (7 + INT modifier) x 4. If you are taking Professional as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 7 + INT modifier

CLASS FEATURES

All of the following are class features of the Professional:

Starting Feats: The Professional Starts play with the following feats:

AP (Light)
Professional Specialty

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Professional gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Acrobatics	Acting Prodigy	AP (Vac Suit)
Athletic	Barter	Brawling
Carousing	Connections	Credit Line
EW Specialist	Fast Talk	Gearhead
Hacker	Hobby	Interrogation
Jury Rig	Legal Eagle	Miracle Worker
Naval Architect	Professional Skill Focus*	Professional Specialty*
Research	Tracker	Trapping
Trustworthy	Vessel (any except starship)	Vessel Specialization

WP (Swordsman)

*A specialized class feat



ROGUE

Core Class

Rogues vary, from out-and-out criminals to those who live by their wits on the edge of the law or like to take an unconventional, indirect approach to a problem. Some are conmen, swindlers, or bank raiders, while others are smugglers and thugs. However, many Rogues actually have quite legal occupations including soldiers, merchants, bodyguards, martial artists, and even certain kinds of archaeologist.

Characteristics: Not all Rogues are criminals, and most would stop short of murder and other serious crimes. However, most are willing to take a liberal approach to laws and conventions. It is wise not to ask the ship's assistant engineer where the spares came from, nor to inquire closely how those weapons permits came to be issued so quickly. Rogues exist in all walks of life. What they all have in common is a certain streetwise savvy and a willingness to use whatever methods seem likely to get a result. Some Rogues are slimy weasels, some are thugs and bullies. Others are charming individuals or just ordinary people who are willing to bend the rules a little.

Background: Anyone can be a Rogue. Some have a career, such as starship crew, military personnel, or even scientist. Others weasel their way from one scam to another or make a shady living doing whatever pays the bills. Violence is often an integral part of the Rogue's world, and combat skills tend to get picked up along the way.

Adventuring: The Rogue is the classic adventurer. A wide range of skills makes the character highly useful to any group. Stealth and interpersonal skills, coupled with some weapons proficiency, makes the Rogue a go-anywhere, do-anything individual.

TABLE: ROGUE

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+2	+0	Starting Feats + Bonus Feat
2 nd	+1	+0	+3	+0	Bonus Feat
3 rd	+2	+1	+3	+1	
4 th	+3	+1	+4	+1	
5 th	+3	+1	+4	+1	Bonus Feat
6 th	+4	+2	+5	+2	
7 th	+5	+2	+5	+2	Bonus Feat
8 th	+6/+1	+2	+6	+2	
9 th	+6/+1	+3	+6	+3	
10 th	+7/+2	+3	+7	+3	Bonus Feat
11 th	+8/+3	+3	+7	+3	Bonus Feat
12 th	+9/+4	+4	+8	+4	
13 th	+9/+4	+4	+8	+4	Bonus Feat
14 th	+10/+5	+4	+9	+4	Bonus Feat
15 th	+11/+6/+1	+5	+9	+5	
16 th	+12/+7/+2	+5	+10	+5	
17 th	+12/+7/+2	+5	+10	+5	Bonus Feat
18 th	+13/+8/+3	+6	+11	+6	
19 th	+14/+9/+4	+6	+11	+6	Bonus Feat
20 th	+15/+10/+5	+6	+12	+6	

GAME RULE INFORMATION

Class Type: Core

Multiclass Restrictions: To multiclass into the Rogue class, a character must have the Connections/Underworld feat.

Abilities: Dexterity, Intelligence

Stamina: 1d8 + CON modifier per level

Starting Funds: Cr2500

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Bluff	CHA/SOC
Bribery	CHA	Disguise	CHA
Driving	DEX	Forgery	INT/DEX
Gambling	INT	Gather Information	CHA
Hide	DEX	Innuendo	WIS
Intimidate	CHA/SOC	Listen	WIS
Move Silently	DEX*	Search	INT
Sense Motive	WIS	Spot	WIS
T/Mechanical or Electronics	EDU		

Starting Skill Points: (4 + INT modifier) x 4. If you are taking Rogue as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Rogue:

Starting Feats: The Rogue begins play with the following feats:

- AP (Light)
- AP (Medium)
- WP (Swordsman)
- WP (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Rogue gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 00) that they are qualified for.

Alertness	Dumb Luck	Brawling
Carousing	Fast Talk	Fence Stolen Goods *
Hacker	Improved Search *	Sixth Sense
Smuggling *	Spot Trouble*	Stealthy
Toughness	Tracker	

*A specialized class feat



SAILORS

Service Class

Most worlds maintain some form of armed forces. Of these, Ground Force Command is usually the largest in terms of manpower. Maritime Force Command (the 'wet navy') is generally the smallest branch of the Ground Forces. However, wherever there are bodies of water it is necessary to police and secure them, and in some cases (such as water worlds) Maritime Force Command can be very large indeed.

Members of the wet navy are termed "Sailors."

Characteristics: Military personnel are trained to act rather than dither, though maritime personnel are generally cautious and measured in their response to problems. Technical skills are very important in the maritime environment.

Background: Sailors are smart and well educated.

Adventuring: Military personnel are a great asset to any adventuring group. Their training and weapons skills give advantages in a fight, and sailors may have other useful skills such as T/Electronics or Survival, which can assist a group in reaching its goal.

GAME RULE INFORMATION

Class Type: Service

Tech Level: High (TL 9+), Mid (TL 4-8), Low (TL 1-3)

Multiclass Restrictions: Only a character actively working in the Sailor prior history may multiclass into the Sailor class.

Stamina: 1d6 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

SERVICE SKILLS

High Tech/Mid-Tech Sailor

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Bribery	CHA	Combat Engineering	INT
Demolitions	DEX	Driving	DEX
Forward Observer	INT	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Leader	INT/CHA	Liaison	CHA
Navigation	EDU	P/Administration	WIS
Pilot	INT/DEX	Recruiting	EDU
Sense Motive	WIS	Spot	WIS
Survival	WIS	Swim	(STR)
Technical (any*)	EDU		

* High-Tech: Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors. Mid-Tech: Mechanical only.

Low-Tech Sailor

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Bribery	CHA	Gambling	INT
Gather Information	CHA	Handle Animal	CHA
Leader	INT/CHA	Liaison	CHA
Navigation	EDU	Recruiting	EDU
Spot	WIS	Survival	WIS

Starting Skill Points: (6 + INT Modifier) x 4. If you are taking Sailor as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Sailors:

Starting Feats: The Sailor begins play with the following feats:

<i>Low Tech</i>	<i>Mid Tech</i>	<i>High Tech</i>
V (Watercraft)	V (Watercraft)	V (Watercraft)
WP (Black Powder)	WP (Marksman)	WP (Marksman)
WP (Swordsman)	WP (Cbt Rifleman)	WP (Cbt Rifleman)
AP (Light)	AP (Light)	AP (Light)
		AP (Medium)
		AP (Vac Suit)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Sailor personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

<i>Low Tech</i>	<i>Mid Tech</i>	<i>High Tech</i>
Able Seaman*	Able Seaman*	AP (Battledress)
Brawling	AP (Vac Suit)	Brawling
Cmd Presence*	Brawling	Cmd Presence*
Maritime Tactics*	Command Presence*	Heavy Metal
Mounted Combat	Heavy Metal	Maritime Tactics*
PMOS	Maritime Tactics*	PMOS
Sea Dog*	PMOS	Sea Dog*
Shield Proficiency	Sea Dog*	Shiphandling*
Shiphandling*	Shiphandling*	V (Aircraft)
Trample	V (Aircraft)	V (Grav)
	V (Ground)	V (Ground)
	WP (Hvy Weapons)	WP (Hvy Weapons)
	WP (Lasers)	WP (Lasers)
	WP (Vehicular)	WP (vehicular)

* A specialized class feat

TABLE: SAILOR

	<i>BASE ATTACK BONUS</i>	<i>BASE FORT BONUS</i>	<i>BASE REFLEX BONUS</i>	<i>BASE WILL BONUS</i>	<i>SPECIAL</i>
1 st	+0	+1	+1	+0	Starting Feats + Bonus Feat
2 nd	+1	+2	+2	+0	Bonus Feat
3 rd	+1	+2	+2	+1	
4 th	+2	+2	+2	+1	
5 th	+2	+3	+3	+1	Bonus Feat
6 th	+3	+3	+3	+2	
7 th	+3	+4	+4	+2	Bonus Feat
8 th	+4	+4	+4	+2	
9 th	+4	+4	+4	+3	
10 th	+5	+5	+5	+3	Bonus Feat
11 th	+5	+5	+5	+3	Bonus Feat
12 th	+6/+1	+6	+6	+4	
13 th	+6/+1	+6	+6	+4	Bonus Feat
14 th	+7/+2	+6	+6	+4	Bonus Feat
15 th	+7/+2	+7	+7	+5	
16 th	+8/+3	+7	+7	+5	
17 th	+8/+3	+8	+8	+5	Bonus Feat
18 th	+9/+4	+8	+8	+6	
19 th	+9/+4	+8	+8	+6	Bonus Feat
20 th	+10/+5	+9	+9	+6	

EX-SAILORS

Sailors who muster-out, retire, are otherwise released from the service and not actively working in the Sailor prior history, may not take any additional levels as a member of the Sailor class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



SCOUTS

Service Class

The Interstellar Scout Service is an excellent place to gain experience as an adventurer. The Scouts train their personnel in a wide range of skills ranging from starship operations to planetary survival. Most personnel will have served in Communications, Survey, or Exploration and will have specialist skills to match the office they served in.

Characteristics: Scouts are resourceful generalists used to having a great deal of personal latitude in order to complete their mission. They are trained to operate in a wide range of environments and to deal with almost anyone from any part of charted space. They are highly motivated problem-solvers with a cosmopolitan outlook.

Background: The Scouts recruit people from all walks of life. Whatever background they have will be broadened and deepened by training and experience. The only real requirements are intelligence and integrity.

Adventuring: Scouts are excellent adventurers with a broad range of skills. They are also a source of adventure leads, as they can be brought back into service at any time.

TABLE: SCOUT

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+1	Starting Feats + Bonus Feat
2 nd	+1	+0	+2	+2	Bonus Feat
3 rd	+2	+1	+2	+2	
4 th	+3	+1	+2	+2	
5 th	+3	+1	+3	+3	Bonus Feat
6 th	+4	+2	+3	+3	
7 th	+5	+2	+4	+4	Bonus Feat
8 th	+6/+1	+2	+4	+4	
9 th	+6/+1	+3	+4	+4	
10 th	+7/+2	+3	+5	+5	Bonus Feat
11 th	+8/+3	+3	+5	+5	Bonus Feat
12 th	+9/+4	+4	+6	+6	
13 th	+9/+4	+4	+6	+6	Bonus Feat
14 th	+10/+5	+4	+6	+6	Bonus Feat
15 th	+11/+6/+1	+5	+7	+7	
16 th	+12/+7/+2	+5	+7	+7	
17 th	+12/+7/+2	+5	+8	+8	Bonus Feat
18 th	+13/+8/+3	+6	+8	+8	
19 th	+14/+9/+4	+6	+8	+8	Bonus Feat
20 th	+15/+10/+5	+6	+9	+9	

GAME RULE INFORMATION

Class Type: Service

Initial Requirements: The character must come from a world with some form of interstellar or spacefaring capability. Intelligence 10+ and Dexterity 8+ are also required. Once you have finished creating a Scout character you are obligated to spend at least one term (4 years) serving in the Scout prior history (see Prior History). You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

Multiclass Restrictions: Only a character actively working in the Scout prior history may multiclass into the scouts class.

Abilities: Education, Dexterity

Stamina: 1d8 + CON modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	INT	Driving	DEX
Forgery	INT/DEX	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Leader	INT/CHA	Liaison	CHA
Navigation	EDU	P/Administration	WIS
P/Survey	WIS	Pilot	INT/DEX
Ride	DEX	Spot	WIS
Survival	WIS	Technical (any)	EDU
Trader	INT		

Starting Skill Points: (4 + INT Modifier) x 4. If you are taking Scouts as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Scout:

Starting Feats: The Scout begins play with the following feats:

- AP (Vac Suit)
- AP (Light)
- WP (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Scout gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Barter	Brawling	Carousing
Contact Specialist*	EW Specialist	Hacker
Gearhead	Geological Survey	Imp Zero-G/ Low Gravity Adaptation
Jack of all Trades*	Naval Architecture	Negotiator*
Obscure Knowledge*	PMOS	Ship's Tactics
Vessel (Starships)	Vessel (Ship's Boat)	Vessel (Grav)
Vessel (Water)	Vessel (Ground)	WP (Lasers)
WP (Ship's Weapons)	Xeno-Medicine	Zero-G Combat
Zero-G/Low Gravity Adaptation		

* A specialized class feat

EX-SCOUT PERSONNEL

There is really no such thing as a retired Scout. All Scouts who "retire" or muster-out from the Scout Service are placed on inactive reserve status (usually known as "Detached Duty," though some Scouts are detached for other reasons than retirement) and subject to recall and activation at any time for any duration and for any purpose the Scout Service deems necessary. Because of this, unlike other services (Army, Navy, and Marines), Scouts may continue to earn additional levels as a Scout even when not on active-duty.

TRAVELLER

Core Class

The Traveller is someone who makes his or her living away from home. Travellers need a balance of abilities – specialist career skills and enabling skills in the interpersonal or combat fields, to allow them to get the job done without interference. Travellers may be starship crew, corporate employees, particularly rugged field scientists, or freelancers such as engineers or journalists.

Characteristics: Usually a Traveller has a job that takes them out into the wider universe. Travellers tend to be resourceful individuals who have met and survived many unusual situations. Their other characteristics are usually dictated by their profession.

Background: Anyone can be a Traveller. Most are from mid-tech or higher worlds, and tend to have a prior history in one of the services. Many members of the Scout Service are Travellers.

Adventuring: The Traveller is another excellent adventurer class. Travellers have a wide range of skills and aptitudes and can tackle many situations.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: Any starting character may become a Traveller.

Multiclass Restrictions: None.

Abilities: Education, Intelligence, Dexterity

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr5000

TABLE: TRAVELLER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+1	+1	Starting Feats + Bonus Feat
2 nd	+1	+0	+2	+2	Bonus Feat
3 rd	+1	+1	+2	+2	
4 th	+2	+1	+2	+2	
5 th	+2	+1	+3	+3	Bonus Feat
6 th	+3	+2	+3	+3	
7 th	+3	+2	+4	+4	Bonus Feat
8 th	+4	+2	+4	+4	
9 th	+4	+3	+4	+4	
10 th	+5	+3	+5	+5	Bonus Feat
11 th	+5	+3	+5	+5	Bonus Feat
12 th	+6/+1	+4	+6	+6	
13 th	+6/+1	+4	+6	+6	Bonus Feat
14 th	+7/+2	+4	+6	+6	Bonus Feat
15 th	+7/+2	+5	+7	+7	
16 th	+8/+3	+5	+7	+7	
17 th	+8/+3	+5	+8	+8	Bonus Feat
18 th	+9/+4	+6	+8	+8	
19 th	+9/+4	+6	+8	+8	Bonus Feat
20 th	+10/+5	+6	+9	+9	

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	CHA/SOC	Craft	INT
Driving	DEX	Entertain	CHA
Gambling	INT	Gather Information	CHA
Gunnery	WIS	Innuendo	WIS
Knowledge (any)	EDU	Leader	INT
Liaison	CHA/SOC	Navigation	EDU
Pilot	INT/DEX	Profession	WIS
Read/Write Language	None	Speak Language	None
Technical (any)	EDU	Trader	INT
Use Alien Devices*	WIS		

* Exclusive Skill

Starting Skill Points: (6 + INT modifier) x 4. If you are taking Traveller as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + INT modifier

CLASS FEATURES

All of the following are class features of the Traveller:

Starting Feats: The Traveller begins play with the following feats:

AP (Light)
AP (Medium)
WP (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Traveller gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter that they are qualified for.

Alertness	Brawling	Carousing
EW Specialist	Fast Talk	Gearhead
Hacker	Hobby	Improved Zero-G/Low Gravity Adaptation
Jack of all Trades*	Jury Rig	Linguist*
Miracle Worker	Obscure Knowledge*	Ship Tactics
Sixth Sense	Tactics I*	Toughness
Trustworthy	Vessel (any)	Weapon (Ship's Weapons)
Well Connected*	Xeno-Empathy	Zero-G/Low Gravity Adaptation



PRESTIGE CLASSES

ACE PILOT

Prestige Class

Some pilots are just plain special, with skills far beyond the ordinary. Some are smugglers, some naval fighter pilots, others serve in the Scout Service or do amazing things with a humble Free Trader starship.

Characteristics: Ace Pilots are usually arrogantly confident and just can't do something the safe and easy way if there's a flashier option. Most have dangerous hobbies like racing performance grav bikes. The typical Ace is obsessed with pushing the limits of his abilities and his craft, and is often insubordinate when given orders.

Background: Ace Pilots can gain their basic skills in a variety of services and careers. Anywhere that a character can find a suitable vehicle, he can become an Ace Pilot. Thus they can be found among Army grav tank pilots, Marine assault pilots or even commercial shuttle crewmembers.

Adventuring: An Ace Pilot can do things with a vehicle or starship that almost defy belief. They can land where a lesser pilot would simply crash, evade pursuit or give the captain an edge in space combat. If the team has a vehicle, an Ace Pilot can get the most out of it.

GAME RULE INFORMATION

Requirements: To become an Ace Pilot, a character must meet the following requirements:

Skills: Pilot 8+

Feats: Ship Tactics, and Vessel/Starship, Vessel/Small Craft, Vessel/Grav, or Vessel/Aircraft.

Stamina Dice: d8 + CON modifier per level.

TABLE: ACE PILOT

	Base Attack	Base Fort Save	Base Ref Save	Base Will Save	Special
1 st	+0	+0	+2	+0	Vessel Specialization
2 nd	+1	+0	+3	+0	Personal Vessel
3 rd	+1	+1	+3	+1	Unpredictable Maneuvers
4 th	+2	+1	+4	+1	Vessel/Starship, Vessel/Small Craft or Vessel/ Aircraft
5 th	+2	+1	+4	+1	Vessel Specialization
6 th	+3	+2	+5	+2	Personal Vessel
7 th	+3	+2	+5	+2	Ace Evasion
8 th	+4	+2	+6	+2	Vessel/Starship, Vessel/Small Craft or Vessel/ Aircraft
9 th	+4	+3	+6	+3	Vessel Specialization
10 th	+5	+3	+7	+3	Personal Vessel

CLASS SKILLS

The following are the class skills available to an Ace Pilot:

Class Skill	Key Ability	Class Skill	Key Ability
Driving	DEX	Gambling	INT
Gather Information	CHA	Gunnery	WIS
Knowledge (*)	EDU	Leader	INT/CHA
Pilot	INT/DEX	Recruiting	EDU
Spot	WIS	Survival	WIS
T/Communications	EDU	T/Computer	EDU
T/Electronics	EDU	T/Mechanical	DEX

Skill Points at Each Additional Level: 2 + INT modifier

* Relevant to vehicles, piloting etc.

CLASS FEATURES

All of the following are class features of the Ace Pilot:

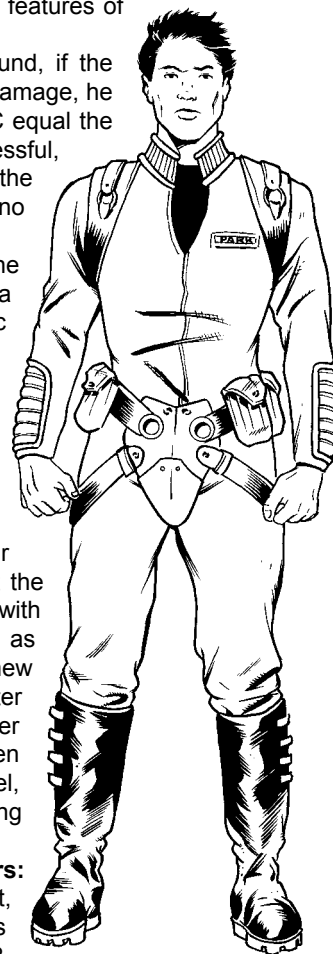
Ace Evasion: Once per round, if the vehicle an Ace is flying is hit for damage, he may make a Pilot skill check (DC equal the attack roll made to hit). If successful, the Ace has managed to evade the attack and the vehicle takes no damage.

Personal Vessel: The character has chosen and in a sense, bonded with, a specific vehicle. When flying this specific vessel the character may add +4 to all piloting and gunnery skill checks. A character may only select one specific vessel per vehicle type (Starship, Small Craft, or Aircraft). A character may select a new vessel as their personal vessel at any time, but the character has only a +2 bonus with either vessel for the first year as they become accustomed to the new vessel and its idiosyncrasies. After a year of transition the character will enjoy the full +4 bonus when piloting the newly selected vessel, and lose all bonuses when piloting the former vessel.

Unpredictable Maneuvers: When an Ace Pilot is flying a craft, and makes any maneuver that is a Move action, they may add +2 to the AC (not AR) of the vessel against incoming computer (non-gunner) controlled attacks.

Vessel Specialization: The character is extremely familiar with a given general class of ship or craft, such as 200-ton Free Traders, 100-ton Scout Ships, or 50-ton Fighters. When flying a vessel of this type the character may add +2 to all piloting and gunnery skill checks.

Vessel/Starship, Vessel/Small Craft, or Vessel/Aircraft: The character may select any of these three feats that they do not already have. If the character already has all three feats, they may select any feat from the general Feats list that they are qualified for.



ANCIENTS HUNTER

Prestige Class

The Ancients Hunter is a rogue scientist determined to unravel the mysteries of the Ancients (or some other enigma) despite the fact that the truth has eluded large, well-funded government investigation teams for centuries. Ancients Hunters tend to collect snippets of knowledge, and know a fair amount about a great many different subjects, though they rarely have the deep specialist knowledge of the true academic.

Ancients hunters are usually “field” workers, often using distinctly unscientific methods to drive directly to their goals. They often have little regard for the niceties of scientific principle or archaeological technique when conducting a dig at a suspected Ancients site. Generally dismissed and often despised as cranks by the rest of the scientific community, Ancients Hunters return the contempt of their “peers.”

Characteristics: Like the Academic, the Ancients Hunter is skilled at and interested in gaining knowledge, but most have at least some idea how to handle “field” situations. Others just employ people to handle the rough stuff. It is difficult to characterize such a varied group. What they all do have in common is the ability to draw amazing (and, usually, wildly wrong) conclusions from seemingly (and often truly) unrelated pieces of information, and an inquisitive nature that extends to wanting to know how everything around them works, what’s behind every hill and wall, and how it all fits together.

Background: Ancients Hunters come from a range of backgrounds, from academic to military. Their background not only determines what extra skills they bring to the job, but also their approach. Most have a middling to good education and a high intelligence, but this is not a hard and fast rule. There are some real idiots out there, bulldozing their way around the galaxy looking for the answers to the great mystery after seeing an Ancients site on the news.

Adventuring: Searching for the Ancients is by definition an adventure, and of course the hunter must pay his or her way, perhaps by undertaking other adventures. Ancients Hunters can be relied upon to get themselves into trouble as they pursue the answers.

GAME RULE INFORMATION

Class Type: Prestige Class

Requirements: To become an Ancients Hunter, a character must possess the following skills and feats:

Skills: Rank 5+ in K/Ancients, Rank 5+ in Gather Information

Feats: Research/Ancients

Multiclass Restrictions: An Ancients Hunter may multiclass freely

Abilities: Education, Intelligence

Stamina: 1d6 + CON modifier per level

Starting Funds: Cr500

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Ancients Lore*	EDU	Decipher Script*	INT
Gather Information	CHA	Intuit Direction	WIS
Knowledge (any)	EDU	Navigation	EDU
P/Prospecting	WIS	P/Survey	WIS
Read/Write Language	None	Speak Language	None
Technical (any)	EDU	Use Alien Devices*	WIS

* Exclusive Skill

Skill Points per Level: 6 + INT modifier

TABLE: ANCIENTS HUNTER

	BASE ATTACK BONUS	BASE FORT BONUS	BASE REFLEX BONUS	BASE WILL BONUS	SPECIAL
1 st	+0	+0	+0	+2	Fixation
2 nd	+0	+0	+0	+3	Mental Agility I
3 rd	+0	+1	+1	+3	Enhanced Search I, Wacky Theory I
4 th	+1	+1	+1	+4	Gut Feeling I
5 th	+1	+1	+1	+4	Mental Agility II
6 th	+1	+2	+2	+5	Enhanced Search II
7 th	+1	+2	+2	+5	Device Aptitude I, Wacky Theory II
8 th	+2	+2	+2	+6	Gut Feeling II
9 th	+2	+3	+3	+6	Mental Agility III
10 th	+2	+3	+3	+7	Device Aptitude II, Wacky Theory III

CLASS FEATURES

All of the following are class features of the Ancients Hunter:

Fixation: The Ancients Hunter becomes obsessed with finding out the truth about the Ancients and their civilization. He is not easily diverted from this goal, and will sometimes be tempted beyond reason by rumors or hints about an Ancients device or treasure. The character must make a Will save at DC 15 if he wishes to undertake an action if there is an alternative that will lead to more clues or an actual site or device. He gains a bonus of 2 to resist attempts to dissuade him from undertaking an action that will lead him closer. This bonus/penalty applies to interactions too. For example, a character offered an Ancients device at an outrageous price will feel that he must buy it or otherwise obtain it unless he makes the penalized Will save. This feature can get Ancients Hunters into real trouble.

Mental Agility: The character has the ability to pull together random pieces of information and draw conclusions from them. This trait does not only apply to Ancients lore, but may be used in any mystery situation. The Ancients Hunter can use this trait once per game month to guess the answer to any mystery about which he has at least some clues. The player may ask the Referee a specific question, such as “Who is behind these pirate attacks?” or “Which world is the best possibility for an Ancients site within five parsecs?” or even “Is there some way I could get out of this cell?” and will receive a fairly specific answer. The random cascade of information does not lead to a reliable conclusion every time. The Referee should secretly determine the truth of his or her answer, and give an equally detailed response either way. A character with Mental Agility I will be wrong 75% of the time. Mental Agility II allows a 50% chance of a correct answer. Mental Agility III gives a 75% chance of a correct answer. There is no real need to explain the character’s reasoning, since it would be incomprehensible to most normal people. The Referee should make up an answer in the event of a wrongly-drawn conclusion, and even a correct conclusion may not be much actual use. Ancients Hunters spend a lot of time chasing wild hunches.

Enhanced Search: The Ancients Hunter has developed a knack for finding Ancients sites and artifacts. With Enhanced Search I, he gains a +2 bonus to any Survey, Sensors, or similar skills used to physically locate an Ancients site, and to Search or Spot rolls to find artifacts or features within the site. Enhanced Search II gives a +5 bonus to these skills.

Wacky Theory: The Ancients Hunter has come up with a borderline-plausible theory that explains some aspect of the Ancients and relates them to some facet of science or modern society. This theory is virtually impossible to prove, but will gain



the character a little air time in the media and maybe a scientific paper if she makes it public. Doing so attracts the derision of the scientific community, who will publicly snub the theorist, but the theory will gain a few devotees (mainly cranks and fellow Ancients Hunters) even after it is discredited. The chance that the theory is actually correct is of course infinitesimally small. This does not prevent the hunter from going on to create new theories as she learns more about the Ancients.

Gut Feeling: Maybe the Ancients Hunter has been exposed to one Ancients device too many, or maybe he has just developed a small degree of instinctive understanding of the way the Ancients (who were psionically adept) think. Whichever, the character has gained a “sense” about psionic phenomena. The talent is erratic, and the character will not gain psionic abilities from having it. Whenever the character is in the presence of a psionics-using individual or a psionically-linked device (other than mechanical ones like shield helmets, he may gain a feeling that there is “something special” about it. Make a Wisdom check at DC 15 to sense this. The talent also extends to places where powerful psionic talents or devices were used, and in addition gives a +2 bonus to all saves and other attempts to resist psionic manipulation or assault, whether the character senses them or not.

Device Aptitude: The hunter is attuned to Ancients devices and has an increased chance to operate them or figure them out, or at least to avoid breaking them. Device Aptitude I gives and a +2 bonus to all saves to avoid injury from mis-operated Ancients devices, and allows the character to make a Wisdom check at DC 20 any time she does something that will damage a device or otherwise cause an unexpected and detrimental result. If the check is successful, the character flinches away in time with a profound feeling that she should NOT DO THAT! Aptitude II gives a +2 bonus to all attempts to figure out Ancients devices and reduces the Wisdom check DC to 15.

Special Skills

Decipher Script and Use Alien Devices are standard T20 skills, useable only by certain classes (including the Ancients Hunter).

Ancients Lore: Ancients Lore is a special skill, available only to Hunters. It is very expensive to learn, at 5 skill points per rank, and differs from K/Ancients in one important way. K/Ancients represents the body of conventional knowledge possessed by Human scientists about the Ancients; known sites, phenomena, standard theories (and a few of the more acceptable Wacky ones) and so on. Much of the information known by a character with K/Ancients is mundane and (in many cases) just plain wrong. Ancients Lore is the truth about the Ancients. Who they were, what they did and how they did it, even how their devices work. Ancients Lore is viewed by conventional scientists as the “Unified Crank Theory” since it contradicts some fundamental principles of science, history, and common sense. However, a character with this skill can use it to figure out what a site was when it was functioning, how a device works, etc. The DC of any given investigation should be assigned by the Referee. Simple sites will start at DC 15, more unusual ones at 25 or even 35. Devices begin at DC 20 for the simplest artifacts. A character confronted with a site or a device, who makes his Ancients Lore check, can explain the function of the site or object, and gains a +5 bonus to all attempts to operate a device.

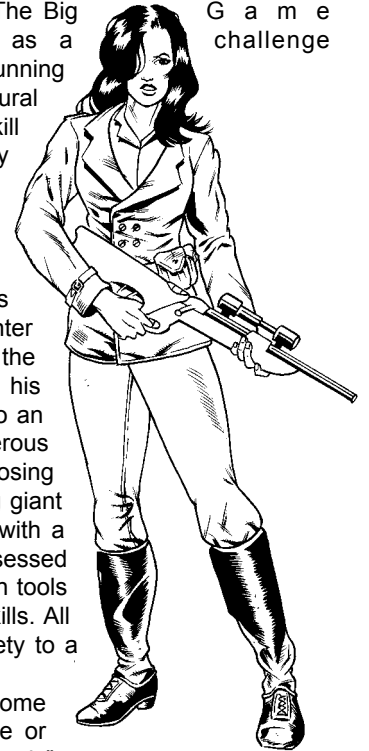
BIG GAME HUNTER

Prestige Class

The worlds of charted space have produced some terrifyingly

powerful or cunning creatures. The Big Hunter takes their existence as a challenge and matches his stealth and cunning against their formidable natural abilities. He may or may not kill the animal after stalking it; many hunters use a holocamera rather than a rifle.

Game challenge



Characteristics: A Hunter is self-reliant and confident in his or her abilities. Often contemptuous of clumsy city-dwellers, the Hunter is proud of his knowledge of the environment and the habits of his prey. He may take this attitude to an extreme, seeking ever more dangerous creatures to stalk, or choosing ridiculous challenges like hunting giant armored carnivores armed only with a crossbow. Other hunters are obsessed with obtaining the finest high-tech tools and gadgets to augment their skills. All Hunters prefer stealth and subtlety to a direct approach to problems.

Background: A Hunter can come from any background, though he or she will usually have a “Backwoods” upbringing. A Hunter’s most important attributes are intelligence and stealth skills – plus weapon proficiency, of course.

Adventuring: Hunters can be very useful in the wilds of a planet, and often have good weapon skills too. An individual may know several powerful people, having acted as a guide on safaris or hunting trips, or may have poached rare animals for a rich person’s collection.

GAME RULE INFORMATION

Requirements: To become a Hunter, a character must meet the following requirements:

- BAB:** 5+
- Skills:** Survival 4+, P/Hunting 6+
- Feats:** Tracker
- Stamina Dice:** d8 + CON modifier per level

TABLE: BIG GAME HUNTER

	Base Attack Bonus	Base Fort Save	Base Ref Save	Base Will Save	Special
1st	+1	+0	+1	+1	Trapping
2nd	+2	+0	+2	+2	Sixth Sense
3rd	+3	+1	+2	+2	Far Shot
4th	+4	+1	+2	+2	Species Specialization
5th	+5	+1	+3	+3	Deliberate Shot
6th	+6/+1	+2	+3	+3	Animal Specialization
7th	+7/+2	+2	+4	+4	Intuitive Tracking
8th	+8/+3	+2	+4	+4	Species Specialization
9th	+9/+4	+3	+4	+4	Animal Specialization
10th	+10/+5	+3	+5	+5	Animal Specialization

CLASS SKILLS

The following are the class skills available to a hunter:

Class Skill	Key Ability	Class Skill	Key Ability
Animal Empathy*	CHA	Gambling	INT
Handle Animal	CHA	Hide	DEX
Intuit Direction	WIS	Jump	STR
Knowledge (Species)**	EDU	Liaison	CHA
Leader	INT	Listen	WIS
Move Silently	DEX	Navigation	EDU
Ride	DEX	Search	INT
Spot	WIS	Survival	WIS
T/Medical	EDU		

* Exclusive Skill

** Species include those noted under Species Specialty, below.

Skill Points at Each Additional Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Big Game Hunter:

Species Specialty: The Hunter has studied and learned the habits and tendencies of a general category of animal types such as Pouncers or Grazers. Add +2 to all Tracking and Survival checks when hunting the specified category of animals.

Carnivores	Herbivores	Omnivores	Scavengers
Siren	Filter	Gatherer	Carrion-eater
Pouncer	Intermittent	Eater	Reducer
Killer	Grazer	Hunter	Hijacker
Trapper			Intimidator
Chaser			

Animal Specialization: The character has studied and learned the habits and tendencies of a specific (named) animal such as Grizzly Bears, or the Greater Crested Tusk-Boar. Requires Species Specialization (for the appropriate animal category). Add +4 to all Tracking and Survival checks when hunting this specific animal.

Deliberate Shot: Once per combat the Hunter may “ready” a shot as a free action rather than standard action. For example, a Hunter moves to cover and sets up a deliberate shot allowing him to shoot the next creature to emerge from the nearby lake. Without the feat he could not both move and ready the shot.

Intuitive Tracking: The skilled Hunter eventually develops an “intuition” when it comes to tracking their prey, often allowing him to pick up a trail even after it has “gone cold.” In situations where the Hunter fails a P/Hunting skill check while tracking a creature, or in situations where the Hunter would not normally be allowed to make a skill check to pick up the trail of a creature, he may make a Wisdom check (DC15). If successful, he has managed to guess the correct direction the prey has taken.

PSIONICIST

Prestige Class

Many individuals who possess psionic powers belong to another career or character class and leave perfectly normal lives; psionics are merely a part of such a life. Others study psi phenomena and may or may not possess actual abilities. These are Academics for the most part. The Psionicist is someone for whom the main focus in life is the use and development of psionic skills. They will make their living any way they can while searching for insight into the nature of their powers and new sources of teaching. The Psionicist may hold down a steady job or wander randomly throughout known space; each is very different.

The dedicated Psionicist has certain advantages over those whose powers are merely one facet of their life. The main advantage is the fact that the various spheres of influence are developed as class skills rather than cross-class skills, allowing more rapid progression. Additionally, a psionicist gains access to new areas of ability as his or her knowledge grows. However, many psionicists do still multiclass, as the events of their lives result in picking up other skills.

Characteristics: Some Psionicists are pragmatic in outlook, some mystical. The thing they all have in common is that psi powers are the focal point of their very being. Most are individualists yet highly loyal to those who have taught them or shown them kindness. A craving to learn more about their powers and to develop them to the utmost is common to most Psionicists.

Background: A Psionicist may come from any background at all. Psi abilities manifest according to no known genetic or social criteria, so a psi can be literally anyone.

Adventuring: Psionicists can be trouble magnets, since psi use is outlawed in the Imperium. However, their unique skills can be an immense asset to any adventuring party. Psionicists often have secondary skills that allow them to make a decent living as they search for new teachers and knowledge. These skills may be almost anything, but usually include Streetwise and Interpersonal skills due to the covert nature of the psi community. These secondary skills and contacts can be of great use to a party of adventurers, and of course the search for new knowledge can lead to fresh adventures for the Psionicist and his/her companions.

GAME RULE INFORMATION

Enlistment Requirements: Special. To enter the Psionicist class, an individual must have completed training with an institute or “psionic master.” Characters with a low (but above zero) Psi strength score can enter the class, but will never amount to much. Any character who has attended the Psionics Institute may enter the Psionicist class. For details of how to find suitable teaching, see the Prior History chapter.

Multiclass Restrictions: It is not really possible to multiclass into the Psionicist class. Any character who has completed training at a Psionics Institute may join the class, but from that point on they are a Psionicist first and everything else second.

A practicing Psionicist may multiclass, but may not gain levels in any other class if her Psionicist level is equal to or half less than her character level. I.e. a level 6 character who is a level 3 psionicist could gain her 7th level in Psionicist or another class. A level 3 character who has only 1 Psionicist level MUST take the new level in the Psionicist class. If a Psionicist ever voluntarily takes a level in another class such that she no longer has half or more of her levels in Psionicist, she ceases to be a Psionicist. Note that this does not apply to a character who came late in life to psionicism and who is “catching up” to the half-levels status.

Stamina: 1d6 + CON modifier per level

Leaving the Psionicist Class: Psionicism is not a job but a way of being. Once committed to it, an individual is unlikely to “leave.” However, some do. A character who abandons his studies keeps all his abilities, including the maximum limits on his sphere of influence ranks as if they were class skills. However, he is no longer a psionicist and cannot re-enter the class except in highly unusual circumstances. Such a character can continue to develop his psi skill levels as if they were cross-class skills (if he has not renounced his calling and ceased to use his skills) so long as they are not already higher than the cross-class limit of (level+3)/2. If this is the case, they remain at this high level but cannot be increased.

If a character chooses to violate the Multiclassing restrictions and gains levels in a different class, he ceases to be a psionicist, since he can no longer maintain the focus and dedication required. Levels already possessed at the time the character joins the psionicist class do not cause this, of course, but characters dedicating themselves to the pursuit of psionic skills are pledging themselves to a difficult way of life, and should be aware that their new calling will eat up their next few levels at least.

Characters thus do not muster out of the psionicist service in the manner of other classes, but they do still gain mustering-out benefits at the end of prior history in the same manner as other characters. This represents items and finances gained along the way, and in the possession of the character at this turning point of the life of the character, when he or she becomes an adventurer.

Special: The Psionicist does not follow the standard Prestige Class format. In many ways, it is more like a Service Class.

TABLE: PSIONICIST

	Base Attack Bonus	Base Fort Bonus	Base Reflex Bonus	Base Will Bonus	Special
1 st	+0	+0	+0	+2	Starting Feats
2 nd	+0	+0	+0	+3	
3 rd	+0	+1	+1	+3	Bonus Feat
4 th	+1	+1	+1	+4	
5 th	+1	+1	+1	+4	New Sphere of Influence
6 th	+1	+2	+2	+5	
7 th	+1	+2	+2	+5	Bonus Feat
8 th	+2	+2	+2	+6	
9 th	+2	+3	+3	+6	New Sphere of Influence
10 th	+2	+3	+3	+7	
11 th	+2	+3	+3	+7	Bonus Feat
12 th	+3	+4	+4	+8	
13 th	+3	+4	+4	+8	New Sphere of Influence
14 th	+3	+4	+4	+9	
15 th	+3	+5	+5	+9	Bonus Feat
16 th	+4	+5	+5	+10	
17 th	+4	+5	+5	+10	New Sphere of Influence
18 th	+4	+6	+6	+11	
19 th	+4	+6	+6	+11	Bonus Feat
20 th	+5	+6	+6	+12	

PSIONIC SPHERES OF INFLUENCE

- Telepathy
- Clairvoyance
- Telekinesis
- Awareness
- Teleportation

Initially a Psionicist will only have the abilities gained from his or her training, but as a result of the devoted pursuit of greater power and knowledge, he or she will eventually be able to access others. Once a Psionicist is able to work with a sphere, they must begin developing their skill in use it. Each sphere is developed as if it were a separate class skill for the Psionicist.

A Psionicist’s skill rank with a Sphere of Influence dictates which Psionic Talents they are able to use. Each Talent lists the Sphere of Influence that must be available to the Psionicist, along with a minimum skill rank in the Sphere that must be possessed before it may be employed. Of course the Psionicist must also have sufficient Psi strength with which to power the Talent as well before using it.

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	INT	Craft (any)	INT
Driving	DEX	Knowledge (any)	EDU
Navigation	EDU	P/Admin	WIS
Psionic/Awareness	Psi	Psionic/Clairvoyance	Psi
Psionic/Telekinesis	Psi	Psionic/Telepathy	Psi
Psionic/Teleportation	Psi	T/Communications	EDU
T/Computer	EDU	T/Electronics	EDU
T/Mechanical	DEX	T/Medical	EDU

Skill Points per Level: 4 + INT modifier

CLASS FEATURES

All of the following are class features of the Psionicist:

Starting Feats: The Psionicist begins play with the following feats:

AP (Light)

Bonus Feats: At 3rd, 7th, 11th, 15 and 19th level the Psionicist gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat that they are qualified for.

Dodge	Gearhead	Geological Survey
Hacker	Instruction	Legal Eagle
Makeup Artist/Costumer	Negotiator	Psionic Focus*
Psionic Specialization*	Steward	Vessel
Weapon Proficiency/Marksman		

* Indicates a special class feat

Psionic Focus: The Psionicist has trained long and hard in a single sphere of psionic activity and is highly proficient in its use. This feat can be taken by any Psionicist who has a psi rating of 5+ and 5 or more skill ranks in the relevant sphere. The base cost of using a power from the chosen sphere is reduced by 1. The feat can be taken more than once, but different spheres must be chosen each time.

Psionic Specialization: The Psionicist has developed a very high level of ability in a single sphere of activity. This feat requires the Psionic Focus feat in the same sphere. Range costs for



abilities within the chosen sphere are reduced by 2. The feat can be taken more than once, but a different sphere must be chosen each time.

Psionic Talents are found in The *Travellers Handbook* and chapter 10 of this book, and work exactly as described there. Note that rather than having to take each talent as a separate feat, members of the Psionist class automatically gain access to the talents within their spheres as their skill rank in that sphere reaches the threshold required to use that talent.

EX-PSIONICISTS

As noted above, most Psionists do not “leave the service” – it is a way of life more than a job. Some do allow their studies to lapse and become “people with psionic powers” rather than true Psionists (see Leaving the Psionist Class, above). Such characters can be considered ex-Psionists and can never rejoin the class.

TAS FIELD REPORTER

Prestige Class

The Travellers’ Aid Society (TAS) is constantly updating its guides and providing its members with impartial, “insider” reports on events across charted space. A Field Reporter researches and prepares these reports. In some quarters a TAS press card is highly respected. In others, it is an incitement to being beaten up and dumped in an alley. TAS reporters are known for sticking their noses deeply into matters that some people feel should not concern outsiders. They experience a fair amount of danger in their work.

Characteristics: Integrity and Inquisitiveness are the two main traits of the TAS reporter. An ability to write decent copy is useful too. Most reporters like to travel and enjoy investigating whatever they find. Some are glory hounds who get a kick out of dragging skeletons out of closets, while others are simply dedicated to reporting the truth. Whatever his or her motivation, a reporter is unable to resist digging deeply into anything that promises to be even remotely interesting.

Background: Most TAS reporters are well educated and have experience in some other field before joining the TAS staff. This gives the specialist insider information that makes TAS reports so much deeper than most conventional journalism.

Adventuring: A TAS Reporter is, by definition, an adventurer. He or she will always be on the lookout for a story, and will probably generate adventure leads by his or her investigations. Reporters have good interpersonal skills and can usually take care of themselves in a fight. Some have computer hacking or intrusion skills for less-than-legal research.

GAME RULE INFORMATION

Requirements: To become a TAS Field Reporter, a character must meet the following requirements:

Skills: P/Journalism 4+, Gather Information 8+, T/Electronics 4+

Stamina Dice: d6 + CON modifier per level.

TABLE: TAS FIELD REPORTER

	Base Attack Bonus	Base Fort Save	Base Ref Save	Base Will Save	Special
1 st	+0	+0	+1	+1	Press Pass and Expense Account
2 nd	+0	+0	+2	+2	Connections +1
3 rd	+0	+1	+2	+2	Research +1
4 th	+1	+1	+2	+2	Connections +2
5 th	+1	+1	+3	+3	Carousing
6 th	+1	+2	+3	+3	Connections +3/ Research +2
7 th	+1	+2	+4	+4	TAS Membership
8 th	+2	+2	+4	+4	Connections +4
9 th	+2	+3	+4	+4	Research +3
10 th	+2	+3	+5	+5	Connections +5

CLASS SKILLS

The following are the class skills available to a TAS Field Reporter:



Class Skill	Key Ability	Class Skill	Key Ability
Administration	INT	Bluff	CHA
Bribery	CHA	T/Communications	EDU
T/Computer	EDU	Liaison	CHA
Gather Information	CHA	Intimidate	CHA
Knowledge	EDU	Listen	WIS
Profession/Journalist	WIS	Read/Write Language	None
Sense Motive	WIS	Speak Language	None

Skill Points at Each Additional Level: 8 + INT modifier

CLASS FEATURES

All of the following are class features of the TAS Field Reporter:

Carousing: At 5th level a TAS reporter automatically gains this standard feat. If the character has already selected this feat, they may select any other standard feat there are qualified for instead.

Connections Beginning at 2nd level and at every level after that (4th, 6th, 8th, and 10th) the reporter will develop an increasing range of contacts and informants in their personal news and information-gathering network. Add +1 per Connection bonus to any Gather Information checks when utilizing these contacts.

Expense Account: A reporter has an open expense account equal to Cr5000 per level per month. Expense funds not used one month do not carry over to the next month. If not used they are lost at the end of the month. These funds must be spent on story-related expenses, and the reporter must turn in a detailed expense report at the end of each month to account for its use. Any equipment or other non-consumable/expendable items must be turned into the local TAS bureau office. If the reporter wishes to keep an item bought using the expense account, he or she must reimburse the TAS bureau the full cost. If an expense report is not turned in, the amount spent will be deducted from the next month's expense account.

Press Pass: Having a valid press pass will gain a reporter access to some areas, people and information not available to the general public, such as the scene of a crime or access to certain governmental records. As a reporter becomes more experienced (and typically more well known) the value of their press pass also grows. For every 2 class levels, the TAS Field Reporter may add +1 to any Bluff or Intimidate skill check when dealing with authorities or company bureaucrats in an attempt to gain access to an area, view documents, or interview someone.

This may only be attempted once per encounter with any given group or individual.

Research: The character is skilled at sifting and analyzing data and information from various sources for the clues and evidence needed to put a report together. Allows the synergetic use of Knowledge and another information-related skill together with Gather Information skill. Beginning at 3rd level and at every 3rd level after that (6th and 9th), the character earns a +1 Research bonus.

Circumstances	Gather Knowledge Roll Adjustment
Multiple Sources	-1 per Knowledge or other skill used, if more than one is involved.
Per Research bonus	+1
Per Successful Source Skill Check	+5

TAS Membership: By 7th level, the TAS Reporter has usually done sufficient good work for the bureau that they are rewarded with a free membership in the Traveller's Aid Society.





Skills represent the capabilities of a character beyond his or her combat ability. Detailed for each class is a list of skills that are its “class skills.” Any skill not listed for the class is considered a “cross-class skill.” Class skills represent those skills that a member of the class will usually spend the most time using. Cross-class skills are everything else.

The use of skills is an integral part of **T20** gaming. The things a character knows how to do – and how well she knows how to do them – will be more important than how well the character fights or what her attributes may be in many situations. Decisions as to which skills to develop are thus highly important ones, and may determine success or failure in future adventures.

SKILL BASICS

The following section outlines the basic mechanics of using skills in a **T20** game.

CLASS SKILLS

Any skill listed for the class in which a character is taking their current level is considered a class skill. Class skills cost 1 skill point per +1 rank improvement. They can be developed to a maximum rank of (character level +3).

CROSS-CLASS SKILLS

Any skill that is not a class skill is considered a cross-class skill. Cross-class skills can usually (see Closed Skills, below) be developed at a cost of 2 skill points per rank, to a maximum of (character level+3)/2. Characters who develop cross-class skills will be less effective in their specialist field than a more focused individual, but the range of challenges faced by **Traveller** characters is such that a basic capability in many areas is desirable.

CLOSED SKILLS

Some skills are not available except to a member of a certain class. These skills are developed as class skills by those that can gain them, and cannot be gained at all by members of different classes.

SKILL RANK

A character’s ability with a skill is measured in “ranks.” A skill may have a rank ranging from 0 to a maximum of 23. When a skill check is made, a character’s rank in that skill is added to the roll. The maximum number of ranks a character can have in a class skill is equal to that character’s level +3. The maximum number of ranks a character can have in a cross-class skill is half that number (do not round up or down).

TRAINED AND UNTRAINED SKILLS

Some skills can be attempted by anyone, whether they have been trained in the field or not. These represent things that a normal person could attempt whether they had received instruction or not, such as swimming or climbing. If a character with no skill ranks attempts an untrained skill, he or she receives all ability and situational modifiers but no skill bonus.

Certain skills are Trained skills, meaning that they cannot be attempted by someone who does not have the requisite skill. Of course, anyone can attempt brain surgery or fiddle with the Astrogation computer, but there is no chance of success. No roll is permitted.

However, some feats give a “zero rank” in a given skill. For

example, Cross-Training allows a character to attempt class skills that he does not possess as if he had a rank of zero; First Aid allows a character to attempt T/Medical skills similarly. When a character with a “zero rank” in a skill attempts it, the check is made as if the character were attempting an untrained skill i.e. the character receives all ability and situational modifiers, but no skill bonus to the roll.

SKILL POINTS

Characters have a number of skill points based on their race and their class levels. Class skills require 1 skill point per rank; cross-class skills require 2 skill points per rank.

CASCADE SKILLS

Some skills, specifically Craft, Entertain, Knowledge, Profession, and Technical are “cascade skills” meaning that they can represent more than one specific field of endeavor. When a cascade skill is selected, the character must immediately decide on the specific field of endeavor for that skill. Each cascade skill will list one or more example fields of endeavor that may be chosen from, or the character may come up with a new appropriate endeavor with the approval of the Referee.

In this book and throughout **T20** products, all cascade skills will be written in the following format: *First Letter of the Cascade Skill Type (C, E, K, P, or T) / The Specific Field of Endeavor*. For example, a character with the Technical skill chooses Electronics as his field of endeavor with the skill. This would be written as T/ Electronics. If he had the Craft skill and selected Pottery, it would be written as C/Pottery.

USING SKILLS

When the character uses a skill, the character makes a skill check to determine how successful they are. The higher the result on the character’s skill check, the better the outcome. Based on the circumstances, the character’s result must match or beat a Difficulty Class (DC) to use the skill successfully. The harder the task, the higher the DC, i.e. the higher the number the character needs to roll.

To make a skill check, roll 1d20 and add the character’s skill modifier for that skill. The skill modifiers include:

- 1) The character’s rank with the skill
- 2) The character’s ability modifier for that skill’s key ability
- 3) Any racial bonuses with the skill
- 4) Any armor check penalty
- 5) Any other miscellaneous modifiers that may be applicable.

See the skill description for details.

If the result of the 1d20 roll + the modifiers equals or exceeds the DC, the test is successful. Any other result is a failure. A “natural 20” on the die roll is not an automatic success. A “natural 1” on the die roll is not an automatic failure.

DIFFICULTY CLASS

The Difficulty Class or DC is the number that the character must equal or exceed when attempting a skill check roll for the task to be successful.

Type	DC	Example
Simple	0	Walk across the floor
Very Easy	5	Climb a ladder
Easy	10	Climb a knotted rope
Average	15	Plot a course to a familiar star system
Hard	20	Jump a horse over an obstacle while riding
Difficult	25	Swim in churning, storm driven water
Formidable	30	Remove a bullet from a victim.
Challenging	35	Plot a course to an uncharted star, while under fire and without a computer.
Incredible	40	Convince the judge that a pardon scrawled on the back of a cocktail napkin really is from the planetary governor
Nearly Impossible	45	Perform brain surgery with a low-tech field surgical kit, under fire, in the rain, while wounded

DEGREE OF SUCCESS

A character's degree of success is determined by how much better than the DC the roll turns out to be.

DC or higher	Success
DC+10 or higher	Great Success
DC+20 or higher	Incredible Success

OPPOSED CHECKS

An opposed check is used when another character or NPC directly opposes a skill check. For example a character attempting to Bluff her way past a customs officer would be an opposed skill check against the custom officer's Sense Motive check. The character makes her Bluff skill check roll and the Referee makes a Sense Motive skill check roll for the customs officer. If the character's Bluff skill check roll is higher than the customs officer's Sense Motive check roll, the custom officer believes the character's bluff.

In the case of a tie, the side with the higher appropriate ability scores for their skill wins. If there is still a tie, both sides roll the skill checks again.

RETRYING

In general, the character can try a skill check again if it fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a character has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the player can choose to can Take 20 and assume that the character keeps at it long enough to succeed eventually.

UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill they don't possess any skill ranks in, the character makes a skill check as normal. The character does get to add all modifiers other than skill rank though, such as the ability modifier for the skill's key ability.

However, many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

FAVORABLE AND UNFAVORABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The Referee can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 bonus to represent circumstances that improve performance.
2. Give the skill user a -2 penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to Take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can Take 20. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until he or she finally gets it right. Taking 20 takes about twenty times as long as making a single check would take.

COMBINING SKILL CHECKS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own. An example of this would be a group of characters climbing up a rope. All are performing the same action at the same time, but each must make a separate Climb skill check to see if they succeed or fail.

Teamwork: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check, while each team member makes a separate skill check against DC 10 (Taking 10 is not permitted on this check). For each team member who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help

will not be beneficial, or only a limited number of characters can help at once. The Referee may limit cooperation as seems fitting for the conditions.

Skill Synergy: It is also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

ABILITY CHECKS

Sometimes a character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The Referee assigns a Difficulty Class depending upon the circumstances and the task being carried out.

* Armor check penalty, if any, also applies.

- C Class Skill
- Cross-Class Skill
- X You can't buy this skill because it's exclusive to another class

Academic	Aca
Athlete	Ath
Belter	Blt
Barbarian	Bbn
Entertainer	Ent
Mercenary	Mry
Merchant	Mct
Noble	Nbl
Professional	Prf
Rogue	Rog
Traveller	Trv

Army, High-Tech	Aht
Army, Mid-Tech	Amt
Army, Low-Tech	Alt
Flyer, High-Tech	Fht
Flyer, Mid-Tech	Fmt
Marines	Mar
Navy	Nav
Sailor, High-Tech	Sht
Sailor, Mid-Tech	Smt
Sailor, Low-Tech	Slt

Convict	CON
Corsair	Cor
Diplomat	Dip
Engineer	Eng
Law Enforcer	Law
Martial Artist	Mrt
Medic	Med
Scout	Sct

Ace Pilot	Ace
Ancient Hunter	Anc
Big Game Hunter	Bgh
Psionicist	Psi
TAS Field Reporter	TAS

NOTE: Only those cascade skills that are specific to certain classes (and thus differ from their parent cascade) are listed here. The characteristics of all other cascade skills are identical to those for the parent cascade. (E.g. T/Computer and T/Electronic are identical in characteristics to all other T/ cascade skills).



TABLE: SKILLS (CORE CLASSES)

Skill	Aca	Ath	Bbn	Blt	Ent	Mry	Mct	Nbl	Prf	Rog	Trv	Untrained	Key Ability
Animal Empathy	X	X	C	X	X	X	X	X	X	X	X	No	CHA
Appraise	•	•	•	C	C	•	C	C	C	C	•	Yes	INT
Balance	•	C	•	•	C	•	•	•	•	•	•	Yes	DEX*
Bluff	•	•	•	C	•	C	C	C	•	C	•	Yes	CHA
Bribery	•	•	•	•	C	•	C	C	•	C	C	Yes	CHA
Broker	•	•	•	•	•	•	C	•	•	•	•	No	INT
Climb	•	C	C	•	•	•	•	•	•	•	•	Yes	STR*
Combat Engineering	•	•	•	•	•	•	•	•	•	•	•	No	INT
Craft [cascade skill]	C	•	C	•	•	•	•	C	•	•	C	Yes	INT
Decipher Script	C	X	X	X	X	X	X	X	X	X	X	No	INT
Demolitions	•	•	•	C	•	•	•	•	•	•	•	No	DEX
Disguise	•	•	•	•	C	•	•	•	•	C	•	Yes	CHA
Driving	C	C	•	•	•	C	C	•	C	C	C	Yes	DEX
Entertain [cascade skill]	•	•	C	•	C	•	•	C	C	•	C	Yes	CHA
Forgery	•	•	•	•	•	•	•	•	•	C	•	Yes	INT/DEX
Forward Observer	•	•	•	C	•	•	•	•	•	•	•	No	INT
Gambling	•	•	•	C	•	C	C	•	C	•	C	Yes	INT
Gather Information	C	C	C	•	•	•	•	C	•	C	C	Yes	CHA
Gunnery	•	•	•	C	•	•	•	•	•	•	C	Yes	WIS
Handle Animal	•	C	C	•	•	•	•	•	•	•	•	No	CHA
Hide	•	•	C	•	•	•	C	•	•	•	•	Yes	DEX*
Innuendo	•	•	•	•	C	•	C	•	•	C	C	No	WIS
Intimidate	•	•	•	•	•	C	•	C	•	C	•	Yes	CHA
Intuit Direction	•	•	C	•	•	•	•	•	•	•	•	No	WIS
Jump	•	C	C	•	•	•	•	•	•	•	•	Yes	STR*
Knowledge [cascade skill]	C	C	•	•	C	•	•	C	C	•	C	No	EDU
K/Geology	C	•	•	C	•	•	•	C	C	•	•	No	EDU
K/Interstellar Law	C	•	•	•	•	•	C	C	C	•	•	No	EDU
K/Mining	C	•	•	C	•	•	•	C	C	•	•	No	EDU
K/Specific Sport	C	C	•	•	•	•	•	C	C	•	•	No	EDU
Leader	C	•	•	•	•	C	•	C	C	•	C	Yes	INT/CHA
Liaison	C	•	•	•	C	•	C	C	C	•	C	No	CHA
Listen	•	•	C	•	•	•	•	•	•	C	•	Yes	WIS
Move Silently	•	•	C	•	•	C	•	•	•	C	•	Yes	DEX*
Navigation	C	•	•	•	•	•	C	•	C	•	C	No	EDU
Pilot	•	•	•	C	•	•	C	•	•	•	C	No	INT/DEX
Profession [cascade skill]	•	C	•	•	C	•	C	C	C	•	C	No	WIS
P/Administration	C	•	•	•	•	•	•	C	C	•	C	No	WIS
P/Specific Sport	•	C	•	•	•	•	•	C	C	•	C	No	WIS
P/Prospecting	•	•	•	C	•	•	•	C	C	•	C	No	WIS
Read/Write Language	C	•	•	•	•	•	•	C	•	•	C	No	None
Recruiting	•	•	•	•	•	•	•	•	•	•	•	Yes	EDU
Ride	•	C	C	•	•	•	•	•	•	•	•	Yes	DEX
Search	•	•	•	C	•	•	•	•	•	C	•	Yes	INT
Sense Motive	•	•	•	•	C	•	•	C	•	C	•	Yes	WIS
Speak Language	C	•	•	•	•	•	•	C	C	•	C	No	None
Spot	•	•	C	•	C	C	•	•	•	C	•	Yes	WIS
Survival	C	•	C	•	•	•	•	•	C	•	•	Yes	WIS
Swim	•	C	C	•	•	•	•	•	•	•	•	Yes	STR
Technical [cascade skill]	C	•	•	C	•	C	C	•	C	•	C	No	EDU
T/Astrogation	C	•	•	C	•	•	C	•	C	•	C	No	EDU
T/Communications	C	•	•	C	•	C	C	•	C	•	C	No	EDU
T/Computer	C	•	•	C	•	•	C	•	C	•	C	No	EDU
T/Electronics	C	•	•	C	•	•	C	•	C	C	C	No	EDU
T/Engineering	C	•	•	C	•	•	C	•	C	•	C	No	EDU
T/Gravitics	C	•	•	C	•	•	C	•	C	•	C	No	EDU
T/Mechanical	C	•	•	C	•	C	C	•	C	C	C	No	EDU
T/Medical	C	•	•	C	•	C	C	•	C	•	C	No	EDU
T/Sensors	C	•	•	C	•	C	C	•	C	•	C	No	EDU
Technosavvy	X	X	•	X	X	X	X	X	X	X	X	No	INT
Trader	•	•	•	•	•	•	C	•	C	•	C	Yes	INT
Tumble	•	C	C	•	C	•	•	•	•	•	•	No	DEX*
Use Alien Devices	C	X	X	X	X	X	X	X	X	X	C	No	WIS

TABLE: SKILLS (MILITARY SERVICE CLASSES)

Skill	Aht	Amt	Alt	Fht	Fmt	Mar	Nav	Sht	Smt	Slr	Untrained	Key Ability
Animal Empathy	X	X	X	X	X	X	X	X	X	X	No	CHA
Appraise	•	•	•	•	•	•	•	•	•	•	Yes	INT
Balance	•	•	•	•	•	•	•	•	•	•	Yes	DEX*
Bluff	•	•	•	•	•	•	•	•	•	•	Yes	CHA
Bribery	C	C	C	C	C	C	C	C	C	C	Yes	CHA
Broker	•	•	•	•	•	•	•	•	•	•	No	INT
Climb	•	•	•	•	•	•	•	•	•	•	Yes	STR*
Combat Engineering	C	C	C	•	•	C	•	C	C	•	No	INT
Craft [cascade skill]	•	•	•	•	•	•	•	•	•	•	Yes	INT
Decipher Script	X	X	X	X	X	X	X	X	X	X	No	INT
Demolitions	C	•	•	•	•	C	•	C	C	•	No	DEX
Disguise	•	•	•	•	•	•	•	•	•	•	Yes	CHA
Driving	C	C	•	C	C	C	C	C	C	•	Yes	DEX
Entertain [cascade skill]	•	•	•	•	•	•	•	•	•	•	Yes	CHA
Forgery	•	•	•	•	•	•	C	•	•	•	Yes	INT/DEX
Forward Observer	•	•	•	C	C	C	C	C	C	•	No	INT
Gambling	•	•	C	C	C	C	C	C	C	C	Yes	INT
Gather Information	C	C	C	C	C	C	C	C	C	C	Yes	CHA
Gunnery	C	C	•	C	C	C	C	C	C	•	Yes	WIS
Handle Animal	•	•	C	•	•	•	•	•	•	C	No	CHA
Hide	•	•	•	•	•	•	•	•	•	•	Yes	DEX*
Innuendo	•	•	•	•	•	•	•	•	•	•	No	WIS
Intimidate	•	•	•	•	•	•	•	•	•	•	Yes	CHA
Intuit Direction	•	•	•	•	•	•	•	•	•	•	No	WIS
Jump	•	•	•	•	•	•	•	•	•	•	Yes	STR*
Knowledge [cascade skill]	•	•	•	•	•	•	•	•	•	•	No	EDU
K/Geology	C	•	•	•	•	•	•	•	•	•	No	EDU
K/Interstellar Law	C	•	•	•	•	•	•	•	•	•	No	EDU
K/Mining	C	•	•	•	•	•	•	•	•	•	No	EDU
Leader	C	C	C	C	C	C	C	C	C	C	Yes	INT/CHA
Liaison	C	C	C	C	C	C	C	C	C	C	No	CHA
Listen	•	•	•	•	•	•	•	•	•	•	Yes	WIS
Move Silently	•	•	•	•	•	•	•	•	•	•	Yes	DEX*
Navigation	•	•	•	•	•	•	C	C	C	C	No	EDU
Pilot	C	C	•	C	C	C	C	C	C	•	No	INT/DEX
Profession [cascade skill]	•	•	•	•	•	•	•	•	•	•	No	WIS
P/Administration	C	C	•	C	C	C	C	C	C	•	No	WIS
P/Prospecting	•	•	•	•	•	•	•	•	•	•	No	WIS
Read/Write Language	•	•	•	•	•	•	•	•	•	•	No	None
Recruiting	C	C	C	C	C	C	C	C	C	C	Yes	EDU
Ride	•	•	C	•	•	•	•	•	•	•	Yes	DEX
Search	•	•	•	•	•	•	•	•	•	•	Yes	INT
Sense Motive	C	C	•	C	C	C	•	C	C	•	Yes	WIS
Speak Language	•	•	•	•	•	•	•	•	•	•	No	None
Spot	C	C	C	C	C	C	•	C	C	C	Yes	WIS
Survival	C	C	C	C	C	C	C	C	C	C	Yes	WIS
Swim	•	•	•	•	•	•	•	C	C	C	Yes	STR
Technical [cascade skill]	•	•	•	•	•	•	C	C	•	•	No	EDU
T/Astrogation	•	•	•	•	•	•	C	•	•	•	No	EDU
T/Communications	C	•	•	C	•	C	C	C	•	•	No	EDU
T/Computer	C	•	•	C	•	C	C	C	•	•	No	EDU
T/Electronics	C	•	•	C	•	C	C	C	•	•	No	EDU
T/Engineering	•	•	•	•	•	•	C	•	•	•	No	EDU
T/Gravitics	C	•	•	C	•	C	C	C	•	•	No	EDU
T/Mechanical	C	C	•	C	C	C	C	C	C	C	No	EDU
T/Medical	C	•	•	C	•	C	C	C	•	•	No	EDU
T/Sensors	C	•	•	C	•	C	C	C	•	•	No	EDU
Technosavvy	X	X	X	X	X	X	X	X	X	X	No	INT
Trader	•	•	•	•	•	•	•	•	•	•	Yes	INT
Tumble	•	•	•	•	•	•	•	•	•	•	No	DEX*
Use Alien Devices	X	X	X	X	X	X	X	X	X	X	No	WIS



TABLE: SKILLS (PARAMILITARY AND NON-MILITARY SERVICE CLASSES)

Skill	CON	Cor	Dip	Eng	Law	Mrt	Med	Sct	Untrained	Key Ability
Animal Empathy	X	X	X	X	X	X	X	X	No	CHA
Appraise	C	•	C	•	C	•	•	•	Yes	INT
Balance	•	•	•	•	•	C	•	•	Yes	DEX*
Bluff	C	•	C	•	C	C	•	•	Yes	CHA
Bribery	C	C	C	•	•	•	•	C	Yes	CHA
Broker	•	•	•	•	•	•	•	•	No	INT
Climb	•	•	•	•	•	•	•	•	Yes	STR*
Combat Engineering	•	•	•	•	•	•	•	•	No	INT
Craft [cascade skill]	C	•	•	•	•	•	•	•	Yes	INT
Decipher Script	X	X	X	X	X	X	X	X	No	INT
Demolitions	•	•	•	C	•	•	•	•	No	DEX
Disguise	•	•	•	•	•	•	•	•	Yes	CHA
Driving	•	C	•	C	C	C	C	C	Yes	DEX
Entertain [cascade skill]	C	•	•	•	•	•	•	•	Yes	CHA
Forgery	C	C	•	C	•	•	•	C	Yes	INT/DEX
Forward Observer	•	C	•	•	•	•	•	•	No	INT
Gambling	C	C	•	C	C	•	•	C	Yes	INT
Gather Information	•	C	•	•	C	•	C	C	Yes	CHA
Gunnery	•	C	•	•	•	•	•	C	Yes	WIS
Handle Animal	•	•	•	•	•	•	•	•	No	CHA
Hide	C	•	•	•	•	C	•	•	Yes	DEX*
Innuendo	C	•	C	•	•	•	•	•	No	WIS
Intimidate	C	C	•	•	C	•	•	•	Yes	CHA
Intuit Direction	•	•	•	•	•	•	•	•	No	WIS
Jump	•	•	•	•	•	C	•	•	Yes	STR*
Knowledge [cascade skill]	C	•	•	C	•	•	C	•	No	EDU
K/Biology	C	•	•	•	•	•	C	•	No	EDU
K/Disease	C	•	•	•	•	•	C	•	No	EDU
K/Forensics	C	•	•	C	C	•	C	•	No	EDU
K/Geology	C	•	•	C	•	•	C	•	No	EDU
K/Interstellar Law	C	•	C	C	C	•	C	•	No	EDU
K/Medical Specialization	C	•	•	•	•	•	C	•	No	EDU
K/Mining	C	•	•	C	•	•	C	•	No	EDU
K/(Other) Law	C	•	•	C	C	•	C	•	No	EDU
K/Pharmacy	C	•	•	•	•	•	C	•	No	EDU
K/Toxicology	C	•	•	•	•	•	C	•	No	EDU
Leader	•	C	C	C	C	C	•	C	Yes	INT/CHA
Liaison	•	•	C	C	•	•	•	C	No	CHA
Listen	•	•	•	•	•	C	•	•	Yes	WIS
Move Silently	C	•	•	•	C	C	•	•	Yes	DEX*
Navigation	•	C	•	•	•	•	•	C	No	EDU
Pilot	•	C	•	•	•	•	•	C	No	INT/DEX
Profession [cascade skill]	•	•	•	•	•	•	•	•	No	WIS
P/Administration	•	•	•	C	•	•	C	C	No	WIS
P/Engineer	•	•	•	C	•	•	•	•	No	WIS
P/Diplomat	•	•	C	•	•	•	•	•	No	WIS
P/Medic	•	•	•	•	•	•	C	•	No	WIS
P/Prospecting	•	•	•	•	•	•	•	•	No	WIS
P/Survey	•	•	•	•	•	•	•	C	No	WIS
Read/Write Language	•	•	•	•	•	•	•	•	No	None
Recruiting	•	C	•	•	•	•	•	•	Yes	EDU
Ride	•	•	•	•	•	•	•	C	Yes	DEX
Search	C	C	•	C	C	•	•	•	Yes	INT
Sense Motive	C	•	C	•	C	C	•	•	Yes	WIS
Speak Language	•	•	•	•	•	•	•	•	No	None
Spot	C	•	C	•	C	C	•	C	Yes	WIS
Survival	•	•	•	C	•	•	•	C	Yes	WIS
Swim	•	•	•	•	•	•	•	•	Yes	STR
Technical [cascade skill]	•	C	•	C	•	•	C	C	No	EDU
T/Astrogation	•	C	•	C	•	•	•	C	No	EDU
T/Communications	•	C	•	C	C	•	•	C	No	EDU
T/Computer	•	C	•	C	C	•	C	C	No	EDU
T/Electronics	•	C	•	C	C	•	C	C	No	EDU
T/Engineering	•	C	•	C	•	•	•	C	No	EDU
T/Gravitics	•	C	•	C	•	•	•	C	No	EDU
T/Mechanical	•	C	•	C	•	•	•	C	No	EDU
T/Medical	•	C	•	C	C	•	C	C	No	EDU
T/Sensors	•	C	•	C	•	•	C	C	No	EDU
Technosavvy	X	X	X	X	X	X	X	X	No	INT
Trader	•	•	•	•	•	•	•	•	Yes	INT
Tumble	•	•	•	•	•	C	•	•	No	DEX*
Use Alien Devices	X	X	X	X	X	X	X	X	No	WIS



TABLE: SKILLS (PRESTIGE CLASSES)

Skill	Ace	Anc	Bgh	Psi	TAS	Untrained	Key Ability
Ancients Lore	X	C	X	X	X	No	EDU
Animal Empathy	X	X	C	X	X	No	CHA
Appraise	•	•	•	C	•	Yes	INT
Balance	•	•	•	•	•	Yes	DEX*
Bluff	•	•	•	•	C	Yes	CHA
Bribery	•	•	•	•	C	Yes	CHA
Broker	•	•	•	•	•	No	INT
Climb	•	•	•	•	•	Yes	STR*
Combat Engineering	•	•	•	•	•	No	INT
Craft [cascade skill]	•	•	•	C	•	Yes	INT
Decipher Script	X	C	X	X	X	No	INT
Demolitions	•	•	•	•	•	No	DEX
Disguise	•	•	•	•	•	Yes	CHA
Driving	C	•	•	C	•	Yes	DEX
Entertain [cascade skill]	•	•	•	•	•	Yes	CHA
Forgery	•	•	•	•	•	Yes	INT/DEX
Forward Observer	•	•	•	•	•	No	INT
Gambling	C	•	C	•	•	Yes	INT
Gather Information	C	C	•	•	C	Yes	CHA
Gunnery	C	•	•	•	•	Yes	WIS
Handle Animal	•	•	C	•	•	No	CHA
Hide	•	•	C	•	•	Yes	DEX*
Innuendo	•	•	•	•	•	No	WIS
Intimidate	•	•	•	•	C	Yes	CHA
Intuit Direction	•	C	C	•	•	No	WIS
Jump	•	•	C	•	•	Yes	STR*
Knowledge [cascade skill]	•	C	•	C	C	No	EDU
K/(Animal Type)	•	•	C	•	C	No	EDU
K/Geology	•	•	•	•	C	No	EDU
K/Interstellar Law	•	C	•	•	C	No	EDU
K/Mining	•	C	•	•	C	No	EDU
Leader	C	•	C	•	•	Yes	INT/CHA
Liaison	•	•	C	•	C	No	CHA
Listen	•	•	C	•	•	Yes	WIS
Move Silently	•	•	C	•	•	Yes	DEX*
Navigation	•	C	C	C	•	No	EDU
Pilot	C	•	•	•	•	No	INT/DEX
Profession [cascade skill]	•	•	•	C	•	No	WIS
P/Administration	•	•	•	C	C	No	WIS
P/Journalist	•	•	•	C	C	No	WIS
P/Prospecting	•	C	•	C	•	No	WIS
P/Survey	•	C	•	C	•	No	WIS
Psionic/Awareness	X	X	X	C	X	No	Psi
Psionic/Clairvoyance	X	X	X	C	X	No	Psi
Psionic/Telekinesis	X	X	X	C	X	No	Psi
Psionic/Telepathy	X	X	X	C	X	No	Psi
Psionic/Teleportation	X	X	X	C	X	No	Psi
Read/Write Language	•	C	•	•	C	No	None
Recruiting	C	•	•	•	•	Yes	EDU
Ride	•	•	C	•	•	Yes	DEX
Search	•	•	C	•	•	Yes	INT
Sense Motive	•	•	•	•	C	Yes	WIS
Speak Language	•	C	•	•	C	No	None
Spot	C	•	C	•	•	Yes	WIS
Survival	C	•	C	•	•	Yes	WIS
Swim	•	•	•	•	•	Yes	STR
Technical [cascade skill]	•	C	•	•	•	No	EDU
T/Astrogation	•	C	•	•	•	No	EDU
T/Communications	C	C	•	C	C	No	EDU
T/Computer	C	C	•	C	C	No	EDU
T/Electronics	C	C	•	C	•	No	EDU
T/Engineering	•	C	•	•	•	No	EDU
T/Gravitics	•	C	•	•	•	No	EDU
T/Mechanical	C	C	•	C	•	No	EDU
T/Medical	•	C	C	C	•	No	EDU
T/Sensors	•	C	•	•	•	No	EDU
Technosavvy	X	X	X	X	X	No	INT
Trader	•	•	•	•	•	Yes	INT
Tumble	•	•	•	•	•	No	DEX*
Use Alien Devices	X	C	X	X	X	No	WIS



SKILL DESCRIPTIONS

Each skill description is typically detailed in the following format. If a section does not apply to a skill, it will not appear in the description format.

SKILL NAME (KEY ABILITY)

Trained Only; Armor Check Penalty; [Class Name] Only

The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Some skills have two key abilities listed, in which case the character may choose to use the ability they have the higher score in. Exceptions: Speak Language has “None” listed as its key ability because the use of this skill does not require a check.

Trained Only: If “Trained Only” is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

[Class Name] Only: The skill is exclusive to a certain class or classes. Only characters of the named classes may learn or use the skill. If it is omitted, the skill is not exclusive and may be used by a character of any class.

The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

Check: What the character can do with a successful skill check, how much time it takes to make a check, and the DC of the check.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.

Special: Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

ANCIENTS LORE (EDU)

Trained Only; Ancients Hunters Only

The character has collected a vast range of seemingly unrelated information on the Ancients, and has managed to make links between some fragments. This allows the occasional insight into the nature of the Ancients and their devices. Most of the things “known” to a student of Ancients Lore are contradictory, incomplete, tenuous, and often wildly wrong. Attempts to explain conclusions drawn using this skill to non-Ancients Lore students come out as little more than gobbledygook. However, there are enough right guesses and instinctive connections among the character’s misconceptions and wacky theories that occasionally she will be able to discern the function or even the way to use an Ancients site, device, or inscription.

Ancients Lore is exclusive to the Ancients Hunter class, and is very expensive to learn at 5 skill points per rank. It differs from K/Ancients in one important way. K/Ancients represents the body of conventional knowledge possessed by Human scientists about the Ancients: known sites, phenomena, standard theories, and so on. Much of the information known by a character with K/Ancients is mundane and (in many cases) just plain wrong.

Check: When confronted with an Ancients site or device, the Ancients Hunter may make a skill check at a DC determined by the Referee to see if she can apply her knowledge to it. Simple

sites will start at DC 15, more unusual ones at 25 or even 35. Devices begin at DC 20 for the simplest artifacts. If the character makes her check, she can at explain the function of the site or object (at least in general terms), and gains a +5 bonus to all attempts to operate a device, avoid hazards of a site, etc.

Retry: No retry is possible. Either a character can make the right connections and apply the right knowledge to any given site, or she can’t. A retry is allowed if the character has gained at least one level as an Ancients Hunter since the last visit to a given site or attempt to study a device.

ANIMAL EMPATHY (CHA)

Trained Only; Barbarians and Big Game Hunters Only

The character has the ability to influence the reactions of animals such as calming a barking dog, or soothing a stalking carnivore before it pounces.

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other’s body language, vocalizations, and general demeanor. This means that the character must be within 10 meters under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but it might take more or less time.

Retry: As with attempts to influence people, retries on the same animal generally don’t work (or don’t work any better), whether the character has succeeded or not.

APPRAISE (INT)

The character is adept at determining the value of an object, from artwork dating back to the Ziru Sirka to rare artifacts plucked from the shifting sands of Saanshakase.

Check: The character can appraise common or well-known objects to within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The Referee secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item.

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The Referee secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item’s value.

An electronic or optical magnifying aid such as a jeweler’s lens or an electronic equivalent gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant’s scale or similar device gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: The check may be made untrained. For common items, failure means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

BALANCE (DEX)

Armor Check Penalty

The character is skilled at keeping his or her balance in precarious situations such as walking the ledge on the outside of a building, a slippery or unstable surface, or any similar environment.

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character’s speed along the surface for 1 round.

A failure means that the character cannot move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

Surface	DC
18–30 cm wide	10
5–17 cm wide	15
Less than 5 cm wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative, if both apply, use both.

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a –5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character’s speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

BLUFF (CHA)

The character has the ability to convince others of even the most outrageous of stories through a combination of fast-talking, body language, misdirection and other tricks of the trade.

Check: A Bluff check is opposed by the target’s Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target’s self-interest, nature, personality, orders, etc. If it is important, the Referee can distinguish between a bluff that fails because the target doesn’t believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of them, and the Sense Motive check succeeds by 10 or less, then the target didn’t see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he cannot dodge the character’s attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus

to Armor Class (if any). This attack must be made on or before the bluffing character’s next turn. Feinting in this way against an alien is difficult because it is harder to read a strange creature’s body language; the character suffers a –4 penalty. Against a creature of animal Intelligence (1 or 2) bluffing is even harder; the character suffers a –8 penalty. Against a non-intelligent creature, bluffing is impossible.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another ruse in the same circumstances. For feinting in combat, the character may retry freely, though each feint attempt is a new miscellaneous standard action.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate checks and a +2 synergy bonus on Innuendo checks to transmit a message. Also, if the character has 5 or more ranks of Bluff, they get a +2 synergy bonus on Disguise checks when they act “in character” to fit the disguise and a +2 synergy bonus on P/Administration checks when attempting to get past customs or other situations requiring paperwork or similar bureaucratic hassles.

Nobles with the *Noble Indignance* class feature may use their Social Standing in place of Charisma as the key ability for this skill.

BRIBERY (CHA)

The character has experience in bribing petty and not-so-petty officials in order to circumvent regulations or ignore cumbersome laws.

Check: If the bribe is less than the minimum bribe required, the attempt will automatically fail. Characters may offer more than the minimum bribe required and receive a –1 on the DC for each multiple of the bribe offered. For example, a character trying to bribe a 4th level official to ignore a minor smuggling infraction would have to offer a minimum bribe of Cr200. If the character offered Cr400 instead the character could subtract –1 from the task DC. If Cr600 were offered, the character could subtract –2 from the task DC, etc.

Offense	DC	Minimum Bribe
Petty Crime or Infraction	5 + World Law Level	Cr10 per level of official
Misdemeanor, Minor Infraction	10 + World Law Level	Cr50 per level of official
Serious Crime, Serious Infraction	15 + World Law Level	Cr100 per level of official
Major Felony, Grievous Infraction	20 + World Law Level	Cr500 per level of official

Modifiers	DC Modifier
No skill ranks	+5
Per doubling of bribe amount	-1

Retry: If the first offer is refused, a character may make a second attempt at twice the previous value of the bribe.

Special: If both attempts are refused (failed), the Referee should have the character make an opposed Charisma ability check vs. the World Law Level (1d20 + Law Level). If this also fails, the NPC will bring the character up on charges of attempted



bribery.

Nobles with the *Noble Indignance* class feature may use their Social Standing in place of Charisma as the key ability for this skill.

BROKER (INT)

A broker is skilled in facilitating the purchase and resale of commercial goods, as per the Trade and Commerce rules.

Check: A character may apply their Broker skill whenever they must consult the Trade and Commerce Actual Value Table (See THB).

CLIMB (STR)

Armor Check Penalty

The character is proficient at traversing many types of surfaces, including ropes, rock faces, building facades, etc, with and without tools and other climbing equipment.

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) at one-half the character's speed as a miscellaneous full-round action. The character can move half that far (one-fourth of the character's speed) as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

The DC of the check depends on the conditions of the climb. The following examples are for a normal Human under standards gravitic and atmospheric conditions. High gravity, wind etc will raise the DC of the task.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a sailing ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or an unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a ruined structure.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Modifiers

-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use any and all that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

It is not possible to use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but suffers a -5 penalty on Climb checks AND the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

Making the character's Own Handholds and Footholds:

The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 1 meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut holds in an ice wall.

Catching One's Self When Falling: It is practically impossible to catch one's self on a wall or other vertical surface while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch one's self on (DC = slope's DC + 10).

COMBAT ENGINEERING (INT)

Trained Only

The individual has practical experience as well as training in a variety of combat engineering skills.

Combat engineering involves the rapid construction of field fortifications, their camouflage, the assessment of their ability to withstand enemy fire, mine and sensor placement and clearance, temporary bridge building, etc.

Camouflage: A combat engineer is able to hide and disguise combat emplacements, fortifications, and even vehicles, making them much harder to spot by both ground and aerial observation. The base DC to Spot a camouflaged item is 25 + the Combat Engineering skill of the character that set up the camouflage.

It is also easier for a character with this skill to spot likely locations of enemy positions, and recognize signs of camouflaging. When searching for enemy emplacements the Referee should make a secret skill check for the character against a DC equal to the camouflage rating of the emplacements (if any). A Spot check can also be used in place of Combat Engineering skill when trying to spot enemy emplacements, but this incurs a -4 penalty to the roll.

Booby Traps and Land Mines: The combat engineer is trained in setting up and detecting booby traps and land mines. When setting up a booby trap or laying a minefield, the character makes his Combat Engineering skill check to set the DC, as for camouflage.

Retry: Can only be attempted once per day for any given task.

Special: A character with 5 or more ranks in Combat Engineering will enjoy a +2 synergy bonus on Demolitions skill checks when placing demo charges on buildings, combat emplacements, or similar structures.

CRAFT (INT/DEX)

Craft is actually a number of separate skills. For instance, the

character could have the skill Craft (Gunsmithing). The character's ranks in that skill don't affect any checks the character happens to make for painting or woodworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating items of utility and/or beauty such as custom weaponry, sculpting, painting, woodworking, pottery, and similar tasks. When this skill is selected, the character immediately must pick a specific type of craft that is represented by the skill.

Check: The character can practice a trade and make a decent living, earning about half the check result x 40 in Credits per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of Cr75 per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty.

To determine how much time and money it takes to make an item:

1. Have the Referee set a DC for the item to be crafted.
2. Pay one-third the item's final value in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, find the current "work value" by multiplying the check result by the DC and dividing by 10. If the work value equals the price of the item, then the character has completed the item. If the work value is double or triple the price of the item then the character has completed the task in one-half or one-third the time, and so on. If the work value is less than the price, it represents the progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the total work value reaches the price of the item.

If the character fails the check, he makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and will have to pay half the original raw material cost again. A failure by 10 or more indicates the whole piece is ruined. All work value is lost and new materials must be obtained for the character to start over.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship). To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Masterwork tools add a +2 circumstance bonus to related

skill checks (if any). Masterwork weapons add a +1 bonus to attack rolls. Masterwork items usually sell for at least twice their normal value.

TABLE: Craft Construction

Item	Craft	DC
Small Firearms	Gunsmithing	12
Medium Firearms	Gunsmithing	15
Machineguns	Gunsmithing	18
Bows, Crossbows	Weaponsmith	15
Small Melee Weapons	Weaponsmith	10
Medium Melee Weapons	Weaponsmith	12
Large Melee Weapons	Weaponsmith	15
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

Retry: Yes, but each time the check is missed by 5 or more, the character ruins half the raw materials or may have to start again (see above).

DECIPHER SCRIPT (INT)

Trained Only; Academic Only

The character is capable of figuring out the meaning and general (non-specific) content of written, chiseled, carved or drawn communications such as alien symbols, fragments of an decree by an ancient and long dead civilization, or even the graffiti scrawled by local gangs on the walls of buildings in the local startown.

Check: The character can decipher writing in an unfamiliar language or a message written in an incomplete or alien form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, alien, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text (or its equivalent) in 1 minute. If the check fails, the Referee makes a secret Wisdom check (DC 5) for the character. Success means that the character fails to determine any meaning but does not draw a false conclusion from the text. Failure means that he or she has gained an erroneous impression.)

The Referee secretly makes both the skill check and (if necessary) the Wisdom check so the player cannot tell whether the conclusion their character draws is true or false.

Retry: No.

Special: When attempting to encrypt or decrypt data via computer, a skill rank of 5 or more in Decipher Script will add a +2 synergy modifier.

DEMOLITIONS (DEX)

Trained Only

The individual is trained and experienced in the handling, placement, and efficient use of explosives. See Demolitions for more information.

Special: A character with 5 or more ranks in Combat Engineering will enjoy a +2 synergy bonus to any Demolition skill checks involving buildings, combat emplacements, or similar structures. When using demolitions on vehicles and equipment, 5 or more ranks in T/Mechanical skill will add a +2 synergy bonus to the Demolitions skill check. When placing charges against starships and small craft, 5 or more ranks in T/Engineering skill



will give a +2 synergy bonus to the Demolitions skill check.

DISGUISE (CHA)

The character can impersonate people, either specific individuals or general stereotypes. For example, the character might, with little or no actual disguise, seem like a well-seasoned adventurer even if in fact he or she has never been more than a few miles from home.

Check: The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of up to one-tenth of the character's height or weight.

The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The Referee makes the character's Disguise check secretly so that he or she is not sure how good the disguise is.

If the character does not draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a customs guard who is watching people walking through a starport gate), the Referee can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

<i>Disguise</i>	<i>Modifier</i>
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2 or more!
Disguised as different age category	-2*
Disguised as specific class	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

<i>Familiarity</i>	<i>Bonus</i>
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the Referee can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they will be more suspicious.

Special: If the character has 5 or more ranks of Bluff, he gets

a +2 synergy bonus on Disguise checks when he knows that he is being observed and tries to act "in character" with his disguise

DRIVING (DEX)

Special

The individual is skilled in the operation and maintenance of a specific type vehicle commonly available in society. Driving skill checks are generally only necessary under non-routine conditions such as difficult driving conditions, combat etc.

Special: This skill is only gained by selecting an appropriate Vehicle feat.

ENTERTAIN (CHA)

The character is skilled in a particular form of public entertainment and performance. It is possible for a character to be capable of more than one form of performance, each with its own skill ranks. Possible Entertainment type skills include singing, dancing, comedy, dramatic acting, specific musical instruments, poetry, storytelling, and many others. A character may select one of these, or with the Referee's permission select some other form of entertainment skill such as juggling.

Check: The character can impress audiences with talent and skill. These skills may be used for both pleasure and as a possible source of income. The table below will help determine the quality of a performance based on the appropriate Entertain skill check made by the character:

<i>Roll</i>	<i>Performance Quality</i>
1-5	Abysmal performance
6-10	Poor performance
11-15	Routine performance
16-20	Enjoyable performance
21-25	Great performance
26-30	Memorable performance
31+	Extraordinary performance

A masterwork musical instrument gives a +2 circumstance bonus to Entertain checks that involve the use of the instrument.

Employment: To obtain a gig, the character must make a search each week to contact prospective employers and canvas for an opening. At the end of the week the character makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a billing as the headline singer at a respectable but modest sized nightclub for a week would need to make a successful E/Singing skill check vs. DC25 to locate a job opening that week.

Note that a character may not Take10 or Take20 when making a Maintain Employment or Earn Promotion check

<i>Billing</i>	<i>Maintain Employment</i>	<i>Earn Promotion</i>	<i>Weekly Pay</i>
General Act at Local Dive	5	25	Cr500
Opening Act at Decent Venue	10	30	Cr750
Headline Act at Decent Venue	15	35	Cr1000
Headline Act at Large Venue	20	-	Cr2000

Maintaining Employment: At the end of each week a

character has worked in at a gig, she must make a Maintain Employment check to see if she maintains the job for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted to the next lower level of billing and makes a third check. If she cannot make this one, she loses her job!

A weekly check is called for to allow characters to take occasional mundane jobs in between their travels. The Referee may, at his or her discretion, increase this check to one every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in at a gig, she may make an Earn Promotion check to see if she is promoted to a better billed position. For example, a character who is working as an opening act and earns a promotion would begin the next month as a headline act. Performers engaged as a headline act at a large venue cannot be promoted. Superstardom is a matter for roleplaying, not skill checks.

The Weekly Paycheck: At the end of the week a character will earn a paycheck consummate with their billing.

Retry: Retries are allowed, but they don't negate previous results, and an audience that has been unimpressed in the past is going to be prejudiced against future performances.

FORGERY (INT OR DEX)

The individual is skilled at faking electronic and written documents and papers with a view to deceiving officials, banks, patrons, or other persons.

Documents necessary for cargo transfers, bank transactions, personal identification, and many other purposes are often closely inspected by officials such as the police, customs agents, or clerks when encounters occur. Note that Administration and Bribery skills may also be used to determine whether documents are actually examined by the individuals involved.

Creating a Forgery: Electronic documents require the creator of the forgery to either have T/Computer skill, or be working in conjunction with someone who does. Items such as electronic ID cards also will require the use of T/Electronics skill to create the electronics necessary for the forged device.

For each required additional skill, a successful check must be made against that skill, or the forgery will be unusable. Either the data is scrambled (failed T/Computer check) or the electronics do not work properly (failed T/Electronics check). Either way the result is obviously useless. If all such skill checks are successful, a Forgery check must now be rolled to set the Forgery Level of the document.

Situation	Modifier
Working from memory	-5
Copy (not original) of document/device to reverse engineer	+5
Original document/device blueprints	+10

Detecting a Forgery: The person reviewing the forged documents or device must make their own Forgery check against a DC equal to the Forgery Level of the item in order to detect the fact. Obviously contrary orders or identity cards that do not match the person holding them, such as an ID describing a noble being used by someone that appears to be a street thug, will tend to arouse suspicions.

Circumstances	Modifier
Suspicious request/circumstances	+5
Type of document/device unknown to reviewer	-2
Type of document/device somewhat familiar to reviewer	+0
Type of document/device well known to reviewer	+2
Casual review	-2
Electronic or other analysis	+4

Retry: None. Once an individual has detected a forgery they will always know it. However the same forged document could be used again on someone else who may not detect the fact it is a fake.

Special: The P/Administration skill may be used when trying to detect a forgery but suffers a -4 penalty.

FORWARD OBSERVER (INT)

Trained Only

The individual has been trained (in military service) to call on and adjust artillery (projectile, missile, and laser) fire from distant batteries and from ships in orbit. See Indirect Fire for more information.

GAMBLING (INT)

The individual is well informed on games of chance, and wise in their play. He or she has an advantage over non-experts, and is generally capable of winning when engaged in such games. Gambling, however, should not be confused with general risk-taking.

Non-Competitive Games: Slots, Roulette, Blackjack, Keno, etc. These games are played strictly against the house and the odds are pretty much constant, as are the payoff values. House always wins on a roll of "1" exactly.

Odds of Winning	DC	Payoff	Max Bet
Rigged	40	Varies	Varies
Remote	35	1:10	Cr5000
Small	30	1:8	Cr1000
Low	25	1:4	Cr500
Average	20	1:2	Cr100
High	15	2:3	Cr50

Competitive Games: If playing against a group of other players, each member of the game will make their Gambling skill check with the highest roll taking the pot. A character may attempt to cheat during a game at any time by stating his or her intent to cheat and making an extra Gambling check. If any other player in the game makes a successful opposing Gambling check against the character's attempt at cheating they are caught red-handed. Otherwise the player has successfully cheated and takes the pot. If more than one person attempts to cheat during the same round of play the person with the highest roll wins the pot.

Special: When playing games involving bidding, a character with a Bluff skill of 5 or higher may add a +2 synergy bonus to their Gambling skill check.

GATHER INFORMATION (CHA)

You are talented at combing sources and databanks for information.

Check: By succeeding at a skill check (DC 10), the character can get a general idea of what the major news items are on a



world, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes several hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character with the Connections feat gets a +2 synergy bonus on Gather Information checks when using their contacts. Similarly a character with the Research feat will get a +2 synergy bonus when conducting research on a story or project. Also characters with the Carousing feat will earn a +2 synergy bonus when using the Gather Information skill in social situations.

GUNNERY (WIS)

This skill is used as an attack bonus equal to the character's Gunnery skill rank when making an attack using Field Artillery, Vehicle mounted weapons, or Ship's Weaponry. See Combat for more information.

Special: This skill is only gained by selecting an appropriate Weapon Proficiency feat.

HANDLE ANIMAL (CHA)

The character is an experience hand when it comes to dealing with animals, with knowledge of breeding, raising, care and training of them.

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Train a wild animal	2 months	20 + HD of animal

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three

animals at one time, teaching them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or a falcon to pluck objects from someone's grasp.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it is semi-domesticated. A handler can rear up to three creatures of the same type at once. A successfully reared animal can be taught tricks at the same time that it is being raised, or can be taught as a domesticated animal later. However, even a hand-reared and trained animal will remain semi-wild. Only animals bred to domesticity are completely domesticated.

Train a Wild Animal: This means train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals but not to teach or rear them.

HIDE (DEX)

Armor Check Penalty

This skill allows a character to use the shadows for concealment from view, slowly approach a position via the cover of dense underbrush, trail a target through a moderately crowded street, or similarly make use of concealment (outside of combat).

Check: The character's Hide check is opposed by the Spot check of anyone who might see them. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

A character can attempt to camouflage himself in order to blend into the local terrain. Such a camouflaged character may add a bonus equal to 5 + his Intelligence to any Hide checks if the camouflage is appropriate.

If people are observing the character, even casually, he cannot hide. The character can run around a corner or something so that he is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), the character can attempt a Hide check. While the observers' attention is distracted, the character can attempt a Hide check if he can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

Creating a Diversion to Hide: A successful Bluff check can provide the momentary diversion the character needs to attempt a Hide check while people are observing him.

INNUENDO (WIS)

Trained Only

The character is able to pass along and understand secret messages while carrying on a conversation about something else. For example the captain of a ship might use innuendo to pass along orders to the crew to prepare for a boarding action by pirates, all the while speaking to the passengers about some “minor engine difficulties” that have just occurred.

Check: The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The Referee makes the character's Innuendo check secretly so that the character does not necessarily know whether he was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

INTIMIDATE (CHA)

The character has an uncanny ability to bully, browbeat, insult, threaten, embarrass, or otherwise intimidate others into doing what she wants through force of personality or social position, without actually resorting to violence.

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

Nobles with the *Noble Indignance* class feature may use their Social Standing in place of Charisma as the key ability for this skill.

INTUIT DIRECTION (WIS)

Trained Only

The character is rarely disoriented, and has an unnerving knack for always knowing what direction he is facing in relation to the local compass.

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identifies a random direction as true north.

The Referee makes the character's check secretly so that the

character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

JUMP (STR)

Armor Check Penalty

A character would use this skill when attempting to jump across the gap between two buildings, drop from a second story window, leap to another branch in a tree, or other similar situations.

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running Jump*	1.5 meters.	+25 cm./1 point above 10	Height X 6
Standing Jump	1 meter.	+25 cm./2 points above 10	Height X 2
Running High Jump*	50 centimeters.	+25 cm./4 points above 10	Height X 1 1/2
Standing High Jump	50 centimeters.	+25 cm./8 points above 10	Height
Jump Back	25 centimeters.	+25 cm./8 points above 10	Height

*The character must move 6 meters before jumping. A character cannot take a running jump in heavy armor.

The distances listed are for characters with speeds of 10 meters. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed than a standard Human, increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if he fell the same distance. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 3 meters less than the character actually did.

Note that the distances given here are for a normal Human under standard gravity conditions.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

KNOWLEDGE (EDU)

Knowledge is a *Cascade Skill*, which is actually a general



categorization for a number of different skills. Knowledge represents acquired information, learning, and/or education about a specific subject, but not necessarily the practical application of such information. For example, an Academic character might have the K/Vehicles skill representing a study of the design and evolution of vehicles, but this doesn't necessarily mean he knows how to fix a blown fuel cell (which would require the Technical skill T/Mechanical instead).

When this skill is selected, the character immediately must pick a specific area of knowledge that is represented by the skill. This skill may be taken any number of times, but each selection must be in a new area of knowledge.

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Education check. Without actual training, a character only knows facts that are common knowledge. Note that some "commonly known" facts may be partially or completely (and sometimes deliberately) wrong or false. Untrained Knowledge checks allow the character to remember what facts he or she has encountered. The truth may be harder to come by, though a subject expert may know the truth behind many common fallacies and misconceptions.

In situations where a character has a Knowledge skill useful to a task requiring a related Technical or Professional skill, the character may add a +2 synergy bonus to the skill check. If the character does not possess the required skill, they may still attempt the task as if they did have the skill rank of 0 but they lose the synergy bonus.

DETAILED KNOWDGE SKILLS

Below are some detailed areas of knowledge that are commonly used by characters in the *Traveller* universe.

K/INTERSTELLAR LAW

The character is familiar with the general laws and regulations that govern interstellar travel, commerce, and relations. This skill does not impart knowledge of the myriad of laws on each individual world, nor does it allow the person to act as an attorney.

Ship Inspections: Typically, when a ship arrives at a new world, it will be inspected by the port authorities to check for compliance with all applicable laws and regulations. It is also not uncommon for patrol ships to stop and board merchant and other ships while in deep space. When such an inspection does occur, the character may make a K/Interstellar Law check (DC10 + the local world Law Level UWP) to be found in compliance and pass inspection. If there is anything illegal on board, the character suffers a -5 penalty to their skill check roll.

Special: A character that also has a P/Administration skill rank of 5 or higher may add a +2 synergy bonus to their skill check rolls when using this skill. K/Interstellar Law may also be used in place of the P/Administration skill in certain appropriate situations, but with a -4 penalty to the skill check roll.

OTHER SUGGESTED KNOWLEDGE SKILLS

Listed below are additional suggestions for of areas of knowledge that might be use to characters in the *Traveller* universe. You are free to select from among them or, with your Referee's permission, come up with new areas of knowledge.

- The Ancients (their history, known sites, previously found artifacts).
- Imperial History (dates, names, important events).

- Jump Space (facts, figures, legends, rumors).
- Architecture and Construction (buildings, bridges, fortifications, mining).
- Alien Culture (the history, important dates, figures, and events of a specific alien society).
- The Sciences (specific sciences include: astronomy, biology, botany, chemistry, genetics, physics, zoology, geology, geography, oceanography, planetology, paleontology, archeology).
- Court Politics (who's who at the Imperial court, important families and individuals, feuds, rumors)
- Business (marketing, financing, organization, important contacts, competitors)
- Planet (local leaders, dangerous wildlife and flora, weather patterns, history, important sites)
- General and local operations of individual Megacorporations (e.g. Delgado, Hortalez et Cie, etc)
- A specific topic (such as Warships of the 3rd Imperium, Ground Vehicles, Small arms Manufacturers or Famous People Named Steve)

LEADER (INT/CHA)

The character possesses the ability to organize and direct team efforts to ensure the best cooperation and productivity possible.

Check: Whenever a task requires one or more characters to combine their efforts (i.e. Teamwork; each makes a skill or ability check towards a common goal), a successful Leader check allows each team member to make an appropriate skill check vs. DC5 rather than the normal DC10.

Task	DC
Simple task	5
Moderate task	10
Difficult task	15
Complex task	20

Conditions	Modifier
Boring, repetitive task	+5
Grueling labor	+10

Retry: A character may try more than once to "rally" his men, but each additional attempt to do so for the same task will incur a cumulative -2 penalty to the Leader check.

Special: Leader skill rank of 8+ will also give a +2 bonus when attempting to recruit crewman, soldiers, or other hirelings. Unlike the Recruiting skill, Leader skill will tend to attract anyone looking for employment, qualified or not, so personnel found this way will require a bit more of a "weeding" process to find suitable candidate for a given position.

Nobles with the *Noble Presence* class feature may use their Social Standing in place of Charisma as the key ability for this skill.

LIAISON (CHA)

The character is trained in the art of dealing with others, including knowledge of proper protocols, manners of address, codes of conduct and other information needed when dealing with a wide range of societal types. Such a character is quite useful when attempting to negotiate a particularly edgy deal, to convince the Duke's secretary to admit the party into the Duke's presence, help settle a dispute between two opposing groups, or other acts of negotiation and diplomacy.

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Liaison checks to see who gains the advantage. Opposed checks also resolve cases when two diplomats are engaged in negotiations.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Liaison checks. If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Liaison check. A character with a skill rank of 5 or more in Liaison skill may add +2 to the result when attempting to locate bulk cargos for transport under the Trade and Commerce rules.

Note: This skill is the equivalent of the Diplomacy skill in other d20 games.

Nobles with the *Noble Presence* class feature may use their Social Standing in place of Charisma as the key ability for this skill.

LISTEN (WIS)

A character might use this skill when trying to overhear another conversation nearby, listen for the approach of someone, or hear a distant noise.

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The Referee may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace (3m/round) trying not to make noise.
10	An unarmored person walking at a slow pace (4.5m/round) trying not to make any noise
15	A 1st-level Rogue using Move Silently within 3m of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 3m from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result of their checks.

These values reflect a standard atmosphere. Sound carries less well in thin atmospheres and better in dense ones.

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the Referee can make a single 1d20 roll and use it for all the listeners' skill checks.

MOVE SILENTLY (DEX)

Armor Check Penalty

The character moves with a feline's grace, able to cross various surfaces while making little or no sound. Note that moving "silently" includes not sending vibrations through the ground. Even with no atmosphere to conduct sound it is still possible to alert someone to your presence by stomping along the decking.

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half of his normal speed at no penalty. At more than one-half and up to the character's full speed, he suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

NAVIGATION (EDU)

Trained Only

The individual has training and expertise in the art and science of land and water navigation.

Check: Whatever means of transport is being used (from shoe leather to starships), the navigator's role is to determine a suitable route that avoids hazards while allowing the travellers to make the best progress they can. On exploratory missions, or when venturing into unexplored territory, Navigation skill may be used to assist in the speedy computation of courses, in the accurate determination of courses, and in the determination of position when lost or strayed, and also to facilitate the accurate recording of progress and the production of charts or maps. The minimum requirement for successful navigation is that the night sky must be visible from the planetary surface, though usually high-technology aids such as radar, beacons, and satellite navigation systems are employed. The time required to plot a course depends upon the length of the journey and its complexity.

Task	DC	Time
Determine Location	10	1 minute
Plot Standard Course	10	10 minutes

Circumstances	Modifier
Rushed, Under fire	+5
Familiar Destination	+0
Fringe/Frontier region	+5
Uncharted region	+10

PILOT (INT OR DEX)

Trained Only

The individual has training and experience in the operation of a given type of grav vehicles, aircraft, spaceship, and/or starships, depending upon the Vehicle feats possessed by the character. A character is qualified for the job of pilot on any type of craft for which they have the appropriate feat (in addition to Pilot skill). Pilot expertise is necessary to handle such craft, though a check is usually only made when circumstances become challenging, such as due to weather conditions or hostile action. See Vehicle and Starship Maneuver Actions for more information.

Special: This skill is only gained by selecting an appropriate Vehicle feat.

PROFESSION (WIS)

Trained Only

The character is trained in a livelihood or a professional role.



Profession is a *Cascade Skill* that actually represents a number of separate skills that are used to make one's livelihood in the commercial world. While one could easily make a living through various Craft, Technical, and even Knowledge skills, a Profession skill represents a broader knowledge and familiarity than those more specific skills, the *business* side of things if you will.

When this skill is selected, the character immediately must pick a specific profession that is represented by the skill. This skill may be taken any number of times, but each selection must be in a new profession.

Check: The character can practice a trade and make a decent living, knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems.

Employment: To obtain employment, the character must make a search each week contacting prospective employers and canvassing for job opening. At the end of the week the character makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a position as an Administration Manager would need to make a successful P/Administration skill check vs. DC25 to locate a job opening that week.

Note that a character may not Take10 or Take20 when making a Maintain Employment or Earn Promotion check

Position	Maintain Employment	Earn Promotion	Weekly Pay	Example
General Employee	5	25	Cr500	Billing/Filing Clerk
Supervisor	10	30	Cr750	Steward
Manager	15	35	Cr1000	Head Chef
Executive	20	-	Cr2000	Owner, Top Management

Maintaining Employment: At the end of each week a character has worked in a job, she must make a Maintain Employment check to see if she maintains the position for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted one level and must make a third check. If she fails this one she loses her job.

If a character wishes to take a short-term "mundane" job in between their travels, they may make a weekly check to find and retain a suitable job. The Referee may, at his or her discretion increase this check to one every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in a position, she may make an Earn Promotion check to see if she is promoted to the next pay position. For example, a character who is a general employee and earns a promotion would begin the next month as a supervisor. Executives cannot be promoted.

The Weekly Paycheck: At the end of the week a character will earn a paycheck appropriate to their position.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried. If the Referee wishes, loss of weekly pay for managers and executives may be translated to loss of annual bonus, stock options etc, instead.

Special: In situations where a character has a Profession

skill useful to a task requiring a related Technical or Knowledge skill, the character may add a +2 synergy bonus to the skill check. If the character does not possess the required skill, they may still attempt the task as if they did have the skill rank of 0 but they lose the synergy bonus.

DETAILED PROFESSIONAL SKILLS

Listed below are a number of detailed professions that might be use to characters in the *Traveller* universe. You are free to select from among them, or with your Referee's permission come up with new professions.

P/ADMINISTRATION

The character has experience with bureaucratic agencies, and understands the requirements of dealing with and managing them. When attempting tasks like avoiding police harassment, ensuring the prompt issuance of licenses, approval of applications, avoidance of close inspection of papers, etc, a successful P/ Administration skill check (DC10 + the local world Law Level UWP), will provide a positive outcome to the situation.

Bureaucrats and Administrators

Dealing with administrators and bureaucrats is always a time consuming and tedious chore, which somehow seems to play a common part in *Traveller* adventures. No special skills are needed to deal with bureaucrats, but characters with the P/ Administration (or K/Interstellar Law) skill will be familiar with their ways and find the task much smoother and easier.

The following tasks and DCs have been established to give the Referee a basic indication of how she might handle such situations when they arise. Characters with the appropriate listed skill may make a skill check; characters without this skill must make an appropriate ability check with a -4 penalty to the check roll. If the check fails it may not be attempted again on the same official during the same encounter.

The offer of a bribe and a Bribery skill check may also be attempted in place of an ability or P/Administration or K/ Interstellar Law skill check. See the Bribery skill description for more information.

Need, Activity, or Task	DC	Appropriate Skill or Ability
Track down records	5	P/Administration or Social Standing
Ensure prompt issuance of licenses	10	P/Administration or Social Standing
Approval of applications	10	P/Administration or Social Standing
Avoid close inspection	10	K/Interstellar Law, P/ Administration or Social Standing
Avoid police harassment	10	K/Interstellar Law, P/ Administration or Social Standing
Get Charges Dropped (Trivial)	15	K/Interstellar Law or Social Standing
Explain discrepancy in paperwork	15	P/Administration or Social Standing
Explain missing paperwork	20	P/Administration or Social Standing
Explain obviously forged documents	30	P/Administration or Social Standing

Get Charges Dropped (Serious)	30	K/Interstellar Law or Social Standing
Get Charges Dropped (Major)	40	K/Interstellar Law or Social Standing
Defend case		Opposed K/Interstellar Law vs. Prosecutor's K/Interstellar Law skill check (interstellar courts only)
Prosecute case		Opposed K/Interstellar Law vs. Defender's K/Interstellar Law skill check (interstellar courts only)

Condition/Situation	Modifier
World Law Level	+ 1 DC per Law Level UWP rating of the world
Legal Eagle Feat	+2 check bonus
Bluff Skill Rank 5+	+2 check bonus
Liaison or Intimidate Skill Rank 5+	+2 check bonus (one only)

P/HUNTING

Hunting is quite common in the far future on many worlds, both for food and sport. Safaris and Big Game Hunts are big business, and a good hunting guide can make an excellent living guiding rich nobles and playboys around the dangers and hazards of a world to let them "bag a trophy" to impress their friends and peers. Many of the more successful hunters even have their own ships to convey their clients about in comfort.

Laws and Permits: On populated worlds, there may be laws prohibiting hunting or requiring a license be purchased before any hunt may begin depending on the local Law Level. Make a check vs. the Law Level. If the roll is successful, no permit is needed. If the roll is 1-5 points less than the Law Level, but not a 1 or a 2, a permit is required before the hunt may legally commence. If the roll is 6 or more points less than the Law Level, or a 1 or a 2, the animal to be hunted is a protected species and not open for hunting. At least not legally...

Permit Costs: 1d6 x Cr1000, + Cr100 per client

Guides And Supplies: Even if a hunt is headed by a certified hunter, there may be a need or desire to use native guides to help locate the targets of the hunt. These local guides can typically be hired for about Cr10 per day per hunting skill rank. In addition, supplies will be needed to tend to all members of the hunting party (in a manner befitting the status of the clients). The costs listed below are used in place of the normal costs for daily meals.

Client Type	Minimum "Supplies" Cost
Average	Cr25 per client per day
Rich	Cr50 per client per day
Nobility/Filthy Rich	Cr100 per client per day

The Hunt

Check once per hour (up to 8 time per day) for encounters when hunting. A basic check (DC13) should be made, adding the Hunting skill of the head guide to the roll. If the result is 13 or higher an encounter has occurred.

If an encounter occurs, have the hunter make a skill check.

A successful check means the beast is of the type the hunting party is stalking. Otherwise roll normally on the encounter tables to see what type of creature is actually encountered. Guides may be hired or present for the purpose of assisting in the location of specific animals, contributing a bonus of +2 or greater to influence encounter throws for a specific type of animal.

To find tracks or to follow them for one mile requires a Hunting skill check. The character must make another Hunting check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition	Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

If the character fails a Hunting check, the character can retry



after 1 hour (outdoors) or 10 minutes (indoors) of searching. A character without hunting skill can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Animal Value: Animal encounters constitute the only general possibility of access that characters have to food, furs, or other valuable items. Animals are usually edible (basic check, DC5, modifier of -3 if the atmosphere is tainted) provided the planetary atmosphere is between 2 and 9, and the animal does not have a poison weapon. Otherwise, the animal is inedible. From 5% to 30% (throw 1d6 times 5%) of an animal's weight will be edible meat. A person requires 1 kilogram of meat per day when living off the hunt.

Edible: DC5 (Tainted Atmospheres -3 to the check roll). Animals that use poison, or from worlds with an atmosphere of 10+ are inedible.

Meat: 1d6 x 5% of the weight of the animal is edible meat. A person requires 1kg of food per day to survive. Meat can be sold for Cr0.1 per kg

P/PROSPECTING

The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

Laws and Permits: On populated worlds, there may be laws prohibiting prospecting or requiring a license be purchased before any work may begin depending on the local Law Level. Make a check vs. the Law Level. If the roll is successful, no permit is needed. If the roll is 1-5 points less than the Law Level, but not a 1 or a 2, a permit is required before work may legally commence. If the roll is 6 or more points less than the Law Level, or a 1 or a 2, the application has been denied.

Permit Costs: 1d6 x Cr1000, + Cr100 per client

In the Field: Make a Prospecting Check vs. DC30. Add the Planetary Resources rating to the roll. One check per week may be made to search a hex (up to 20 kilometers across). If more than one prospector is working in a team, the highest prospecting score should be used, and add +1 to the roll for each additional prospector in the group. The amount rolled above the required DC may be added to the Discovery table roll.

1d100	Discovery	Base Refined Value	Monthly Tonnage Output	Notes
1-25	Rare Earths	1,000	1d6 x 10	1d4 months
26-45	Petrochemicals	10,000	1d6 x 5	1d6 months
46-65	Rare Metals	100,000	1d6	1d8 months
66-80	Gemstones	1,000,000	1d6	1d10 months
81-90	Radioactives	1,000,000	1d6	1d12 months
91-95	Fossils	*	*	1d20 months World must have an atmosphere 1+
86-98	Salvage	*	*	1d100 months
99-100	Artifacts	*	*	1d12 years

Unrefined materials are only worth 1/10th of their refined value.

Fossils

1d20	Type of Fossils
1-12	Botanical
13-20	Biological

Botanical Fossils

1d100	Age in Years	Value
01-50	1d10 thousand	Cr1d100 x10
51-70	1d100 thousand	Cr1d10 x100
71-85	1d1,000 thousand	Cr1d100 x100
86-95	1d10 million	Cr1d10 x1000
98-100	1d100 million	Cr1d100 x1000

Biological Fossils

1d100	Age in Years	Value
01-65	1d10 thousand	Cr1d10 x100
76-80	1d100 thousand	Cr1d100 x100
81-90	1d1,000 thousand	Cr1d10 x1000
91-95	1d10 million	Cr1d100 x1000
96-100	1d100 million	Cr1d1,000 x1000

Artifacts

Artifacts are the remnants of a previous civilization. The listed value is for each individual artifact found and sold to a collector, museum, etc. Note that in many cases the removal of artifacts from a world without approval (and proper fees, taxes, and other red tape) is prohibited by the local government.

1d100	Age in Years	Value	# Found
01-80	1d10 hundred	Cr1d1000 x100	1d6
81-90	1d10 thousand	Cr1d1000 x1000	1d4
91-95	1d100 thousand	Cr1d1000 x10,000	1d3
96-98	1d1,000 thousand	Cr1d1000 x100,000	1d2
99-100	1d10 million	Cr1d10 x10	1

Salvage

Salvage is an item of recent (1-100 years) construction that has forgotten and/or abandoned by its previous owner.

1d100	Salvage	Damage
01-50	Equipment*	2d6-2 x 10%
51-75	Vehicle	2d6-2 x 10%
76-90	Small Craft	2d6-2 x 10%
91-100	Starship	2d6-2 x 10%

* -25 to the size roll

1d100	Size
01-10	Tiny
11-35	Small
36-75	Medium
76-90	Large
91-95	Huge
96-98	Gargantuan
99-100	Colossal

P/SURVEY

The individual is trained in the methods and requirements of conducting stellar, system, and planetary surveys.

Surveying a world or system is a process of several stages, moving from the very general to the specific. Points of particular interest noted during the survey may be investigated after the process is complete, or a team may be detached from the general survey to carry out a close investigation.

Each survey task requires a ship with sensors installed, and both a T/Sensor skill check to obtain the data and a P/Survey skill check to interpret the results. The DC for both tasks is the same and based on the Survey task attempted. The required data must be obtained through the successful use of the sensor before the P/Survey skill may be attempted to interpret what has been collected. P/Survey skill can be used in place of the T/Sensor skill, but at a -4 penalty to the skill check roll. The normal tasks (in order) for a system survey are:

Stellar Data: (DC 15) The classification and relevant (size and spectral type) details of the system's star and any companions it may have are observed. The surveying ship must normally be within 100 diameters of the star, but with time and a good sensor package this survey can be carried out from 1-2 parsecs away. It will normally take 2d6 hours to complete.

System Data: (DC 5) the general nature of the system (the number and orbits of any gas giants and planetoids, along with the number and orbital placement of any planets) is recorded. A full system survey will take 4d6 hours to complete. A Survey Scout or similarly well-equipped vessel can conduct this kind of survey from up to a parsec away, but the duration is at least 10 times as long and DC is 15.

Planetary Data: for each world in turn, the following process is used:

Physical UWP: (DC 10) Basic world type (size, atmosphere, and hydrographics) is observed and recorded. A failed skill check will cause one or more of the physical UWP stats to be off (Size, Atmosphere, and Hydrographics). This will take 1d6 hours to complete. A failed skill check will result in incorrect information being obtained. Ship must be in orbit around the world.

If the character has a K/Planetology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Atmospheric Survey: (DC15) a detailed atmospheric analysis is undertaken. This will take 1d6 hours per Atmosphere UWP rating of the world, and will give the surveyor the climate and temperature data for the planet. A failed skill check will result in incorrect information being obtained. Ship must be in orbit around the world.

If the character has a K/Climatology or K/Meteorology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Generate Map: (DC5) create a map of the major terrain features, even through cloud cover. This will take 1d6 hours per Size UWP digit of the world. For example it will take 7d6 hour to map a Size 7 world. A failed skill check will cause one or more of the aspects of the map to be incorrect, or missing. Ship must be in orbit around the world. A more detailed map may be generated (1 kilometer scale) but this will take 1d6 days per Size UWP digit of the world.

If the character has a K/Geography skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Technology Survey: (DC15; DC20 if TL1 or less) Determine the general available TL, of the world and the location of any settlements. This can be done at the same time the map of the world is being generated and takes just as long. Ship must be in orbit around the world. The tech level will be determined as: Very

Low (0-3), Low (4-6), Average (7-9), Interstellar (10-12), Very High (13+).

If the character has a K/Anthropology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task

Societal Survey: (DC20) determines the Population (and exponent), Government, Law Level, and specific Tech Level UWP statistics for the world. This survey requires detailed study of the subject world over a period equal to 1d6 weeks per Population UWP digit. Thus a world with a Population UWP of 9 requires 9d6 weeks of surveying to determine the required data. This requires study of the communications, electronic emissions, and possibly planetside investigation and research. A failed skill check will cause one or more of the physical UWP stats to be off.

The Liaison skill or K/Anthropology skill may be used in place of T/Sensor skill for this task. If the character has a Liaison skill rank of 8 or higher, or K/Anthropology skill rank of 5 or more, they may add a +2 synergy bonus to the P/Survey portion of this task.

Mineral Survey: (DC25) the surface is surveyed for mineral deposits, determining the Natural Resource rating of the world. This will take 1d6 days per Size UWP digit of the planet. A failed check will result in an inaccurate record for the Natural Resource rating. Ship must be in orbit around the world. The time required for a mineral survey is in addition to the time required for any other survey.

The Geological Survey feat may be used in conjunction with this task. The K/Geology skill or K/Mineralogy skill may be used in place of T/Sensor skill for this task. If the character has a K/Geology skill rank of 8 or higher, or K/Mineralogy skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Botanical Survey: plant life is collected and analyzed. This type of survey requires a physical investigation and that research be conducted planetside, exploring and taking samples. This process will normally take 1d6 months per Size UWP digit of the world.

The K/Botany skill may be used in place of T/Sensor skill for this task. If the character has a K/Botany skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Biological Survey: animal life is studied. This type of survey requires a physical investigation and that research be conducted planetside, exploring and taking samples. This process will normally take 1d6 months per Size UWP digit of the world and will generate the encounter table for each climate zone of the world. As less detailed survey may be conducted, taking 1d6 weeks per Size UWP, but will only generate the single most common creature encountered in each climate zone.

The presence of sentient beings on a world complicates this process. Contact is normally avoided until the world has been carefully studied and the nature of the people there is known. Contact procedures vary depending on the circumstances.

The K/Biology skill may be used in place of T/Sensor skill for this task. If the character has a K/Biology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

PSIONIC (PSI)

Trained Only. Special

A Psionist's abilities in the five spheres are developed in much the same manner as normal skills, but their effects are rather different and are thus discussed in chapter 10 (Psionics) rather than among the "mundane" skills available to character. The five spheres (Awareness, Clairvoyance, Telekinesis, Telepathy and Teleportation) are each developed as a separate "skill," and level of ability in each sphere indicates which talents the character can

use within that sphere. Only characters who have been trained at an institute may develop Psionic spheres. For all classes but the Psionist, psionic talents are developed as cross-class skills, with a maximum level of $(\text{character level}+3)/2$ and at a cost of 2 skill points per rank.

Psionists may develop their talents as class skills, i.e. to a maximum of $(\text{character level}+3)$ ranks and at a cost of 1 skill point per rank. They must however possess the sphere they wish to develop their skill in. This is normally determined when the character is first trained, though Psionists can learn to unlock other spheres as they gain power and knowledge.

READ/WRITE LANGUAGE (NONE)

Trained Only

The character knows how to read and write in a specific language other than their native tongue(s) and/or Galanglic.

This skill doesn't work like normal skills, instead of spending skill points to buy an increase in skill rank, characters spend skill points and learn to read and write a new language. There are no language skill checks – you can either read and write the language or you can't. A character must already have the Speak Language skill for any language they wish to learn to read and write in.

Some languages do not have a written form. Read/write language skill cannot be taken for such languages.

Some languages are long dead with no examples of the spoken form of the language available, and only ancient manuscripts and writings still in existence. In this case, a character may take the read/write language skill without having first learned to speak the language.

Barbarians do not automatically know how to read and write in their native languages. This ability must be taken as a new read/write language skill.

RECRUITING (EDU)

The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment couched in terms most likely to produce acceptance. This skill is also helpful to a ship's crew in locating passengers. Recruiting skill affects the quality and quantity of recruits that will respond to a request for applications.

Check: When searching for passengers, the character may add a +2 bonus to all passenger rolls (see Trade and Commerce-Passengers in THB for more information) if he has a recruiting skill rank of 5 or greater.

Once per week a check may be made to locate recruits for volunteer work, job openings, or mercenary tickets. The difficulty in locating qualified applicants and the number of them that actually apply are based on the level of expertise sought, and the available population of the world to draw from. If the check is successful, roll to determine the exact number of qualified applicants the character has to choose from.

Character Level

Sought	DC	# of Qualified Applicants
1-4	5	1d8 per open position advertised
5-8	10	1d6 per open position advertised
9-12	15	1d4 per open position advertised
13-16	20	1d3 per open position advertised
17-20	25	1d2 per open position advertised

Circumstance Modifier

World Population UWP rating is 3 or less	+10 DC
World Population UWP rating 4 or 5	+5 DC
World Population UWP rating 8	-5 DC
World Population UWP rating 9+	-10 DC

Retry: As often as needed, though no more than one check can be made per position advertised.

Special: Unlike Leader skill, a recruiter is skilled at screening applicants, narrowing down the mass of applicants to the few who are best qualified of. However a Leader skill rank of 8 or higher will earn the character a +2 synergy bonus on all recruiting skill checks.

RIDE (DEX)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a sand lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a flying mount when the character is used to a land based mount), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions do not require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: the character can react instantly to guide a mount with his knees. This allows the use of both hands in combat. Make the check at the start of the character's round. If the check is failed, the character can only use one hand this round because he needs to use the other to control his mount.

Stay in Saddle: The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when either mount or rider takes damage.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character cannot attack or use psionic talents while using his mount as cover. If the check is failed, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when he falls off a mount, such as when it is killed or when it falls. If the check is failed, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs

to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the check is failed, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

Fast Mount or Dismount: The character can mount or dismount as a free action. If the check is failed, mounting or dismounting is a move-equivalent action. (The character cannot attempt a fast mount or dismount unless he or she is already in a position to perform the mount or dismount as a move-equivalent action this round.)

Special: If the character is riding bareback, he suffers a -5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, he gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

SEARCH (INT)

The character has a knack for finding things at opportune moments, spotting secret compartments, locating hidden recesses, revealing disguised catches, and discovering other forms of concealed, hidden or hard to find objects.

Check: The character generally must be within 3 meters of the object or surface to be searched. It takes 1 round to search a 1.5-meter-by-1.5-meter area or a volume of goods 1.5 meters on a side; doing so is a full-round action.

Task	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap not of stone*	21+
Notice a well-hidden secret door	30

*While anyone can use Search to find a trap whose DC is 20 or less, only a Rogue can use Search to locate traps with higher DCs. Finding a trap has a DC of at least 20, and the DC is higher if it is well hidden.

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less. See the Spot skill below.

SENSE MOTIVE (WIS)

The character has the ability to know when someone might be lying, withholding information, attempting to pull a con, or is otherwise acting in bad faith or under duress.

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when someone is trying to hide the fact that they are under stress or hiding something, or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to determine the motivations of a group of people.

Sense Motive Task	DC
Hunch	20
Sense psionic influence	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as

when he is talking to an impostor. Alternatively, the character can correctly determine that someone is trustworthy.

Sense Psionic Influence: The character can tell that someone's behavior is being influenced by a Psionic effect (by definition, a mind-affecting effect), even if that person isn't aware of it herself.

Retry: No, though the character may make a Sense Motive check for each bluff directed at him.

Special: In many situations, the Referee will make the Sense Motive roll secretly on behalf of the player, to conceal the degree of success (or otherwise). A drastic failure may cause the character to totally misinterpret the situation.

SPEAK LANGUAGE (NONE)

Trained Only

The Speak Language skill does not work like a standard skill.

The character starts at 1st level knowing one or two languages (according to the character's race) plus an additional number of languages equal to the character's Intelligence bonus.

Instead of buying a rank in Speak Language, the character chooses a new language that the character can speak.

The character doesn't make Speak Language checks. The character either knows a language or the character doesn't.

Retry: Not applicable. (There are no Speak Language checks to fail.)

SPOT (WIS)

The character is skilled at spotting an ambush and noticing people or creatures hiding in nearby shadows, using high brush as cover, or otherwise using concealment. The character is also adept at noticing actions by others that might be missed by most, such as slight of hand or pickpocketing.

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

Condition	Penalty
Per 3 meters of distance	-1
Spotter distracted	-5

Retry: The character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that they failed to spot previously.

Special: When comparing Spot and Search skills, remember that Spot would allow a character to detect someone hiding, without necessarily alerting the other person that they have been seen. A search is more systematic and is almost certain to be obvious to the person hiding, allowing them to creep away before they are discovered.

SURVIVAL (WIS)

The character is skilled in the art of survival in the wild, including locating sources of food and fresh water (if available), producing fires (where possible), finding shelter, avoiding dangerous flora and fauna, and dealing with the dangers of hazardous climates (arctic, desert, etc). If a character with Survival skill has the Armor/Vac Suit or Armor/Battle Dress feats, he is also familiar with the



needs of survival in the vacuum of space.

Check: A successful Survival check once per day (DC10 under optimal circumstances), will provide a character with enough of the necessary essentials to survive another day, but only if such resources are realistically available and accessible. Only in the most unusual of situations would a character be able to access a source of fresh water located 300 meters beneath the ground, though she might be able to find a way to extract water from the local vegetation. Nor would a character stranded on a vacuum world be able to come up with a way to produce more oxygen without specialist equipment, though he would know how to best conserve his air to survive as long as possible.

DC Task

- 10 Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
- 15 Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
- 15 Avoid getting hopelessly lost* or avoid natural hazards, such as quicksand.

* This is not a substitute for Navigation skill, but merely allows a character to move around yet find his way back to a given point (path, cave, wrecked vehicle etc).

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or to circumvent natural hazards, the character makes a check whenever the situation calls for one; in these circumstances, retries are not allowed

Special: If the character has 5 or more ranks of Intuit Direction, he gets a +2 synergy bonus on Survival checks to avoid getting lost.

SWIM (STR)

The character is capable of remaining afloat, swimming along the surface, diving and swimming beneath the surface, and otherwise functioning and surviving for a period in a body of water (or other non-toxic fluid, though this does depend upon the density of the liquid).

Check: A successful Swim check allows the character to swim one-quarter of his speed as a move-equivalent action or one-half his speed as a full-round action. Roll once per round. If the character fails, he makes no progress through the water. If the character fails by 5 or more, he goes underwater and starts to drown unless he is wearing suitable breathing apparatus.

If the character is underwater (whether drowning or swimming underwater intentionally), he suffers a cumulative -1 penalty to his Swim check for each consecutive round the character has been underwater, unless he is equipped with breathing gear.

The DC for the Swim check depends on the water:

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

Very Hot or Cold Water +2

Icy Water +5*

* Make the fatigue check (see below) every 10 minutes unless wearing an insulated or heated suit.

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 2kg of gear he is carrying or wearing.

TECHNICAL (EDU)

Trained Only

Technical is actually a number of separate skills. For instance, the character could have the skill T/Electronics. The character's ranks in that skill don't affect any checks he happens to make for Engineering or Gravitics, for example. The character could have several Technical skills, each with its own ranks, each purchased as a separate skill.

A Technical skill is specifically focused on installing, maintaining, repairing and/or creating items of technology such as electronic equipment, vehicles, grav modules, jump drives, etc. When this skill is selected, the character immediately must pick a specific technical field that is represented by the skill. Below are some, but by no means all, of the Technical skills used in the *Traveller* universe. Others, such as Astrogation, Communications, Computer, and more follow in more detail at the end of this skill entry.

Electronics: Practiced in the use, operation, and repair of electronic devices.

Engineering: Skilled in the operation and maintenance of starship maneuver drives, Jump drives, and power plants.

Gravitics: The individual has skill in the use, operation, and repair of gravitic devices. Such items include air/raft lift modules, grav belts, grav sleds, grav tanks, etc. Gravitics skill deals with the technical details of such vehicles; Pilot skill is required to actually pilot or drive them.

Mechanical: The individual has skill in the use, operation, and repair of mechanical devices. This skill specifically excludes the field of engineering but does include non-energy weapon repair.

Check: The character can practice a trade and make a decent living, earning a paycheck for every week of dedicated work. The character knows how to use the tools of the trade, how to perform routine tasks, how to supervise untrained helpers, and how to handle common problems.

Employment: To obtain employment, the character must make a search each week contacting prospective employers and canvassing for job openings. At the end of the week he makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a position as an Electronics Manager would need to make a successful T/Electronics skill check vs. DC25 to locate a job opening that week.

Note that a character may not Take10 or Take20 when making a Maintain Employment or Earn Promotion check.

	Maintain Employment	Earn Promotion	Weekly Pay	Example
General Employee	5	25	Cr500	Technician, Nurse, Drive Hand
Supervisor	10	30	Cr750	Shift Leader



Manager	15	35	Cr1000	Chief Engineer, Shop Foreman
Executive	20	-	Cr2000	Owner, Top Management

Maintaining Employment: At the end of each week a character has worked in a job, she must make a Maintain Employment check to see if she maintains the position for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted to the next lower position, and must make a third check. If she fails this one she loses her job.

A weekly check is called for to allow characters to take occasional mundane jobs in between their travels. The Referee may, at his or her discretion, increase this check to once every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in a position, she may make an Earn Promotion check to see if she is promoted to the next pay position. For example, a character that is a general employee and earns a promotion would begin the next month as a supervisor. Executives cannot be promoted.

The Weekly Paycheck: At the end of the week a character will earn a paycheck appropriate to their position.

Creating Items: The basic function of the Technical skill is to allow the character to make and repair items of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All technical personnel require the proper tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, very high-quality tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the Referee set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one time period.

If the check succeeds, find the current "work value" by multiplying the check result by the DC and dividing by 10. If the result equals the price of the item, then the character has completed it. If the work value equals double or triple the price of the item, then the character has completed the task in one-half or one-third the time, and so on.) If the work value doesn't equal the price, then it represents the partial progress the character has made this time period. Record the result and make a check for the next time period. Each time period the character makes more progress until the total work value reaches the price of the item.

If the character fails the check, he makes no progress this time period. If the character fails by 5 or more, he ruins half the raw materials and must pay half the original raw material cost again. Failure by 10 or more indicates that the character has ruined the whole piece and must start over with new materials (paying the entire cost again)

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship). To create a masterwork version of an item on the table below, the character creates the masterwork

component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Masterwork tools add a +2 circumstance bonus to related skill checks (if any). Masterwork weapons add a +1 bonus to attack rolls. Masterwork items usually sell for at least twice their normal value.

TABLE: Technical Construction

Item	DC	Time Period
Mechanical		
Basic Personal Equipment	5	Hour
Advanced Personal Equipment	10	Day
Vehicle Chassis	10	Week
Vehicle Subsystem	15+	Week
Electronics		
Basic Personal Equipment	5	Hour
Advanced Personal Equipment	10	Day
Laser Weapons	10	Week
Gauss Weapons	15	Week
Energy Weapons	20	Month
Vehicle Subsystem	30+	Month
Gravitics		
Gravitic Part	15	Day
Gravitic System	20+	Week
Engineering		
Ship's Hull	10	Week
Ship's Power Plant Part	15	Day
Ship's Power Plant or Maneuver Drive Part	20	Week
Maneuver Drive or Jump Drive Part	30 +	Month
Jump-1 Drive	40	Year
Jump-6 Drive	70	Year

Retrying to Create Items: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again. If he fails by 10 or more, he must start over.

Disabling Devices: The character is skilled at disarming alarm systems, picking locks (of mechanical and/or electronic sort), disabling a malfunctioning robot, or similar tasks using their T/Mechanical or T/Electronic skills. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, electronic toolset, etc.). Attempting a disable device check without a set of proper tools carries a -2 circumstance penalty. The Referee makes the skill check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depends on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can



rig simple devices such as vehicle wheels or steering to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The Referee rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a mechanical lock or mechanism
Tricky	1d4 rounds	15	Pick a mechanical lock
Difficult	2d4 rounds	20	Pick a basic electronic lock
Wicked	2d8 rounds	25	Disarm a complex alarm trigger

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

DETAILED TECHNICAL SKILLS

The following Technical skills are also available, and while they are not used to “create” anything, they have quite important uses in a technologically advanced universe.

T/ASTROGATION

Trained Only

The character is trained in the science of normal and Jump space navigation. The Astrogator on a starship plots the course and ensures that the information needed by the pilot and other crewmembers is available when it is needed.

Determine Location: When a ship enters a new system after a Jump, the Astrogator must determine its exact position before it may decide on another course of action. This task has a base DC of 10. In combat, this is a standard action for crewmembers. Failure of the task will add 3d6 minutes/hours (as appropriate) to the travel time of the ship to its next destination in the system.

Plot a Standard Course: Traveling from point A to point B in space, requires the Astrogator to plot a course and thrust schedule for the pilot to follow. This task has a base DC of 10. In combat it is a standard action. Failure of the task will add 2d6 minutes/hours (as appropriate) to the travel time of the ship to its destination.

Plot a Jump Route: A Jump Plot can be created by a computer, and Plots are available in the form of “course tapes” purchased from major ports and for common destinations. However, the nature of Jump makes electronic systems less than reliable when creating a plot. A computer will throw up dozens of apparently suitable Jump solutions. All of them will of course work, but minor variations in the plot will cause large variance in flight time and emergence point. A good Astrogator develops a “feel” for his calculations that borders upon black magic. He or she can somehow predict the variance in the system to shave a few minutes off average Jump time and to give an emergence point as close as possible to the destination. This task has a base DC of 15. In combat this is a full action. Failure in this task will result in a Misjump.

TABLE: Astrogation Tasks

Task	DC
Determine Location	10
Plot Standard Course	10
Plot Jump Course	15

Circumstances	Modifier
Rushed, Under fire	+5
No Functioning Ship's Computer	+5
Familiar Destination	+0
Fringe/Frontier region	+5
Deep space (empty hex)	+5
Uncharted region	+10

T/COMMUNICATIONS

Trained Only

The character is trained in the use, repair, and maintenance of communications devices. While anyone can press the button and make a communicator function, this skill is necessary to understand why the device does not work, or how to use the device for purposes other than open transmission.

Boost Signal: A comm. officer can attempt to boost an incoming or outgoing signal in an attempt to punch through jamming or natural signal degradation. When attempting to boost through active jamming, the comm. officer makes a T/Communications skill check vs. the Com Jamming rating for the opposing ship this round. If successful, the signal gets through the opponents attempt to jam it. When attempting to boost a naturally degraded signal, the Referee should set a DC appropriate to the situation.

Break a Secure Channel: Just as they can establish them, a comm. officer can attempt to break a secure channel and monitor any transmissions. Every secure channel has a set Encryption rating. To break the channel, the comm. officer must make a successful T/Communications skill check using the Encryption rating as the DC. This is a full combat action, and if unsuccessful, may be attempted again as long as the signal is still active.

Detect a Signal: Any signal directed to another comm. unit will automatically be detected. This task is used when trying to detect signals meant for other comm. units. Open and unsecured signals can automatically be detected (base DC of 0) if someone is looking for them. It is just a matter of scanning frequencies. Secure signals can also be automatically detected (base DC of 0) if being watched for, but as they are encrypted this will do no good unless someone can break the encryption. Detecting hidden or piggybacked signals required a keen comm. operator to detect, and have a base DC of 20. In combat this is a full action.

Establish Basic Comm. Channel: The most rudimentary of tasks (DC0), this will establish an open, unsecure communication channel between two communicators. In combat, this is a standard action.

Establish a Secure Channel: A secure channel offers some protection from a conversation/data transfer from being monitored by encrypting the signal. The comm. officer establishing the channel makes a T/Communications skill check to establish the Encryption level of the transmission. Anyone attempting to monitor the channel must break this encryption first. This is a full combat action.

Hide or Piggyback a Signal: A comm. officer can attempt to hide a transmission by using an exotic frequency or attempting to piggyback the transmission on top of another signal source

(such as a laser). Unless someone is expecting such a signal, or actively searching for such signals, the probability of such a transmission being detected is very low. Such a task has a base DC of 20. In combat, this is a full action. If this task fails, the signal is not hidden and may be detected normally.

Jam Local Communications: A communications officer can spend each combat round attempting to jam any incoming or outgoing communication signals within the range of his own comm. systems. At the beginning of each round, the character should make a T/Communications skill roll to set the Com Jamming rating for the round. Any other ship within range must make a successful T/Communications skill check of their own vs. this Com Jamming rating for their signal to get through. If more than one ship is Com Jamming, each must be defeated in turn before a signal may be pushed through. In combat, this is a full action.

TABLE: Communication Tasks

Task	DC
Break a Secure Channel	Encryption rating
Detect an Unsecured signal	0
Establish Basic Channel	0
Establish Secure Channel	*
Hide/Piggyback Signal	20
Jam Communications	*

Circumstances	Modifier
Hidden/Piggybacks (detection only)	+20
Minor Noise and Static	+5
Considerable Noise and Static	+10
Heavy Noise and Static	+20
Weak	+5
Faint	+10
Very Faint	+20
Active Jamming	Com Jamming rating
Communication System	-Model Number

T/COMPUTER

Trained Only

The character is skilled in the programming and operation of electronic and fiber optic computers, both ground and shipboard models. Computers can be found on any world with a TL of 8 or higher, becoming exponentially more common at higher technology levels. A character without at least some computer training might find himself at disadvantage in the highly technical **Traveller** universe.

Basic Tasks: The following are all the most basic of tasks that anyone with a skill rank of 1 or more will be able to accomplish automatically (base DC of 0); Log on to a Datanet, send and receive messages, search for non-classified information, retrieve data and files

Data Encryption/Decryption: Standard encryption programs are readily available and are supplied as standard software on most new computers. Unfortunately, they only offer the most minimal of protection (Encryption Rating of 10) against anyone with computer experience. Those with computer training may wish to handle their own encryption needs. When encrypting data, the programmer must make a T/Computer skill check to set the Encryption Rating of the data. Anyone other than the programmer who attempts to access the data will have to make

their own successful T/Computer skill check vs. the Encryption Rating to decrypt the data first. This is an Advanced programming task.

If the character attempting the Encryption or Decryption has a Decipher Script skill rank of 5 or more, they may add a +2 synergy modifier to this task check roll.

Data Mining: Basic searches on a network will only turn up common and generally available data such as Library Data from an electronic encyclopedia. Data mining is when a computer operator begins to look for specific information on a particular subject. This task has a base DC of 10, and Minor programming task modified by the scarcity of the information being sought.

Data/Network Security: Also included with most new computers is a standard security package offering minimal security (Security Rating of 10) from outside access. As with encryption, a skilled computer programmer can develop their own security software to better fit their needs. The programming makes a T/Computer skill check to set the Security rating for the system. Anyone other than the programmer, or those he authorizes, who attempts to access any data on the system will have to make their own successful T/Computer skill check vs. the Security rating to bypass the security. This is a sophisticated programming task.

Layering: To add to the security of systems and specific data, encryption and system security can be “layered,” providing multiple lines of defense against unwanted intrusion. Adding each layer is a separate task check, and doubles the time required to implement the program. Each layer of encryption or security must be subsequently broken before unauthorized access can be gained to the protected system or data.

General Programming: Computers can be programmed for so many different tasks of varying levels of sophistications and capabilities as to make it impossible to detail even a fraction of the possibilities here. We offer a few general guidelines for the Referee to use when needing to set a specific DC to a program a character may wish to attempt to write. The player should specify all of the capabilities they wish the program to be capable of accomplishing, any security precautions, and other pertinent information the Referee might need to determine the difficulty of the task.

In most cases, a single skill check is needed to see if the final version of the program runs as expected. If the check fails, the program fails to perform properly. For tasks requiring multiple successful checks, any failure of a check results in a lack of any progress for that period.

Once the program is finished, the Referee should make a secret check (DC20) to see if a hidden bug lies within the code that has not appeared to the programmer in testing. Each time a “buggy” program is run, the Referee should make another check (DC20) to see if the bug pops up and crashes the program unexpectedly, or otherwise results in some error (this will usually be something catastrophic...).

TABLE: Computer Tasks

Task	DC	Time Req
Basic Tasks	0	1 minute
Break System/Network Security	Security Rating	1 day
Data Mining	10	1 hour
Decrypt Data	Encryption Rating	1 hour
Encrypt Data	*	1 month
Layering	*	x2
System/Network Security	*	1 year

Programming



Task	DC	Time Req.	Checks
Basic (hello world)	0	5 minutes	once
Simple (simple games)	5	1 hour	once
Minor (personal organizational programs)	10	1 day	once
Average (basic commercial software)	15	1 week	once
Advanced (advanced commercial software)	20	1 month	4 (once per week)
Sophisticated (specialized commercial software)	25	1 year	12 (once per month)
Leading Edge (security software, advanced robotics)	30	2 years	24 (once per month)
Experimental	40	varies	varies

Modifiers	DC
Double the Time required	Take 10
Increase the time required by 1 level (maximum of 2 years)	Take 20
Hurry (halve the time required)	+10
Rush (reduce the time required by 1 level (minimum of 1 minute)	+20
Infrequent subject, old (few years) topic	+2
Uncommon subject, very old topic (hundreds of years)	+5
Esoteric Subject, extremely old topic (thousands of years), classified	+10
Rare Subject, ancient topic (tens of thousands of years), top-secret	+20

Time Levels
6 Seconds (1 round)
30 Seconds (5 rounds)
1 Minute (10 rounds)
5 Minutes
1 Hour
1 Day
1 Week
1 Month
1 Year
2 Years

T/MEDICAL

Trained Only

The individual has training and skill in the medical arts and sciences. Unless a character has the Xeno-Medicine feat, they may only safely apply their Medical skill to member of their own race.

The DC and effect depend on the task the character attempts.

TABLE: Medical Tasks

Task	DC
Emergency Care	15
Short-term care	15
Long-term care	15
Wounds Affecting Base Speed	15
Treat poison	Poison's DC
Treat disease	Disease's DC
Minor surgery (stitches)	15
Routine surgery (remove bullet, appendicitis, tonsillectomy)	20
Serious surgery (amputation, heart surgery)	30
Major surgery (brain surgery)	40+

Modifiers	DC
Under fire or similar stress	+15
Rushed	+10
Anti-toxin Available	-10
Chronic Condition	+5

Tools	DC
None	+10
K/Herbal Lore	+5

First Aid Kit	DC
TL0-3	+2
TL5-7	+/-0
TL8-12	-2
TL13-15	-4
TL16+	-6

Field Medical Kit	DC
TL5-7	-2
TL8-12	-4
TL13-15	-6
TL16+	-8

Hospital	DC
TL5-7	-6
TL8-12	-8
TL13-15	-10
TL16+	-12

Emergency Care: Emergency care usually means saving a dying character. If a character has negative lifeblood and is losing lifeblood points (at 1 per round, 1 per hour, or 1 per day), the tending character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Short-term Care: Short-term care is dealing with more minor injuries throughout the course of a day. If successful, the character lets the patient recover Stamina at twice the normal rate: 2 stamina per level for each hour of light activity, and 3 stamina per level for each hour of complete rest. The patient's Constitution modifier is not doubled, but is added to the recovery rate.

Long-term Care: Providing long-term care means treating

an injured or sick person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 lifeblood for each week of light activity, 3 lifeblood for each week of complete rest, and 2 ability score points per week. The character can tend up to six patients at a time. The character needs at least a field medical kit to perform this task.

Once during each week of recovery the patient makes a Fort save (DC15) to see if he recovers an extra point of during that week. The attending medical character makes a Medical check. The patient uses the character's result in place of her saving throw if the character's Medical result is higher.

Giving long-term care counts as light activity for the care giver. The character cannot give long-term care to him or herself.

Treat Wounds that Reduces Base Speed: A creature that has its speed reduced can be treated by the Medical skill. A successful Medical check removes this movement penalty. Treating such a wound is a standard action.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Medical check. The poisoned character uses the character's result in place of her saving throw if the character's Medical result is higher. In some cases, successful treatment with the correct antidote removes the need for a save vs. the poison or may mitigate its effects.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Medical check. The diseased character uses the character's result in place of his or her saving throw if the character's Medical result is higher.

Surgery: Surgery is a complex business and not every character who possesses T/Medical skill knows how to conduct surgical operations. The Surgery feat allows a character to at least attempt surgical procedures with a chance of success, and implies that the character knows how to prevent secondary infection and other complications. Simple surgery (stitching a wound) begins at DC15 but complex procedures require very high skill to have any chance of success.

Special: If the character has 5 or more ranks in Knowledge (Pharmacology), the character gets a +2 synergy bonus on Medical checks.

Notes: The fact that a character has a medical skill rank of 1 or greater does not automatically allow him to call himself a doctor. Use the following guidelines for how a character may label himself through this skill based on his actual formal training.

First Aid: The first aid feat allows a character to perform any medical task as if they had a Medical skill rank of 0.

Paramedic: A person may be considered a paramedic or "medic" if they have a Medical skill rank of 1 or more and no formal training.

Nurse: A nurse is someone with a Bachelors degree in Medicine from the University, and a Medical skill rank of 5 or greater.

Physician's Assistant (PA): A PA has a Masters degree in Medicine from the University, and a Medical skill rank of 5 or greater.

Physician or Doctor (MD): To be legally considered a doctor (MD), one must have a Doctorate in Medicine from the University and a Medical skill rank of 5 or greater.

Surgeon: A surgeon must of course be a qualified MD, and have the Surgery feat. Of course it is quite possible for a character to have the surgery feat and be perfectly capable of performing surgery even though they do not have a degree. In the field that

would not matter so much as the actual result, but the character could not legally perform surgery in a civilized locality.

T/SENSORS

Trained Only

The character is familiar with the operation and basic maintenance of sensor equipment installed in vehicles and ships. It is the sensor operator who interprets the long-range data by the ship's sensors and scanners.

Passive Scans: Encounter-related sensor scans are done as "active" scans, which basically means the target of the scan will know it is happening. Conducting an active sensor scan against commercial and civilian ships (by anyone other than the appropriate authorities) is frowned upon, and may even be considered a hostile act under some circumstances. Passive sensor scans on the other hand will go undetected, but make the task much harder.

All a sensor operator has to do to perform a passive scan is notify the Referee in advance of the skill check itself. Using only passive sensors will add +10 to the DC of the task however. If the target of the scan is expecting such an action, it may make a T/Sensor skill check (DC20) to spot it if suitable clues are visible such as the realignment of antennae etc. If the target is wary but not actively expecting the scan, increase the DC to 30.

Ship Detection: The sensor operation can attempt to detect any ships or other objects with the range of her sensor systems that are not shielded by a planet, moon, or other planetoid.

All commercial vessels operating within the most interstellar civilizations are required by law to carry a transponder that must be fully functional and in operation (this does not mean actually broadcasting) at all times while the ship is in motion. A transponder is really nothing more than a specialized radio system and computer within a completely self-contained, security sealed, and (supposedly) tamper-proof container. It can only be legally opened, repaired, or reprogrammed at an authorized facility located at any Class A, B, or some class C starports.

The transponder does not continually broadcast, as this would make ships very vulnerable out on the frontiers, but will automatically respond to an interrogative signal (a "Squawk") from another vessel or installation, supplying the ship's ID codes and registration on a specific frequency band that will be automatically detected and identified at Very Long range by even the most rudimentary of sensor systems. All ships – including military vessels – carry transponders and generally run them when operating among civilian traffic. The transponder will broadcast the ship's flag of registration (Imperial, Hive Federation, Two Thousand Worlds, etc.), its port of origin (the planet and system where the ship was registered), the registration number, the name of the registered owner, documented tonnage, and classification.

Close to a starport or other installation, beacons (and indeed, most vessels) broadcast a continuous squawk; so all vessels in the area are continuously "lit up" unless they are a military vessel that has turned off its transponder, or something that is not supposed to be there...

It is when confronting a military or other type of ship that is not operating a transponder that the sensor operator must actively watch for contacts. A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the presence of any ships within range as a blip on the sensor display. No other information is available other than its mere existence, range, and general heading.

Detect a Communication Signal: Any signal directed to another comm. unit will automatically be detected. This task is used when trying to detect signals meant for other comm. units.



Open and unsecured signals can automatically be detected (base DC of 0) if someone is looking for them. It is just a matter of scanning frequencies. Secure signals can also be automatically detected (base DC of 0) if being watched for, but as they are encrypted this will do no good unless someone can break the encryption. Detecting hidden or piggybacked signals requires a skilled and alert sensor or comm. operator to detect, and have a base DC of 20. In combat this is a full action.

Displacement Scan: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the tonnage of a detected ship. While civilian and commercial vessels are required to carry a functioning transponder that broadcasts this information, there are some unscrupulous individuals in the universe who have been known to alter this data... A specific tonnage sensor check can verify the veracity of the transponder data.

Configuration Scan: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the probable configuration (scout, liner, patrol cruiser, far trader, etc.) of a detected ship. As with tonnage, civilian and commercial transponders are required to broadcast this information, but glitches and tampering have been known to happen. A specific configuration sensor check can verify the veracity of the transponder data.

Threat Assessment: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal a general idea of the armament and defensive capabilities available to a detected ship.

Target Size: The size of a target also has a bearing on how easily it may be scanned. Small objects are harder to deal with than larger ones. Add the size modifier of the ship to the DC for any sensor task. Size modifiers are as follows: Colossal -8, Gigantic -4, Huge, -2, Large -1, Medium +0, Small +1, Tiny +2, Diminutive +4, Fine +8.

Running Silent: A ship may attempt to avoid detection and scanning by reducing its emissions to a bare minimum. If a ship takes no obvious actions, broadcasts no communications, attempts no active sensor checks (passive scans are allowed), fires no weapons, and otherwise ensures that it performs nothing that might reveal its presence, it is considered to be "running silent." Add +15 to any DC when another ship is attempting to use their sensors on the silent vessel.

Jamming: The sensor operator may attempt to spend the round providing defensive sensor jamming against incoming targeting lock attempts by enemy vessels, hopefully decreasing their chance of getting hit. Jamming will also aid in foiling attempts at detection, tonnage and classification estimations, and identification by other ships. This is a *Full Action*.

The sensor operator must make a T/Sensors skill roll and add the sensor system model number to this result. This total will establish the ship's Jamming rating for the round. Any other ship attempting to target or otherwise scan the ship must use the ship's Jamming rating as the DC for these tasks rather than the standard DC for the current round.

Note that a ship that is broadcasting a powerful jamming signal can be detected very easily. Actually determining what is doing the broadcasting is difficult, but any vessel within Very Long range will be aware of the jamming signal, and all sensor operators will know what it is.

TRADER (WIS)

The character is familiar with the fine art of bartering and haggling price with other individuals. This is useful in many kinds of transaction, whether buying a used vehicle, starship, or equipment from an individual or selling a cargo in the Starport. Note that the use of Trader skill does not allow a character to

walk into a local department chain store and negotiate the price of a set of clothes, or the cost of a set of tools. It would however allow a character to negotiate directly with a tailor on the price of a custom outfit, or negotiate price with a little old alien selling a used air/raft that was only driven to the market once a week.

Bartering and Haggling: This is normally an opposed skill check. If the buyer or seller appears rushed, or otherwise anxious to buy or sell the goods the opposing trader may add +2 to his skill check roll. If the goods are obviously stolen or otherwise illegal, the buyer may add +2 to his skill check roll.

If the seller wins the opposed check with a standard success (0-9 points higher than the opposing roll), the price to be paid will be 110% of the list or standard price of the item. If the result is a greater success (10-19 points higher), the price to be paid will be 120%. A complete success (20+ points higher) will set the price at 130%.

If the buyer wins the opposed check with a standard success (0-9 points higher than the opposing roll), the price to be paid will be 90% of the list or standard price of the item. If the result is a greater success (10-19 points higher), the price to be paid will be 80%. A complete success (20+ points higher) will set the price at 70%.

Retry: Yes, but the price begins at the last negotiated level, and the character incurs a -2 penalty to the new skill check roll.

Special: If the trader has a skill rank of 5 or better in Bluff, she may add a +2 synergy bonus to all Trader skill checks.

Notes: Unlike the Broker skill, which is used when dealing with companies, governments, and megacorporations for large cargos, the Trader skill is used when interacting with individuals for specific items or specialized cargos.

TUMBLE (DEX)

Trained Only; Armor Check Penalty

The character is skilled in performing somersaults, flips, handstands, cartwheels, dives, rolls, and similar acts, along with lessening the effects of falls.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Entertain skill). The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or other objects.

DC	Task
15	Treat a fall as if it were 3 meters shorter when determining damage.
15	Tumble up to 6 meters (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 6 meters but suffers attacks of opportunity normally.
25	Tumble up to 6 meters (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 6 meters and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction but only once per fall. The character can attempt to tumble as part of movement but only once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the Fight Defensively standard or full-round action, instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

USE ALIEN DEVICES (WIS)

Academics and Travellers Only

The character is familiar with numerous examples of alien technology and design, allowing a better chance of figuring out the use and function of unknown or unfamiliar alien equipment and devices. Anyone can attempt to use this skill untrained, but only Academics and Travellers may earn ranks in this skill.

Check: When confronted with an alien or higher-technology device of unknown function, the character may attempt to figure out how it works. Using the Alien Races and Technology table below as a guideline, the Referee should set a secret Research DC to figure out how to use a single function of the device. Note that once a device's function is understood, a character can be shown how to use that function, provided it is relatively simple. Thus a TL4 character can be taught how to operate a TL12 coffee machine or alien direction-finding device, but not a computer or air/raft, which would require lengthy training (as represented by the acquisition of a skill.)

The character heading the investigation should make a skill check. If successful, reduce the Research DC by the amount equal to the skill check roll – exceeded the current Research DC. This will be the new DC the character must make a skill check against to continue the investigation. This will continue until the character gives up, or the Research DC is reduced to 0 or less, at which point the character has figured out one of the functions of the device.

A failed skill check requires the character to make an immediate additional skill check (same DC) to determine if anything untoward happens. If this second check fails, roll 1d20 and consult the Catastrophic Results table below. A roll of a 1 is always an automatic failure with a Catastrophic Result.

A roll of 20 is always an automatic success, and earns a 1d100 roll on the Beneficial Result table below. For purposes of Research DC reduction, consider an automatic success as a roll equal to the DC + 10.

If the device has multiple functions, a separate set of Use Alien Devices skill checks must be made for each function. Once a function's use has been determined, the character may activate that function without trouble in the future.

TABLE: Alien Races and Technology

Race	DC
Luriani, Solomani, Vilani, Other Human	0
Ursa, Sydite, Vargr, Aslan	5
Virushi, K'kree, Zhodani	10
Wanderer, Droyne	15
Hiver	20
Unknown Race	30
Ancients	50
For each TL of device over current TL*	+5

* Does not apply to Ancients devices

TABLE: Catastrophic Results

1d20	Result
1	Device explodes causing damage (how much should be determined by the Referee).
2-5	Device is rendered inoperable. Can never be repaired.
6-10	Device is rendered inoperable, but can possibly be repaired in the future if another can be obtained and its function figured out.
11-15	Reached dead end, must start completely over. Research DC returns to its initial value.
16-20	Device is baffling. Add 5 back onto the Research DC.

TABLE: Beneficial Results

1d20	Result
1-5	A moment of inspiration! Add +1 to the next check roll.
6-10	Device activated in a minor and benign manner giving a further clue to its operation. Add +2 to the next check roll.
11-15	Add INT modifier (treat any zero or negative modifier as +1) to the amount by which DC is reduced.
16-19	Double the amount by which the Research DC is reduced this round.
20	Deduce how to use the function currently being studied. Research DC is set to 0.

Retry: This skill may be attempted on a device until the character gives up, all functions have been determined, or the device is rendered inoperable or destroyed.





Feats are the special abilities that really set a character apart from the everyday, run-of-the-mill citizen. Feats provide your character with special bonuses when using certain skills, special abilities, and other advantages that you would otherwise not normally have. Unlike skills, there are no ranks; you either have a feat and its benefits or you don't.

Characters acquire feats as a result of membership in a character class, or when they increase in level. Note that a character's feats to a great extent will represent their personality, and should help develop the character in terms of roleplaying as well as die-rolling.

Table: Basic T20 Feats

Acrobatics	Nerves of Steel
Acting Prodigy	Override Ship Security
Alertness	Point Blank Shot
Ambidexterity	Precise Shot
AP (Battle Dress)	Primary Military
	Occupational Specialty
AP (Heavy)	Psi Training
AP (Light)	Quick Draw
AP (Medium)	Rapid Shot
AP (Vac Suit)	Research
Assassin	Ride-By Attack
Athletic	Run
Barter	Shield Proficiency
Brawling	Ship Tactics
Carousing	Shot on the Run
Combat Reflexes	Sixth Sense
Connections	Skill Focus
Credit Line	Sniper
Dodge	Spirited Charge
Dumb Luck	Spring Attack
EW Specialist	Stealthy
Endurance	Surgery
Far Shot	Tolerance
Fast Talk	Toughness
First Aid	Tracker
Fleet Tactics	Trample
Gearhead	Trapping
Geological Survey	Trustworthy
Great Fortitude	Two-Weapon Fighting
Hacker	Vessel/Ground
Heavy Metal	Vessel/Grav
Hobby	Vessel/Watercraft
Improved Critical	Vessel/Aircraft
Improved Initiative	Vessel/Ship's Boats
Improved Two-Weapon Fighting	Vessel/Starships
Improved Unarmed Strike	Vessel Specialization
Improved Zero-G/Low Gravity	WP (Archer)
Adaptation	
Interrogation	WP (Armsman)
Iron Will	WP (Combat Rifleman)
Jury Rig	WP (Field Artillery)
Legal Eagle	WP (Heavy Weapons)
Lightning Reflexes	WP (High Energy)
Martial Training	WP (Lasers)
Medical Specialization	WP (Marksman)
Miracle Worker	WP (Ship's Weaponry)
Mobility	WP (Swordsman)
Mounted Accuracy	Weapon Focus
Mounted Combat	Xeno-Empathy
Natural Born Leader	Xeno-Medicine
Natural Compass	Zero-G Combat
Natural Talent	Zero-G/Low Gravity
	Adaptation
Naval Architect	

Table: Additional Feats

Armorer	Tune-Up
Combat Driver / Pilot	Two-Gun Kid
Crewmember	Underwater Operations
Drop Trooper	WP (Axe/Mace)
Enhanced Immune System	WP (Black Powder Weapons)
EVA	WP (Close-Quarter Weapons)
Grapple Defense	WP (Grappler)
Hostile Environment	WP (Thrown Weapons)
Operations	
Natural Psionic Shield	WP (Vehicular Weapons)
Substance Resistance	

FEAT DESCRIPTIONS

The following format is used to describe each of the available feats:

FEAT NAME

A brief description of the feat and its benefits.

Prerequisites: If any specific requirements are listed, a character must meet them before gaining this feat. If there are no prerequisites listed and the character otherwise meets any Service and Class requirements, they may take the feat.

Benefits: The specific benefits gained by a character that acquires this feat.

Normal: What happens if someone without this feat tries to do the same thing.

Special: Any special notes on limitations or other effects and variables related to this feat.

3D SPATIAL AWARENESS

Due to a Belter's years in low or zero gravity environments, the ability to maneuver in three dimensions has become second nature to them.

Prerequisites: Must be taken as part of an advancement in level in the Belter class. Requires both the Zero-G/Low Gravity Adaptation feat and the Improved Zero-G/Low Gravity Adaptation feat.

Benefit: Add a +2 circumstance bonus when making Reflex saves in such an environment, and a +1 circumstance bonus to all Pilot skill checks while operating in space.

ABLE SEAMAN

Low-tech and even mid-tech navies often maintain traditions of using sailing ships to train recruits. An Able Seaman has learned to climb the rigging to the very top and make his way about without fear.

Prerequisites: Must be taken as part of an advancement in level in the Sailor class.

Benefit: This translates to a +2 bonus to all climb checks involving ropes and poles in any way, doubled to +4 if aboard a maritime ship.

ACADEMIC LECTURE

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: The academic may add a +4 synergy bonus when using a related Knowledge skill towards a Bluff skill check rather than the normal +2 synergy bonus, in an appropriate situation.

ACROBATICS

The character is very agile, allowing her to take falls and difficult landings better than the average person.

Benefit: Add +2 to all Balance, Jump and Tumble checks.

ACTING PRODIGY

The individual has a special gift for acting and portraying roles.

Benefit: Add +2 to all Disguise and E/Acting checks when the character is playing a part.

Special: This feat does not stack with the Performance Prodigy feat when using the E/Acting skill.

ADVANCED KNOWLEDGE

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: The Academic may select one skill from among their Education or Intelligence based class skills and acquire Advanced Knowledge in that skill. Advanced Knowledge increases the maximum possible skill rank in a selected Intelligence or Education based skill from *character level +3* to *character level +3 + Education Bonus (any penalty is considered +0 for purposes of this class feature)*. This class feature may be taken more than once, but each subsequent selection must specify a different skill.

ADVANCED MEDICAL KNOWLEDGE

The Medic may select one area of medicine (ex forensics, surgery etc) to be particularly expert in.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: The character may add double his or her relevant attribute bonus to all medical skills (Knowledge, T/Medical etc) in this field. This class feature may be taken more than once, but each subsequent selection must specify a different skill.

ADVANCED RESEARCH

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: The Academic may add a +4 synergy bonus when using a related Knowledge skill towards a Gather Information skill check rather than the normal +2 synergy bonus.

ALERTNESS

The individual has “eyes in the back of his/her head,” so to speak, and is rarely surprised.

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

AMBIDEXTERITY

The character is equally proficient in using tools and weapons with either hand.

Prerequisite: DEX 15+.

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

ANIMAL WHISPERER

While a Barbarian cannot exactly talk to animals, their ability

to deal with them sometimes makes it almost appear to be true.

Prerequisites: Must be taken as part of an advancement in level in the Barbarian class.

Benefit: In non-combat situations, a barbarian with an Animal Empath skill rank of 5 or more may add a +4 skill synergy bonus to all Handle Animal or Ride skill checks rather than the standard +2 synergy bonus.

APPLIED PARANOIA

The character is accustomed to avoiding trouble when in enforced proximity to others.

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: He gains a +2 bonus to all Spot and Listen checks to avoid being ambushed or assaulted by surprise by other inmates.

ARMORER (TYPE)

The character is skilled at maintaining and modifying weapons. The most common type is Firearms, though Swords, Lasers, etc are all possible.

Benefit: The character may use T/Mechanical skill without penalty to make modifications to weaponry

Normal: Anyone with the appropriate Weapon Proficiency feat can maintain their weapon. However, characters without this feat suffer a -4 penalty to modify or construct weapons.

ARMOR PROFICIENCY (BATTLE DRESS)

The character is familiar with the use of powered battle dress armor and the weapon systems normally associated with it.

Prerequisites: Armor Proficiency (Vac Suit) feat.

Benefit: Can work normally while wearing battle dress, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (HEAVY)

The character is familiar with wearing and using heavy armor.

Prerequisites: Armor Proficiency (Medium).

Benefit: Can work normally while wearing heavy armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (LIGHT)

The character is familiar with wearing and using light armor.

Benefit: Can work normally while wearing light armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (MEDIUM)

The character is familiar with wearing and using medium armor.

Prerequisites: Armor Proficiency (Light)

Benefit: Can work normally while wearing medium armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (VAC SUIT)

The individual has been trained in the wearing, care, and maintenance of all types of vacuum suits and combat armor.

Benefit: Can work normally while wearing a vac suit or combat armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor perform suffer the listed armor check penalty for their armor when performing all tasks and activities.

ASSASSIN

The character is trained in taking down an opponent with a single melee weapon attack.

Benefit: As a full round action the attacker may attempt to hit the target in a critical area. This attack is at a -4 penalty to hit. If the shot hits, it is treated as a critical hit. The target must be flat-footed to take advantage of this feat.

ATHLETIC

The character is a true jock, excelling at most athletic endeavors.

Benefit: Add +2 to all Climb and Swim checks.

AVERT SUSPICION

Corsairs often pretend to be innocent merchants to avoid patrols and get the drop on their targets.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: This feat gives a +2 bonus to all Bluff checks when trying to allay the suspicions of an inspection party, another vessel's captain etc.

BARTER

The character is a hard bargainer and relishes haggling over the price of an item.

Benefit: Add +2 to all rolls on Trader and Broker checks.

BLAST

The martial artist has been trained to unload a rapid series of blows into a target, preventing him from doing anything in response.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: As a full round option, the martial artist may declare a Blast. If his first attack lands, he may make a number of additional attacks equal to his dexterity modifier (or a minimum of 1), all on the same target. If any attack misses, the Blast ceases immediately. The target loses one attack of his own for every blow that strikes him, including the first, whether it does damage or not. A Blast cannot use any weapon other than a knuckle duster or similar punch-enhancing device.

BODY CONDITIONING

The martial artist has toughened his body to take blows.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: This feat can be taken twice. Body Conditioning I reduces the effect of all non-lethal attacks (i.e. Stamina-affecting attacks) by one point. Body Conditioning II gives the character the equivalent of AR1 natural armor against all attacks. Body Conditioning has no effect on damage caused by cold, thirst,

drowning etc.

BRAWLING

The character is familiar with fighting without weapons (i.e. using punches, head butts, kicks and other natural weapon attacks), or makeshift weapons (bottles, pool cues or chairs).

Benefit: When fighting unarmed, the character may add +1 to attack rolls and will inflict 1d4 damage, or may use makeshift weapons without the normal penalty (see below).

Normal: Without this skill, characters only inflict 1d3 damage when fighting unarmed; and 1d4 damage when armed with a makeshift weapon. When a character without this feat uses a makeshift weapon, he suffers a -2 penalty to any attack rolls.

BRUISER

The character has served as an "enforcer" for a prison gang or powerful figure. He is skilled at inflicting pain without leaving a mark, at intimidating others, and at delivering a beating of desired intensity (ranging from a slow killing to a fast, efficient demolition).

Prerequisites: Must be taken as part of an advancement in level in the Convict class. The character must also have both STR and CON equal to or greater than 12 to take this feat.

Benefit: The character gains +2 on Intimidation checks in the prison environment and a +2 bonus to brawling or other combat rolls when attacking another prisoner in confined quarters. This bonus only applies if the bruiser initiates the violence. This feat stacks with Prison Rep.

BUSHWHACKING

A character with this feat is devastatingly effective when attacking with ship's weapons by surprise.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: If he can get the drop on an unsuspecting vessel, he may roll his attack twice in the first round of space combat. And applies *both* damage results.

CALCULATING EYE

Merchants make their living through the art of the deal, and knowing the potential value of various items and cargo is a large part of the process.

Prerequisites: Must be taken as part of an advancement in level in the Merchant class.

Benefit: Some merchants manage to develop a very *Calculating Eye* towards appraising the potential value of an item, and may add +2 to their Appraise skill checks when attempting to appraise the value of common objects and equipment ranging from poor to masterful quality. This does not apply to rare items such as works of art, artifacts, antiques, etc.

Merchants with this feature may also *Take10* when using their Broker skill to negotiate the price of speculative trade goods or cargo.

CAROUSING

The character is talented at interacting and socializing with others, skilled in the art of small talk and making others feel at ease in their presence.

Benefit: Add +2 to all Gather Information checks when in most social situations such as a party, ball, inauguration, bar hopping, etc.

CHIEF STEWARD

Prerequisites: Must be taken as part of an advancement in level in the Merchant class. Requires the Steward feat first.

Benefit: Adds 1d3 High, 1d6 Middle, and 1d6+3 low passengers to the number requesting travel aboard ship.

CIVIL ENGINEER

The Engineer is experienced with civil building projects such as dams, bridges, and housing.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: He gains a +4 bonus to all Technical skill checks when working on such projects.

CLIMBER

The character is an expert climber with experience of ice and other difficult conditions.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He or she gains a +2 bonus on all climbing activities. This feat is cumulative with Skill Focus and Athletic.

COACHING

The character has gained experience as a coach in his or her own sport.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class and have at least one Sport skill.

Benefit: Other characters undertaking a task related to a sport the character has the Sport feat for gain a +2 bonus to their skill rolls due to his expert advice.

COMBAT DRIVER/PILOT (TYPE)

The character has been trained to operate a vehicle under pursuit or combat conditions. Type may be Ground Vehicle, Grav Vehicle, Small Craft or Starship

Benefit: The character receives a +2 bonus to all Drive or Pilot checks when undertaking a defensive or offensive maneuver in combat, or to avoid a crash as a result of combat effects.

Normal: Characters without this feat receive no special bonus.

COMBAT REFLEXES

The individual has the reflexes of a seasoned veteran; able to spot and take advantage of the openings an opponent may present in combat.

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to his or her Dexterity modifier. The character still may only make one attack of opportunity per enemy. The character may also make attacks of opportunity while flat-footed.

COMBAT SPECIALIZATION

The martial artist has honed her skill with a weapon or combat style and developed it into a deadly combat system, giving her abilities far beyond those of normal combatants.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: This feat can be taken multiple times, but each time must be with a different weapon system. Combat Specialization can only be taken in a weapon or fighting system with which the character already has the Weapon Focus and Weapon Specialization feats. These feats add +1 to hit and +2 to damage respectively. Adding Combat Specialization adds an additional +1 to hit and +2 to damage, for a total of +2 to hit and +4 to damage.

COMMAND PRESENCE

The art of using presence and voice to inspire confidence

and leadership.

Prerequisites: Must be taken as part of an advancement in level in the Army, Flyer, Marine, Navy, or Sailor classes.

Benefit: Add +2 bonus to all Leader skill checks. This bonus does stack with the Natural Born Leader feat.

COMPETITIVE

The character likes to win and has difficulty resisting a challenge.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: In any situation where the character is competing with another, including a fight with melee weapons (but not ranged weapons), the character gains +1 to his or her skill or attack rolls.

CONCEALMENT

The character is an expert at avoiding searches of his cell (or other dwelling such as starship cabin) or person.

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: Gain a +4 bonus to conceal any small item from a search.

CONNECTIONS

The individual has established a number of useful and helpful contacts among a selected community of people. (Determined in agreement with the Referee).

Benefit: Add +2 to all Gather Information checks when utilizing these contacts for information.

Special: This feat is specialized, meaning that it will normally specify what community or types of people the character has connections among. For example: Connections (Law Enforcement) would mean the character had contacts among police and other law enforcement agencies, and be familiar with the type of people that are part of that community. Listed below are a number of different ideas that might be useful to characters in the *Traveller* universe. The character is free to select from among them, or with your Referee's permission come up with new ones.

Connections (Scouts): Contacts among the active duty Scout Service personnel, at Scout bases, etc.

Connections (Streetwise): The individual has contacts with and knowledge of dealing with people from lower levels of society (SOC 7 or less).

Connections (Underworld): The individual has connections and contacts within the criminal underworld and black markets, and is familiar with dealing with people from this element of society.

Connections (Class): The individual has a number of contacts and acquaintances among members of their own *specific* character class.

CONTACT SPECIALIST

The Scout has been trained in the art of first contact, and making a good impression.

Prerequisites: Must be taken as part of an advancement in level in the Scout class.

Benefit: Add +4 to all initial Liaison or reaction checks when dealing individuals for the first time.

CONTROL & RESTRAINT

The Law Enforcer is skilled at restraining suspects with bare hands or tools like a baton or handcuffs.

Prerequisites: Must be taken as part of an advancement in

level in the Law Enforcer class.

Benefit: He or she may “attack to restrain” at half normal BAB. If the attack is successful, the target must make an immediate Reflex save at a DC equal to (10 + the Law Enforcer’s level) or be unable to act the following round. Once the suspect is restrained, the Law Enforcer must successfully “attack” each round to keep him that way, but the target gets only one save; once he is restrained, he stays that way until the Law Enforcer makes a mistake. Attempts to keep a target restrained are made at full BAB if the Enforcer is just concentrating on continuing to hold him. If the Enforcer wants to do something else (get handcuffs on the suspect, or hold him to be beaten by others) then BAB is halved as per the initial attack. The Enforcer may try to handcuff a target in any round except the first round of restraint. The target gets his normal Dexterity and other bonuses to defend against the restraint (i.e. to wriggle or wrestle free.) Multiple Enforcers (up to 4) can co-operate to restrain a suspect. Each rolls separately, and the target must defend against (or make his Reflex save against) all of them to avoid being controlled. If a suspect is being controlled by at least 1 Enforcer, another can cuff him automatically.

CONTROL BAND

A special style of leadership is required to control a corsair band, based on casual violence and constant alertness for any challenge.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: A character with this feat gains a +2 to all Intimidate or Leadership checks when dealing with subordinates.

CREDIT LINE

Because of family ties, business associates, friends, or other connections, the individual has access to a fairly sizable line of credit that may be borrowed against at very low interest rates (5%).

Benefit: The character may borrow an amount up to the equivalent of (character level times the results of a Social Standing check) times Cr1000. This loan must be repaid within a number of years equal to the character’s level when the loan is initially taken. Interest must be paid even if the loan is settled almost immediately. No additional loans from this source may be taken while a balance from a previous loan still remains unpaid.

CREWMEMBER

The character has served aboard starships and has a basic set of shipboard skills. She can undertake simple “working passage” tasks like routine maintenance, monitoring instruments and handling comm traffic. The character may make T/Communications, T/Electronics and T/Mechanical skills checks as if she had a skill rank of 0, but only while working aboard a starship or spacecraft. Characters with this feat can manage to live and work aboard a starship without causing mayhem and are also familiar with basic emergency procedures such as getting a passenger into a rescue ball.

Characters who join the Corsair, Merchant, Navy or Scout careers automatically receive this feat as a bonus upon successful completion of their first term.

Benefit: The character can be hired as an unqualified crew-person and can work passage aboard a starship. She will not make stupid mistakes when performing routine shipboard work. In addition, the character may make T/Communications, T/Electronics, and T/Mechanical skills checks as if she had a skill rank of 0, but only while working aboard a starship or spacecraft.

Normal: Characters without this feat may cause problems if attempting even simple tasks they are not trained for.

CROSS TRAINING

Prerequisites: Must be taken as part of an advancement in level in the Mercenary or Navy class.

Benefit: The character may select one class feat from the Army, Marine, or Navy class. This class feat may be selected a maximum of two times.

DAMAGE CONTROL

Being aboard a fighting vessel will usually impart some level of knowledge on the art of damage control, or quickly and effectively instituting temporary but critical repairs when needed.

Prerequisites: Must be taken as part of an advancement in level in the Corsair or Navy class.

Benefit: When a character or NPC leading a repair crew has the damage control feat, they may add x2 to the Repair Point multiplier for the team each round.

DEFENSIVE MANEUVER

The Flyer is skilled at making herself hard to hit.

Prerequisites: Must be taken as part of an advancement in level in the Flyer class.

Benefit: When making any skill check to evade ground fire, missiles, or another fighter, the pilot gains a +4 bonus.

DEFENSIVE ROLL

Prerequisites: Must be taken as part of an advancement in level in the Mercenary class.

Benefit: Once per day, a Mercenary may attempt to roll with an incoming blow to take less damage from it. She makes a Reflex save (DC=stamina damage dealt) and if successful, she only takes half damage (stamina and lifeblood) from the blow. She must be aware of the attack and able to execute this maneuver. If she would normally be denied her Dexterity bonus to AC, she can’t try it. Note that the Mercenary’s Evasion feature does not apply when attempting a Defensive Roll.

DEMO SPECIALIST

The Engineer is an explosives expert.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: He gains a +2 bonus on skill checks when planting or defusing explosives and knows how to tamp and shape charges for best effect, getting 10% more damage from a given emplaced charge (such as a breaching charge). This feat stacks with Nerves of Steel when disarming devices.

DIPLOMATIC TRAINING

The character has been trained in restraint and tolerance, and is difficult to provoke or otherwise maneuver into making a mistake, revealing sensitive information etc.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: Anyone trying to fast talk or bluff the character into such a gaffe suffers a –2 penalty. In addition, the character may always Take10 on liaison checks.

DIPLOMATIC COMPLACENCY

The character knows she is safe behind her diplomatic immunity and the importance of her position.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: Intimidation checks suffer a –2 penalty against her, and she gains a +2 to Bluff checks when dealing with security guards and similar underlings.

DISASTER TEAM

The character has served on an emergency response team for serious incidents, and has observed other team members doing their jobs.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: The character is familiar with basic emergency procedures such as operating cutting and lifting gear, moving casualties to safe areas, and identifying potential hazards such as toxic chemicals. The character may attempt emergency procedures she is not trained for as if she had a skill rank of 0, applying relevant stat bonuses. This feat applies only in emergency conditions.

DODGE

The character is naturally adept at dodging and avoiding blows in combat.

Prerequisite: DEX 13+.

Benefit: During the character's action, he designates an opponent and receives a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DOGFIGHT

The Flyer is particularly good at airborne scrapping, and has an uncanny knack of knowing just where opponents are about to be.

Prerequisites: Must be taken as part of an advancement in level in the Flyer class.

Benefit: He gains a +2 bonus to hit with all aircraft weapons.

DON'T TOUCH THAT!

During her training, the Engineer had an unfortunate habit of fiddling with dangerous equipment and endangering herself. Now she has an almost uncanny sense when she or someone else is about to do something stupid with a piece of equipment.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: Any time a character nearby (or the Engineer herself) is about to unwittingly do something dangerous (e.g. open an airlock onto vacuum, touch a live circuit, trigger a mining laser with someone's foot in the way); she seems to hear the voice of her old mentor shouting at her – "Don't Touch That!". The Engineer may make a Reflex save at DC 15 to snatch her hand away from the control, circuit etc. If successful, the action is not taken. If it is someone else who is about to perform a dangerous action, the Reflex save to stop them is DC 20. Unfamiliar equipment may still trigger the Engineer's hazard-sense, but DC is increased by 5 for alien technology and 10 for totally strange equipment, such as Ancients devices.

DRAMA QUEEN

The character tends to make a big fuss over little things. His exaggerated responses tend to draw attention away from other members of his group.

Prerequisites: Must be taken as part of an advancement in level in the Entertainer class.

Benefit: Any attempts to Sense Motive or Search (say for a concealed weapon, to see through a disguise etc) directed against the character or other members of the Drama Queen's party suffer a –2 penalty due to his distracting fuss.

DROP TROOPER

This feat applies to personal re-entry, whether in a military assault drop capsule or using an emergency personal re-entry kit. It may be taken up to 3 times, giving up to a +5 bonus on all DEX checks made during re-entry and (in the case of a military assault capsule) to aim the capsule at the target point. The character must already possess the Armor Proficiency: Vac Suit feat to take this feat.

The Drop Trooper feat is available to members of any spacegoing service (Marines, Merchants, Navy, Scouts) and to Army and Mercenary Special Forces members who have trained for emergency or assault-drop re-entry operations. At the Referee's discretion, any other character may take this feat if they are a participant in the hazardous sport of "Atmosphere Surfing" (also known as "Re-Entry Surfing").

Prerequisites: Armor Proficiency (Vac Suit) feat.

Benefit: 1st Level: No penalty on DEX checks to make a controlled re-entry. Level I: +2 on all DEX checks. 3rd level: +5 on all DEX checks (total).

Normal: Characters without this feat can attempt re-entry, but at a penalty of –4. Characters without the Vac Suit feat have no chance at successful re-entry.

DUBIOUS HISTORY

The diplomat has a checkered past, and while this may raise some eyebrows in cultured circles; he has useful connections in the military, political, commercial or criminal sector (pick one when the feat is taken).

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: These connections to, for example, a prince in exile or a disgraced businessman can be used to obtain information or services once per year. The nature of the assistance, and what the provider wants in return, are up to the Referee.

DUMB LUCK

The character is unnaturally lucky.

Benefit: +1 to all Gambling checks. Once per day the character may retry a failed check, attack roll, or saving throw. He or she may also turn any one successful check, attack roll, or saving throw into a critical success; but this may be done only once per week and during the next week the character may not attempt to use this feat at all. The two features of the feat cannot be used together. For example: this feat could not be used to reenroll an unsuccessful attack and then, if the reenroll were successful, increase the success into a critical hit.

ENDURANCE

The character is "long winded" and able to endure strenuous physical exertion far longer than most others.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding his breath, and so on), the character gets a +4 bonus to the check.

ENHANCED IMMUNE SYSTEM

The character has a particularly impressive immune system and rarely gets sick.

Benefit: The character has a bonus of +2 to Fortitude saves to resist disease and infection, and to recover from their effects.

Normal: A character without this feat suffers no special penalty.

ENHANCED STRIKING

The martial artist has become adept at striking with hands, feet, head etc, and can cause additional damage.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: This feat can be taken twice. Enhanced Striking I represents a high degree of efficiency with the basic strikes. The character inflicts 1d4+1 damage in unarmed combat and gains +2 on attack rolls. He also strikes for 1d6 damage with improvised weapons, but with no bonus. This supersedes and does not stack with Brawling. Enhanced Striking II represents a tremendous level of skill with strikes, and the ability to use complex and flashy moves like jumping and spinning kicks. The character strikes for 1d6+1 damage when fighting unarmed and gains a +3 bonus to attack rolls (this bonus supersedes and does not stack with Brawling or Enhanced Striking I). He also gains +1 to attack rolls with improvised weapons, and does +1 point of damage with them; normally this will be 1d6+1. For creatures with naturally lethal attacks, such as an Aslan's dewclaw, the Improved Natural Attack feat is used instead.

EVA

The character is highly skilled at extra-vehicular activity (EVA) operations; that is, she has been trained in carrying out various tasks outside a vessel in open space. A character must already possess the Armor Proficiency (Vac Suit) feat to take this feat.

Benefit: The character gains a +2 bonus to all skill checks made when operating in a vac suit outside a spacecraft in open space.

Normal: There are no penalties associated with EVA operations for persons without this feat, though some types of vac suit may impose their own penalties.

EVASION

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist or Mercenary class.

Benefit: If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a grenade), she takes no damage with a successful saving throw. Evasion can only be used if the character is wearing light armor or no armor.

EVENTING

The character is used to the stress and excitement of competing in a sporting event.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He or she does not make basic mistakes and can always Take10 during a round rather than submit to the die roll. In addition, the character gains +1 to all relevant skill checks during the event.

EW SPECIALIST

The individual is an electronic warfare expert, and has an incredible talent when it comes to sensors and communications.

Benefits: The character gains a +2 to all T/Communications and T/Sensors skill checks when attempting to detect, defeat, or establish a communications or sensor lock, or when trying to descramble a garbled or encoded comm. signal.

FAME

The character is somewhat famous, and can sometimes use this to find assistance.

Prerequisites: Must be taken as part of an advancement in

level in the Entertainer class.

Benefit: Once per visit to any given star system, the character may roll 1d20 +1 per level of Entertainer the character has, vs. a DC equal to 30 minus the world population UWP. If successful, the character has located an old friend from the showbiz life or a dedicated fan, who may be able to help in some way.

FAR SHOT

The character is a crack shot when aiming at distant targets.

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as an autopistol, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

FAST TALK

The character is able to come up with plausible comments, answers, and other bit of small talk at the drop of a hat, enabling them to somewhat direct and control the course of a conversation.

Benefit: Add +2 to all Bluff and Innuendo checks.

FAVOR OWED

The diplomat has performed a great service for someone in the past.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: This person owes the character a debt of honor, and will do a favor in return.

Special: This feat can be taken as many times as the character wishes, but each favor can be called in only once. Some requests, (e.g. 'lend me the 96th Strike Fleet for a couple of months') are unlikely to be granted.

FENCE STOLEN GOODS

The Rogue knows how to locate buyers for stolen or otherwise illegal goods and products, with a reduced chance of getting caught.

Prerequisites: Must be taken as part of an advancement in level in the Rogue class.

Benefit: An Appraisal check must first be made on the item(s) to determine their value. How quickly the item(s) sell, and how much they bring are all dependent upon one another. The faster an item sells, the less it will likely bring. The higher the asking price for an item, the harder it will be to find a buyer. When checking to see if a buyer has been found willing to pay the asking price, the character must make a Gather Information check vs. the appropriate DC. If the check fails by 10 or more, the legal authorities have learned of the attempt to fence the goods and will try to arrest the character.

% Actual Value	Check for Buyer	Find Buyer DC
0-10%	1 per day	5
11-20%	1 every 2 days	10
21-30%	1 every 3 days	15
31-50%	1 per week	20
41-75%	1 every 2 weeks	25
76-100%	1 per month	30

FIGHTER LEADER

Prerequisites: Must be taken as part of an advancement in

level in the Flyer class.

Benefit: The Flyer is skilled at controlling a group of combat craft (up to 10), and can add his INT or WIS bonus to all initiative rolls made by the members of his squadron.

FIRST AID

The individual has been trained in the administration of first aid and basic medical care.

Benefit: While this does not impart T/Medical skill, it does allow a character to function as if he had a T/Medical skill rank of 0.

FLEET TACTICS

The character is trained in the art of large-scale space warfare and the handling of groups of ships (fleets) in combat.

Prerequisites: Ship Tactics feat.

Benefit: Add WIS or INT bonus (whichever is higher; treat any penalties as +0) to all fleet attack and defense rolls.

Normal: Untrained individuals attempting to use Fleet Tactics suffer a -4 penalty to the roll.

GEARHEAD

The character enjoys and is quite skilled at tinkering and working with mechanical and electronic equipment and systems.

Benefit: Add +2 to all T/Mechanical and T/Electronics checks when attempting to repair, construct, or sabotage a piece of equipment. This bonus does not apply to the actual operation of the equipment itself.

GEOLOGICAL SURVEY

The character is skilled at carrying out sample collection and analysis, and can operate appropriate sensors and equipment.

Prerequisites: P/Prospecting skill rank 5+ or K/Geology skill rank 5+.

Benefit: Add +2 to any K/Geology skill checks when attempting field analysis of a geological formation or attempting to extrapolate possible geological information about a region based on available maps and surveys. Also adds a +2 synergy bonus to all P/Survey skill checks when performing planetary mapping and mineral surveys.

GRAPPLE DEFENSE

The character is skilled at resisting takedowns, throws and attempts to disarm him, and is trained in techniques used to escape joint locks and chokes.

Benefit: The character has no penalty to checks made to resist all attempts to throw, takedown, choke or lock him, including Law Enforcers' Control & Restraint techniques.

Normal: Untrained characters relying upon brute force are very vulnerable to skilled wrestlers and grapplers, and suffer a -4 on all checks to resist the attacks mentioned above.

GREAT FORTITUDE

The character is capable of withstanding unusual levels of pain and fatigue, and can (at least for a while) hold at bay the effects of shock.

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

HACKER

The character is adept at hacking computer systems and defeating security measures.

Prerequisites: T/Computer skill rank 5+

Benefit: Add +2 to all T/Computer and T/Communications checks when attempting to bypass or circumvent computer or

communication security features.

HEAVY METAL

The individual has a natural ability with ballistics, trajectories, and targeting of heavy weapons such as field artillery and ship's weaponry.

Benefit: Reduce the effective range to a target by one range increment, or ignore one level of cover and/or concealment.

HIGH MORALE

Marines are known for their high morale and esprit de corps.

Prerequisites: Must be taken as part of an advancement in level in the Marine class.

Benefit: Marines with this feat earn a +2 to all Will saving throws.

HISTRIONICS

The character tends to fly off the handle and get angry with officials or overdo celebration of victory.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: Once per event, the character can engage in histrionics that may convince the umpire/referee to change his decision or cloud a confused issue still further. The effect of this is that the character may make an immediate DC15 Bluff test. If he succeeds, he may retake his last skill check in the event.

HOBBY

The individual has developed a specific skill as a favorite hobby.

Benefit: May make one cross-class skill a permanent class skill.

Special: This feat may be taken a number of times equal to a character's INT bonus or a minimum of once, whichever is higher.

HOSER

The pilot is fond of close-in gun attacks rather than standoff missile combat.

Prerequisites: Must be taken as part of an advancement in level in the Flyer class.

Benefit: He gains a +2 bonus to hit with gun weapons such as autocannon and laser weapons. This feat stacks with Dogfight, and applies to turreted weapons aboard heavy aircraft or ship's boats as well as fixed fighter guns.

HOSTILE ENVIRONMENT ENGINEER

The Engineer is skilled at working in difficult environments such as underwater or in vacuum, and understands how materials behave in these conditions.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: She may ignore penalties for working in a hostile environment, other than those incurred for lack of proficiency with protective equipment such as vac suits. Anyone without this feat trying to work in hostile conditions suffers a -4 penalty to technical skill rolls.

HOSTILE ENVIRONMENT OPERATIONS

The character is highly skilled at hostile environment operations; that is, she has been trained in carrying out various tasks outside a vessel in corrosive, insidious, or exotic atmospheres.

Prerequisite: Armor Proficiency (Vac Suit).



Benefit: The character gains a +2 bonus to all skill checks made when operating in a vac suit or hostile environment suit in the atmosphere types listed above. In addition, a suit maintained or operated by a character possessing this feat will last 25% longer before failing in extreme conditions.

Normal: There are no penalties associated with Hostile Environment operations for persons without this feat, though some types of suits may impose their own penalties.

IMPRESSIVE BLUSTER

The character is a past-master at flying off the handle.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: When dealing with anyone likely to be impressed by his position, the character may bluster and posture, gaining a +2 bonus to all Bluff, Liaison, or Leader checks.

IMPROVED CRITICAL

The character has an affinity for a specific type of weapon, such as an autopistol or dagger, which must be specified when the feat is taken. When wielding this type of weapon, he or she is much more likely to inflict a critical hit on an opponent.

Prerequisites: Proficiency feat with weapon, base attack bonus +8 or higher.

Benefit: When using a weapon of the selected type, the character's threat range is doubled.

Special: This feat can be taken multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new type of weapon (autopistol, submachinegun, dagger, etc).

IMPROVED EVENTING

The character is very experienced in competition.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class. Must already have the Eventing feat.

Benefit: He is considered to always roll at least 10 in any skill check where he has an appropriate Sport feat, and gains a +3 bonus to the actual die roll. This supersedes the Eventing feat.

IMPROVED INFIGHTING

This feat is available to any character or creature that has a Lifeblood-affecting (i.e. lethal) natural weapon such as a Vargr's bite or an Aslan's dewclaw and who already possesses the Infighting feat. It represents an extremely high level of prowess in using the natural weapon. The feat can be taken more than once, but each time it is applied to a different attack (claw, bite etc).

Benefit: The character gains an additional +2 bonus to all attack rolls with the natural weapon (for a total of +3), and damage is again increased by one die type. I.e. an attack that normally deals 1d2 damage becomes 1d3 with Infighting (see below), and 1d4 with Improved infighting.

IMPROVED INITIATIVE

The character has fast or highly trained reflexes, allowing her to react more quickly than others in combat.

Benefit: The character gets a +4 bonus on initiative checks.

IMPROVED SEARCH

The Rogue is adept at locating the likely spots that someone would tend to hide their valuables and other items of importance.

Prerequisites: Must be taken as part of an advancement in level in the Rogue class.

Benefit: Add +2 to all Search checks.

IMPROVED TWO-WEAPON FIGHTING

The character is highly trained in the art of two-weapon combat.

Prerequisites: Two-Weapon Fighting and Ambidexterity feats, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, he or she also gets a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE

The character has achieved a very high level of skill in unarmed combat.

Benefit: The character is considered to be armed even when unarmed – that is, armed opponents do not get attacks of opportunity when he or she attacks them while unarmed. The character still gets an opportunity attack against any opponent who makes an unarmed attack on him.

IMPROVED ZERO-G OR LOW GRAVITY ADAPTATION

The character is totally acclimated to working and living in a low or zero gravity environment.

Prerequisites: Zero-G or Low Gravity Adaptation feat.

Benefit: The character will suffer no penalty when using skills in a zero-g or low gravity environment, except for combat skills. These require the Zero-G combat feat.

Normal: Untrained characters suffer a -4 penalty on any skill use in a low or zero-g environment.

IMPROVISED EXPLOSIVES

The Engineer knows how to make a range of explosive compounds from various materials.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: On a successful Demolitions check, the character can improvise an incendiary or explosive device sufficient to penetrate the chosen target (see THB P156, Demolitions). The DC of this check is equal to (10 + number of kilograms of conventional explosive required). Thus to penetrate a reinforced concrete wall (needing 1 kilogram of explosives) is DC11. To breach it requires 4 kilograms, so the DC is 14. Failure indicates that the charge uses up the available materials but proves to be inadequate. It will cause half damage if appropriate. An improvised charge will generally be 2-5 times as large as the equivalent normal explosive device. It is not really feasible to try to breach a starship bulkhead with explosives made from match heads and manure.

INFIGHTING

This feat is available to any character or creature that has a Lifeblood-affecting (i.e. lethal) natural weapon such as a Vargr's bite or an Aslan's dewclaw. It represents a high level of prowess in using the natural weapon. The feat can be taken more than once, but each time it is applied to a different attack (claw, bite etc).

Benefit: The character gains a +1 bonus to all attack rolls with the natural weapon, and damage is increased by one die type; i.e. 1d2 becomes 1d3, 1d3 to 1d4, 1d6 to 1d8 etc. Any pluses or other modifiers remain unchanged.

Normal: There is no penalty for characters without this feat.

INFINITE PATIENCE

The character is willing to take as long as it takes to get what she wants, and will stall negotiations again and again until the other party makes a mistake.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: The character gains a +2 bonus to Liaison, Broker, or similar skill checks, plus an additional +1 for every doubling of the time she is willing to drag out the negotiations for, to a maximum of +6 (taking 16 times as long as normal). The other negotiator may of course break off out of exasperation.

INTERROGATION

The character is skilled at questioning and interrogating people. She can pick up subtle clues from their body language and choice of phrases and spot inconsistencies in their story.

Benefit: Add +2 to all Sense Motive and Intimidate checks when performing an interrogation or questioning a suspect. In situations where the character is being interrogated, a negative -2 modifier may be applied to the interrogator's skill checks when attempting to obtain information from the character.

Special: This feat is a bit more heavy-handed than just using the Sense Motive skill. The person being question will realize that the character is after information from them.

IRON WILL

The individual has an unusually high reservoir of willpower, grit, and determination.

Benefit: The character gets a +2 bonus to all Will saving throws.

JACK-OF-ALL-TRADES

Prerequisites: Must be taken as part of an advancement in level in the Scout or Traveller class.

Benefit: Any class skill (from any class the character has multiclassed into) the character is not currently trained in may be treated as if it were an "untrained" skill. This means the character may attempt to use these class skills as if they had a skill rank of 0. Each subsequent selection of this class feature improves the character's effective skill rank in these untrained class skills by +1. So a character with JoT +3 would make such skill checks as if they had a skill rank of 3.

Cross class skills may similarly be used, but at a skill rank equal to JoT rank -1.

JUNKYARD DOG

Some Belters prefer to deal in salvage work rather than prospecting for mineral wealth.

Prerequisites: Must be taken as part of an advancement in level in the Belter class.

Benefit: With this feat, a Belter automatically earns a 1d8+2 percent "finders fee" when returning salvaged items owned by a government rather than having to barter for the additional cash as per the normal Salvage rules. When selling salvaged items for scrap, a Belter with this feat is able to command a price equal to 2d6% of the original value of the item rather than just 1d10%. This feat will also impart a +2 bonus when using the Appraise skill to attempt to determine the possible value of a salvaged item.

JURY RIG

The character is quite handy at jury-rigging, makeshift repairs and cobbling together unusual gadgets and gizmos.

Benefit: When attempting a fast, temporary repair, the character may add +2 to any repair rolls made.

LEGAL EAGLE

The character is intimately familiar with Interstellar laws and customs.

Prerequisites: K/Interstellar Law skill rank of 5+.

Benefit: Add +2 to all K/Interstellar Law and P/Administration checks.

Special: This feat applies only to the laws governing interstellar trade, travel, commerce, diplomacy, etc. It does not apply to the laws of individual worlds and governments.

LIGHTNING RAID

Corsairs are noted for the sudden violence of their raids, which often rely on surprise to prevent any organized resistance from shaping up.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: A character with this feat (and his immediate followers, up to a squad sized unit), gain a +2 bonus to their AC when making a sudden initial assault. This bonus is good for 1d6 rounds from the moment the attackers burst into their target, down the assault ramp, etc. There is no benefit after this initial shock period.

LIGHTNING REFLEXES

The individual has the reflexes of a hunting cat.

Benefit: The character gets a +2 bonus to all Reflex saving throws.

LINGUIST

Exposure and interaction with numerous cultures and societies has imbued the Traveller with a gift for languages.

Prerequisites: Must be taken as part of an advancement in level in the Traveller class.

Benefit: In situations where a Traveller needs to communicate with another, but is unfamiliar with the local language he may still attempt to get a point or question across.

DC *Type of Language*

10	Subtongue or closely related to a known language
20	Obscurely related to a known language.
25	Archaic or earlier version of a known language (100s of years old)
30	Ancient root tongue of a known language (1,000s of years old)

Modifiers

DC

Simple questions or phrases (hello, what are you called, etc.)	+0
Moderately complex questions and phrases (where are we, what happened)	+2
Difficult and highly involved questions and phrases (local history, questions about society)	+5
Highly advance scientific and technical concepts	+10

LOOOOOOOT!!!

A character with this feat is adept at grabbing valuables quickly and efficiently in the course of a raid.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: Add +2 to all Appraise and Search checks during a raid.

LOW-TECH MACHINERY

The Engineer is skilled at building and using simple machines (ramps, levers, primitive block-and tackle etc) out of whatever

resources are to hand.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: The character will not suffer penalties to skill checks when operating without modern equipment, though the project will take at least twice as long, since machines must be constructed. In addition, the character can create quite complex machines such as cranes and catapults out of primitive components. Characters without this feat suffer a -4 penalty when working in a primitive environment unless modern equipment is brought in.

MARKET ANALYST

This feature of the Merchant class bestows knowledge of base market values for trade goods, and the ability to predict general sale trends for a specific world.

Prerequisites: Must be taken as part of an advancement in level in the Merchant class.

Benefit: A successful Broker skill check (DC15) allows the first die of the 3d6 to be thrown on the Actual Value Table (see the Trade and Commerce rules in the Travellers' Handbook for details). A second successful Broker skill check (DC30) allows the Merchant to throw the second of the three dice thrown on the Actual Value Table. This result is recorded and kept for use when the cargo is sold, allowing a reasonably accurate assessment of what the final price will be. The third die can never be predicted. The prediction will not hold indefinitely. Once it has expired the prediction is invalid and all Actual Value dice will be rolled normally. Each type of good must be predicted separately, and different lots of the same type must have separate second die roll predictions.

First Die: DC 15. Prediction holds valid for a number of days equal to the number of points by which the roll was made.

Second Die: DC 30 This prediction holds for one day per two points by which the roll was made, or the same number of days as the prediction for the first die, whichever is shorter.

MARTIAL TRAINING

The individual has more than the typical experience in combat situations through training, real life experience, or more typically through previous military service.

Prerequisites: Must be a minimum of 4th level and have served at least one term in the Army, Navy, Marines, or Scout service (see Prior History), or have a Strength and Dexterity ability score of 12 or higher. May not be taken by Barbarians, Mercenaries, or (Active-Duty) Marines.

Benefit: May add +1 to BAB for every 4 character levels attained (i.e. at 4th, 8th, 12th, 16th, and 20th levels).

Special: This feat may only be taken once.

MARITIME TACTICS

The character is skilled at using a ship's systems in combat.

Prerequisites: Must be taken as part of an advancement in level in the Sailor class.

Benefit: He may add his INT or WIS bonus to initiative rolls made by his vessel and her crew, and all gunners aboard the ship gain a +1 to hit. This feat applies only to "wet" navy ships and submarines.

MEATBALL SURGERY

The character has worked in a disaster unit or military hospital, and is highly skilled at keeping patients alive so that they can receive proper medical attention further up the line.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: A character with this feat gains a +4 bonus to

perform emergency life-saving surgery, and can perform any given trauma operation in half the normal time. The results of meatball surgery are not pretty, nor usually very permanent, but it saves lives.

MEDICAL PAPER

The medic has recently published a paper in a scholarly journal.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: He receives a bonus of +1 to all skill rolls in K/ Biology or other medicine-related knowledge skill.

MEDICAL SCIENTIST

The medic is involved in research or has an interest in the wider field of the life sciences.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: He receives a bonus of +1 to all skill rolls in K/ Biology or other medicine-related knowledge skill for every full 4 ranks of T/Medical skill he possesses.

MEDICAL SPECIALIZATION

The individual has specialized in a specific field of medicine such as cardiology, neurology, or orthopedics.

Benefit: Add +2 to all T/Medical checks when diagnosing or treating injuries/illnesses related to the field specialty.

Special: This feat may be taken more than once, but each time a new field of specialization must be selected. It does not stack.

MENTAL DISCIPLINE

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: With a highly trained and analytical mind, an Academic may add +2 to all Intelligence ability checks that require some form of mental agility or problem solving.

MIDAS TOUCH

Some Belters (the more prosperous ones at least) tend to develop a knack for locating potentially lucrative spots for prospecting.

Prerequisites: Must be taken as part of an advancement in level in the Belter class.

Benefit: If a strike is made, the Belter may increase the level of the discovery by 1 level of value as per the Prospecting rules if desired.

MIRACLE WORKER

The individual has an uncanny knack with machinery and gadgets. He or she can wring out just a little more performance than specifications suggest, maintain a system well beyond its rated capacity without disaster, etc.

Prerequisites: Gearhead feat.

Benefit: When attempting a temporary repair the character must make an appropriate skill check (DC 22 – System RP requirements). If successful the damaged system is automatically repaired to its original rating less one factor. This feat can only be used once per damaged system until fully repaired. Add +1 to the skill check roll if there are sufficient vehicle or engineering workshops available to support the job. Add +2 to the skill check roll if the chief mechanic/engineer has the Damage Control feat.

MOBILITY

The individual has the ability to dodge, dance, and otherwise

move past opponents while avoiding their blows.

Prerequisites: DEX 13+, Dodge feat.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ACCURACY

The character is skilled at firing ranged weapons from a moving platform such as a vehicle or animal.

Prerequisite: Ride or Drive skill.

Benefit: The penalty the character suffers when using a ranged weapon from a moving platform is halved: -2 instead of -4 if the character's platform is taking a double move, and -4 instead of -8 if the character's platform is running or moving at fast speed or higher.

MOUNTED COMBAT

The character is trained in handling an animal mount in combat.

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

NARROW ESCAPE

Some Merchants (particularly those of somewhat less than sterling reputations) develop a knack for sensing trouble and avoiding it before it spots them, whether it be pirates, local customs frigates, or a navy destroyer.

Prerequisites: Must be taken as part of an advancement in level in the Merchant class.

Benefit: When an encounter with these types of ships occurs, the merchant may attempt to avoid the encounter before it happens. The Merchant will roll 1d20 and add +1 for every 5 or more Merchant class levels he has attained against a DC of 17. If successful, the encounter does not occur.

NATURAL BORN LEADER

The individual has the type of attitude, confidence, and natural leadership that draws attention and inspires loyalty.

Benefit: Add +2 to all Leader and Recruiting checks.

NATURAL COMPASS

The individual has an innate, almost unnatural ability to determine his or her location nearly anywhere on a world or planetoid, beyond what is natural.

Benefit: Add +2 to all Intuit Direction and Navigation checks.

NATURAL MEDICINE

While not technologically advanced, Barbarians do tend to have a fair amount of herbal lore and natural remedies available to them when they must deal with injuries and ailments.

Prerequisites: Must be taken as part of an advancement in level in the Barbarian class.

Benefit: This feat is similar to the First Aid feat available to anyone, allowing a barbarian to function as if he had a T/Medical skill rank of 0. In addition, it also allows a barbarian to use this skill in a wilderness environment as if he had a proper basic TL5-7 field medical kit at all times. This feat requires a K/Herbal Lore

skill rank of 5 or greater.

NATURAL PSIONIC SHIELD

The character has a natural partial immunity to psionics. Psi Strength is calculated as if the character were Psionically trained at the age where the shield first manifested itself; i.e. it is determined by the character's age at which the feat is taken. A character with this feat can never become a true psionist and cannot voluntarily "open up" to psionics.

This feat is normally taken at first level, representing a latent ability that becomes apparent as the character reaches maturity. The Referee may allow an older character to develop a shield as his discretion. Perhaps a latent shield was activated by a psionic contact or by other changes in the character's life and mental state.

Benefit: The character's mind is considered to be shielded against psionics for all purposes.

Normal: A character without this feat is normally vulnerable to Psionics.

NATURAL TALENT

The character is a raw psionist, capable of minor feats of psionics without the normal training required.

Benefit: The character rolls 1d20 and consults the Natural Affinity table below to determine which psionic Sphere of Influence he will be capable of manipulating.

The character has no formal training, but is such a strong natural talent that he may always act as if his skill rank in his natural sphere were 2 points higher than normal when using talents from his natural sphere of influence. Until formally tested the character may act as if he had a Psi rating of 2. If finally tested, the character may add +2 to the final exam result. If a *Human* character takes this as their free racial bonus feat, he may ignore the age penalty when being examined at the Institute

Note that the features of this feat make it possible for the character to later take any talent feat within his sphere that has a rank requirement of 2 or less.

See Psionics for more information.

TABLE: Natural Affinity

<i>d20</i>	<i>Sphere</i>
1-10	Telepathy
11-14	Clairvoyance
15-17	Telekinesis
18-19	Awareness
20	Teleportation

NAVAL ARCHITECT

The individual has been trained in the techniques and methods of spaceship and starship design, and producing the blueprints and plans necessary for their construction.

Prerequisites: T/Engineering

Benefit: May design starships and small craft for construction.

Special: This feat may be selected up to four times with the following additional capabilities with each selection:

- 1) The character is capable of designing small starships and small craft (up to 400 tons). Takes 16 weeks
- 2) The character is capable of designing medium sized starships (up to 1,000 tons). Takes 10-12 weeks.
- 3) The character is capable of designing large starships (up to 10,000 tons). Takes 6-8 weeks.
- 4) The character is capable of designing any type of starship



regardless of tonnage, at normal pace.

NEGOTIATOR

The Scout is a born negotiator

Prerequisites: Must be taken as part of an advancement in level in the Scout class.

Benefit: Add +2 to all Liaison and Administration checks.

NERVES OF STEEL

The character is cool as ice when dealing with demolition charges and attempting to disarm or disable explosives and similar devices.

Benefit: Add +2 to all Demolitions, T/Mechanical, or T/Electronic skill checks when attempting to disable a device or demolitions.

NOBLE INDIGNANCE

Many Nobles are quite adept at using their titles to browbeat and intimidate those of lesser social status into temporary compliance.

Prerequisites: Must be taken as part of an advancement in level in the Noble class.

Benefit: With this feat a Noble may use their Social Standing in place of their Charisma as the key ability for the following skills: Bluff, Bribery, and Intimidate.

NOBLE PRESENCE

The art of using presence and voice to inspire confidence and leadership.

Prerequisites: Must be taken as part of an advancement in level in the Noble class.

Benefit: With this feat a noble may use their Social Standing in place of their Charisma as the key ability for the Leader and Liaison skills.

OBSCURE KNOWLEDGE

Prerequisites: Must be taken as part of an advancement in level in the Scout or Traveller class.

Benefit: A character may make a special obscure knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local world, unusual technology, alien race, or similar type of information. This check will not reveal any specific information, but may give a clue as to where to find more data on the subject, or other lead. The traveller may not Take10 or Take20 on this check; this sort of knowledge is essentially random. The Referee will determine the Difficulty Class of the check by referring to the table below.

DC Type of Knowledge

10	Common, known by at least a substantial minority of people.
20	Uncommon but available, known by only a few people.
25	Obscure, known by very few, hard to come by.
30	Extremely obscure, known by an elite few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

OFFICIAL PROTEST

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: A serving diplomat may, once per month, make an

official protest about any law, decision, or negotiation outcome on behalf of his government or patron. If he is able to make a DC15 Liaison check, the decision will be reconsidered (this may just cause delay; there is a possibility the outcome will be the same the second time around).

OLD SWEAT

The character is familiar with how things work in prisons and other penal institutions, and knows how to avoid unfavorable attention.

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: The character gains a +2 bonus on all checks to hide, fast talk or otherwise avoid unfavorable attention including extra work, blame for an incident or a beating. This bonus normally applies in a prison environment, but can at the referee's discretion apply in similar circumstances – a starship crew or a military unit, for example.

ONE-PUNCH KILL

This feat very rarely allows a martial artist to kill someone outright; it is a figure of speech for an attack that may put an opponent out of the fight before he knows what is happening.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: If the martial artist can get a perfect, unopposed strike in on his target (i.e. the target is flat-footed or unaware of the attack) then the victim must make a Fortitude save at DC 10 plus however many points of damage were inflicted on him. Failure means that the target is instantly knocked out, winded or stunned for 1d4 rounds. On a successful save, the target remains conscious but takes double normal Stamina damage. This feat applies only to natural weapons and enhancements to them such as brass knuckles.

OPPORTUNIST

Prerequisites: Must be taken as part of an advancement in level in the Mercenary class.

Benefit: Once per round, the Mercenary can make a melee attack of opportunity against an opponent that has just been hit for at least 1 point of lifeblood damage. This attack counts as the Mercenary's attack of opportunity for this round. Even a Mercenary with the Combat Reflexes feat may not make more than one Opportunist attack per round. Note that this feat can only be used in melee combat.

OUTDOOR SURVIVAL

Prerequisites: Must be taken as part of an advancement in level in the Barbarian class.

Benefit: A Barbarian may add +2 to all Survival skill checks on Thin, Standard, or Dense atmosphere worlds. In addition they may treat the following skills as Untrained skills: Animal Empathy, Handle Animal, Intuit Direction, and Tumble.

OVERRIDE SHIP SECURITY

The individual has been trained in how to override and defeat the anti-hijacking and boarding security systems on most types of starships.

Prerequisite: Hacker.

Benefit: Add +2 to any T/Computer checks when attempting to override an anti-hijacking program.

PATRONAGE

Some Noble families are known for their patronage of the arts or sciences, and tend to impart such an interest in their offspring

and focus much of their schooling in these directions.

Prerequisites: Must be taken as part of an advancement in level in the Noble class.

Benefit: This class feature may only be selected once, and the noble must choose between the following two options:

A Patron of the Arts is raised with an appreciation and eye for the fine arts, and may attempt to use any Entertain or Craft skill that they have no skill ranks in, as if they had a skill rank of 1 instead. This does not mean the noble actually has a rank of 1 in the skill; the first two skill ranks will still have to be bought if the noble wishes to actually learn and develop such a skill. In addition, they may apply a +4 rather than a +2 synergy bonus when using an art, craft, or entertainment related Knowledge skill or a Technical skill to aid another skill check.

A Patron of the Sciences is broadly schooled in the various fields of science and technology, and may treat any Technical skill, as if it were an Untrained skill. In addition, they may apply a +4 rather than a +2 synergy bonus when using a science related Knowledge skill or a Technical skill to aid another skill check.

POINT BLANK SHOT

The character knows how to make proper use of a ranged weapon while in close combat.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 10 meters.

POLICE SNIPER

This feat can only be taken by a law enforcer who has already taken the SWAT I feat.

Prerequisites: Must be taken as part of an advancement in level in the Law Enforcer class.

Benefit: It functions as the Sniper feat in most ways. However, the target may be aware of the sniper; so long as he is not actually under fire, the sniper may still attempt to drop the target with a single shot. The sniper's weapon need not be a rifle. A handgun could be used from fairly close range, for example to make a headshot in a hostage situation.

POWER SYSTEMS ENGINEER

The Engineer is skilled at working with power systems, from steam engines to fusion reactors.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: He gains a +4 to all Technical skills concerning power systems. In addition, a powerplant under his constant care will deliver 5% more energy points than normal without any ill effects.

PRECISE SHOT

The character is able to more accurately hit a target involved in a melee or surrounded by a crowd of people.

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

PRESENCE

The Enforcer has developed an air of command and authority.

Prerequisites: Must be taken as part of an advancement in level in the Law Enforcer class. Must be at least a 2nd level Law Enforcer.

Benefit: This feat gives a +3 bonus to all attempts to Intimidate or Bluff a suspect into surrender, submission or retreat, or to use Leader skill to get members of the public to co-operate

with anything that looks like "legitimate police business."

PRIMARY MILITARY OCCUPATIONAL SPECIALTY (PMOS)

The character was highly trained in one specific skill while he or she was in the military.

Prerequisites: Skill rank 5+, Skill Focus Feat in the specified skill

Benefit: Select one skill as PMOS. Whenever using this skill, the character may always elect to Take10, even in situations where they normally could not.

Special: May only be selected once.

PRISON REP

The character has a reputation among convicts as someone who should not be trifled with.

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: He gains a +2 bonus to intimidate, face down, or otherwise persuade potential aggressors to leave him alone or do as he wishes. This may also apply to guards.

PRISON WEASEL

The character is adept at using the official and unofficial systems in a prison environment to get what he wants.

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: He gains a +2 bonus to all skill checks when trying to obtain contraband, sneak a message out, arrange a meeting, get someone beaten up or similar activities that make use of the dynamics of prison society.

PROFESSIONAL SKILL FOCUS

Prerequisites: Must be taken as part of an advancement in level in the Professional class. Must be taken before reaching 4th level in the Professional class.

Benefit: Beginning at 4th level, and every 4 levels after that, the Professional gains an extra Skill Focus feat. The skill selected to focus upon must be the same as the type of skill selected as the character's Professional Specialty class feature. If the Professional Specialty skill is an Entertain type, this class feature may only be applied to Entertain skills. If it is a Profession skill, this class feature applies only to Profession skills, and if it is a Technical skill, this class feature only applies to Technical skills. The Professional may not select the same skill twice.

PROFESSIONAL SPECIALTY

Prerequisites: Must be taken as part of an advancement in level in the Professional class.

Benefit: A Professional may select a specific Entertain, Profession, or Technical skill that represents a facet of their profession or how they are most likely to make their living. This class feature may only be selected once.

Profession or Technical Skills: When using this skill, the Professional may always elect to Take10, even in situations where they normally could not.

Entertain Skills: A Professional with 3 or more ranks in an Entertain skill can cause a single creature to become fascinated with him. The creature to be enthralled must be able to see and hear the performance and must be within 30 meters. The Professional must also be able to see the creature. The creature must be able to pay attention to the performance. The distraction of a nearby combat or other dangers prevents the ability from working. The professional makes an Entertain check, and the target can negate the effect with a Will saving throw equal to or greater than the Professional's check result. If the saving throw

succeeds, the character cannot attempt to enthrall that creature again for 24 hours. If the saving throw fails, the creature sits quietly and watches and listens to the Performance for up to 1 round per level of the professional. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the Professional moving behind the fascinated creature) allows the enthralled creature a second saving throw against a new Entertain check result. Any obvious threat, such as drawing or aiming a weapon, automatically breaks the effect.

While performing, the professional must concentrate and may take no other actions. This may be attempted once per day per level of the professional.

PSEUDO-EIDETIC MEMORY

Advanced training and practice allows an academic to develop a system of what can occasionally seem like near-total recall.

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: Add +2 to all Knowledge and Education checks when attempting to recall information that has previously been studied, learned, or otherwise become aware of by the character.

PSI TRAINING

The character has located a Psionics Institute and been offered free testing and training.

Benefit: See Psionics Institute for more information.

Special: If a character takes this as their free 1st (character) level feat, they may ignore the age penalty when being examined at the Institute.

QUICK DRAW

Few can draw and bring to bear a weapon faster.

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

RAPID SHOT

The character is very quick on the trigger.

Prerequisites: Point Blank Shot, DEX 13+.

Benefit: The character can make one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

RELATED FIELD OF STUDY

Prerequisites: Must be taken as part of an advancement in level in the Academic class.

Benefit: The Academic may select any one non-class Intelligence or Education based skill and make it a permanent class skill. Related Field of Study may only be taken once per individual skill.

REPUTATION

The character has a reputation as a sports person (good or bad).

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He or she gains a modifier of plus or minus 2 to reaction checks when dealing with fans of the sport. This will normally be positive if the character is perceived as a "clean" competitor and negative if they are perceived as a cheating thug. However, certain elements of society may be impressed with the character's maverick disregard for rules and willingness to hurt

opponents. In addition, and only at the Referee's discretion, this modifier may be applied to checks to see if a referee or governing body penalizes the character. An athlete with a good reputation may be able to get away with slight infringements, which after all surely must have been just mistakes... This might even apply in a wider context – a character famous for rough play in the nullball tank may find law enforcers unsympathetic when he is accused of assault in a bar...

RESEARCH

The character is skilled at sifting and analyzing data and information from various sources for the clues and evidence needed to close a case. Allows the synergistic use of Knowledge and other information-related skills together with Gather Information skill.

Benefit: Add +2 to all Gather Information checks when conducting research.

<i>Circumstances</i>	<i>Gather Information Roll Adjustment</i>
Multiple Sources	-1 per Knowledge or other skill used, if more than one is involved.
Per Research bonus	+1
Per successful Source Skill check	+5

Special: This skill may be taken more than once, but each time it is selected a new area of research specialization must be specified. For example a character might take Research/Ancients, Research/Ziru Sirka, or Research/Anthropology.

RIDE-BY ATTACK

The character is trained in fast (animal) mounted skirmishing.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from their opponent.

RISING STAR

The diplomat is well thought of back home, and attracts sycophants and other hangers-on. Members of his own culture (or people wanting something from his government) will react well to him.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: This equates to a +2 on reaction checks and a general unwillingness to act against or upset the character.

RUN

The character is faster than normal when running.

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

SALVAGER

The character is skilled at salvaging something useful from the wreckage of a failed project, and can sometimes kludge together a working version of a broken tool or instrument from what anyone else would call scrap.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: Faced with any totally smashed system or piece of equipment, the Engineer can attempt to rebuild it with whatever is to hand. A simple item (a hand tool, iris valve etc) requires an appropriate Technical skill check at DC10. More complex items (hand computers, PRIS goggles, firearms etc) are DC15. A really complex job might be DC25 or above. When the work is complete, the referee should secretly roll 1d6. On a 1, the device fails as soon as it is used, and is now irreparable. On 2-5 it will stand this many uses, and operates at about 50% effectiveness. After the number of uses is up, the device comes apart again and cobbling it back together is at a DC 5 higher than last time. On a 6, the device functions at about 50% effectiveness, more or less indefinitely.

SAVAGE FIGHTING

The character has little finesse in combat and relies mainly on aggression and brute force.

Benefit: The character may use Strength instead of Dexterity as a modifier to combat skill checks. This applies only to melee attacks. Ranged attacks always use dexterity modifiers.

Normal: Most characters use their DEX modifier for melee combat.

SCROUNGER

The Engineer is a champion scrounger and can obtain tools, spare parts, and other necessary equipment by unconventional means.

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: Any time the character needs an item that is not available through the normal channel but is feasibly obtainable (it is not possible to scrounge fusion gun spares on a TL0 world, for example), the character may make an appropriate skill check to find the item or a suitable replacement. Depending upon circumstances skill checks to scrounge may be P/Admin, Search, Bribery, or various other skills, and the character receives a +4 bonus to whatever skill is necessary. Base DC is 10 for fairly common items and may be much higher at the referee's discretion for rare equipment. It is sometimes best not to ask where the items came from. The bonus also applies when trying to scrounge spares from shipboard systems to get a vital component working again. Base DC in this case is 15.

SEA DOG

The character is used to life aboard a naval vessel.

Prerequisites: Must be taken as part of an advancement in level in the Sailor class.

Benefit: He never gets seasick, and when fighting aboard a vessel that is being significantly rolled around by waves, etc, the character gains a +2 bonus to his AC and a +2 bonus to hit others due to his ability to predict what the pitching deck will do next.

SECOND WIND

Prerequisites: Must be taken as part of an advancement in level in the Marine class.

Benefit: Once per day the character may make a Will saving throw in place of a failed Fortitude saving throw. If the Will save is successful, the character is considered to have made the original Fortitude saving throw anyway. This class feat may be taken more than once, with each subsequent selection adding +1 to the number of times per day this feat may be used.

SECTOR CLASS

The character has a sector-class talent in one area as per Talented feat.

Prerequisites: Must be taken as part of an advancement in level in the Entertainer class and must possess the Talent feat.

Benefit: The character gains a +2 bonus on all Entertain checks made with this skill. This feat can only be taken by someone who has the Talented feat in the same field. It stacks with Talented, for a total of +6.

SELF-RELIANCE

When you tend to work out in the middle of nowhere, hours or days from contact with other people, and something goes wrong a certain amount of self-reliance develops.

Prerequisites: Must be taken as part of an advancement in level in the Belter class.

Benefit: This feat allows a Belter to treat any Technical skill as an Untrained skill.

SHIELD PROFICIENCY

The character is trained in the proper use of a shield in melee combat.

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SHIPHANDLING

The sailor is skilled at getting the best from her vessel or her segment of the crew.

Prerequisites: Must be taken as part of an advancement in level in the Sailor class.

Benefit: Skill checks made by personnel under her direct command (for the captain, this means the entire crew) are subject to a +1 bonus.

SHIP TACTICS

The individual has had advanced training in operating, fighting, and surviving with an individual ship in combat.

Prerequisites: Vessel/Starships or Vessel/Ship's Boat feat

Benefit: Add WIS or INT bonus (whichever is higher, treat any penalties as +0) to all ship or small craft attack and defense rolls.

SHOOT ATTACK

The martial artist is adept at "shooting in" for a grappling attack.

Prerequisites: Must be taken as part of an advancement in level in the Martial Artist class.

Benefit: He may make a grapple attack without incurring an attack of opportunity, and gains +2 to his attack roll for the round in which he shoots. After that, unless the martial artist breaks off and comes in again the grapple attack is normal.

SHOT ON THE RUN

The character is familiar and skilled at using missile weapons while moving.

Prerequisites: Point Blank Shot, DEX 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

SHOWSTOPPER

The character has perfected a show-stopping finale, sequence, or trick that will gain everyone's attention for a few seconds.

Prerequisites: Must be taken as part of an advancement in level in the Entertainer class.

Benefit: When the character performs her Showstopper, everyone who can see/hear must stop and watch. This provides an excellent distraction for comrades. Anyone wishing to ignore the Showstopper must make a Will save vs. (DC 15 plus the Entertainer's level). Allies of the Entertainer, who are familiar with the Showstopper, are less likely to be distracted and must make a (DC 5 plus Entertainer's level) Will save instead. It is not possible to perform a Showstopper during combat (or rather, there is little point; gunfire is more interesting than even a unicycle-riding juggler).

SIXTH SENSE

The individual has an uncanny knack for noticing what most would overlook.

Benefit: Add +2 to all Search checks.

SKILL FOCUS

The character has a natural talent. She may select a specific skill such as T/Electronics, with which she has a higher than average capability.

Benefit: The character gets a +2 bonus on all skill checks with the selected skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

SMUGGLING

The Rogue has learned numerous tricks and techniques for hiding contraband and other illegal goods from law enforcement officials and customs officials.

Prerequisites: Must be taken as part of an advancement in level in the Rogue class.

Benefit: Add +2 to all Hide checks when attempting to smuggle anything past such officials.

SNEAK ATTACK

Prerequisites: Must be taken as part of an advancement in level in the Mercenary class.

Benefit: If a Mercenary can catch an opponent unaware or unable to defend himself (i.e. without their normal Dexterity bonus to AC; attacking from behind, a flank attack, etc.), she may strike for extra damage by targeting a vital spot. If the attack is successful, the mercenary will inflict one extra die of damage. If a critical hit occurs, this extra damage is not multiplied. Ranged attacks can only be a sneak attack if the target is within 9 meters. This class feature may be selected more than once. Each subsequent selection will add 1 extra die of damage

SNIPER

The character is trained in taking down an opponent at range with a single shot

Benefit: As a full round action the shooter may attempt to hit the target in a critical area. This shot is at a -4 penalty to hit, though this penalty can be reduced by 1 (to a minimum of a -1 penalty to hit) for each additional round spent targeting. If the shot hits, it is treated as a critical hit. The target must be unaware of the presence of the sniper to take advantage of this feat.

SPIRITED CHARGE

The character is exceptionally skilled at using a animal mount to deliver a more powerful than normal melee attack during a charge.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a spear).

SPORT (ANY)

This feat is similar to a weapon or armor proficiency. The character may choose any sport (e.g. baseball, ice climbing, tobogganing).

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He or she is assumed to have a competitor's license and credentials, and to know the competition rules for that sport. The character gains a +3 to all skill rolls connected to that sport. A character competing without the Sport feat suffers no penalty.

SPOT TROUBLE

Most Rogues would prefer to spot trouble before it reaches them, and to this end tend to develop a knack of doing so.

Prerequisites: Must be taken as part of an advancement in level in the Rogue class.

Benefit: This allows a rogue to make a Spot check to detect an ambush, approaching authorities, etc., even when they normally would be unable to do so. In the case of an ambush, the rogue must make an opposed Spot/Hide skill check against the ambushing party. If successful, the Rogue spots the ambush before it can be sprung. If the result is 10 or more higher than the opposing roll, the Rogue spots the ambush before the ambusher spots the Rogue and her party.

For most other situations, have the Rogue make a Spot check (DC20) to notice the oncoming trouble before it reaches her. If the result is 30 or higher, the Rogue can avoid the encounter if desired.

SPOTLIGHT KID

The character loves the showbiz life, and has no fear of going onstage – quite the opposite, she loves it!

Prerequisites: Must be taken as part of an advancement in level in the Entertainer class.

Benefit: The character may always Take10 on an Entertain roll and gains a +2 bonus on Entertain skill checks when in a formal "onstage" environment.

SPRING ATTACK

The character knows how to apply "hit and run" tactics while in melee combat.

Prerequisites: DEX 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that their total distance moved is not greater than their speed. Moving in this way does not provoke an attack of opportunity from the defender. This feat cannot be used while wearing heavy armor.

STEALTHY

The character is particularly good at blending into the background, and generally remaining unnoticed.

Benefit: Add +2 to all Hide and Move Silently checks.

STEWARD

Prerequisites: Must be taken as part of an advancement in level in the Merchant class.

Benefit: Adds 1d3 Middle and 1d6 Low passengers requesting travel aboard ship.

STRATEGY

Prerequisites: Must be taken as part of an advancement in level in the Army class. Also requires the Tactics II class feature.

Benefit: With this feat, the soldier may add his Wisdom or Intelligence bonus (whichever is higher) to any initiative rolls or saving throws made by units under his command. Treat any negative ability modifier as +0 for purposes of this feat.

STREET SMART

The Enforcer is familiar with the underside of civilization.

Prerequisites: Must be taken as part of an advancement in level in the Law Enforcer class.

Benefit: Gain a +2 bonus on all Sense Motive or Gather Information checks when dealing with the lower end of the social spectrum, whether in an official capacity or not. In some quarters (at the Referee's discretion) this feat may also cause "street people" to react better to the enforcer than to other "uncaring cops" since he or she speaks their language and comes over as one of them rather than an outsider.

STUBBORN AS A MULE

The diplomat has a reputation (deservedly) for stubbornness in negotiations, and in life in general.

Prerequisites: Must be taken as part of an advancement in level in the Diplomat class.

Benefit: Any attempt to dissuade him from a course of action he has decided upon suffers a -4 penalty.

SUBSTANCE RESISTANCE

The character was born with or has developed a partial immunity to certain drugs or poisons, and gains a bonus to Fortitude saves made to resist their effects. This feat can be taken several times, but must be applied to a different threat each time.

Possible Resistances include:

- Alcohol
- Nerve Agents/Nerve Poisons
- Sedatives
- System Poison
- Tear & Vomit Gas
- Venom

Benefit: The character gains +3 on all saves to resist the effects of the chosen substance.

Normal: A character without this feat suffers no special penalty.

SUPER ATHLETE

This annoying character has phenomenal aptitude for all sports, from Extreme Frisbee to Individual Re-Entry.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: Such a character gains a +2 bonus to all sports-related skill rolls. This never applies to attack rolls EXCEPT in non-harmful sporting context, e.g. a fencing bout with sporting weapons. In addition, once per week the character can make

an extreme physical effort. This can be any physical activity requiring a skill check, a save, or a straight check on a stat. The character is assumed to have rolled a 20 at least (as if taking 20, but at no extra cost in time) and gains +3 to the actual roll. After the incredible physical feat, the character suffers an impressive number of strained muscles and minor injuries that equate to 2d10 Stamina damage and a -2 penalty on all physical rolls (as defined in this paragraph) for the next 1d3 days.

SUPPRESS RESISTANCE

Corsairs are often outnumbered by their intended victims. It is thus important to dissuade enemies from fighting back.

Prerequisites: Must be taken as part of an advancement in level in the Corsair class.

Benefit: A character with the Suppress Resistance feat gains a +2 to Intimidate checks to induce an enemy to surrender or remain passive. At the Referee's discretion it may apply in other circumstances, such as when bluffing that the corsairs have a greater force than they do.

SURGERY

The character is trained and qualified to perform most types of surgery.

Prerequisites: T/Medical skill rank of 8+

Benefit: May perform surgery competently.

Normal: Anyone may perform surgery without this feat. The Surgery feat gives the patient a chance of surviving the experience.

SWAT

Having been assigned to an armed-response or special weapons and tactics (SWAT) team, the law enforcer has received advanced combat training.

Prerequisites: Must be taken as part of an advancement in level in the Law Enforcer class. Must be at least a 5th level Law Enforcer.

Benefit: This feat may be taken twice. SWAT I grants the character a special +2 bonus to all combat rolls using standard police weaponry (handguns, SMGs, rifles and batons). SWAT II adds an additional +1, for a total of +3 to combat rolls using the listed weapons.

SWIMMER

The character is an expert swimmer.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: Gains +2 on all Swim checks and checks to hold her breath. She may stay afloat indefinitely and may Take10 on any Swim roll. This feat stacks with Skill Focus and Athletic.

TACTICS I

Prerequisites: Must be taken as part of an advancement in level in the Army, Law Enforcer, Marine, Mercenary, or Traveller class.

Benefit: With this feat, the character may add his Wisdom or Intelligence bonus (whichever is higher) to any small-unit initiative rolls or saving throws. Treat any negative ability modifier as +0 for purposes of this feat. A small unit is a team of combatants numbering from 2 to 12 troops.

TACTICS II

The soldier has developed an insight into the tactics involved in maneuvering larger sized battlefield units including both manpower and vehicle assets ranging from platoon to battalion size.



Prerequisites: Must be taken as part of an advancement in level in the Army or Marine classes. Also requires the Tactics I class feature.

Benefit: The soldier may add his Wisdom or Intelligence bonus (whichever is higher) to the initiative rolls or saving throws for these assets. Treat any negative ability modifier as +0 for purposes of this feat.

TALENTED

The character has a natural talent for one type of entertainment, which must be specified (an instrument, song, juggling etc).

Prerequisites: Must be taken as part of an advancement in level in the Entertainer class.

Benefit: He or she gains a +4 to all Entertain rolls when using this mode of entertainment. Multiple different talents are possible, but they do not stack (see Sector Class, below).

TALENTED SURGEON

The character is a skilled surgeon with very sure hands.

Prerequisites: Must be taken as part of an advancement in level in the Medic class and must possess the Surgery feat.

Benefit: He receives a +2 bonus to all T/Medical skill checks when performing surgery.

TECHNICAL CROSS TRAINING

The Navy believes in training its sailors with at least some familiarity of a variety of tasks allowing for more flexibility of personnel in the event of the loss of other crewmembers during a battle.

Prerequisites: Must be taken as part of an advancement in level in the Navy class.

Benefit: Any Technical skills the character is not currently trained in may be treated as if it were an “untrained” skill. This means the character may attempt to use the skill as if they had a skill rank of 0. This feat may only be taken once by Naval personnel.

TECHNOPHOBIA

Because of their unfamiliarity with technology, Barbarians are often wary of and have difficulty with items of a technology level of 4 or better, or when using technology related skills (any technical skills, combat engineering, demolitions, driving, forward observer, all knowledge skills, and pilot).

Prerequisites: Must be taken as part of an advancement in level in the Barbarian class.

Benefit: When attempting to use technology related skills, a Barbarian suffers a –2 penalty to all checks.

When attempting to use a technological item, a Barbarian suffers a –4 penalty to all checks. If someone has shown him how to use the item or he has used the item previously, the penalty is only –2.

THROWER

The character is highly skilled in throwing events such as hammer, javelin, discus, and so on.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He is considered to be proficient with all thrown sports “weapons” for purposes of combat and competition, and gains a +1 bonus to hit with these weapons. He is not proficient with knives, axes, and other non-sporting thrown weapons.

TOLERANCE

Aslan find it difficult to interact with cultures that do not share

their values. Tolerance allows an Aslan to get along with “foreign barbarians.”

Benefit: The ability to tolerate and operate within non-Aslan cultures. It also allows Aslan to respond to aliens by their physical gender rather than their job-apparent gender. For male Aslan this feat also allows them to take “Female” skills and the ability to comprehend the value of money; Aslan females often have (but seldom use) many of the “Male Skills.”

Normal: Without this feat, Aslan characters must make Will saves to avoid challenging to a duel those who insult them. Saves are made with DCs varying from 10 (trivial things) to 30 (direct insult or accusation of crime).

Special: Aslan only

TOUGHNESS

The character is exceptionally tough.

Benefit: The character gains +1 Lifeblood points and +3 Stamina points.

Special: A character may gain this feat multiple times.

TRACKER

The character is unusually gifted at locating, identifying, and following the tracks and trails of people, animals, and vehicles.

Benefit: Add a +2 bonus to any P/Hunting skill checks when attempting to track someone or something.

Normal: A character without this feat can use the Search or Survival skill to find tracks, but can only follow tracks if the DC is 10 or less.

TRAMPLE

The character is trained in using their mount to knock down an opponent, offering the opportunity for the mount to trample him.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target is unable to avoid the attempt. If the character knocks down the target, his mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

TRAPPING

The character is trained in designing, constructing, and setting mechanical traps and snares.

Benefit: The character can set up traps that do increasing amounts of damage, are capable of holding larger creatures, and are better camouflaged, depending upon P/Hunting skill rank.

Once per week the Referee will check to see if anything has been caught in the trap. If the result on a 1d20 roll is less than the DC of the trap, something has been caught. If the result is higher than the DC, nothing has triggered the trap during the past week. If attempting to trap animals in the wilderness, the Referee should roll on the appropriate animal encounter table for the local terrain to see what has stumbled into the trap. If the animal is larger than the maximum size for the trap, the trap has been destroyed and the prey has escaped.

A trap does not have to inflict damage at all. It can inflict only Stamina damage or it can inflict both Stamina and Lifeblood damage. The trapper must specify the type of damage the trap will inflict when it is first set. Damage is inflicted once.

<i>Skill</i>			
<i>Rank</i>	<i>Size</i>	<i>Damage</i>	<i>Spot DC</i>
1	Tiny	1d4	5
4	Small	1d6	10

7	Average	1d8	15
11	Large	1d10	20
15	Huge	1d12	25
19+	Gigantic	1d20	30

Special: Survival skill may be used in place of P/Hunting skill, but add +2 to the minimum skill ranks required.

TRAUMA AID

The character is very experienced at dealing with gunshot wounds, burns, and other serious injuries.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: If he fails a skill check to save a trauma victim, the character may make an immediate second roll at DC 20 to stabilize the patient. If the medic also has the *Meatball Surgery* class feature, the character gains an additional +2 bonus to his T/Medical skill checks to save trauma victims using surgical procedures.

TRIAGE

The character is very skilled at sorting out who can wait for treatment, who needs urgent treatment, and who is not worth treating at all.

Prerequisites: Must be taken as part of an advancement in level in the Medic class.

Benefit: He can thus process large numbers of casualties very quickly in a disaster situation, and ensure that everyone gets the right treatment. If the character performing Triage makes a successful DC15 T/Medical check, all medical personnel further down the line gain a +2 circumstance bonus to their own T/Medical checks. Effective triage is also important in terms of reassuring victims and heading off potential problems.

TRUST FUND

A modest trust fund is awarded as part of the noble's title that may be drawn upon as needed.

Prerequisites: Must be taken as part of an advancement in level in the Noble class.

Benefit: This fund is set up in such a way as to allow the noble to draw up to Cr200 x their SOC score in funds per month. For large purchases on credit, the noble's family will usually be willing to guarantee such loans, up to MCr1 x her SOC score, provided she has handled her finances in a reasonable manner previously.

TRUSTWORTHY

The individual has that down-home, all-around good guy, honest look about you. Folks just feel comfortable around him and are more willing to confide in him.

Benefit: +2 bonus on all Liaison and Gather Information checks when interacting with others.

Special: This feat will stack with the Carousing feat when using the Gather Information skill to gain information from other individuals, but will not stack with the Research feat.

TUNE-UP (TYPE)

The character is skilled at tuning engines and machinery to get the most out of them. Various Types are possible. The most common are: Starships, Grav Vehicles, and Ground Vehicles. This feat cannot be used to improve the performance of a Jump engine.

Benefit: The character may take 1-3 days to set up a vehicle for optimum performance. AT/Mechanical or T/Gravitic (depending

on the drive type) check at DC 20 allows the character to increase acceleration and top speed by 5%. If successful, make a second check at DC 30 to obtain 10% better performance. This enhanced performance is lost if the character does not spend at least 1 day per week keeping the tune-up at peak efficiency

Normal: A character without this feat cannot exceed the design specs of the vehicle.

TWO-GUN KID

The character has trained to use a pair of handguns in combat effectively. The feat can also be applied to assault pistols, very small SMGs, sawn-off shotguns, and similar pistol-like weapons. The weapons need not be matched. This feat stacks with any other 2-weapon feats.

Benefit: A character with this feat suffers reduced penalties when using two weapons. See the combat section for details.

Normal: A character without this feat suffers large penalties to his attack rolls when trying to use two weapons; typically -4 and -8 for his main and off hands respectively.

TWO-WEAPON FIGHTING

The individual has been trained in fighting with two weapons at the same time.

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

UNCANNY DODGE

The character gains the ability to react to danger before her senses would normally allow her to do so, as a result of years of training and avoiding being ambushed.

Prerequisites: Must be taken as part of an advancement in level in the Law Enforcer or Mercenary class.

Benefit: She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or unaware.

UNDERWATER OPERATIONS

The character is highly skilled at operating in deep water and using diving equipment.

Benefit: The character gains a +2 bonus to all skill checks made when operating in an underwater environment.

Normal: There are no special penalties associated with underwater operations for persons without this feat, though a vac suit may impose some penalties.

VEHICLE ENGINEER

The character is an expert at maintaining one type of vehicle (e.g. wheeled, tracked, small starships, ship's boats etc).

Prerequisites: Must be taken as part of an advancement in level in the Engineer class.

Benefit: He receives a +4 bonus on all skill checks made when performing engineering tasks on such a craft.

VESSEL

The character is familiar with the operation and handling of a specific group of vessels.

Benefit: The character may use Driving or Pilot skill (whichever is appropriate) when operating a vessel of the specified group.

TABLE: Vessel Groups

Group	Skill	Examples
Vessel (Ground)	Driving	
	Wheeled Vehicles	Ground cars, Wheeled ATV, Motorcycles

Tracked Vehicles	Tracked ATV, Tracked AFV, Tank
Legged Vehicles	Mechs, Walkers
Hovercraft	Air Cushion Vehicles
Vessel (Sport)	Driving
	Unpowered sporting 'vehicles' such as skateboards, skis, bobsleighs and similar conveyances.
Vessel (Grav)	Pilot
	Air/raft, GCarrier, Speeder, Grav Bike, Grav Belt
Vessel (Watercraft)	Driving
Small Boats	Jetski, Skiboat
Large Boats	Fishing Boat, Yacht
	Ships Tanker, Steamship, Cargo Vessel
Vessel (Aircraft)	Pilot
Lighter than Air Craft	Hot Air Balloon, Dirigible
Propeller Aircraft	Propeller-driven heavier-than-air craft (not helicopters)
Jet Aircraft	Jet-propelled heavier than-air-craft
Helicopters	VTOL craft or Helicopters
Vessel (Ship's Boats)	Pilot
	Shuttles, Pinnaces, Cutters
Vessel (Starships)	Pilot
	All types of starships

Special: If the character does not already have at least a skill rank of 1 in Driving or Pilot, depending on the vessel group, he or she automatically gains the skill (as a class skill) with a rank of 0. If a vessel group has subgroups, the character must specify which subgroup she will have familiarity with. For example, a character selects the Vessel/Ground feat group. She must then select one of the four subgroups under Vessel/Ground.

Normal: Any attempt to pilot or drive a vessel that a character has no familiarity with suffers a penalty of -4 to all piloting or driving skill rolls. If a character is familiar with a class of vessel within the same subgroup, the penalty is only -2. For example, a character who already possesses the Vessel/Ground/Wheeled feat may attempt to drive a tracked vehicle suffering only a -2 penalty to their driving skill roll. If the same character attempted to drive any watercraft they would do so at a -4 penalty to any driving skill rolls.

VESSEL SPECIALIZATION

The character is highly trained in the operation of a specific type of vessel such as a ground car, motorcycle, tank, helicopter, propeller aircraft, air/raft, speeder, shuttle, scout/courier, or any other type or class of vessel.

Benefit: Add +2 to all drive or pilot checks when operating this type of vehicle.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new type of vessel.

WEAPON FOCUS

The individual has studied, practiced, and practically lived with a specific type of weapon (Laser Pistol, Cutlass, Autopistol, etc.) long enough to have become highly proficient with its use.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: The character adds +1 to all attack rolls when using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon. Note that "Brawling," "Unarmed Strike" or "Grapple" can be chosen as the character's weapon for purposes of this feat.

WEAPON PROFICIENCY (ARCHER)

The character is familiar with the use of all forms of bows including slings, short bows, long bows, sporting crossbows, military crossbows, and repeating crossbows.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (ARMSMAN)

The character is familiar with the use of all forms of polearms including bayonets, spears, halberds, pikes, and cudgels.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (AXE/MACE)

The character is familiar with the use of all heavy crushing and cutting implements, from baseball bats through maces to one and two-handed axes.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (BLACK POWDER WEAPONS)

The character is familiar with the use of all black powder weapons, from pistols to muskets and rifles

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls and has a greater chance of a malfunction. A character with the Combat Rifleman or Marksman feat suffers only a -2 penalty if he does not have the Black Powder feat, but he still suffers the greater malfunction chance.

WEAPON PROFICIENCY (CLOSE-QUARTER WEAPONS)

The character is familiar with the use of weapons in close-in fighting. He or she is trained to use light clubs (sticks), knives, and similar implements, including some of the more unusual martial arts weapons, such as Nunchaku. Additionally, the character is skilled at using almost any weapon close-in, and suffers a reduced penalty when trying to use a weapon in a grappling situation.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls. Characters involved in a grapple suffer a –4 penalty to use most weapons at close quarters, even if they are proficient.

WEAPON PROFICIENCY (COMBAT RIFLEMAN)

The character is familiar with the use of the following types of weapons: rifle, carbine, assault rifle, auto-rifle, advanced combat rifle, accelerator rifle, light machinegun, light assault gun, grenade launcher, RAM launcher, flame weapons and gauss rifle.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY (FIELD ARTILLERY)

The character is trained in the maintenance and operation of field artillery pieces including mortars, artillery pieces, mass drivers, high-energy weapons, meson accelerators, and MRLs.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: Untrained characters are not able to operate these types of weapons.

Special: If the character does not already have at least a skill rank of 1 in Gunnery, he or she automatically gains the skill (as a class skill) with a rank of 0.

WEAPON PROFICIENCY (GRAPPLER)

The character is trained at using advanced throwing, joint locking, choking and takedown techniques, both in normal combat and while wrestling on the ground.

Benefit: Character gains enhanced capabilities in close combat. See the Grappling rules for details.

Normal: An untrained character cannot use these special attacks.

WEAPON PROFICIENCY (HEAVY WEAPONS)

The character is trained in the maintenance and operation of field lasers, mortars, autocannon, and VRF gauss guns.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: Untrained characters are not able to operate these types of weapons.

Special: If the character does not already have at least a skill rank of 1 in Gunnery, he or she automatically gains the skill (as a class skill) with a rank of 0.

WEAPON PROFICIENCY (HIGH ENERGY WEAPONS)

The character is trained in the use of high-energy weapons including all man-portable plasma and fusion guns (PGMP or FGMP).

Prerequisites: Battle Dress feat.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using a high-energy weapon attacks at a –4 penalty.

WEAPON PROFICIENCY (LASERS)

The character is familiar with the use of the following types of laser weapons: rifle, carbine, and pistol.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of

weapons suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY (MARKSMAN)

The character is familiar with the operation and maintenance of most forms of modern non-military firearms including the following weapons: snub pistol, revolver, hand flamer, gauss pistol, auto-pistol, rifle, submachinegun, carbine, and shotgun.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY (SHIP'S WEAPONRY)

The character is skilled in the operation of turret mounted weapons aboard a spacecraft, including lasers, sandcasters, energy weapons, missiles, and particle accelerators.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: Untrained characters are not able to operate these systems.

Special: If the character does not already have at least a skill rank of 1 in Gunnery, he or she automatically gains the skill (as a class skill) with a rank of 0.

WEAPON PROFICIENCY (SWORDSMAN)

The character is skilled in the use of all forms of bladed weapons including daggers, blades, foils, swords, cutlasses, and broadswords.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY (THROWN WEAPONS)

The character is familiar with the use of all thrown weapons, from knives and shuriken to axes and javelins. Any character can throw a rock or similar object with no penalty, but throwing weapons require specialist training if they are to be effective.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls.

WEAPON PROFICIENCY (VEHICULAR WEAPONS)

The character is familiar with the use of all vehicle-mounted weapons, from aircraft-mounted missiles and autocannon to tank lasers and plasma guns. While a character with Weapon Proficiency (Heavy Weapons) proficiency can operate a machinegun mounted on an APC without penalty, and a character with Weapon Proficiency (Artillery) can fire the gun of a stationary tank, this feat is required to make effective use of tank guns, fighter cannon, and missiles etc on the move.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a –4 penalty on attack rolls.

WEAPON SPECIALIZATION

Prerequisites: Must be taken as part of an advancement in level in the Army, Barbarian, Law Enforcer, Marine or Mercenary classes. Must already have Weapon Focus with the weapon in which the character will now specialize.

Benefit: On achieving 2nd level or higher, as a feat the character may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. If the weapon is a

ranged weapon, the damage bonus only applies if the target is within 30 meters, because only at that range can the soldier strike precisely enough to hit more effectively.

WEIGHTLIFTING

The character can lift very heavy weights without inflicting self-injury.

Prerequisites: Must be taken as part of an advancement in level in the Athlete class.

Benefit: He may treat his strength as if it were 4 points more than it actually is, for purposes of determining dead lift capability and STR bonus as applied to tasks such as pulling or pushing a heavy weight. His carrying capacity is not improved, nor is damage done with any weapon.

WELL CONNECTED

The years spent traveling across space by a Traveller has resulted in a multitude of contacts, acquaintances, and friends spread across numerous worlds.

Prerequisites: Must be taken as part of an advancement in level in the Traveller class.

Benefit: Once per visit to a world, the character may roll $1d20 + 1$ for every Traveller *class level* vs. a DC equal to 30 – the world's Population UWP digit. If successful, the Traveller has remembered someone on the current world that might be able to help in some way (provide accommodation, learn of news and rumors, etc.).

This feature only provides for “remembering” such a contact. Actually locating them and talking them into actually helping are another set of tasks altogether. A “single” visit begins when a character arrives via Jump into the world's star system and ends when the character leaves the star system by Jumping to another star system.

WIPED SLATE

Prerequisites: Must be taken as part of an advancement in level in the Convict class.

Benefit: This feat can be taken twice. Wiped Slate I indicates that the character's criminal history has been buried or hidden well enough to escape a cursory computer search or scan of arrest lists. Wiped Slate II indicates that the character's history has been almost totally eradicated from records. Only the most thorough search would turn up any indication of previous criminality. Note that Wiped Slate I and II can be taken in place of any other feat by any character who has been a convict, whether they are still serving in the class or not.

XENO-EMPATHY

The individual has a natural affinity and understanding of alien lifeforms and their cultures.

Benefit: Add +2 to all Decipher Script and Use Alien Device checks.

XENO-MEDICINE

The character is familiar with the unusual medical needs and requirements of certain alien races.

Prerequisite: T/Medical

Benefit: The character may apply his T/Medical skill normally towards treating patients not of his own race.

Normal: Without xeno-medicine a doctor or medic suffers a penalty of at least –4 (as determined by the Referee) when treating a patient of a race other than their own.

Special: This feat can be selected more than once. When choosing this feat the character must specify the alien race he will be familiar with.

ZERO-G COMBAT

The character is trained and familiar with the use of weapons and combat in a zero or low gravity environment.

Prerequisites: Vac Suit feat

Benefit: May conduct combat in a low or zero gravity environment without penalty.

Normal: Firing a weapon in zero-g is at a –4 penalty (blades and polearms attack at –5), and when using any weapon the user must make a Dexterity check (DC 15) or lose control of their orientation.

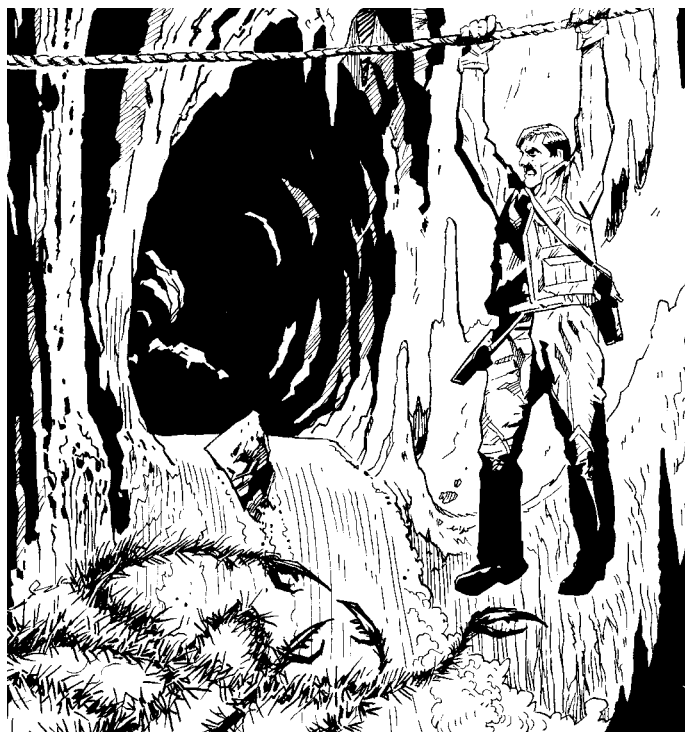
ZERO-G OR LOW GRAVITY ADAPTATION

The character is comfortable and familiar with working and living in a low or zero gravity environment.

Prerequisites: Armor (Vac Suit) feat.

Benefit: The character only suffers a –2 penalty when using skills in a zero-g or low gravity environment, except for combat skills, which require the Zero-G Combat feat.

Normal: Untrained characters suffer a –4 penalty on any skill use in a low or zero-g environment.



EQUIPMENT AND STARTING FUNDS

8

EQUIPMENT

MONEY

The standard monetary unit used in **T20** is the Credit. A Credit, abbreviated Cr, is worth roughly \$3 (US as of 2001) in real-life monetary terms. Prices in Credits are always written Cr followed by the actual amount, for example Cr1000. For large amounts, there is also the Kilocredit (KCr) worth 1,000 credits, the Megacredit (MCr) worth 1,000,000 Credits, and the Gigacredit (GCr) worth 1,000,000,000 Credits.

EQUIPMENT

In a technological game like **Traveller**, what your character is equipped with is at least as important as his or her skills. Some tasks cannot even be attempted without the correct tools, while others are made much easier by having access to advanced equipment. It is sometimes possible to create low technology versions of advanced equipment. Technology in **Traveller** is rated according to a series of "tech levels" that give a general idea of the level of sophistication available to the local population. The tables at the end of this chapter summarize the most advanced technology available to a culture of any given tech level.

PRIOR HISTORY AND MUSTERING OUT

How much money and equipment a character will start the game with depends on how many terms they spent developing their background in Prior History as well as the rank the character attained during their employment.

STARTING FUNDS

All characters receive the amount listed as Starting Funds for the first class the character took a level in. For example if a character takes their very 1st level of experience in the Academic class, that character would automatically start with Cr1000.

RETIREMENT PAY

In addition to any other cash or benefits a character may earn from their background developed in Prior History, characters that spent 5 or more terms in a specific career or service are entitled to retirement pay. How much the character will receive annual as their payment depends on how many terms were served.

Terms Served	Annual Pay
5 terms	Cr4000
6 terms	Cr6000
7 terms	Cr8000
8+ terms	Cr10,000

ADDITIONAL BENEFITS

Characters who spent time developing their backgrounds in Prior History may also earn additional benefits in the form of cash, equipment, travel vouchers, exclusive memberships, or other reward. Exactly what benefits are available will vary from career to career and from service to service, and must be determined separately for each.

For each term a character has spent in a specific career or service, they receive 1 benefit roll on the Mustering Out Benefits table for that career. If the character reached a rank of O1 or O2 in that career or service, they receive an additional benefit roll. Characters who reached a rank of O3 or O4 in that career or service receive 2 extra benefit rolls. Characters who reached a rank of O5 or higher in that career or service receive 3 extra benefit rolls.

Accomplishment	Benefit Rolls Earned
Per term spent in a career or service	1
Rank O1 or O2	+1
Rank O3 or O4	+2
Rank O5 or higher	+3

A character may take up to 3 of their benefit rolls (if they have that many) on the Cash column for the given career. Characters with a Gambling skill rank of 5 or higher may add +1 to any roll on the Cash column.

Any remaining rolls may be taken on the Materials column for the career. Characters with a final rank of O5 or higher in the career may add +1 to any rolls on the Materials column.

The various material benefits available from each profession or service are detailed below.

Blade: The character may select any one bladed weapon available (up to Cr100 in value) and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to "sell" the weapon for 90% of its value (Cr90) instead and pocket the cash.

Education: The character's Education ability score is raised by the given amount.

Gold Watch: The character receives a very nice gold watch worth Cr500. It can be sold or kept.

Gun: The character may select any one handgun, rifle, shotgun, or submachine gun available (up to Cr500 in value) and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to "sell" the weapon for 90% of its value (Cr450) instead and pocket the cash.

High Passage: The character receives a high passage ticket entitling him or her to first class (high) passage on any ship headed between one world and the next world visited by the ship. High passage includes excellent cuisine and allows up to one ton of baggage. A high passage normally costs Cr10,000 when purchased. This high passage ticket may be cashed in for 90% of its value (Cr9000) if desired.

Instruments: The character receives a set of high-quality instruments to assist in his or her future work.

Intelligence: The character's Intelligence ability score is raised by the given amount.

Low Passage: The character receives a ticket entitling him or her to low passage on any starship between one world and its next destination. This type of passage involves travelling via a cryogenic capsule (cold sleep or suspended animation). Passengers are unconscious for the entire course of the journey. As a side benefit, one does not age while in cold sleep. Unfortunately this does not offset the intrinsic dangers involved in this type of travel if proper medical supervision is not available upon awakening. Low passage costs Cr1000 when purchased and includes a 10kg baggage allowance. This low passage ticket

may be cashed in for 90% of its value (Cr900).

Middle Passage: The character receives a ticket entitling him or her to middle passage on any starship between one world and its next destination. Middle passage includes second-class accommodation (still of reasonable quality), passable food and drink, and up to 100kg of baggage. The passenger is expected to tend to his or her own affairs (maid service, laundry, cleaning, etc.) during the voyage. Middle passage costs Cr8000 when purchased, and this middle passage may be cashed in for 90% of its value (Cr7200) if desired.

TAS Membership: This benefit may only be received once. Any subsequent receipt of it is ignored (and not rerolled). The Travellers' Aid Society (TAS) is a private organization, which maintains hostels and facilities at all class A and B starports in Human space. Such facilities are available (at a reasonable cost) to members and their guests. In addition to the use of TAS facilities and services, each member receives a free high passage ticket every two months. This ticket may be kept, used, or cashed in for 90% of its value (Cr9000) as needed.

In addition to earning membership when mustering out, membership may be purchased for an initiation fee of MCr1. Membership is for the life of a character, and may not be transferred.

Social Standing: The character's Social Standing ability score is raised by the given amount.

Vehicle: The character may select any vehicle available (up to Cr5000 in value) and add it to his or her possessions or may "hold" the benefit to see if it comes up again. If so, each receipt of this benefit is worth Cr5000 towards the purchase of a vehicle (not a starship). The vehicle must be selected and paid for when mustering-out is completed, using only whatever cash the character gained in mustering out and/or as starting cash. Alternatively the character may elect to "sell" the vehicle for 90% of its value (Cr4500 per receipt of this benefit) instead and pocket the cash.

Weapon: The character may select any one weapon (of any type) up to Cr1000 in value and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to "sell" the weapon for 90% of its value (Cr900) instead and pocket the cash.

Sponsorship Deal: The character is involved with advertising or sponsorship. This is worth Cr2d6X1000 per year, for 1d6 years after mustering out.

Scout Ship: It is the policy of most Scout Services to make surplus Scout ships available to selected members of the service that are entering detached duty (mustering out). The recipient is free to use the vessel for any legal purposes, but both the ship and its captain are subject to recall to active duty at any time without prior notice. The ship remains the legal property of the Scout Service and may not be sold. Fuel for these ships is available free at any Scout base, and maintenance is also free at any Scout base located at a class B or A starport. The captain is responsible for any other upkeep and crew costs.

Other Starships: The character receives title and ownership to some type of starship (Free Trader, Yacht, Lab Ship, Mercenary Cruiser, or Seeker) depending upon the class they are mustering out of. The ship's purchase loan is not paid off, however, and the character is now responsible for the monthly bank payments, maintenance, crew costs, and other expenses.

If the character receives this benefit more than once (from any prior history class), each subsequent receipt indicates that the original ship received is actually 10 years older, and the total payment term on the loan is reduced by ten years. By this method it is possible for a character to end up with a ship, owned free and clear, by successfully receiving this benefit five times (once to receive the ship, four times to pay off the 40-year loan.) Such a

ship is at least 40 years old, obviously.

Note that in the case where a member of the Traveller class receives a ship as a benefit, it is up to the Referee to decide what type is appropriate. Payments are the same as for any other class, including on a Scout/Courier awarded to a Traveller.

WHAT NEXT?

Once your character has mustered out of a service or career there are three options you can take: furthering the character's education, pursuing a new career or service in Prior History, or finish up the character and begin play. Each option is explained below.

FURTHERING EDUCATION

If the character plans to further their education, return to the Prior History chapter and follow the rules for the Educational Path for the character's next term.

NEW CAREER OR SERVICE

A character may choose to enter a different career or service for their next term instead of continuing their current one. As long as they are qualified to enter that career or service and as long that they were not kicked out of that career or service in a previous term, the character may pursue their new job by returning to the Prior History chapter and following the normal Employment Path rules for taking on a new career or enlisting into a service.

FINISHING UP

If your character is through generating their prior history, you should now move on to the Money and Equipment section of this book.

WEAPONS

Personal weapons available to characters are listed below, detailing their cost, weight and other factors needed for play. This section includes additional weaponry to that contained in the *T20* basic rulebook. Some of this hardware appeared in *Travellers' Aide Volume 1: Personal Weapons of Charted Space*, though not all of the weaponry presented in that volume is here.

WEAPON PERMITS

The Imperium recognizes the right of individuals to arm themselves for self-defense, though it places restrictions on the sort of hardware a private citizen may own and use. As a general rule, the more accountable an individual is, the more the authorities are likely to trust them. Restrictions are based upon the ability of weapon owners to take on Imperial forces or cause massacres.

Permits are not necessary to transport weaponry in proper containers, of course. Transport of and trade in weapons are both covered by the laws of interstellar commerce and unless the shipment mysteriously comes open in transit, the authorities will not take an interest.

These restrictions and permit requirements are those imposed by the Imperium. Local laws always apply – your Category 4 merc permit does not allow you to wander around a high-law city with a machinegun. Imperial permit restrictions supersede local law where the Ministry of Justice has jurisdiction. That is, if a certain weapon is legal on a given planet, but the user does not have an Imperial permit for it, action can still be taken against him or her – but only if the MoJ has a reason to become involved. If only local law enforcement is involved in an incident, there is no problem.

This grey area gives the MoJ the vital ability to crack down

on arms traders who set up on low-law worlds and sell powerful weaponry to all bidders, hiding behind loose local weapons laws as they supply dangerous criminals with military-grade weapons. Such irresponsible arms dealing is damaging to the stability of the region, and thus trade and the well-being of all Imperial citizens.

Weapon permits can be General or Specific. General permits allow the ownership of any weapon in that category, while specific permits allow only the ownership of a single example of a given weapon type, though multiple permits can be issued.

Weapons and military equipment fall into five categories:

CATEGORY 1: UNRESTRICTED WEAPONS

No permit is required, anyone can buy and own such weapons. So long as the weapon is legal in this locality, even someone convicted of weapons-related crime could carry without interference.

Examples:

- All melee weapons (cutlasses, daggers, batons, shock batons etc)
- Non-Lethal Firearms (Tranq guns, Thud guns)
- All bow weapons

CATEGORY 2: CIVILIAN SMALLARMS

The purchaser must demonstrate “safe use” – any existing weapons permit or half an hour’s accreditation and safety training on the range. No actual skill or reason for purchase is required.

Examples:

- Revolvers and most pistols, semi-automatic rifles, shotguns
- Mesh, Jack and Light Ballistic Cloth (“Diplo”) Armor

CATEGORY 3: PARAMILITARY SMALLARMS

The purchaser must have an actual skill level (or default skill from other weapons training) and demonstrate “suitable need.” The latter is covered by occupations such as shipboard security operative, skip tracer, bodyguard, etc. References from employers may be taken. Employment by an accountable person or body (starship captain, corporation, port authority etc) is desirable. Note that all Imperial Services personnel who leave honorably automatically have a General Category 3 permit for weapons and armor, unless revoked for criminal activity.

Examples:

- Light Automatic Weapons (Autorifle, SMG, Assault Rifle, Autoshotgun, Snub SMG)
- Special ammunition (HEAP) for snub weapons
- Laser pistols, rifles, and carbines
- Heavy Ballistic Cloth body armor

CATEGORY 4: MILITARY SMALLARMS

As Category 3, but restrictions are tighter. Service as an accredited mercenary or similar employment is usually required. Imperial personnel leaving the service with a “Weapon” benefit are assigned a permit for its use and ownership.

Examples:

- Military Shotguns
- Gauss Weapons (Rifles and Pistols)
- Advanced Combat Rifles (ACRs)
- Mid-Tech support weapons (grenade launchers, LAWs, Light Machineguns)
- Powerful mid-tech weapons, e.g. Anti-Tank rifles.
- Combat Environment Suit

- Military-grade electronics (advanced sighting equipment etc)

CATEGORY 5: MILITARY SUPPORT WEAPONS

Only available to accredited mercenary units or personnel with a good record of serving in such a unit, while actively seeking a suitable unit or employer.

Examples:

- Plasma and Fusion Weapons
- Gauss support weapons
- Tac missiles
- Military Combat Vehicles
- Battle Dress and Combat Armor

BLANKET PERMITS

Organizations (merc units, Huscarles, corporate security units) and some high-security starships generally have a “Blanket Permit” for weapons use by personnel as directed by the unit’s legitimate command or employer. Some non-weapon systems fall into these categories and are similarly restricted; e.g. nuclear mining explosives (cat 5), conventional explosives (cat 3), Starship lasers (cat 3), military-grade starship lasers (cat 4).

OBTAINING A PERMIT

Permits can be obtained by presenting a case for need and accountability to the appropriate office (MoJ offices usually, but permits can be issued by certain nobles and Imperial officials, and by chartered branches of Instellarms’ Information and Advisory Division).

A Free Trader operating on the frontier as a mail ship should be able to obtain permits for military-grade lasers and maybe a couple of ACRs provided the case is put right and the ship’s record is good. Instellarms offers a permit-advisory service and can assist with processing and accreditation. Details are available at any Instellarms Regional Distribution Center, or from the offices of any subsidiary.

BEYOND THE IMPERIUM

Outside the Imperium, some interstellar states operate a similar permit system, while others have very different ways of controlling civilian weapons ownership, or none at all. In regions where there are no interstellar states, local laws only apply, and it should be noted that even within the Imperium, local laws always take precedence on-planet. It is thus possible (within and without the Imperium) to obtain illegal weapons and keep them hidden from the authorities. Penalties for owning and/or using an illegal weapon vary considerably from place to place.

WEAPON TYPES

The weapons available to travellers can be broken down into several categories:

Non-Lethal Melee Weapons

Some melee weapons tend to hurt and injure their target rather than causing potentially lethal damage. Like unarmed combat attacks, weapons like light batons, knuckle dusters and sticks cause Stamina rather than Lifeblood damage. Such weapons can be used to inflict Lifeblood damage in the same manner as unarmed combat attacks (i.e. a –4 penalty to the attack roll) by attacking vulnerable points.

Shock Weapons

Some weapons (stun batons, stunguns etc) contain a high-voltage power source, which shocks the target on contact. Such

weapons can be used to merely touch the target (for shock damage only) or to add shock damage to a normal melee attack. Shock damage is done to Stamina, and armor protects normally against it.

In theory, any melee weapon can be constructed to deliver shock upon contact (though special construction is required, tripling the cost). After delivering a shock, such weapons need to recharge for 1d6+1 combat rounds. Power sources are normally drained after 3-10 (1d8+2) uses, requiring a new power source or recharge of an internal one.

The exception is the stun gun. This device is completely useless against armor unless an unprotected location can be hit (requiring a Called Shot). If it does hit, it inflicts 1d6 Stamina damage and requires the target to make a Fortitude save vs. DC 20 or flop about helplessly on the ground for 3d6 rounds.

Melee Weapons

The vast majority of melee weapons are designed to inflict potentially lethal (i.e. Lifeblood) damage. Most commonly, Travellers arm themselves with hilt weapons, i.e. swords and daggers. However, enemies may be encountered equipped with a full range of lethal implements, most of which are modeled by the weapons listed above. For example, a club heavy enough to do lethal damage (i.e. a baseball bat) can be treated as a mace. Anything that does not fit one of these categories can be considered an improvised weapon, doing 1d4 Stamina damage (or more, with certain feats).

Bow and Sling Weapons

Most societies find a use for propelled projectiles, and at low tech levels the only options available are tension or torsion (i.e. bow) weapons or assisted-throwers such as slings. Most such weapons require the user to stand up, making him or her vulnerable, but can be lethal. Bows also have the advantage of being silent.

Thrown Weapons

Anyone can throw a rock or grenade, but weapons that rely on hitting the target correctly (e.g. with a blade) require more training. Almost any object can be considered to be a “small rock” or a “large rock” if thrown. Large and awkward objects (including large rocks) are thrown at a –2 penalty. Large and small rocks do Stamina damage unless thrown at a life-threatening location (at a –4 penalty, like unarmed lethal attacks).

Black Powder Weapons

Early firearms use black powder propellant and a loose projectile. They are not only highly unreliable and inaccurate but also give away the firer’s position with a huge cloud of smoke. They are however superior to bow weapons in that they can be more quickly brought into action, require less training, and can be “held” ready to fire. Black Powder weapons are covered by a special Weapon Proficiency feat – Black Powder Marksman. Anyone without this feat can use black powder weapons at a penalty of –4 (–2 if he has the Marksman feat), and suffers Additional Unreliability (see below).

Black powder weapons are extremely unreliable. When a user fires one, roll an additional 1d10. On a 1, the weapon has malfunctioned; consult the table below. For users without the Black Powder Marksman feat, this occurs on a 1-2.

Despite their faults, black powder weapons are lethal and useful. Most are smoothbore weapons, and thus extremely inaccurate (though shotguns are no less so than their modern cousins). However, black powder rifles, which are even slower to load than smoothbores, can be extremely accurate – certainly enough to pose a real threat to travellers. Weapons can be

initiated by flintlocks, percussion caps, wheellocks, matchlocks and other methods, adding to their general clumsiness. The lock mechanism makes pistols difficult to conceal.

Black Powder Malfunctions

Occur on 1 on 1d10, or 1-2 if user untrained (i.e. does not possess the Black Powder Weapons feat).

Table: Black Powder Malfunctions

1d10 Roll	Malfunction
1-2	Hang-fire. Weapon discharges a second or two late. Automatically misses target, may pose hazard to anyone downrange.
3-6	Weapon misfires. May be re-primed (this takes as long as reloading) and firing attempted again.
7-9	Weapon misfires and clogs. Must be cleaned before firing can be attempted.
10	Weapon backfires, ruining it. User takes 1d8 Lifeblood damage from fragments of the barrel and lock.

Body Pistols

A variety of small, concealable handguns are available. Low-tech versions are simply difficult to spot due to their small size, but more advanced ones use specialist non-metallic materials to make detection by automated equipment difficult. Such low-detectability (or “stealth”) weapons are illegal in most areas.

Body pistols come in two general types: the derringer and the true pistol. Derringers are single or double-barreled weapons that must be manually reloaded after firing. The true “body pistol” is a tiny semi-automatic weapon fed from a magazine, (usually with a capacity of 5 rounds), and can be quickly reloaded.

Handguns

Two basic types of slug throwing handgun exist; revolvers and self-loading pistols (often known as semi-automatics, automatics or autopistols). Revolvers are (as a rule) slightly more robust, simpler to use, and generally more idiot-proof. They are fed from a revolving cylinder, which normally holds six rounds (fewer in very powerful weapons, more in less powerful ones) and places each round under the hammer in turn. Revolvers are thus somewhat bulky, but this does have the advantage that if a round malfunctions, it is usually possible to simply pull the trigger again to fire the next one. They are also slow-loading, requiring each round to be manually placed in the cylinder. A variety of devices (stripper clips, half-moon clips and speedloaders) exist to speed up this process. It is extremely difficult to silence a revolver; few silenced versions exist.

Autopistols are fed from a magazine (sometimes incorrectly named a “clip”), which is usually inserted in the handgrip. Autopistols are slightly more complex than revolvers, though not really any more difficult to use. They are prized mainly for their high magazine capacity and speed of reloading.

The standard revolvers and autopistols in use throughout Charted Space are 9mm or 10mm caliber weapons, which use interchangeable ammunition that can also be used in some submachineguns.

Lighter revolvers and autopistols, in 7-8mm caliber) are used by those seeking a lighter recoil or a smaller weapon. They are sometimes carried as “holdout” weapons – not truly body pistols, they are nonetheless more difficult to spot than full-size weapons.

Heavy revolvers and autopistols are available in larger calibers (12mm or even 14mm), or in “magnum” versions of the

standard 9-10mm. Magnum ammunition is slightly longer than standard rounds; a Magnum weapon can use standard rounds but not vice versa. Recoil and noise from these weapons is considerable.

Extremely powerful weapons (usually revolvers) are available. An example is the 4-shot Ultra Revolver, an 18mm Magnum caliber monster whose awesome recoil has been compared to being shot with a 9mm. Such weapons are so large and bulky that it is often easier and more practical to buy a submachinegun.

Snub Weapons

Snub weapons are designed for shipboard use in low-g. They have a large caliber and short barrel, firing low-velocity rounds to minimize recoil. All snub weapons use the same ammunition, which is normally ball (i.e. standard bullets) but can include tranquilizer, gas, flechette and high-explosive armor piercing HEAP. Standard AP (armor-piercing) is of little use in a snub weapon due to the low muzzle velocity. HEAP uses a shaped-charge explosive effect to create reasonable AP effects.

The standard shipboard security weapon is the snub revolver, though autopistol and SMG variants are available.

Shotguns

Shotguns are smoothbore weapons that normally fire buckshot (large pellets) but can use flechettes (very small sharp fragments), solid slug rounds or a variety of special ammunition types. Sporting guns are usually single or double barreled, with rounds inserted directly into the breech. Sporting guns are sometimes sawed-off to create a deadly close quarters weapon. Sawed-off shotguns cannot fire any ammunition other than flechette or buckshot and they have an even shorter effective range than standard shotguns. However, anyone using a sawed-off shotgun gains a bonus of +4 to hit out to 3 meters, in addition to any ammunition or other bonuses.

Double-barreled weapons have two triggers, allowing both barrels to be fired at once. If this is done, the attack causes an additional die of damage).

Combat shotguns are fed from a detachable or internal magazine. Various configurations exist, with magazine capacities from 4 to 10 rounds, with 6 being fairly standard. Shortened stockless shotguns (usually with a 3 or 4 round capacity) are carried as backup or close-assault weapons by some mercs, while standard combat shotguns are a standard shipboard security weapon due to their low penetration characteristics. They are also in common use with police and security forces. Combat shotguns are either pump-action or semi-automatic.

Military shotguns are semi-automatic weapons designed for close-quarters combat. They use more powerful ammunition that is not compatible with other shotgun types, and often have detachable magazines containing up to 10 rounds. Military shotguns are not legal in localities that only allow shotguns, since they are more properly considered "close assault weapons" than "sporting" or "self-defense" tools. They are thus illegal at law level 6.

Assault Shotguns are a purely military weapon, illegal at law level 3 like all such weapons. Fed from a box or drum magazine, the assault shotgun uses standard shotgun cartridges but is capable of semi-automatic, 3-round bursts and fully-automatic fire. Assault shotguns are normally used to sweep an area and cut down several unarmored foes at once.

Rifles

A rifle is simply a longarm with a rifled barrel. Various weapons are termed "rifles." They all differ somewhat from one another. Early versions are single-shot or semi-automatic, while more advanced weapons may feature burst fire or full-automatic capability. Most

rifles are fed from a detachable magazine, though earlier versions use an internal magazine fed with individual rounds or from a clip. The most advanced rifles (Advanced Combat Rifles, or ACRs) use ETC (ElectroThermalChemical) propulsion rather than the more traditional primer-initiated chemical propellant. There is no real difference between these methods in use, though ETC weapons are cleaner. ACRs often include sophisticated electronics to aid the user.

Variants of the rifle include the carbine, a shortened version, and specialist heavy "big game" hunting rifles. Many military and quasi-military rifles use a "bullpup" configuration where the magazine is inserted behind the trigger assembly instead of in front. This allows for a shorter weapon, handier for close combat.

Most rifles can carry accessories like a bayonet (though this is uncommon in civilian or hunting weapons) and perhaps a launcher arrangement for rifle grenades (which are launched from the barrel of the rifle) or an underbarrel grenade launcher (which is basically a separate weapon attached to the rifle).

An alternative rifle weapon, intended for low-g combat, is the accelerator rifle, which uses rocket projectiles to keep recoil down.

Light Automatic Weapons

Other than assault shotguns, there are basically three types of light autofire weapons. The Light Machinegun (LMG) is a purely military weapon, often based on a standard rifle and capable of being used in place of one. It fires rifle-caliber ammunition and can fire armor-piercing (AP) rounds.

The submachinegun (SMG) is favored for urban, shipboard and similar close-quarters combat. It fires pistol-caliber ammunition. Examples vary from almost rifle-sized weapons to tiny sidearms. Variants are available that use lighter or heavier ammunition, much like handguns, though extreme calibers are not effective.

Some users favor "assault pistols." These are simply handguns converted to burst or full-auto fire. Even when fitted with a foregrip and a wire stock, a pistol remains a pistol, and on full-auto these weapons are not very controllable. Burst-fire is possible for additional damage and for an increased chance to hit, but this is offset by a -2 penalty to hit at all ranges when firing an assault pistol on burst or full-auto mode. The most common mode of use is to "spray and pray," emptying the weapon in the general direction of a foe, or to ram the muzzle into a target and hold the trigger down. The latter mode is used mainly by hitmen and assassins.

Laser Weapons

Lasers use a beam of coherent photons to cause damage to the target by superheating a point. If the target surface contains moisture (e.g. flesh), a laser hit will superheat the water and cause it to flash to steam, causing an almost explosive effect and a very severe wound. Lasers have no recoil, so are useful in zero-g combat, though in a standard atmosphere they are reduced in efficiency by dust, mist, rain and anti-laser aerosols. Laser weapons can be used to designate for artillery or other support weapons if suitably adapted.

Laser weapons require a power source to operate. This is most usually a backpack or belt pack, though some weapons can be fed from fixed sources (e.g. at defense points aboard a starship) or even from internal power cells. The latter are low in capacity and render these "free lasers" less effective than might be desired. Lasers are also rather fragile and do not stand up well to the rigors of field use.

Power supplies for laser weapons are available as backpacks, belt units or internal cells. A backpack unit holds 100

or 300 “power factors,” and is heavy-duty enough to supply all weapons. Belt packs hold 50 power factors, but can only supply carbines and pistols safely. Using a rifle with a belt pack incurs a 1 in 3 chance of overloading the pack and rendering it useless. A discharged pack can be recharged from a starship power plant or similar energy source.

Laser rifles use 3 power factors per shot (i.e. 100 shots from a 300-factor backpack), carbines 2 and pistols 1.

Those weapons fitted for internal batteries can be connected to a pack or used “free” on internal power. A heavy-duty rifle battery holds 15 power factors (5 shots), a carbine battery 20 (10 shots) and a lightweight pistol battery 5 (5 shots). Batteries are not interchangeable and tend to fail after being recharged 3-5 times, making their use highly expensive.

Support Weapons

Support weapons are normally available only to the military. They include launchers and scaled-up versions of infantry weapons, plus a range of specialist weapons.

The General-Purpose Machinegun (GPMG) is a heavier version of the LMG, capable of sustained firepower. It can be operated by a single individual but is not really suited to an assault role.

The Antitank Rifle (ATR) and Light Assault Gun (LAG) are both based on rifle-type weapons, firing a heavy round over long distances. Advanced superheavy weapons like .50 caliber sniper rifles are sufficiently similar to the antitank rifle to use the same stats, though the sniping version is accurate out to far greater ranges.

Infantry Recoillesses are heavy but man-portable weapons such as the 90mm recoilless rifle, a short weapon fired from a prone position by a 2-man gun team. These weapons cannot be fired on the move unless mounted on a vehicle. Their performance is lower than a real vehicle weapon, but they do give infantry the capability to fight light armor.

Grenade, Rocket and Missile Launchers

Launchers of various types are used for infantry support and light anti-armor work. The standard grenade launcher is a tube device that is either used alone or fitted under a rifle, while RAM (Rocket Assisted Multipurpose) grenade launchers (sometimes called spigot mortars) are basically a handle and sighting apparatus to which RAM grenades can be attached for launching. Some rifles can also be used as RAM grenade launchers. A variety of projectiles are available such as smoke, explosive, incendiary and anti-armor. Tube grenade launchers can also launch fragmentation rounds, like giant shotgun shells, and baton or “stunbag” rounds.

A special case of the grenade launcher is the Thud Gun, which can fire only a plastic “baton” round designed to knock down and stun the target. Such weapons inflict Stamina damage rather than causing lethal injury.

Designed to attack armored vehicles and structures, disposable launchers are a simple tube/grip/sight/launcher affair containing an unguided rocket-propelled grenade or small missile with a high explosive warhead. These weapons have a significant backblast area, posing a hazard to troops nearby. More advanced launchers contain a guided missile, normally used for attacking aircraft.

Non-Disposable missile launchers are often termed “Light Tac (tactical) Missile Launchers.” The most powerful tac missiles are capable of delivering small nuclear warheads, but these tend to be vehicle-mounted. Early tac missiles are extremely bulky and must be manually guided to the target after launch from a tripod mount. Later versions use fire-and-forget missiles which can be fired from the shoulder by a single individual, though a second

member is usually required to carry ammunition and spot for the operator. Higher-tech light tac launchers can engage ground or air targets with a multimode warhead, selecting the most effective attack and even approach mode automatically.

Flame Weapons

Flamethrower weapons are hazardous to the user and his companions, but are useful in clearing dug-in troops or in other specialist applications. The mid-tech flamethrower consists of fuel tanks and a sprayer that ignites the fuel as it leaves the nozzle. At higher tech levels, less fuel can be used, allowing a smaller “flame rifle” or even “hand flamer” fed by internal fuel.

At high tech levels, a more advanced super-flamethrower is available which uses gauss (electromagnetic acceleration) technology to propel metallic flakes (which are ignited as well as propelled by the gauss field) in place of chemical fuel. These weapons are expensive and rather rare, since plasma weapons are generally more useful.

Gauss Weapons

Gauss weapons are military hardware, pure and simple. Instead of a large projectile propelled by chemicals, these weapons use a small needle accelerated to immense velocities by a linear magnetic field.

Gauss pistols are the favored sidearm of the Imperial services. The army and marines use a functional, robust weapon, while the Navy Model has a longer a barrel and is generally more elegant, though no less functional. The Scout Service is not issued gauss pistols except for some security applications. Gauss pistols have a fairly low recoil and are not as noisy as slug throwers (though the “crack!” is distinctive). They are capable of semi-automatic or burst fire.

The gauss rifle is a powerful weapon used by the Imperial Marines and some units of the Imperial Army. Using the same technology as the pistol, it can achieve higher muzzle velocities and greater accuracy. Sniper versions are available, and VRF (Very Rapid Fire) gauss guns are mounted on some vehicles as anti-personnel weapons.

The gauss shotgun is an experimental weapon that fires bundles of gauss needles in a conical pattern. The concept has never really caught on, though examples do reach the market from time to time.

High-Energy Weapons

High-energy weapons (plasma and fusion weapons) hurl bolts of superheated gas, which in some cases proceeds to fusion. They are devastating in effect, but in many cases require battle dress to operate due to the weight of the weapon and its power supply. Higher-tech weapons include gravitic compensation, and can be used by an unarmored soldier. High-energy weapons require careful maintenance, since a containment failure poses an extreme hazard to friendly personnel.

WEAPON DESCRIPTIONS BY TL

The TL listed is the tech level at which the weapon is first constructed. A higher-tech version may become available. Such more advanced weapons are often more robust, ergonomic and “cool” looking, but their performance is much the same as the basic model.

TLO WEAPONS

Axe, Stone: A simple weapon constructed by attaching a weight (usually a rock) to a branch or bone handle. Similar implements can be constructed from high-tech equipment if the need arises. Length: 500mm to 1,000mm.

Cudgel: A basic stick used as a weapon. Easily obtained from standing trees or through the use of an unloaded long gun such as a rifle or carbine (laser weapons are too delicate to be used as cudgels). Length: 1,000mm to 2,000mm.

Dagger: A small knife weapon with a flat, two-edged blade approximately 200mm in length. Daggers are usually carried in a belt sheath, or less frequently concealed in a boot sheath or strapped to the forearm. Daggers are usually as much a tool as a last-resort weapon of defense, and worn constantly. Each weighs 250 grams; that weight, however, does not count against the weight load of the character as the weapon is worn constantly and comfortably.

Spear: A long (2,000-3,000mm) polearm with a pointed tip, usually of metal. Often made by the person who carries the weapon, the spear is quite inexpensive.

Sling: A projectile weapon that propels small stones or metal bullets using rotational energy. Requires a certain amount of skill to use effectively.

TL1 WEAPONS

Axe, Battle: A large axe with one or two blades, the battle axe is cumbersome to carry but deadly. Large wood axes and fire rescue axes have a similar performance. Length: 1,000mm to 2,000mm.

Axe, Hatchet: A light axe head on a short haft, hatchets are basic work tools and are carried as sidearms in some areas. Length: 300mm to 600mm.

Axe, Throwing: A hatchet-like weapon balanced for throwing, the axe has a short range but heavy impact. It can double as a hand-to-hand weapon.

Bow, Short: A light bow with a weak pull, the short bow is primarily a hunting weapon but sees use in combat from time to time.

Javelin: A short spear designed for throwing. Javelins can be pressed into service as spears, and vice versa, though neither is ideal outside its intended role.

Knife, Throwing: A small blade weapon designed for throwing, a knife is easy to conceal and carry. Throwing knives can double as hand-to-hand weapons but are not very effective. Damage is 1d3 Lifeblood, Piercing. Length: 100mm to 250mm.

Mace, Heavy: A heavy metal weight (often spiked or flanged) on a haft, the heavy mace is sometimes used in two hands. Length: 1,000mm to 1,500mm. Heavy clubs such as baseball bats have a very similar performance.

Mace, Light: With a smaller weight and a shorter haft than the heavy version, the light mace is a one-handed weapon carried as a sidearm by some low-tech troops. Length: 500mm to 1,000mm.

Morningstar Flail: A spiked mace head on a chain attached to a long haft, the Morningstar is a deadly battlefield weapon but poses a severe threat to an untrained user. Length: 1,500mm to 2,000mm.

Pike: A long (3,000mm to 4,000mm) polearm with some form of flat blade tip. A long horseman's lance may be very similar in construction to a pike.

Sword: The standard long-edged weapon, featuring a flat, usually two-edged blade. It may or may not have a basket hilt or hand protector. A scabbard to carry the sword may be attached to the belt, or to straps (or a sash) over the shoulder. Blade length may vary from 700mm to 950mm. Swords are constructed in many shapes, straight or curved, designed for cutting or thrusting, or both. A fairly robust "gentleman's sword," an army officer's dress saber and a martial artist's katana would all be termed "swords" and though their mode of use varies they are all roughly similar in terms of capability.

TL2 WEAPONS

Black Powder Carbine: A short-barrelled rifle like weapon (or an extremely large pistol), the carbine fires a pistol ball out to a greater effective range. Carbines are usually carried by low-tech cavalry and possibly artillerymen.

Black Powder Musket: A basic infantry firearm, the musket is more powerful than a carbine and has a greater range.

Black Powder Pistol, Large: A long, heavy pistol that is awkward to carry, the Large Pistol often has a metal-shod butt, making it a reasonable cudgel once discharged.

Black Powder Pistol, Light: A smaller weapon, the light pistol is better suited for carry as a sidearm.

Black Powder Shotgun: Little different from a modern shotgun other than the fact that it uses loose ammunition and powder rather than cartridges, the black powder shotgun has similar performance to more modern versions.

Broadsword: The largest of the sword weapons, also called the two-handed sword because it requires both hands to swing. The blade is extremely heavy, two-edged, and about 1,000mm to 1,200mm in length. The hilt is relatively simple, generally a crosspiece only, with little basketwork or protection. When carried, the broadsword is worn in a metal scabbard attached to the belt; less frequently, the scabbard is worn on the back, and the broadsword is drawn over the shoulder.

Halberd: A quite elaborate polearm featuring a pointed, bladed tip. This weapon may be considered to be a combination of a battle ax and a spear.

Long Bow: A long symmetrical or asymmetric bow, the long bow is a powerful low-tech weapon. The stats can also be used for powerful recurve bows, which are shorter than the standard longbow stave.

Military Crossbow: A powerful crossbow weapon capable of penetrating even ballistic armor, the military crossbow is easy to operate, though slow-loading.

Throwing Steel: A range of small blades can be thrown, including darts, stars and caltrops. They are not especially damaging, and are virtually useless against armor.

TL3 WEAPONS

Bayonet: A knife-like weapon similar to a dagger or blade. When not attached to a rifle, a bayonet is treated as a dagger (or blade), carried in a belt scabbard, and requires dagger (or blade) skill for use to advantage. When attached to the muzzle of a rifle (only, not carbine or auto rifle), it transforms the gun into a polearm, and increases the length of the weapon by 200mm.

Black Powder Rifle: Basically a musket with a rifled barrel, the black powder rifle is slow-loading but accurate out to a respectable distance.

Blade: A hybrid knife weapon with a heavy, flat two-edged blade nearly 300mm in length, and (often, but not always) a semi-basket handguard. Because of the bulk of the handguard, it is generally carried in a belt scabbard. Blades are as much survival tools as weapons, and are often found in emergency kits, lifeboats etc.

Crossbow, Repeating: A quick-firing crossbow cocked by a lever and few from a magazine of bolts, repeating crossbows are weak and somewhat unreliable.

Crossbow, Sporting: A light crossbow intended mainly for hunting or shooting game, the sporting crossbow is quicker to load than its heavy cousin.

Cutlass: A heavy, flat-bladed, single-edged weapon featuring a full basket hilt to protect the hand. The cutlass is the standard shipboard blade weapon and sometimes kept in lockers on the bulkhead near important locations; when worn, a belt scabbard is used. Blade length varies from 600mm to 900mm.

Foil: Also known as the rapier, this weapon is a light, sword-like weapon with a pointed, edged blade 800mm in length, and a basket or cup hilt to protect the hand. Foils are worn in scabbards attached to the belt.

TL4 WEAPONS

Derringer: A simple single or double-barreled pistol, the derringer is not a repeating weapon; each barrel must be reloaded after firing.

Revolver: An early handgun, the revolver fires 9mm bullets with characteristics similar to those used by the automatic pistol, but not interchangeable with them. No magazine is used: six cartridges are inserted into the cylinder. If reloading with individual ammunition, three rounds can be inserted each round. If a device such as a speedloader is used, the weapon can be fully reloaded in one round.

TL5 WEAPONS

Antitank Rifle: An oversized rifle weapon, normally bolt-action but sometimes semi-automatic, designed to attack hard targets like primitive tanks and equipment. Can use armor-piercing or explosive ammunition. Ammunition is not compatible with any other weapon. This weapon is too bulky to fire on the move; it must be rested on its integral bipod.

Assault Pistol: An autopistol converted to fire bursts of fully automatic fire. Highly inaccurate.

Autopistol: Also referred to as a Semi-Automatic Pistol, Automatic Pistol or just a Pistol, the Autopistol is a basic repeating handgun. One cartridge is fired for each pull of the trigger. Autopistol ammunition is interchangeable with submachinegun ammunition (although magazines are not). Preloaded magazines may be inserted into an empty pistol, requiring one combat round.

Carbine: A short type of rifle firing a small caliber round. A magazine containing ten rounds is inserted into the underside of the carbine ahead of the trigger guard or behind the handgrip (this configuration is referred to as "Bullpup," and in some localities carbines may be referred to as Bullpups), and one round is fired with each pull of the trigger. Replacement of an empty magazine takes one combat round. Carbine ammunition is not interchangeable with any other type of ammunition.

In essence, a carbine is a short rifle, firing a cartridge of smaller, lighter caliber. A sling usually allows the carbine to be carried on the shoulder, out of the way.

Flamethrower: A crude device consisting of fuel tanks, a compressor and an aimable nozzle, the flamethrower is a devastating weapon that can be hazardous to its user and her comrades. Early flamethrowers are prone to leaks and even explosions; more advanced versions are a little safer but remain vulnerable to enemy fire. Flamethrowers are often used as area-clearance weapons.

Rifle: The standard military firearm, firing a 7mm, 10 gram bullet at a velocity of approximately 900 meters per second. Longer and heavier than a carbine, it is also more effective. Standard equipment includes provisions for attaching a bayonet and telescopic sights, and a shoulder sling.

A twenty-round magazine is attached to the front of the trigger guard, and one round is fired with each pull of the trigger. Replacement of the empty magazine takes one combat round. Rifle ammunition may also be used in automatic rifles; rifle and auto rifle magazines are interchangeable, and weigh the same.

Shotgun, Combat: The basic weapon for maximum shock effect without regard to accuracy. The shotgun has an 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. Velocity for the projectiles is about 350 meters per second. A cylindrical magazine rests

under the barrel and parallel to it. This magazine is normally loaded with individual rounds (at the rate of three shells per combat round) and typically holds six rounds. Some versions of the combat shotgun use detachable magazines holding up to ten rounds, but these are bulky and awkward to carry. Changing detachable magazines takes one round. Many combat shotguns are semi-automatic, firing one round per pull of the trigger. Some (and all before TL6) use a pump-action system, whereby the user manually chambers a round before firing.

Shotguns are available in various configurations. Short versions with no stock and a small magazine (3-4 rounds) are popular as backup weapons or for close combat.

Magazines measure approximately 350mm long by 20mm in diameter and are quite clumsy to carry.

Shotguns are equipped with a sling for carrying.

Shotgun, Sawn-off: A sporting shotgun with the barrels greatly shortened and the stock removed, the sawn-off has a very short range but a wide spread of shot. Its primary value is intimidation.

Shotgun, Sporting: A double or single barreled shotgun for hunting purposes, the sporting shotgun uses standard shotgun ammunition. Each barrel must be manually reloaded after firing. Two barrels can be reloaded per combat round.

Speargun: An underwater weapon launching a harpoon or spear using compressed gas. The spear may or may not be attached to the gun by a line. Spearguns must be manually reloaded after every shot, which is a full move action. Spears weigh 1kg and cost Cr10.

Submachinegun: A small automatic weapon designed to fire pistol ammunition. Magazines holding 30 cartridges are inserted into the weapon forward of the trigger guard or in the pistol grip, depending on the design. The gun fires a burst of four rounds per pull of the trigger. Replacement of an empty magazine requires one combat round.

Submachinegun ammunition (but not magazines) is interchangeable with autopistol ammunition.

Most submachineguns are equipped with slings for ease of carrying. Some are small enough to be carried in a shoulder or hip holster.

TL6 WEAPONS

Autopistol, Light: A lightweight, small-caliber version of the standard autopistol, the light autopistol has a smaller recoil and greater concealability, though magazine capacity is low.

Automatic Rifle (Autorifle): A highly refined and tuned version of the rifle, capable of full automatic fire as well as semi-automatic shots. Normally, the automatic rifle fires bursts of four bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle until switched back to burst mode. Ammunition and magazines are identical to those used for the rifle.

General Purpose Machine Gun (GPMG): A light support weapon fed by a belt of ammunition. Basically the same as the LMG (below) but purpose designed as a support weapon rather than being an overgrown rifle. The GPMG is therefore slightly more robust and capable of more sustained fire.

Light Machine Gun (LMG): A heavier belt-fed version of the automatic rifle. Reloading takes 3 rounds if the weapon is manned by a single individual, one round if a loader is present. The LMG fires up to a 20-round burst each combat round.

Revolver, Light: A small-caliber, lightweight version of the standard revolver. The light revolver is slightly more concealable.

Revolver, Heavy: A large-caliber or "Magnum" version of a standard weapon, the heavy revolver is a large and robust

handgun with fearsome recoil and good intimidation capabilities. It is loaded in the same manner as all other revolvers.

Rifle, Hunting: A powerful and accurate bolt-action or semi-automatic rifle fed from an internal magazine. Reloading is at the rate of 3 rounds per combat round. Most “sniper” rifles have similar characteristics to the hunting rifle.

Rifle, Survival: The rather puny “survival rifle” is a simple double-barreled, collapsible weapon included in survival kits. It can fire a weak rifle cartridge (not compatible with other rifle ammunition) from one barrel (1d6 damage) or a shotgun cartridge from the other. The latter is treated as a flechette round, and does 2d4 damage out to 2 meters and 1d4 after that. It is only any use for knocking over small game.

TL7 WEAPONS

Assault Rifle: A lighter and less expensive version of the automatic rifle.

Crossbow, Advanced: A modern version of the sporting crossbow using advanced materials. It is functionally little different.

Disposable Launcher: A lightweight, self-contained, disposable, non-reusable version of the Grenade Launcher. Disposable Launchers are designed to fire HEAP grenades only. They are also known as Light Antitank Weapons (LAW) or Light Anti-Armor Weapons (LAAW).

Grenade Launcher: Allows users to lob grenades at ranges far exceeding normal throwing distance. Unlike artillery, grenade launchers rely on the destructive power of the warhead alone, as there is little kinetic energy behind their attack. Grenade launchers may be fired once per round as a standard attack action, and require a move action to reload. A grenade launcher may fire any type of grenade, up to a maximum distance of 1,000 meters. A grenade launcher may be attached to an assault rifle for the cost of the assault rifle and the grenade launcher plus an additional Cr50.

Heavy Submachinegun: A version of the standard SMG designed to use larger caliber ammunition. More powerful, but almost as large as an assault rifle, heavy SMGs are not popular. Ammunition is not compatible with standard SMGs.

Infantry Recoilless: A light support weapon capable of launching projectiles similar in performance to RAM grenades, the Infantry recoilless is a direct-fire weapon crewed by two people and fired from a tripod.

Micro-Submachinegun: A tiny submachinegun, little larger than a pistol, designed to fire small-caliber ammunition. Carried as a sidearm instead of a pistol by some personnel.

Shotgun, Assault: A heavy shotgun fed from a 7-round detachable box or a bulky 20-round drum, the assault shotgun is capable of semi-automatic or burst fire. It uses the same ammunition as other shotguns. Reloading with either type of magazine takes one round.

Stun Gun: A short-range weapon that delivers a non-lethal electric shock to the victim, rendering him helpless for a short time.

TL8 WEAPONS

Autopistol, Heavy: A large-caliber or “magnum” version of the Autopistol, the Heavy Autopistol is bulky and has limited ammunition capacity, but it hits hard and has good intimidation value.

Axe, Boarding: A modern version of the halberd with a short haft, the boarding axe is a combination of axe and spear for close assault work. Most have an optional spade head, which can be swapped for the axe in a few seconds.

Laser Carbine: A lightweight version of the laser rifle, firing high energy bolts using current from a backpack battery/power

pack. The laser carbine fires a 2mm beam of energy, aimed by integrated optic sights. The power pack is capable of producing 50 shots before it requires recharging. Recharging requires at least eight hours connected to a high-energy source. The laser carbine is connected to the power pack by a heavy-duty cable.

Light Assault Gun (LAG): Essentially a heavy (20mm caliber) rifle fed by a 5-round magazine. Requires the firer to have STR 14+ (unless in battle dress) or suffer –2 to hit due to the weight and recoil. The LAG can use a variety of ammunition types.

RAM Launcher: Designed to fire RAM grenades, allowing for targets as far away as 1,000 meters. See RAM Grenades. The RAM grenade launcher holds a 3 round clip that may be fire at a rate of one round per pull of the trigger. Reloading the RAM grenade launcher is considered a move action.

Shotgun, Military: A semi-automatic weapon fed from a detachable magazine, the military shotgun uses different ammunition to other shotgun types. It can be reloaded in one round.

Snub Pistol: A low-velocity autopistol designed for shipboard and zero-g environments. Snub weapons can use a range of ammunition types.

Snub Revolver: A low velocity revolver designed for use shipboard and in zero-g environments.

Snub SMG: Submachinegun version of the snub pistol intended for shipboard combat.

Thud Gun: A single-shot discharger firing a heavy but soft projectile for non-lethal knockdown. Damage is Stamina only.

TL9 WEAPONS

Accelerator Rifle: Designed specifically for zero-g combat, the accelerator rifle fires a specially designed round which upon leaving the barrel is accelerated by a secondary propelling charge. Normally the rifle fires bursts of three rounds per pull of the trigger, but may be adjusted to fire single rounds.

Body Pistol: A small, non-metallic semiautomatic pistol designed to evade detection by most weapon detectors. One cartridge is fired for each pull of the trigger. Pre-loaded magazines may be inserted into the pistol when it is empty, taking one combat round to do so. Body pistol ammunition is not interchangeable with the ammunition for any other types of guns.

Body Pistol, Heavy: A single or double-barrel version of the body pistol firing a single large cartridge in the manner of a derringer. Heavy Body pistol ammunition is not interchangeable with the ammunition for any other types of guns.

Disposable Guided Launcher: Similar to the standard disposable launcher, the disposable guided launcher uses a missile with multimode tracking, capable of attacking armor or aircraft. It is a “fire-and-forget” weapon, self-homing on the target after launch. The disposable carry/launch tube cannot be reused.

Flame Rifle: An advanced version of the flamethrower, the flame rifle uses a smaller amount of more efficient fuel for a similar effect. It is self-contained, fed from a bulky tank under the weapon. Flame rifles are somewhat less prone to disaster than backpack-type flamethrowers, but many users cite their self-contained nature as their best feature – the user is not strapped to the weapon but can throw it away at need.

Laser Rifle: The standard high-energy weapon, firing energy bolts in the same manner as the laser carbine. Heavier, the laser rifle is also capable of longer sustained action, and is somewhat sturdier. The standard power pack can provide 100 shots before recharging. As with the laser carbine, the laser rifle is connected to the power pack by a heavy-duty cable. Laser rifle power packs can be used with carbines or pistols, but the opposite is not true.

Revolver, Ultra: An enormous version of the revolver firing

a massive, overpowered cartridge, Ultra Revolvers are normally fed by a 4-round internal cylinder which is reloaded like any other revolver.

TL10 WEAPONS

Advanced Combat Rifle (ACR): A progressive development of the assault rifle. The ACR is also designed to fire RAM grenades. A single RAM grenade may be fired per round as a standard attack action, with reloading considered a move action. ACRs are available in light and heavy versions, depending upon the preferences of the designers. Heavy versions use a more powerful round.

Hand Flamer: A smaller version of the flame rifle, the hand flamer's short nozzle makes it handy in room-clearance operations but also poses a greater hazard to the user. Capacity is small and range short, rendering these weapons rather less than useful on the battlefield.

Light Tac Launcher: A tripod-mounted support weapon capable of firing battlefield tactical (tac) missiles. Tac launchers use a powerful missile; some versions have a small nuclear warhead, though the use of such munitions is rather rare.

TL12 WEAPONS

Gauss Rifle: The ultimate development of the slug thrower, the gauss rifle generates an electromagnetic field along the length of the barrel that accelerates a bullet to high velocities. The round itself consists of a dense armor piercing core surrounded by a softer metal covering, ending in a hollow point, giving the round excellent stopping power and good armor penetration. Gauss rifles are also designed to fire RAM grenades. A single RAM grenade may be fired per round as a standard attack action, with reloading considered a move action.

Gauss Rifle, Sniper: A super-accurate version of the standard infantry gauss rifle.

Laser Pistol: A pistol equivalent of the laser carbine, though still dependent on an external power pack.

Plasma Gun, Man Portable (PGMP-12): The weapon consists of a power pack carried on the firer's back, the weapon itself, and a flexible power link. The powerpack powers a laser ignition system in the weapon itself, which heats hydrogen fuel to a plasma state. The plasma is contained in the ignition chamber briefly and then released through a magnetically focused field along the weapon's barrel. The initial plasma jet is 2cm in diameter but begins to dissipate rapidly. Each powerpack has sufficient energy to discharge 40 plasma bolts before recharging is required. Each pull of the trigger discharges one plasma bolt. Because of the recoil of this weapon, it may only be fired once every two rounds. Damage is reduced to one-half at 5-7 range bands, and one-quarter at 8 range bands or more.

Spurt Gun: An illegal and unreliable weapon, the spurt gun is a small disposable pistol that fires 200 small ceramic balls in a single burst, becoming very hot in the process. The firer takes one point of Lifeblood damage if the weapon is dropped immediately after firing, and 1d3 more if he keeps hold of it. After firing, the spurt gun is effectively destroyed and useless.

TL13 WEAPONS

Gauss Flamer: An alternative to the standard flame weapon, the gauss flamer (also known as a Gauss-Thermite Superflamer, or GTS) accelerates metallic flechettes to high speed and ignites them, creating a cone of incredible heat. Spread is somewhat erratic however. For this and other reasons, plasma weapons are generally preferred.

Gauss Pistol: An advanced weapon using electrometric acceleration to propel metal darts, the gauss pistol is a common sidearm in high-tech military forces. The detachable magazine

contains a battery to power the weapon, which can be reloaded in one combat round. Gauss pistols can use semi-automatic or burst fire modes.

Gauss Shotgun: A high-tech close assault weapon using gauss technology to launch bundles of needles in the manner of an assault shotgun. Range is short but the effects are deadly.

PGMP-13: Designed to be used exclusively with battle dress armor. The strength enhancement units of the armor serve as a recoil carriage, allowing the weapon to be fired each round. Damage is reduced to one-half at 5-7 range bands, and one-quarter at 8 range bands or more.

TL14 WEAPONS

Fusion Gun, Man Portable (FGMP-14): Similar in design and function to the PGMP, differing only in that it contains the plasma slightly longer until a fusion reaction begins to take place. The weapon is therefore somewhat more powerful than a plasma gun, and may only be used by individuals wearing battle dress. May still only be fired once every two rounds. Damage is reduced to one-half at 5-7 range bands, and one-quarter at 8 range bands or more.

PGMP-14: The ultimate development of the plasma gun, the PGMP-14 incorporates a gravitic field generator that provides near total recoil compensation. This enables personnel not in powered armor to both carry and fire the weapon every round. The weight listed before the slash is the weight of the weapon with the gravity field generator off, the weight listed after the slash is with the gravity field generator on. Damage is reduced to one-half at 5-7 range bands, and one-quarter at 8 range bands or more.

TL15 WEAPONS

FGMP-15: Incorporates a gravitic field generator similar to that used on the PGMP-14, allowing use by firer's wearing non-powered armor every round. The weight listed before the slash is the weight of the weapon with the gravity field generator off, the weight listed after the slash is with the gravity field generator on. Damage is reduced to one-half at 5-7 range bands, and one-quarter at 8 range bands or more.

NON-STANDARD AMMUNITION

In addition to the standard ammunition available for weapons, some weapons may use the following non-standard ammunition:

Flechette Rounds: These rounds break apart in flight releasing numerous small, sharp shards of metal, increasing the chance of hitting the target, (+2) but inflicting considerably less damage (replace each damage die, of any type, with 1d4). Flechette rounds are useless against armored opponents. Cost is x2 per round.

High-Explosive (HE) Rounds: These rounds are designed to explode once they penetrate a target, inflicting +1 die of damage. Cost is x10 per round.

Armor Piercing (AP) Rounds: As the name implies, these rounds are specifically designed to penetrate ballistic cloth and other types of armor. Reduce the target's AC bonus for any natural or manufactured armor by -1 per penetration bonus of the round. Cost is (x 3 plus x1 per penetration bonus of the round). For example a +2 AP round has a penetration bonus of 2 and cost 5 times (x3 +x2) the normal price of a round for the given weapon. Armor-piercing ammunition intended for rifle and carbine weapons can have a bonus equal to half the tech level it was manufactured at, rounding fractions up. Handgun and SMG rounds may have a maximum AP bonus of 1/4 the TL the ammunition was manufactured at, rounding up. Standard AP rounds are not useful in snub weapons, so HEAP is used

instead.

Tranquilizer Rounds: The target must make a Fortitude save vs. DC15 or fall unconscious. Save is made at +1 DC per round hitting the target.

Buckshot: Buckshot has a very short range but is highly lethal. At up to 3 meters, buckshot will hit any single target for 3d6 damage. At up to 6 meters, it will hit any single target for 2d6 damage. Beyond 6 meters, buckshot inflicts 1d6 damage on anyone in a 2 meter wide path out to its maximum range. However, buckshot ammunition penetrates very poorly and suffers a penalty against armor of -2 PV (and an additional -1 PV per range band after the first in addition to normal range penalties).

HEAP: High-explosive armor piercing ammunition is available for snub weapons. It is designed to offset the low velocity of the round with a shaped explosive effect, enabling snub weapons to punch through armor. Treat snub HEAP as standard AP fired from a normal handgun, but maximum bonus is equal to half the TL of the round, rounding fractions up. Cost is x20 per round.

Stunbag or Baton: Available for shotguns and dischargers, stunbag rounds cost x3 per round, and deliver their damage to Stamina rather than Lifeblood.

AMMUNITION PERMITS

No special permits are required for most ammunition types; they are legal where the weapon that uses them is legal.

Snub HEAP rounds require a Category 3 (paramilitary) permit, since they can penetrate light armor.

Armor-piercing rounds require a permit according to their capability:

- **Up to +3:** Category 3 (paramilitary)
- **+3 to +6:** Category 4 (military)
- **+7 or more:** Category 5 (military)
- **High-Explosive Rounds** require a Category 4 (military) permit.

ACCESSORIES

The following special accessories are generally available for the various weapons.

Telescopic Sights (800 grams; Cr200; TL6): High-quality telescopic sights for attachment to weapons, for increasing their accuracy, especially at longer ranges. A weapon equipped with such sights effectively doubles its normal range increment.

Telescopic sights are delicate, however, and may be jarred out of alignment by any violent action (such as being left unattended in a moving truck, a close explosion, or being dropped) on a basic check (DC12). When the sights go out of adjustment, the basic throw to hit should not be revealed to the firer, and he or she will always miss.

Electronic Sights (1,500 grams; Cr2000; TL9): Electronic sights with image enhancement and light intensifications capabilities are available to provide the capability to see and hit in the dark. Treat any low-light conditions as normal lighting for weapons equipped with such sights. These sights are treated like telescopic sights for damage and reliability, and function similarly, but do not increase the weapon's range increment.

Electronic Telescopic Sights (1800 grams; Cr3000; TL9) Electronic sights combining the capabilities of both electronic and telescopic sights. They are still rather fragile.

Toughened Sights: Ruggedized versions of these sights are available at one tech level higher, and at 1.5 x the cost. Ruggedized sights of this sort are extremely tough; they can be used to hit someone over the head and will remain accurate.

Pistol Silencer (600 grams; Cr200; TL6): Devices are available which will muffle or eliminate the sound of guns firing,

but so far they have proven practical only when applied to body pistols, a very small number of specially made revolvers, automatic pistols and submachine-guns. A silencer attaches to the muzzle of the pistol, increasing its total length, and making it impossible to holster until the silencer is removed. Silencers are not interchangeable; one must be purchased for each specific model of pistol used.

Rifle Suppressor (1kg; Cr500). It is possible to more or less silence a rifle, though this requires dropping the muzzle velocity to subsonic levels, which imposes a reduction in damage of -1 point per die. Special ammunition must be used, which costs double the price of normal ball rounds.

Shoulder Stocks (1,000 grams; Cr75; TL5): It is possible to produce a shoulder stock that may be attached temporarily to a pistol or revolver, resulting in a crude carbine arrangement and some greater accuracy at longer ranges. Ignore the first range penalty incurred when firing a pistol or revolver equipped with such a stock. The overall length of the pistol is increased by the length of the stock, and the pistol cannot be holstered. Attaching the stock (or detaching it) requires five combat rounds.

Folding Stocks (500 grams; Cr100; TL6): Carbines, rifles, and shotguns can be equipped with folding stocks which make it possible to reduce the overall length of the weapon by 300mm.

Laser Dot Pointer: A small laser projector can be built into a projectile weapon to indicate where the round will be placed. This costs Cr250 per weapon so converted. Weight is negligible. A dot pointer gives a +2 bonus to hit within the weapon's first range increment.

HUD Conversion: A weapon can be converted so that a reticule showing where its projectile is aimed can be displayed on a personal Heads-Up Display unit. Converting a weapon in this manner takes 1 hour and costs Cr500 in addition to the price of the HUD. The conversion has negligible weight. A HUD gives a +3 bonus to hit at all ranges, but is not compatible with other aiming systems such as telescopic sights or a laser dot pointer.

MISSILES, GRENADES AND EXPLOSIVES

Explosives and other devices can be propelled to their target by a variety of means. They can be thrown, launched as indirect projectiles by a launcher, accelerated some of the way by a rocket or similar engine, and in some cases can be guided to their target by various means. They are military weapons, and are legal for military/police use only except at the lowest law levels.

HAND GRENADES

The majority of grenades are hand-thrown. At lower tech levels (up to 9) they are mechanically fused. The normal mode of operation is to have dual trigger. The user removes a safety pin, holding down a spring-loaded lever or "spoon" while the grenade is held. Once it is thrown, the lever is no longer held in place and the fuse (normally 2-5 seconds) is initiated. After the preset delay, the grenade bursts or ignites. Pins can be reinserted, making the grenade safe, so long as the lever has not been released.

At TL9 and above, electronic fusing is standard. This electronic version of the pin and fuse allows grenades to be set for a time delay between 1-10 seconds after throwing. Again, a spring-loaded lever is normally used to prevent accidental discharges. A more sophisticated Multimode Fusing System is available, which doubles the cost of the grenade and raises the accident rate under combat conditions somewhat. With MFS, a grenade can be set for timed delay, or to explode on impact (there is a short "arming" distance in case the grenade is dropped, but this is not 100% reliable). Impact fusing is very hazardous to the user. Long-delay timed fusing is also possible, as is "trembler" fusing, which allows a primed grenade to be left behind as a

booby trap, to detonate if it is disturbed. Finally, MFS grenades can be part of a remote-controlled defensive system, detonated at will from a central command position.

Hand grenades are available in all types except HEAP, Parachute Flare, Baton and Multiple Projectile.

LAUNCHED GRENADES

Grenades fired from a launcher are sent on their way by a charge in the same manner as a bullet. After that they are unpowered and unguided, traveling in a high arc to drop onto the target. Grenade launchers can be standalone weapons, fitted under a rifle, or even belt-fed support weapons. Launched grenades have a minimum safe distance within which they will not arm. The unarmed grenade is still a heavy object moving fast, and will do 2d6 damage to anyone stuck by it. The projectiles fired from the Infantry Recoilless can be considered to the launched grenades, though their trajectory is not so high.

Grenades designed to be launched in this manner include all types listed below.

ROCKET ASSISTED MULTI-PURPOSE (RAM) GRENADES

RAM grenades have a built-in booster system, which ignites upon firing, vastly increasing the velocity (and thus the range) of the round. RAM grenades may be fired from special launchers and as rifle grenades from the ACR and the gauss rifle. RAM grenades are available in most types: Flechette/Fragmentation, HEAP, Smoke, Tranquilizer, Incendiary, Baton, Multiple Projectile, Illuminating and Aerosol.

ROCKETS AND MISSILES

Some weapons launch a missile with a warhead equivalent to a RAM grenade, but moving in a flatter trajectory propelled by rockets, and guided to the target. Missiles are guided in various ways: operator-guidance, heat-seeking and radar-seeking are common. Some are designed to home in on the spot "painted" by a laser designator, which can allow the missile to be launched in an indirect trajectory and to then receive targeting information while in flight. At higher tech levels, multimode target seeking is common, whereby the missile uses more than one seeker mode to improve accuracy and resistance to countermeasures.

Unless noted otherwise, the warhead of a battlefield missile should be considered to be the same as that of a RAM grenade. For guided missiles in combat, see the Combat chapter.

WARHEADS AND EXPLOSIVES

When a grenade or other explosive is set off, its effects are spread out over a given radius from where it landed. Anything within the blast radius is automatically hit. Those affected may attempt a Reflex saving throw to take only half damage (this does not apply to vehicles or ships).

Grenade Warheads

	Dmg	Blast		Weight	Cost
		Radius	Increment		
Plastic Explosive	1d20	1.5 m	-	250g	Cr5
TDX	4d6	6 m	6 m	1kg	Cr150
Flechette/ Fragmentation	6d6	6 m	3 m	1kg	Cr12 Cr200
HEAP	4d6	3 m	3 m	1kg	Cr15 Cr240
Smoke	*	6 m	3 m	1kg	Cr10 Cr160
Tranquilizer	*	6 m	3 m	1kg	Cr25 Cr400

Aerosol	*	6 m	3 m	1kg	Cr12 Cr200
Incendiary	1d6 ⁽¹⁾	1.5 m	*	1kg	Cr10 Cr160
Illuminating	*	-	*	1kg	Cr10 Cr160
Flashbang	*	1.5 m	3 m	500g	Cr15 Cr240
Baton/Stunbag	6d6 ⁽²⁾	-	-	1kg	Cr10 Cr160
Multiple Projectile	4d8 ⁽³⁾	-	*	1kg	Cr15 Cr240

⁽¹⁾ Incendiary rounds inflict this damage each round the target is exposed

⁽²⁾ Stamina Damage only

⁽³⁾ Treat as a shotgun – 4d8 damage out to 3m, then 3d8 to 6m, 2d8 to 9m and 1d8 to 12m

* The range increment of launched grenades depends upon the launcher, not the payload.

Plastic Explosive: Because of its nature, plastic explosive may be molded and shaped allowing the user to direct and control to a fair degree the force of the blast. It cannot be used on its own as a grenade, since it needs a detonator. See Demolitions for more information.

TDX: A gravitationally polarized explosive. Unlike conventional explosives, TDX expends its energy only along the horizontal plane of the blast. For example, a TDX explosive set 1 meter off the ground would inflict its damage on anything within its blast radius that is also at a height of 1 meter. Objects above or below this level would not be affected. Because of this effect, TDX is quite useful at tasks such as felling trees, cutting the supports of a bridge or trestle, etc. Anyone caught in the blast radius may make a Reflex save (DC15) to take no damage.

Flechette/Fragmentation: This is the standard anti-personal grenade, inflicting 6d6 damage against any targets within a 6-meter blast radius. Anyone caught in the blast radius may make a Reflex save (DC 15) to take half damage.

HEAP: High Explosive Armor Piercing grenades. They have a smaller blast radius, but give you more bang for your buck and are designed to penetrate heavy armor. Reduce the target's AC bonus for natural or manufactured armor by 5. Anyone caught in the blast radius may make a Reflex save (DC 15) to take half damage.

Smoke: This grenade releases a thick cloud of smoke that rapidly engulfs a 6-meter radius, reducing visibility down to ½ meter. This effectively gives everyone in the cloud a 90% Concealment modifier (+8 to Defense). The cloud will persist for 1d3+6 rounds (1d3+1 in windy conditions).

Tranquilizer: Anyone caught in the 6-meter blast radius of a Tranq grenade must make a Fortitude save (DC 15) or immediately fall unconscious. This save must be made each round the character remains within the blast radius of the grenade and the gas persists. The gas will persist for 1d3+6 rounds (1d3+1 in windy conditions).

Aerosol: These grenades release an anti-laser aerosol that will impose a -4 to hit modifier for anyone using a laser weapon within the grenade's blast radius. The aerosol will persist for 1d6+6 rounds (1d3+3 in windy conditions).

Incendiary: Incendiary grenades burn hotly for 10 to 20 seconds, and will cause flammable material close by to catch fire. The incendiary effect has no effect on hardened structures like bunkers or the outer hull of an armored vehicle or starship, but will damage the internal components of such a vehicle if it is set off inside. Personnel not in combat armor, combat environment

suit or battle dress will take 3d6 damage every round they remain within a 2-meter radius of a burning grenade. Anyone within 4 meters takes 1d6 damage per round. Non-sealed armor does not protect against this damage. Vac suits will protect in the outer radius, but cannot stand up to the intense heat in the inner radius. A vac suit will absorb one die of damage per AR it possesses, and then be destroyed.

Illuminating/Flare: Illuminating grenades are designed to shed light over an area. RAM and launcher types are designed to be fired into the air and descend on a parachute (this is only useful where there is an atmosphere). Hand flare grenades are thrown or placed on the ground. The light created by such means is brighter than daylight, but it is harsh and casts stark shadows that can confuse the eye. Treat a scene lit by an overhead flare as normal daylight, and one lit by ground flares as twilight. Thermal and light-intensification equipment is designed to cut out and protect the user's eye, so these grenades cannot be used to blind the enemy, though they will make advanced sighting gear less useful and thus level the playing field for those without it. Flare grenades do burn, and will cause fires in flammable material. Anyone within 1m of a burning flare will take 1d4 damage per round unless wearing sealed armor (including vac suits).

Flashbang: Used for training purposes and for close assault, flashbangs are non-lethal grenades that burst with a loud noise and a bright flash. They are intended to stun opponents for a moment to gain an advantage. An alternative version, which has little flash but an impressive noise, is referred to as a Concussion grenade. The effects of both are similar. Anyone within 3m of a flashbang, who is not in sealed armor or protected by, say, an intervening wall, must make a DC20 Fortitude save or be stunned for 1d3 rounds. Those who do save are considered to be flat-footed for the remainder of the round and all of the next.

Baton/Stunbat: Only available for launchers, baton rounds allow the user to deliver a non-lethal attack. Anyone hit by a baton round takes 2d8 Stamina damage and in addition must make a Reflex save at DC 15 to avoid being knocked down. Specialist launchers ("Thud Guns") that can only fire baton rounds exist and are used by riot and security forces.

Multiple Projectile: Multiple Projectile grenades are only available for a tube grenade launcher. They are in effect a giant shotgun shell used for riot work and room clearance. The projectiles have a base range of 3m, like a shotgun. Damage is 5d6 at this distance, dropping by 1d6 per 3m the target is from the weapon. A multiple projectile grenade has a cone effect. Targets directly in front of the grenade are attacked at +2 to hit. Anyone within 1m of a target that is hit may be subject to a secondary attack. Roll to hit at -2; damage is 2d6 less than in the primary attack zone. Thus the secondary zone is dangerous out to 9m, after which the projectiles are too dispersed to hit anything.

Missile Warheads

Type	Blast Damage	Radius	Weight	Cost
TL6 High Explosive	6d8	6m	10kg	Cr250
TL8 Shaped Charge	6d10	1m	5kg	Cr1000
TL8 Bomblets	6d10	10m	5kg	Cr500
TL10 Shaped Charge	8d10	1m	3kg	Cr2000
TL12 Plasma	10d12	15m	5kg	Cr3500
TL12 Directed Plasma	10d12	1m	7kg	Cr5000

Micronuclear	*	250m	15kg	*
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* Micronukes are not normally available on the open market. Anything within the primary blast radius is destroyed. Out to 500m, damage is 10d20 (Reflex save for half). Damage is reduced by 1d20 per full 50m beyond that (i.e. 8d20 at 600m, 2d20 at 1,000m).

FLAME WEAPONS

Flame weapons are by definition area-effect weapons. A single shot from a flame weapon can sweep an area 5m across (3m for a hand flamer) and attacks every target in the swept area at +5 to hit. It is not possible to select targets, miss out a given target, or make a called shot with a flame weapon. All targets may make a Reflex save at DC20 to take only half damage.

The fuel used in a flame weapon is designed to stick to the target and burn for some time; it carries its own oxygen and will thus burn underwater or even in a vacuum. In normal atmospheres, a flame weapon uses up the oxygen in a confined space and can suffocate those it does not burn alive.

When a target is struck by a flame weapon, it catches fire. Every subsequent round, damage is halved (dropping fractions) until it reaches zero. At that point the fire is out. If a target is hit by multiple flamethrowers, he takes only from the highest amount of damage that round. The residual damage caused by fire is determined by the highest amount of flame damage the character has suffered to that point.

Example: Jonny Merc is hit by a hand flamer for 11 points of damage. Next round, he is on fire. He should take 5 more points (half of 11, rounded down) from residual fire, but he is hit again, this time for 16 points. Even with a successful Reflex save, this is 8 points. Jonny's damage on round 3 is 4 (half of 8, rounded down) because until he takes more flame damage from an initial hit, his highest damage so far determines how much he takes each round.

On round 4, Jonny would take 2 points, but the flamer operator hoses him again for 11 points. Jonny fails his Reflex save and takes full damage. Another flamer hits Jonny for 7 points, but this is less than 11 so it's irrelevant.

On round 5, Jonny is on fire again, suffering 5 points, unless the flamer twins open up again. Of course, by this time Jonny is probably a charred corpse....

Armor is less effective against flames than other types of weapon. It reduces damage by half its AR, though AC is unaffected. The exception is sealed environmentally-controlled armor such as combat armor or a vac suit. Such protection counts at its full value. A reflex suit adds +1 to AR against flames, as it is slightly useful as a heat-suit. Battle dress is immune to flame weapons so long as it remains properly sealed.

If a character using a flame weapon is hit by an enemy weapon, there is a 1 in 10 chance that the fuel tank will be ruptured and the character will take a single hit from his own weapon, which is now ruined. This chance is reduced to 1 in 20 for gauss flamers.

ARMOR

Armor reduces the amount of damage a character takes from a hit, based on the type of armor worn. The rating for a set of armor is equal to the damage dice reduction value of the armor in combat when you are hit.

TLO ARMOR

Hide: This armor is prepared from multiple layers of leather and animal hides. It is stiff and difficult to move in.

TL1 ARMOR

Breastplate: A breastplate covers the front and back. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is softer and more flexible leather.

Padded: Padded armor features quilted layers of cloth and batting.

Studded Leather: This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

TL2 ARMOR

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

Chain Shirt: A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

Chainmail: This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Full Plate: This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Full plate is also known as field plate.

Half-Plate: This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. It includes gauntlets.

Splint Mail: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

TL5 ARMOR

Jack: A natural (cured) or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is somewhat better than ordinary clothing or bare skin when defending against blades. It has no value against firearms or lasers.

TL6 ARMOR

Cloth: A heavy-duty body suit tailored from ballistic cloth, containing light metal or ceramic plates at critical points. The fabric absorbs impact energy, distributing the blow over the body of the target and possibly resulting in bruising. Cloth armor is almost the best and the most versatile modern armor available. This early version is effective, but somewhat cumbersome.

TL7 ARMOR

Slash: Slash is tough material designed to prevent melee

weapons from penetrating. Its AR of 1 is applicable only against blades, flechettes, grenade fragments, impaling melee weapons and low-velocity projectiles like arrows. It is totally ineffective against high-velocity projectiles (bullets), lasers, and bludgeoning weapons. It does work against shotgun buckshot. Slash can be built into normal civilian clothing, and disguised as such, for double the cost. Many items of utility wear (e.g. engineers' coveralls) are made from this material at TL9+ as a matter of workplace safety.

Flak Jacket: A less expensive military version of ballistic cloth armor, generally only covering the torso and groin.

Mesh: A jacket or body suit made of natural or synthetic leather and reinforced with a lining of flexible metal mesh, similar to chain mail but lighter and stronger. Mesh reduces or stops penetration by blades and has some effectiveness against guns; it is ineffective against laser fire.

TL8 ARMOR

Flex: Sometimes known as Enhanced Cloth, Flex armor uses a base of Cloth onto which heavy ceramic or metal plates are added, to create a "bulletproof breastplate." This improves protection but at the expense of weight and bulk. The resulting armor is as good as combat armor for stopping bullets, but less versatile as it can only cover the torso and cannot be sealed against vacuum, gas or flames. A complete suit of Flex would restrict the user so much as to be virtually useless in combat conditions, and would still be vulnerable at the joints. If the user does not need to move quickly, a full suit could be worn (at triple the cost and weight), but the applications of such a suit are limited to static functions such as Explosive Ordnance Disposal as the user can only waddle along at 3m per round.

TL9 ARMOR

Ablat: Ablat is a cheap alternative to reflect, and is fashioned from a material that will ablate (vaporize) when hit by laser fire. The ablation of the material carries away the energy of the laser, and protects the wearer. Continued fire against ablat degrades its effectiveness, but the armor is cheap and easily replaceable. Ablat also has some value against other forms of attack.

Vac Suit: The personal vacuum or space suit is designed to protect the individual from vacuum, tainted or noxious atmospheres, and some radiation situations. It carries its own communicators, oxygen tanks for six hours, and other basic survival appurtenances. Use of a vac suit requires Armor Proficiency (Vac Suit). Being armored against space debris and similar hazards, a vac suit acts much like cloth armor when subject to attacks. Vac suits are relatively bulky, and weigh 10 kilograms; the weight counts against personal weight allowances. This weight is reduced 2 kilograms per tech level as the suit gains increasing sophistication. For example, a TL10 vac suit weighs 6 kilograms, and a vac suit at tech level 13+ adds no apparent weight.

Light Cloth: Advanced materials allow a very light version of Cloth armor to be constructed. While not as good as regular cloth, Light Cloth can be tailored into what appear to be normal clothes, making it difficult to detect. For this reason it is sometimes known as "diplo" (diplomatic) armor. Light Cloth is good against all weapons.

Advanced Cloth: More advanced materials make standard Cloth armor slightly less bulky at higher tech levels. Even without insert plates, Advanced Cloth offers excellent ballistic protection, balanced against good freedom of movement.

TL10 ARMOR

Combat Environment Suit: A neck to toe air-tight, loose fitting suit constructed of ballistic cloth. Generally worn open at the neck and wrists, the combat environment suit can be sealed

by donning gauntlets and a clear flexible plastic head bag, thus giving complete protection against most chemical agents, tainted atmospheres, biological agents, and a moderate defense against radiation.

Reflec: Reflective material on a plastic base can be tailored into a body suit that is ineffective against most weapons, but superior in defense against laser fire. Unlike other forms of armor, Reflec is worn under other clothing. Reflec is expensive and often difficult to obtain.

Advanced Flex: Advanced materials make a lighter version of Flex armor possible at higher tech levels. Advanced Flex is still bulky but it does offer excellent protection for assault troops and similar heavy-combat units. Normally only the torso is protected, but for double the cost a full-body kit is available. This is an Advanced Cloth suit with an Advanced Flex breastplate and limb protectors. The suit is bulky in the extreme; max DEX bonus is 0 and armor check penalty is -7.

TL11 ARMOR

Combat Armor: Combat armor is a complete vac suit-like array of metal and synthetic armor. Combat armor is strictly military and not available on the open market; it is issued to troop units and elite mercenary battalions. Before combat armor can be worn, the user must have the Armor Proficiency (Vac Suit) feat.

TL12 ARMOR

Chameleon: This technology can be applied to any vac suit, combat environment suit, combat armor, or battle dress. It is designed to mimic the color, temperature, and shading of the wearer's current physical environment, helping to render them difficult to track by both the naked eye and IR systems. First available at TL12, a more advanced version becomes available at TL14.

Hostile Environment Suit: A hardened version of the vac suit, offering heavier protection from the elements and physical damage in hostile environments such as nearby volcanic activity or within a corrosive. Hostile environment suits are heavier and more expensive than combat armor, but nearly as effective and available to the general public.

TL13 ARMOR

Battle Dress: The ultimate in individual protection, battle dress is an advanced and powered version of combat armor. Battle dress enhances the strength and senses of individuals wearing it with variable feedback personal controls, servo-powered limbs, and various kinds of electronic assistance. Rather than being listed under the armor tables, battle dress is actually considered a vehicle and is detailed as such.

TL14 ARMOR

Tailored Vac Suit: A tailored vac suit is very much what it sounds. Made of a lightweight but strong material, the suit is tailored to the user allowing for a more comfortable fit and allowing the wearing much more freedom of mobility than with a standard vac suit. A tailored vac suit may not be used by anyone other than the person it was tailored to fit.

SHIELDS

Buckler: This small metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A firearm, bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two

weapons. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

Small Shield: A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons).

Large Shield: A large shield is too heavy to use the shield hand for anything else.

Tower Shield: This massive wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it.

HELMS AND HELMETS

Characters wearing body armor can normally be assumed to be wearing appropriate headgear, and most attacks hit the torso anyway. However, it may sometimes become important to know what sort of helmet a character is wearing. Complete suits of armor (plate, combat armor, and vac suits) of course include a helmet that matches the rest of the suit. Indeed, without such a helmet, many of the benefits of the armor are lost. Combat environment suits, combat armor and vac suits will not provide protection against vacuum, gas, smoke, heat etc without being "buttoned up" with an appropriate helmet in place.

Some kinds of headgear are only really effective against a melee attack. Archaic armor and certain security products fit into this category.

TL0 HELMS

Cap/Hood: A hat, hood or cap made from tough hide or leather offers a little protection against melee attacks. Examples include primitive hunters' headgear, a TL3 solder's shako, or a paranoid traveller's extra-stout leather hat.

TL1 HELMS

Leather Helm: A helm constructed of leather on a metal frame, possibly with some metal reinforcement, offers reasonable melee protection. It is useless against modern weapons.

TL2 HELMS

Open Helm: An open-face helm constructed mainly of metal, or a chainmail coif, offers good melee protection.

Closed Helm: Adding cheekpieces and a nasal bar increases the protective capabilities of a helm.

Full Helm: A very solid, completely enclosed helm offers excellent melee protection and might even deflect bullets.

Great Helm: A massive helm of thick metal construction, Great Helms are often designed to resist early firearms, and offer some protection against more modern weapons.

TL5 HELMETS

Steel Helmet: A simple metal headpiece offers basic protection against shell fragments and projectiles.

TL6 HELMETS

Skullcap: A metal insert in an otherwise ordinary cap or hat offers some protection against overhead melee attacks, but is of no value against projectiles. An industrial hard hat has identical characteristics.

TL7 HELMETS

Ballistic Helmet: An advanced version of the Steel Helmet using metal and ceramic components, the Ballistic Helmet offers good protection and is a standard item of infantry equipment.

TL8 HELMETS

Security Helmet: An advanced, lightweight helmet with a face guard, used by riot police and security guards to protect against melee attacks. The security helmet does give some protection against projectiles. Safety helmets used by aircraft and grav-bike (and motorcycle) pilots have similar characteristics.

TL9 HELMETS

Flex Helmet: A highly advanced infantry helmet constructed of advanced lightweight materials, the Flex Helmet is often paired up with a Flex body protector for heavy combat duty.

EQUIPMENT

The following section lists examples of common equipment. Given the enormous number of variations in design, alternate technologies and the possibility of manufacturing a given item at higher or lower tech levels, it is impossible to list specifics of every possible piece of equipment. The objects below are presented as indications of common qualities and values.

Each listing notes the object's name, followed by its technological level, a price in credits, and a basic description. The technological level indicates local technology required to manufacture something with the capabilities listed. Price and weight are for an item manufactured by an interstellar society of tech level 10-15; items produced at lower tech levels will probably be bulkier and more expensive. An item with no weight or size given can be carried or worn without difficulty. Additional explanation is given where necessary.

EQUIPMENT DESCRIPTIONS

Equipment is presented here by the TL at which it first becomes available. Higher-tech versions of various items may be available bringing in some cases greater capability, smaller size or lighter weight. Other items improve very little after their initial introduction.

TL0 EQUIPMENT

First Aid Kit: At TL0, a first aid kit consists of little more than material for a splint, and a few herbs and plants that are reputed to have medicinal qualities, but it is better than nothing. At higher tech levels, the quality of materials and drugs included in the kit improves significantly, greatly increasing the odds of successful treatment. Higher tech kits cost considerably more.

TABLE: First Aid Kits

Tech Level	Cost	Medical DC Modifier
TL0-3	Cr100	+2
TL4-7	Cr125	+/-0
TL8-12	Cr250	-2
TL13-15	Cr500	-4
TL16+	Cr2000	-6

TL1 EQUIPMENT

Cold Weather Clothing, Basic: Protects against frigid weather (-20° Celsius or below). Adds a +5 circumstance bonus to all Fortitude saves against cold weather exposure. Reduce the weight by 1 kilogram for every 5 TL.

Snowshoes: A pair of wide shoes designed to spread the user's weight and make walking on soft surfaces like snow or volcanic dust safer.

Surgical Kit: Tools for performing surgery, including scalpels,

saws and forceps. At low tech levels, the kit is rather basic but fulfils the same functions as its more advanced cousins. Any kit at all offsets the No Surgical Tools penalty. Higher-tech kits give a bonus to perform surgery. The kit does not include anesthetics or other drugs.

TABLE: Surgery Kits

Tech Level	Cost	Medical DC Modifier
TL1-2	Cr150	+5
TL3-4	Cr250	+3
TL5-7	Cr1000	+/-0
TL8-10	Cr2000	-3
TL11+	Cr5000	-5

Survival Kit, Personal: A small backpack or belt pack containing personal survival equipment. Higher-tech versions include more advanced equipment, but basic functionality is the same. Contents include:

- Small knife
- Fire-starting equipment
- Blanket/poncho
- 4 days' preserved rations
- Water bottle
- Compass
- Light cord or string
- Mirror
- Water purification tablets
- Survival manual

Tarpaulin: A canvas or waterproof cloth sheet used to create a temporary shelter 2 by 4 meters. Protects against precipitation and can withstand light winds.

Torches: Flammable material on a handle or stick of some kind. A torch will last about one hour and illuminate 6-meter radius, producing a thick, heavy smoke.

TL2 EQUIPMENT

Gas or Oil Lamp: A lamp lasts about 6 hours on a half-liter of oil or gas, and will illuminate a 5-meter radius to the equivalent of normal daylight. The fuel poses a fire hazard if spilled.

Grapple and Cable: A hooked device used to attach a rope for climbing purposes, plus 10m of stout cord. Grappels can be thrown or propelled by a launcher. Getting one to attach requires a DEX check. DC depends upon the surface – DC10 for a rugged rockface, wall or tree, higher for smooth surfaces or when trying to get the grapple to bite into soil.

Handcuffs: Higher tech levels produce stronger and lighter designs. To slip out of a pair of handcuffs requires a Dexterity check (DC25). To break a pair of handcuffs requires a successful Strength check (DC25 +1 per 2 TL). To pick a mechanical lock requires a successful T/Mechanical skill check (DC20 +1 per TL), while electronic locks require a successful T/Electronics skill check (DC25 +1 per TL over TL9). Apply a –4 circumstance penalty if the person wearing the cuffs attempts to pick the lock.

Piton Hammer: A small hammer used for hammering pitons into rock.

Tent: Basic shelter for two persons offering protection from precipitation, storms, and temperatures down to 0° Celsius, and withstanding light to moderate winds. Larger, more elaborate tents capable of sheltering more people, or resisting higher winds or colder temperatures weigh and cost more.

Tool Set, Woodworking: Includes basic tools necessary to cut, shape and build with wood. Required for the use of the Craft

skill when working with wood, without suffering a –2 circumstance penalty.

TL3 EQUIPMENT

Axe, Ice: A small axe optimized for digging into ice when climbing. Gives a +3 circumstance bonus when climbing on ice or trying to halt a slide. Treat as a Hatchet in combat.

Backpack: A basic carrying bag with shoulder straps and external pockets. From TL6, backpacks are more waterproof; enough to keep the contents dry during a brief immersion if properly sealed. At TL7 and for Cr150, a “Bivvy Pack” is available, which includes a waterproof blanket and hood that fold out of the lining, allowing the emptied pack to be used as a sleeping bag or ready-made bivouac.

Binoculars, Optical: Binoculars magnify the appearance of objects being viewed through them, effectively increasing the visual range of the user. The effective field of view is reduced however as the magnification increases. Price stays the same across tech levels, though the weight may be reduced through the use of lighter weight components.

TABLE: Binocular Magnification

Tech Level	Magnification
TL3-4	x5
TL5-6	x10
TL7-9	x50
TL10-12	x100
TL13+	x1,000

Boots, Outdoor: A basic set of hiking boots. Boots can be considered to be AR3 against melee attacks and hazards like punji stakes. Higher-tech books are lighter and tougher, but similar in function.

Compass, Magnetic: Indicates direction of magnetic north, if any exists.

Desert Kit, Individual: A basic desert outfit including loose-fitting trousers and shirt, a wide-brimmed hat, sunglasses, water bottle and mineral tablets.

Field Kit, Personal: A basic field operations and survival kit containing a bush hat, pants, shirt and a warm jerkin, a waterproof poncho/blanket, water bottle, belt pack with fire-starting equipment and 1 day’s (almost inedible) iron rations, and a machete (treat as Blade). Boots must be purchased separately. Above TL6, the kit also includes half a dozen chemical lightsticks.

Mask, Filter: A filter set that allows an individual to breathe tainted atmospheres (types 4, 7, and 9). Also protects against the inhalation of heavy smoke or dust.

Skis: A set of skis and poles. Skis make travel over snow much faster and less fatiguing.

Spade/Shovel: A basic digging tool with many uses.

Swimming Equipment: Includes swim fins, face mask and a snorkel. Improves speed and maneuverability underwater; add +2 to all Swim skill checks in these situations when wearing proper swimming equipment.

TL4 EQUIPMENT

Chain, Medium: 10m of moderately heavy chain, suitable for heavy lifting or towing applications, or to anchor a light water vessel.

Climbing Kit, Basic: A set of accessories designed to make climbing easier. Includes a safety harness, gloves and rock shoes, belt with secure holders for tools, and head protection.

Ice Terrain Kit, Personal: A set of accessories that make crossing ice or climbing icy surfaces a little less hazardous.

Includes crampons for boots, snowshoes, rope and a brightly colored “rescue blanket.” The ice terrain kit does not include clothing.

Lock Pick Set: Allows picking of ordinary mechanical locks. Picking a lock takes 3 rounds and requires a successful T/Mechanical skill check (DC based on the type of lock). Lockpicks are illegal on worlds of law level 8+; on such worlds the cost rises to Cr100 or more.

Parachute: A basic parachute kit including harness and reserve chute.

Pitons: Metal spikes designed to be hammered into rock crevices to secure a rope for climbing.

Scientist’s Field Kit: A basic set of scientific equipment for taking and examining samples. Includes a small microscope, sample containers, gloves etc. A metallurgist’s kit will contain slightly different equipment to that used by a forensic scientist, but the basic cost remains the same. When undertaking field analysis, the TL of a scientist’s equipment will give a circumstance bonus:

TABLE: Scientist Equipment TL Bonus

TL	Bonus
4-5	-2
6-7	+/- 0
8-10	+2
11+	+5

The field kit does not include any electronic sensors or similar complex equipment.

Tool Set, Excavation: Basic digging tools; shovels, picks and sledgehammers. Working with improvised tools takes at least four times as long.

Tool Set, Metalwork: A basic metalwork kit including cutting, polishing and grinding equipment, necessary for most metal fabrication. Includes basic tools necessary for metalworking, including welding and cutting. Required for the use of the Craft skill when working with metal, without suffering a –2 circumstance penalty.

Wrist Watch: A simple timepiece. Price determines quality and functionality.

TL5 EQUIPMENT

Bull-Horn: Amplifies voice allowing it to carry up to half a kilometer away, but is very bulky and awkward to carry.

Communicator, Medium Range: A belt-mounted or sling carried radio set capable of up to 30 kilometer range, and contact with official radio channels. Five separate channels. At tech level 7, the unit’s weight drops to 500 grams.

Communicator, Short Range: A belt-mounted radio capable of 10 kilometer range (much shorter underground or underwater). Three separate channels. At tech level 7 the unit’s weight drops to 300 grams and it becomes hand-held.

Cutting Torch: A basic cutting tool using incandescent gas fed by a heavy canister. Cutting torches are effective against most metals and alloys, but will not work on starship hulls or armored vehicles constructed at TL10 or higher.

Electric Torch: The common flashlight. It is battery powered and will last for about 6 hours of continuous use. A torch produces a wide cone of light up to 18 meters long with a radius of 6 meters at the end of the beam. Later TL models have adjustable beams allowing them to also produce a tight beam of light up to 36 meters long, with a 1-meter radius, or be used to illuminate a circle of 10 meter radius.

Field Medical Kit: Contains drugs, surgical supplies, and

diagnostic materials for use by doctors and field medics. Reduces the DC required for most T/Medical skill checks. Higher tech level kits cost more but offer a better range of treatment options and quality of care, increasing the odds of successful treatment.

TABLE: Field Medical Kits

Tech Level	Cost	Medical DC Modifier
TL5-7	Cr1000	-2
TL8-12	Cr1250	-4
TL13-15	Cr2500	-6
TL16+	Cr5000	-8

Fire Extinguisher: A simple handheld firefighting device. More advanced units reduce weight by 0.5 kilogram per TL down to a minimum of 1.5 kilograms, and can be tailored to specific fire types (liquid, electrical, etc).

Flare, Illuminating: A small parachute flare designed to be fired from a launcher to illuminate an area. The flare casts harsh, bright light for 1 minute before falling to the ground in a standard or dense atmosphere, half a minute in thin atmosphere. It may start fires if it hits the ground before burning out. A free-standing area-illuminating flare costs Cr50 and burns for 2 hours.

Flare Launcher: A simple pistol or tube type launcher for use with signaling or illuminating flares. Used as a weapon, a flare gun is highly inaccurate (-3 to hit at all ranges) and does 1d6 damage only, though it may set flammable objects on fire.

Flare, Signaling: A colored flare designed to be highly visible but which casts little light, launched from a flare launcher.

Goggles/Shades: Sunglasses or full goggles designed to protect the eyes from damage by bright lights. At TL7, reactive lenses are available that allow the user to keep his shades on while moving from dark to light conditions. At TL9, shades can (for ten times the cost) include automatic protection against very bright light such as lasers, nearby flares or nuclear detonations. The shades remain very dark for a full minute after protecting the user in this way, and must be removed if the wearer wants to be able to see anything.

Intrusion Kit, Basic: A small kit containing lock picks, wire, small screwdrivers and a saw designed to make entry into mid-tech secured areas easier.

Janitorial Kit: Includes a vacuum cleaner, chemical storage and dispensing systems, along with other basic cleaning tools and supplies.

Mask, Combination: A combination of both filter mask and respirator, which allows breathing of very thin, tainted atmospheres (type 2), plus all atmospheres listed under filter and respirator masks.

Mask, Face: A basic face mask and goggles used by aviators and riders of open vehicles. Protects against windblown dust and similar hazards.

Oxygen Tanks: A complete set of compressed oxygen tanks, which allow independent breathing in smoke, dust, gas, or exotic (type A) atmosphere. Two tanks last 6 hours. Refill of proper atmospheric mixture for any given race costs Cr20.

Radiation Counter: Indicates presence and intensity of radioactivity within a 30 meter radius. The indicating signal will grow stronger as it gets closer to the source.

Respirator: A small compressor that allows an individual to breathe in very thin atmospheres (type 3).

Rope: 10m of strong but light rope made from natural or artificial fibers.

Sleeping Bag: A warm, lightweight and somewhat waterproof personal sleeping bag. Two or more can be fastened together to make a larger enclosure.

Tool Set, Mechanical: Includes basic tools necessary to repair and alter mechanical devices. Required for the use of the T/Mechanical skill without suffering a -2 circumstance penalty.

Underwater Air Tanks: Equivalent to oxygen tanks but designed for use underwater. Two tanks last 6 hours. Refill of proper atmospheric mixture for race and expected depth cost Cr20.

Water Purification Kit: A basic set of filters and chemical purification tablets.

Welding Kit, Electric: A basic arc welding kit useful for many light applications.

TL6 EQUIPMENT

Camera (Film): A basic photographic device using chemical film to record images.

Chain Saw: Motorized saw for cutting and shaping trees. The chain saw could possibly be used as a weapon, but at a -4 penalty (-2 if the character has the Weapon Proficiency (Swordsman) or Brawling feat) to hit and inflicting 2d6 damage (x2).

Chemical Alarm: A handheld device, which can also be mounted on clothing or a pack strap, or positioned upwind of a camp. The alarm gives audible and visible warning when dangerous chemicals (industrial chemicals, sulphurous emissions from a volcanic vent or chemical weapons) are detected. It does not detect radioactive fallout or biological hazards such as spores or bio-weapons.

Chemical Lightstick: a 10cm rod of clear plastic containing chemicals which, when mixed by twisting the stick, give off a soft glow. Lightsticks last for about 24 hours and are bright enough to read by or find your way around in a cave.

Cold Light Lantern: A fuel cell powered version of the electric torch, but will last 3 days with continuous use. Produces a wide cone of light up to 18 meters away with a radius of 6 meters at the end of the beam. Also capable of producing a tight beam of light up to 36 meters away with a 1-meter radius or be used to illuminate a 10-meter radius.

Commsat, Short-Term: A simple communications-relay device designed to be placed in orbit from a starship or ground launcher. It will last about 4-8 weeks in orbit and is not reusable.

Communicator, Long Range: A backpack mounted radio capable of ranges up to 500 kilometers and contact with ships in orbit. Ten separate channels. At tech level 7 the unit's weight drops to 1.5 kilograms and it becomes belt or sling mounted.

Depth Gauge: The depth gauge allows a character to know how far underwater he or she is. It is a simple device at TL6. More advanced versions have more functions including air-remaining calculations and depressurization-halt warnings.

Dive Suit: A basic wet or dry diving suit designed to give a swimmer some protection from cold water.

Ice Terrain Kit, Vehicular: Comprises tire studs or chains, a light snowplow blade and "winterizing" of components to allow a vehicle to cross icy or snow terrain with lesser chance of mishap. Provides a +3 circumstance bonus for driving in ice conditions.

Flare, Distress: A free-standing incendiary flare that gives off a bright light and large amounts of colored smoke. The distress flare is designed to float upright in water. It is triggered by a lanyard and is very difficult to extinguish once lit (it will burn underwater).

Goggles, Infrared: These goggles allow the user to see by visible light or thermal imaging, allowing temperature differences to be detected. This makes warm objects like animals, people, and vehicles very obvious unless there is a lot of "heat clutter" in the area, but does not allow the user to find his way around in a cave or similar environment where everything is much the same temperature. The wearer can see heat sources (infrared radiation) up to 18 meters away. Quality of vision is necessarily

distorted. The presence of light does not affect this capability.

Metal Detector: Indicates presence of metal within a 3 meter radius (including underground), with the indicating signal growing stronger as it gets closer to the source.

Navsat: A simple orbital beacon to assist navigation in space or on the ground. It can be deployed by a starship with missile launchers (in which case its orbital duration is indefinite, though systems will eventually fail) or from a ground launcher, in which case orbital life is a few weeks.

Pre-Fabricated Cabin: Modular unpressurized quarters for 6 persons, capable of withstanding severe winds. Offers excellent shelter from precipitation, storms, and temperatures down to -10° Celsius. Requires 8 man-hours to erect or dismantle. There are 16 modules, each, 1.5 meters wide by 1.5 meters long by 2 meters high that can be organized into any layout required. Dismantled and ready for shipment, the cabin weighs 4 tons.

Sonar Rangefinder: A simple sonar unit used primarily to determine the depth of water under a diver or the keel of a boat. Simple sonar units are not very accurate, and are fooled by seabed clutter, fish and similar false returns. This personal unit is of little use in combat.

Suit, Protective: A sealed, air-conditioned suit designed to allow the user to survive in corrosive atmospheres. The suit's internal air supply is good for 6 hours. A heavy version is available at TL7. Mass is the same but the cost is Cr1400. The heavy protective suit also protects against insidious atmospheres.

TL7 EQUIPMENT

Attaché Case: A lightweight metal case used to transport documents, scientific instruments and other items throughout Charted Space. If used as cover, an attaché case has an AR of 2.

Atmosphere Tester: A hand-held device that monitors air breathability and quality. A simple readout indicates pressure ("Thin," "Dense" etc) and whether the air is within breathable parameters. An audible alarm and flashing warning indicates unbreathable or toxic gas mixes, but the unit does not indicate what the hazard composition is.

Beacon, Navigational: A simple radio beacon that can be set to respond to a specific signals or to transmit constantly.

Cargo Hoist: A portable powered hoist used to maneuver heavy objects (such as cargo containers) outside a starship or in a frontier port with no facilities available.

Communicator, Laser: A line-of-sight communications device, a laser comm has limited range but is almost completely secure and undetectable. At TL9, microwave lasers can be used, which allow faster data transfer. The cost is the same as for a basic laser unit.

Disguise Kit: Allows change of personal appearance on a temporary basis. Required for the use of the Disguise skill without suffering a -2 circumstance penalty.

Goggles, Light Intensifier These goggles allow clear, monochrome vision up to 18 meters in anything less than total dark. While some light is required to produce this effect, anything approaching normal daylight conditions severely degrades the clarity of the view and the range.

Grapnel Launcher: A grenade launcher-like device used to propel a grapnel to its target. If used as a weapon, damage is 1d6.

Hand Calculator: Provides basic mathematical calculations. The hand calculator is the basic tool of any competent astrogator and a weapon of last resort when the ship's computer is down. If the astrogator has a calculator handy, the penalty for no astrogation computer when plotting a course is reduced to only +4 on the DC.

Heatproof Suit: A reflective and insulating suit and helmet,

the heatproof suit protects the wearer from all but the most extreme temperature conditions. The suit is rather clumsy, and imposes a -4 DEX penalty no matter what proficiencies the character may have. Damage from flame weapons and fire, heat etc, is reduced by the suit - treat it as having an AR of 5 for the purposes of resisting damage only - the suit does not make the wearer any harder to hit. Against lasers, the suit can be considered to be equivalent to Reflec armor.

Iris Valve Opener: A crank device designed to allow Iris valves to be slowly opened or closed when no power is available. This task is slow and strenuous, taking 3-5 minutes.

Mask, Environment: An environment mask functions as per the TL5 combination mask, and in addition it is designed to fit with NBC or environment suiting, creating a sealed environment for the user and thus protecting against chemical and biological threats. The environment mask is designed to allow communications devices to be used, and includes a drinking apparatus. An environment mask will not function in vacuum or underwater.

Medical Kit, Vehicle: A larger version of the Field Medical Kit designed to be carried in an ambulance or similar vehicle and allowing treatment of more patients. The kit also contains more technological equipment including a defibrillator, electronic monitors and so on. The kit gives the same bonuses as the field medical kit.

Parawing: An advanced parachute that allows much more control over where the character lands. The parawing kit includes a reserve chute and harness.

Pressure Tent: Basic pressurized shelter for two persons, providing standard atmosphere and conditions, along with protection from precipitation, storms, and up to strong winds. There is no airlock: the tent must be depressurized to enter or leave it.

Radiation Suit: A standard NBC suit will protect a user against contamination from radiated particles of dust and such like, but offers little or no protection against direct radiation such as solar flares or a reactor breach. A vac suit will offer some protection, but for areas of hard radiation, a dedicated radiation suit is required.

When a character is exposed to bursts of direct radiation, a rad suit provides a DR of 5 for purposes of resisting stamina and lifeblood damage. For prolonged exposure to radiation, a rad suit reduces the dose by 75%.

Satellite Ground station: A portable ground control and communications station allowing satellites to be controlled or maneuvered in orbit. The ground station does not include launch capability.

Scanner, Comms: A handheld communications detector that allows the user to intercept and listen to (but not jam) radio traffic. Scanners cannot decrypt or record transmissions, nor can it detect bugs and similar low-power transmitters.

Thrust Pistol: A handheld reaction jet using compressed gas, a thrust pistol allows independent maneuver during EVA (Extra-Vehicular Activity, or "Spacewalk") operations. The pistol's internal reserves allow for an hour of moderate maneuvering or three minutes of continuous thrust.

Tool Set, Electronic: Necessary tools for basic electronic assembly and repair. Required for the use of the T/Electronics skill without suffering a -2 circumstance penalty.

Water Purification/Distillation Kit: Designed to provide safe drinking water for 4 persons, the kit contains chemical tablets and filters, plus a collapsible still (which requires a heat source; normally this is heat tablets provided with the kit) to distil liquids.

Vac Suit Emergency Kit: A belt-carried pack, the emergency kit is designed to allow a vac suit user to save himself or someone else, and to increase the chances of a search finding him. Yanking a lanyard will release a tethered balloon reflector. This is

somewhat similar to a rescue ball, but filled at very low pressure. It inflates into a 3m-diameter radar reflector, which is tethered to the user's belt.

The kit itself contains a radio beacon/repeater, a handheld strobe beacon, tethering cord, suit patches, spray sealant for multiple small holes, a 30-minute replacement air bottle and two hand-held gas thruster units. The latter are designed to give the stranded spacefarer a last-ditch attempt to reach safety. The kit also contains a metallic reflectorized blanket that will increase radar detectability and somewhat reduce absorbed radiation in the event that the spacefarer is caught outside in a solar flare.

TL8 EQUIPMENT

Advanced Base: Modular unpressurized quarters for 6 persons and capable of withstanding anything less than hurricane force winds. Offers excellent shelter from precipitation and all but the most extreme of temperature ranges. Requires 12 man-hours to erect or dismantle. There are 16 modules, each, 1.5m wide by 1.5m long by 2m high that can be organized into any layout required. Dismantled and ready for shipment, the advanced base weighs 6 tons.

Artificial Gill: Extracts oxygen from water to allowing the wearer to breathe for an unlimited time while submerged under water. Functions only on worlds with thin, standard, or dense (type 4 through 9) atmospheres. Artificial gills are used with a mask of some kind, such as the life-support mask.

Artificial Psionic Shield Helmet: Acts as a shield against psionic forces.

Binoculars, Electronic: Similar to optical binoculars, electronic binocs also include a laser rangefinder and a light intensification function that eliminates all poor lighting penalties except for total darkness.

Biohazard Alarm: A handheld device that can also be emplaced to give early warning. The biohazard alarm detects airborne proteins and can be used to give early warning of biological threats such as airborne bacteria, spores or bioweapons.

Breaching Charge: A prepacked, shaped charge in a small canister fitted with adhesive pads for easy deployment. A breaching charge has very little area effect but is effective at blasting holes in walls, doors etc, or in light armored vehicles. It is emplaced as per a satchel charge (see the Demolitions rules).

Camera, Digital: A basic digital visual recording device capable of interfacing with a computer or personal comm.

Chemical Analysis Unit: A small portable lab unit that can analyze gases or liquids, or even small samples of solids such as rock and metal. The unit gives a readout of composition and can monitor for certain compounds automatically, functioning as a chemical-threat alarm system.

Climbing Kit, Advanced: Includes a lightweight harness suitable for abseiling or rappelling, expanding mini-pitons for small rock crevices, and more advanced versions of the accessories in the basic kit.

Deep-Diving Suit: A heavy, armored suit designed to allow the user to operate in extremely deep water. The deep-diving suit includes an advanced gel-breathing system, which is tremendously unpleasant to use but allows 6 hours of operation. The gel is tiring to breathe, and there is a hazard in both donning and removing the suit, in that the character must "drown" in the gel, and then get it out of her lungs afterwards.

Dive Suit, Heated: An insulating suit fitted with small heater coils powered by a belt battery unit. A heated dive suit allows the user to operate without harm in very cold water for several hours.

Heatsuit: A coverall-like garment incorporating battery-powered heater coils. The heatsuit eliminates the ill effects of temperatures down to -60 Celsius. It is not damaged by immersion

in water, but will not function while the user is immersed. The battery lasts 12 hours and can be recharged or replaced. The suit can also be directly powered from the output socket of a vehicle plant or a fusion still.

Mask, Life-Support: The Life-Support, or "space" mask is functionally similar to the TL7 environment mask, but can be used in space or underwater down to a depth of 5m. It gives a full seal with NBC or other emergency suiting such as a body pressure sleeve. The mask has integral filters but is normally connected by a hose to a belt-mounted filter/blower unit or 1-hour air tank. Using the belt filter makes breathing easier and reduces fatigue. The air tank is necessary for vacuum or underwater use.

A filter unit and a single air tank are included in the mask price. Additional units cost Cr500 and mass 1.5 kilograms.

NBC Alarm: A personal alarm unit that automatically monitors for radiation, chemical and biological threats, and gives both alarm and an indication of severity (Mild-Moderate-High-Severe-Extreme). It does not indicate the specific threat but will inform the user whether the hazard is radiation, biological or chemical. For Cr1000, a more detailed output is available that will indicate the specific threat if known to the unit's database.

NBC Suit: An advanced protective suit composed of "breathable" fabric that prevents heat buildup while protecting the user from airborne contaminants, biological or chemical weapons, and radioactive fallout. It offers no protection from direct radiation or vacuum, and requires an environment or life support mask to be effective. NBC suiting is designed to be easy to decontaminate and is only slightly more cumbersome than the normal field uniform worn by soldiers.

Slaplock: A simple mechanical or combination lock that can be "slapped" onto any door or container to secure it. The Slaplock will prevent the portal or lid from opening by accident, and will defeat casual attempts at entry, but it is not particularly robust and can be easily broken. The primary use of slaplocks is to prevent casual pilfering, to detect intrusion or to secure a broken portal for the time being.

Survival Kit, Vehicle: A standard survival kit carried aboard ATVs, lifeboats and small craft throughout Charted Space. Each kit is designed to equip 4 people. Imperial Law requires that all spacegoing vessels include one kit per 4 passengers or crew. Contents include:

- 1 Survival Rifle, plus 50 rounds shot and 50 ball
- 1 Hatchet
- 1 Field Medical Kit
- 4 Personal Survival Kit
- 4 Field Kit, Personal
- 4 Sets/Emergency Cold Weather Clothing
- 4 Combination Masks plus extra filters
- Field Rations for 60 person-days (15 days for 4 people)
- 4 Bulk water storage containers with filters
- 1 Water Purification Kit
- 2 Pressure Tent

Tool Set, Rescue: A comprehensive set of supports, cutting gear and other tools used to reach and rescue trapped persons. Does not include sensors.

Vac Suit: A vac suit is a sealed suit that provides against hostile conditions such as vacuum and trace, exotic, or corrosive atmospheres. May also be worn in very thin or tainted atmospheres if desired. Includes oxygen tanks, short-range communicators, and other required equipment. Vac suits offer some protection against radiation and physical damage, though if torn they will rapidly lose pressure.

TL9 EQUIPMENT

Beacon, Emergency: A multi-frequency beacon/repeater

designed to assist rescuers. The beacon transmits an emergency signal and can record a simple message to be played if the beacon receives a signal (usually this is the direction or location of the beacon's users, if they have had to move). The beacon will also signal with a siren and flashing strobe light if manually triggered or if it receives an activation signal on the civilian or military emergency channels.

Bio-Analysis Unit: A portable laboratory unit capable of identifying the composition of organic matter in a few minutes. Can be used to determine if an organism is edible or to determine the nature of a biological weapon.

Cable: 10 meters of strong fiber or metal cable suitable for climbing or light towing applications. Very similar to the cargo tethers used aboard merchant starships.

Cargobot: Not a true robot, the cargobot is a powerful lifting/carrying unit operated from close by. Most cargobots use a "waldo" system, whereby the user directly controls the bot with his or her own body motions.

Cold Weather Clothing, Advanced: Using quick-drying, waterproof, and super-insulating materials, advanced cold weather clothing protects against frigid weather (-20° Celsius or below). Adds a +10 circumstance bonus to all Fortitude saves against cold weather exposure.

Combination Viewer: A set of goggles incorporating IR and light intensification functions, along with brightness-linked safety cutouts. The viewer can be used in optical, IR or thermal mode, or any combination of the three, though this can be disorientating to unskilled users.

Communicator, Personal ("Comm"): A hand-held, single channel communication device. On world with a tech level of 8 or higher a personal communicator is able to tap into the world's satellite communication network and with the proper address, contact any other communicator in the world (for a fee). The channel is private, but not secure and may be monitored on some worlds. Usually network access can be arranged at the local starport for a small fee. On worlds with a tech level of 7 or less, personal communicators will not work except for direct comm-to-comm contact over distances of not more than a few hundred meters.

Many individuals purchase accessories for their comm. The most useful is a specialized computer device called an Aide. The Aide stores a considerable amount of information that the character feels he may find useful, downloads news or market information when available, and reminds the character about his schedule at appropriate times. Many travellers conduct their business by comm while on the move.

An Aide costs Cr250.

Commsat, Standard: A simple communications-relay device designed to be placed in a stable orbit from a starship or ground launcher. It will last about 6 months to a year in orbit and is not reusable.

Desert Suit, Advanced: An all-in-one suit designed to minimize moisture loss by trapping sweat between the porous inner layer and impermeable outer one. The suit is reflectorized to reduce the heating effect of the sun (though a dulled or camouflage option is also available). It includes a hood, facemask, and goggles. The suit adds a +5 bonus to Fortitude saves to avoid the ill effects of a desert climate.

Inertial Locator: Indicates direction and distance traveled from the starting location.

Personal HUD: A personal HUD (heads-up display) can be fitted to a set of goggles or shades, a monocle, or the inside of a helmet faceplate. The HUD displays information from a variety of sources. Incoming messages and video from a character's personal comm, data pulled up from a handcomp or an aiming reticule for weapon canal be displayed. Tying any given device or

weapon into the HUD and calibrating it properly takes an hour and costs Cr500. Information exchange can be by cable or wireless means. The latter creates a certain amount of radio "noise" which can be detected or jammed, so military HUDs normally use fiber-optic cable.

Portable Airlock: A flexible pressure tent kept rigid by a collapsible frame, the portable airlock has two openings and thus can be sealed to a bulkhead to create an emergency airlock. It is most commonly used when cutting into a starship hull for rescue purposes, to preserve the environment inside, but can be also used to seal a building against NBC conditions. The airlock is big enough for two vac suited persons at once, and is reasonably robust. It comes with a small air bottle to inflate it, but normally relies on pressure from the area being cut into.

Rescue Ball: A rescue ball is intended to allow personnel to survive a pressure breach in a space vessel. It consists of a 2 meter diameter ball of reflectorized plastic and a small air bottle good for 4 person-hours. Rescue balls are mandatory aboard passenger-carrying starships. They are located at strategic points around the ship and in staterooms. Intended for untrained personnel, they are very easy to use. The character open a zipped flap, climbs inside and zips the opening shut, then triggers the air bottle to inflate the ball. A clear section allows vision, and most rescue balls have a "glove" that a character can insert her arm into in order to manipulate outside objects in addition to a towing or securing tether.

The ball is reasonably robust, and gives a good radar return due to the metallic coating. A person inside one can move around (assuming there is some gravity) by walking on the inside, treadmill fashion. Balls are normally intended for the use of a single person, though more than one individual can get into one at need.

Scrambler Unit: A small com-scrambler and encryption unit that can be used with a personal comm or other communications devices.

Welding Kit, Advanced: A composite plasma/electric arc welding kit useful for many light and medium applications.

TL10 EQUIPMENT

Body Pressure Sleeve: A form-fitting garment similar to a wetsuit, worn as an under-uniform by some spacegoing services. The body pressure sleeve is designed to protect the user in low pressure environments (allowing normal function in Very Thin and Trace atmospheres) and to give some protection against vacuum. The ankles seal to boots, and a set of gloves are normally carried in a belt pouch. To be any use, the suit's hood must be pulled up and sealed to a Life-Support Mask (not included in the price of the suit).

The Body Pressure Sleeve is designed to give personnel a survival margin in an emergency. It is not a substitute for a proper vac suit, though it can be worn under one. A user with a proper mask can function indefinitely in Very Thin atmosphere, for about 15 minutes in Trace Atmosphere, and for about 5 minutes in hard vacuum. After this period, the character begins to take half damage from vacuum exposure.

Bulkhead Patches: A set of rigid and flexible bulkhead patches of assorted size, plus adhesives and sealant to allow pressure breaches in a starship or space vessel to be temporarily repaired. The patches are no substitute for a real repair, and tend to fail after 6-24 hours. They are mainly used to allow the crew to make a more permanent repair.

Camera, Advanced Digital: An advanced version of the digital camera capable of recording and displaying moving holographic images.

Combination Analysis Unit: A Biological/Chemical lab unit in a portable housing, capable of all the functions of the bio and

chemical analysis units but faster and with greater accuracy. The unit's database contains many common and uncommon compounds and can advise on the properties of (and hazards posed by) most known substances.

Cutting Gear, Laser: A backpack power supply and laser or plasma cutting unit, this cutting gear is standard for use aboard starships. It can cut through most materials, though superdense hull armor will require a very long time to breach.

Intrusion Kit, Advanced: A similar kit to the basic version, the advanced intrusion kit is constructed of more advanced materials and includes test probes for investigating electronic locks.

Parachute, Grav: A personal harness incorporating a smaller version of the Grav Belt. The chute can be manually controlled or set to activate at a given altitude. Instead of relying upon wind resistance, a grav chute uses a localized contra-grav field to slow the user's descent. It does not allow much more lateral movement than a standard parachute but functions even on worlds with no atmosphere. It can be cut in and out, or used for slight braking rather than the all-or-nothing available with a conventional chute. The internal batteries are good for one descent. A grav parachute cannot be used to give "lift" for upward movement. It will slow the user's fall whichever way up he or she may be. Internal safety devices will normally ensure that the user makes a soft landing, often at very low speed, even if unconscious.

Personal Re-Entry Kit: A re-entry kit consists of an alignment thruster, altimeter and a parawing, plus an ablative heat shield. The latter is deployed in the form of a frame and a foam covering that sets hard in seconds. If the user gets it just right, she can make a controlled re-entry to any world with a Thin atmosphere or better, protected from heat by the shield and finally making a descent by parawing. The procedure is complex and dangerous. Characters without the Armor proficiency: Vac Suit feat cannot attempt a controlled re-entry and will automatically fail in lethal fashion. Those who have the Vac Suit feat suffer a -4 penalty on all DEX checks unless they have the basic Drop Trooper feat. Subsequent levels of Drop Trooper give a bonus to DEX checks (see the Additional Feats section for more details).

The procedure for a controlled re-entry is as follows:

Initial stage: the character must set up an appropriate angle of entry. This requires a DEX check at DC15. Failure by 9 or less means that the character has "skipped" off the atmosphere. Roll 1d6. If the result is 1 to 5, the character can have another attempt at setting up the entry, but DC goes up by whatever the roll was. On a 6, the character drifts out into space, beyond the ability of her suit thrusters to compensate, and will die if not rescued.

If the roll is failed by 10 or more, the entry was far too steep and the character meets a fiery death.

If the entry is set up correctly, the character can deploy her heat shield and attempt to keep it properly aligned. This requires another DEX check at DC15. Success means that the character re-enters correctly and descends to a rather rough but safe landing by parawing. Failure by 10 or more means instant death. Failure by 9 or less means that the character is on the verge of losing control. She takes 3d6 Stamina damage and can roll again for control, this time at DC20. If control is not regained, but the failure margin is 9 or less, the character again take 3d6 Stamina damage and can make a final bid for control. If this one is made, the parawing is deployed late and badly, and the character slams into the ground for 3d6 Lifeblood damage. If it is failed, the character's parawing burns off, or does not deploy correctly, and the character makes an impressive crater with no chance of survival.

Some individuals make a sport of personal re-entry. It is banned on many worlds, for safety reasons.

It is not possible to take10 or take20 while re-entering.

Re-entry computers are available, which can function as an autopilot for emergency re-entry. The computer costs Cr2500 (more than the kit itself!) and allows an untrained user to attempt re-entry as if she had a DEX bonus of 0 and with no penalties for lacking any required feats.

Portacomp: A laptop or briefcase-sized computer capable of interfacing with a personal comm and larger computers. A portacomp can run a range of programs, and can be used to provide additional processing power to a translator or analysis unit, or simply to store data.

Tool Set, Starship Engineer: A full tool kit for shipboard engineering personnel, including PRIS goggles, manual Iris valve opener, electronic and gravitic test and repair equipment, wrenches, sockets, and a large hammer.

TL11 EQUIPMENT

Hand Computer: The "handcomp" provides services of a small computer, plus serves as a computer terminal when linked (by its integral radio, network interface jack, or by other circuit) to a standard computer. If an astrogator has a handcomp handy, the penalty for no astrogation computer when plotting a course is reduced to only +2 on the DC.

Satellite Launcher, Field: A semi-mobile ground launch unit for small satellites. The unit includes a gantry and control unit, plus a single booster, but no satellites. Additional boosters cost Cr50,000 and weigh 200 kilograms. The launcher can only put up temporary satellites into low orbit.

Survey Satellite: A Sursat can be launched from a shipboard missile launcher or a ground launcher. It is capable of undertaking basic communications and beacon functions and quite sophisticated mapping and survey operations. Sursats can report on weather and atmospheric conditions constantly. Life is 3-5 years if placed in a stable orbit. Sursats have a small internal power source, backed up by solar collectors.

TL12 EQUIPMENT

Binoculars, PRIS: PRIS (Portable Radiation Imaging System) binocs have no lenses, but instead project an image for the user as if she were using optical binocs. The image can be gathered using a variety of wavelengths: optical, infrared, ultraviolet, radio and x-ray to name a few. The binocs do not emit these wavelengths, they merely read emissions and reflections of naturally-occurring wavelengths, then convert the data into an optical display using false color. Composite images using different spectra are possible and can highlight things missed when viewing in just one mode, but very confusing to an unskilled user.

Bug Detector: A handheld scanning device designed to detect electronic listening devices. The basic bug detector can only be used to scan for bugs, but for Cr2500 a detector/jammer is available. This unit has two more settings: it can overload and destroy bugs within range (a few meters) or simply jam their output for a time, leaving them functional after the jammer is switched off. The detector can only detect, jam, or destroy bugs up to TL12.

Bugging Kit: A set of small electronic listening/transmitting devices and a receiver unit. More advanced kits are available at TL13, TL14 and TL15. Each TL adds Cr2000 to the price of the kit but makes detection a little harder.

Communicator, Personal, Advanced: A more capable version of the basic hand-held comm, normally worn as a wristband. The advanced comm incorporates all the functions of an Aide, and has more memory available for specialist functions.

Emergency Hostile Environment Suit: A disposable emergency vac suit designed to protect the wearer from corrosive, insidious, and similarly hazardous atmospheres (and of course

vacuum). The suit is good for 6-8 hours, after which there is a 10% (non-cumulative) chance that it will fail every hour. Emergency suits are usually carried by starships to allow engineering crew to make emergency repairs under unusual conditions. The suit can be refurbished for 75% of its initial cost, but each refurbishment adds 5% to the chance of failure after the "safe" time, and additionally reduces time to failure by 1 hour. Once the failure chance has reached 50%, the suit is too degraded to be any further use.

Emergency Softsuit: A disposable emergency vac suit including gloves and a soft, collapsible "bubble" helmet, the softsuit has no armor value and offers no protection against hostile environments. Starships are required to carry enough emergency suits or rescue balls to allow the crew and all passengers to survive depressurization. Softsuits are more difficult to use, and require the vac suit feat, so are normally used for crew only. Well-equipped ships include a softsuit at each crew position and a few spares at strategic points, in addition to the crewmember's personal vac suit.

The softsuit includes a small air bottle (4 hours' worth) and can be plugged into shipboard life-support points to prolong this supply. It is rather flimsy, and it offers no protection against radiation, making it a poor choice for repair work or routine duty and a desperate last resort for EVA work.

Medikit, Personal: A personal medikit is basically a small personal electronic pharmacy tailored to a specific user's body chemistry. When worn (usually on upper arm, thigh, or lower back) it is always active and monitoring the wearer's bio-signs for any changes. As needed the medikit will dispense anti-toxins, antibiotics, stimulants, sedatives, and other pharmaceuticals needed to keep the user at peak efficiency. This has the added benefit of boosting the user's natural base healing rate from 1 Stamina point per hour to 2. Under normal (adventuring) conditions a personal medikit will need to be recharged every 4 weeks. Of course heavier demands on the medikit may considerably reduce the available drug supply much sooner.

In the event of poisoning or infection, a personal medikit will impart a +5 to all Fortitude saving throws against the effects of such dangers.

Most medikits are also equipped to store and dispense a single dose of Medical Slow drug should it ever be needed. If the wearer is ever dying (0 Lifeblood or lower), the medikit will automatically use the Medical Slow drug if it is available and there is not a risk of overdose. The user can activate the Medical Slow at any time if needed. If desired, this can be replaced with a dose of Slow, Combat, or Medical drugs instead.

It is very dangerous to attempt to use a Medikit that has been tailored to another person's body chemistry. If such an attempt is made two Fortitude saving throws must be made. If the first saving throw (DC15) fails, the user immediately suffers a Traumatic Shock injury (1d6 Lifeblood damage, ignore the second saving throw). If the second saving throw (DC10) fails, the medikit simply does not work for the user. If both saving throws are successful, the medikit will function normally for the user.

A Personal Medikit costs Cr15,000, plus Cr500 for basic supplies. Specialized drugs must be purchased separately.

Mediscanner, Personal: A small bio-monitoring unit normally worn on the belt or upper arm. A personal mediscanner monitors a character's life signs and data such as blood composition, blood sugar, and body temperature. It warns when exhaustion or dehydration are becoming dangerous, gives information to the user or medical personnel about poisoning and other dangerous conditions, and allows a quick diagnosis of many conditions. The mediscanner gives a +3 circumstance bonus to all medical skill checks.

Mediscanner, Portable: A general version of the personal

mediscanner for use by field medics. The device is not optimized for a single user, so takes up to 2 minutes to calibrate itself to each new subject. It gives the same data as the personal version (though slightly less detailed), allowing a +2 circumstance bonus to all medical checks once it is calibrated. Most mediscanners are able to deal with all common species, and add-on chips for other species are available at Cr500 each.

Thrust Pack: An advanced maneuvering system incorporated in a vac suit backpack, the Thrust pack allows four hours of moderate maneuvering or about 15 minutes of near-continuous thrust. The unit includes a simple inertial autopilot and stabilizer/spin-correction computer.

Translator: A handheld device capable of translating audible language into Galanglic (or any other language). The basic translator is set for several dialects and the common languages of the region. Additional language chips are available for Cr500 per language.

The translator cannot translate an unknown tongue. It is not "smart," but merely recognizes sounds and converts them.

A unit capable of translating nonverbal communication (pheromones, sign language etc.) costs five times as much as the basic version.

TL13 EQUIPMENT

AutoDoc: An autodoc is a small self-contained diagnostic, pharmaceutical, and surgical system about the size of a Low Berth chamber or large coffin. Often found on starships, it is capable of diagnosing and treating disease, infection, injuries, and other medical conditions as if a qualified doctor of Skill rank 12 was attending the patient.

<i>Autodoc</i>	<i>Cr1,000,000</i>	<i>0.5 tons</i>
<i>Supplies</i>	<i>Cr100,000</i>	

Capabilities

Heals all Stamina in one hour (1 per day is natural)	
Speeds the base natural healing of Lifeblood to 5 per week	
Broken Bones	DC10
Minor Surgery	DC15
Routine Surgery	DC20

At TL14, an Autodoc is capable of reanimation, provided no more than 15 minutes have passed since the subject's death. This period can be extended by extremely cold conditions or placing the corpse in a low berth.

Densitometer: A bulky device used by field scientists and engineers to determine the thickness and density of materials. Densitometers can give an indication of the likely composition of a material and can be used to map underground areas or buildings without entering them. A TL14 version costs Cr12,000 and weights half as much.

Fusion Still: A fusion still is built around a small fusion unit, which will run continuously for 5 years. The still has a hopper, which can take fluids or organic matter. Collection areas within the still allow potable water to be extracted, or a just-about-edible nutrient product normally known as "glop." The exact composition of glop varies depending upon what is put into the still, and in some cases vital nutrients will be missing. The still's readout advises the user as to how good his or her glop will be today, but even the best technology cannot make glop taste any better. Glop can be output as dry, jaw-busting bars or a damp and fairly disgusting porridge.

The still has a power output socket and a cable for recharging items like powered tools, and indeed includes two hand lamps. It

also has a built-in light unit and a heater that can be used to warm a shelter or to provide localized heat for cooking. Marooned starfarers with a fusion still will usually find that their food and water needs are taken care of. However, many users cite the still's food output as the single greatest drain on their will to live.

Fortunately, the still can also be used to distill alcoholic beverages into spirits for medical or recreational use.

Rescue Suit: An advanced vac suit with additional equipment built in, the rescue suit is designed to maximize the capabilities of rescue workers. Somewhat more bulky than the standard suit, a rescue suit includes an oversized power unit for tools, a "buddy" air supply to feed another suit, a specialized tool harness containing a range of rescue tools, and an arm attachment for either a lightweight laser cutter unit, a set of pincer-jaws or other heavy tools. The suit has a full towing/attachment rig and a powerful built-in maneuvering system.

TL14 EQUIPMENT

Biosniffer: A portable biological detection and analysis unit, the biosniffer can be used to detect traces of organic processes (i.e. life) or to analyze the composition of matter. Its internal database allows rapid indications to be made as to the nature of biological matter and whether it poses a threat to travellers. Biosniffers can be emplaced and used for remote analysis and monitoring and can be programmed to indicate the presence of specific types of creature. They can thus be used to indicate, for example, whether a given game trail is used by Humans, Vargr, or the local predators, or to give warning of the approach of any large carnivore. Biosniffers are most commonly used by field scientists surveying planets or by botanists searching for new species.

Neural Activity Detector: A large and bulky unit that detects brainwave activity and can indicate the order of the creature emitting it (i.e. Human-equivalent might be Vargr, Aslan or Droyne; Dog-equivalent might actually be a horse or a Kian), and the number of emissions (individuals) within an area. The unit is not very reliable or precise, and can be fooled by large numbers of low-order brainwave emissions. At TL15, the unit weighs only 10 kilograms and costs Cr65,000. It is far more reliable however.

TL15 EQUIPMENT

Bug Detector, Advanced: A handheld scanning device designed to detect electronic listening devices. The standard bug detector can only be used to scan for bugs, but for Cr7500 a detector/jammer is available. This unit has two more settings: it can overload and destroy bugs within range (a few meters) or simply jam their output for a time, leaving them functional after the jammer is switched off. The advanced detector can only detect, jam or destroy bugs up to TL15.

DRUGS AND PHARMACEUTICALS

The active components in drugs may be derived from many sources. On some worlds, eating a particular leaf may have the same effect as taking a high-technology manufactured prescription drug. Thus it is always possible that drug prices will vary. Tech levels and costs therefore refer to reliably synthesized drugs.

Anagathics: Anagathics are a specialized drug treatment that can halt the effects of aging in its tracks. They are illegal in some areas. The drug must be taken regularly each month for as long as the age retarding effects are desired. It takes approximately one year of regular dosage for the full effect to develop. This means that during the first year on Anagathics a character will continue to age normally. After that first year, as

long as the regular monthly dose is taken, the character will no longer age and remain at their present physical age.

Once past the first year, a character can miss one month without suffering ill effects, but if a character misses two or more dosages, they must abstain completely for one year before once against restarting the treatments. The one-year build-up period must be again completed before the character gains any benefits. Characters who interrupt their anagathics course and do not abstain for a year run the risk of severe, possibly fatal, side effects.

Anagathics TL15 Cr200,000 per dose

Antibiotics: Antibiotics are effective against bacterial disease, infection, and secondary conditions associated with viral diseases. They add +2 to Fort saves against such diseases.

Antibiotics TL6 Cr50 per dose

Antidotes: Antidotes to Slow and Fast drugs are available. A dose of Antidote costs the same as one of the drug it counteracts. The effects of the drug are immediately cancelled, but the subject suffers any normal recovery requirements.

Broad Spectrum Anti-Toxin: At TL12 and beyond broad spectrum Anti-Toxins become widely available and prove effective against all but the rarest of diseases. Even viral diseases can be treated in this manner.

Antitoxin TL12+ Cr250 per dose

<i>Potency of Anti-Toxins</i>	TL
+5 to Fort saves	12
+5 to Fort saves, or may Take10	13
+10 to Fort saves	14
+10 to Fort saves, or may Take20	15

Combat Drug: +4 Strength, +5 Lifeblood. Lasts for 30 combat rounds, after which the user must make a Fortitude saving throw (DC15) or their Stamina is reduced to 1. If Stamina is already at 1 or below, the character suffers a Traumatic Shock and suffers 1d6 Lifeblood damage. If the Combat Drug is taken more than once in a 24 hour period there is a high risk of overdose. The user must make a Fortitude saving throw (DC25) or immediately fall unconscious (reduce stamina to 0) and suffer 3d6 lifeblood damage.

Combat Drug TL9 Cr750 per dose

Fast Drug: Fast drug speeds up the apparent passage of time for the user, to the point that 60 days will pass for the user as 1 day. The drug slows the metabolism of the user by a factor of 60, reducing the effect of aging and reducing the need for consumable supplies such as food, water, and air during the period the user is under the effects of the drug. An antidote does exist which can be taken to cancel the remaining effects of Fast Drug.

Fast Drug TL9 Cr2000 per dose

Antidote TL12 Cr2000 per dose

Medical Slow Drug: Patient is rendered immediately unconscious in a coma-like state for the next 20+1d6 hours. If the patient is already dying, the slow drug will only stabilize their condition for the period of the coma, ensuring no further deterioration of life signs. If the patient is not dying and merely injured the slow drug will heal all Stamina points, and (4 + the patient's Constitution modifier) in Lifeblood points. If more than one dose of slow drug is taken within a week period there is a

high probability of a severe overdose. The user must make a Fortitude saving throw (DC25) or immediately fall unconscious (reduce stamina to 0) and suffer 3d6 lifeblood damage.

Medical Slow TL7 Cr100 per dose

Metabolics: Metabolics are designed to alter the metabolism of the subject to enhance his or her ability to fight a specific disease. They are only effective against that disease.

Metabolics TL8 Cr1000 per dose

Medical Drug: A complex quick-heal formula with an unpronounceable name and thus normally known as “medical drug” or “med” by field personnel, Medical Drug heals 3d6 Stamina and 1d4 Lifeblood damage per dose. If more than one dose is taken in a 24 hour period there is a high risk of overdose. The user must make a Fortitude saving throw (DC20) or immediately fall unconscious (reduce Stamina to 0) and suffer 3d6 Lifeblood damage. If any more Medical Drug is administered to the patient within 3-6 days of an overdose (depending upon the patient’s metabolism), he or she automatically suffers another overdose.

Medical Drug TL8 Cr100 per dose

Recreational Drugs (“Drug Drug”): Recreational drugs vary widely. Many cultures have a legal recreational drug, such as alcohol. Most legal drugs are relatively mild in effect but can be harmful in large doses. More potent drugs are usually illegal, especially those that affect the user in such a way as to make him or her dangerous to others. Manufacturers and suppliers will charge whatever the market will bear.

Slow Drug: Twice normal speed and double the normal actions allowed each combat round. The effects last for 40 combat rounds, after which the user must make a Fortitude saving throw (DC15) or their Stamina is reduced to 1. If Stamina is already at 1 or below, the overdose causes 1d6 lifeblood damage.

Slow Drug TL8 Cr5000 per dose

Antidote TL11 Cr5000 per dose

Truth Serum: Truth serum is intended to force the subject to answer questions truthfully. It must be tailored to the species being questioned, and carries some risks. One dose usually forces the subject to be truthful for 2 minutes (A DC20 Fortitude save is permitted to resist each dose; additional doses raise the DC by 5 per dose). At the end of the 2 minute period, the subject takes 2d6 Stamina damage and becomes unconscious for 1 hour. Truth serum costs Cr500 per dose, or more if it must be prepared for a different species.

Truth Serum TL5 Cr500 per dose

Vaccine, Specific: Vaccines increase the body’s immunity to a given disease, giving a +10 on Fortitude saves to resist that disease.

Vaccine, Specific TL5 Cr15 per dose

Vaccine, Broad-Spectrum: Broad-Spectrum Vaccines increase the body’s immunity to a number of similar diseases, giving a +10 on Fortitude saves to resist any or all of them.

Vaccine, Broad-Spectrum TL10 Cr20 per dose

Psi Drugs: Psi Drugs are covered in the chapter on Psionics.



AVAILABLE WEAPONS

8

EQUIPMENT

	Cost	TL	Weight	RoF	Range	DMG (Crit)	Size	Type	Recoil	Rounds	Ammo Weight	Ammo Cost
Non-Lethal Melee Weapons												
Brass Knuckles	Cr10	1	neg.	-	1.5 m	special (19)	Tiny	Bludgeoning				
Stunfist	Cr100	9	neg.	-	1.5 m	special (19)	Tiny	Bludgeoning				
Baton/Cudgel	Cr10	0	1kg	-	1.5 m	1d6 (x2)	Medium	Bludgeoning				
Stun-Baton	Cr350	9	1kg	-	1.5 m	Special (20)	Medium	Bludgeoning				
Martial Arts Flail	Cr20	1	500g	-	1.5 m	1d6 (19)	Medium	Bludgeoning				
Lethal Melee Weapons												
Dagger	Cr10	0	250g	-	1.5/3 m	1d4 (19)	Tiny	Piercing				
Blade	Cr50	3	350g	-	1.5 m	1d6 (19)	Small	Piercing				
Foil	Cr100	3	500g	-	1.5 m	1d4 (18)	Medium	Piercing				
Sword	Cr150	1	1kg	-	1.5 m	1d8 (x2)	Medium	Piercing/Slashing				
Cutlass	Cr100	3	1,250g	-	1.5 m	1d8 (18)	Medium	Slashing				
Broadsword	Cr300	2	2.5kg	-	1.5 m	2d6 (19)	Large	Slashing				
Bayonet	Cr10	3	250g	-	1.5 m	1d8 (x2)	Large	Piercing				
Halberd	Cr75	2	2.5kg	-	3 m	1d10 (19)	Large	Piercing/Slashing				
Spear, short/light	Cr10	0	2kg	-	3 m	1d8 (x2)	Medium	Piercing				
Spear, long/heavy	Cr20	0	2.5kg	-	3 m	1d10 (x2)	Large	Piercing				
Pike	Cr40	1	3kg	-	3 m	1d12 (x2)	Large	Piercing				
Axe, Stone	Cr0	0	3kg	-	1.5 m	1d8 (20)	Medium	Bludgeoning				
Axe, Hatchet	Cr25	1	500g	-	3 m	1d6 (20)	Medium	Slashing				
Axe, Battle	Cr40	1	1kg	-	3 m	1d8 (19)	Large	Slashing				
Axe, Boarding	Cr100	8	1.5kg	-	3 m	1d10 (19)	Large	Piercing/Slashing				
Light Mace/Bat	Cr30	1	1kg	-	3 m	1d6 (19)	Medium	Bludgeoning				
Heavy Mace	Cr50	1	1kg	-	3 m	1d8 (19)	Large	Bludgeoning				
Morningstar Flail	Cr100	1	2.5kg	-	3 m	2d6 (20)	Large	Bludgeoning				
Bows and Low-Velocity Projectile Weapons												
Sling	Cr1	0	-	1	15 m	1d4 (x2)	Small	Bludgeoning	-	-	100g	-
Short Bow	Cr50	1	500g	1	18 m	1d6 (x2)	Medium	Piercing	-	-	100g	Cr2
Long Bow	Cr75	2	1kg	1	30 m	1d8 (x2)	Large	Piercing	-	-	100g	Cr2
Advanced Bow	Cr200	7	500g	1	45 m	1d8 (x2)	Medium	Piercing	-	-	100g	Cr2
Military Crossbow	Cr250	2	6kg	1	36 m	1d10 (19)	Medium	Piercing	-	-	100g	Cr2
Sporting Crossbow	Cr150	3	3kg	1	24 m	1d8 (19)	Medium	Piercing	-	-	100g	Cr2
Repeating Crossbow	Cr200	3	4kg	1	24 m	1d8 (19)	Medium	Piercing	-	10	100g	Cr2
Speargun	Cr100	5	3kg	1	9 m	1d8 (x2)	Medium	Piercing	-	1	1kg	Cr10
Thrown Weapons												
Rock, Small	Cr0	0	250g	1	5 m	1d4 (x2)	Small	Bludgeoning				
Rock, Large	Cr0	0	750g+	1	3 m	1d8 (x2)	Medium	Bludgeoning				
Throwing Steel	Cr15	2	250g	1	3 m	1d3 (x2)	Tiny	Piercing				
Knife	Cr20	1	250g	1	3 m	1d4 (x2)	Tiny	Piercing				
Axe	Cr30	1	500g	1	5 m	1d6 (x2)	Small	Piercing				
Javelin	Cr5	1	1kg	1	10 m	1d6 (x2)	Medium	Piercing				

Black Powder Weapons

Pistol, Small	Cr100	2	400g	1	6 m	1d6 (20)	Small	Piercing	Yes	1	10g	Cr1
Pistol, Large	Cr150	2	750g	1	9 m	1d8 (20)	Medium	Piercing	Yes	1	10g	Cr1
Carbine	Cr250	2	1.5kg	1	12 m	1d8 (x2)	Medium	Piercing	Yes	1	15g	Cr1
Musket	Cr350	2	3.5kg	1	25 m	1d10 (x2)	Medium	Piercing	Yes	1	25g	Cr2
Shotgun	Cr100	2	3kg	1	3 m	3d6/2d6/1d6	Medium	Piercing	Yes	1	20g	Cr2
Rifle	Cr400	3	3kg	1	50 m	1d10 (x2)	Medium	Piercing	Yes	1	20g	Cr5

Body Pistols

Derringer	Cr150	4	500g	1	5 m	1d6 (X2)	Tiny	Piercing	Yes	1 or 2	10g	Cr1
Body Pistol ⁽¹⁾	Cr200	9	250g	1	9 m	1d6 (x2)	Tiny	Piercing	Yes	5	65g	Cr38
Heavy Body Pistol ⁽¹⁾	Cr200	9	250g	1	5 m	1d8 (x2)	Tiny	Piercing	Yes	1 or 2	25g	Cr15

Handguns

Light Revolver	Cr100	6	650g	1	15 m	1d6 (x2)	Small	Piercing	Yes	6	75g	Cr3
Light Autopistol	Cr150	6	500g	1	15 m	1d6 (x2)	Small	Piercing	Yes	8	200g	Cr10
Revolver	Cr150	4	900g	1	30 m	1d10 (x2)	Small	Piercing	Yes	6	100g	Cr5
Hvy/Magnum Rev.	Cr400	6	1.5kg	1	45 m	1d12 (x2)	Small	Piercing	Yes	6	150g	Cr6
Ultra Revolver	Cr1500	9	2kg	1	65 m	1d12+2 (19)	Medium	Piercing	Yes!	4	500g	Cr6
Auto Pistol	Cr200	5	750g	1	45 m	1d10 (x2)	Small	Piercing	Yes	15	250g	Cr10
Hvy/Magnum Auto	Cr500	8	1.5kg	1	65 m	1d12 (x2)	Small	Piercing	Yes	9	400g	Cr25
Spurt Gun	Cr2000	12	200g	Special	30 m	1d10 (x2)	Small	Piercing	Yes	200	-	-

Snub Weapons

Snub Revolver ⁽²⁾	Cr150	8	250g	1	18 m	1d10 (x2)	Small	Piercing	No	6	200g	Cr6
Snub Pistol ⁽²⁾	Cr250	8	500g	1	18 m	1d10 (x2)	Small	Piercing	No	15	400g	Cr10
Snub SMG ⁽²⁾	Cr400	8	2kg	1/4	25 m	1d10 (x2)	Medium	Piercing	No	30	1kg	Cr50

Shotguns

Combat Shotgun ⁽³⁾	Cr200	5	3.75kg	1	3 m	3d6/2d6/1d6 (x2)	Medium	Piercing	Yes	6	750g	Cr10
Sporting Shotgun ⁽³⁾	Cr150	5	3.5kg	1	3 m	3d6/2d6/1d6 (x2)	Medium	Piercing	Yes	2	250g	Cr3
Sawn-off Shotgun ⁽³⁾	Cr150	5	2kg	1	2 m	3d6/2d6/1d6 (x2)	Medium	Piercing	Yes	2	250g	Cr3
Military Shotgun ⁽³⁾	Cr1500	8	5kg	1	7 m	3d8/2d8/1d8 (x2)	Medium	Piercing	Yes	10	1kg	Cr30
Assault Shotgun ⁽³⁾	Cr750	7	4.5kg	1/4	3 m	3d6/2d6/1d6 (x2)	Medium	Piercing	Yes	20	750g	Cr40

Rifles

Rifle	Cr200	5	4kg	1	72 m	1d12 (x2)	Medium	Piercing	Yes	10	500g	Cr20
Hunting Rifle	Cr1000	6	7kg	1	150 m	2d8 (x2)	Medium	Piercing	Yes	7	100g	Cr10
Survival Rifle	Cr50	6	2kg	1	25 m	1d6 (x2)	Medium	Piercing	Yes	2	30g	Cr2
Carbine	Cr200	5	3kg	1	45 m	1d10 (x2)	Small	Piercing	Yes	20	125g	Cr10
Auto Rifle	Cr1000	6	5kg	1/4	60 m	1d12 (x2)	Medium	Piercing	Yes	20	500g	Cr20
Assault Rifle	Cr300	7	3kg	1/4	45 m	1d12 (x2)	Medium	Piercing	Yes	30	330g	Cr20
Accelerator Rifle	Cr900	9	2.5kg	1/3	60 m	1d12 (x2)	Medium	Piercing	No	15	500g	Cr25
ACR ⁽⁴⁾	Cr1000	10	3.5kg	1/4	72 m	1d12+2 (x2)	Medium	Piercing	Yes	20	500g	Cr15
Heavy ACR ⁽⁴⁾	Cr1500	11	4.5kg	1/4	100 m	2d8 (x2)	Medium	Yes Piercing	30	600g	Cr25	

Gauss Weapons

Gauss Pistol	Cr2500	13	1,250g	1/4	80 m	1d12 (x3)	Small	Piercing	Yes	30	250g	Cr200
Gauss Rifle	Cr1500	12	3.5kg	1/4/10	96 m	2d12 (x2)	Medium	Piercing	No	40	400g	Cr30
Gauss Sniper Rifle	Cr25,000	12	10kg	1	250 m	2d12 (x3)	Medium	Piercing	Yes	10	150g	Cr25
Gauss Shotgun	Cr2500	13	7kg	1/6	10 m	3d10 (x2)	Medium	Piercing	Yes	20	3kg	Cr50

Light Automatic Weapons

Assault Pistol	Cr750	5	1kg	1/10	4 m	1d10 (x2)	Small	Piercing	Yes	15	400g	Cr20
Micro SMG	Cr600	7	1.5kg	1/4	15 m	1d8 (x2)	Small	Piercing	Yes	20	350g	Cr20
SMG	Cr500	5	2.5kg	1/4	45 m	1d10 (x2)	Small	Piercing	Yes	30	500g	Cr20
Heavy SMG	Cr750	7	3kg	1/4	45 m	1d12 (x2)	Medium	Piercing	Yes	30	750g	Cr40
LMG	Cr1200	6	5.5kg	1/10/20	60 m	1d12 (x2)	Large	Piercing	Yes	100	2,500g	Cr120

Non-Lethal Ranged Weapons

Baton ("Thud") Gun	Cr100	8	1kg	1	8 m	2d8 (20)	Medium	Bludgeoning	Yes	1	500g	Cr20
Stun Gun	Cr50	7	neg.	1	2 m	Special	Small	Shock	No	1	-	-

Laser Weapons

Laser Pistol	Cr1000	12	1,200g	1	36 m	2d10 (x2)	Small	Laser	No	25	500g	Cr100
Laser Carbine	Cr2500	8	5kg	1	45 m	3d8 (x2)	Small	Laser	No	50	3kg	Cr200
Laser Rifle	Cr3500	9	6kg	1	60 m	3d10 (x2)	Medium	Laser	No	100	4kg	Cr300

Support Weapons

Antitank Rifle	Cr400	5	7kg	1	80 m	2d8 (x2)	Large	Piercing	Yes	5	?g	Cr?
GP Machinegun	Cr600	6	7kg	1/10	60 m	1d12 (x2)	Large	Piercing	Yes	100	?g	Cr?
LAG ⁽⁵⁾	Cr600	8	4kg	1	96 m	2d10 (x2)	Large	Piercing	Yes	5	500g	Cr20

Launchers

Grenade Launcher ⁽⁶⁾	Cr200	7	3kg	1	100 m	*	Medium	*	Yes	1	1kg	*
RAM Launcher ⁽⁶⁾	Cr400	8	5kg	1	200 m	*	Large	*	Yes	3	1.4kg	*
Infantry Recoiless	Cr2000	7	15kg	1	120 m	*	Large	*	No	1	n/a	n/a
Disposable Launcher ⁽⁶⁾	Cr200	7	1.5kg	1	100 m	*	Medium	*	Yes	1	n/a	n/a
Disposable Guided	Cr5000	9	10kg	1	1,000 m	*	Large	*	No	1	-	-
Light Tac Launcher	Cr35,000	10	25kg	1	2,000 m	*	Large	*	No	1	Special	

Flame Weapons

Flamethrower ⁽⁷⁾	Cr500	5	20kg	1	15 m	4d6	Large	Flame	No	10	10kg	Cr100
Flame Rifle ⁽⁷⁾	Cr1500	9	8kg	1	20 m	4d8	Medium	Flame	No	5	5kg	Cr150
Hand Flamer ⁽⁷⁾	Cr1000	10	2kg	1	3 m	3d8	Small	Flame	No	2	1kg	Cr50
Gauss Flamer ⁽⁷⁾	Cr10,000	13	9kg	1	50 m	4d10	Medium	Flame	No	12	5kg	Cr1000

High Energy Weapons

PGMP-12	KCr10	12	6kg	1	24 m	6d12 (18)	Large	Energy	Yes	40	3lg	KCr2.5
PGMP-13 ⁽⁸⁾	KCr65	13	900g	1	36 m	7d12 (18)	Large	Energy	Yes	40	7kg	KCr50
PGMP-14	KCr300	14	9kg/50g	1	36 m	8d12 (18)	Large	Energy	Yes	40	1.6kg/90g	KCr250
FGMP-14 ⁽⁸⁾	KCr100	14	1kg	1	45 m	7d20 (18)	Large	Energy	Yes	40	9kg	KCr65

WEAPON DESCRIPTIONS

The following format is used for all weapon descriptions.

Cost: Price in Credits (Cr) or 1000s of Credits (KCr).

TL: The minimum tech level required to manufacture such an item.

Weight: Weight in grams (g) or kilograms (kg).

RoF: Rate of Fire. The number of rounds that may be fired during a standard attack action in the format: Single Shot / Burst Fire / Automatic Fire.

Range: The range increment for this weapon.

DMG (Crit): The damage a weapon inflicts. The number in parenthesis is the Critical Threat Range for the weapon. A multiplier (i.e.: x2, x3, etc.) in parenthesis is the damage multiplier if a critical hit occurs.

Size: The size of a weapon. Used in comparison to the size of the person using it to determine if the weapon must be use one-handed, two-handed, or is too large for a character to use.

Type: The type of attack the weapon uses.

Recoil: Lists if the weapon has recoil when fired.

Rounds: The number of rounds the weapon may fire before it must be reloaded or recharged.

Ammo Weight: The weight of a full magazine or power pack for a weapon.

Ammo Cost: The cost of a full magazine of standard ammunition or power pack for a weapon.

Weapon Structural Integrity: All weapons have a SI rating of 1.

Targeting Aids

Aide	Cost	TL	Weight	Notes
Telescopic Sight	Cr200	6	800g	Doubles range increment
Electronic Sight	Cr2000	9	1,500g	Low-light capability
Electronic Telescopic	Cr3000	9	1,800g	Combines both of the above
Toughened Sights	X1.5	+1	-	Ruggedized version of any of the above
Laser Dot Pointer	Cr250	7	-	Gives +2 bonus to hit at close range
Personal HUD	Cr2000	9	2kg	Gives +3 to hit at all ranges

Critical

- x2 Weapon does double damage on a critical hit.
- x3 Weapon does triple damage on a critical hit
- 18 Threat range is increased to 18-20 instead of just 20. Does double damage on a critical hit.
- 19 Threat range is increased to 19-20 instead of just 20. Does double damage on a critical hit.

* Characteristics depend upon ammunition type.

(1) Stealth weapon designed to evade detection by standard weapon detectors.

(2) Fires Tranquilizer, Standard (Ball), High Explosive, or Armor Piercing rounds.

(3) Fires Standard, High Explosive, or Flechette rounds.

(4) Fires Standard or High Explosive rounds.

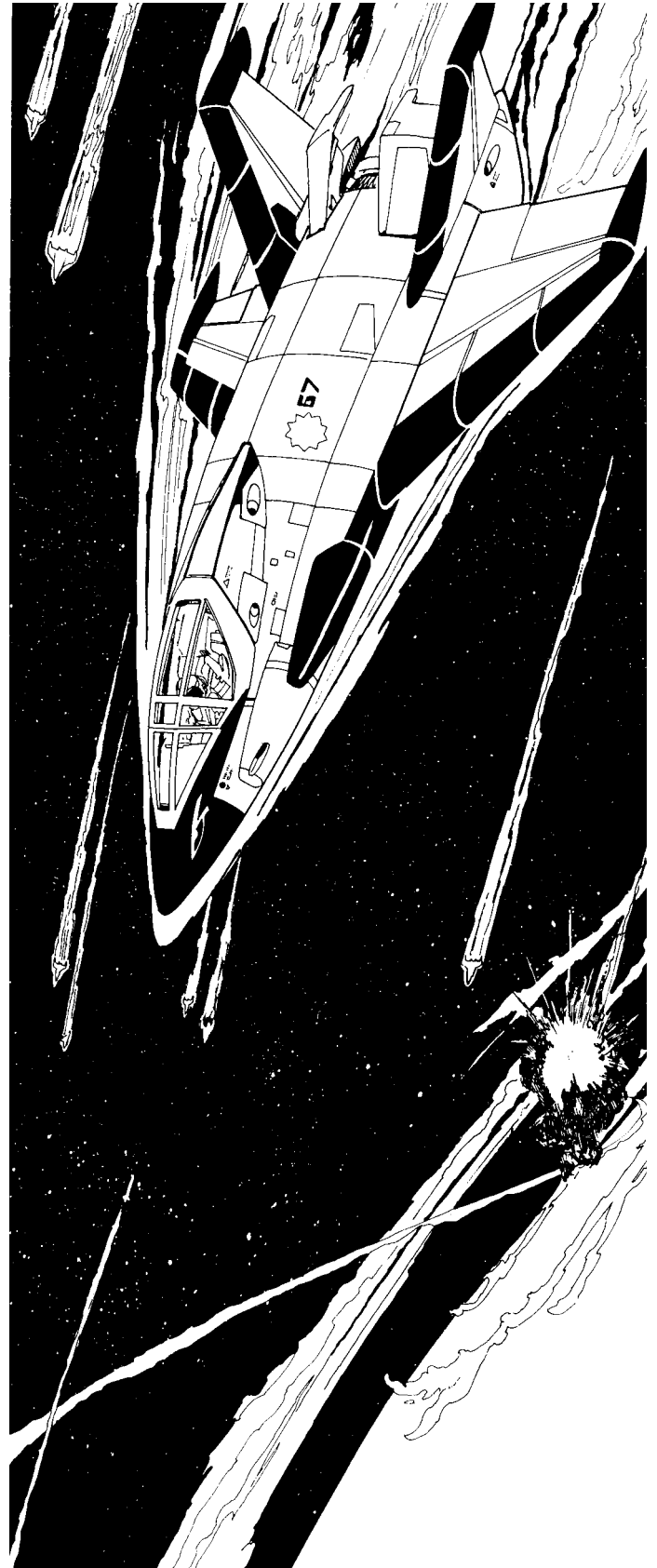
(5) Fires Standard, High-Explosive or Flechette rounds.

(6) Fires a range of munitions. See "Grenades" for details.

(7) Flame weapon with area effect.

(8) Requires the shooter to be wearing battle dress.

NB: Almost any projectile weapon can use armor-piercing ammunition instead of standard (ball) rounds. Characteristics are marginal for low-velocity weapons such as handguns, so normally only rifles will use such ammunition.



ARCHAIC ARMOR

These types of armor are fairly effective against melee attacks low-velocity weapons such as bows or crossbows; their full AC bonus applies against such attacks. Against modern firearms, lasers, and energy weapons they do not fare as well; their AC bonus should be halved against these forms of attacks. This reduced value is listed in parenthesis next to the standard AC rating.

	<i>Armor Rating</i>	<i>Max DEX Bonus</i>	<i>Armor Check Penalty</i>	<i>Cost</i>	<i>Weight</i>	<i>TL</i>	<i>Speed 9m</i>	<i>6m</i>
Light Armor								
Padded	1 (0)	+8	0	Cr5	4.5kg	1	9	6
Leather	2 (1)	+6	0	Cr10	7.5kg	1	9	6
Studded Leather	3 (1)	+5	-1	Cr25	9kg	1	9	6
Chain Shirt	4 (2)	+4	-2	Cr100	11kg	2	9	6
Medium Armor								
Hide	3 (1)	+4	-3	Cr15	11kg	0	6	3
Scale mail	4 (2)	+3	-4	Cr50	13.5kg	1	6	3
Chainmail	5 (2)	+2	-5	Cr150	18kg	2	6	3
Breastplate	5 (2)	+3	-4	Cr200	13.5kg	1	6	3
Heavy Armor								
Splintmail	6 (3)	0	-7	Cr200	20.5kg	2	6	3
Banded mail	6 (3)	+1	-6	Cr250	16kg	2	6	3
Half-plate	7 (3)	+0	-7	Cr600	22.5kg	2	6	3
Full plate	8 (4)	+1	-6	Cr1500	22.5kg	2	6	3

MODERN ARMOR

Modern armor is effective against most forms of attack, from archaic melee weapons and bows to modern weaponry.

	<i>Armor Rating</i>	<i>Max DEX Bonus</i>	<i>Armor Check Penalty</i>	<i>Cost</i>	<i>Weight</i>	<i>TL</i>	<i>Speed 9m</i>	<i>6m</i>
Light Armor								
Slash	1 ⁽¹⁾	+10	0	Cr100	0.5kg	7	9	6
Jack	2 (0)	+8	0	Cr50	1kg	5	9	6
Mesh	3	+5	-1	Cr150	2kg	7	9	6
Flak jacket	4	+6	0	Cr100	1kg	7	9	6
Reflec */**	0/6	+8	0	Cr1500	1kg	10	9	6
Light Cloth (Diplo)	2	+10	0	Cr350	1kg	9	9	6
Medium Armor								
Ablat */***	2/5	+5	-1	Cr75	2kg	9	6	3
Cloth	6	+4	-2	Cr250	2kg	6	6	3
Advanced Cloth	6	+6	-1	Cr500	1.5kg	9	6	3
Combat Env Suit	6	+2	-3	Cr1500	3kg	10	6	3
Heavy Armor								
Flex ****	7	0	-5	Cr750	8kg	8	6	3
Advanced Flex****	7	+2	-3	Cr1250	6kg	10	6	3
Vac Suit								
Combat Armor	7	+3	-4	Cr20,000	18kg	11	6	3
Combat Armor	7	+5	-1	Cr30,000	10kg	12	6	3
Combat Armor	8	+6	0	Cr60,000	6kg	14	6	3
Hostile Env Suit	5	+2	-3	Cr18,000	40kg	12	6	3

Hostile Env Suit	7	+3	-4	Cr150,000	25kg	14	6	3
Tailored Vac Suit	2	+6	0	Cr9000	-	14	9	6
Vac Suit	4	+0	-5	Cr9000	8kg	9	6	3
Vac Suit	3	+2	-3	Cr8000	2kg	12	6	3
Vac Suit	2	+4	-2	Cr7000	-	14	6	3

* AR is used instead of body armor AR to calculate AC in the event of a called shot to the head (which is subject to the usual to-hit penalty). Archaic and "security" armor performs poorly against lasers and high-velocity projectiles.

OTHER

The following accessories may be added to vac suits of any type, combat environment suits, combat armor, and battle dress.

Accessory	AC Modifier	Cost	TL
Chameleon	+2 to AC	Cr1000	12
Chameleon	+4 to AC	Cr5000	14
Psionic Shielding	Immunity to Psi attacks	Cr4000	12

- * First number is the base armor rating, the second number is the armor rating vs. laser weapons.
- ** Can be worn under most other types (except combat armor and battle dress), adding its rating to the rating of the other armor. Reflec may not be worn under combat armor and battle dress.
- *** Unlike other types of armor, the armor rating (vs. lasers) of Ablat is reduced by 1 point every time a laser weapon hits it. Thus after 5 hits by any type of laser, the Ablat armor will be rendered useless (against any type of attack).
- **** Flex, or Enhanced Cloth, can only be worn on the torso.

ARMOR DESCRIPTIONS

The following format is used for all armor descriptions.

Critical Hits: Each time a character that is wearing armor suffers a critical hit, the rating of their armor is degraded by 1 point. When the rating of a set of armor is reduced to zero or less, the armor has lost all of its effectiveness and no longer offers any protection.

Armor Rating: The value is the armor bonus added to a character's AC, and the damage reduction factor when determining lifeblood damage if an attack does strike the character.

Maximum DEX Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows.

Armor Check Penalty: Anything heavier than leather impacts the ability to use some skills.

Cost: The cost of the item in Credits (Cr).

Weight: The weight of the item in kilograms.

TL: The earliest tech level at which this item first becomes available.

Speed: The maximum speed of a character when wearing this type of armor.

Armor Structural Integrity: The SI rating of armor is equal to its armor rating.



TABLE: Shields

Type	AC Bonus	Armor		Weight	TL
		Check	Penalty		
Buckler	+1 to AC	-1	Cr15	2kg	1
Shield, small, wooden	+1 to AC	-1	Cr3	2kg	1
Shield, small, steel	+1 to AC	-1	Cr9	2.5kg	1
Shield, small, ballistic	+1 to AC	0	Cr15	1kg	5
Shield, large, wooden	+2 to AC	-2	Cr7	4.5kg	1
Shield, large, steel	+2 to AC	-2	Cr20	16.5kg	1
Shield, large, ballistic	+2 to AC	-1	Cr25	2kg	6
Shield, tower, wooden	Provides Cover*	-10	Cr30	20.5kg	1
Shield, tower, steel	Provides Cover*	-10	Cr30	20.5kg	1
Shield, tower, ballistic	Provides Cover*	-5	Cr50	5kg	7

* A tower shield can provide cover as per the Cover rules (see Combat, Cover). The user may expose as little or as much of their body as they wish.

TABLE: Helms and Helmets

Type	AR*	Cost	Weight	TL
Archaic Armor				
Cap/Hood	1 (0)	Cr5	Negligible	0
Leather Helm	2 (0)	Cr10	250g	1
Open Helm	3 (1)	Cr50	1kg	2
Closed Helm	4 (2)	Cr100	1.5kg	2
Full Helm	6 (3)	Cr250	2kg	2
Great helm	8 (4)	Cr400	3kg	2
Modern Melee Armor				
Skullcap	2 (0)	Cr25	Negligible	6
Security Helmet	5 (2)	Cr75	1kg	8
Modern Ballistic Armor				
Steel Helmet	3	Cr25	1kg	5
Ballistic Helmet	5	Cr100	1.5 g	7
Flex Helmet	7	Cr250	2kg	9

Equipment Structural Integrity: The SI rating of a piece of equipment (excluding armor, weapons, or vehicles) is based on its weight as listed on the table below:

TABLE: Equipment SI

Size	Weight or Volume	Base SI	Additional SI (round down)	Weight in Pounds (d20 size)
Fine	up to 0.05	0	0.1 per 0.005 over 0.005	0.11 (1/8)
Diminutive	0.05 to 0.5	1	0.1 per 0.05 over 0.05	1.1 (1)
Tiny	0.5 to 5	2	0.3 per 0.5 over 0.5	11 (8)
Small	5 to 30	5	0.5 per 2.5 over 5	66 (60)
Medium	30 to 250	10	1.5 per 22 over 30	550 (500)
Large	250 to 2000	25	2.5 per 175 over 250	4400 (4,000)
Huge	2000 to 15,000	50	2.5 per 1300 over 2000	33,000 (32,000)

The following listing may be considered a shopping list for PCs. When they originally outfit themselves for an adventure, each may purchase or acquire items from this list in preparation for action or mishap. For the most part, this list does not include weaponry, and all items are generally available for purchase without difficulty on worlds with a sufficient technology level (on other worlds, they may be available as imports at higher prices). Often, the base price for these items will be higher or lower. The Referee may wish to use the trade and speculation rules for percentage price changes.

TABLE: ENVIRONMENT EQUIPMENT

	<i>TL</i>	<i>Cost</i>	<i>Weight</i>
<i>Atmospheric Protection</i>			
Respirator	5	Cr100	0.5kg
Mask, Combination	5	Cr150	1kg
Mask, Environment	7	Cr200	1kg
Mask, Face	5	Cr20	0.75kg
Mask, Filter	3	Cr10	0.5kg
Mask, Life-Support	8	Cr1000	2.5kg
Oxygen Tanks	5	Cr500	5kg
<i>Underwater Protection</i>			
Artificial Gill	8	Cr4000	4kg
Deep-Diving Suit	8	Cr3000	12kg
Depth Gauge	6	Cr25	Negligible
Dive Suit	6	Cr60	Negligible
Dive Suit, Heated	8	Cr250	3kg
Swimming Equipment	3	Cr200	1kg
Underwater Air Tanks	5	Cr800	5kg
<i>Vacuum/Hostile Environment Equipment</i>			
Vac, Hostile Environment and Combat Environment suits are listed under Armor			
Body Pressure Sleeve	10	Cr5000	10kg
Bulkhead Patches	10	Cr150	4kg
Desert Suit, Advanced	9	Cr7000	5kg
Emergency Hostile Environment Suit	12	Cr7500	45kg
Emergency Softsuit	12	Cr5000	4kg
Heatproof Suit	7	Cr2000	8kg
Heatsuit	8	Cr350	0.5kg
NBC Suit	8	Cr4000	12kg
Personal Re-Entry Kit	10	Cr1000	100kg
Protective Suit	6	Cr700	5kg
Radiation Suit	7	Cr5000	30kg
Rescue Ball	9	Cr600	3kg
Rescue Suit	13	Cr50,000	50kg
Thrust Pistol	7	Cr8000	10kg
Thrust Pack	12	Cr14,000	38kg
Vac Suit Emergency Kit	7	Cr10	Negligible

TABLE: FIELD TOOLS AND SURVIVAL EQUIPMENT

	<i>TL</i>	<i>Cost</i>	<i>Weight</i>
<i>Basic Equipment</i>			
Attaché Case	7	Cr75	1kg
Backpack	3	Cr45	3kg
Beacon, Emergency	9	Cr750	1kg
Beacon, Navigational	7	Cr30	1kg

Boots, Outdoor	3	Cr50	1.5kg
Cable	9	Cr100	3kg
Chain, Medium	4	Cr150	20kg
Climbing Kit, Basic	4	Cr100	4kg
Climbing Kit, Advanced	8	Cr500	6kg
Cold Weather Clothing, Basic	1	Cr200	4kg
Cold Weather Clothing, Advanced	9	Cr750	2kg
Compass, Magnetic	3	Cr10	negligible
Desert Kit, Individual	3	Cr200	1kg
Field Kit, Personal	3	Cr250	3kg
Fire Extinguisher	5	Cr25	5kg
Flare, Distress	6	Cr12	0.25kg
Fusion Still	13	Cr4500	60kg
Grapnel and Cable	2	Cr15	5kg
Grapnel Launcher	7	Cr100	10kg
Ice Axe	3	Cr25	1.5kg
Ice Terrain Kit, Personal	4	Cr100	1.5kg
Ice Terrain Kit, Vehicle	6	Cr1000	20kg
Inertial Locator	9	Cr1200	1.5kg
Parachute	4	Cr250	15kg
Parachute, Grav	10	Cr2500	15kg
Parawing	7	Cr400	5kg
Pitons (5)	4	Cr25	1kg
Piton Hammer	2	Cr10	1kg
Rope, 10m	5	Cr20	3kg
Scientist's Field Kit	4	Cr500	5kg
Skis	3	Cr100	10kg
Snowshoes	1	Cr60	1kg
Survival Kit, Personal	1	Cr50	3kg
Survival Kit, Vehicle	8	Cr1000	50kg
Water Purification Kit	5	Cr5	Negligible
Water Filtration/Distillation Unit	7	Cr75	1kg
Wrist Watch	4	Cr25+	Negligible
<i>Light Sources and Vision Aids</i>			
Binoculars, Optical	3	Cr75	1kg
Binoculars, Electronic	8	Cr750	2kg
Binoculars, PRIS	12	Cr3500	2kg
Chemical Lightstick (10)	6	Cr10	0.2kg
Cold Light Lantern	6	Cr20	0.25kg
Combination Viewer	9	Cr1500	2kg
Electric Torches/Flashlight	5	Cr10	0.5kg
Flare, Illuminating	5	Cr25	250g
Flare, Signaling	5	Cr10	250g
Flare Launcher	5	Cr75	1kg
Gas or Oil Lamp	2	Cr10	0.5kg
Goggles/Shades	5	Cr15	Negligible
Goggles, Infrared	6	Cr500	0.25kg
Goggles, Light Intensification	7	Cr500	0.25kg

Personal HUD	9	Cr2000	2kg
Torches	1	Cr1	0.25kg

Shelters

Advanced Base	8	Cr50,000	6t
Pre-Fabricated Cabin	6	Cr10,000	4t
Pressure Tent	7	Cr2000	25kg
Portable Airlock	9	Cr1000	6kg
Sleeping Bag	5	Cr200	3kg
Tarpaulin	1	Cr10	2kg
Tent	2	Cr200	3kg

TL Cost Weight

TABLE: MEDICAL EQUIPMENT**Medical Kits**

Autodoc	13	Cr150,000	0.5t
Field Medical Kit	5	Cr1000+	10kg
First Aid Kit	See description	Varies	1.5kg
Medical Kit, Vehicle	7	Cr5000	25kg
Medikit, Personal	12	Cr15,000	0.1kg
Mediscanner, Personal	12	Cr10,000	0.1kg
Mediscanner, Portable	12	Cr25,000	1kg
Surgical Kit	See description	Varies	1.5kg

Drugs and Pharmaceuticals

Anagathics	15	MCr2	-
Antibiotics	6	Cr50	-
Anti-Venom/Antitoxin	6	Cr20	-
Combat Drug	9	Cr750	-
Fast Drug	9	Cr2000	-
Fast Drug	12	Cr2000	-
Medical Slow Drug	7	Cr100	-
Medical Drug	8	Cr100	-
Metabolics	8	Cr1000	-
Recreational Drugs	1	Varies	-
Psi Drug	See description	Varies	-
Slow Drug	8	Cr5000	-
Slow Drug	11	Cr5000	-
Truth Serum	5	Cr500	-
Vaccine (Specific)	5	Cr15	-
Vaccine (Broad-Spectrum)	10	Cr20	-

TL Cost Weight

TABLE: ELECTRONIC EQUIPMENT**Instruments and Detectors**

Atmosphere Tester	7	Cr150	1kg
Chemical Alarm	6	Cr200	1kg
Bio-Analysis Unit	9	Cr5000	10kg

Biohazard Alarm	8	Cr2000	2kg
Biosniffer	14	KCr500	5kg
Chemical Analysis Unit	8	Cr2500	5kg
Combination Analysis Unit	10	Cr10,000	12kg
Densitometer	13	Cr10,000	15kg
Metal Detector	6	Cr300	1kg
NBC Alarm	8	Cr500	2kg
Neural Activity Detector	14	KCr50	20kg
Radiation Counter	5	Cr250	1kg
Sonar Rangefinder	6	Cr300	1kg
<i>Communications Equipment</i>			
Bug Detector	12	Cr1000	1kg
Bug Detector, Advanced	15	Cr5000	1kg
Bugging Kit	12	Cr10,000	2kg
Camera (Film)	6	Cr50	0.2kg
Camera (Digital)	8	Cr150	0.2kg
Camera, Advanced (Digital)	10	Cr400	0.3kg
Comm, Personal	9	Cr50	Negligible
Comm, Personal, Advanced	12	Cr150	Negligible
Communicator, Long Range	6	Cr500	15kg
Communicator, Medium Range	5	Cr200	10kg
Communicator, Short Range	5	Cr100	5kg
Communicator, Laser	7	Cr5000	10kg
Scanner, Coms	7	Cr500	1kg
Scrambler Unit	9	Cr1000	1kg
Translator	12	Cr2000	0.5kg
<i>Tools</i>			
Breaching Charge	8	Cr200	2kg
Chain Saw	6	Cr500	8kg
Cutting Torch	5	Cr500	20kg
Cutting Gear, Laser	10	Cr1200	9kg
Disguise Kit	7	Cr1000	5kg
Intrusion Kit, Basic	5	Cr50	0.5kg
Intrusion Kit, Advanced	10	Cr500	0.5kg
Iris Valve Opener	7	Cr100	2kg
Janitorial Kit	5	Cr250	10kg
Lock Pick Set	4	Cr10	0.25kg
Slaplock	8	Cr40	0.2kg
Spade/Shovel	3	Cr20	3kg
Tool Set, Electronic	7	Cr2000	5kg
Tool Set, Excavation	4	Cr300	15kg
Tool Set, Mechanical	5	Cr1000	20kg
Tool Set, Metalwork	4	Cr1500	50kg
Tool Set, Rescue	8	Cr2500	25kg
Tool Set, Starship Engineer	10	Cr10,000	20kg
Tool Set, Woodworking	2	Cr300	25kg
Welding Kit, Electric	5	Cr1500	50kg
Welding Kit, Advanced	9	Cr2500	30kg

TABLE: MISCELLANEOUS EQUIPMENT

	TL	Cost	Weight
Personal Devices			
Artificial Psionic Shield Helmet	8	Cr4000	1kg
Bull-Horn	5	Cr120	5kg
Hand Calculator	7	Cr10	1kg
Hand Computer	11	Cr1000	0.5kg
Portacomp	10	Cr5000	2kg
Handcuffs	2	Cr25	0.3kg
Other Devices			
Cargo Hoist	7	Cr10,000	500kg
Cargobot	9	kCr100	50kg
Commsat, Short-term	6	Cr5000	30kg
Commsat, Standard	9	Cr15,000	30kg
Satellite Ground station	7	Cr50,00	40kg
Satellite Launcher, Field	11	kCr100	300kg
Navsat	6	Cr10,000	100kg
Survey Sat	11	kCr100	50kg
	TL	Cost	Weight

TABLE: CLOTHING AND LIVING EXPENSES

Clothing			
Business Clothing	-	Cr300	-
Court Clothing, Basic	-	Cr5000	-
Court Clothing, Noble	-	Cr25,000	-
Formal Clothing	-	Cr500	-
Shipboard/Work Coveralls	-	Cr50	-
Street Clothing	-	Cr25	-
Uniform, Day	-	Cr100	-
Uniform, Dress	-	Cr300	-
Outdoor Clothing	-	Cr100	-
Food and Overhead Per Day			
Average Restaurant Meals	-	Cr10	-
Excellent Restaurant Meals	-	Cr(1d4+1) x10	-
Prepare Own Meals	-	Cr5	1kg
Canned or Packaged Rations	-	Cr20	0.5kg
Dehydrated Rations	-	Cr25	0.2kg
Dismal Lodging	-	Cr2	-
Average Lodging	-	Cr6	-
Good Lodging	-	Cr8	-
Excellent Lodging	-	Cr10	-



Sooner or later, something will try to eat the characters, or someone will decide to end their careers with a swift lead overdose, and the characters will find themselves involved in combat. Combat in **T20** can take place between individuals, creatures, vehicles and even starships, and possibly all at the same time.

COMBAT BASICS

Combat in **T20** is very lethal. A barroom slugfest can go on for a while, with battered characters able to stagger out of the combat zone before they get seriously hurt. Once guns and blades are introduced, however, things get deadly, and fast. Even a humble autopistol can kill a character with a shot or two. Almost anyone, no matter how tough, will go down if hit a couple of times by a shotgun. This may seem unfair or excessive, but it is realistic, and thus **T20** combat requires a realistic approach to fighting.

The best combat strategy is, of course, to find a way to avoid the conflict and still achieve your goal, but if this is not possible then certain factors will aid survival and ensure victory. Armor helps, of course, but an armored character can still be battered to death by non-penetrating rounds, or killed by a sufficiently powerful bullet – or an armor-piercing one.

The best bet is not to get hit, and achieving that is about more than armor. It's about fighting smart, using cover, and minimizing an enemy's advantages. As a rule, forces that fight as a team tend to do better than those who blaze away as individual heroes. Good tactics will allow characters to minimize an enemy's advantages. For example, a team with a skilled rifleman can engage enemies from beyond their effective range, or someone with an automatic weapon can spray an area with suppressive fire (with little chance of actually hitting anything) to keep enemies' heads down while team-mates maneuver for a clear shot. Plunging into melee with enemies who are using firearms isn't always suicidal – a character running amok with a sword is hard to shoot without a risk of hitting allies, and even if he doesn't take out the opposition, he may well tie up some of their shooters, who are too busy defending themselves at close quarters to engage at their best advantage.

Victory will not always go to those with the most Lifeblood, best armor and biggest guns; tactics and smarts play a big part too. People who stand and shoot at the opposition will kill many foes, but they will also attract a lot of fire and will eventually take a killing shot.

That's how it should be.

TIME FRAME

T20 uses 6-second combat rounds, but it is not necessary to account for every millisecond in a combat. That is necessary for a fair and even tabletop skirmish game, but most **T20** games are about drama and action – they're movies, not battleplans.

Thus sometimes it is better to assume combat rounds to be a fluid "few seconds" long and not worry about it too much. This does mean that the characters exchanging a quick flurry of sword blows may seem to be out of synch with the guy climbing over the fence to escape, since their action uses up less time. But it can be assumed to average out in the end; the fencers get into a clinch for several seconds, while the fence-climber fires a couple of pistol shots.

Think of it like a movie combat scene – does everyone begin and end their actions all at once? No, they don't. The round system is a basic structure – a framework to hang a dramatic

scene on. Unless the gaming group is into wargaming and wants everything neatly codified and absolutely "fair" (not that there is anything bad about that), the Referee should feel free to loosen the round sequence up a little to allow for drama.

The end result is the same; everyone gets one round's worth of actions every round, but there is no need to worry about questions like "surely I've got some time left at the end of the round – all I did was press a button!" or players who demand to know why they can only pull a trigger once in six seconds!

It should also be noted that people do all kinds of stuff in combat that takes up time: they aim, shift position, abort a shot because a wounded friend is reeling through their firing arc, assume a fighting stance, feint with weapons, taunt their foes, communicate with their allies, glance around, stumble over corpses, gasp for breath... and so on.

This looser attitude to timing does not mean that characters should be able to make extra attacks or anything unbalancing like that, merely that it is sometimes easier to resolve a fight as several small one-on-one melees rather than do everything in strict initiative order. It also allows the occasional heroic action, like diving to parry an enemy's blow against a friend, that might otherwise be disallowed under a stricter system. Assume that any time "lost" to a short action is used up in one or more of the activities mentioned above, or that the character will "gain" on some longer action later.

The official position of the QLI staff on this subject is that IF your Referee thinks it is appropriate, then a looser, more dramatic combat round system is an excellent idea. If it makes for a good scene or story, it's acceptable. If this looser structure removes timing questions, that's great. If it is abused by players, the strict "miniatures wargame" system should be re-implemented immediately.

THE T20 COMBAT SYSTEM

T20 uses the standard **d20** combat system, with a few modifications. This section presents an overview of the system, including new rules and those from **d20**.

MECHANICS

Some basic mechanics are repeated over and over in a combat. For reference, they are presented here.

ARMOR RATING

Armor in **T20** has an Armor Rating (AR) that indicates both how well the armor absorbs damage but also how difficult it is to get in a telling shot on the wearer. For example, combat armor not only stops bullets and blows dead, but also can cause some to glance off harmlessly. Thus AR contributes to Armor Class (AC) and also reduces damage if a hit is obtained. Some heavy armor may make a character easier to hit by reducing his ability to dodge, but be worth wearing because it absorbs damage well. Some armor is only good against certain weapons, for example reflex, which is only useful against lasers.

ARMOR CLASS

Armor Class (AC) is a representative value, indicating how hard it is to get a telling blow or shot in on a character, or even to hit him at all. Base AC is 10, and is modified by dexterity, armor rating, and other defensive factors.

AC is calculated as follows:

10 + Armor Bonus + Dexterity Bonus

If converting creatures or equipment from other d20 games, divide the AC bonus by 3, rounding up. This will bring most AC ratings from other d20 games into line with the 1-15 range **T20** uses.

Vehicle and Starship Armor Class

The AC for a vehicle or starship is calculated differently. Dexterity modifiers and shield bonuses do not apply when dealing with a vehicle or ship. In addition, either the pilot/driver or a computer may control the evasive defense of a vessel. Computers are very adept at providing fairly reliable, if somewhat predictable evasive routines. However, nothing can replace an experienced pilot or driver at the helm.

To reflect this, vessels using a computer to control their evasive maneuvers are limited to a maximum Agility modifier equal to the computer model number divided by 2 (round down), or the vessel's Agility rating, whichever is lower. A pilot or driver controlling the evasive maneuvers of a vessel may use the full Agility rating of the vessel as a modifier. Allowing a computer to handle evasive maneuvers is considered a free action for the pilot or driver. If the pilot or driver handles evasive maneuvers themselves, this is considered a standard action.

10 + Armor bonus + Agility modifier + Size modifier

ARMOR RATING (AR)

The armor worn by an individual or the armor installed on a vehicle or ship not only makes it harder to inflict damage on that person or vessel, it will also reduce the amount of damage if an attack does get through. While this value is used in calculating the overall AC of a person or vessel, the Armor Rating or AR should also be tracked on a character sheet for easy reference. Note that the shield bonuses are not used when recording personal AR.

Armor Rating reduces Lifeblood damage from weapon attacks. It is of little use against falls. Note also that Stamina damage is taken at full value: a foe who is basically immune to penetration by your shotgun can still be battered into unconsciousness by repeated impacts.

TACTICAL MOVEMENT

Movement in Combat: If a character takes an action that requires a full round or more to complete, she may only take a 1.5 meter step.

TABLE: Tactical Speed

Race	No Armor or Light Armor	Medium Armor or Heavy Armor
Aslan	18m	15m
Vargr, Ursa	12m	9m
Human, Luriani, Sydite	9m	6m
Virushi	6m	3m

SPEED

The speed of a character is based primarily on their race and the type of armor they are wearing:

Aslan move 18 meters, or 15 meters when wearing medium or heavy armor.

Vargr and Ursa move 12 meters, or 9 meters when wearing medium or heavy armor.

Humans, Luriani, and Sydites move 9 meters, or 6 meters

when wearing medium or heavy armor.

Virushi move 6 meters, or 3 meters when wearing medium or heavy armor.

ATTACK ROLL

To attempt to hit a target, a character rolls 1d20 and adds his Attack Bonus, trying to equal or beat the defender's Armor Class. Attack rolls may be modified by circumstances or devices. The attack roll indicates how much an attack hit or missed by. For example, if a character has AR3 and a dexterity bonus to AC of +2, his AC is 15 (base of 10 plus 3 plus 2). An attacker who rolls a 3 has clearly missed by miles, but a roll of 13 is very close. Perhaps the attack missed due to the character's evasive movements, ripping through his coat but not harming him. Or perhaps it struck his body armor at an oblique angle and glanced off. This may be important for dramatic purposes.

A roll of 1 is always a miss, and a natural 20 always hits, though a character who needs more than 20 to hit and rolls 20 does not get a chance to critical.

ATTACK BONUS

Unlike standard **d20** games, **T20** uses Dexterity rather than Strength as a bonus for melee attacks, reflecting the changes in how armor works and the emphasis of natural speed and finesse rather than brute force. Your attack bonus with a melee weapon is:

Base attack bonus + Dexterity modifier + size modifier

THREATS AND CRITICALS

If an attack roll comes up a natural 20 (or 19 or even 18 in the case of some weapons), and this is also a hit (you can't critical what you can't hit, though a natural 20 represents a lucky *normal* hit in this case), then the character has scored a Threat. A threat represents a chance that he has landed a deadly blow or shot on his target. The character should immediately roll to hit again. If this second roll is good enough to indicate a hit, a critical has been scored. Most weapons do double damage on a critical, though some do triple or even more. At the Referee's discretion, a critical hit in brawling may knock an opponent out regardless of his remaining Stamina.

In addition to the normal effects of a critical hit, the armor of a target is also ignored and the target takes the full damage roll against its Lifeblood or Structural Integrity rating. Against vehicles and starships, a critical hit also earns an additional roll on the appropriate Internal Damage Location table. Regardless of whether the victim of a critical hit is a lifeform, vehicle, or starship, reduce its the armor bonus by -1 until repaired.

TAKING DAMAGE

Experienced characters have a lot of endurance, grit, and determination. This is represented by their Stamina score. Non-lethal weapons like fists and clubs normally reduce Stamina, meaning that a character can take a fair amount of battering before going down. However, lethal implements like blades and guns reduce Lifeblood, and this can kill a character rather quickly. For non-weapon damage, it is usually obvious which to use. For example, Stamina is reduced by weakening effects such as thirst or smoke inhalation, while falling does Lifeblood damage. If there is any question of which to use, the test is: is this something that toughness and physical conditioning will help resist, or is one person pretty much the same as another under this effect?

Damage

If an attack is successful, roll the weapon's listed damage. If



TABLE: Size Modifiers to Attack Bonus and Armor Class

Size	Animal or Item Weight (kg) or Vehicle Volume (vL)	Size Modifier	Starships and Smallcraft Tonnage (tons)	Weight in Pounds (d20 size)
Fine	up to 0.05	+8	-	0.11 (1/8)
Diminutive	0.05 to 0.5	+4	-	1.1 (1)
Tiny	0.5 to 5	+2	-	11 (8)
Small	5 to 30	+1	-	66 (60)
Medium	30 to 250	0	-	550 (500)
Large	250 to 2000	-1	1 ton	4400 (4000)
Huge	2000 to 15,000	-2	1-9 tons	33,000 (32,000)
Gargantuan	15,000 to 115,000	-4	10-99 tons	253,000 (250,000)
Colossal	115,000 to 1,315,000	-8	100-999 tons	253,000 or more
Enormous	1,315,000+	-10	1,000-9999 tons	-
Monstrous	-	-12	10,000-99,999 tons	-
Stupendous	-	-14	100,000-999,999 tons	-
Incredible	-	-16	1,000,000+ tons	-

the attack is against a lifeform apply the full damage against the target's Stamina rating. In addition, a successful attack against a target may inflict Lifeblood damage against lifeforms or Structural Integrity damage against equipment, vehicles, and ships. The amount of such damage is determined by reducing the original damage roll based on the Armor Rating (AR) of the target.

Damage Reduction by AR: Roll all the damage dice, but then remove one die from the damage roll for each point of AR the target possesses. Always remove the lowest rolls first. Whatever the target's Armor rating, leave one die (the highest one) on the table. If there are still points of Armor rating to be accounted, subtract the remaining points from the remaining damage.

Minimum Weapon Damage: If penalties to damage, through any means, bring the damage result below 1, a hit deals no damage to the target.

Example 1: A character attacks a bug-eyed monster and hits, rolling 3d10 for damage (she's firing a Laser Rifle). The damage dice come up 4, 7, and 4 for a total of 15 points of damage. Since the target is a lifeform, this damage is immediately applied against its remaining Stamina. We now determine how much (if any) Lifeblood damage has been inflicted. The bug-eyed monster has an Armor rating of 5, so we must first remove up to 5 dice of damage if possible. We can't obviously because a Laser Rifle only does 3d10 damage. We remove 2 dice from the damage roll, both of the fours because the lowest rolls are removed first. This leaves 7 points of Lifeblood damage, and also 3 points of Armor rating, to account for. Subtracting these 3 points from the Lifeblood damage, the Laser Rifle inflicts an additional 4 points of lifeblood damage to the bug-eyed monster.

Example 2: Two grav tanks are taking shots at one another, both with an Armor rating of 12 and firing Heavy Fusion Guns (6d20 damage). One of the tanks scores a hit on its opponent and rolls 6, 12, 8, 4, 15, and 11 for a total of 56 points of damage. Since the target is a vehicle it has no stamina points. Instead we must reduce the damage to account for the target's armor and apply any remaining damage to the Structural Integrity of the vehicle. We remove 5 of the dice leaving just the 15. This accounts for 5 of the 12 points of Armor rating of the target. Applying the remaining 7 factors of armor against the remaining damage roll of 15 leaves the attack inflicting a total of 8 points of Structural Integrity damage.

Scaling Damage Between Lifeforms, Vehicles, and Starships

The scale of armor and weapon power between lifeforms,

vehicles, and starships is quite drastic. To reflect this when playing **T20** and running combats involving lifeforms, vehicles, and/or starships at the same time apply the following damage modifiers.

Lifeforms Attacking Vehicles: When a lifeform attacks a vehicle using a personal weapon, automatically reduce the damage by 5 dice before applying any reductions due to armor.

Lifeforms Attacking Starships: A lifeform attacking a starship or small craft with a personal weapon will automatically reduce the damage by 10 dice before applying any reductions due to armor.

Vehicles Attacking Lifeforms: A vehicle rolls an additional 5 dice of damage when an attack against a lifeform hits. Note that this applies only to weapons designed for attacking other vehicles. A light machinegun mounted on a combat vehicle is still an antipersonnel weapon and should be treated as a normal attack rather than a vehicular one.

Vehicles Attacking Starships: A vehicle attacking a starship or small craft with weapons designed to fight other vehicles must reduce its damage by 5 dice before applying any reductions due to armor.

Starships Attacking Lifeforms: Starship weapons ignore personal armor, and in addition roll an extra 10 dice of damage when attacking any Lifeforms.

Starships Attacking Vehicles: Starships weapons against vehicles may roll an extra 5 dice of damage. In addition, roll twice on the Internal Damage Location tables.

Common sense must be used when deciding whether scaling factors apply. For example, some starships carry anti-personnel or even anti-vehicle weapons for close support work. These would be treated as Lifeform or Vehicle attacks, because those are their intended targets. A tank plasma gun does not become more powerful because it is fitted in a turret under a starship, and likewise if someone were to build an orbital defense tank mounting a starship laser, this would be treated as a starship attack rather than a vehicular one.

Maritime ships are considered to be Vehicles in almost all cases. Warships should be treated as mounting Vehicle weapons unless they have been specially constructed for the COACC (Close Orbit and Airspace Control Command) role. For example, some surface vessels mount lasers and particle accelerators for engaging starships, and meson-gun armed submarines are used by many COACC forces. These units could turn their weapons on



other maritime vessels if they needed to, but they are optimized for engaging starship-class targets.

Stamina

Stamina represents a character's ability to withstand heavy exertion, accumulated minor wounds, fatigue, and other minor physical impairments and injuries. A higher-level character may have a much larger Stamina reserve to rely upon, developed from years of training and experience. Stamina is modified by Constitution.

d20 Note: Stamina points are the basic equivalent of Hit Points, with some minor changes. Characters from other d20 games using Hit Points or equivalent translate exactly.

Unconscious (0 or Fewer Stamina Points): When your character reaches 0 Stamina points he or she will fall unconscious from a combination of exhaustion, accumulated minor damage, etc. Any further Stamina damage received by an unconscious character is taken directly against Lifeblood instead (no armor adjustments apply here) until the character has healed to at least 1 Stamina point. The character will remain unconscious for at least 10 minutes, after which they may attempt a Fortitude save (DC15) to recover consciousness. If the save is failed the character may try again every 10 minutes until successful, someone revives them, or they are healed.

Lifeblood

In addition to Stamina each lifeform, be it a character, NPC, or bug-eyed monster, also has a Lifeblood rating that represents its ability to withstand the traumatic damage and injuries that often accompany futuristic weaponry. The Lifeblood rating is generally equal to the lifeform's Constitution score, but may vary due to size and other factors.

Dying (0 to -9 Lifeblood): When a being's Lifeblood drops to 0 or lower, it is dying. At the end of each round, beginning with the round in which Lifeblood fell to 0 or lower, the being must make a Will save (DC15) or lose 1 more Lifeblood and fall unconscious. Once unconscious it will continue to lose 1 additional Lifeblood point at the end of each round. If the being reaches -10 Lifeblood, it is dead. Each round a being remains conscious it does not automatically lose additional Lifeblood and may attempt any type of action other than a move action. However, if an action is attempted while in this condition, the being must make an additional Will save (DC15) after the action to see if the stress causes him/her/it to fall unconscious and begin to lose additional Lifeblood.

Dead (-10 or lower Lifeblood): If a character or other being ever reaches -10 Lifeblood, they have died. It is also possible to die even if a being has remaining lifeblood; for example, certain types of poisoning can reduce a character's Constitution score, which if reaches 0 also will cause death.

Structural Integrity Points (SI)

Vehicles (including robots), small craft, and starships do not have a Stamina or Lifeblood rating. Instead these craft use a Structural Integrity or SI rating to measure damage against them. This SI rating is based on the overall size of the craft, and is determined when the vessel is designed and constructed (see the Vehicle or Starship Design rules in the *Travellers' Handbook*).

Non-Functional (0 or fewer Structural Integrity): When a vessel's structural integrity drops to 0 or lower, it is rendered completely non-functional. Nothing will work until repairs are made. Any further damage received will automatically cause internal damage (roll on the Damage Location table below for each hit), and may end up completely destroying the craft.

Destroyed: It is difficult to completely destroy a vehicle, small craft, or starship - but it can be done. A craft that takes

an amount of damage greater than or equal to twice (x2) its original Structural Integrity rating has been destroyed completely. Destroyed craft cannot be repaired at all. Thus a 100-ton starship could take up to 200 structural integrity points of damage before being destroyed.

EFFECTS OF WOUNDS ON STAMINA AND LIFELOOD

Stamina 0 or less:	The character is unconscious. Further damage is dealt directly to Lifeblood.
Lifeblood 0 to -9:	The character is dying.
Lifeblood -10 or lower:	The character is dead.

HEALING DAMAGE

It is not normally possible to heal during a fight. For the effects of medical attention, see Medical Treatment in the Field.

DAMAGE TO PERSONAL EQUIPMENT

Personal equipment only takes SI damage. If an item takes damage equal or exceeding its total SI rating, it is destroyed beyond repair. If not destroyed, for each point of damage taken there is a 5% chance that the equipment will malfunction each time it is used. There is an even (50/50) chance the item will either fail to work at all, or work but produce incorrect and improper results.

SAVING THROWS

Characters may sometimes get the chance to make a save to avoid some combat effects, for example a Reflex save to dive to the ground and avoid a hail of grenade fragments. The normal Reflex, Fortitude and Will saves apply in combat.

COMBAT RULES

Combat is resolved as a series of combat rounds. Once combat has begun characters decide what actions they intend to take, and these are then resolved in initiative order (see below). Combat continues until one side flees, is eliminated, or both sides decide or agree to cease fighting.

SURPRISE

In the first round of combat, some combatants may not be aware of their opponents, or may not have realized that combat is about to begin. If this is the case, the attackers have surprise, and can act normally while those who are caught by surprise cannot act. It is possible to achieve more than one round of surprise. For example, if a party attacks with silent weapons like lasers and eliminates targets that cannot be seen by their allies before they can raise an alarm. Once the victims become aware that they are under attack, the surprise period ends and next round both sides proceed to normal combat. Surprise should be determined by the Referee based on the individual circumstances of the encounter.

READINESS

At the beginning of a combat, even if they are not caught by surprise, most characters are "flat-footed," i.e. unready and unable to dodge an incoming attack. Flat-footed characters cannot apply their DEX bonus to AC, though armor and other bonuses do apply. Some feats allow a character to avoid being flat-footed. Once a character acts for the first time in any given combat, he is no longer flat-footed.

Unaware: This is the equivalent of being caught *flat-footed* for vehicles, small craft, and starships. Vessels that are unaware of their opponents may not use their Agility bonus when calculating



their AC if attacked. An unaware combatant may not take any actions during the surprise round.

INITIATIVE

Once normal combat has begun, each character makes an initiative check. This is done by rolling 1d20 and adding the character's DEX bonus. Each round, all combatants act in order, from highest initiative to lowest. For simplicity, initiative may be rolled for groups of combatants. Initiative normally applies for the entire combat, though sometimes a new initiative roll may be called for.

Vehicle, Small Craft, or Starship Initiative: When a vessel becomes aware of any opponent(s), it must make an initiative check. An initiative check is a 1d20 roll, adding the Agility bonus of the vessel (if any).

Vehicles: If the commander of the vessel has the Tactics (I or II) feat, they may add their WIS modifier to this roll.

Small Craft and Starships: If the commander of the vessel has the Ship's Tactics feat, they may add a +2 modifier to this roll.

These Initiative check results determine in what order vessels will act during each round of the encounter. Each vessel may take an action in their initiative order (highest to lowest) every round. If two or more vessels have the same initiative check result, they will act in order based on the vessel Agility bonus (highest to lowest). If there is still a tie, have each side roll 1d6 with the highest roll acting before the lowest roll. Reroll until all ties are broken.

ACTIONS IN COMBAT

Characters can do pretty much anything they like in a combat round. Most often, they will attack someone and/or move to get a better position, escape etc. Actions in combat fall into several types:

Free Actions

Some actions are "free," in that they take up no time and can be carried out while doing something else. Common sense suggests that there are only so many free actions that can be taken in a combat round, so the Referee may choose to limit a character who tries to do too much.

Standard Actions

Most actions in combat are "standard" actions, taking a few seconds or less to complete. A character who undertakes a standard action may move his normal distance (before, after or during the action) and carry out his chosen act. An attack is a standard action, i.e., a character may make a single attack and move her normal distance in a combat round.

Movement and Move-Equivalent Actions

Sometimes a character will decide to do nothing but move in a round. In effect, the character makes a standard action (move and act) but swaps her action for a second move.

Conversely, move-equivalent actions take the place of the movement allowance in a standard action. They do not necessarily involve movement, but take up an equivalent amount of time to that required to move the character's normal distance. A character who undertakes a move-equivalent action may carry out a standard action such as attacking plus his chosen move-equivalent action (such as standing up from prone). Even if a character has given up his movement allowance by using a move-equivalent action, he may still take a couple of steps, moving 1-2 meters during the round.

Full-Round Actions

Some actions take up the whole round. The most common of these is the full attack, which allows a character to make multiple attacks if she has the capability. A character undertaking a full-round action can take a couple of steps, moving 1-2 meters, but can make no other movement. Free actions can be undertaken during a full-round action, subject to the bounds of common sense and the number of available limbs the character has.

Multi-Round Actions

Some actions take up more than one round. They are treated as a series of full-round actions. Common sense dictates whether a character can take a 1-2 meter step each round (if she's defusing a bomb or fixing the maneuver drive, wandering about seems to be counterproductive) and whether the task can be left for a round or two then returned to or whether the multi-round action must be completed all in one go.

RESOLVING ACTIONS

Details of the various actions a character may take in a combat round follow, but remember that these are not the only possible actions. Most things that a character may try to do will fall into one of the above categories; which one covers any given action is up to the Referee.

MOVE (AND MOVE-EQUIVALENT) ACTIONS

Certain actions are considered to be move actions even though they may not always include movement.

Climb

A character may climb at $\frac{1}{4}$ normal movement speed as a move action.

Crawl or Roll

As a move action, a character may crawl or roll along the ground half his normal movement distance. He gains the benefits of being prone in terms of defense.

Dive

As a movement or move-equivalent action, a character may make a headlong dive (usually into the nearest cover). As a movement action, a character may make the equivalent of a double move then dive an additional 1-3 meters, ending up in a prone position. This is a fairly reckless thing to do, and the character will take 1d4 Stamina damage from slamming into the ground unless a DC 15 Tumble check is made. Alternatively, a character may dive from a standing start (traveling up to 2 meters in the process) and still make an attack or other standard action such as attacking with a weapon. Such attacks are made at a -4 penalty and the character has a chance of taking Stamina damage as above. However, this Tumble check is only DC10. Targeting a diving character is at a penalty of -2. In both cases, movement comes to a stop in a prone position.

Reload

Reloading a personal weapon is considered a move action and does provoke a possible attack of opportunity. Magazine- or belt-fed weapons (autopistols, SMGs, assault rifles, machineguns etc) can be completely reloaded with this action, as can weapons reloaded using tools such as a speedloader for revolvers. It is possible to manually load 3 rounds into a weapon such as a shotgun or revolver, or one round into a larger weapon such as a grenade launcher.

Fitting a rifle grenade to a launcher is also considered a reload action.



Double Move

A character can move up to twice her speed in meters if she does nothing else that round. Passing close to an opponent will provoke an attack of opportunity.

Grab an Object

Picking up or grabbing a loose object is a move action.

Holster, Sheathe or Put Away A Weapon or Tool

Returning a weapon or tool to its sling, holster, or holder is a move action.

Run

A character can run up to 4 times his speed in meters (up to 3 times if wearing heavy armor) if he does nothing else. Any dexterity bonus to AC is lost. A character may run for up to his Constitution value in rounds. After this, he must make a DC10 Constitution check each round to keep going. If this check is failed, the character must rest for 1 minute (10 rounds) before running again.

Stand Up

A kneeling or prone character can stand up as a move action.

Use Psionics

Using a psionic talent in combat is considered to be a move action, and does not provoke an attack of opportunity.

MISCELLANEOUS ACTIONS

Characters can undertake various other actions during a combat. Many are “free” actions and can be undertaken while doing other things, thus taking up none of the character’s combat actions. Others are full round actions (i.e. the character can do nothing else), and some take several rounds to complete.

Activate an Item

You may turn on a simple device like a flashlight, activate (i.e. prepare, not fire) a weapon, or make some or other similar action. This is a free action.

Drop an Object

Any object held in one or both hands and not secured in some way can be dropped at any time. Objects secured by straps, lanyards etc can be let go of, but will remain attached to the character and may impede him.

Kneel or Go Prone

A character may drop to a kneeling or lying position as a free action. Any movement must end at this point, naturally.

Mount or Dismount a Vehicle

Mounting or dismounting a vehicle is a full round action, and may subject the character to an attack of opportunity. At the beginning of the next round the character is considered to be in the vessel, or just adjacent to the vessel if dismounting.

Open An Iris Valve, Sliding Door, or Standard Door

A character may open any standard door, sliding door, or iris valve as a standard action. Moving through the doorway takes an additional move action, and closing the doorway requires a final standard action. If conflicting commands are given to a sliding door or iris valve (one character activates it to open and another activates it to close) will cause the doorway to remain in the position it was at the start of the round and ignore all commands for the round.

Open a Hatchway

Opening a hatchway is a full round action. Moving through the hatch takes an additional move action, and closing a hatch requires another full round action. Opening or closing a hatchway may provoke an attack of opportunity.

Open an Airlock

Activating an airlock to open or close is a standard action, but the airlock will not finish opening or closing until the fourth round after the command was given. It takes 3 rounds to compress or decompress the airlock, and one full round to open or close the doorway. Once a command to open or close has been given to an airlock, it cannot be overridden until the cycle completes.

Put on a Pressure Suit

It takes 2 full round actions to put on a vac suit, and 5 full round actions to put on battle dress or combat armor and seal it. An Intelligence check (DC10) must be made once the suit is on to ensure that its environmental integrity is intact. This check is reduced to DC 5 if the character or someone assisting them has the Armor Proficiency (Vac Suit) feat. If failed, the suit does not provide any defense against explosive decompression.

Patch a Pressure Suit Breach

Applying a patch to a breach in a vac suit, battle dress or combat armor is a full round action. An Intelligence check (DC15) must be made to properly apply the patch and seal the breach. This check is reduced to DC 10 if the character or someone assisting them has the Armor Proficiency (Vac Suit) feat.

Speak

Talking, shouting, or calling to companions nearby can be done while undertaking other actions. If a communications device is used, the act of communicating may be a move action instead. Most coms and headset communicators are hands-free units, so using them is a free action.

STANDARD COMBAT OPTIONS

Attacks

The commonest action in a combat round is the attack. There are three basic types of attack: *attacks*, *charges* and *full attacks*.

- **Attack:** A character who makes a normal attack gains no special benefits, but can move during the round. I.e. this is a standard action.
- **Charge:** A character may charge headlong into an opponent to make a melee attack. He may move up to double his speed to reach the target. If he does so, the character gains a +2 bonus to hit, but can make only a single attack that round. He suffers a –2 AC penalty against anyone trying to hit him until his next action. This is a standard action.
- **Full Attack:** a character who has multiple attacks can only use them if he selects this option. A character making a full attack can move a couple of steps only, i.e. this is equivalent to a full-round action.

Attacks of Opportunity

Some actions provoke an *attack of opportunity*. For example, when an unarmed character attempts to close with someone using a weapon, or when a character tries to use a melee weapon against someone with a firearm, the defender may make an attack of opportunity. This is in effect a “free shot” in addition to normal attacks, and is made at full attack bonus. Naturally, a character must have a suitable weapon, or ammunition, available to take advantage of this opportunity. Most characters can only make one attack of opportunity per round, but some feats allow more than one, all made at the character’s full attack bonus. Only one attack of opportunity can be used against a target per round.



A character can only make an attack of opportunity within the area he can reach; his “threatened area.” This is a 1.5 meter radius around himself (every adjacent hex or square). Firearms and other self-powered weapons do not provoke an attack of opportunity when fired at an opponent within the threatened area.

Normally, once a character is “in” to make his attack, no more attacks of opportunity can be made. For example, a swordsman rushing in against a pistol-armed foe provokes an attack of opportunity in the first round, but after that he is “in close” and provided he can stay there, he can attack normally in subsequent rounds.

Attacks of opportunity can also be made with ranged weapons, in the case where a character deliberately covers an area (e.g. a doorway) and waits for someone to move past or through it.

ATTACK MODIFIERS

Characters’ ability to hit their targets can be influenced by many factors. These are detailed below.

Gravity

The local gravity can have a major effect on activities in combat, unless a character is acclimatized to such environments through the Heavy Gravity Adaptation, the Zero-G/Low Gravity Adaptation or the Improved Zero-G/Low Gravity Adaptation feats. See Environments - Gravity in the Adventuring chapter for more information.

Range

Thrown weapons have a maximum of 5 range increments, and all other ranged (non-melee) personal weapons have a maximum range of 10 increments. Modern and future vehicle weapons have a maximum range of 15 increments.

Vehicle and personal weapons each have a range increment listed for them. This represents the range at which the weapon is most accurate. For each additional increment beyond, the weapon’s accuracy is reduced by –2 (applied to the attacker’s to hit roll), and the damage roll is reduced by 1 die. See the Damage rules for more information on applying damage.

Personal or Vehicle Communication and Sensor Ranges:

Personal or vehicle communication and sensor systems uses the following range increments:

Range	Distance (in Kilometers)
Close	up to 1
Short	up to 5
Medium	up to 50
Long	up to 500
Continental/Very Long	up to 5,000
World-wide/Extreme	up to 10,000

Starship or Spaceship Communications, Sensors, and Weapon Ranges: Ship’s Weaponry, Sensors, and Communications are handled differently because of the distances involved. These systems are simply rated by their standard range band (close, short, medium, long, very long, and extreme). For each range band past a system’s standard range it suffers a –2 penalty to any skill checks, attack rolls, etc., and any damage roll is reduced by 1 die. For weapons, treat Extreme 1 – 4 as a single range band; Extreme.

Range	Hexes	Distance (in Kilometers)
Visual	(0)	up to 50
Close	0	up to 15,000
Short	1-3	up to 45,000
Medium	4-5	up to 75,000
Long	6-8	up to 120,000
Very Long	9-16	up to 240,000
Extreme 1	17-20	up to 300,000
Extreme 2	21-24	up to 360,000
Extreme 3	25-28	up to 420,000
Extreme 4	29-32	up to 480,000
Far	33-320	up to 4,800,000
System-wide	321+	beyond 4,800,000

Relative Speed

The difference between the current speed of the attacker and defender has an impact on how easily the target can be hit. A fast moving target is much more difficult to hit than a slow target. These modifiers apply to vehicle and personal combat only.

Relative Speed Difference	Target AC Modifier
0-25 kph	+0
26-50 kph	+1
51-100 kph	+2
101-200 kph	+4
201-400 kph	+8
401-600 kph	+10
601-800 kph	+12
801-1,000 kph	+14
1,001+ kph	+16

Movement

Characters can normally move up to their movement allowance (speed) in a round, and still make a normal action, attack, evade, etc. Characters may choose to make a double move (up to double their speed), or run up to 4 times their speed in meters (3 times their speed if wearing heavy armor), though they will not be able to do anything else.

Defensive Actions

A character may decide that staying alive is more important than hurting a foe. He has three options in this case: Fight Defensively, go Fully Defensive, or Break Off.

- **Fight Defensively:** The character fights extremely cautiously or tries to draw his opponent into making a mistake. His attacks are at –4, but he receives a +2 bonus to AC against all attacks.
- **Fully Defensive:** A character who does nothing but try to stop or evade incoming attacks cannot attack at all, but gains a +2 bonus to is AC as above. In addition, he receives a “parrying pool” equal to half his weapon attack bonus. This pool can be allocated as penalties to any and all incoming melee attacks, reducing the attacker’s chance to hit. It is no use against projectile weapons, but the character still gets his +2 AC bonus.
- **Break Off:** A character who wishes to break off and flee acts as if he was fighting defensively (getting a +2 bonus to AC as above), and picks a moment to break off and make a run for it.

His opponent gets an attack of opportunity (the AC bonus counts against this) as the character turns to flee and, depending upon initiative, he may have already made his normal attack. The character breaking off gets to make a double move away from his opponent, who cannot pursue until the next round.

SPECIAL COMBAT OPTIONS

Characters may undertake a range of special actions in combat.

Bull Rush

A Bull Rush can be attempted as either an attack or a charge options. The attacker simply runs into his opponents and tries to shove him bodily backwards. It is not possible to succeed against an opponent who is two or more size categories larger than the attacker.

Attempting a bull rush provokes an attack of opportunity from the defender and anyone you pass to reach him. Attacks made by people other than the defender have a 25% chance of accidentally targeting the defender. Attacks on the defender have a 25% chance of targeting the person rushing at him, instead.

Once the rusher has closed with his target, make an opposed Strength check. Attacker and defender may add +4 for every size class they are larger than Medium, and -4 for every class smaller. The attacker gets an additional +2 bonus if he charged, and the defender gets a +4 bonus if he has more than 2 legs.

If the bull rush is successful, the defender is sent backwards 2 meters. If the attacker wants to follow the defender and keep shoving, add 1 meter to this distance for every 3 points the strength check is won by. If the movement caused by the bull rush sends attacker and/or defender through someone's threatened area, they may make an attack of opportunity.

If the attacker fails to win the strength check, he bounces 2 meters back.

Using Two Weapons

It is difficult to fight with two weapons, though some people can do it effectively. A character trying to use two weapons suffers a penalty of -6 with his main weapon and -10 with his off-hand weapon. He does get to make an additional attack per round (with the off-hand weapon). This attack can be against the same target as the main weapon, or a different one so long as it is within reach or range. A character can fight with a melee weapon in one hand and a firearm in the other, two melee weapons or two firearms provided they are suitable.

The two-weapon penalty can be reduced four ways:

- A light weapon like a handgun, baton, dagger, or Blade can be used in the off-hand, no matter what the main weapon is. If this is the case then the penalty is -4 for the main weapon and -8 for the off-hand one (but see below for firearms in melee).
- A character with the Ambidexterity feat reduces the off-hand penalty by 4.
- A character with the 2-Weapon Fighting feat reduces both penalties by 2.
- A character with the 2-Gun Kid feat can engage a single target with both weapons without penalty (rolling to hit for each weapon separately), or can engage a different target with the off-hand weapon, in which case he suffers a -2 penalty with that weapon only. The 2-Gun Kid feat does not help a character fight with, say, sword and pistol.

Using A Firearm In Melee

A handgun can be used to shoot in melee without penalty, and can give the user an attack of opportunity when used against a melee-weapon armed foe. Larger firearms such as shotguns and SMGs suffer a -2 penalty to hit in close combat (other than

when used for an attack opportunity on a foe who is closing). Rifles and light machineguns suffer a -4 penalty. Weapons like grenade launchers cannot be used in melee.

A character whose rifle has a bayonet can make an attack of opportunity with his rifle then use the bayonet for his normal attack. A weapon used as a club suffers no penalty, of course. Handguns count as improvised weapons, larger weapons as cudgels.

One-Handed Rifle Use

Rifles, shotguns, and SMGs can be fired one-handed. This usually causes accuracy problems due to recoil and the difficulty of manipulating a long, heavy weapon with one hand. SMGs, including assault pistols firing on full-auto or burst, suffer a -2 penalty, and larger weapons suffer a -3 penalty. Light machineguns and heavier weapons cannot be used one-handed.

A character who wants to use a rifle in each hand, or something similar, can do so. He suffers the usual -3 penalty for one-handed longarm use, AND the penalty for using 2 weapons (see above). Ambidexterity and 2-Weapon Fighting feats will help reduce this penalty.

Shooting Into A Melee

Anyone using a projectile weapon against a target fighting in melee runs the risk of hitting the wrong target. The shooter suffers a penalty of -4 to reflect the need for careful aim. This applies to any target involved in a melee, unless the shooting character is directly involved in combat with the target (in which case, technically he is not shooting into a melee but shooting *in* melee!).

Anyone firing a shotgun, an automatic weapon or an area-effect weapon like a flamethrower into melee is treated as making a suppressive fire attack (see below). For this purpose, shotguns are treated as a 3-round burst per shell fired (i.e., an assault shotgun firing a 4-round burst is treated as 12 rounds of automatic fire, which rounds to 10).

Burst Fire

Weapons that fire a burst of 2, 3, 4, 10, 20, or 100 rounds may improve the attacker's odds of hitting a target or inflict additional damage. The attacker must decide whether to spray the target, increasing the chances of scoring a hit, or to fire a precise, grouped burst in the hope of inflicting greater damage. Either sort of burst fire is considered a standard action. Characters with more than one attack per round may take this action for each attack. See the Damage rules for more information on applying damage.

TABLE: Burst Fire Effects

Burst Size	Attack Bonus	Extra Damage
1 round	+0	+0 damage
3 round burst	+1	+1 die of damage
4 round burst	+2	+2 dice of damage
10 round burst	+3	+3 dice of damage
20 round burst	+5	+5 dice of damage
100 round burst	+10	+10 dice of damage

Suppressive Fire

Any personal or support weapon with a rate of fire greater than two may be used to produce covering and suppressive fire in an attempt to get hostiles to keep their heads down. This is considered a full round action. Anything moving or taking an action that is not under 100% cover, is within a 5 block/hex (7.5



meters) arc of fire in front of the character's weapon, and within the first range increment of the weapon using suppressive fire, may be hit. Check only once per available target, up to a number of targets equal to one-half the normal rate of fire for the weapon (round up). Roll to hit normally but with a -4 penalty due to the inaccuracy of this type of fire. If anything is actually hit, use the Suppressive Fire Damage table below. See the Damage rules for more information on applying damage.

When making a suppressive fire attack into a melee, which targets are attacked should be determined at random. Roll 1d20 per melee participant who is eligible to be attacked. The highest score is attacked first, then the second, until no more attacks (or targets) are available.

Rate of Fire 10 or Greater: If the rate of fire of the weapon is 10 or greater, targets within the second range increment of the weapon, and an 8 block/hex arc (12 meters) may also be hit. Roll to hit normally but at a -8 penalty. If anything is actually hit, use the Suppressive Fire Damage table below.

Anything beyond these ranges is unlikely to be hit, but if you do want to check, extend the possible area to be hit out to the range of the weapon, along a 8 block/hex wide (12 meters) path from the attacker. The to hit roll at these ranges will be at -10, and of course no more targets may be hit than rounds fired.

This effect lasts until the character's next round action.

TABLE: Suppressive Fire Effects

RoF	Extra Damage
3-4 rounds	none
10 rounds	+ 1 die
20 rounds	+2 dice
100 rounds	+4 dice

Called Shots

As a full action, a shooter may attempt to shoot at a specific item or location on a target such as its head, a weapon in hand, or a radio pack on the target's back. If the attack is successful, and the target is holding the object that was shot, the target must make a Reflex save (DC25) to avoid dropping the item (unless it is on a sling or otherwise rigged to prevent such an event, or, obviously, it is a body part), in addition to any damage inflicted on the target item.

The attack roll is made normally as if shooting at the lifeform in possession of the target, and applying the following modifier based on the size of the target in question:

TABLE: Called Shot Modifiers

Item Size	Modifier	Example
Fine	-12	Ring on hand, Button on jacket
Diminutive	-8	Foot, Hand, Eye, Heart, Hand Computer
Tiny	-6	Head, Leg, Arm, Hat on head
Small	-5	Chest, Groin, Small Weapon, Backpack
Medium	-4	Medium Weapon
Large	-2	Large Weapon
Huge	-1	

Attack To Disarm

Projectile weapon users may declare a called shot to attempt to shoot the weapon out of a foe's hand. Combatants making a melee attack may attempt to disarm in one of two ways. They may grapple and try to wrest the weapon away (see the grappling

rules, below), or may simply attack it and hope to knock it away.

An attack to disarm in melee provokes an attack of opportunity. If the attacker survives, both combatants make an opposed attack roll. If the attacker wins this contest, the defender loses his grip on the weapon. If the defender wins, nothing happens.

The opposed roll to disarm is subject to certain modifiers:

- For every size class larger than the opponent's weapon, +4
- For a 2-handed weapon, +4
- For a weapon designed or well suited for entangling or disarming (examples include sai, nunchaku, certain left-hand fencing daggers, and possibly whips), +4

Grapple

The d20 Players' Handbook includes a simple system for grappling in melee, which can be used if the Referee wishes. These rules allow a greater range of options in addition to more realistic fights.

See the Grappling and Close Combat rules (below) for details.

GRAPPLING AND CLOSE COMBAT

The most important thing about grappling and close combat is that unlike melee, where characters may hit each other, miss each other or have one hit and one miss, in close combat opposed checks are used. This means that whichever fighter wins the check each round inflicts a result on the other with no return attack. Grappling is thus rather all-or-nothing. Either you win or you lose; there is little chance of a grapple going on for a while with no result.

Normally, a character initiating a grapple is subject to an attack of opportunity, even if his opponent is unarmed. Certain feats (such as Shoot Attack) prevent an attack of opportunity. Once a grapple is initiated, the fight remains at grappling (or Close Quarters) range until one or both grapplers successfully break away. No further attacks of opportunity are provoked, even if one combatant is armed.

It is difficult to use most weapons at close quarters. Thus, once a grapple has begun, anyone trying to employ a hand weapon (including a firearm) suffers a -4 penalty to hit in addition to any penalty for firearms in melee. Certain weapons are not subject to this penalty. These include fists and weapons that approximate fists (claws, knees, brass knuckles, punch-daggers etc) and small (usually sharp) implements like knives and spikes. Some improvised weapons, for example bottles, rocks, and so on that can be held in a fist, can also be used with no extra penalty.

Characters with the Close Quarters Weapons feat can use all such small weapons, plus light batons, Nunchaku etc, in close combat without penalty. The penalty for using a non-close-quarters weapon is reduced to -2 for characters with this feat, as they are adept at sneaky angulated attacks, clubbing with sword hilts, and other "dirty fighting" tactics.

Initiating Close Combat

A character wishing to initiate close combat simply declares this as his combat action. If the character is already in melee with his intended target he may do this as a Full Attack and may make multiple attempts to initiate. If he must move, the attempt is considered a normal Attack; the character may rush forward up to his full move to enter close combat but can make only one attempt.

Closing in like this provokes an attack of opportunity.

If the character survives, he may attempt to initiate close combat (normally by grabbing his opponent). The character must succeed in a "touch" attack to initiate close combat, i.e. he rolls to hit but does no damage if he is successful. The defender gets no benefit from his armor against a "touch" attack, but gains all

other defensive modifiers. Note that the defender does not suffer a penalty if he does not possess the Grapple Defense feat – this is a move-in, not a grapple. If the “touch” succeeds, the character has got close and has a chance to do what he wants. From this point on, the combatants are in close combat, and penalties for certain weapons apply.

Note that once close combat has been initiated, characters with multiple attacks can still only make one grappling action against any given foe, but might (under desperate conditions) use their multiple options to grapple several people at once. In this case, he makes an opposed grapple check individually against everyone he is trying to fight, at a penalty of –2 per opponent after the first. Those he beats fail to perform their actions and suffer the consequences of the grappler’s actions unless he is prevented from acting by the actions of someone he fails to beat in the opposed check. In this case, those he beats are still fended off – they cannot do anything to the lone grappler that round.

Options in Close Combat

Anyone in close combat has certain basic options:

- Grapple
- Defend
- Strike (armed or unarmed)
- Break Off

Once a grapple is underway (i.e. in subsequent rounds), more options become available:

- Bear Down
- Pin or Hold
- Escape

Characters possessing the Grappler feat have additional options available:

- Takedown
- Throw
- Ground & Pound
- Lock
- Choke
- Disarm

Law Enforcers may also attempt to use Control & Restraint in close combat, with no penalty.

Grapple Checks: At close quarters, the best that untrained fighters can do is to wrestle and drag one another about, trying to immobilize the opponent or pin him. Strength and size are what matter here, rather than finesse. When using any of the basic options, an opposed grapple check is needed. A character’s grapple check bonus is determined by:

- Base Attack Bonus
- Strength Modifier
- Special Size Modifier

The Special Size Modifier is +4 for every size class larger than the opponent, and –4 for every size class smaller. In most situations (e.g. a Vargr wrestling with an Aslan) it will be zero.

The winner of an opposed grapple check gets to carry out his chosen action. The results of these actions will be:

Grapple: The opponent is upright but held, or both combatants are staggering around in a clinch. The loser is not helpless, but cannot get clear of the close combat, and is an easy target for others. Once a character has managed to initiate a grapple in this manner, he may now attempt to do other things. This option is mainly useful to untrained combatants because it allows them to immobilize a foe’s weapon arm while someone else clobbers them. For those with the training, a grapple can lead to interesting places.

Defend: A character may elect to just try to keep his opponent from getting a decent hold on him, trying to avoid being restrained, locked or thrown. A fighter who picks this option has a bonus of +3 to his Grapple check, but if he is successful all that happens is that he has fended his opponent off; he has survived this round but is still in close combat. If all participants pick this option, the grapple breaks up and the fight returns to a normal melee.

Strike: The character manages to land a few blows, doing normal unarmed combat damage. If he wishes to do Lifeblood damage instead of Stamina damage, he must declare this before making the grapple check, and accept an additional –4 penalty to his grapple check. If the character is using a weapon, he suffers a –4 penalty due to the awkwardness of the circumstances. Certain feats reduce this penalty.

In the case where a character has pinned his opponent on the ground, he may declare that he is striking next round. The defender automatically escapes the pin next round, but can do nothing else. The attacker gains a +4 bonus to hit as he releases the pin and starts punching.

Break Off: A character who does not want to be involved in a close combat can try to break off and get back to Melee range. He suffers a –2 penalty to his grapple check, and if successful has managed to fend off the opponent. The characters are now at melee range once more, and any new grapple attempt incurs an attack of opportunity.

Bear Down: In any round after a Grapple has been begun (by either combatant), a character can try to use brute force to drag his opponent to the ground. The downside is that both grapplers go to the floor, which can make the attacker vulnerable to any friends his victim may have. An opposed check is made, with the attacker’s Strength bonus used against the defender’s Strength or Dexterity bonus (whichever he chooses). The winner of last round’s grapple check gets an additional +3 to this check. If successful, both combatants go to the floor with the winner on top, in a prime position to do more damage.

Pin/Hold: Once the grapplers have gone to the floor, a pin can be attempted. This requires an opposed grapple check. If one of the combatants successfully used a Bear Down maneuver last round, he gains a +2 bonus to pin his opponent. A pinned opponent is not entirely helpless, but is very easy for others to hit, and must escape the pin before being able to do anything else. Thus his only option next round is to try to Escape.

Escape: This is only an option if a character is being pinned, choked or locked. If successful, the character is free and can act normally next round. Escaping a pin or hold requires that the character win an opposed grapple check, with a penalty of –2 to his check. (Note: There is an additional penalty if the combatant using the pin has the Grappler feat). If the attacker releases the pin (for example to strike, as above) then the defender automatically escapes, but the attacker gets a bonus to hit him as he does so.

Takedown: This option is only available to characters with the Grappler feat. A character can attempt to go straight in for a takedown without having to grapple for a round first. This provokes an attack of opportunity and requires an opposed grapple check, but unless the defender has the Grapple Defense feat, he suffers a penalty of –4 to resist the clinical technique of the expert.

If a takedown is successful, both characters go to the floor, taking no damage, and the attacker gains a +3 bonus to his grapple check next round.

Throw: This option is only available to characters with the Grappler feat. A throw is an attempt to get an opponent on the ground, damaging him in the process. Throws can normally only be used once a grapple has been initiated, i.e. the character must have been involved in a grapple the previous round. A throw does not provoke an attack of opportunity since the characters are already in close combat. To throw an opponent, a character must

win an opposed grapple check. Note that a character without the Grapple Defense feat suffers a -4 penalty in this check as he does not know how to prevent himself from being thrown.

If the throw is successful, the defender takes 1d4 Lifeblood damage (a DC15 Reflex save allows the character to take this as Stamina damage instead) and is now on the ground. The character who performed the throw remains upright.

Throws can also be used as an attack of opportunity against an opponent who makes a Charge or Bull Rush attack. To do this, an opposed check is made: the defender's grapple check vs. the attacker's attack. If the defender wins, the bull rush or charge does not reach him. He sidesteps and sends the attacker spinning away. The attacker takes 1d6 Lifeblood damage (A Reflex save at DC 15 allows this to be taken as Stamina instead, as above). Making an attack of opportunity in this way is tricky and dangerous, so the character suffers a -4 penalty to his grapple check.

Lock: This option is only available to characters with the Grappler feat. Joint locks can be applied while in a standing grapple or as a more technical version of a pin. To obtain a good armlock etc, the character must win an opposed grapple check. This is more difficult when the grapplers are upright, so the check is subject to a -4 penalty. A character who does not have the Grapple Defense feat suffers no penalty to defend against the initial lock, but has a -4 penalty to escape from it once it is "on."

A character who obtains a good joint lock may choose to control or hurt the victim. If he chooses control, the effects are exactly as if he were pinned; the locked combatant can do nothing in subsequent rounds except try to escape. If he wishes, the character may inflict pain with the lock. The defender is still pinned (or held immobile if upright) and also suffers 1d4 Stamina damage per round. Armor does not protect against this damage. In either case, a defender without the Grapple Defense feat suffers the usual -4 penalty to escape.

Choke: This option is only available to characters with the Grappler feat. Anyone can try to squeeze their opponent's windpipe to strangle them, but this kind of untrained choke is treated as a strike to inflict Stamina damage since it is more than a little random and unscientific. Characters with the Grappler feat can attempt to scientifically choke their opponent to death. This is possible whether the character is upright or on the ground, though it is harder to get a choke on an upright victim, so this is subject to an additional -2 penalty.

To get a choke on an opponent, the character must succeed in an opposed grapple roll at a penalty of -2 (plus the above penalty if upright). The defender does not suffer any penalty to fend off the initial choke. In the first and subsequent rounds, the defender suffers 1d4 lifeblood damage from the choke. If this takes him to zero Lifeblood, he falls unconscious but suffers no further damage if the choke is released. If it is kept on, he will die when his Lifeblood reaches -10 .

Once a character is being choked, he has only two options: Escape (at the usual -4 penalty if he does not have the Grapple Defense feat) or to disable the character choking him. The choke automatically remains "on" unless the attacker releases it or the defender escapes. Being choked does not prevent a character from attempting to use his own grappling skills to throw, strike, or use a weapon.

Ground & Pound: This option is only available to characters with the Grappler feat. Once an opponent is on the ground (say after a takedown or throw), a character may decide to sit on him and hit him. There is some technique involved, since the opponent must be pinned with body weight leaving at least one limb free to strike with. To initiate a ground & pound, the character must win an opposed grapple check (he may have a bonus as a result of his takedown). In the first and subsequent rounds, he then

delivers his normal unarmed damage automatically, or may make an attack roll without penalties to deliver Lifeblood damage.

Once a character is on the bottom in a ground & pound, he can only strike or try to escape. If he elects to try to punch upwards at his assailant, all attacks (other than with firearms) do half damage. If he elects to escape, he suffers the usual -4 penalty if he does not have the Grapple Defense feat.

Disarm: This option is only available to characters with the Grappler feat. A trained grappler can attempt to disarm an opponent in a more scientific manner than just bashing his weapon. A disarm attempt provokes an attack of opportunity. To succeed, the character must win an opposed grapple check at a penalty of -4 . If he does so, he now has the opponent's weapon. Obviously, some things (like an Aslan's dewclaw) cannot be disarmed in this manner.

Joining a Grapple, or Ganging Up

If a character wishes to grapple someone who is already involved in close combat, his "touch attack" automatically succeeds. He must still win an opposed grapple check to carry out his chosen action. If a character is pinned, choked, or locked, his friends can break the hold (and allow him to escape) if they succeed in an opposed grapple check with the opponent. Such checks are not subject to the usual penalty for lacking the Grapple Defense feat.

A character trying to grapple several people at once can do so if he has sufficient attacks (and can defend against any number of people). It is possible that a character with multiple attacks may be able to pin two opponents while choking another.

A character wishing to escape or break off from multiple grapplers must beat them all with a single grapple check. If he beats some and not others, then he is still in close combat but gets out of whichever chokes, pins, etc. he managed to beat.

Attacking Grapplers

Characters involved in close combat are vulnerable to outside attack. They lose their Dexterity bonus to AC and in addition, attackers may get bonuses for attacking from behind or hitting a downed opponent. Shooting into close combat is fraught with risk. Treat it like shooting into a melee, but the penalty is -8 , not -4 .

Other Close-Combat Notes

Characters involved in close combat do not exert a threat zone around them, and thus cannot make an attack of opportunity against enemies passing by. However, characters with the Weapon Proficiency (Grappler) feat are permitted to make attacks of opportunity against enemies moving in to join the grapple.

Note that what a character did last round may give bonuses this round, or make certain options available.

CLOSE COMBAT SUMMARY

Unlike a normal melee, where characters are free to choose their action each round, some close-quarters options require that the character has already completed a different action the previous round. A skilled grappler can reach a situation in a couple of rounds where his foe's fate is sealed... or get turned to mush trying it. This makes close combat a risky business.

The options available in close combat are:

In Melee:

- Initiate close combat
- Takedown (Grappler feat only)
- Disarm (Grappler feat only)

In Close Combat:

- Grapple
- Defend
- Strike
- Break Off
- Bear Down
- Lock or Choke (Grappler feat only)
- Throw (Grappler feat only)
- Disarm (Grappler feat only)

On the Ground:

- Pin
- Strike
- Lock or Choke (Grappler feat only)
- Ground & Pound
- Disarm (Grappler feat only)

While Being Choked, Locked or Ground & Pounded:

- Escape
- Strike

ATTACKING VEHICLE OCCUPANTS

It is possible to attempt to attack someone riding within an open-topped vehicle, or riding on the outside of a vehicle (in a saddle mount for example). Operators and passengers within an enclosed vehicle may not be attacked directly (except perhaps with a Called Shot action).

When attacking someone within an open-topped vehicle, the target is assumed to be under partial hard cover (the vehicle). This is usually about 50% cover unless the target is standing in which case the cover would be about 25%.

When riding on the outside of a vehicle, a target does not enjoy any cover and may be attacked normally. The shooter must specify whether he is attempting to hit the vehicle or a rider on the vehicle.

ATTACKING OBJECTS

Bashing through doors, shooting holes in walls, and attempting to break stuff with hand weapons are all examples of attacking objects. It is not difficult to hit an object under most circumstances, but in the heat of a fluid combat a character may be required to make a hit roll as if the object had an AC of 10, modified for its size.

Penetrate: If any damage remains after applying the effects of the Armor Rating of the material/object, the attack/explosive has penetrated the material/object, breaking any sealed environmental integrity (possibly causing explosive decompression), and the remaining damage is applied against any item(s) beyond/within.

Breach: To breach a material/object, a cumulative total of 35 points of SI damage per Armor Rating must be inflicted. A breach creates a hole about 1 meter in diameter and breaks any sealed environmental integrity (possibly causing explosive decompression). If any damage remains, it is applied against anything beyond/within the breached area. Moving through a breach hole is treated as if moving through an open hatchway (a move action).

Destroying an Item: The penetration and breach rules are used when attempting to inflict damage on an object encased within (such as in a metal box) or just beyond a covering object (perhaps behind a starship bulkhead) made of the given material. If the attack is intended to simply destroy an object made of a given material, for example crushing a metal box, it must inflict an amount of damage equal to the Structural Integrity rating of the object itself (usually based on size if not otherwise specified).

TABLE: Substance Armor Rating and Thickness

Substance	TL	Base AR		Max AR	Thickness
		AR	AR		
Paper	1	0	3	3	up to 40mm +1 AR per +20mm thickness (22cm)
Rope	0	1	5	5	up to 60mm +1 AR per +30mm thickness (33cm)
Synthetic Fibers	7	1	10	10	up to 15mm +1 AR per +15mm thickness (15cm)
Glass	1	0	8	8	up to 5mm +1 AR per +5mm thickness (5cm)
Ice	0	1	2	2	up to 80mm +1 AR per +40mm thickness (44cm)
Wood	0	2	6	6	up to 150mm +1 AR per +150mm thickness (150cm or 5')
Brick, Rock, Concrete	0	4	25	25	up to 120mm +1 AR per +120mm thickness (120cm or 4')
Reinforced Concrete	5	5	25	25	up to 90mm +1 AR per +90mm thickness (90cm or 3')
Iron	1	4	10	10	up to 60mm +1 AR per +60mm thickness (60cm or 2')
Steel	5	6	15	15	up to 30mm +1 AR per +30mm thickness (30cm or 1')
Aluminum	6	3	15	15	up to 45mm +1 AR per +45mm thickness (45cm or 1.5')
Hard Steel	6	7	20	20	up to 15mm +1 AR per +30mm thickness (15cm or 6")
Composites	8	8	25	25	up to 10mm +1 AR per +20mm thickness (10cm or 4")
Industrial Ceramics	9	8	25	25	up to 5mm +1 AR per +10mm thickness (5cm or 2")

TL: The technological level at which this substance first becomes generally available.

Base AR: The base AR of an object up to the given thickness.

Maximum AR: The maximum possible AR of an object regardless of its thickness. Materials capable of ARs of 11+ are suitable for use as chassis and armor for vehicles. Materials capable of ARs of 15+ are suitable for use as small craft and starship hull and armor.

Thickness: The AR rating of an object that is not technically "armored" is based on the type of substance it is made of and how thick the substance is. The thicker a substance is the higher its overall AR will be. Obviously it takes a much greater thickness of timber than steel to stop a bullet.

Vehicles: For Vehicle Armor, figure thickness in centimeters rather than millimeters; maximum AR is equal to the vehicle TL.

Ships: For Smallcraft and Starship Armor, figure thickness in 10s of centimeters rather than centimeters; maximum AR is equal to the TL of the vessel.



TABLE: Object Armor Rating and Structural Integrity

Item	AR	SI
Rope	0	1
Synthetic Rope	0	1
Light Fixture	0	2
Simple Wooden Door	0	2
Small Wood Crate	0	4
Metal Storage Barrel	1	6
Heavy Wooden Door	2	7
Fireproof Box	2	4
Metal Door	5	10
Brick, Rock, or Concrete Wall (30cm thick)	3	17
Reinforced Concrete Wall (1 meter thick)	9	50
Steel Chain	5	2
Handcuffs	5	1
Interior Wooden Wall	0	2
Interior Metal (Hard Steel) Wall	5	8
Bulkhead	10	50

MUNITIONS

The use of special munitions can have considerable effects in combat.

High Explosive Rounds

Due to their nature, high explosive rounds do one (or more) extra die of damage in addition to the weapon's normally listed damage. HE rounds are available for most rifle weapons, but not gauss weapons.

Armor Piercing Rounds

Armor piercing rounds are valuable when attacking armored targets. For each Armor Piercing (AP) bonus of the round, subtract -1 from the Armor Rating (AR) of the target. At no time, however, may the total AR penalty exceed the actual armor rating of the target. Any weapon capable of firing projectiles may use Armor Piercing ammunition. The Armor Piercing bonus of a round may never exceed half the technological level of its manufacture, rounded down. For example, an armor piercing round manufactured on a TL9 world could have a maximum AP bonus of +4.

Multiply the cost of a normal round by x10 to determine the cost of a version of the round with an AP rating of +1. For higher AP bonus, multiply the base cost of a +1 AP round by the total bonus of the round. For example a round that would normal cost Cr1 with no AP bonus would increase to Cr10 per round for a +1 AP bonus round, and to Cr70 for a +7 AP bonus round.

The availability of AP rounds in general will vary from world to world, depending on the local law level. The more powerful AP rounds will usually not be available to the public at all, instead being reserved for use by the local military. Exactly what sort of AP ammunition is publicly available depends upon the local Law Level.

AP rounds are available for all projectile weapons except accelerator rifles. They are useless in snub weapons so HEAP is used instead to give a similar result. The maximum AP value possible for a given round is determined by the ammunition's TL.

Flame Weapons

Flame weapons are deadly but not very accurate. They are primarily useful for hosing an area and attacking anyone within it. A single shot from a flame weapon of any type is in fact a fiery

burst of 1-3 seconds duration. Attacks with flame weapons are conducted as discussed in the Weapons chapter. Combat armor and similarly sealed armor is the only kind that is effective against flame weaponry. A character struck by a flame weapon will burn for several rounds, taking gradually less damage, and may cause secondary fires. Immersion in water does not extinguish flamer fuel.

Area Effect Weapons

Mortars, artillery, grenades, and similar weapons are area effect weapons. They each have a listed area of effect (AoE). Anything within this radius when the weapon hits may make a Reflex or Agility save (DC15) to take only 1/2 the rolled damage. Anyone or anything failing its save will take the full damage from the weapon (unless reduced by armor).

Anything within twice the listed area of effect for the weapon, but outside the listed area of effect, may make a Reflex or Agility save (DC 15) to avoid taking any damage at all. Anyone or anything failing its save will take 1/2 damage from the weapon (unless reduced by armor).

The saving throws need only be made once for a given attack; apply the result to both Stamina damage and Lifeblood or Structural Integrity damage.

Ship's Weapons: The weapon systems installed on small craft and starships are much more powerful than their vehicle and personal counterparts. When a ship's weapon is used in combat against anything other than another starship or small craft, the weapon has an area effect based on the type of weapon it is:

TABLE: Ship's Weapons Area Effect

Weapon System	Area of Effect (AoE)
Lasers	5 meters per USP rating
Missiles and Energy Weapons	10 meters per USP rating
Meson Guns	10 meters per USP rating
Nuclear Missiles	100 meters per USP rating
Particle Accelerators	1 meter per USP rating

USP Ratings are explained in the Starships section of these rules.

Poisoned weapons

The use of poisons, whether as gas or on a weapon, is forbidden in most areas and carries severe penalties. However, some individuals such as assassins make use of poisoned bullets or blades from time to time. A poison suitable for coating a blade weapon (i.e. viscous enough to stay on the weapon in combat) is quite difficult to make and therefore expensive. The people who deal in such weapons can name their price; a minimum would be Cr250 for a dose sufficient to coat a blade weapon and Cr100 per bullet for a moderate venom type poison. Nerve poisons command at least twice the price.

Such a poison must be applied shortly before use. Bullets or needles containing nerve poisons or venom could conceivably be constructed. Poisoned blades or projectiles would introduce the toxin directly into the target's bloodstream upon inflicting any Lifeblood damage.

The effects of such a poisoned weapon would depend upon the characteristics of the poison; see the Poisons and Toxins section under Other Hazards in chapter 8: Adventuring.

Note that anyone caught with a poisoned weapon is likely to be shot out of hand by his opponents, whatever the legal situation may be.

INDIRECT FIRE

Indirect fire is a method of attacking a ranged target that cannot be seen by the firing weapon. It requires someone with the Forward Observer skill be in a position to observe the target and in direct communication with the gunner firing the weapon. The basic DC for a gunner to hit a target through indirect fire is 40 minus the skill rank of the forward observer. Subtract -2 from the DC for each subsequent round spent acquiring the target, to a maximum of -10DC modifier prior to firing the first shell. Thereafter, the DC can be reduced by -2 for each shell observed by the forward observer.

Calling in an attack or adjusting fire are full round actions. The attack will commence the turn after the call is made, and arrive the turn after that. Thus an indirect fire attack requires 3 rounds to complete.

To Hit Modifiers: Range and Relative speed modifiers apply to indirect fire attacks.

Missed Shots: Shots that miss have to land somewhere. If using squares for maps, roll 1d8 to determine which direction the round lands away from the target, counting round clockwise from 1 (directly over). Roll 1d6 if using hexes. The distance the round lands from the target is 1d4 squares/hexes + the number of range bands distance to the target.

Fire for Effect: Once the target is hit, the gunner may begin firing for effect. Since the target location has been locked into the weapon there is no need to see if a hit occurs on each subsequent round, it is automatic. When firing for effect, the gunner may launch an attack each round rather than every 3rd round as when adjusting fire.

DEMOLITIONS

Using explosives to damage, penetrate or breach an object requires using a charge of the proper size, and properly placing the charge for maximum effect.

Penetration Charge: A penetration charge of the proper size provides just enough power to penetrate the given structural material and armor, breaking any sealed environmental integrity (possibly causing explosive decompression), and causing damage.

Breaching Charge: A breaching charge of the proper size penetrates the given structural material and armor, breaking any sealed environmental integrity (possibly causing explosive decompression), causing x10 damage, and leaving a hole approximately 1 meter in diameter. Moving through a breach hole is treated as if moving through an open hatchway (a move action).

Structural Material	Type of Charge		
	Penetration	Breach	Damage
Wood	250 grams	4kg	1d6
Rock/Stone	500 grams	7.5kg	1d8
Interior Starship wall	600 grams	9kg	1d10
Concrete	750 grams	11kg	1d12
Reinforced Concrete	1kg	15kg	2d8
Vehicle Hull	1kg	15kg	2d8
Vehicle Armor	+1kg per armor rating	+15kg per armor rating	-
Interior Starship Bulkhead	5kg	750kg	4d20
Starship Hull	8kg	120kg	6d20
Starship Armor	+10kg per armor rating	+150kg per armor rating	-

Placing a Charge: 2 full round actions, DC15. A character may place a single, non-tamped charge of 10kg or less (basically a satchel charge).

Carefully Placing a Charge: 3 minutes, DC10. A character may place a single, non-tamped charge of any size.

Tamping a Charge: 6 minutes, DC20. A character may place a single, tamped charge of any size. A properly tamped charge will do twice the normal damage.

Failing a Placement or Tamping Check: There will not usually be any indication that the charge has been incorrectly placed until it is detonated. When an incorrectly-placed charge is detonated, the person who placed the charge must make another Demolition skill check (DC15). If the check is successful, the charge detonates but fails to penetrate or cause a breach, and does only one-half its normal damage. If the check is failed, the charge does not detonate correctly. It will not cause any damage to the intended target, though it may pose a hazard to anyone coming back to try to re-use it.

Damage to a Demolition Charge: If a prepared demolition charge is hit by an attack, roll 1d20. If the roll is less than the damage inflicted on the charge then it goes off prematurely. Nuclear explosives are very unlikely to be set off in this manner due to their design, but a casing breach will create a radiation hazard.

OPTIONAL COMBAT RULE: HIT LOCATION

It may sometimes be important to determine where a character is struck by an attack, for example where a character has very heavy armor on his torso and none on his head. Most shots are aimed at the center of body mass (the chest and torso). A called shot may be used to target the head or limbs (-6 to target these locations) or even a very precise location such as an eye, hand or the heart (-8). For most purposes, **T20** assumes that an attack strikes the character's center of body mass and is affected by armor on the torso only. However, at the Referee's discretion, these optional hit location charts can be used.

Swung melee attacks are more likely to fall on the head and shoulders (considered to be part of the Arm location in this case) or strike the arms, rather than hitting the torso. Projectile and impaling weapons are more likely to strike the torso than a limb. These tables reflect that reality.

Table: Optional Hit Location Chart

2d6 Roll	Projectile/Impaling Weapons	Melee Weapons
2	Foot	Foot
3	Lower Leg	Lower Leg
4	Upper Leg	Upper Leg
5	Torso	Upper Leg
6	Torso	Torso
7	Torso	Torso
8	Torso	Torso
9	Torso	Upper Arm
10	Upper Arm (and shoulder)	Lower Arm
11	Lower Arm	Head
12	Head	Head

The area hit not only affects what armor may apply, but also affects the damage taken by the victim. These damage multipliers are in addition to any from critical hits.



Table: Hit Effects

<i>Location</i>	<i>Damage</i>
Leg or Foot	Half
Arm, Hand or Shoulder	Half
Torso	Normal
Head	Double
Eye, Heart	Triple*

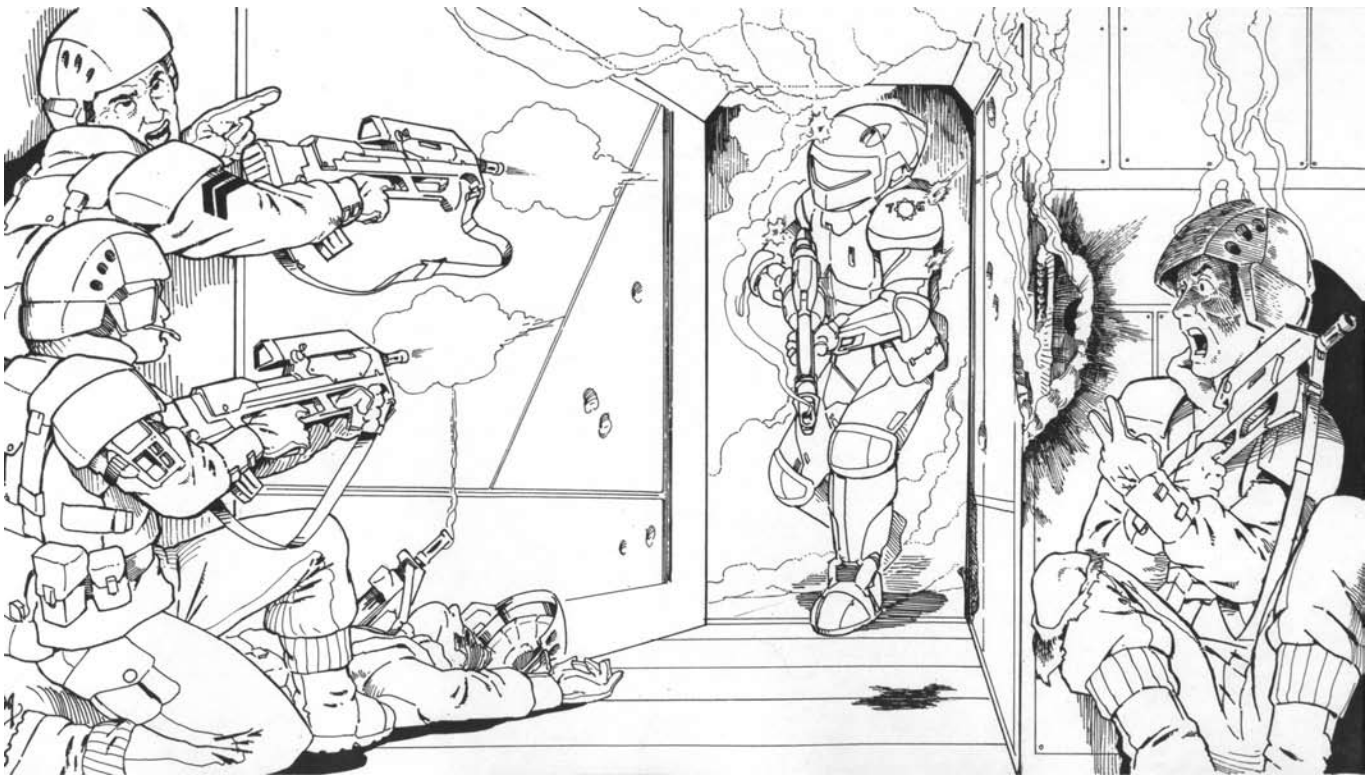
*Hits to eyes, heart etc are only possible on a called shot, though on a critical it can be assumed that such a location has been struck.

OPTIONAL RULE: PENALTIES FOR LIFEBLOOD DAMAGE

Characters who have taken several wounds may be less capable than those who are still intact. If the Referee wishes, the following penalties can be applied to characters who have taken Lifeblood damage:

<i>Lifeblood Remaining</i>	<i>Penalty</i>
Full	None
$\frac{3}{4}$ -full	-1
$\frac{1}{2}$ - $\frac{3}{4}$	-2
$\frac{1}{4}$ - $\frac{1}{2}$	-4
0 - $\frac{1}{4}$	-6

The penalty is a blanket modifier that applies to all skill checks, attacks, and saves.



VEHICLE AND STARSHIP COMBAT

These basic rules for vehicle and starship combat presented here are designed to allow for more roleplaying and involvement of the characters, rather than a map and miniature approach (which uses the Advanced Rules found in the Traveller's Handbook). Movement and maneuvering are abstracted to allow for cinematic battles as vessels attempt to maneuver into a position of pursuit and advantage against their opponents, or frantically try to shake pursuit.

Range is similarly abstracted, needing only to note whether the range for all vessels involved for each round is Close, Short, Medium, Long, Very Long, or Extreme.

The term vessel is used to refer to starships, small craft, or vehicles as a general inclusive group. If the term starship, small craft, or vehicle is specifically used, it refers to those types of craft only.

ACTIONS IN VESSEL COMBAT

Most personal actions detailed earlier are not appropriate while a character is a passenger or crewmember on board a vessel (unless approved by the Referee). Specific exceptions to this are personal attack actions, which are possible if a character is able to fire a weapon out of an open window, hatch or other opening in the vessel.

In these cases, the attack by the character is handled normally, except the attack is also considered to be a Burst Fire attack of 10 rounds (ignore the action requirements in this case). This reflects the additional time involved during vehicle combat rounds. Note that it is still possible for a character to take the Burst Fire action. In such a case, multiply the number of rounds fired by the character by 10 to determine the effects of the Burst Fire.

THE COMBAT ROUND

When individual personnel are not involved, and a combat is between only vehicles or vehicles and starships (including small craft) operating within the atmosphere of a planet, each combat round is 1 minute long under these basic rules. When combat involves only starships and small craft, the length of each combat round is 20 minutes under these basic rules.

NEW ACTIONS

In addition to personal attack actions, the following new actions are available to crewmembers aboard a vessel, small craft, etc. These are broken down by the crew position that would usually handle the action, and ideally a separate character will handle each position. This usually gives each character an opportunity to do something and contribute to the combat based on their diverse skills, but a character may freely take action from any crew position if they are qualified and have enough time to complete the action this round.

Captain/Commander Actions

Command: The vessel's commander may use his or her Leader skill to rally the crew and improve morale and performance. Make a leadership skill check (DC15). If successful all crewmembers may enjoy a bonus to all skill checks, saving throws, and attack rolls this round, equal to the commander's Leader skill rank divided by 3 (round down). This is a standard action.

Tactics: The vessel's captain/commander may use his or her knowledge of Tactics (for vehicles) or Ship's Tactics (for small craft

and starships) to help position the vessel into a better defensive and offensive posture. The use of this feat is a full round action for the captain/commander, but will impart a bonus to all attacks and defenses equal to the captain's Wisdom or Intelligence ability bonus, whichever is higher. Treat any penalty as +0.

Pilot/Driver Actions

All Vessels

Adjust Speed: Increase or decrease the vehicle speed up to an amount equal to its maximum acceleration. This is a move action and requires no skill check.

Adjust Range: A pilot may attempt to adjust the range between their craft and another. An opposed Pilot skill check must be made between both pilots, applying the modifiers found below. The pilot with the higher skill check result may elect to increase, decrease, or maintain the distance between the vehicles. This action applies to vehicles only, and is a move action for both pilots. If the other pilot has already taken a move or full action this round, the check goes unopposed. If the other pilot has not taken a move or full action this round, opposing a range adjustment will count as their move action for the round.

TABLE: Adjust Range Modifiers

<i>Circumstance</i>	<i>Modifier</i>
Higher Current Speed	+1 per 10kph difference in speed
Higher Acceleration	+1 per difference in maximum acceleration
Vehicle Agility	+0-6

Avoid Collision: When a vessel is moving at short or close range through a debris field, traffic, an asteroid belt, a planetary ring, or similar situation where there is a reasonable chance of collision with another object, the pilot must make an Avoid Collision check each round. This is a full action.

TABLE: Collision Avoidance

<i>Situation</i>	<i>DC</i>
Base	5
Traffic (5 or more vessels within short range)	+5
Heavy brush	+10
Small debris field, heavy traffic, light woods	+15
Asteroid field, light density	+20
Asteroid field, average density	+25
Asteroid field, heavy density	+30
Every 6 points of speed (starships and small craft)	+5
Very Slow (vehicles only)	+0
Slow or Offroad speed (vehicles only)	+5
Cruising speed (vehicles only)	+10
Fast (vehicles only)	+15

Break Pursuit: If a vessel is being pursued (see Pursuit below) the pilot or driver may break the pursuit with a successful opposed Pilot or Driver skill check against his opponent. Once the pursuit has broken and the pursuing vessel loses all accumulated attack bonuses against that target. This is a full round action.

Evade Attack: The pilot/driver operates the vessel in an erratic manner in an attempt to avoid being hit by opposing weapons fire. This is a full round action and allows the pilot/driver to make a Pilot/Drive skill on the Evasive Maneuvers table below to determine the defensive AC bonus imparted to the vessel this round.

TABLE: Evasive Maneuvers

Result	AC Bonus
1-10	+0
11-20	+1
21-28	+2
29-33	+4
34-38	+6
39+	+8

Move: The pilot/driver keeps the vessel on its current course and heading, remaining at the current speed. This is a move action and requires no skill check.

Pursuit: If a pilot/driver makes a successful opposed Pilot/Driver skill check against another vessel, the successful pilot/driver has placed his vessel in pursuit of his target maintaining the current range and matching the target ship move for move. Once a pursuit has been established, it must be maintained each round to take advantage of the position. No skill check is required to maintain a pursuit. It is automatically maintained unless the target attempts to Break Pursuit action, manages to extend the range to Medium or greater, or succeeds in outpacing the speed of the pursuing vessel by 7+ points (for starships and small craft) or by 50kph (for vehicles). Establishing the initial pursuit is a full round action, as is maintaining a pursuit.

For each round (after the first) that a vessel maintains pursuit of another vessel, it may add a cumulative +1 bonus to hit when attacking the vessel being pursued, up to a maximum of +4. While in pursuit of a target, a vessel loses its agility bonus to its AC if it comes under attack itself. This is a full round action and may only be attempted at Short range or closer and both vessels must be at the same speed when the pursuit is begun.

Ram: Ramming is a potentially suicidal maneuver in which a pilot intentionally crashes his vessel into the hull or chassis of another vessel. This action may only be attempted at close range, and if the ramming vessel is moving faster than the target. See Vessel Collisions (below) for more information.

To successfully ram another vessel requires an opposed Pilot/Drive skill check between both vessels. This is a full round action.

Pilot Actions

Starships and Small Craft Only

Atmospheric Entry: The pilot may attempt to transition the ship out of orbit and into the atmosphere of a planet. Once a ship has successfully entered an atmosphere, all movement is handled as if it were any other aircraft in flight and now uses the Vehicle Maneuver Actions instead. This is a full action with a base DC equal to the World Atmosphere UWP rating + the World Size UWP rating. Exotic, Corrosive, or Insidious atmospheres should be treated as Standard unless specified otherwise. Attempting this action may provoke an Attack of Opportunity.

Dock Ships: The pilot may attempt to dock one ship with another allowing passage between both ships for cargo and crew. This is usually a small craft docking with a starship, but it is possible to dock some starships together. Both ships must be moving at the same speed, and there must be no opposition to the attempt. If this is a hostile docking attempt, the target ship must have been rendered incapable of maneuvering. This is a full action with a DC of 20, and may provoke an Attack of Opportunity.

Orbital Insertion: The pilot may attempt to insert the ship into orbit around a planet. In an orbital insertion fails, the ship fails to enter the proper orbit, and the orbit will steadily begin to

decay drawing the ship towards the planet's atmosphere in an uncontrolled reentry (see Atmospheric Reentry below). This is a full action with a base DC of 15, and may provoke an Attack of Opportunity.

Astrogator Actions

Starships and Small Craft Only

Range Check: At the beginning of each round, each ship must make a T/Astrogation skill check. The ship with the highest result may elect to increase, decrease, or maintain the range for the round. This is a standard action.

Communications Operator Actions

All Vessels with communications equipment

Tactical Communication: The Comms Officer can establish and maintain communications between allied vessels using the normal rules for communication (see T/Communications skill). If there is significant interference or a lot of communications going on (e.g. due to bad comm. discipline among a fleet), the DC is increased; treat as Considerable Noise (+10). Deliberate comms jamming will increase DC as described under the T/Communications skill. These modifiers do stack. If reliable communications are not established, vessels cannot act in concert, and Fleet Tactics skill cannot be applied. Maintaining communications is a full round action.

Comms Jamming: The Comms Officer can attempt to jam local communication as a full round action. See the T/Communications skill for details.

Intercept Enemy Communications: The Comms Officer may attempt to intercept enemy communications as a full round action. This requires a T/Communications skill check at a DC of (20 + enemy comm. system number). Encryption (if any) must also be broken. Knowledge of enemy intentions can be valuable to a commander, if she knows how to use it. A vessel commander may make a Ships Tactics or Tactics check at a DC of 15 to gain an advantage from intercepted comms. If successful, the commander gains knowledge of the enemy's dispositions or intentions. This translates to a one-time +10 bonus to any skill check affecting the enemy (e.g. a pilot's attempt to evade a sudden attack, or a gunner's precise shot just as the enemy vessel turns to present a better target.) Of course, the enemy must have communications for them to be intercepted.

Computer Operator Actions

Computer Fire Control: Rather than having individual gunners handle the vessel's weaponry, the computer is handling both targeting and fire control this round. Attacks are handled normally, but the Main Computer Model Number is used in place of Gunnery skill rank and no sensor bonuses are allowed. This is a free action, but the computer may not be used to handle targeting for gunners this round. The computer operator should make the attack rolls for the computer this round.

$1d20 + \text{Computer model number} + \text{size modifier} + \text{targeting bonus} + \text{range penalty} = \text{AC hit}$.

Computer Targeting: The vessel's computer is handling targeting for all weapons this round, leaving the sensor operator to handle other tasks instead. This is a free action, but the computer may not be used to handle fire control for the vessel this round. The computer operator should roll 1d20 + the Main Computer Model Number to check for success for each vessel that is to be targeted. The DC for this task is 15 or the current Sensor Jamming rating of the target. If successful, all gunners on the vessel may add a bonus equal to the Main Computer Model Number / 3 to their attack rolls this round.



Sensor Operator Actions

Sensor Jamming: The sensor operator may attempt to spend the round providing defensive sensor jamming against incoming targeting lock attempts by enemy vessels, hopefully decreasing their chance of getting hit. The operator rolls 1d20 + his T/Sensor skill + the Sensor Model Number of the vessel to set the vessel's Sensor Jamming rating for this round. This rating is the DC that any opposing vessel will have to beat in order to obtain a target lock or other sensor scan on the sensor operator's vessel. This is a full round action.

Sensor Targeting: The sensor operator may attempt to spend the round providing improved fire control and targeting data to the gunners, hopefully increasing their chances of hitting their targets. The sensor operator should roll 1d20 + his T/Sensors skill + the Sensor Model Number to check for success for each vessel that is to be targeted. The DC for this task is 15 or the current Sensor Jamming rating of the target. If successful, all gunners on the vessel may add a bonus equal to the Main Computer Model Number to their attack rolls this round. This is a full round action.

Gunner Actions

Attack: A gunner may attack any target within the range of the weapon system they are manning. The gunner attacks by making a Gunnery skill check roll adding the USP rating of the weapon system, along with any Range, Computer Targeting, Sensor Targeting, or other modifiers in effect this round for his vessel. This is a full round action.

1d20 + Gunnery skill + size modifier + targeting bonus + range penalty = AC hit.

Point Defense Sandcasters: A target defending against a missile, laser, plasma, or fusion attack may fire defensive sand if the vessel has any sandcaster mounts/turrets/batteries and gunners that have not already acted this round. Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round. Defensive sand adds the sandcaster USP/UVP rating to the target's defense score for this attack. As many point defense sandcasters may be fired as are available, each adding their USP/UVP rating to the target's defense total.

Point Defense Lasers: A target defending against a missile attack may fire defensive lasers if the vessel has any laser mounts/turrets/batteries and gunners that have not already acted this round. Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round. The defending gunner makes an attack roll against a DC of 16 + the owning vessel's computer USP/UVP. If the defending gunner hits, the missile attack fails. The defender may attempt to shoot down an incoming missile attack with as many point defense laser mounts/turrets/batteries as they have available.

Point Defense Laser: 1d20 + Gunnery skill + (Computer USP/UVP) + Weapon USP/UVP

Missile's Defense: 16 + Missile USP/UVP

Point Defense Repulsors: A target defending against a missile attack may fire repulsors if the vessel has any repulsor mounts/turrets/batteries and gunners that have not already acted this round. Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round.

Point Defense Repulsor: 1d20 + Gunnery skill + (Computer USP/UVP) + Weapon USP/UVP

Missile's Defense: 10 + Missile USP/UVP

Reload Vessel or Vessel's Weapon: A crewmember (usually the gunner) may spend the round reloading one (1) spent missile rack, one (1) spent sandcaster or other individual weapon system. This is a full round action.

Called Shot: Called shots are not normally possible in starship combat, but are made possible by certain computer software. Called shots are always possible in vehicle combat. In vehicle combat, a called shot to hit a specific vehicle component suffers a -6 penalty for large subsystems like a turret or wheel, and -12 for a small subsystem such as a communications antenna.

In starship combat, the immense distances and difficulty of refining sensor data sufficiently to hit a specific location make this a severe test of gunnery ability. A called shot to hit a specific region of the ship (e.g. engineering, gunnery) is taken at -8. Attempts to hit a specific subsystem (e.g. "C" turret, Meson Communicator Antenna) are at -15. It is never possible to target "crew" with a called shot, though the crew in a given section of the ship might be hit by a called shot on their region of the vessel.

Engineer/Mechanic Actions

Damage Control: An engineer may attempt to effect temporary and jury-rigged repairs to damaged systems on a vessel in an attempt to bring them back online and/or improve degraded performance due to inflicted damage. This is a full round action. See Repairing Damage for more information.

Power Routing: If the power plant of a ship or vessel takes damage and its power output is reduced, there may not be enough power available each round to power all the vessel's drives, weapons and other systems at the same time. In this case, the engineer must reallocate power to the various systems as she deems necessary and appropriate. Drives, weapons, or other systems without power in a round may not be used. This is a full round action.

Excess Power Routing: If a vessel can produce excess power (in the form of Energy Points or EP) beyond what is needed for its drives, subsystems, and agility rating, it may apply this extra power as emergency agility or to overpower weapons.

Emergency Agility: An engineer/mechanic may attempt to temporarily improve the performance of a vessel's drive system, thereby increasing the defensive agility of the vessel making it harder to hit. The engineer/mechanic must make a T/Engineering or T/Mechanical skill check as appropriate (DC15). If successful, the vessel's agility is improved to a rating equal to the vessel's maximum agility rating based on the installed drive train or maneuver drive. While using emergency agility, all weapon systems and screens are temporarily offline. This is a full round action.

For each round this is kept up, another appropriate skill check must be made, but at -1 per subsequent round. If the attempt fails, there is a chance that the drive system has been damaged. Make another skill check (DC20), to avoid permanently reducing the vessel's drive rating by a factor of one until the vessel can be brought into port and the system overhauled and/or repaired properly.

Overpower Weapons: An engineer/mechanic may attempt to temporarily improve the weapon factor of a vessel's weapon system, thereby increasing the damage they inflict if they hit a target. The engineer/mechanic must make a T/Engineering or T/Mechanical skill check as appropriate (DC15). Add +1 to the DC for each factor of overpowering attempted up to a maximum factor of 9. If successful add +1 die of damage for every factor of overpowering. While using overpowered weapons, the vessel or vessel may not accelerate, decelerate, or maneuver, and the agility rating is temporarily reduced to 0. This is a full round action.



For each round this is kept up, another appropriate skill check must be made, but at -1 per subsequent round. If the attempt fails, there is a chance that the weapon system has been damaged. Make another T/Engineering skill check (DC20), to avoid permanently reducing the weapon rating by a factor of one until the vessel can be brought into port and the system overhauled and/or repaired properly.

DAMAGE

Vessels can be damaged in various ways – impacts, explosions, and direct energy being the most common ways. Damage of all types is resisted by armor and applied to structural integrity (SI).

COLLISIONS

If two vessels collide, both will inflict an amount of damage on the other based on their current Structural Integrity rating and their current speed. In most cases, this will result in the destruction of vessels of the same size or of smaller vessels colliding with larger vessels. Starships and small craft colliding with large asteroids, moons, or other natural celestial objects are destroyed upon impact.

Vehicle Speed	Damage on Target
Not Moving	-
Very Slow	Vehicle SI x 0.1
Slow	Vehicle SI x 0.25
Cruising Speed	Vehicle SI x 0.5
Fast	Vehicle SI
Max Speed	Vehicle SI x 2

Target	Damage on Vehicle
Lifeform	CON Score + Armor Rating
Another Vehicle	Its Damage on Target
Stone/Concrete/Steel	SI x 3
Large Tree	SI x 2
Wooden Structure	SI x 1.5
Small Tree	SI x1.25
Plant (shrub or bush)	SI x1.1
Another Vehicle	See Vehicle Speed below

VEHICLE INTERNAL DAMAGE

In addition to Structural Integrity damage, vehicles may also take internal damage to their subsystems and components.

Critical Hits: A vehicle will suffer internal damage on a critical hit. In this circumstance, the attacker ignores the armor rating (AR) of the vehicle and inflicts the full amount of damage rolled against its chassis SI rating. For most weapons, this damage is doubled on a critical hit (though some weapons may have a greater multiplier).

In addition, the attack also scores an Internal Hit on one of the subsystems, components, occupants, or other item with the vehicle itself. To determine where the remainder of the damage is applied, the attacker rolls once on the Vehicle Internal Hit Location table below.

Affected Area: If a vehicle is hit with a weapon that has an area of effect (this includes all starship and small craft weaponry), all systems listed under the Affected Area take full damage. If there are sub-areas listed, the damage is applied only to those systems listed under the sub-area. For example, a hit to a vehicle's

engine compartment would affect the fuel tanks, drive train, power plant, and control system. If the hit were in the Chassis, specifically in the External Electronics sub-area, the only systems affected would be miscellaneous, visual, comm., and sensors. Appendages, weapon mounts, and control systems would not be affected even though they are part of the chassis because they are listed as part of a separate sub-area instead.

TABLE: Vehicle Internal Hit Location

Affected Area	Internal Hit Location
<i>d100</i>	<i>Internal Hit Location</i>
Chassis	
01-02	Miscellaneous Systems: Treat as a Visual system hit if no miscellaneous systems installed or intact.
03-04	Visual Systems: Treat as a Communication systems hit if no visual systems installed or intact.
05-07	Communication Systems: Treat as a Sensor system hit if no comm systems installed or intact.
08-10	Sensor Systems: Treat as an Appendage hit if no sensor system installed or intact.
11-14	Appendages: Treat as a Weapon mount hit if no appendages installed. Treat as a Chassis hit if no weapon mounts installed or intact.
15-18	Weapon Mounts: Treat as an Appendage hit if no weapon mounts installed. Treat as a Chassis hit if no appendages installed or intact.
19-25	Drive Train: Treat as a Power plant hit if no drive trains installed or remaining intact.
26-30	Control Systems: Treat as additional Chassis SI damage if no control systems installed or intact.
Engine Compartment	
31-35	Fuel Tanks: Treat as a Drive train hit if no fuel tanks installed or intact.
36-40	Drive Train: Treat as a Power plant hit if no drive trains installed or remaining intact.
41-45	Power Plant: Treat as a Control system hit if no power plant installed or intact.
46-50	Control System: Treat as additional Chassis SI damage if no remaining control systems intact.
Passenger/Cargo Compartment	
51-64	Cargo Area: Treat as an Unoccupied Facility hit if no cargo is aboard or remains intact.
Internal Electronics	
65-66	Onboard Computers: Treat as a Miscellaneous system hit if no onboard computers installed or intact.
67	Miscellaneous Systems: Treat as a Visual system hit if no miscellaneous systems installed or intact.
68	Visual Systems: Treat as a Communication systems hit if no visual systems installed or intact.
69	Communication Systems: Treat as a Sensor system hit if no comm. systems installed or intact.
70	Sensor Systems: Treat as an Operational Control-Control system hit if no sensor system installed or intact.

Passenger and Crew Facilities

- 71-78 **Unoccupied Facility:** Treat as an Occupied facility hit if no unoccupied facilities available or intact.
- 79-80 **Weapon Mounts:** Treat as an Appendage hit if no weapon mounts installed. Treat as a Passenger hit (the Gunner) if no occupied facilities available or intact. If no gunner, then treat as additional Chassis SI damage if no (living) driver operating the vehicle.
- 81-86 **Occupied Facility:** Treat as a Passenger hit if no occupied facilities available or intact.
- 87-90 **Passenger:** Treat as an Operational Control-Control system hit if no (living) passenger in the facility.

Operational Control

- 91-95 **Control System:** Treat as a Robotic brain hit if no remaining control systems intact.
- 96-97 **Robotic Brain:** Treat as a Driver hit if no robotic brain installed or intact.
- 98-100 **Driver:** Treat as additional Chassis SI damage if no (living) driver operating the vehicle.

Damage Explanations

Unless specified otherwise, the owner/pilot/driver of the vehicle may decide which specific systems are hit if more than one target is possible.

Miscellaneous System: One or more miscellaneous electronic systems are hit and disabled.

Visual System: One or more visual electronic systems are hit and disabled.

Communications System: One or more communications systems are hit and disabled.

Sensor System: One or more sensor systems are hit and disabled.

Appendage: One or more appendages are hit and disabled.

Weapon Mount: One or more weapon mounts are hit and disabled.

Drive Train: One or more of independent drive trains are hit and disabled.

Control System: The vehicle immediately goes out of control, with no chance of recovery. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems onboard remain functional.

Fuel Tank: The fuel tank is hit and ruptured, losing all fuel within.

Power Plant: One or more power plants are hit and disabled reducing the available power to the vehicle.

Cargo Area: One or more items of cargo aboard are hit and destroyed.

Onboard Computer: One or more onboard computers are hit and disabled.

Unoccupied Facility: An unoccupied passenger or crew facility is hit and rendered unusable.

Occupied Facility: An occupied passenger or crew facility is hit and rendered unusable. Apply damage (randomly if more than one occupant) equal to one-half the total SI damage inflicted with this hit until all damage has been applied or no occupants remain standing. Any personal armor worn by the victim(s) applies.

Passenger: A specific passenger is hit. Apply damage equal to one-half the total SI damage inflicted with this hit. Any personal armor worn by the victim applies.

Robotic Brain: The robotic brain operating the vehicle is hit and disabled. The vehicle immediately becomes out of control, with no chance of recovery. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems aboard remain functional.

Driver/Pilot: The operator of the vehicle is hit. Apply damage equal to the total SI damage inflicted with this hit. Any personal armor worn by the victim applies. If the operator falls unconscious or dies, the vehicle immediately becomes out of control, with no chance of recovery until the driver/pilot is moved so another may attempt to regain control. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems aboard remain functional.

SMALL CRAFT AND STARSHIP INTERNAL DAMAGE LOCATIONS

If a small craft or starship takes any SI damage after any armor has reduced the total, roll once on the appropriate Internal Damage Location table. If a component rolled does not exist, move one row down on the table until a result occurs with a component that does exist. If the end of the table it reached and no installed component has been found, the shot passes through the vessel without causing further damage.

Use this section for determining hit locations on small craft and starships, and tracking damage to the vessel. All tables use 1d100.

Miscellaneous Subtable

1d100 *Specific Location*

- 01-40 Cargo Hold
- 41-60 Staterooms
- 61-70 Small Craft
- 71-75 Ship's Vehicle
- 76-80 Engineering/Vehicle Shop
- 81-85 Sickbay/Lab
- 86-90 Low Berths
- 91-92 Ship's Locker
- 93-94 Magazine
- 95-96 Fuel Purification
- 97-98 Gravitics
- 99-00 Life Support

Fuel Subtable

1d100 *Specific Location*

- 01-20 Purification Plant or Fuel Feed Equipment
- 21-100 Fuel Tanks

Fire Control Subtable

1d100 *Specific Location*

- 01-70 Battery
- 71-85 100-ton Weapon Bay
- 86-95 50-ton Weapon Bay
- 96-100 Spinal Mount



All Weapons		Radiation Weapons (Particle Accelerators, Nuclear Missiles, and Meson Guns)	
1d100	Subtable	1d100	Subtable
01-23	Miscellaneous	01-45	Fire Control
24-50	Fuel	46-88	Electronics
51-72	Fire Control	89-97	Crew
73-89	Engineering	98+	Special
90-92	Screens		
93-94	Electronics	<i>Weapon Platform</i>	<i>Modifier</i>
95	Crew	Pulse Laser	+5 (does not apply to the radiation table)
96+	Special	Nuclear Missile	+20 (does not apply to the radiation table)
		Spinal Mount	+40 (applies to both tables)

Engineering Subtable

1d100 *Specific Location*

01-29 Maneuver Drive

30-65 Jump Drive

66-100 Power Plant

Screens Subtable

1d100 *Specific Location*

01-34 Repulsors

35-67 Nuclear Damper

68-100 Meson Screen

Electronics Subtable

1d100 *Specific Location*

01-40 Sensors

41-80 Communications

81-100 Computer

Crew Subtable

1d100 *Specific Location*

01-20 Flight/Command Crew

21-40 Gunnery Crew

41-60 Engineering Crew

61-100 Other Crew

Special Subtable

1d100 *Specific Location*

01-02 Frozen Watch/Ship's Troops/Low Passengers Dead

03-05 Fire Control Out

06-10 Roll on the Crew subtable

11-20 Power Plant Disabled

21-35 One Hanger/Boat Deck/Vehicle Storage

36-65 Jump Drive Disabled

66-80 One Screen Disabled

81-90 Maneuver Drive Destroyed

91-95 Computer Destroyed

96-98 Bridge Destroyed

99-00 Vessel Vaporized

Crewmember Attack Subtable (Optional)

1d100 *Equivalent Effect*

01-25 1 attack for 1d4 damage

26-50 1 attack for 1d6 damage

51-60 1 attack for 1d8 damage

61-70 1 attack for 1d10 damage

71-80 1 attack for 3d6 damage

81-90 1 attack for 3d10 damage

91-95 1d3 attacks for 3d6 damage each (apply armor separately against each)

98-98 1d3 attacks for 3d10 damage each (apply armor separately against each)

99 1d3 attacks for 6d6 each (apply armor separately against each)

00

All damage is lethal, i.e. inflicts Lifeblood damage.

Tracking Internal Damage

Mark damaged systems with an X for each hit they take. Mark each repair with a / (slash) to show that a system has only been temporarily repaired. Erase all marks when damage has been permanently repaired.

Any subsequent hit to a previously damaged system will destroy all battlefield repairs that have been completed. All battlefield repairs are temporary at best. If a system is completely damaged, it is disabled and no longer functions at all until repaired.

Damage Explanations

How damage affects individual systems is detailed below in alphabetical order by system.

Appendage: The duty rating of the appendage is reduced by one level. Heavy would become Medium, a Medium appendage reduced to a Light appendage, and a Light appendage would be rendered inoperable.

Cabin/Small Stateroom/Bunks: 1d3 of the crew and passenger quarters has been damaged or rendered unusable, reducing the available living space for the crew and passengers.

Cargo Hold: 10% (round down) of the cargo hold space, and any cargo within, are damaged or destroyed.

Computer: The model number of a specific computer system (targeting, autopilot etc) is reduced by 1 for every hit taken. If model number reaches zero, the system is inoperable.

Crew: 10% of the crew within the affected area (a minimum of one person aboard small ship, probably several crewmembers

aboard a larger vessel) is seriously injured by secondary effects of the weapon. The Referee may simply assume the character is “down” and out for the duration of the fight, or may use the optional Crewmember Attack Table. Each affected person is automatically hit by the equivalent of the weapon attack listed, representing hull spallation, electrocution, fire, etc.

Engineering Shop: One of the engineering shops aboard the vessel has been damaged or rendered inoperable, reducing the available machining and workshop support for the engineering staff.

Frozen Watch: Some vessels carry excess crewmembers in low berths, to be awakened in the event of crew casualties. Damage to the low berth area will kill these personnel.

Fuel: 10% of the available fuel stores on board have been lost. If the vessel runs out of fuel, the power plant will shut down.

Fuel Feed: Fuel feed becomes erratic. The ship can maneuver, fire etc, but any attempt to Jump will result in a catastrophic Misjump 25% of the time and a minor Misjump 50% of the time.

Fuel Purification: The efficiency of the ship’s fuel purification system is reduced by 10%, increasing the time it takes to refine fuel for the tanks.

Gravitics: Gravity aboard the vessel is reduced by 10% each time this system is hit. If gravity is reduced to less than 80% the ship is considered to be a low gravity environment. If gravity is reduced to 30% or less, consider the ship to be a trace gravity environment. If gravity is reduced to 0%, the ship and its inhabitants are left in a zero-g environment. Apply any gravity modifiers as appropriate.

Jump Drives: A jump drive can take up to its Jump rating (1-6) in hits before failing to work at all. Each hit will reduce its effective Jump range by 1 parsec.

Laboratory: One of the undamaged labs aboard the vessel has been damaged or rendered inoperable, reducing the available lab and research support for the science staff.

Low Berth: 1d4 of the Low Berths aboard have failed or been damaged, killing the occupants inside (if any).

Maneuver Drives: A maneuver drive can take up to its acceleration rate (1-6 Gs) in hits before failing to work at all. Each hit will reduce its effective acceleration rate by 1-G.

Passengers: 5% of the passengers or crew have been either injured or killed, with a minimum of 1.

Power Plants: A power plant can take up to its power rating (1+) in hits before failing to work at all. Each hit will reduce its power rating, and thus its output (possibly limiting the number of subsystems that may be operated during each round).

Sensors: Reduce the model number of the sensor system by 1 for each hit taken. This will reduce the effective range of the system. If the model number is reduced to zero or less, the system is disabled completely (but not destroyed).

Ship’s Locker: The ship’s locker has been hit destroying 10% of the contents within. If the locker’s displacement is one ton or less, it is destroyed.

Ship’s Vehicle: 1d3 vehicles have been hit. Treat as if an attack had hit each vessel and apply the damage from this attack against each normally.

Sickbay: One of the undamaged sickbays have been damaged or rendered inoperable, reducing the available lab and surgical support for the medical staff.

Small Craft: 1d2 small craft (1-99 tons) have been hit. Treat as if an attack had hit each vessel and apply the damage from this attack against each normally.

Staterooms: 1d20 staterooms have been damaged or rendered unusable, reducing the available living space for the crew and passengers.

Vehicle Shop: One of the vehicle shops aboard the vessel

has been damaged or rendered inoperable, reducing the available machining and workshop support for the vehicle and mechanical staff.

Ship’s Weaponry Damage Explanations

50-ton Weapon Bay: Reduce the bay’s attack rating by 1. If the attack rating is ever reduced to zero or less, the bay is rendered inoperable.

100-ton Weapon Bay: Reduce the bay’s attack rating by 1. If the attack rating is ever reduced to zero or less, the bay is rendered inoperable.

Battery: A battery, whether it consists of 1 turret or 10 or more, has been struck and damaged. Reduce the battery’s attack rating by 1. If the attack rating is ever reduced to zero or less, the battery is rendered inoperable.

Magazine: 10% of the ammo stored in the ship’s magazines has been destroyed (causing no additional damage).

Meson Screen: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Nuclear Dampers: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Repulsors: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Spinal Mount: Reduce the weapon’s attack rating by 1. If the attack rating is ever reduced to zero or less, the weapon is rendered inoperable.

FORCE FIELDS (BLACK GLOBE GENERATORS)

Force fields or black globe generators absorb any and all energy, of whatever form, that contacts the field. They are the most effective form of defense available for any ship, but unfortunately they are not commercially available, found only as recovered alien artifacts of immense value or at TL F+. Energy is absorbed and diverted to special capacitors, doing no damage to the ship.

The drawback to force fields is that while any incoming energy is absorbed, any outgoing energy is also absorbed. A ship operating a black globe force field cannot maneuver, use its sensors or communications systems, fire its own weapons, or even see outside the ship while within an active force field.

The black globe generator might seem to be somewhat less than useful given the limitations, were it not for that fact that it can be “flickered.” Each round, the screens operator decides at what rate to flicker the force field at from 0 up to the USP rating of the black globe generator itself. Each rate represents a 10% block of time, thus a flicker rate of 4 would mean the force field is flicked “on” 40% of the time during this combat round. The force field will absorb a percentage of the damage equal to the flicker rate x 10% (round up) from any incoming AND outgoing attack this round. If a ship operating a black globe at a flicker rate of 4 would normally take 20 points of damage from an attack, the force field would absorb 8 points. If the same ship operating the black globe attacks another ship and hits for 12 points of damage, would actually only inflict 7 points on the other ship, after its own force field absorbed 5 points of the outgoing energy.

Capacitors used for the black globe generator are able to store up to 36 points of damage as EPs (Energy Points) for every ton of them available. The primary drawback to this defense system is if the available capacitor storage is exceeded because of damage absorbed by the force field the capacitors will explosively discharge, inflicting the stored EP as damage to the ship. Fortunately however, this stored energy may be diverted from the capacitors to power the ship’s other systems as needed, but only when the generator is flicked “off.” Because of this there is a limit to the maximum amount of power than can actually be

drawn from the capacitors during a combat round, based on the flicker rate and the maximum output rate of the ship's power plant. A ship can draw down from the capacitors a maximum of 100% of its maximum power plant output per round, -10% for every point of the globe flicker rate that round. For example, a ship operating a black globe with a flicker rate of 4 and a power plant with a maximum output per round of 1,000EPs, could draw up to 400EPs from the capacitors each round (if the power is available). This energy can be used for any necessary ship's function. Using Capacitor energy to power a Jump drive has unpredictable and often disastrous effects.

Any black globe can be set to a flicker rate of 10, regardless of the actual USP rating of the generator. A flicker rate of 10 is not really flickering at all but rather the force field is in operation 100% of the time during the round and ALL incoming and outgoing damage is absorbed.

Some types of weapons are more effective at "overloading" a force field due to the nature of their attack and the power behind them. While this effect does not increase the amount of damage done, it does increase the amount of actual energy that has to be absorbed by the field.

TABLE: Weapon Efficiency vs. Black Globe Force Fields

<i>Weapon Type</i>	<i>Extra Energy Absorbed</i>
Lasers, Plasma Gun	None
Fusion Gun, Non-Nuclear Missile	Absorbed Damage x 2
Particle Accelerator	Absorbed Damage x 5
Meson Gun	Absorbed Damage x 20
Nuclear Missile	Absorbed Damage x 100

Invisibility: Because a black globe generator absorbs all incoming energy, this has the effect of rendering a ship effectively invisible. This won't help much when already in combat if a ship suddenly turns on its force field to hide, its enemies will easily be able to plot the future position of the ship based on its previous trajectory; the now "invisible" ship cannot alter its current course and speed while under the protection of the field. The enemy's plot predictions will always be correct.

This trick does come in handy when jumping into an enemy system on a pre-plotted course with the black globe generators running at a flicker rate of 10. It will be impossible for the enemy to detect the presence of the ship until it decides to turn off the generator and reveal itself to bombard a planet or engage an enemy fleet with complete tactical surprise. Of course, there are risks...

MESON ATTACKS

Attacks by meson weapons do not use the vehicle or ship's Armor rating when calculating the vessel's AC. Instead the rating of any Meson Screens installed are used in place of the Armor rating. This is because meson weapons pass straight through armor. The only effective defense against a meson attack is a meson screen. Certain hull configurations are less susceptible to meson attacks due to targeting difficulty while others are particularly susceptible to the fire of a meson weapon.

Meson attacks also inflict radiation damage (see below).

Vehicle or Starship Armor Class vs. Meson Attacks: 10 + Meson Screen rating + Hull Configuration Modifier (see below) + Agility modifier + size modifier

<i>Ship Hull Configuration</i>	<i>AC Modifier</i>
Needle/Wedge	+2
Cone	+1
Cylinder	+0
Closed Structure	-3
Sphere	-4
Flattened Sphere	-2
Dispersed Structure	+5
Planetoid	-6
Buffered Planetoid	+4

RADIATION ATTACKS

Some weapons inflict radiation damage in addition to their normal damage. When determining radiation damage from nuclear missiles, and particle accelerators (but not meson guns), use the rating of any installed Nuclear Dampers (if any) in addition to the Armor rating when determine the AC of the targeted ship. Against the type of radiation produced by meson guns, armor is ineffective and only nuclear dampers will have any effect.

Meson guns mounted on vehicles inflict radiation damage in the same manner as starship-mounted ones. Their damage is scaled when attacking starships even though they ignore armor, since vehicular meson guns are lighter than shipboard ones.

CRASHES

If a vehicle crashes on its own (i.e. it was not involved in a collision with another vehicle, a building, etc.) the amount of damage it suffers will depend on how big the vehicle is and what speed it was travelling. Roll the base damage listed for the speed of the vehicle, and multiply this by the size damage multiplier as determined below. The damage is expressed as a percentage of the total original SI value of the vessel.

<i>Speed</i>	<i>Base Damage</i>	<i>Penetrating Damage</i>
Very Slow	1d3-1	1d4-2 rolls on the Internal Damage Table
Slow	1d4	1d6-2 rolls on the Internal Damage Table
Cruising Speed	1d6	1d6 rolls on the Internal Damage Table
Fast	1d8	1d8 rolls on the Internal Damage Table
Max Speed	1d10	1d10 rolls on the Internal Damage Table

<i>Vehicle or Item Size</i>	<i>Damage Multiplier</i>	<i>Ship Size</i>
up to 49g	0.1	-
50-499g	0.2	-
500g-4.9kg	0.5	-
5-49kg	1	-
50-499kg	2.5	-
500-999kg	5	-
1,000-9,999kg	7.5	1-9 tons
10,000-99,999kg	10	10-99 tons
100,000-999,999kg	25	100-999 tons
1,000,000+kg	50	1,000-9999 tons
-	75	10,000-99,999 tons
-	100	100,000+ tons

Battlefield Repairs

Field repairs are no substitute for a complete repair job, but when time is of the essence, these “patches” may mean the difference between survival and extinction. A damaged system can be temporarily repaired up to an effective factor equal to its original undamaged factor –1.

When such repairs are complete the system will begin functioning at its repaired level. When not in combat, an appropriate skill check (DC15) should be made by the chief engineer/mechanic every 1d6 days to be sure that nothing goes amiss with the patches until a proper repair job can be carried out.

DAMAGE CONTROL OFFICER

One character should be designated damage control officer (DCO). This person is responsible for overseeing all in-battle repairs, and thus will make all dice rolls for that position. It is best if this person has appropriate skills (Leader, plus T/Engineering, T/Mechanical, T/Electronics, or T/Gravitics) and feats such as Damage Control, Jury Rig, and/or Miracle Worker. On smaller ships the DCO is most likely the Chief Engineer. If there is no Chief Engineer and no one has any appropriate feats and skills, select any character not otherwise occupied to make all DCO rolls.

Damage Control: This feat allows the chief engineer or DCO to more quickly and accurately assess the damage and implement a plan of repair. Reduce the repair DC by 5.

Jury Rig: Unorthodox but usually effective solutions are the hallmark of this feat, giving a +2 bonus to all repair checks.

Miracle Worker: When attempting to repair a system, the chief engineer may attempt to use this feat, but it must be declared before the repair check roll is made. If the skill check is successful, the system is automatically repaired to its original rating less one factor. This feat can only be used once per damaged system until fully repaired.

Skill Synergy: For every 5 ranks, or portion thereof the DCO possesses in the appropriate skill (e.g. Gravitics for a maneuver drive) for the repair add +1 to all repair checks.

THE ENGINEERING CREW

For the Engineering crew to be most effective, it must be fully staffed. If the vessel has taken crew losses in the battle, these will affect the performance of the engineering crew by an equivalent factor.

Each round the DCO must specify the percentage of the engineering crew she needs for damage control, in 5% increments, up to the remaining percentage of the crew. For example, if a ship has suffered 45% crew losses so far, the DCO can request up to 55% of the crew, in 5% increments (100% - 45% losses = 55% remaining). These crewmembers are not available for any other task this round.

Every 10% (or less) shortage in available engineering crew incurs a –1 penalty to all repair checks this round. So if the DCO allocated only 75% of the total crew to damage control, she would suffer a –3 penalty.

REPAIR RANK

The repair rank of the engineering crew is equal to the average appropriate skill rank of each member of the engineering crew (round down). This will be used when making any repair checks.

ENGINEERING SHOPS

A sufficient number of available engineering shops to support the engineering crew (1 shop per 20 engineers) will greatly

improve the chances of expedient repairs by adding a +2 bonus to all repair checks.

MAKING A BATTLEFIELD REPAIR

Using the table below, find the skill and DC required for the repair. If the chief engineer or DCO has the Damage Control feat, reduce the DC by –5.

The chief engineer or DCO now rolls 1d20, adding the Repair Rank of the engineering crew for the appropriate skill and any shop bonus, crew loss penalties, or other bonuses the chief engineer/DCO provides. If the roll total is greater than the required DC, remove one recorded hit from the system. For example a maneuver drive that had taken 3 previous hits would now be marked as having taken only 2 hits, improving its effective factor by 1.

A critical success (a natural 20 on the skill check die roll) will result in one extra hit being repaired on the system this round. If the extra repair was not needed, it is wasted and may not be applied to another system.

These DCs assume 6-second personal combat rounds. A repair check is a full round action for both the chief engineer/DCO and the members of the engineering crew applied to the task.

Take10: Increase time required to 1 minute (1 vehicle combat round, 10 personal combat rounds), reduce DC by 10.

Take20: Increase time required to 1 hour (1 ship combat round, 60 vehicle combat rounds, 600 personal combat rounds), reduce DC by 20

<i>System to be Repaired</i>	<i>Skill Required</i>	<i>DC</i>
Engineering	-	-
Jump Drive	T/Engineering	40
Maneuver Drive	T/Engineering	36
Power Plant	T/Engineering	26
Screens	T/Electronics	38
Fire Control or Vehicle Weapons	T/Electronics or T/Mechanical	36 or 34
Low Berths	T/Medical or T/Electronics	36 or 34
Electronics	T/Electronics	24
Mechanical	T/Mechanical	22
Other Miscellaneous	T/Mechanical or T/Electronics	20 or 20
Grav Units	T/Gravitics	20
Personal Equipment	T/Electronics or T/Mechanical	20 or 20

Permanent Repairs

Battlefield repairs will get a vessel by temporarily, but sooner or later (usually sooner), the damage will need to be completely repaired at a proper shipyard or maintenance facility. A class C starport will typically have sufficient facilities to handle repairs to any vessel under 1,000 tons, but will be unable to handle repairs to Jump drives. Repairs can be completed at a rate of 1 SI damage per day of repair work, and 1 system can be repaired completely (regardless of the amount of damage) per week.

Material costs for repairing SI damage are Cr100 per point of damage repaired or (if necessary) the total cost of replacement. For systems the material cost is 10% of the original value of the system per hit it has taken. If someone other than the engineering crew is hired to handle the repairs, the cost will be Cr1000 per day plus material expenses.

For class B starports, any vessel up to 10,000 tons may be accommodated and Jump drives can be repaired, but the costs



will increase to Cr120 per point of SI repaired. Up to 2 SI can be repaired per day, and up to 2 systems repaired per week.

Class A starports can accommodate any size vessel and also repair Jump drives. Costs at these starports rise to Cr150 per SI repaired, but up to 5 SI can be repaired per day, and up to 3 systems per week.





Travellers face a multitude of challenges in the course of their adventures. Just ensuring that they can get enough to eat every day can be a problem, especially if money is tight. Out in the field, the hazards multiply. The local environment can be lethal to those without proper survival equipment, and the most serene location can hide deadly danger in a multitude of forms.

LIVING EXPENSES

Characters need to feed themselves and have a place to live while not involved in adventures. It is not possible to live forever off ration bars and glop from a fusion still. Barbarians in their home environment can be considered to live "for free" from farming, gathering, hunting and trapping what they need, but everyone else needs to pay for long-term subsistence.

BASIC CUISINE ON A DAILY BASIS

Food is available in a variety of forms and qualities. Prices indicated are per person.

Restaurant meals of ordinary quality cost Cr10 per day. Excellent quality meals range in price from Cr20 to Cr50 per person. Travellers' Aid Society facilities provide excellent quality meals to members and guests for Cr20.

Food purchased from vendors for preparation at home costs about Cr5 per day, and weighs about 1 kg.

Preserved foods for rations on expeditions may be canned or packaged (Cr20 per day, weighs .5 kg) or dehydrated (Cr25 per day, weighs .2 kg, dependent on locally supplied water).

SUBSISTENCE ON A LONG TERM BASIS

In situations where time passes quickly, personal survival or subsistence costs can be assumed to be the values given below:

Starvation Level: A person must consume at least 1kg of food per day or they will begin starving. A day's ration of canned, packaged, or dehydrated food is equal to the 1kg of standard fare, regardless of actual weight. A character can survive for a number of days equal to their Constitution before starting to suffer the effects of starvation, but they will not heal from any injuries during this period. For each extra day spent beyond this period with insufficient food supplies, a character will lose 1 point of Lifeblood.

Subsistence Level: A character spending less than required by their Social Standing on food and lodging are considered to be existing at subsistence level. While at this level, their Social Standing will be temporarily lowered to a value equal to the level of support the character can afford plus their original Social Standing bonus. For example a character with a normal Social Standing of 12 can currently only afford to spend Cr600 per month on food and lodging. This amount is enough to support a normal Social Status of 6. Adding his original Social Status bonus of +1, the character has a temporary Social Status of 7 until they can afford to once again spend enough to support their true status.

Ordinary Level: A character must spend Cr100 per point of Social Standing each month on food and lodging to support the lifestyle that comes with their status.

High Living: A character that spends Cr250 per point of Social Standing a month or more is considered to be living the high life, the best of foods, high quality lodging, etc. Of course, what is high living to someone with a Social Standing of 3 is quite different than someone with a Social Standing of 15... Any

character trying for an increase in social standing must be living at this level on a constant basis.

Starships: Passengers and crewmembers have their food and lodging provided.

MEDICAL CARE

Adventuring is not the safest of occupations, and sooner or later characters are going to need medical care. Where hospitals and other medical services are available, it can be assumed that characters will receive whatever treatment they need and be covered by medical insurance included in their general expenses. At times, the Referee may rule that characters have to pay for care or that proper care is not available quickly enough. At these times, and in the field, characters may decide to use their own resources.

T/Medical skill rank 4 is sufficient to qualify a character for the position of medic on a starship crew. A character with a Medical (Doctorate) degree and a T/Medical skill rank of 4 or higher can use the title Doctor. This assumes a license to practice medicine which includes writing prescriptions, handling most ailments, and dealing with other doctors on a professional level. Characters who fit this description and also have the Surgery feat can title themselves "Surgeon".

If the patient is being treated for a life-threatening condition and the T/Medical check fails, the patient must make a Fortitude save (DC15) or they will die immediately. Note that checks to treat diseases and chronic conditions do not instantly cure the ailment. They represent the provision of care such that the patient does not get any worse, or perhaps part of a long-term therapy that might result in recovery.

MEDICAL TREATMENT 'IN THE FIELD'

Damage to lifeforms must be healed, either naturally, through the intervention of a medical practitioner, or via a technological device.

Natural Lifeblood Healing: Lifeblood heals naturally at a rate of 1 point per week of rest. For longer-term healing, the total recovery period from a given set of wounds is equal to one week per point of Lifeblood lost, minus the character's constitution modifier, with a minimum of 1 week total recovery. Thus a character resting up after taking 7 points of Lifeblood damage would be completely healed after 5 weeks if his constitution modifier was +2 (7 minus +2 = 5), and 8 weeks if it were -1 (7 minus -1 = 8).

Natural Stamina Healing: Stamina is automatically recovered at a rate of (1 point + Constitution modifier per character level) per hour of rest. If the character has a negative Constitution modifier, the character will require a number of hours equal to (numeric value of Con modifier +1) to heal 1 point of Stamina. For example a character with a 16 Con (+3 modifier) would recover stamina at a rate of 4 points per hour of rest, while a character with a 6 Con (-2 Modifier) would heal at a rate of 1 point per 3 hours of rest. It requires a minimum of 1 hour to regain a Stamina point.

Healing Attribute Damage: Many injuries that reduce damage on a short-term basis result in the attribute returning to normal after the situation has passed. However, conditions such as disease and poisoning that reduce an attribute can take a long time to heal. Every week of rest and reasonable medical treatment, the character may make a DC 15 Fortitude check for every attribute that has been reduced. If successful, the character



Table: Medical Procedures

Medical Procedure	DC
Aid a choking victim	5
Staunch bleeding/apply tourniquet	5
Administer injection/IV	5
Cardio/Pulmonary Resuscitation	5
Set broken limb/rib	5
Venomous bite/sting treatment (Slows the spread of a poison)	10
Apply/remove stitches	10
Tracheotomy	15
Treat non-terminal virus	10
Treat wound infection	10
Treat terminal virus	15
Treat non-terminal disease	20
Treat poisoning	20
Treat terminal disease	25
Treat non-terminal cancer	30
Treat terminal cancer	35
Routine surgery (remove bullet, appendicitis) Requires the Surgery feat	25
Serious surgery (amputation, heart surgery) Requires the Surgery feat	30
Major surgery (brain surgery) Requires the Surgery feat	35
Modifiers	
Under fire	+15
Rushed	+10
Anti-toxin Available	-10
Hi-Tech Hospital	-15
Mid-Tech Hospital	-10
Lo-Tech Hospital	-5
Hi-Tech Field Hospital	-10
Mid-Tech Field Hospital	-5
Hi-Tech Surgical Field Kit	-5
Lo-Tech Surgical Field Kit	+5
No Surgical tools	+10
Chronic Condition	+5

regains one point. If medical treatment is available, the DC is modified as per the Medical Procedures table, above.

Treating Disease: Various kinds of disease and infection are detailed later in this chapter. The DC associated with treating a disease depends upon the severity and type of the ailment as listed in the table above. Contracting diseases is detailed under 'disease and infection', later in this chapter.

Treating Poisoning: Characters with T/Medical or First Aid skill may attempt to treat a poisoned character. If they act quickly enough (within 1 round) they may be in time to slow the spread of the poison and gain time for proper treatment to prevent the poison from having any effect at all. Slowing the poison in this way is DC10. If successful, the character gains 1 minute to perform a proper treatment before the poison's initial effect is felt.

Treating poison properly is difficult, and is normally in time only to prevent the poison's secondary (usually more serious) effect. DC to treat a poison victim is 20, subject to the modifiers above; it can be seen that anti-toxin of some kind is of great benefit. If no actual anti-toxin is available, the medic may be able to improvise something that will help somewhat. For example, giving the character a fatty drink like milk might slow the absorption of an ingested poison. Improvised measures like this give a -2 modifier to the treatment DC. A character who makes a K/Toxicology check at DC15 receives a +5 bonus to his roll when treating a poisoned character.

First Aid: A character that has the T/Medical skill may attempt to treat unconscious (0 or fewer Stamina points) and dying (0 or fewer Lifeblood points) victims. A successful T/Medical skill check (DC15) will revive unconscious victims (raising their Stamina to 1), and stabilize dying characters (raising their Lifeblood to 1). Applying first aid is a full round action. If the character treating the victim has a medical kit to hand, they may add the kit's bonus to these medical skill checks.

Medical Drug: Heals 3d6 Stamina, 1d4 Lifeblood. If the Medical Drug is taken more than once in a 24-hour period there is a high risk of overdose. The user must make a Fortitude saving throw (DC20) or immediately fall unconscious (reduce Stamina to 0) and suffer 3d6 Lifeblood damage.

Medical Drug TL8 Cr100 per dose

TREATING DISEASE AND INFECTION

Once a character has contracted a disease, infection or parasitic infestation, his body will do its best to fight the condition, which may or may not be enough. Some medical treatments are designed to cure the disease, while others simply support the body and reduce secondary infections until the body can cure itself. Some diseases, such as cancers, may require surgery as well as other treatments. The Referee will need to determine the broad characteristics of a disease that a character is exposed to - viral, bacterial etc, severity and whether or not the condition is chronic. Chronic conditions are difficult to treat as they keep coming back time and again.

A character who is suffering from disease or infection heals Lifeblood and Stamina at half the normal rate.

Diseases can be subdivided as: Mild, Serious and Life-Threatening.

A character who is suffering from a Mild disease is treated as if his Stamina was $\frac{3}{4}$ its normal maximum and suffers a blanket -2 penalty on all his actions.

A character with a Serious disease should not be out of bed. Stamina and Lifeblood are halved, and in addition to a blanket -4 penalty on all actions he is treated as if his attributes were at $\frac{3}{4}$ of their normal value.

A character with a Life-threatening illness is treated as if Stamina and Lifeblood are at $\frac{1}{4}$ their normal value and all his attributes are halved. He also suffers a -8 penalty on all actions.

Terminal diseases are a special case. A character with a Terminal disease may actually have few symptoms may actually have few ill-effects at first; the fact that a disease will eventually kill a character may not prevent him from acting normally. The severity of symptoms depends upon the phase of the disease: Mild, Serious, Life-threatening and finally Terminal. A character in the terminal phase (as distinct from having a terminal disease) of a disease is bedridden and incapable of doing much for himself.

Infected wounds are normally Mild to begin with, but can become very serious.

Attempts to treat any given disease, infestation or infection can be made every week. The DC of treating any given condition is listed in the table above. If the T/Medical check is made and the condition is successfully treated, it will not deteriorate any further

and there is a chance that the patient will start to recover. If the check is failed, the patient may become worse.

Each week, a diseased or infected character must make a Fortitude check at the DC listed below. If the check is made (and/or the T/Medical check is successful), the character does not get any worse. If the Fortitude check is made by it is made by 10 or more, the character improves one condition; Life-Threatening to serious, serious to mild, mild to healthy. Terminal illnesses never get any better unless special measures are available such as a specific cure. Finding such a cure might be an adventure opportunity.

Table: Disease and Infection Recovery DCs

<i>Condition</i>	<i>DC</i>
Mild	5
Serious	10
Life-Threatening	15
<i>Modifiers to DC</i>	
Total Neglect	+10
Basic self-care only	+5
Medical Care Available	+0
T/Medical Treatment Check Successful	+5
Specific Treatments Available	+10

MOVEMENT

There are three movement scales in the game:

Personal or Tactical: for combat between people and/or creatures, measured in meters per round.

Vehicle or Local: for combat between vehicles or exploring an area, measured in meters per minute.

Ship or Overland: for ship-to-ship combat (measured in 32,000km hexes per hour) or getting from place to place on a planet (measured in kilometers per hour or day).

MODES OF CREATURE MOVEMENT

While moving at the different movement scales, creatures generally walk, hustle, or run. These rates assume normal gravity and similar conditions. Low or high gravity (outside a range of 10% above or 20% below standard) will reduce the movement rate.

Walk: A walk represents unhurried but purposeful movement at 5.4 kilometers per hour for an unencumbered human.

Hustle: A hustle is a jog or similar quick but not excessively hard movement; this is about 10 kilometers per hour for an unencumbered human. The double move action represents a hustle.

Run (x3): Moving three times your character's standard speed is a running pace for a character in heavy armor.

Run (x4): Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

TACTICAL MOVEMENT

Use tactical speed for combat between people and/or creatures, measured in six-second rounds. Tactical movement is also used when handling combats involving people and/or creatures, along with vehicles and/or ships.

VEHICLE/LOCAL MOVEMENT

Characters exploring an area use local movement, measured

TABLE: Movement and Distance

	<i>Base Speed</i>		
	<i>6m</i>	<i>9m</i>	<i>12m</i>
One Personal Round/Tactical Movement – 6 seconds			
Walk	6m	9m	12m
Hustle	12m	18m	24m
Run (x3)	18m	27m	36m
Run (x4)	24m	36m	48m
One Vehicle Round/Local Movement – 1 minute			
Walk	60m	90m	120m
Hustle	120m	180m	240m
Run (x3)	180m	270m	360m
Run (x4)	240m	360m	480m
One Ship Round/Overland Movement – 1 hour			
Walk	3.6km	5.4km	7.2km
Hustle	7.2km	10.km	14.4km
Run (x3)	10.8km	15.4km	21.6km
Overland Movement - 1 day			
Walk	28.8km	43.2km	57.6km
Hustle	57.6km	86.4km	115.2km

(Assumes 8 hours spent actually traveling)

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement. The Referee determines the category that a specific condition falls into (see the Hampered Movement table, below). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

TABLE: Hampered Movement

<i>Condition</i>	<i>Example</i>	<i>Movement Penalty</i>
Gravity		
Moderately Low	0.75g	x4/5
Low	0.5g	x3/5
Very Low	0.25g	x1/2
Moderately High	1.25g	x3/4
High	1.5-2g	x1/3
Very High	2+g	x1/5
Obstruction		
Moderate	Undergrowth	x3/4
Heavy	Thick undergrowth	x1/2
Surface		
Bad	Steep slope or mud	x1/2
Very bad	Deep snow	x1/4
Poor visibility		
	Darkness or fog*	x1/2

*Includes any effects that create a "fog".

in minutes. Vehicles in combat with other vehicles, or vehicles and ships in combat together use this scale of movement.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, such characters can run for about a minute or two before having to rest for a minute.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours. A day spent driving or piloting a vehicle represents 8 hours, distance traveled is based on the cruising speed of the vehicle.

Walk: A character can walk 8 hours in a day of travel without a problem.

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles causes 1 point of Stamina damage, and each additional hour causes twice the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance she can cover in an hour or a day.

Forced March: In a day of normal walking, a character walks for 8 hours. The character spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of Stamina damage. It's possible for a character to march into unconsciousness by pushing herself too hard.

Mounted Movement: An animal bearing a rider can move at a hustle. It can also be force-marched, but its Constitution checks automatically fail. See the Mounts and Vehicles tables for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See the Mounts and Vehicles table for speeds for water vehicles.

TABLE: Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	x1	x1	x1
Scrub, rough	x1	x1	x3/4
Forest	x1	x1	x1/2
Jungle	x1	x3/4	x1/4
Swamp	x1	x3/4	x1/2
Hills	x1	x3/4	x1/2
Mountains	x3/4	x1/2	x1/4
Sandy Desert	x1	x3/4	x1/2

TABLE: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		

Light riding animal	9.7km	77.6km
Average riding animal	8.0km	64.0km
Heavy riding animal	6.4km	51.2km
Light draft animal	8.0km	64.0km
Average draft animal	6.4km	51.2km
Heavy draft animal	4.7km	37.6km
Light combat mount	6.4km	51.2km
Average combat mount	4.7km	37.6km
Heavy combat mount	3.2km	25.6km
Watercraft		
Raft or barge (poled)*	0.8km	8.0km
Rowboat	2.4km	24.0km
Sailing boat	3.2km	76.8km
Sailing ship	4.0km	96.0km
Large sailing ship	4.8km	115.2km
Rowed Galley	6.4km	64.0km

*Rafts and barges are used on lakes and rivers. If going downstream, add the speed of the current (typically 4.8 kph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 67.6 kilometers to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

VISION AND LIGHTING

Characters need a way to see in the dark. See the Light Sources table for the radius that a light source illuminates and how long it lasts.

Characters with low-light vision can see objects twice as far away as the given radius.

LI Sensors: Light Intensifying sensors take the ambient light and multiply it electronically, allowing the user to enjoy vision almost as good as under full daylight conditions. Treat any low light condition, except total darkness, as if the light level were normal. A minimal amount of light is required to power LI sensors; a match, a candle, moonlight, even starlight will suffice. LI sensors will not work in total darkness.

IR Sensors: Infrared sensors detect differences in temperature, allowing the user to distinguish most creatures and any objects that are at a different temperature to their surroundings. IR sensors work very well in cold environments, and even in total darkness, but do not work very well in high temperature conditions where the background heat creates interference. IR vision quality is typically lower than for visible light sensors. Treat any low light condition as if it were normally illuminated, but any Spot or Search checks are at a -2 penalty.

ENVIRONMENTS

Travellers can find themselves in a vast range of environments, each with its own unique hazards and characteristics.

GRAVITY

The gravity in which the character spent the vast majority of their time in during the adolescent development (through age 14 to 18) is considered their 'native' gravity. Note that even though Belters spend a lot of their time in zero-g situations, the majority

TABLE: Light Sources

Object	Light	Duration
Match	1.5m	30 seconds
Lighter	1.5m	5 minutes
Candle	1.5m	1 hour
Oil Lamp	4.5m	6 hours per half-liter of oil
Torch	6m	20 minutes
Campfire	9m	4 hours
Bonfire	12m	6 hours
Flashlight*	9m	6 hours
Electric Lantern	9m	8 hours
Cold Light Lantern	9m	3 days

* A cone 9m long and 9m wide at the far end.

of their time is spent under the effects of a gravity well (either artificial or natural). Characters raised under very low or zero-gravity situations would be very rare, particularly in a society where artificial gravity generation is commonplace.

A character's native gravity will determine how well they will perform in situations where the local gravity they are currently experiencing is higher or lower than what they are used to. Compare the character's native gravity to the current local gravity to determine the penalty that will be imposed whenever the character attempts to make an attack, use a skill requiring a physical action, making a Reflex save, or making a Strength or Dexterity ability check.

Certain feats are available that allow a character to adapt to heavier or lighter gravities than they are used to:

Zero-G/Low Gravity Adaptation: Characters with this feat may reduce the penalty for operating in a lower than native gravity situation by 2 points.

Improved Zero-G/Low Gravity Adaptation: Characters with this feat may eliminate any penalty for operating in a lower than native gravity situation.

Heavy Gravity Adaptation: Characters with this feat may reduce the penalty for operating in a higher than native gravity situation by 2 points.

TECHNOLOGY

The use of some skills are in many ways tied directly to the technological level at which they are experienced with and trained for. If a character attempts to use such a skill in a task that has a technological level higher or lower than their 'native' technological level, they will be at a disadvantage. Higher technological levels tasks require concepts and ideas not even contemplated by the character, and when dealing with lower technological level tasks the character is less able to function without modern (relative to the character) tools and resources.

Applies to the following skills: Combat Engineering, Craft, Demolitions, Driving, Gunnery, Navigation, Pilot, Profession, Technical, Use Alien Devices.

Native Gravity	Current Gravity						
	None	Very Low	Low	Average	Heavy	Oppressive	Str/Con/Dex
None	0	-1	-2	-4	-6	-8	-4/-4/+4
Very Low	-1	0	-1	-2	-4	-6	-2/-2/+2
Low	-2	-1	0	-1	-2	-4	-1/-1/+1
Average	-4	-2	-1	0	-1	-2	0/0/0
Heavy	-6	-4	-2	-1	0	-1	+1/+1/-1
Oppressive	-8	-6	-4	-2	-1	0	+2/+2/-2

Native Technological Level

A character's native technological level (TL) is equal to the TL of their homeworld.

Technological Penalties

+2 Task DC for every TL higher than the character's native TL
 +1 Task DC for every 2 TL (round up) lower than the character's native TL.

Knowledge Synergy

If a character has a Knowledge skill related to the Technological skill being used, the following modifiers may apply (where X is the related Technology skill):

K / X Theory: +1 to Technological tasks with a TL higher than the character's native TL for every 4 skill ranks (round down).

K / X History: +1 to Technological tasks with a TL lower than the character's native TL for every 4 skill ranks (round down).

For example a character trained in the use of TL12 style demolitions may have some difficulty working with crude explosives available at lower technological levels without some additional knowledge related to the history of demolitions.

If the TL of the demolitions being worked with were 5 levels lower than the character native TL, the DC for any demolition task would be increased by 3 points.

If the character also had the K/Demolitions History skill with a skill rank of 9, they could add +2 to any Demolition task when using these explosives due to their historical knowledge. If still doesn't completely offset the dangers of working with such cruder explosives, but it does decrease the likelihood of an accident.

WATER

Any character can wade in relatively calm water that is not over his head. No check is required.

Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just Take10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of Stamina damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, if one ascends or descends too quickly they may suffer from the bends (see Pressure Breach), with every 30m meters distance up or down equaling 1 atmosphere of pressure increase or decrease.

Very cold water deals 1d6 points of Stamina damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 Stamina). In each following round, she loses 1d6 Lifeblood until Lifeblood reaches -10 and she dies.

It is possible to drown in substances



other than water, such as sand, quicksand, fine dust, and silos full of grain.

STARVATION AND THIRST

In normal climates, Medium-size characters need at least 3 litres of fluids and about 2,000 calories (about half a kilo) of decent food to keep them nourished and avoid starvation. This is proportional to size, so small characters may need as little as half as much. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of Stamina damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of Stamina damage.

Characters who have taken Stamina damage from lack of food or water are fatigued. Stamina damage from thirst or starvation cannot be recovered until the character gets food or water, as not even magic or psionic abilities that restore Stamina can heal this damage.

HEAT

Heat deals Stamina damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of Stamina damage, the character begins to take Lifeblood damage at the same rate.

A character in very hot conditions (above 32° C) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of Stamina damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to the save. A character with the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well through appropriate measures. Characters reduced to unconsciousness begin taking Lifeblood damage (1d4 points per hour).

In extreme heat (above 45° C), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of Stamina damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws. A character with the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking Lifeblood damage (1d4 points per each 10-minute period).

A character who sustains any Stamina damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the Stamina damage she took from the heat.

Abysmal heat (air temperature over 60° C, fire, boiling water, lava) deals Lifeblood damage. Breathing air in these temperatures deals 1d6 points of Lifeblood damage per minute (no save) unless a protective device such as a filter mask is used. In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of Stamina damage from skin contact with the air. Those wearing heavy clothing or any sort of armor have a -4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal suffer 2d4 Lifeblood damage per round of contact.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of Lifeblood damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of Lifeblood damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

COLD

Cold and exposure deal Stamina damage to the victim. This Stamina damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of Stamina damage, the cold and exposure begins to deal Lifeblood damage at the same rate.

An unprotected character in cold weather (below 5° F) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of Stamina damage. A character who has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below -15° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of Stamina damage on each failed save. A character who has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any Stamina damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the Stamina damage she took from the cold and exposure.

WEATHER HAZARDS

WINDS

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (see the Wind Effects table), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty to ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of camp fires or lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty.

Windstorm: Powerful enough to bring down branches if not

Table: Wind Effects

Wind Force	Wind Speed	Ranged Attacks (Normal/Heavy Weapons*)	Creature Size**	Wind Effect on Creatures	Fort Save DC
Light	0-15 kph	-/-	Any	None	-
Moderate	16-30 kph	-/-	Any	None	-
Strong	31-50 kph	-2/-	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	51-80 kph	-4/-	Tiny	Blown away	15
			Small	Knocked down	
			Medium-size	Checked	
			Large or larger	None	
Windstorm	81-120 kph	-10/-4	Small or smaller	Blown away	18
			Medium-size	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	121-280 kph	Impossible/-8	Medium-size or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	281-500 kph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

*Wind effects are as follows:

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d10 meters.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d10 meters.

Blown Away: Creatures on the ground are knocked prone and rolled 1d12 meters, sustaining 1d4 points of Stamina damage per 3 meters. Flying creatures are blown back 2d10 meters and sustain 2d6 points of Stamina damage due to battering and buffering.

whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even heavy weapons such as artillery and rockets have a -4 penalty to attack. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-force Wind: All flames are extinguished. Ranged attacks are at -10, and even heavy weapons suffer a -8 penalty. Listen checks are impossible; all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with heavy weapons), as are Listen checks. Instead of being blown away (see the Wind Effects table), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of Stamina damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 500 kph, the funnel itself moves forward at an average of 50 kph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

PRECIPITATION

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 0° C or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (-4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as Moderate Wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per hailstorm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Very severe hail, falling in large lumps of ice, can be more damaging and may do damage every round.

Storms: The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search, and Listen checks. Storms make ranged weapon attacks very difficult (-10 penalty), except for heavy weapons, (-4 penalty to attack.) They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See the Wind Effects table for possible consequences to creatures caught outside without shelter during such a storm. Storms are

divided into two types: Thunderstorms and Duststorms:

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by Severe Winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by Windstorm-magnitude winds (see above and the Wind Effects table). These greater duststorms deal 1d3 points of Stamina damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see the Drowning Rules, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater duststorms leave 1d3 meters of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 2d6 centimeters of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a Tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see the Wind Effects table).

Blizzard: The combination of high winds (see the Wind Effects table), heavy snow (typically 10d10 cm), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see the Wind Effects table) and heavy rain, hurricanes may be accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten Thunderstorms is accompanied by a tornado (see the Wind Effects table).

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including infrared sensors, beyond 1.5 meters. Creatures within 1.5 meters have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods: Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Creatures of size Large or smaller who fail the save are swept away by the rushing water, taking 1d6 points of Stamina damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

OTHER DANGERS

Use the following guidelines to cover the other sorts of dangers a character can face.

ACID

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial, counts as a round of exposure.

The fumes from most acids cause damage upon inhalation. Those who are come close enough to a large body of acid (often found on exotic, corrosive or insidious atmosphere worlds) to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of Lifeblood damage. All such characters must make a second save 1 minute later or take another 1d4 points of Lifeblood damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

CORROSIVE ATMOSPHERE

A corrosive atmosphere is unbreathable to humans and most lifeforms in general, inflicting 1d6 points of Lifeblood damage to lifeforms for each round of inhalation. In addition, these atmospheres are typically of extreme temperatures (either extremely hot or extremely cold) which would be enough to quickly and easily kill a person.

Those whose skin is partially exposed to a corrosive atmosphere (say by vac suit failure) must make a Fortitude save (DC 13) or take 1 point of Stamina damage per minute of exposure. Those who are fully exposed (i.e. have no suit but perhaps a breathing mask) make the same save and suffer 1d6 points of Stamina damage and 1 point of Lifeblood damage per minute of exposure if it is failed.

A Vac Suit, while sufficient to protect a lifeform from the effects of a corrosive atmosphere, will begin to break down (-1 AR per hour) after 24 hours of repeated exposure due to the acidic effects. Once a Vac Suit reaches 0 AR or lower suit failure automatically occurs. Hostile Environment Suits and pressurized vehicles are immune to this corrosive effect.

CYROGENIC FLUIDS

Cryogenic fluids are the very cold liquids, like Liquid Hydrogen, found as vehicle or starship fuel, used in Low Berths, or carried as cargo. Cryogenic liquids deal 2d6 points of damage for splash hits, up to 20d6 points for total immersion. Sealed armor, such as a vac suit, combat armor, hostile environment suit, or battle dress will reduce this damage normally. Unsealed armor has no effect against this type of damage.

DISEASE AND INFECTION

Travellers may be exposed to a variety of diseases during their adventures. Most starfaring cultures have sufficiently advanced medical technology that broad-spectrum treatments and immunizations are available which drastically reduce the chances of catching a serious disease. Specific immunizations and other treatments, such as immune system boosters, are available where there is an increased risk of infection.

Disease hazards can be considered to fall into several categories:

- **Bacterial Diseases:** Bacterial diseases are relatively easy to treat with antibiotics and other tools. The disease is caused by bacteria growing and multiplying within the host's body. Infections of this sort can be quite specific or very general.
- **Cancers:** Even in the far future, cancers and similar conditions kill many people. Treatments are available for many cancers, however.
- **Genetic Disorders:** Damage to genes (before or after birth) can cause a range of illnesses and syndromes. Player-

characters are unlikely to suffer from genetic disorders during play.

- **Parasitic Infection:** it is possible to pick up parasites outside or inside the body. Some parasites are relatively harmless while others carry serious diseases or cause effects such as blindness or death.
- **Viral Diseases:** Viral diseases are more difficult to treat but at higher tech levels this is possible. Viruses are often spread by body fluids such as blood but can also be contracted through droplet infection (inhaling droplets containing the virus suspended in the air).
- **Wound Infection:** Bacterial contamination can affect an open wound, especially if it is contaminated with foreign material. Wound infection is relatively easy to prevent and treat. In rare cases an infected wound may become gangrenous, which requires amputation at lower TLs and is difficult to treat even at higher TLs.

There are many different diseases. Most cause flu-like symptoms; fever, shivering, headaches and to forth. The Referee can create detailed diseases if she or she wishes but there is no absolute necessity. To generalize:

- Whenever a character is exposed to an appropriate disease or parasite vector (dirty water, airborne contamination etc), make a DC15 Fortitude save to avoid infection. DC may be varied by the referee to represent more or less virulent diseases.
- Whenever a character has an open wound in dirty conditions, or neglects to properly treat a wound, make a DC10 Fortitude check to avoid infection.

Fortitude saves are modified as follows:

Table: Disease and Infection save Modifiers

<i>Situation</i>	<i>DC Modifier</i>	<i>Example</i>
Filthy or disease-ridden conditions	+5	Crowded low-tech slum, jungle
Improvised precautions in place	-2	Pouring alcohol in wound, wearing a surgical mask in disease area
Basic precautions in place	-5	Routine hospital conditions
Extensive Precautions	-10	Professional disease outbreak conditions

For recovery and treatment of infections and diseases, see 'Medical Treatment in the Field'

EXOTIC ATMOSPHERE

Exotic atmospheres are not safely breathable by most lifeforms, but are not otherwise generally dangerous. This is often due to unusual biological or chemical compounds within the atmosphere that can cause adverse effects. These compounds sometimes cause damage and at other times have more specific effects. If exposed to an Exotic atmosphere, a character will suffer the effects of suffocation (see below) in addition to any other effects listed in the description of the planetary atmosphere.

FALLING

Falling is a major hazard for adventurers. There are three basic types of fall – falling over from standing as a result of combat, falling from a height (perhaps onto something sharp) and falling from a vehicle moving at speed.

Falling Over

A character who is knocked over in combat or as a result of colliding with an obstacle when running suffers 1d6 Stamina damage unless a DC15 Reflex save or a DC10 Tumble check is made.

Falling From a Height

Falling from a height is very serious. Damage is 1d6 Lifeblood per full 3 metres fallen. A character who jumps down from somewhere can mitigate the effects somewhat, taking the first die as Stamina damage. Similarly, falling onto something relatively soft such as water or springy turf also take the first die as Stamina damage. This is cumulative with a jump, as above. Diving into deep water causes no damage if the dive is a good one (DC15 Swim or Tumble check, DC rises by 5 for every full 15m of height dived from).

Hitting something hazardous like broken rocks increases the damage from a fall to 1d8 per 3 meters fallen, and it is not usually possible to mitigate this damage by an aimed jump. Very hazardous landing areas (such as big spikes) cause 1d10 damage per 3 full metres fallen.

Falling From a Vehicle

A character who falls from a moving vehicle or animal takes damage as noted above under Falling From a Height, and also suffers 1d6 Stamina damage per 20kph the vehicle is moving at. A successful DC15 Tumble roll reduces damage by one die.

FALLING OBJECTS

Just as characters take damage when they fall more than 3 meters, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 90kg of an object's weight, the object deals 1d6 points of damage, provided it falls at least 3 meters. Distance also comes into play, adding an additional 1d6 points of damage for every 3-meter increment it falls beyond the first. In an atmosphere, a falling object will reach terminal velocity and do a maximum of 20d6 points of damage. In a vacuum, there is no maximum damage from a falling object.

Objects smaller than 90kg also deal damage when dropped, but they must fall farther to deal the same damage. Use the Damage from Falling Objects table to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table: Damage from Falling Objects

<i>Object Weight</i>	<i>Falling Distance</i>
90-46 kg.	6 meters.
45-24 kg.	9 meters.
23-15 kg.	12 meters.
14-4.6 kg.	15 meters.
4.5-2.4 kg.	18 meters.
2.3kg-500gr.	21 meters.

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 15kg metal sphere must fall 15 meters to deal damage (1d6 points of damage), such a sphere that fell 45 meters would deal 3d6 points of damage. Objects weighing less than 500 grams do not deal damage to those they land upon, no matter how far they have fallen. For any object which is totally unyielding (e.g. rock or metal) or which is well shaped to cause damage (a weapon or stalactite), double the damage it causes when it falls.

ICE

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

Vehicles driven on ice are prone to slide out of control. A DC15 Drive check must be made every 15 minutes to avoid a mishap. An Ice Terrain kit gives a +2 circumstance bonus to these checks.

INSIDIOUS ATMOSPHERE

Insidious atmospheres are the most dangerous types of atmospheres to deal with, since nothing is safe from their effects. Unprotected characters suffer 2d6 points of damage per round of exposure. Damage continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 points per round).

Vac suits are useless in an insidious atmosphere, but a Hostile Environment Suit or pressurized vehicle will last 6 hours before beginning to succumb to the effects at a rate of -2 AR per 15 minutes of additional exposure. Once a Hostile Environment Suit reaches 0 AR or lower suit failure automatically occurs.

LACK OF AIR/HYPOXIA

Characters in conditions of low oxygen, such as on top of a mountain or a borderline thin/very thin atmosphere, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of Stamina damage each time they fail.

A character who sustains any Stamina damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the Stamina damage he took from low oxygen.

Hypoxia: Long-term oxygen deprivation due to low atmospheric pressure (typically high altitude) or other causes, affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 6 kilometers, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

LAVA

Lava or magma deals 2d6 points of Stamina damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of Lifeblood per round. Damage continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma.

POISONS AND TOXIC SUBSTANCES

Many substances are poisonous or toxic to humans and similar beings. The effects of insidious and corrosive atmospheres are detailed separately in this chapter, and can be used to model similar conditions (such as a cloud of acid). The more common poisons and their effects are detailed below.

In the case where a character is exposed to a toxic chemical, a reasonable match can usually be found from this table. For example, a mildly toxic coolant gas might be considered to be a mild choking agent. Different poison effects are also easy to extrapolate. For example, an animal may inject a venom equivalent to Mild Venom, but which causes blindness for 1d6 hours rather than Lifeblood damage.

Damage from Toxins

Most poisons and other toxins (referred to as 'agents' in some cases) reduce Con or Dex. This is usually as a result of fever, overload of the immune system and damage to the character's organs or bodily functions in the case of Con, and damage to the nervous system in the case of Dex. Recovery from such damage is slow, beginning at a rate of 1 point per week assuming reasonable medical care. See 'Medical Care in the Field' for more details. Int damage from mental poisons is treated the same way.

Note that some toxins have very temporary effects and recovery is quick. This is noted in the details of the toxin (below).

Toxins that cause Lifeblood damage generally do so by causing cell breakdown or interrupting the proper function of he body. Lifeblood damage taken in this way is regained as normal.

Some toxins also have special effects. These are noted in their details, below.

Protection from Poisons

Breathing gear or a vac suit will obviously protect the wearer from toxins that are inhaled, though some such toxins can be absorbed through exposed skin with a lesser effect. Sealed clothing such as a vac suit or combat environment suit will give total protection in this case.

If a toxin must be ingested, protection is simple. Injected and contact poisons cannot get into a character's bloodstream if they are prevented from making contact with or penetrating the skin by armor, gloves and other protection. In the case of poison delivered by an attack, a successful attack will bring the poison into contact with a character but if the attack is stopped by armor then the poison is not delivered. Small biting animals and insects may find gaps in clothing and non-sealed armor.

Mitigating Poison Effects

Immediate treatment can usually prevent a poisoning case from becoming any worse. A successful treatment within 1-2 minutes of poisoning (see Medical Treatment in the Field) allows the poisoning victim a second save vs the initial effects, which are halved if the save is made. DC on this save is lowered by 5 if an appropriate antidote or counter-agent is available. Successful initial treatment prevents secondary onset altogether.

If a character becomes poisoned or intoxicated, ongoing medical care will be required. This is subject to the normal rules found under Medical Treatment in the Field in the Adventuring chapter.

In the case of skin-absorbed poisons such as nerve agents and contact poisons, immediate decontamination can help. Specialist equipment is included in military NBC warfare kits for the purpose. If this is not available, it is still possible to prevent or reduce absorption by washing or wiping off the poison or droplets of the agent. If this is done within 1 minute of contact, DC to resist the secondary onset is reduced by 5. Self-treatment in this manner is not possible if the agent has rendered the victim unconscious, but someone else may carry out the procedure. After 1 minute, enough of the agent has been absorbed that further decontamination is ineffective.

Note that it is possible to come into skin contact with various toxins when removing protective equipment, so proper decontamination (washing down with water or neutralizing chemicals) is necessary before removal. Some toxins can penetrate equipment and pose a contact hazard for some time afterward, so decontamination of affected systems and components is vital before an all-clear can be given.

DETAILS OF POISONS AND OTHER TOXINS

Table: Poisons and Other Toxic Substances

Form: The common form of the toxin – gaseous, liquid, solid etc.

Manner of Intoxication: The manner in which the substance can affect a character. Note that some toxins have slightly different effects depending upon whether they are ingested, inhaled etc.

Initial Effect: When a toxin is first introduced, the character makes a Fortitude save to avoid its effects. The effect listed here is the result of a failed save. Toxins that have some effect even if the save is made are listed as such.

Secondary Effect: Some toxins have an effect some time after initial intoxication. The character may make a second Fortitude save at the same DC as the first. The effect listed here is the result of a failed save. Toxins that have some effect even if the save is made are listed as such.

Secondary Onset: The delay between the initial save and the secondary effect.

* Secondary onset may not be the end of the threat period.

<i>Substance</i>	<i>Common Form</i>	<i>Manner of Intoxication</i>	<i>Initial Effect</i>	<i>Secondary Effect</i>	<i>Secondary Onset</i>
Alcohol	Liquid	Ingestion	None	DC 10 -1d3 Dex/Int	10 minutes
Biological Poison (Lethal)	Varies	Varies	None	DC15 4d6 Con	2d6 hours*
Biological Poison (Mental)	Varies	Varies	None	DC15 3d6 Int	2d6 hours*
Blister Agents	Gas	Inhalation	DC20 2d6 Lifeblood	DC25 3d6Lifeblood	2d6-2 hours
	Droplet	Skin Absorption	DC15 1d6 Lifeblood	DC15 2d6 Lifeblood	2d6-2 hours
Blood Agents	Gas	Inhalation	DC20 3d6 Lifeblood	DC20 3d6 Lifeblood	1d6 minutes
Contact Poison, Mild	Liquid	Skin Absorption	None	DC10 1d6 Lifeblood	30 minutes
Contact Poison, Strong	Liquid	Skin Absorption	DC10 1d6 Lifeblood	DC15 1d10 Lifeblood	3d6 minutes
Contact Poison, Extreme	Liquid	Skin Absorption	DC15 2d6 Lifeblood	DC15 2d10 Lifeblood	1d6 minutes
Choking Agents, Mild	Gas	Inhalation	None	DC15 2d6 Con	4d6 hours
Choking Agents, Strong	Gas	Inhalation	DC20 2d6 Con	DC20 3d6 Con	3d6 hours
Choking Agents, Extreme	Gas	Inhalation	DC25 3d6 Con	DC25 3d6 Con	3d6 minutes
Drugs, Non-Medical	Varies	Varies	Varies	Varies	Usually 3d6 minutes
Drugs, Sedative	Varies	Varies	None	DC15 Unconsciousness	1d6 minutes
Nerve Agents, Mild	Gas	Inhalation	DC15 1d6 Dex/Con	DC20 1d6 Dex/Con	1d10 minutes
	Droplet	Skin Absorption	DC5 1d6 Dex/Con	DC10 1d6 Dex/Con	1d10 minutes
Nerve Agents, Strong	Gas	Inhalation	DC20 3d6 Dex/Con	DC30 3d6 Dex/Con	1d10 minutes
	Droplet	Skin Absorption	DC10 2d6 Dex/Con	DC20 2d6 Dex/Con	1d10 minutes
Poison, Disorientating	Liquid	Injection/Ingestion	DC10 1d6 Dex	DC15 2d6 dex	2d6 minutes
Soporific Gas	Gas	Inhalation	DC15 Unconsciousness	–	–
Spores, Irritant	Suspension	Inhalation	DC15 1d6 Dex	DC15 1d6 Dex/Con	1d6 x10 minutes
Spores, Lethal	Suspension	Inhalation	None	DC 15 4d6 Con	1d6 days
System Poison, Mild	Varies	Varies	None	DC10 1d6 Con	1d6 hours
System Poison, Strong	Varies	Varies	DC10 1d6 Con	DC15 2d6 Con	1d3 hours
System Poison, Extreme	Varies	Varies	DC15 2d6 Con	DC20 3d6 Con	3d6 minutes
Tear Gas	Gas	Inhalation	DC10 Special	-	-
	Gas	Contact	DC5 Special	-	-
Venom, Mild	Liquid	Injection	DC10 1d6 Lifeblood	None	-
Venom, Strong	Liquid	Injection	DC15 2d6 Lifeblood	DC15 1d6 Lifeblood	1 minute
Venom, Extreme	Liquid	Injection	DC15 3d6 Lifeblood	DC20 2d6 Lifeblood	30 seconds
Vomit Gas	Gas	Inhalation	DC15 Special	-	-

Notes:

1. Some 'toxins' listed here are actually living biological organisms or the products of such lifeforms.
2. If no initial effect is listed, there is no initial save. The character may not know if she was exposed or not until the secondary onset period has elapsed, at which point a save is made at the listed DC.
3. Some toxins are not normally considered poisons, but their effects can be serious so they are listed here.
4. Where a toxin is dangerous by more than one means of intoxication, for example inhalation and skin exposure, only the most serious applies to any given target. E.g., a character who inhales nerve gas does not also suffer the effects of skin contact.

Alcohol

Alcohol is in fact a mild poison, though in small quantities it is fairly harmless. Most characters can tolerate a few drinks and remain unimpaired, but as the toxin builds up in a character's system, he becomes increasingly clumsy. In addition, alcohol impairs judgement to the point where the character is likely to believe he is irresistible, eloquent, infallible, a great fighter and in some cases, able to defy gravity. DC to resist doses of alcohol increases by 1 for every 'dose' (bottle, pint, shot or whatever) after the first. As checks are failed, the character begins to lose points from Int and Dex (1d3 from each per failed check), descending into uncoordinated incoherence. When either Int or Dex reaches 0 the character passes out and remains unconscious for several hours. In addition, a character who fails a Fortitude save by 10 or more becomes violently sick, and someone who fails by 20 or more succumbs to alcohol poisoning. (See below)

Int and Dex are regained at the rate of 1 point (of each) per hour as the character's body purges his system of the poison. There is a danger of choking on vomit while unconscious. A straight check on DC2 is necessary to avoid this.

Alcohol Poisoning is quite serious and requires medical treatment. The character will suffer 1d3 Lifeblood damage every hour until successfully treated as per the medical rules or until recovery begins. Make a Fortitude check at DC18 each hour for natural recovery to begin.

Biological Poisons

Biological poisons are either the product of the life cycle of harmful organisms or the organisms themselves. Some biological poisons cause death, others affect the mental state of the victim. Mild versions of such poisons can be considered to be much the same as recreational drugs. Indeed, they are often used that way.

Lethal biological poisons include Botulinum and Saxitoxin, plus a great variety of similar but alien toxins. Mental poisons include ergot, a fungus that affects grain crops, and certain fungi. While such poisons as Ricin are actually biological in origin, they are considered to be ordinary 'system poisons' because the dangerous organisms are not alive. It is the fact that biological toxins are alive that makes them dangerous. For example, Botulinum bacteria can grow in food or in the victim, in some cases actually becoming more virulent. For this reason, biological toxins do not cease their effect upon secondary onset. If the victim survives, an additional Fortitude check is made every day at DC10. If it is failed then 1d6 Con or Int (depending upon the type of poison) is lost. Once three checks in a row have been successfully made, the victim's system has eliminated the dangerous organisms.

Normally biological toxins must be ingested, though if they are artificially concentrated they can be dangerous through injection or even by skin contact. Mental poisons can cause psychosis or insanity, and can seriously impair mental function for long periods, possibly permanently. A character who suffers mental damage regains Int at the rate of 1 point per day, but must make a DC10 Fortitude check or permanently lose 1d3 Int. Special effects are possible, such as lethargy, violence or confusion.

Blister Agents

Blister agents, such as mustard gas, cause damage by skin contact and inhalation. Inhalation results in damage to the lungs and respiratory tract, resulting in coughing and respiratory distress, which can be fatal. Skin contact causes blistering and irritation, especially of the eyes, and can result in blood poisoning. If breathing equipment is available, damage will be by skin contact only, at the lower listed level of damage. Even measures as simple as covering the mouth and nose with a cloth will provide some

protection – reduce DC of saves by 5 if this is done quickly upon encountering a blister hazard. Covering the eyes with goggles reduces damage from skin contact. This is irrelevant if the gas is breathed, but breathing/facial protection (e.g. a filter mask with goggles) will suffice. In this case, reduce damage dice to 1d3 and 2d3 instead of 1d6 and 2d6 respectively.

Blister agents are very persistent and can contaminate an area for days or weeks.

Blood Agents

Blood agents, such as hydrogen cyanide, interfere with the absorption of oxygen into the blood, preventing respiration. This can damage the heart and central nervous system, or cause death. Moderate exposure causes dizziness, vomiting and deep, rapid breathing. More severe exposure causes convulsions, loss of consciousness and respiratory failure, leading to death. Protection requires breathing gear. There is no danger from skin contact.

Contact Poison

Contact poisons are normally artificial in origin, and often take the form of a sticky semi-solid, semi-liquid substance. They are absorbed through skin contact, so protection is a matter of keeping a barrier (e.g. gloves) between the character and the poison. Contact poisons vary in their effects and the manner in which they achieve them, but skin contact is a fairly inefficient way of introducing poison into the system so DCs to resist, and damage caused, tend to be lower than for ingested or injected poisons.

If an object coated in contact poison actually penetrates the skin (e.g. a dart) then DC to resist the poison's effects is increased by 5 and there is no chance to wipe off the poison.

Choking Agents

Choking chemicals include Chlorine and Phosgene gas and the excretions of some animals. Industrial chemicals and animal excretions tend to be fairly mild choking agents, while military gases are more severe in their effects. All choking agents damage the respiratory tract, often causing death by fluid buildup in the lungs. Initial symptoms can be relatively mild, such as shortness of breath or coughing. Lethal effects can take some time to appear.

Protection against choking chemicals requires filter or breathing gear.

Drugs, Non-Medical

It is possible that characters may be exposed to various drugs and drug-like effects without wanting to be. Drugs can be administered as tablets, dissolved in something or as an injection. Some general effects are listed below. DC to resist the drug is normally 15, though greater or lesser doses can be used to alter this value.

The sort of drugs (other than medical treatments and special cases such as Fast or Slow drug) that a character may be exposed to are loosely grouped below, along with their common effects. Most in-game drug effects are more roleplaying matters than hard-and-fast rules, and side-effects, addiction and other unpleasant consequences are a matter for the Referee to consider.

In most cases there is an initial effect. Secondary onset is after 3d6 minutes and is DC15 to resist. DC rises by 5 per additional dose given, but this is dangerous. A DC5 Fortitude save is necessary, with the DC increasing by 5 per dose after the second, or the character goes into overdose shock and will die if not promptly treated.

The effects of most non-medical drugs last 1-3 hours, after

which the character regains any diminished attributes at 1 point per hour.

- **Downers:** A character who has taken or been given 'downers' is likely to be lethargic and unwilling to act. This translates to a loss of 1d3 Int per dose taken and a general lethargy that makes it difficult to get them to do anything. A character on downers will not take the lead and suffers a -4 penalty on all skills like Leader, Intimidate and so on to get others to obey them. This penalty also applies to resisting the effects of such skills, making these drugs useful in impromptu interrogations.
- **Hallucinogen:** Hallucinogens cause the subject to see and hear things that are not there. This is at best distracting, causing a -4 penalty on all skills, and can cause bouts of paranoia, panic or violent attempts to fight imaginary creatures. The Referee may choose to call for a DC15 Will save every few minutes to determine if the character who is trying to function normally while suffering hallucinations can tell what is real and what is not. Failure indicates that the character must react to his hallucinations rather than the real world, no matter how pressing matters there may be.
- **Uppers:** Make the character feel more alert and able to ignore fatigue. This is usually at the expense of concentration and fine motor control. The character temporarily gains 1d6 Stamina (perhaps even exceeding normal Stamina levels) but suffers a -2 penalty to all Int, Edu or Dex based skills. She is also more likely to thoughtless or reckless in her actions.
- **Recreational:** All manner of designer recreational drugs exist. Specific effects and hazards are up to the Referee. A generic 'recreational drug' makes the user feel good for a while then causes a period of 'low' as they come out. A penalty of -2 applies to all skills when on recreational drugs due to the effect on concentration and thought process. A character who takes recreational drugs before a fight or encounter also suffers this -2 penalty on all actions, but may reduce all damage taken while under the influence of the drugs by one point per die. This applies to Lifeblood damage also. These points are recorded separately, and when the drug effect ends, they are applied to Lifeblood and Stamina all at once. This may cause the character to collapse and die. Heavy doses of painkillers can also be used in this manner. Those who do this on a frequent basis often become addicts or even psychologically dependent; unable to face danger without their shot. Paranoia and other side-effects are not uncommon.
- **Other:** Some drugs do not fit into these categories and have unusual effects. Again, this is a matter for the Referee, who may choose to create a whole pharmacy of special drugs and their effects if she chooses to do so.

Note that some drugs have different effects, or no effect at all, on species they are not targeted at.

Drugs, Sedative

Sedatives are normally used in a medical context but may be administered to a character for other reasons. Sedatives cause the subject to become lethargic and sleepy, making activity difficult. There is no initial effect. After a few minutes, the character begins to feel sleepy and must make a Fortitude save (normally DC15). If this is failed, the character falls gently asleep. If the save is made, a second save at the same difficulty level must be made. If this is successful, the character shrugs off the drugs. If it is failed, the character loses 1d6 from Dex and Str for the duration of the drug's effect.

Additional doses may be administered. Each must be saved

against separately, and the DC increases by 5 for every extra dose within the sedative's 1-3 hour duration. However, this may kill the subject. A Fortitude save at DC5 is necessary for the second dose, increasing by 5 per additional dose. If unsuccessful, the character slips into a coma and will die after 1-3 days unless properly treated.

Nerve Agents

Nerve agents, which are mostly military gases but can also be produced by some creatures, plants and even environmental conditions, attack the nervous system through inhalation or skin exposure. Major exposure to nerve agents will produce instant unconsciousness, while a lesser dose results in dizziness, nausea and possibly seizures and paralysis.

Mild nerve agents are usually natural in origin or the product of some industrial processes. Strong nerve agents are almost all artificially created for military purposes. It is possible to find animals that inject a nerve poison on their natural weapons, or to use a bullet or needle as a delivery system for a dose of nerve poison.

Breathing equipment will prevent inhalation of nerve agents, but skin exposure is still dangerous. Without proper protective equipment it is impossible to prevent skin exposure to a gas cloud, but contact can be minimized by precautions like covering as much skin as possible with fairly impervious clothing (leather, waterproof coats etc.) such precautions give a +2 bonus to resist the effects of the gas and reduce stat reduction by 1 point per die.

Nerve agent exposure causes reduction of Con and Dex (roll the amount separately). If Con reaches half its normal value, the character collapses, unconscious. If Con reaches 0, the character's respiratory system fails and they immediately die. If Dex reaches half its value, the character is paralysed other than some muscle spasms. If Dex reaches 0, the character begins to convulse, suffering 1d6 Lifeblood damage per round until the convulsions are controlled with appropriate drugs. Convulsions will continue for several minutes, far longer than an unaided character can survive.

Poison, Disorientating

Some poisons affect brain and nervous system function, causing disorientation and poor coordination. Some such poisons are used by predator animals, others can be administered to a character for various purposes. Disorientating poisons cause a reduction in Dex that lasts for 1-6 hours. If Dex reaches 0, the character passes out and remains unconscious until the drug wears off. A character who is given orders or interrogated under the effects of a disorientating poison suffers a -4 penalty to resist (not cumulative with other drugs). Dex-based skills, combat and all skills requiring a sense of direction are similarly affected.

Soporific Gas

Sop-Gas is sometimes used as a riot-control agent, or may be emitted by certain creatures. Breathing gear or a good filter mask will completely protect a character. Inhalation of Sop-gas causes immediate unconsciousness lasting 1-10 minutes if a DC15 Fortitude save is not made. The save must be made every round the character remains in the gas cloud.

Spores, Irritant

Some fungi can create a cloud of spores that irritate the airways of anyone breathing them. Skin contact often causes itching and other mild symptoms, but these are not serious. Filter or other masks, or a vac suit, will of course protect a character from spores. Breathing the spore cloud causes coughing and difficulty in breathing. The immediate effect is a 1d6 reduction in Dex, and within minutes a secondary effect takes place (if the save is not

made), further reducing Dex and also causing a reduction in Con. The spores affect a character for 1d6 hours, after which they have finally been eliminated from the body. Sadistic Referees may wish to consider the possibility of secondary infection and other complications.

Only one spore-irritation can affect a character at any one time.

Spores, Lethal

The spores of some bacteria or fungi are not immediately harmful, but begin to grow in a character's airways. In time this causes flu-like symptoms, respiratory distress and possibly death. One example of this kind of infection is Anthrax spores, which can be 'weaponized' to create a biological weapon to be delivered by sprayer or artillery shell.

Symptoms take several days to appear. Spore infection is more properly a disease than a toxin, but is included here because of its similarity with other toxic hazards. Con damage is rolled at the time that the save is failed, but is applied at the rate of 1 point per hour until all Con damage has been suffered. This will often be fatal unless proper medical treatment is available. Con is regained at the rate of 1 point per week if the patient pulls through.

Breathing or filter equipment will prevent infection, and vaccines are available to counter particular strains of bacteria. However, the vaccines make people quite ill, so broad-spectrum immunization is not feasible.

System Poison

System poisons include metals like Arsenic and Mercury as well as organic compounds. The specific effects of poisons vary, along with the symptoms of poisoning. This generic poison can be used for anything from bacterial food poisoning to toxic waste exposure. They are modeled in the T20 system by Con damage, which is regained at the basic rate of 1 point per week. System poisons that occur naturally are normally mild, or sometimes strong. Creating an extreme poison normally requires refining the toxic material.

System poisons are normally administered by injection or ingestion, but their form varies greatly and intoxication is possible via a range of means.

Tear Gas

Tear Gas is normally delivered as a grenade, though some animals can produce their own natural equivalent and sprayers are available that deliver the liquid form of the gas in a short-range jet. Tear gas irritates the eyes, nose and airways to create a very unpleasant but almost always non-lethal effect. Contact with skin can also cause irritation. Breathing gear or a filter mask will protect against the inhalation effect and goggles (built into most masks) will prevent eye irritation. A cloth over the mouth and nose gives a +2 to saves vs inhalation but does not protect fully.

When a character is exposed to tear gas, a save is required (depending upon contact type). If this save is made, the character may act normally. If it is failed, he is basically incapacitated. He can run blindly away or flail about but can do little else. In all probability he will not be able to see. Trained personnel can usually manage to don protective gear if it is handy.

Any character that fails to save vs tear gas should make an immediate DC2 straight check. If it is failed, he suffers an allergic or overdose reaction and collapses, requiring medical treatment. If this is received he will recover quickly. If not, there is a 25% chance that the character will die from breathing difficulties and in any case he suffers 2d6 Con damage which is regained at the rate of 1 point per week.

If a character (other than one who is fully protected) remains in a tear gas cloud or is sprayed again, he must save again every

30 seconds. The DC of this save does not increase for prolonged exposure. However, DC to resist the effects of tear agents are 5 higher if the character is directly exposed, either to a jet of the liquid or to the stream of gas coming from a grenade or vent.

Venom

Venom is a natural poison injected or spat by a creature. Most venom causes cell breakdown and internal bleeding, though some special types exist that cause blindness, paralysis etc. Venom must enter a character's bloodstream to have any effect. The normal result is Lifeblood damage, which is suffered every time the character receives a fresh dose of the venom. Lifeblood damage taken in this way heals normally.

Protection vs venom is mainly a matter of keeping the venom out of contact with the character's bloodstream. Armor, clothing and even skin are all useful barriers. Some creatures can spit venom into the eye, so eye protection is necessary in this case.

Treatment with a general or specific antivenin agent will prevent the secondary onset of Lifeblood damage.

Vomit Gas

Vomit gas is a nastier form of tear gas. It often has the same irritant effects as Tear Gas (see above) but also induces violent vomiting and sometimes diarrhea. Characters affected by vomit gas inhalation suffer all the effects of tear gas and in addition if their exposure was by inhalation, vomit spectacularly for 2d6 rounds. It is not possible to do anything but groan and stumble about while this is taking place. If the vomiting lasts for more than 30 seconds (5 rounds), every round after that the character suffers 1d6 Stamina damage.

PRESSURE BREACH

The interior of starships in space, vehicles used in deep water, along with buildings on vacuum, trace, exotic, corrosive, or insidious atmosphere worlds are typically pressurized, allowing those inhabitants within to live and work without the use of a pressure suit. In the event that such an environment should lose internal pressure through any reason other than the normal use of airlocks, this will cause compression (if the outside pressure is higher) or decompression (if the outside pressure is lower).

If a path of open hatches, iris valves, doors (any type, open or closed), internal walls (if they are not airtight), and/or breached bulkheads can be traced from a location in the vessel to a pressure breach, then all locations along that path become exposed, resulting in compression or decompression. Iris valves and hatches may not be opened if there is a difference of pressure on either side (i.e. they will not function if there is pressure on one side and vacuum on the other side).

Rate of Compression: A 1-ton (14 cu. meter) area will compress at a rate of (0.1 atmospheres multiplied by the difference in outside air pressure) every 12 seconds from a hole 100 square centimeter (1 sq. meter) in size. Thus a 100-ton ship on a planet with an atmospheric pressure of 10 would increase from 1 atmosphere to 10 atmosphere in a period of 2 minutes from a 100 sq. cm hole. The rate of compression scales up and down proportionally to the size of the hole.

If the rate of compression is enough to raise the pressure 1 full atmosphere or more in a single round, exposed victims must make a Fortitude save (DC15) to avoid getting the 'bends' or pressure sickness. A failed save will inflict 1d6 Lifeblood damage per 1 full atmosphere of change.

Rate of Decompression: A 1-ton (14 cu. meter) area will decompress at a rate of 0.1 atmosphere every 12 seconds from a hole 100 square centimeter (1 sq. meter) in size. Thus a 100-ton ship would drop from 1 atmosphere to 0.1 atmosphere (effective vacuum) in a period of 20 minutes from a 100 sq. cm hole. The

rate of decompression scales up and down proportionally to the size of the hole.

If the rate of decompression is enough to drop the pressure 1 full atmosphere or more in a single round, an explosive decompression occurs (see below). In addition, survivors of the explosive decompression must make a Fort save (DC15) to avoid getting the ‘bends’ or pressure sickness. A failed save will inflict 1d6 Lifeblood damage per 1 full atmosphere of change.

Explosive Decompression: Any lifeform unprotected and exposed must make a Reflex save (DC15) to avoid holding their breath. Characters with the Armor Proficiency (Vac Suit), Armor Proficiency (Battle Dress), or Zero-G and Low Gravity Adaptation feat may add +2 to their saving throws due to training and experience. If the saving throw is failed, the character held their breath, resulting in lung damage. The character must now make a second Reflex save (same DC and modifiers) to realize their mistake fast enough to avoid too much damage. If this second save is successful, the character takes 3d6 Lifeblood damage (which can reduce the victim to a minimum of 1 Lifeblood). If the save fails, immediately reduce their Lifeblood rating immediately to 0, and the character is dying.

A character in a decompressed area is now subject to vacuum exposure (see below).

Robots, along with lifeforms in sealed vac suits, battle dress, or combat armor are immune to the effects of explosive decompression.

Signs of Atmospheric Change: The following signs can be used by the Referee to give characters a hint that they are facing a change in atmospheric pressure:

(a) Explosive Noise. When a rapid change of pressure occurs it is usually accompanied by a loud explosive noise when the two air masses meet.

(b) Flying Debris. As the rapid drawn out of a spacecraft or aircraft at altitude, unsecured items within the cabin with also be drawn toward the point of rupture. Most anything of 1kg or less will become a hurtling projectile, some very capable of inflicting serious damage if they should happen to strike anyone in their path. The Referee may wish to have characters in such a situation make a Reflex save (DC10 to 15) to avoid getting hit by debris for 1d6 damage.

(c) Fogging. Sudden changes in temperature or pressure, or both, can create a temporary fog within the cabin during the event.

(d) Temperature. If a decompression occurs, temperature will be reduced rapidly. Chilling and frostbite may occur if protective clothing is not worn or available. If compression occurs, temperatures will rise rapidly to match the outside temperature.

(e) Pressure. A compression or decompression event is accompanied by a rapid change in air pressure, cause the ears to pop, sinuses to clog, etc.

RADIATION

Radiation occurs from many sources; Nuclear bombs, Meson guns, solar flares, some power plant fuels are all sources of radiation. Some planets may also be heavily irradiated due to any number of factors including large concentrations of heavy

TABLE: Radiation Damage

Severity	Rads	Stamina	Lifeblood	CON*	Symptoms
Mild	51-150	1d6	-	-	Mild to moderate nausea and vomiting
Moderate	151-300	2d6	1d4	-1 once	Hair loss, mild skin burns, nausea, vomiting
Severe	301-500	2d10	2d6	-1 per hour	Hair loss, moderate skin burns, nausea, vomiting, internal bleeding.
Extreme	501-800	3d10	2d10	-2 per hour	Hair loss, severe skin burns, nausea, vomiting, internal bleeding, sterility
Lethal	800+	4d10	3d10	-4 per hour	Hair loss, massive skin burns, nausea, vomiting, internal bleeding, sterility

*Requires a Fortitude save (DC10 + 2 per 100 rads of exposure), to avoid this permanent loss to Constitution.

metals and other radioactive elements, stellar bombardment, or even ancient wars.

Radiation occurs in two modes, burst and continuous. Radiation bursts, like from a nuclear bomb blast, do normal stamina/lifeblood damage, but personal armor has no effect (vehicle and starship armor still apply normally).

Continuous radiation exposure, like from solar flares or nuclear fuel rods, cause damage based on the level of exposure measure in Rads (see the Radiation Damage table below), for each hour of exposure.

Dose Reduction is cumulative. I.e., a character in a vac suit inside an ATV reduce dosage by 90%, then by 10% of what remains.

TABLE: Radiation Protection

Protection	AR Equivalent*	Dose Reduction**
Vac Suit	1	10%
Radiation Suit	5	75%
Starship internal wall***	2	20%
Starship Internal Bulkhead****	10	90%
Earth or Concrete Bunker	7	80%
Starship Hull	20	95%
Starship Armor	As Hull, +1 per USP rating	As Hull, +1% per 2 points of USP Rating to max of 99%

* AR is the amount of Lifeblood or Stamina damage reduction provided by the armor

** Various materials absorb radiation, preventing it reaching characters sheltering behind

*** Treat a light (civilian) vehicle hull as equivalent

**** Treat a military vehicle (or ATV) hull as equivalent

TABLE: Long-Term Radiation Hazards

Hazard	Rads per Hour
Nuclear Crater, Very Old (1000 yr+)	1d10
Nuclear Crater, Old (100 yr+)	2d20
Nuclear Crater, Recent (10 yr or less)	1d100
Nuclear Crater, New	10x1d100
Fallout-contaminated area*	5x1d100
Solar Flare	100x1d20 for 1d12 hours
Minor Reactor Leak	100+1d100
Major Reactor Leak	500+5d100
Severe Reactor Leak	100x1d100

* Halve the dose if the character has breathing protection such as a filter mask.

SMOKE OR HEAVY DUST

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of Stamina damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.



SUFFOCATION

A character who has no air to breathe can hold her breath for 1 round per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 Stamina). In each subsequent round, she loses 1d6 Lifeblood until she suffocates to death.

Slow Suffocation: A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 3 meters on a side. After that time, the character takes 1d6 points of Stamina and 1 point of Lifeblood damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 stamina and 1 Lifeblood damage per 15 minutes. If a fire or other flame is present (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours.

VACUUM EXPOSURE

A character who is exposed to vacuum without protection suffers effects similar to suffocation, but due to the nature of a vacuum the character cannot hold her breath. To do so would be extremely harmful. (see Explosive Decompression for more information). While exposed to a vacuum a character can survive for 1 round per 2 points of Constitution. After this period of time, the character must make a Constitution check (DC 20) in order to continue to survive. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she falls unconscious (0 stamina). In each subsequent round, takes 1d6 Lifeblood damage until she dies.

BEYOND THE FANTASTIC ROLEPLAYING IN A TECHNOLOGICAL SOCIETY

Traveller is normally associated with high-tech adventuring in the far future, but the T20 rules span a wide range of technological levels and as such can be used to run adventures in almost any setting. It is quite possible to run a fantasy adventure using T20, or to set a game in your favorite historical period (including modern times). Once the game setting moves away from the traditional realms of fantasy, certain factors come into play.

Most importantly, people in a technological society (even one as relatively low-tech as the Renaissance or its fantasy equivalent) tend to possess more skills than characters from a fantasy world. As technology becomes more advanced, what you know how to do becomes far more important than how tough you are.

Another important factor is the relative deadliness of combat in a technological society. Even the most basic firearms are deadly; a character can be killed outright by a lucky hit. Thus fairly incompetent enemies, who would be no match for a tough character face-to-face with swords or bare knuckles, can be lethal if they possess the right weaponry.

Finally, a wider array of challenges and hazards can confront the adventurers, and the number of ways around those challenges is greater. For example, characters can be faced with out-of-control vehicles, terrorists armed with weapons of mass destruction, computers gone mad, and a whole array of new problems. Fortunately, they also have technological means to deal with these hazards – if they possess the right skills.

As technology levels increase, societies change. As greater yields can be obtained from farmland for the same effort, more people are found living in cities and large communities. The average “peasant” tends to become an industrial worker, and then a “citizen”, probably working in tertiary industry like retail or administration, or else a technician of some kind. This move towards bigger communities tends to result in people becoming more sophisticated, especially once mass media is available.

At higher technology levels, people tend to travel more, for work or pleasure. The typical fantasy peasant farmer is unlikely to ever go beyond the nearest market town in his entire life, but his equivalent (agricultural or industrial worker, or shopkeeper) in a higher-tech society may well take an annual foreign holiday. This increase in the available life experience of the typical person has important implications for higher-tech societies.

People tend to be more politically aware, and less likely to be taken in by fast-talking adventurers, when they have seen a little of the world. Conversely, people tend to be less accepting of harsh conditions, since they know that things are better elsewhere. Rabble-rousers have access to more people, and thus are more influential. Thus higher-tech societies can become unstable in hard times.

One other consequence of increasing technology is that people become more complex. Many fantasy games have clear-cut evidence of Good and Evil, and thus people’s attitudes tend to be somewhat polarized. In a technological universe, the normal assumption is that everything is rather more “gray”, and the motivations of people are complex and often a little murky. There is no actual need for this to be the case; fantasy games can include moral ambiguity and complex motivations, and a technological game can be a clear-cut crusade against the forces of evil.

As a rule, the motivations of people in an SF universe will be complex and often ambiguous; this “feels right” to many players since a SF game setting resembles our own shades-of-gray world more than the realms of epic fantasy. However, it is entirely up to the Referee and players what they want their universe to look and feel like. It is also up to the gamers to decide whether their universe is a “Hard-SF” one where the rules of physics are immutable or a freewheeling “Space-Opera” where amazing things are handwaved and the physical laws bent or ignored in the interest of a good story. Most Traveller games are set in a universe that is basically hard but with a few space-opera handwaves, and in which motivations are complex but heroes and villains are real. What yours looks like is up to you.

Another factor that will affect adventurers in a high-tech setting is the availability of information. In a society where many people are literate and information can be obtained from libraries, newspapers and computer data systems, it is relatively easy for characters to find out about the local situation, prominent characters, current affairs and even technical information. This cuts both ways. When the adventurers arrive in town, anyone interested can check up on their past deeds using police records, newspaper archives and so on. And of course, if information can be obtained this way, false data can also be fed to the characters or their enemies.

Communication also improves with technology level. Once accurate images of people can be sent, it becomes much more difficult to flee from the authorities, and once the characters are plugged into a communication and commerce network such as exists today (credit cards, mobile phones and such like) it becomes difficult to hide from those who have access to the network.

In the Official Traveller Universe, where starships carry all communications between star systems, it is possible to outrun your criminal record or bank details, making a certain amount of

dubious trading or mobile criminal activity possible. Warrants and investigators will eventually catch up, of course, but the flow of communication greatly affects the activities of characters.

Playing a game in a historical (or pseudohistorical) or modern setting using T20 is straightforward. Some skills and feats will of course not be available (e.g. vac suit and Astrogation, unless you are playing a Science Fantasy game), but overall it isn't too difficult to reference the appropriate Traveller tech level for the period you want to game in, and go from there. History books (especially the sort with lots of pictures) give a good idea of what the period looked like and can provide basic background.

Science-Fiction games may seem more daunting. What does a starport or a grav tank actually look like? However, modern society provides us with a good starting point. With a little imagination and some thought about how changing technologies might affect how things get done, modern concepts can be transplanted into the far future.

Take Starports, for example. Yes, they're futuristic high-tech places, but they're also places where people go when they want to obtain transportation to somewhere. That's not so different to an airport, seaport or railway station. It's not so difficult to imagine the airplanes as starships and shuttles waiting to blast off to the stars. The details may be slightly different, but you can bet all the trappings of the airport are present in your far future starport. The check-in desk, security scanners, crowds of people disembarking or awaiting flights. The shops and stalls on the concourse may be run by Vargr and Sydites; the security guards may be Imperial Marine troopers, and the announcements may be in Vilani, but the basics of the setting are the same.

People in the far future will still go to work, eat, sleep, argue with one another. They'll go shopping or sit in coffee shops all day, or socialize in bars. The details may differ; the "sky" is a concrete dome in an underground city; the barman is a hologram and the music is live Vargr Jazz, but the basics are once again, drawn right from our modern society.

This is the way to build a believable future; use the mundane and the modern as a peg to hang the amazing on. A crowd is a crowd; pull the details of noise and bustle from your last shopping trip. Now imagine that some of the people are aliens, or dressed in High Vilani fashion. Imagine a Free Trader crew swaggering through the mass with their pseudoleather jackets and low-slung snub pistols. Add an air/raft passing overhead, or a bank of interactive holographic adverts, and you've got a scene from the future.

You can of course also draw on concepts from movies and TV to flesh out your future setting. There are many different visions of the future to choose from; lift whatever concepts you like from any of them, if it helps you visualize. Some measure of consistency is advisable, but it's your future setting – it looks the way you want it to!

The bottom line is that it's not hard to transport yourself into an imaginary future. Nobody is saying the future will actually look like that – we don't know what the day after tomorrow will look like – but this isn't an accurate simulation of the future of humanity. No, it's a game, created by today's people for their amusement. It's fantasy. Beyond the traditional sword and sorcery, maybe, but fantasy all the same.

THE WAY OF THE WORLD(S)

Traveller can be played as a black & white, good-vs-evil campaign if players so choose. However, the setting becomes much more interesting if a "shades of gray" and "wheels within wheels" approach is taken. There can still be truly evil people, of course, and threats that are so dire that they unite everyone against them no matter what their differences may be. But for the most part, every person, every group and every organization will

have its or their own agenda, and motivations that may be quite complex.

This creates a lot of moral ambiguity in the setting, where it is hard to know what to do for the best. One way around this problem is of course to become totally self-centered and simply do whatever brings the characters the greatest advantage. However, something is lost from the game when characters engage in this kind of activity.

Traveller assumes that characters are heroes of some kind. Flawed heroes, maybe, or not very heroic ones, but heroes nonetheless. People who don't rob and kill just for the fun of it, and who will usually try to do what's right (or at least to do things that aren't particularly bad for others!). Such heroes sometimes find that their employer isn't as honest as they thought, or that their actions have had unexpected consequences. Other times, becoming involved in a situation can lead deeper and deeper into a web of deceit, conflicting influences and hidden knowledge. As a rule, characters who try to do right will have more fun – or at least, a deeper game experience – than those who just take the money and run.

Players whose characters are heroic rather than self-centered do run greater risks, but they can expect this to be offset in two ways:

First of all, the Referee is more likely to "play to" characters he knows will respond, meaning that heroes tend to take centre stage (note that heroes are not all combat-bunnies; any character can be heroic in this sense, even if he's a complete coward).

Secondly, some Referees choose to reward "heroic" actions and slightly penalize uncaring behaviour. One example of this is to give an experience bonus to characters whose actions are heroic or honorable. Such actions don't have to be risky, just "decent". Another approach is the Karma Rule mentioned in another version of Traveller. There is no specific mechanic for this, but it can be boiled down to: Heroes get the odd lucky break; bad things happen to bad people. Thus a group that badly needs a spare part for their ship will find it easier to get one if they've gotten involved in the game universe rather than just marauding across it collecting the loot. Note that even if your Referee uses "karma", it won't save you from a fatal wound. Heroes die too. What it might do is allow the dying companions a chance to scrounge or fabricate the part needed to make the autodoc work, just in time.

An alternative version of the Karma Rule is used subconsciously by many Referees: Interesting characters are worth keeping alive. Generic Ex-Marine #17 is expendable. After all, #18 will be along in a moment and he'll be the same character, more or less.

However your Referee and players choose to run the game, it is the Official Position™ of the Traveller designers that 2-dimensional self-centered munchkinism is a Bad Thing, while creating a character who is interesting and at least slightly heroic is the best way to experience the richness of the Traveller universe.

None of this means that characters can't break the law, smuggle stuff, run from the cops or shoot it out with the opposition. What it means is that the Traveller universe, like ours, is a complex place where individuals have to make their own decisions and deal with the consequences. The bottom line is this:

Traveller has no artificial morality or alignment system imposed upon it. Characters' morality must come from the player, making each character unique. If you play a character who does not take responsibility for his actions, you'll lose out on part of the gaming experience.

But the choice, ultimately, is yours.





Most intelligent beings have some latent psionic ability, though in the vast majority of cases the talent is too weak to even measure. Through natural talent or formal training, a rare few of those who do possess real potential can learn how to harness their incredible powers.

PSIONICS INSTITUTE

All groups engaged in the study or teaching of psionics are referred to as "Psionic Institutes", whether they are a large university campus or a lonely (and possibly mad) hermit passing on arcane wisdom to the occasional student. The Institute will examine those seeking to determine their psionic potential, and train those who wish to be trained, for the appropriate fees or services. Unfortunately, most Institutes do not advertise in the local paper and can be rather hard to find. Locating a Psionics Institute is often an adventure in its own right.

DETERMINING PSIONIC POTENTIAL

A comprehensive examination will take two weeks time and cost Cr5000. At the end of the examination the character will be provided with a comprehensive measure of their psionic potential. It should be noted that psionic potential severely declines as one gets older. The earlier someone is tested and trained, the more potential they are likely to have.

Some charity is available for the truly indigent who apply (Referee's decision, then have the character make a Charisma check (DC18) to be given a free examination). Characters being examined by the Institute due to selecting the PSI Training feat have this fee waived.

The Examination: The character determines his psionic potential by rolling 3d6, subtracting -1 for every 4 years of age (or fraction thereof) he is over the age of 18. For example, a 54 year old character being tested would roll 3d6-9 to determine his psionic potential ($54 - 18 = 36 / 4 = +9$).

If a character has previously taken this exam, they do not roll again. Instead simply use the previous potential. If the character has aged a year or more since the last examination, the effects of age still apply and may reduce the character's potential if enough time has passed.

TRAINING

Once it has been determined that a character has a psionic potential of 1 or more, he must be trained in the use of that potential immediately or it will continue to degrade with age. The only way to avoid the loss in potential with age is to be trained. The Institute of course offers such training for a fee of Cr100,000.

The training takes 4 months of intensive study and training, during which time the character will be unable to attend to anything other than his basic needs.

Characters attending the Institute by selecting the Psi Training feat have this fee waived. Extremely gifted individuals (Psi score of 12 or higher) may apply for a scholarship if they cannot otherwise afford the training. In such cases, the Institute will take 95% of the character's assets and possessions and waive the remainder of the fee.

Once trained, the character may now record their psionic potential as their actual PSI score, and need no longer worry about the effects of further aging on their psionic ability.

PSIONIC STRENGTH (PSI)

Psi represents the total psionic power a character is able to call upon before become too mentally exhausted to continue using their psionic abilities. Psionic feats, called *talents*, require a specific cost in Psi to empower its effects. When a talent is used, the cost is applied against the character's current Psi score. If the cost of using the talent would reduce the character's current Psi rating to less than 0, that talent cannot be used at that time.

If the use of a talent ever reduces the character to exactly 0 Psi points, the character will immediately fall comatose for the next 2d6 hours. The character can make a Will save (DC15) to cut this time in half. It will be impossible to wake the character during this comatose state. After the given number of hours, the character will awaken from the coma on his own, with the effect of having had the equivalent of a full night of rest and recovery.

Recovery: A character will recover 1 Psi point per hour of standard activity (i.e. no combat or use of other psionics). A full night of rest will fully restore any expended PSI points.

Note: PSI is not an ability score. A character's Psi score cannot be improved except through the use of psi-enhancing drugs.

THE FIVE POSSIBLE SPHERES

There are five possible spheres of influence that a psionist may be capable of manipulating, though it is very unlikely that anyone would be capable of activity in all spheres. When the character receives training at a Psionics Institute, it will be determined which spheres the character has an affinity for.

A character will always have an affinity for at least one sphere, but which one is not necessarily up to them. The character may list which of the spheres they would prefer to have an ability in, from most preferred to least preferred. If the character is a *natural talent* and already has one sphere of influence noted, the character will skip that sphere and list the remaining spheres as previously described.

Starting with the character's first choice on the list and consulting the table below, the character must roll 1d20 against the DC listed for the appropriate sphere. If the roll is successful, the character may develop talents within that sphere.

Continuing down the character's list, each sphere is similarly checked to see if the character may also develop talents within these spheres. A cumulative modifier of -2 is add to each roll after the checking the first sphere on the character's list: -2 for the second roll, -4 for the third roll, and so on.

If the last sphere on the character's list is reached and no other spheres have yet to be gained, then this will be the one and only sphere the character has an affinity with. Otherwise, check for affinity normally.

Table: Psionic Strength by Age

Age	Max Psi*	Roll for Psi
up to 18	18	3d6
22	17	3d6-1
26	16	3d6-2
30	15	3d6-3
34	14	3d6-4
38	13	3d6-5
42	12	3d6-6
46	11	3d6-7
50	10	3d6-8
54	9	3d6-9
58	8	3d6-10
62	7	3d6-11
66	6	3d6-12
70	5	3d6-13
74	4	3d6-14
78	3	3d6-15
82	2	3d6-16
86	1	3d6-17
90	0	3d6-18

* At the time of testing only.

TABLE: Sphere Affinity

<i>Sphere</i>	<i>DC</i>
Telepathy	4
Clairvoyance	7
Telekinesis	7
Awareness	9
Teleportation	15

Effects of Training

Psionics is very much a mystical art rather than a precise science. Thus training at the Institute can merely acquaint the character with basic concepts and theories of control over his newfound gifts. As little as the training really is, it provides enough knowledge to allow the character to begin actually developing his abilities.

SPHERES OF INFLUENCE

The talents available to a psion are divided into five different spheres of influence: Telepathy, Clairvoyance, Awareness, Telekinesis, and Teleportation. A psion develops his capability within a given sphere, but the number of different spheres of influence a psionist may control limited to those acquired during training at the Institute.

SPHERE DEVELOPMENT

Once a character has an affinity with a sphere of influence and has been trained, he may list and develop it as if it were a normal cross-class skill, except that the character's skill rank in the sphere may never exceed his Psi score. For example a character with a Psi score of 8 could not develop any sphere higher than a skill rank of 8, regardless of his actual level.

The skill rank of a character within a sphere of influence determines which of the Talent feats the character is eligible to learn. If a Talent feat has a skill rank requirement of 7 and the character only had a skill rank of 6 within that talent's sphere of influence, the character could not yet select that talent.

Note that a character with the *Natural Talent* feat will always have an effective skill rank of 2 higher than their actual skill rank within their natural sphere of influence.

Members of the Psionist prestige class develop their skill ranks in the spheres they have an affinity with as class skills. In addition, they do not need to take talents as separate feats. Instead, talents are gained automatically as soon as the Psionist reaches a high enough skill rank to qualify for (and use) the talent.

PSIONIC TALENTS

The things a psion can do with his or her mind are called *talents*. A talent is similar to a magical spell in other d20 games. Indeed, to folks of lower technology levels, psionics may appear to be evidence of real magic. However, a psionic talent has no necessary 'components' of any sort. A psion merely need to think of doing something and will it to be done, immediately.

For most psions, ie those who are not members of the Psionist prestige class, each talent must be selected as if it were a normal feat, and the character must have a skill rank in the appropriate sphere of influence at least equal to or greater than the rank of the talent itself before it may be selected. The character must also be able to satisfy any other prerequisites that may be listed for a talent.

Members of the Psionist class do not need to take each talent as a separate feat. Instead they automatically gain access

to all the talents within the spheres they possess as soon as the Psionist's skill rank in that sphere is high enough.

USING TALENTS

Psionic talents may be used in the game in the same manner as feats; a psionic action is as natural to a psionic character as opening a door or firing a weapon. Sufficient psionic strength must be available to the character to pay the base cost of the talent and any extra cost associated with range. If insufficient psionic strength is available, the talent may not be used at that time.

It may or may not be obvious to onlookers that the character has done something. Many psionists make small gestures or speak aloud when using their talents. Others are able to seem to be doing nothing as a psionic phenomenon manifests itself nearby. The Referee should decide if gestures etc are necessary, a habit some psionists have, or are irrelevant, according to his or her wishes.

Using a psionic talent does require concentration and will normally take up a character's full attention for the round, though he will be able to carry out simple automatic actions like walking, turning door handles or cuffing an apprentice around the ear at the same time.

RANGE OF PSIONIC TALENTS

Each psionic talent has a cost associated with the range at which it is used, in addition to the base cost listed for the talent itself. Consult the chart below to determine these costs.

PSIONIC RANGE TABLE

<i>Range</i>	<i>Tele- pathy</i>	<i>Clair- voyance</i>	<i>Tele- kinesis</i>	<i>Tele- port</i>	<i>Range Descriptions</i>
Close	0	0	0	2	in physical contact, touching.
Short	2	2	2	3	sword or polearm point. 1 to 5 meters.
Medium	3	2	3	5	pistol range. 6 to 50 meters.
Long	4	3	7	5	rifle range. 51 to 250 meters
Very Long	5	3	14	5	extreme range. 251 to 500 meters.
Distant	6	5	-	7	beyond normal contact. 501 to 5000 meters.
Very Distant	7	5	-	7	out of sight. 5 to 51 kilometers.
Regional	8	6	-	8	51 to 500 kilometers.
Continent	8	6	-	8	501 to 5000 kilometers
Planetary	9	6	-	8	5001 to 50,000 kilometers.

TALENT FORMAT

Each talent follows the same format as described below.

TALENT NAME

Sphere: A character must have at least a skill rank of 1 or higher within the listed sphere of influence for that talent.

Prerequisites: Some talents require the possession of other lesser but related talents before they may be taken.



Rank: Each talent lists the minimum skill rank that a psionist must have in order to use that talent. For example, a psionist trained in the Telepathy sphere with a skill rank of 7 could not use the Probe (Rank 9) or the Assault (Rank 10) talents.

Cost: To use a talent, the psionist must temporarily expend their Psionic Strength (PSI) to empower it. If a psionist does not have sufficient PSI remaining to empower a talent, he may not use it at that time.

Duration: Some talents are immediate in effect, other may last for seconds, minutes, or even hours. Each talent details the amount of time the talent will be remain in effect.

A descriptive text will follow the statistics of each talent.

TELEPATHY SPHERE

Telepathy is the ability to communicate directly with other minds. In its most basic form, telepathy allows a character to detect or project feelings and emotions only. In its more advanced forms, telepathy allows for direct transfer of mental images and thoughts, or even a psychic assault against another mind.

SHIELD

Sphere: Telepathy

Rank: 1

Cost: 0

Duration: Always in effect

Benefit: All Psionists trained in the telepathy sphere are taught how to erect a mental shield, protecting them against unwanted outside telepathic interference. This shield is in force at all times and requires no effort or expenditure of Psi Strength to maintain it. The shield will stop any type of telepathic talent short of an Assault, when directed against the psionist. The psionist may lower this shield at any time to allow another telepath access to his or her thoughts, if so desired.

LIFE DETECTION

Sphere: Telepathy

Rank: 1

Cost: 2

Duration: Up to 60 seconds

Benefit: The Psionist can detect the presence of other minds. This ability enables a character to sense the presence of other minds, the number of minds present, the general type of minds (animal, human, Vargr, etc.) and their approximate location.

TELEMPATHY

Sphere: Telepathy

Prerequisites: Life Detection

Rank: 2

Cost: 2

Duration: Up to 60 seconds

Benefit: The Psionist can sense and communicate emotions and basic feelings. Telempathy allows the character to read the emotions and feelings of both animals and members of their own race. The character may also send emotions such as love, hate, fear, trust, and others to influence other animals and members of their own race.

READ SURFACE THOUGHTS

Sphere: Telepathy

Prerequisites: Telempathy

Rank: 4

Cost: 3

Duration: Up to 60 seconds

Benefit: The Psionist can read the thoughts of other (sentient) individuals. He may read and comprehend the active, current

thoughts of a subject who will (if not herself psionically talented) remain unaware of the action. If the subject is psionically talented, their thoughts cannot be read due to their natural shields, and they will immediately be aware of the attempt.

SEND THOUGHTS

Sphere: Telepathy

Prerequisites: Read Surface Thoughts

Rank: 5

Cost: 3

Duration: Up to 120 seconds

Benefit: The Psionist may send thought messages to anyone, though psionically talented individuals may choose to shield out such thoughts if desired.

PROBE

Sphere: Telepathy

Prerequisites: Read Surface Thoughts

Rank: 9

Cost: 12

Duration: Up to 10 minutes

Benefit: The Psionist may question a subject using Probe and easily determine deliberate untruths that may be told (or thought). Probe cannot be used on a shielded mind.

ASSAULT

Sphere: Telepathy

Prerequisites: Send Thoughts

Rank: 10

Cost: 14

Duration: 2 seconds

Benefit: An assault against an unshielded mind will reduce the target to 0 Stamina, rendering them immediately unconscious immediately and will additionally inflict 2d6+6 points of Lifeblood damage. Against a shielded mind, the attack must make an opposed PSI check. If the target has the higher PSI check roll, there is no effect from the assault.

CLAIRVOYANCE SPHERE

Clairvoyance is the ability to sense events occurring or 'see' items located out of the direct view of the character. Early ability with this sphere is restricted to vague and basic 'views' at very limited range, and grows in range and capability with the increased development.

SENSE

Sphere: Clairvoyance

Rank: 2

Cost: 2

Duration: Up to 30 seconds

Benefit: A character will become aware of the most basic characteristics of a location when using this talent, such as 'a room containing four dogs' or 'an open plain with a single tree'. Generally the most interesting or important features will be sensed.

CLAIRVOYANCE

Sphere: Clairvoyance

Prerequisites: Sense

Rank: 5

Cost: 3

Duration: Up to 30 seconds

Benefit: The character can view the activity and features of a specific distant location.

CLAIRAUDIENCE**Sphere:** Clairvoyance**Prerequisites:** Sense**Rank:** 5**Cost:** 3**Duration:** Up to 30 seconds**Benefit:** The character hears the any sounds and noises occurring at a specific distant location.**COMBINED CLAIRAUDIENCE AND CLAIRVOYANCE****Sphere:** Clairvoyance**Prerequisites:** Clairaudience and Clairvoyance**Rank:** 9**Cost:** 3**Duration:** Up to 30 seconds**Benefit:** Imparts the benefits of both talents.**AWARENESS SPHERE**

Awareness deals with the sense and control of one's own body.

SUSPENDED ANIMATION**Sphere:** Awareness**Rank:** 2**Cost:** 5**Duration:** Up to 7 days**Benefit:** The character can enter a state of suspended animation similar to cryosleep, but without the dangers, and remain suspended without need of food and water for up to 7 days. An external stimulus is required to awaken the sleeper, such as an alarm clock or a friend.**PSIONICALLY ENHANCED STRENGTH****Sphere:** Awareness**Prerequisites:** Suspended Animation**Rank:** 4**Cost:** Varies**Duration:** 60 minutes (peak effectiveness)**Benefit:** For each Psi point spent using this talent, the Psionist may temporarily add 1 point to his or her strength score. This effect will last for 60 minutes, after which it will begin to quickly return to normal at a rate of 1 point per minute.**PSIONICALLY ENHANCED CONSTITUTION****Sphere:** Awareness**Prerequisites:** Suspended Animation**Rank:** 5**Cost:** Varies**Duration:** 60 minutes (peak effectiveness)**Benefit:** For each Psi point spent using this talent, the Psionist may temporarily add 1 point to his or her constitution score and 1 point to Lifeblood score. This effect will last for 60 minutes, after which it will begin to quickly return to normal at a rate of 1 point per minute.**REGENERATION****Sphere:** Awareness**Prerequisites:** Psionically Enhance Strength and Psionically Enhance Constitution**Rank:** 9**Cost:** Varies**Duration:** Immediate**Benefit:** For each Psi point spent using this talent, the Psionist may recover 1 point of Lifeblood damage and 10 points of Stamina

damage. Healing occurs immediately. This talent includes the ability to grow new limbs and organs to replace lost ones, and may also be used to heal old injuries suffered before the character was trained. This talent cannot counteract the effects of aging.

TELEKINESIS SPHERE

Telekinesis is the ability to manipulate objects without physically touching them. There is but one talent associated with this sphere; Telekinesis. How large and object and how long it can be manipulated is based on the Psi rating and skill rank of the character.

TELEKINESIS**Sphere:** Telekinesis**Rank:** Varies**Cost:** Varies**Duration:** up to 60 seconds**Benefit:** A character can manipulate (use) any item or object as if he or she were physically touching it, but is not subject to any physical danger, pain, stimuli, or other consequences that would normally befall anyone in contact with the object.

<i>Weight</i>	<i>Rank</i>	<i>Cost</i>	<i>Duration</i>
1 gram	1	2	60
10 grams	2	3	60
100 grams	3	5	60
1 kilogram	5	8	60
10 kilograms	8	12	60
100 kilograms	10	14	60
1000 kilograms	14	16	60
10,000 kilograms	18	18	60

TELEPORTATION SPHERE

Teleportation is the ability to instantaneously move from one point to another, without regard to intervening matter. Like telekinesis, there is only one talent within this sphere; Teleportation. How much weight one may move and how far are based on the Psi rating of the character and his skill rank with this sphere.

TELEPORTATION**Sphere:** Teleportation**Rank:** Varies**Cost:** Varies**Duration:** Instantaneous**Benefit:** If the Psionist can see the destination at a distance, is already familiar with the destination, or can have the mental image of the destination implanted into her mind by a telepath, she may use this talent to move immediately to the destination location.

<i>Circumstance</i>	<i>Rank</i>	<i>Cost</i>	<i>Max Weight</i>
Self, unclothed	5	Range	Body Weight
Self, clothed	7	Range	+ 1000g
Self, with light equipment	9	Range	+ Str x 1kg
Self, with moderate equip.	12	Range +2	+ Str x 10kg
Self, with heavy equip.	15	Range +5	+ Str x 20kg

PSI DRUGS

Chemical means are available to enhance a character's psionic strength on a temporary basis.

Booster: The basic psi-drug, available in a small one-dose pill. It will temporarily increase the user's Psi score by 5 if the user is at full psionic strength, otherwise it will only increase the Psi score by 3. The effects will last one hour. Additional doses taken during that hour will have no effect.

Double: A more potent form of Booster, available in the same small one-dose pill. Double will increase the user's Psi score temporarily by +8 (+5 if not currently at full psionic strength). The effects will last one hour. Additional doses taken during that hour will have no effect.

Special: The rarest of psi-drugs, special is only available in liquid form and must be taken by injection. Once taken the user's Psi score will gradually increase to 18 at the rate of one point per hour. It will remain at 18 (if unused) for four hours, and then slowly begin to wear off, again at a rate of one point per hour. There is a danger when using Special, of permanently losing one point from the user's Psi score (Con save vs. DC5 to avoid this effect)

PITFALLS

The abuse of psi-drugs can lead to the loss of psionic ability and physical debilitation. If a character takes 3 doses of any psi-drug within three days, there is a chance (Con save vs. DC6 to avoid) of an overdose within six hours of the last dose taken.

If an overdose occurs, the character becomes seriously ill, lapses into unconsciousness, and takes 3d6 Lifeblood damage from the effects. If the character recovers, they will have permanently lost 1 from their Psi score (Con save vs. DC16 to avoid the loss).

OBTAINING PSI DRUGS

It can be both difficult and hazardous to obtain psi drugs, which are illegal in most localities and scarce everywhere. The following base prices reflect a purchase on the open market. Illegal purchases may cost much more.

TABLE: Psi Drug Costs

<i>Drug</i>	<i>Cost Per Dose</i>
Psi Booster	Cr1,000
Psi Double	Cr4,000
Psi Special	Cr10,000



OPEN GAME LICENSE INFORMATION



OPEN GAME CONTENT

Except as specified as Product Identity (see below and section 1e of the OGL) or Trademarks (see below and section 1f of the OGL), the following material is considered Open Game Content under section 1d of the OGL:

- All of Chapter 1: Basic Attributes
- The mechanical statistics and information from Chapter 2: Human and Alien Race, but none of the race names or descriptions.
- All of Chapter 3: Homeworlds
- All of Chapter 4: Prior History
- All of Chapter 5: Classes
- All of Chapter 6: Skills
- All of Chapter 7: Feats
- All of Chapter 8: Equipment
- All of Chapter 9: Combat
- All of Chapter 10: Adventuring
- All of Chapter 11: Psionics

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