DUNGEONS

THE DRAGONING

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BOOK 2:

For a Few Subtitles More

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BOOK 2:

For a Few Subtitles More

By LawfulNice

An official unofficial optional book for the homebrew system that can be used to do almost anything, as long as it's awesome.

This book is dedicated to everyone who has enjoyed Dungeons The Dragoning and has helped keep me motivated for these last few months.

Thanks Everyone!

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VIDEO 2

Marcel took off his helmet as he and Chuck walked into the wrecked spelljammer. Dust settled around them as the grime from the eternal sandstorm outside fell away from their void suits. Chuck shook out his thick dwarven beard, silt raining from it. The inside of the spelljammer was a wreck, all rubble and hastily patched-together parts. Even so, it didn't look completely abandoned.

"What the hell happened? If they crashed, why isn't there a distress beacon?" Marcel asked, looking around. A gameboard made of spare parts. A terrarium with something swimming below a layer of sand. Chuck searched the garbage and scraps pensively, quiet. He looked at a row of scrolls and books, brushing aside scraps of an old uniform to get a better look. The Dwarf stopped, looking at words embroidered on the uniform.

"Cape Hawk..." He muttered to himself. His eyes went wide. "Cape Hawk. Oh no." He turned white running over to Marcel. "We've got to get out of here, now." He looked up and around at the ruined ship. "Damn. We need to hurry."

"What about the salvage?" Marcel asked. Chuck pulled at his arm.

"Never mind that! Hurry!" Marcel was now worried. Chuck never talked about just leaving money. "Hurry!" He ran for the airlock with the Dwarf, who started putting his helmet back on as soon as he could get his hands on it, barely waiting for the other man to seal his suit before opening the airlock doors.

The two ran out into the storm. Around them were dozens of figures in concealing black cloaks. No escape.

I Introduction

This book represents a lot of work, almost as much as went into Dungeons the Dragoning in the first place.

There have always been a few things that people wanted to see in Dungeons the Dragoning. The most common request by far was for some rules on Spelljammers. I've tried to come up with a system that more-or-less feels like Star Trek or something else in that genre. Every character is important on a ship, and everyone can contribute in some way if they want.

Another request was for vehicles. So I developed a vehicle system that should work for everything from motorcycles to helicopters to giant robots. It's probably best for racing, dogfighting, or things like that. I've got a bit of work done on a small section with simplified vehicle rules that should be suitable for games where they're mostly just background noise, but ultimately if vehicles aren't that important to a game you can probably just make them fluff anyway.

The new equipment section has the promised weapon creation system, which went through several iterations before I decided to just keep it simple. It should allow people to make basically any gun they want.

Equipment also now includes Drugs, for anyone who wants to make their needle rifle more interesting, who wants to dose up on combat drugs, or who just needs a little something extra to relax with.

We've also got Gun Kata, for people who want more variety, power, and excitement in their ranged combat. New spells, for a few extra options for casters, new races and exaltations, new classes and feats!

And last but not least, new Alignments.

This book should have something for everyone. Even if you don't use all the rules presented here, if some things are too complicated or just don't fit your game, I hope that everyone who reads this book can be inspired by it.

This special beta release is still incomplete - there are some additions (example ships and vehicles, short fiction, and so forth) that I'll make later.

As always, have fun. I know I have, and knowing people enjoy my work is the only reward I need. Except bitches. Get me more bitches!

Slowly, he peeled the glove from his fingers, the thick protective glove revealing pale and delicate skin. A helmet was removed, revealing features that were once sharp and handsome, now beaten by decades of being stranded in a world not unlike hell. Pointed ears twitched as one of the two prisoners muttered his name.

"Czarro..." The dwarf said, under his breath. The Dark Eldarin glanced at him, focusing his intense gaze at the smaller being for a moment before throwing his discarded garments to one of his underlings, who deftly snatched the black leather from midair. He stepped up to the human first, examining him like a piece of meat.

"I don't know you," Czarro said, shaking his head. He turned to the dwarf, stepping over to the short being. "But you... I never forget a face. Mister... Chuck, isn't it?" The dwarf's eyes widened in fear. Czarro turned away from him. "I never thought to see your face again."

"Chuck, who is this man?" Marcel asked, looking at his crewmate.

"A criminal. A slaver and a torturer." He looked at Czarro's turned back with contempt. The Dark Eldarin could feel it radiating from the man.

"What do you want with us?" Marcel asked. "I demand-" Czarro raised a hand.

"You are in a position to demand nothing." He turned to look at him. "I, on the other hand, am in a position to grant nothing." He motioned to his crew. "What you see is all that remains of the ship's company and crew of the Cape Hawk, marooned here fifteen years ago by Captain Ciaphas Cain."

"Listen, you-"

"Save your strength." Czarro smiled. "These people were sworn to live and die at my command two hundred years before you were born." He glanced at Chuck. "Do you mean he never told you the tale? To amuse your captain, no? Never told you how the Imperious picked up the Cape Hawk lost in space after a warp accident, myself and the ship's company in stasis.."

"I've never even met Admiral Cain," Marcel said.

"Admiral? Admiral?" Czarro whispered. "Admiral..." He stepped up to Chuck. "Never told you how... Admiral Cain sent seventy of us into exile on this barren sandheap, with only what was left on our ship to sustain us."

"You lie!" Chuck yelled. "On Cetideep V there was life, a fair chance-"

"THIS IS CETIDEEP V!" Czarro screamed. "Something came through the Crystal Sphere six months after we were left here. They laid waste to everything, consumed the entire biosphere and left. Admiral Cain never bothered to check on our progress. It was only because of my Mandrakes and warriors that we were able to survive. In Commorragh I was a prince..." He laughed. "With power over millions..."

"Captain Cain was your host! You repaid his hospitality by trying to steal his ship and murder him!" Czarro raised a finger, stalking back over to the dwarf.

"You didn't expect to find me here. You thought this was another crystal sphere... Why are you here?" The dwarf said nothing. Czarro easily lifted him with one hand. "Why?" The Dwarf struggled to breathe, but remained silent. Czarro sighed, putting him down and casting off the rest of his protective gear as he walked over to the terrarium.

"Allow me to introduce you to Cetideep V's only remaining native lifeform." He opened the terrarium and reached in with a tool. A tentacle wrapped around it, and he pulled the creature from the sand, a purple starfish with a glaring red eye in the center.

II

Races

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Thri-Kreen

One of the most mysterious races in the Wheel in some ways, the Thri-Kreen are an insect race. Outsiders typically know almost nothing about them - they live in cities that are designed like hives. They have very little use for personal space and a great respect for common areas.

Most Thri-Kreen live fast and die hard. They naturally have a life span less than half that of most races - it's virtually unknown for them to go past the age of fifty. However, this is because of a natural hyperactive metabolism. They don't sleep, and get the most out of every day of those short years.

Physical Characteristics

Average Height: 2.0-2.3m
Average Weight: 100-120kg
Languages: Trade, Thri-Kreen
Common Personality Traits: Restless, Conformist, Inscrutable, Curious, Jumpy
Common Physical Traits: Sand-Colored Exoskeleton, Long Antennae, Constantly in Motion, Dark Compound Eyes, Short-Lived
Example Names: Chak-tha, Drik-chkit, Kacht-ta, Kat'chka, Pak'cha, Ptekwe.

Racial Statistics

Characteristic Bonus: +1 Dexterity or +1 Wisdom
Skill Bonus: +1 to Acrobatics and Perception
Power: Multi-Armed: A Thri-Kreen's smaller pair of arms allow them to take a Ready action as a free action once per round and reload their weapons in half the listed time.
Size: 4

Physical Qualities

Thri-Kreen resemble bipedal praying mantids. Their exoskeletons come in a variety of colors, typically earthtones with occasional grays and blue markings. They have six limbs, with two normal-sized arms and two smaller ones. They have mandibles and compound eyes, joints in places that other races don't, long antennae, and are just generally alien in every way.

Thri-Kreen are an egg-laying species. They mature quickly after being hatch, passing through a series of forms that would be familiar to any entomologist until they reach adulthood at about five. They live quick lives, though they don't really age like other races. There are very few visual cues to tell a Thri-Kreen's age, even scars vanishing as they molt once a year.

Most Thri-Kreen have a bit of a sweet-tooth. They prefer foods that are very high in sugar, especially candy and pastries. This helps fuel their overactive metabolisms.

There are essentially no easy ways to determine the gender of a given Thri-Kreen on sight. Unless you can detect the pheromones they use, in which case it's actually quite simple.

Playing a Thri-Kreen

Thri-Kreen excel at adapting to new situations. They tend to see things in simple terms, cutting to the heart of situations and acting instead of waiting. However, this should not be taken to mean they act rashly - they see information gathering and spying as a matter of course. While they might be mysterious to others, they are almost always quite well informed.

Thri-Kreen prefer to use cutting-edge technology rather than settle for anything less, prefering high performance over reliability even when lives are on the line. Their computing and information technology is among the most advanced in the Wheel, but owing to their species' predatory lineage,

At a young age, Thri-Kreen are extremely impressionable. They imprint with those that they knew, and usually defer to them. Thri-Kreen society is one fairly common to insects - females imprint their young, the new generation defers to them, and it all ends up being rather dynastic and matriarchal.

Many Thri-Kreen adopt things from the cultures they're exposed to - not always the most obvious things either. For example, it has become something of a trend among female Thri-Kreen to wear rather elaborate and formal dresses. This has definitely made it easier for other races, who tend to have some trouble telling their genders apart, to identify them as female.

Because of a Thri-Kreen's short natural life, they often have little regard for personal safety. Of themselves or others. They usually just don't have time for lengthy approval times or experimentation. A few tests, simulations, and educated guesses are good enough for most purposes.

Thri-Kreen Heroes

Lak-chak was not satisfied with the short lifespan that her race is born with, always feeling like death hung over her head like the Sword of Damocles. She spent almost her entire life in pursuit of a method to gain immortality. She finally found it after replacing nearly all of her organs with plastic substitutes and injecting herself with dozens of chemicals. Now that she has time, she looks for a way to bring this success to the rest of her race.

There are countless distasters that can destroy a world. Krak'toa was caught up in one of those disasters, when his world collided with its moon, the orbit disrupted by a passing comet. The crust of the planet cracked, burying him and billions of others in lava and ash. He died, and his ghost, mingled with the strength of a billion others dead in the same moment, wanders the wheel, trying to save people from similar disasters.

Cha'k'le is moving at an even faster pace than most of his fellows. He was born with the knowledge of a past age, and has skipped right past school and learning to go right to applying his wisdom in the real world. He's incredibly skilled with magic, and now he's trying to gather artifacts together so he can study them and recreate the wonders only he remembers.

Kenku

Kenku are one of the older races in the wheel, well-known as teachers and pioneers of spaceflight. They're avians who are extraordinary explorers with a great magical talent. Almost all Kenku dream of owning their own ship, prefering small maneuverable craft over larger ones.

Politically, Kenku have little stable power in the Wheel. They don't care to play political games, and are simply too individualistic and freedom-loving to be tied down like that. The easiest place to find a Kenku is at the helm of a spelljammer or behind the controls of a fighter-craft.

Physical Characteristics

Average Height: 1.5-1.8m

Average Weight: 30-40kg

Languages: Trade, Kenku, any one extra

Common Personality Traits: Tricksy, friendly, good-humored, independent, incorrigible

Common Physical Traits: Dark feathers, sharp beak, grasping talons, beady eyes, precise and beautiful voice.

Example Names: Akegarasu, Utsuho, Aya, Itsume, Kozue, Takayuki

Racial Statistics

Characteristic Bonus: +1 Intelligence or +1 Wisdom

Skill Bonus: +1 Performer and Pilot

Power: Wing-Aided Movement: As long as they have room to unfurl their wings, Kenku do not suffer from falling damage. Even when unconscious they instinctively slow their fall and glide, falling only two meters per round and being able to glide horizontally at their normal speed. Kenku get +2k0 to all acrobatics tests.

Size: 3

Physical Qualities

Kenku are small humanoids that are slightly smaller than humans, and obviously avian even at a glance. They have beaked, bird-like heads and taloned feet, though perhaps the first thing people notice is the rather large set of wings they sport. Not strong or large enough to support true flight, they're more than enough to stop falls and allow them to glide from a height.

Kenku are extremely light for their size. They have hollow bones and wiry muscles, with essentially no body fat to speak of. This does make them somewhat vulnerable to starvation, requiring them to eat about twice as often as most races (though often in smaller portions).

The color of a Kenku's feathers is almost always a very dark color, though the shade can be anywhere from a navy blue to a deep red to a true black. Their wings tend have lighter shades of their main feather color in distinct patterns. These patterns tend to run in families, and are one of the primary ways to positively identify Kenku, somewhat like fingerprints in some races.

Most Kenku have exceptional spacial recognition and memory. They have relatively poor senses of taste and smell - though given that their ancestors were carrion eaters that's perhaps not surprising. Interestingly, they cannot taste spicy food. They simply lack the tastebuds for it entirely.

Playing a Kenku

Kenku tend to be seen as, well, flighty. They have a culture of one-upsmanship with pranks and trickery that's used to determine the social pecking order and to teach valuable lessons to others. A Kenku who falls for the same trick twice loses a lot of respect in the eyes of his peers.

Many Kenku suffer from at least mild claustrophobia. They can rarely stand being in any space too small to unfurl their wings for long, and so it takes a very determined Kenku to do engineering work inside a ship, crawling through access tubes and around tightly-packed machines. Warp travel is especially hard on them, since looking outside of a ship in the Warp leads to insanity from the raw chaotic psychic energy. Most Kenku ships have large internal spaces, viewscreens disguised as windows, and high ceilings.

Kenku usually have strong views on personal freedoms, and one of the major reasons they don't have a larger political presence is because they simply don't care much for organized governments on a large scale. On their home world, where the climate was harsh and their population was thinly spread, they evolved a culture of self-determinism and personal responsibility.

Kenku are usually helpful to others, especially travelers in need. They'll still play tricks and joke around with them, of course, but to people in genuine need they're generous and friendly. Kenku that violate this code of the stars are usually shunned by others of their kind.

Kenku Heroes

Tsukasa is a hypocritical and self-righteous young Kenku. She is not of this world, saved by a whimsical daemon as her ship's geller field failed. She is still burdened by the touch of that daemon, marked and changed by her travels in the Warp, the direct exposure having mutated her body into something else. She passes through from one world to the next just hoping to find the one where she belongs, where her failing memory will come back and help her recover what she lost.

Sokichi works as a detective, investigating cases that the normal police simply aren't able to handle. His career should have ended years ago, after a case gone wrong saw him outnumbered, surrounded, and ultimately shot in the back. But he couldn't leave a case unsolved. He returned as a vengeful ghost, and now fights to stop the criminal organization that had him killed, his powers giving him a skull-like visiage when he fights using his full power.

Inui is a very low-key hero. He tries not to be noticed, though his heritage makes that difficult. His wings are far larger and stronger than a normal Kenku's, and he has thick scales on his hands and feet, more like iron than the supple scales most have. He hides these as best he can, but he keeps getting dragged into danger, trouble just seeking him out wherever he goes.

Kobold

Kobolds are one of the races with little stature in Wheel politics. They're insular, xenophobic, and extremely clever. They, like the Dragonborn, are a client race of the old Draconic Empire. Where the Dragonborn were soldiers and favored servants, the Kobolds toiled in obscurity as miners and builders. After the fall of the Empire they were left to their own devices. And they've done very well for themselves, considering their natural ability (or lack thereof).

The Kobolds have great industrial and mining ability, reproduce quickly, and have cutthroat business sense that makes them a mercantile force to be reckoned with. Also, they have more literal cutthroat tactics as well. With knives.

Physical Characteristics

Average Height: 1.0-1.2m

Average Weight: 15-20kg

Languages: Trade, Draconic

Common Personality Traits: Practical, vengeful, spite-filled, impatient, demanding.

Common Physical Traits: Shorter than short, ratlike tail, clawed fingers, glowing eyes, yapping voice.

Example Names: Meepo, Ark'er, K'irk, A'thrin, S'sko, P'kard

Racial Statistics

Characteristic Bonus: +1 Charisma or +1 Dexterity

Skill Bonus: +1 Arcana and Stealth

Power: Power in the Blood: Kobolds are spiteful and strong-willed enough to demand power now that they can't handle. Once per round as a free action, they may spend two Hit Points to gain a resource point which must be immediately spent. However, this does not count against the number of resource points they may spend in a round.

Size: 2

Physical Qualities

Kobolds are extremely small sentients, and not terribly physically adept compared to most species. For many races, being weak and relatively fragile would turn them cowardly or at least nonviolent. Kobolds are not those races. They're scrappy fighters, and downright mean when they get provoked.

Kobolds resemble tiny Dragonborn, reptilian humanoids standing only barely more than a meter tall with scaled skin and small ivory horns. Their scales tend toward orange and muddy red, though a rare few are bright blue or green. They never have much of a build. Kobolds are always scrawny and thin. Not that many ever really see them at all. Kobolds almost always wear complete suits of armor, and often void suits as well. This is both a practical consideration and symbolic. Kobolds are miners, and while they're used to mine gasses, no one ever gets used to being crushed under ten tons of rock.

Kobolds are adapted to conditions that would be very harsh for other races. Their lungs and biologies are adapted to toxic gasses and high pressures. While they can adjust to more normal environments if they spend some time decompressing (though they can just tough it out with some vomiting and pain if they really have to just do it).

Playing a Kobold

Kobolds are known for their cunning and bloody-mindedness. They are natural survivors and have managed to hang on in places and against odds that should by all rights be almost impossible. They show up in asteroids, carving out communities in the lower decks of spelljammers, deep underground, and even in middle-class suburbs.

Most other races have mixed views on Kobolds. They tend to mentally divide Kobolds into ones that have integrated themselves into Wheel society and the ones that act like little more than vermin. Kobolds do this too. K'vend'l are the kobolds who have gone to live among the other races. They tend to be heavily involved with the local marketplaces and often command surprising wealth - they don't care about charity or other silly things like that, just profit. The K'sten'mannav, on the other hand, cling more strongly to tradition, would much rather wall themselves off from the rest of the Wheel than live with it, and they'd never be seen outside of a pressure suit and full armor if they had to interact with other races - though they'd much rather use an interpreter or go-between if at all possible.

Because Kobolds are just so practical, they don't have many of the cultural niceties that would be considered common courtesy in other races. They will ambush their enemies if at all possible and would rather set traps than put themselves in danger at all.

Kobold Heroes

Deck'r had once been a miner. But he found himself turning into a terrible monster night after night, and eventually he lost control and killed his lover. He left his home to become a beggar, going from world to world trying to find somewhere he fit in. Though he doesn't know it yet, a group of Werewolves have heard about him, and are trying to track him down to help him control his abilities and learn to use them.

Wesley is one of the most decorated fleet admirals that the Kobolds have ever had. He commands a small strike force of five ships, acting as an independent army to support the cause of kobolds and the will of Tiamat everywhere. He's wanted by dozens of governments for crimes he didn't commit, but if you're a kobold and you need help and you can find him, you may be able to hire Commodore Wesley.

Zaheva's parents were killed when she was young, and she barely has any memory of them. The loss spurred her to improving herself, trying to find a way to get revenge on the ones who destroyed her family. She fights for justice, slaying monsters and destroying evil wherever she finds it. Her bright costume and advanced equipment ensure that she is never found unprepared.

Dryad

Dryads are a true rarity among sentient races, being plants rather than animals. They're a mono-gendered race, going through three stages of life over their extremely long lives. Dryads are typically somewhat aloof, since they have few of the same needs other races do.

Most Dryads care a great deal about the natural environment, in no small part because of their deep connection to it. Dryads require a lot of very secure and unspoiled land to successfully reproduce, and tend to think in the long term with planning and building their societies.

Physical Characteristics

Average Height: 1.5-1.8m

Average Weight: 100-140kg

Languages: Trade, Elven, Spirit-tongue

Common Personality Traits: Aloof, passive, communal, open, confident.

Common Physical Traits: Green skin or hair, small leaves growing on the body, living clothing or equipment, the scent of fresh flowers, flesh dense and tough like wood.

Example Names: Ampelos, Erato, Heliades, Karya, Phoibe, Tithorea

Racial Statistics:

Characteristic Bonus: +1 to Fellowship or Willpower

Skill Bonus: +1 to Animal Ken and Scrutiny

Power: Pheromones: Dryads can produce a type of pollen that subtly affects the minds of others. A Dryad may cast Charm Person, using their Level + Fellowship in place of the spell's normal Focus Power test.

Size: 4

Physical Qualities

The Dryads presented here are in the first stage of their life, the Maiden stage. In this stage, they tend to have a drive to explore and experience life. They're humanoids with skin tones ranging from green to rich earth-brown and subtle plant features - most have semi-prehensile vines in place of hair, small leaves growing in some patches on their bodies, and so forth.

A Dryad's reproduction cycle is somewhat different from any other race. During their Maiden stage of life they tend to be nearly as active at pursuing mates as the Dark Eldarin (though with less whipping involved). Unlike the Dark Eldarin, they rarely look to their own kind for this. During this Maiden phase the Dryad creates and stores seeds in her body, which take on some characteristics of the other parent (they prefer other races for the simple diversity they offer). This isn't a simple genetic process - a Dryad can mate with females or genderless beings - but rather one that involves magically templating their offspring.

When a Dryad Maiden is old enough, they can choose to enter their second stage of life, the Maelid phase. They choose some spot of land, traditionally close to where they were born, and put down roots. Literally. Over the course of several weeks, the Dryad becomes a stationary and mostly inanimate tree. The seeds the Dryad kept safe in their bodies grow and mature, new Dryads forming in huge fruit-like pods. Maelid Dryads can only communicate slowly in the Spirit-Tongue, and most sentients cannot distinguish them from other trees.

The last phase of a Dryad's life is the Matriarch stage. After their store of seeds has grown and matured, a Maelid Dryad no longer needs to expend her body's energy entirely on reproduction. They become animate once more, though now they tend to be huge and tree-like. Matriarch Dryads nearly always remain with Maelid Dryads as protectors and keepers, raising their growing children and making sure no one disturbs their fragile ecology.

Playing a Dryad

Dryads normally live for about a thousand years, spending a few hundred years in each stage of their lives, but Dryad Exalts can live much longer - assuming the stress and change of becoming an Exalt doesn't prevent them from entering the next stage of their lives entirely.

Dryads care deeply for unspoiled wilderness, and get along well with races like the Elves who feel the same way. However, they are not anti-technology luddites. Indeed, Dryads embrace technology. They simply see it working along side or serving nature rather than opposed to it, and think most races who view it as some enemy of nature have totally missed the point. Dryad-controlled planets are not vast wildernesses, but indeed are carefully tended gardens with just as much technological advancement as any other world (if somewhat conservative and careful in its effects on the ecology at large).

Dryad Heroes

Kraneia stands out quite a bit from the other Dryads. She has scales, claws, and a huge set of wings. Her dragon heritage is quite evident in her, as it was in her mother, who is still in her Maelid phase and not terribly talkative - though it's easy to find her, since she's the only tree in the forest with scales. Kraneia has decided to go on a quest to find out more about her heritage, and learn what it means to be a dragon.

Morea's family were known for their delicate white blossoms and unearthly beauty, and it was this beauty that saw her captured and sold as a slave. She only escaped her fate by accepting a deal with a creature of the night, and now her blossoms bloom as red as the blood she craves. Morea is waging a one-vampire war on the slave traders that captured her, and she is winning.

Ptelea spends most of her time away from the sun and the sky, deep in tombs and blackness, searching for clues about her past. She can't remember anything past waking up on a space station, her mind filled with a confused jumble of images of a lost golden age. She knows more of being a Syrne than her own kind, and is searching for a place to call home.

VIDEO 14

"I hate inspections," Admiral Cain, Hero of the Imperium, muttered, as his shuttle maneouvered around the refitted Imperious.

"I'm delighted, sir," Jurgen said. "Any chance to get aboard the Imperious." Or more likely, to get out of the shuttle. Jurget looked even more sick than usual. That his body odor was making the air scrubbers in the small shuttle work overtime only made it worse. Cain hoped the man wouldn't vomit.

The small shuttle docked. A servitor blew a whistle, as was tradition. Cain walked through the airlock even as it opened, smiling as he saw familiar faces, Captain Jenit Sulla. He smiled at the elf.

"Permission to come aboard, Captain."

"You're welcome, Admiral." She looked back over the assembled crew. "I think you know my trainee crew. Certainly they have come to know of you."

"Yes, we've been through death and life together." Cain had helped train the crew, though in truth he had mostly just tried to find a way to keep the crew from tearing itself apart. They were still raw recruits, with veterans being used to cement them into working teams. He looked over the crew and walked up to a familiar red-robed face. Well, more steel and vents than face.

"Magos Scott, you old Space-dog! You're well." He smiled. The Techpriest let out a binary chuckle.

"I had a minor malfunction, but the Omnissiah saw me to safety." Cain raised an eyebrow.

"What kind of malfunction?"

"Shore leave."

"Ah." He inspected the row of new enginseers and officers. "So, shall we start with the engine room?"

"We'll see you there, sir. Everything is in order."

"That will be a pleasant surprise."

Cain walked between hissing, steaming engines, red-robed priests standing at rough attention and watching him. He looked at the Magos.

"Well, Magos Scott. Are your men capable of handling a minor training cruise?" The techpriest nodded.

"Just give the word, Admiral. The Imperious is restless and would enjoy a voyage."

"Magos Scott, the word is given." The techpriest nodded and started hissing commands in binary to waiting servitors. Sulla looked at Cain in surprise.

"Admiral, what about the rest of the inspection?" Cain tried not to roll his eyes.

"Later."

III

Exaltations

Wraith

Some people achieve great things in life. That's pretty easy stuff compared to getting things done while you're dead. A Wraith is a ghost, but not just any ghost - they're a ghost that can still affect the living world. They build bodies of ectoplasm that seem nearly alive and wear them like skin suits, forms that almost look like they did while alive, reflecting their somewhat spotty memory.

The time a Wraith can stay manifested is somewhat limited - they don't have an infinite amount of spiritual energy, and they can only regain their ectoplasmic energy while in the Umbra, that shadowy realm of the dead halfway between the real world and the screaming chaos of the Warp. Every Wraith must return to the Umbra from time to time, and can be forced there by the destruction of their shell.

No one is sure exactly how a Wraith comes to be. Just having unfinished business can't be enough - plenty of people die with work undone and don't come back as a Wraith. However it happens, Wraiths stay around for a long time. They're effectively immortal (since, after all, they're already dead) until someone goes and kills them. A difficult prospect for anyone who can't enter the Umbra.

A Wraith makes an excellent thief or assassin, as they're able to get into places others simply can't go, do things others can't manage, and simply have nothing to fear any longer from the prospect of death.

Static Powers

Dematerialize - A wraith isn't really a living creature as such. Their bodies are vessels made of ectoplasm that mock life for a time. A wraith may spend one Plasm as a half action to become incorporeal (as per the Phasing trait) for a number of rounds up to their Resolve. A wraith may choose to enter the Umbra instead of becoming incorporeal, though they must then spend one Plasm and a half action to return to their physical form (and thus cannot return if they have only one Plasm remaining). They may not become incorporeal while in the Umbra. A Wraith's personal equipment becomes incorporeal and enters the Umbra with him while he uses this power.

Second Death - A Wraith's physical form is only a created shell. They have the Undead trait. If they would take critical damage, ignore its effects. They instead lose that much Plasm. If their Plasm reaches zero in this or any other way, the shell is destroyed and the Wraith is forced into the Umbra until they can create a new shell, which takes one day. Their personal equipment is left behind, typically dripping with ectoplasm as their body collapses. During this time, they do not recover Plasm. If they would take damage while in this decrepit state, they die (again).

Deathsight - A Wraith always sees into the Umbra like a pale shroud overlaid over the vitality of the real world. This allows them to see lingering magical auras, get a general idea about the 'feel' of a place, and so forth. They can also see through the eyes of the dead. If they touch a corpse and spend a Plasm, they view the deceased's final moments from their point of view.

Ghost Dice - When a Wraith spends Plasm for extra dice, make sure to keep those dice separate (using different colored dice is one easy way to handle it). Whenever a Wraith rolls a 1 on these Ghost Dice, something bad happens regardless of the success/failure of the action. Conversely, a 10 means something good happened.

EXAMPLE: Let's say you were trying to eat a telephone.

1) You equal or beat the TN, and roll a 10 on a Ghost Die: You eat the telephone and not only is everything fine, but you're left feeling refreshed and charged up, recovering a level of fatigue.

2) You roll less than the TN, and roll a 10 on a Ghost Die: Your teeth aren't strong enough, but in attempting to eat the phone you accidentally dial a number and end up with a hot date!

3) You equal or beat the TN, and roll a 1 on the Ghost Die: You successfully swallow the last bite only to realize you've forgotten to turn the phone off! It starts ringing and vibrating inside you.

4) You roll less than the TN, and roll a 1 on the Ghost Die: You get the phone caught in your mouth and have to go to the hospital for some expensive and embarrassing oral surgery.

POWER STAT: SYNERGY

Synergy is a measure of how far the Wraith has come in acceptance of their own death. The more they accept their fate and are able to exist in undeath instead of miming life, the more power they can call on from the Umbra. However, as a Wraith's body is formed from their memories of life, it slowly degrades as their Synergy increases. They start changing in appearance towards what they think they look like, or what they should look like, or even what others think of them.

Resource Stat: Plasm - A Wraith has maximum Plasm equal to their Synergy plus their Resolve. They cannot recover Plasm in the world of the living. In fact, a Wraith will slowly lose Plasm (at the rate of one per day) unless they surround themselves in the ritual and symbolic trappings of death. While in the Umbra, a Wraith recovers two Plasm per hour.

Synergy	Power Gained
★	Whispers - The Wraith can always hear the faint murmurs of the unquiet dead. They may use the Divination spell Augury at will, rolling Synergy + Wisdom instead of the normal Focus Power test.
★★	Poltergeist - By spending a Plasm, you can manipulate objects at a distance for one scene. You effectively have a reach of three meters per dot of Synergy. You cannot control objects well enough to make attacks with this ability. The effective Strength score for moving objects using this power is equal to your Willpower. At Synergy 4, their control is fine enough to make melee attacks out to that range, though they cannot make opportunity attacks using Poltergeist.
★★★	Curse - As a half action, the Wraith chooses someone within range of their Poltergeist ability. That person must immediately roll on the Psychic Phenomena chart. If this would result in Perils of the Warp, reroll it unless the Wraith spends 3 Plasm. The Wraith is immune to any effects caused by the result of this Curse (they are not knocked down by Spectral Gale or The Earth Protests, etc.).
★★★★	Shroud - Gain Armor equal to your Resolve. This doesn't stack with worn armor. If you become incorporeal, this ability provides Aura instead of Armor.
★★★★★	Ectoplasmic Form - A Wraith's body is really little more than solidified ectoplasm. Once per session, they may loose its bonds, turning the ectoplasm back into a liquid. They gain Amorphous. but instead of doubling hit points, they gain number of temporary hit points equal to their current Plasm. They lose these temporary hit points first. At the end of the scene they lose Amorphous and any remaining temporary hit points.

Dragon Blooded

Created by the Syrneth, Dragons are among the most powerful living creatures. Each one is immortal, with powers and abilities that only grow with time. The bloodlines of many influential families can be traced all the way back to draconic roots in the distant past.

Draconic ancestry doesn't simply fade away from a bloodline. It resurges, returning in full strength from time to time. Children are born of normal parents with scales and monstrous features and a tiny fraction of the power of a true dragon. Even this fraction is enough to make them an Exalt, though.

Some people, especially cultists of Bahamut and Tiamat, try to encourage the birth of the Dragon Blooded with arranged marriages between powerful bloodlines and magical rituals. Given how rare the births are in the first place, and that these cultists are willing to take credit for every single one, it's impossible to say if their efforts make any difference or not.

Dragonblooded are good at nearly every role, though their natural toughness and abilities lend themselves best towards melee combat or spellcasting. Most Dragonblooded Exalts acquire a variety of skills over their greatly extended lives, mixing magic and melee into their own unique styles.

Static Powers

Draconic Aura - A Dragonblooded's Tell is more than a display. It's raw elemental energy in its purest form. When a Dragonblooded's tell is at the 2-3 point level, it deals 2k1 E damage per minute to everything within a number of meters equal to the Dragonblooded's Aspect. At the 4-5 point level, this damage comes at the beginning of every round instead. At 6+, the damage increases to 3k2. While the Dragonblooded's personal equipment is immune, this does make them rather hard on homes and riding animals.

Hot-Blooded - The Dragonblooded has tough skin that naturally resists the effects of harmful energy of all kinds. Whenever they would lose hit points from E-type damage, they may spend Breath to reduce the hit points lost by 1 (to a minimum of zero). At Aspect 3, each point of Breath reduces hit points lost by 2 instead.

Claws - A Dragonblooded gains a natural claw attack. While some Dragonblooded display thick talons, many have retractable claws that appear as nothing more than painted fingernails when not being used. They use the following stats: (1k1 R; Melee; Brawling).

Blood Quickening - Every Dragonblooded has deep ties to one of the five mystical elements. Choose one of the following elements when building your character (unless otherwise specified, the effects for spending Breath may be used only once per round):

Air The Dragonblooded's claws gain Balanced. The Dragonblooded gains +1 to Int. By spending a point of Breath, they wrap themselves in the wind, and their Static Defense gains a bonus equal to their Aspect until their next turn.

Earth The Dragonblooded's claws gain Pen equal to the Dragonblooded's Aspect. The Dragonblooded gains +1 to his Con and +2 hit points. By spending a point of Breath, they gain +1 size until their next turn as long as they have both feet firmly planted on soil or rock (wooden floors, asphalt, sand, and the deck of a ship aren't suitable for this, as examples).

Fire The Dragonblooded's claws deal +1k0 damage. The Dragonblooded gains +1 to Cha. By spending a point of Breath, they deal +1k0 damage on the next attack they make. If they don't make an attack before the end of their next turn, the benefit is lost.

Water The Dragonblooded's claws gain Tearing. The Dragonblooded gains +1 to Str. By spending a point of Breath, they may ignore any normal environmental effects (allowing them to breathe water, ignore extremes of heat or cold up to the boiling and freezing points of water, and so forth) for one scene.

Wood The Dragonblooded's claws gain the Toxic property. The Dragonblooded gains +1 Wis and ignores rough terrain caused by plant life (overgrown bushes, thorn brambles, and so on). Wood Dragonblooded may use the Healing Surge action as a free action once per round.

POWER STAT: ASPECT

Aspect is, simply put, how strongly the blood of Dragonkind runs in your veins. It can awaken slowly over time, and even those most directly descended from dragons need some time to get used to the powers at their disposal.

Resource Stat: Breath - A Dragonblooded's maximum Breath is equal to twice their level. Whenever they rest for five minutes or more they regain their full Breath pool.

Synergy	Power Gained
★	Dragon Mind - The Dragonblooded gains Dark Sight, and all Focus Power tests they make are at +1k0.
★★	Dragon Wings - The Dragonblooded can soar through the sky like an Eagle. A really big scaled eagle. They gain appropriately-sized wings and the Flyer trait, with a speed equal to their normal ground speed. At Aspect 4, their flight speed doubles.
★★★	Dragon Heart - The Dragonblooded gains a breath weapon. They must spend two points of Breath to use it, and it uses the same template as a Flamer.
★★★★	Dragon Skin - The Dragonblooded gains Armor and Aura equal to their Aspect.
★★★★★	Maximum Dragoning - Once per session, the Dragonblooded may use the spell Dragon Form, automatically passing the Focus Power test.

VIDEO 20

"We have a problem," Cain said, as he walked into the shrine to Sigmar. Captain Sulla was kneeling at the altar, praying. "Something may be wrong on Rivendell 1. We've been ordered to investigate." He was still holding the copy of the orders Jurgen had given him, straight from the top.

"If memory serves," Sulla said. "Rivendell 1 is a scientific research laboratory."

"I told Command that all we have is a boatload of... children." He shook his head, thinking of the trainees. "But... we're the only ship available. Sulla, these cadets of yours - how good are they? How will they respond under pressure?"

"As with all living things, each according to his gifts." She smiled slightly. "Of course, the ship is yours."

"No, that won't be necessary." Cain said. "Just get me to Rivendell 1."

"As a teacher on a training mission, I am intent to command the Imperious. If we are to go on active duty, it is clear that the senior officer on board must assume command."

"It may be nothing, a small warp storm, a sick Astropath. You-"

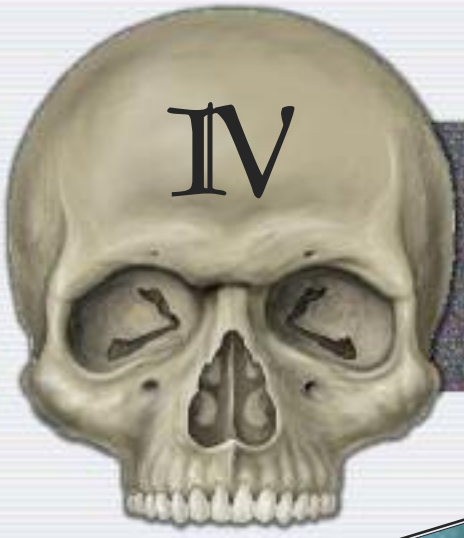
"Sir, you're a hero of the Imperium. If I may be so bold, it was a mistake for you to accept promotion. Commanding a starship is your first, best destiny. Anything else is a waste of material." Sulla stood up. "You're my superior officer. You're also my friend. I have been and will always be yours."

"Course to intercept the Imperious plotted," Czarro's helmsman said. Czarro leaned forward in the Reliable's command chair. Marcel and Chuck stood like statues behind him, their faces covered by those starfish-like aliens.

"Excellent. Helmsman-" One of Czarro's men stood up from his new duty station. Czarro raised an eyebrow.

"Sir, may I speak?" Czarro nodded. "We're all with you, sir. But consider this - we are free. We have a ship and a means to go where we will. We've escaped exile. You're proved your superior intellect and defeated the plans of Admiral Cain. You do not need to defeat him again." Czarro raised a hand.

"He tasks me. He tasks me, and I shall have him. I'll chase him 'round the rocks of the Gray Waste and 'round the mouth of the Abyss and 'round Baator's flames before I give him up." He took a deep breath. "Prepare to alter course."



IV

Classes

Chapter IV: Classes

This chapter presents a large number of new classes for characters to play. In addition to these nine new class tracks, there are also several Officer Classes available only at higher levels for those who wish to become better at commanding a ship.

As always, characters do not have to follow these class tracks from beginning to end. These are merely guidelines and suggestions, with classes that are designed to flow into one another. Characters can drop out of a class track at any time they decide to start at a new class.

Courtier
Negotiator
▼
Courtier
▼
Diplomat
▼
Legate
▼
Emissary

Monk
Brother
▼
Disciple
▼
Monk
▼
Immaculate Master
▼
Grand Master of Flowers

Druid
Ovate
▼
Oak-Knower
▼
Druid
▼
Archdruid
▼
Patriarch

Arcane Knight

Spellsword
↓
Swordmage
↓
Runeblade
↓
Arcane Knight
↓
Sorcerer-Swordsman

Magitek Gunman

Spellshooter
↓
Riflemancer
↓
Gunmage
↓
Bulletwizard
↓
Witch-Sniper

Sheriff

Deputy
↓
Sheriff
↓
Constable
↓
Marshal
↓
Judge

Heavy

Big Shot
↓
Krazy Ivan
↓
Heavy Weapons Guy
↓
Walking Gunshow
↓
Living Fortress

Operator

Hunter
↓
Marksman
↓
Sniper
↓
Quickscope
↓
Targetmaster

Techpriest

Mech-Wright
↓
Enginseer
↓
Tech-Priest
↓
Technomancer
↓
Magos

Big Shot

Level: 1

Prerequisites: Ballistics 2, Brawl 2

Characteristics: Charisma, Constitution, Strength

Skills: Athletics, Ballistics, Brawl, Intimidation, Tech-Use

Feats:
- Armor Proficiency (Light)
- Sound Constitution
- Weapon Proficiency (Ordinary)
- Weapon Proficiency (Any)*
- Storm of Iron
- Unarmed Warrior

Gun Kata:
- Crisis Zone

Bonus for Completion: +1 HP

Brother

Level: 1

Prerequisites: Brawl 2, Acrobatics 1, Athletics 1

Characteristics: Wisdom, Willpower, Dexterity

Skills: Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry

Feats:
- Unarmed Warrior
- Catfall
- Fleet of Foot
- Wholeness of Body
- Skill Focus (Athletics)*
- Weapon Prof (Unarmed)*

Sword Schools:
- Setting Sun
- Shadow Hand
- Diamond Mind

Bonus for Completion: +1 AP while wearing no armor.

Deputy

Level: 1

Prerequisites: Ballistics 2, Command 1, Intimidation 1

Characteristics: Constitution, Dexterity, Charisma

Skills: Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny

Feats:

Armor Proficiency (Light)
Weapon Proficiency (Ordinary)
Common Sense
Peer (Law Enforcement)
Weapon Proficiency (Any)*
Improvisational Warrior

Gun Kata:

Clay Pigeon
Tin Star
Point Blank

Bonus for Completion: +1 to Backing (Law Enforcement), to a maximum of 5.

Hunter

Level: 1

Prerequisites: Ballistics 3, Stealth 1

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use

Feats:
- Catfall
- Lead Fingers
- Weapon Focus (Any)
- Weapon Proficiency (Ordinary)
- Trance

Gun Kata:
- Clay Pigeon
- Silent Scope

Bonus for Completion: +2 to Stealth tests to remain hidden while staying still.

Mech-Wright

Level: 1

Prerequisites: Tech-Use 3, Academic Lore 2, Craft 2

Characteristics: Intelligence, Wisdom, Constitution

Skills: Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae

Feats:
- Mechanicus Implants
- Weapon Proficiency (Any)
- Armor Proficiency (Any)
- Sound Constitution
- Jaded
- Luminen Charge

Bonus for Completion: Gain the feat Upgraded(Uncommon)

Negotiator

Level: 1

Prerequisites: Persuasion 2, Scrutiny 2

Characteristics: Charisma, Fellowship, Composure

Skills: Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth

Feats:

Courtier's Privilege
Peer (Any)
Research
Eidetic Memory*
Skill Focus (Charm)
Skill Focus (Any)*

Bonus for Completion: +1 Resolve

Ovate

Level: 1

Prerequisites: Animal Ken 2, Brawl 1

Characteristics: Wisdom, Willpower, Composure

Skills: Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny

Feats:

Armor Prof (Light)
Druid's Oath
Animal Companion
Heightened Senses (Any)
Weapon Prof (Ordinary)*

Magic Schools:

Healing
Transmutation
Divination

Bonus for Completion: Gain the feat Improved Animal Companion

Spellshooter

Level: 1

Prerequisites: Arcana 2, Ballistics 2

Characteristics: Charisma, Dexterity, Wisdom

Skills: Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception

Feats:
- Armor Proficiency (Light)
- Weapon Proficiency (Primitive)
- Weapon Proficiency (Any)*
- Gun Blessing
- Elemental Shot I

Gun Kata:
- Elemental Gearbolt
- Point Blank

Magic Schools:
- Evocation
- Conjuration

Bonus for Completion: You may use Elemental Shot I one additional time per session.

Spellsword

Level: 1

Prerequisites: Arcana 2, Weaponry 2

Characteristics: Charisma, Strength, Dexterity

Skills: Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry

Feats:
- Extracurricular Study*
- Arcane Blade
- Arcane Mark
- Tested
- Armor Proficiency (Light)*
- Weapon Proficiency (Ordinary)

Bonus for Completion: When using an Implement, reduce Focus Power TNs by 1.

Courtier

Level: 2

Prerequisites: Persuasion 3, Scrutiny 2, Peer (Any)

Characteristics: Charisma, Fellowship, Composure

Skills: Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth

Feats:

- Protocol
- Chem Geld*
- Courtier's Privilege
- Good Reputation (Any)
- Skill Focus (Any)*
- Decadence

Bonus for Completion: +1 Resolve

Disciple

Level: 2

Prerequisites: Brawl 3, Acrobatics 2, Athletics 2, Unarmed Warrior

Characteristics: Wisdom, Willpower, Dexterity

Skills: Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry

Feats:

- Improvisational Warrior
- Ki Strike
- Evasion
- Strong Minded*
- Meditation
- Combat Sense

Sword Schools:

- Setting Sun
- Shadow Hand
- Diamond Mind

Bonus for Completion: +1 AP while wearing no armor.

Enginseer
Level: 2
Prerequisites: Tech-Use 4, Academic Lore 2, Craft 3, Mechanicus Implants
Characteristics: Intelligence, Wisdom, Constitution
Skills: Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae
Feats: Mechadendrite Use Ferric Lure Weapon Proficiency (Any) Armor Proficiency (Any) Chem Geld
Bonus for Completion: Gain the feat Upgraded(Rare)

Krazy Ivan

Level: 2

Prerequisites: Ballistics 3, Brawl 2, Storm of Iron

Characteristics: Charisma, Constitution, Strength

Skills: Athletics, Ballistics, Brawl, Intimidation, Tech-Use

Feats:
- Armor Proficiency (Medium)
- Sound Constitution
- Weapon Proficiency (Las)
- Weapon Proficiency (Any)*
- Hardy
- Steel Rain

Gun Kata:
- Crisis Zone

Bonus for Completion: +1 HP

Marksman

Level: 2

Prerequisites: Ballistics 3, Stealth 2, Lead Fingers

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use

Feats:
- Far Shot
- Heightened Senses (Sight)*
- Skill Focus (Perception)*
- Weapon Proficiency (Las)
- Weapon Specialization (Any)
- Zen Shooting

Gun Kata:
- Clay Pigeon
- Silent Scope

Bonus for Completion: +2 to Stealth tests to remain hidden while staying still.

Operations Officer
Level: 2
Prerequisites: Tech-Use 2, Crafts 1
Characteristics: Intelligence, Wisdom, Willpower
Skills: Academic Lore, Command, Common Lore, Crafts, Pilot, Tech-Use
Feats: Miracle Worker Bodge Together Hardy Jack of All Trades Skill Focus (Any) *
Bonus for Completion: +1 to Shield Regen for any ship on which they serve as Chief of Engineering

Oak-Knower

Level: 2

Prerequisites: Animal Ken 3, Brawl 2, Druid's Oath

Characteristics: Wisdom, Willpower, Composure

Skills: Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny

Feats:
- Heightened Senses (Any)
- Light Sleeper*
- Wild Empathy
- Wild Shape
- Mana Generator

Magic Schools:
- Healing
- Transmutation
- Divination

Bonus for Completion: Gain the feat Improved Animal Companion

Riflemancer

Level: 2

Prerequisites: Arcana 2, Ballistics 3, Elemental Shot I

Characteristics: Charisma, Dexterity, Wisdom

Skills: Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception

Feats:
- Minor Magic
- Weapon Proficiency (Syrneth)
- Weapon Proficiency (Any)*
- Evasion
- Elemental Shot I

Gun Kata:
- Elemental Gearbolt
- Point Blank

Magic Schools:
- Evocation
- Conjuration

Bonus for Completion: You may use Elemental Shot I one additional time per session.

Science Officer

Level: 2

Prerequisites: Arcana 2, Forbidden Lore 1, Academic Lore 2

Characteristics: Intelligence, Willpower, Composure

Skills: Academic Lore, Arcana, Animal Ken, Command, Forbidden Lore, Medicae, Tech-Use

Feats:

Detailed Analysis
Gain Access
Eidetic Memory
Speak Language*
Skill Focus (Any)*

Bonus for Completion: +1 to Sensors for any ship on which they serve as Chief Arcana Officer

Sheriff

Level: 2

Prerequisites: Ballistics 3, Command 1, Intimidation 2, Peer (Law Enforcement)

Characteristics: Constitution, Dexterity, Charisma

Skills: Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny

Feats:

Sound Constitution*
Weapon Proficiency (Las)
Paranoia
Jaded
Hardy
Blind Fighting*

Gun Kata:

Clay Pigeon
Tin Star
Point Blank

Bonus for Completion: +1 to Backing (Law Enforcement), to a maximum of 5.

Swordmage

Level: 2

Prerequisites: Arcana 3, Weaponry 3, Arcane Blade

Characteristics: Charisma, Strength, Dexterity

Skills: Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry

Feats:

Extracurricular Study*
Iron Tower
Mana Generator
Danger Sense
Weapon Focus (Any)
Weapon Proficiency (Parrying)*

Bonus for Completion: When using an Implement, reduce Focus Power TNs by 1.

Tactical Officer

Level: 2

Prerequisites: Weaponry 1, Ballistics 1

Characteristics: Strength, Constitution, Composure

Skills: Athletics, Ballistics, Brawl, Command, Pilot, Weaponry

Feats:

Master of Bombardment
Worf Barrage
Unremarkable
Armor Proficiency (Light)
Weapon Proficiency (Any)*

Bonus for Completion: +1 to Crew Quality for resisting Boarding Actions for any ship on which you serve as Tactical Officer.

Captain

Level: 3

Prerequisites: Command 3, Politics 2, Persuasion 2

Characteristics: Fellowship, Charisma, Composure

Skills: Scrutiny, Politics, Persuasion, Perception, Pilot, Intimidation, Command, Charm

Feats:

Acceptable Losses
Lend Expertise
Luck
Common Sense*
Strong Minded

Bonus for Completion: Get a free Speciality in any Social Skill

Chief Arcana Officer

Level: 3

Prerequisites: Arcana 4, Forbidden Lore 3, Academic Lore 3, Detailed Analysis

Characteristics: Intelligence, Willpower, Composure

Skills: Academic Lore, Arcana, Animal Ken, Command, Forbidden Lore, Medicae, Tech-Use

Feats:

Tachyon Beam
Rotate Shield Frequency
Minor Magic
Speak Language*
Foresight*

Bonus for Completion: +1 to Sensors for any ship on which they serve as Chief Arcana Officer

Chief of Engineering
Level: 3
Prerequisites: Tech-Use 4, Crafts 3, Miracle Worker
Characteristics: Intelligence, Wisdom, Willpower
Skills: Academic Lore, Command, Common Lore, Crafts, Pilot, Tech-Use
Feats: Jerry Rig Engineering Team Leader Sound Constitution Skill Focus (Any) Skill Focus (Any)*
Bonus for Completion: +1 to Shield Regen for any ship on which they serve as Chief of Engineering

Chief of Security

Level: 3

Prerequisites: Weaponry 3, Ballistics 3, Worf Barrage

Characteristics: Strength, Constitution, Composure

Skills: Athletics, Ballistics, Brawl, Command, Pilot, Weaponry

Feats:

Worf Effect
Match Frequency
Guardian
Weapon Focus (Any)
Armor Proficiency (Medium)*
Weapon Proficiency (Any)*

Bonus for Completion: +1 to Crew Quality for resisting Boarding Actions for any ship on which you serve as Tactical Officer.

Constable

Level: 3

Prerequisites: Ballistics 3, Command 2, Intimidation 3, Jaded, Paranoia

Characteristics: Constitution, Dexterity, Charisma

Skills: Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny

Feats:

Weapon Proficiency (Bolt)*
Good Reputation (Law Enforcement)
Double Tap
Armor of Contempt
Improvisational Master

Gun Kata:

Clay Pigeon
Tin Star
Point Blank

Bonus for Completion: +1 to Backing (Law Enforcement), to a maximum of 5.

Diplomat

Level: 3

Prerequisites: Persuasion 3, Scrutiny 3, Protocol

Characteristics: Charisma, Fellowship, Composure

Skills: Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth

Feats:

Courtier's Privilege
Master of Disguise
Meditation
Peer (Any)*
Skill Focus (Any)*

Bonus for Completion: +1 Resolve

Druid

Level: 3

Prerequisites: Animal Ken 4, Brawl 3, Wild Empathy

Characteristics: Wisdom, Willpower, Composure

Skills: Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny

Feats:

Heightened Senses (Any)
Nature Sense
Nekomimi Mode
Spell Specialization (Transmutation)*
Unremarkable*

Magic Schools:

Healing
Transmutation
Divination

Bonus for Completion: Gain the feat Improved Animal Companion

Gunmage

Level: 3

Prerequisites: Arcana 3, Ballistics 3, Elemental Shot I (Twice)

Characteristics: Charisma, Dexterity, Wisdom

Skills: Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception

Feats:
- Obtain Familiar
- Weapon Proficiency (Exotic)
- Decadence
- Meditation
- Elemental Shot II

Gun Kata:
- Elemental Gearbolt
- Point Blank

Magic Schools:
- Evocation
- Conjuration

Bonus for Completion: You may use Elemental Shot II one additional time per session.

heavy Weapons Guy

Level: 3

Prerequisites: Ballistics 3, Brawl 3, Steel Rain

Characteristics: Charisma, Constitution, Strength

Skills: Athletics, Ballistics, Brawl, Intimidation, Tech-Use

Feats:
- Armor Proficiency (Heavy)
- Sound Constitution
- Weapon Proficiency (Bolt)
- Nerves of Steel
- Bear Hug

Gun Kata:
- Crisis Zone

Bonus for Completion: +1 HP

Monk
Level: 3
Prerequisites: Brawl 3, Acrobatics 3, Athletics 3, Ki Strike
Characteristics: Wisdom, Willpower, Dexterity
Skills: Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry
Feats: Stunning Fist Diamond Body Improvisational Master Skill Focus (Acrobatics)* Defensive Mobility
Sword Schools: Setting Sun Shadow Hand Diamond Mind
Bonus for Completion: +1 AP while wearing no armor.

Runeblade

Level: 3

Prerequisites: Arcana 3, Weaponry 4, Mana Generator

Characteristics: Charisma, Strength, Dexterity

Skills: Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry

Feats:
- Extracurricular Study*
- Spell Parry
- Armor Proficiency (Medium)
- Weapon Specialization (Any)
- Weapon Proficiency (Syrneth)*

Bonus for Completion: When using an Implement, reduce Focus Power TNs by 1.

Sniper

Level: 3

Prerequisites: Ballistics 4, Stealth 3, Far Shot

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use

Feats:
- Deadeye Shot
- Skill Focus (Scrutiny)*
- Raven's Eye
- Weapon Proficiency (Exotic)
- Weapon Specialization (Any)

Gun Kata:
- Clay Pigeon
- Silent Scope

Bonus for Completion: +2 to Stealth tests to remain hidden while staying still.

Tech-Priest

Level: 3

Prerequisites: Tech-Use 4, Academic Lore 3, Craft 3, Mechendrite Use

Characteristics: Intelligence, Wisdom, Constitution

Skills: Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae

Feats:

Sound Constitution
Binary Chatter
Weapon Proficiency (Any)
Armor Proficiency (Any)
Eidetic Memory

Bonus for Completion: Gain the feat Upgraded(Very Rare)

Arcane Knight

Level: 4

Prerequisites: Arcana 4, Weaponry 4, Spell Parry

Characteristics: Charisma, Strength, Dexterity

Skills: Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry

Feats:

Extracurricular Study*
Swift Attack
Sword Beam
Daggerspell Stance
Weapon Proficiency (Any)*

Bonus for Completion: When using an Implement, reduce Focus Power TNs by 1.

Archdruid

Level: 4

Prerequisites: Animal Ken 5, Brawl 4, Nekomimi Mode

Characteristics: Wisdom, Willpower, Composure

Skills: Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny

Feats:
- Danger Sense
- Heightened Senses (Any)
- Virgil's Guidance*
- Expert Tracker

Magic Schools:
- Healing
- Transmutation
- Divination

Bonus for Completion: Gain the feat Improved Animal Companion

Bulletwizard

Level: 4

Prerequisites: Arcana 4, Ballistics 4, Elemental Shot II

Characteristics: Charisma, Dexterity, Wisdom

Skills: Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception

Feats:
- Strong Minded
- Weapon Proficiency (Any)
- Combat Insight
- Elemental Shot II

Gun Kata:
- Elemental Gearbolt
- Point Blank

Magic Schools:
- Evocation
- Conjuration

Bonus for Completion: You may use Elemental Shot II one additional time per session.

Commodore
Level: 4
Prerequisites: Command 4, Politics 3, Persuasion 2
Characteristics: Fellowship, Charisma, Composure
Skills: Scrutiny, Politics, Persuasion, Perception, Pilot, Intimidation, Command, Charm
Feats: Hailing Frequencies Redshirt Shield Peer (Any) Skill Focus (Any)* Virgil's Guidance
Bonus for Completion: Get a free Speciality in any Social Skill

Immaculate Master

Level: 4

Prerequisites: Brawl 4, Acrobatics 4, Athletics 4, Stunning Fist

Characteristics: Wisdom, Willpower, Dexterity

Skills: Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry

Feats:
- Unarmed Master
- Perfect Self
- Improvisational Savant
- Swift Attack*
- Wall of Steel*

Sword Schools:
- Setting Sun
- Shadow Hand
- Diamond Mind

Bonus for Completion: +1 AP while wearing no armor.

Legate

Level: 4

Prerequisites: Persuasion 4, Scrutiny 4, Master of Disguise

Characteristics: Charisma, Fellowship, Composure

Skills: Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth

Feats:
- Courtier's Privilege
- Just As Planned
- Good Reputation (Any)*
- Skill Focus (Any)*

Bonus for Completion: +1 Resolve

Marshal

Level: 4

Prerequisites: Ballistics 4, Command 3, Intimidation 4, Good Reputation (Law Enforcement)

Characteristics: Constitution, Dexterity, Charisma

Skills: Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny

Feats:
- Crack Shot
- Combat Master
- Death Before Defeat
- Two Weapon Fighting
- Weapon Proficiency (Exotic)^

Gun Kata:
- Clay Pigeon
- Tin Star
- Point Blank

Bonus for Completion: +1 to Backing (Law Enforcement), to a maximum of 5.

Quickscope

Level: 4

Prerequisites: Ballistics 4, Stealth 4, Raven's Eye

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use

Feats:
- Crack Shot
- Foresight
- Combat Sense
- Skill Focus (Stealth)*
- Weapon Specialization (Any)*

Gun Kata:
- Clay Pigeon
- Silent Scope

Bonus for Completion: +2 to Stealth tests to remain hidden while staying still.

Technomancer

Level: 4

Prerequisites: Tech-Use 5, Academic Lore 4, Craft 3, Binary Chatter

Characteristics: Intelligence, Wisdom, Constitution

Skills: Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae

Feats:

Luminen Blast
Iron Jaw
Weapon Proficiency (Any)
Armor Proficiency (Any)
Miracle Worker

Bonus for Completion: Gain the feat Upgraded(Mythic Rare)

Walking Gunshow

Level: 4

Prerequisites: Ballistics 4, Brawl 4, Nerves of Steel

Characteristics: Charisma, Constitution, Strength

Skills: Athletics, Ballistics, Brawl, Intimidation, Tech-Use

Feats:

Armor Proficiency (Extreme)
Sound Constitution
Weapon Proficiency (Any)*
Death Before Defeat
Rock and Roll
Crushing Bear

Gun Kata:

Crisis Zone

Bonus for Completion: +1 HP

Emissary

Level: 5

Prerequisites: Persuasion 5, Scrutiny 5, Just As Planned

Characteristics: Charisma, Fellowship, Composure

Skills: Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth

Feats:

Courtier's Privilege
Air of Authority
Armor of Contempt
Peer (Any)*
Skill Focus (Any)*

Bonus for Completion: +1 Resolve

Grand Master of Flowers

Level: 5

Prerequisites: Brawl 5, Acrobatics 5, Athletics 5, Unarmed Master

Characteristics: Wisdom, Willpower, Dexterity

Skills: Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry

Feats:

Iron Fist
Feather Step
Counter Attack
Step Aside

Sword Schools:

Setting Sun
Shadow Hand
Diamond Mind

Bonus for Completion: +1 AP while wearing no armor.

Judge

Level: 5

Prerequisites: Ballistics 5, Command 4, Intimidation 5, Crack Shot, Good Reputation (Law Enforcement)

Characteristics: Constitution, Dexterity, Charisma

Skills: Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny

Feats:
- Fan the Hammer
- Hip Shooting
- Sound Constitution*
- True Grit

Gun Kata:
- Clay Pigeon
- Tin Star
- Point Blank

Bonus for Completion: +1 to Backing (Law Enforcement), to a maximum of 5.

Living Fortress

Level: 5

Prerequisites: Ballistics 5, Brawl 5, Rock and Roll

Characteristics: Charisma, Constitution, Strength

Skills: Athletics, Ballistics, Brawl, Intimidation, Tech-Use

Feats:
- Armor Proficiency (Power)
- Sound Con
- Weapon Proficiency (Any)
- Fearless
- Iron Jaw
- Iron Curtain*

Gun Kata:
- Crisis Zone

Bonus for Completion: +1 HP

Magos

Level: 5

Prerequisites: Tech-Use 5, Academic Lore 4, Craft 3, Luminen Blast

Characteristics: Intelligence, Wisdom, Constitution

Skills: Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae

Feats:
- Sound Constitution
- Ferric Summons
- Weapon Proficiency (Any)
- Armor Proficiency (Any)
- Strong Minded

Bonus for Completion: Gain the feat Upgraded(Artifact)

Patriarch

Level: 5

Prerequisites: Animal Ken 5, Brawl 5, Expert Tracker

Characteristics: Wisdom, Willpower, Composure

Skills: Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny

Feats:
- Beastmaster*
- Improved Wild Shape*
- Naturalize*
- Heightened Senses (Any)

Magic Schools:
- Healing
- Transmutation
- Divination

Bonus for Completion: Gain the feat Improved Animal Companion

Sorcerer-Swordsman
Level: 5
Prerequisites: Arcana 5, Weaponry 5, Sword Beam
Characteristics: Charisma, Strength, Dexterity
Skills: Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry
Feats: Extracurricular Study* Blademaster Spell Shield Armor Proficiency (Heavy)* Weapon Proficiency (Any)*
Bonus for Completion: When using an Implement, reduce Focus Power TNs by 1.

Targetmaster

Level: 5

Prerequisites: Ballistics 5, Stealth 5, Crack Shot, Raven's Eye

Characteristics: Intelligence, Wisdom, Dexterity

Skills: Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use

Feats:
- Pinball Wizard
- Sharpshooter
- Sneak Attack
- Defensive Mobility
- Weapon Proficiency (Syrneth)*

Gun Kata:
- Clay Pigeon
- Silent Scope

Bonus for Completion: +2 to Stealth tests to remain hidden while staying still.

Witch-Sniper

Level: 5

Prerequisites: Arcana 5, Ballistics 5, Elemental Shot II (Twice)

Characteristics: Charisma, Dexterity, Wisdom

Skills: Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception

Feats:
- Double Tap
- Spell Bullet
- Weapon Proficiency (Any)
- Elemental Shot III

Gun Kata:
- Elemental Gearbolt
- Point Blank

Magic Schools:
- Evocation
- Conjuration

Bonus for Completion: You may use Elemental Shot III one additional time per session.

VIDEO 54

"Try the emergency channels," Cain said. "Put the Reliable on the main Pict-viewer." The Reliable was smaller than the Imperious, a ship designed with the same general parts but arranged in a much more compact form. It was somewhere between a science ship and a torpedo boat, depending on the captain's mood that day.

Today, the captain's mood was bloody.
"Slow to half speed," Czarro said. "Let's be friends."
"Slowing to one half speed," the helmsman said.

"Reliable is closing to only a few void units and closing, sir," Cain's helmsman said. Sulla turned to look at him.
"Sir, may I quote general order twelve? On the approach of any vessel when communications have not been established-"
"I am aware of the regulations," Cain said, waving a hand and studying the pict-viewer.
"Yes, sir." Sulla turned back to her console.
"Is it possible their Astropath is disabled?"
"It would explain a great many things," Sulla agreed.

"They're still requesting communications, sir."
"Let them eat static."
"Their void shields are still down."
"Of course! We are one big happy fleet!" Czarro laughed. "Ah Cain, my old friend. Do you know of the Dragonborn proverb that revenge is a dish best served cold? It is very cold... in the void."

"This is damn peculular," Cain said. "Yellow alert."
"I'm getting a message, sound only. They're saying their Gygax coil is overloading their comm system." Cain looked at Scott, who was leaning over the ship sensors.
"Their coil emissions are normal," Magos Scott reported, from his Augury station.

"They still haven't raised their shields!"
"Raise ours," Czarro said.

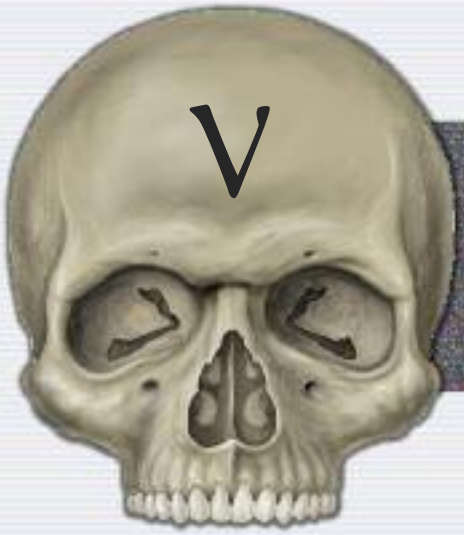
"Their shields are going up."

"Lock our lances on the target."

"Raise our void shields!"

"Fire!!!" Streams of antiparticles crossed through the void, raking the unprotected Imperious. The ship lurched and reeled as the engine room was exposed to the void. Red emergency lighting snapped on.

"Get those shields up!" Cain yelled. Crewmen were running to damage control stations, trying to get fires put out. The air stank of burning wires.
"I can't get any power!"
"Magos Scott," Cain yelled.
"The Imperious is just hanging on, sir. The main fusion core has gone cold."
"Get reserve power online!" he walked over to Sulla. "Give me a damage report." She brought up a diagram of the ship. The damage was in red, hideously deep wounds.
"They knew where to hit us."
"Who? Who hit us, and why?"
"One thing is certain. We can't escape on reserve power." The ship shook as another wave of fire knocked the artifical gravity back offline.
"Admiral! The captain of the Reliable is online! He wishes to discuss terms of our surrender."



V

Feats

LIST OF NEW FEATS

Acceptable Losses	Sacrifice crew members for the greater good of the ship.
Animal Companion	Gain a loyal animal companion who will fight and die for you.
Arcane Blade	Your weapons now count as being magic thanks to your talents.
Arcane Mark	You can brand an enemy with your arcane mark.
Bear Hug	You gain bonuses to grappling and keeping people there.
Beastmaster	You gain an additional animal companion.
Binary Chatter	You can speak directly to computers in their own language.
Bodge Together	You can make your supplies last longer away from port.
Chem Geld	It is very hard to seduce you.
Combat Sense	You may use Wisdom in place of Dexterity for many checks.
Courtier's Privilege*	You gain additional ranks in a social background.
Crushing Bear	You automatically deal unarmed damage in a grapple.
Daggerspell Stance	When you cast in melee it no longer provokes.
Detailed Analysis	Your Active Auguries provide more data.
Diamond Body	You get a magical bonus to your defenses.
Discipline	You gain an additional point of Resolve.
Druid's Oath	By making a sacred oath you gain several benefits.
Elemental Shot I*	Add Fire, Ice, or Bolt effects to a shot.
Elemental Shot II*	Add Aqua, Geo, or Aero effects to a shot.
Elemental Shot III*	Add Holy or Gravity effects to a shot.
Engineering Team Leader	You gain bonus Crew for use in Engineering Actions.
Expert Tracker	You are able to track people in any conditions.
Extra Curricular Study*	You gain +1 rank to any Magic or Sword skill, with some limits.
Feather Step	You can walk on any surface, even water.
Ferric Lure	You may call small objects to you with the power of Magnetism
Ferric Summons	You may call somewhat larger objects to you.
Gain Access	You gain a bonus to hacking into systems.
Gun Blessing	You may use your Arcana to unjam or give a bonus to your gun.
Hailing Frequencies	You may force a round of social combat with a ship.
Headstrong	You are now immune to pinning.
Imp. Animal Companion*	Your animal companion is better than average.
Improved Wild Shape	Your wild shape is improved!
Improvisational Master	When you use an improvised weapon, it's better against armor.
Improvisational Savant	Your improvised weapons gain special qualities.
Improvisational Warrior	You deal more damage with improvised weapons.
Iron Curtain	You can become temporarily invulnerable!
Iron Fist	Your fists are like steel, your mind like a bear trap.
Iron Tower	You may use a sword where others use a wand or orb.
Jerry Rig	You are better at emergency repairs during ship combat.
Just As Planned	You may take actions retroactively.
Ki Strike	Your unarmed strikes now count as magic.

LIST OF NEW FEATS (cont.)

Lead Fingers	You may manipulate objects with your shots without damage.
Lend Expertise	You can give your crew the benefit of your expertise.
Luminen Blast	You can shoot your internal power as a bolt of energy.
Luminen Charge	You can recharge or jump start things with your Power.
Mana Generator	You can supercharge the spells of others.
Master of Bombardment	You are better at hitting things from orbit.
Master of Disguise	You can be anyone, anywhere, anytime.
Match Frequency	You can cause extra shield disruption.
Mechadendrite Use	You have the skills to take and use Mechadendrites.
Meditation	You can meditate in order to regain Hero Points.
Mechanicus Implants	You gain the sacred implants of a priest of the machine god.
Miracle Worker	You may repair two damaged systems at once.
Naturalize	You can create a magical field that makes electronics go haywire.
Nature Sense	You can sense natural hazards and animals.
Nekomimi Mode	Gain power by partially shifting your body.
Paranoia	You're always looking for trouble.
Perfect Self	You have transcended the basic needs of mortality.
Pinball Wizard	You can do things with your gun and electronics that are magic.
Protocol	You stay on top of local customs.
Raven's Eye	You find it easy to pick out a target in a crowd.
Redshirt Shield	Someone is always there to take that first shot for you.
Research	You know who's in charge.
Rock and Roll	You get a bonus for going full auto in consecutive rounds.
Rotate Shield Frequency	You may eliminate shield disruption.
Spell Bullet	You can put a spell right into a bullet.
Spell Parry	You may parry a spell targeted at you.
Spell Shield	You can defend yourself with magic if you have a free hand.
Steel Rain	Enemies can't dodge your, can't dodge your full-auto face.
Storm of Iron	Increase your weapon's rate of fire for full auto attacks.
Stunning Fist	You may stun your enemies with your physical strikes.
Sword Beam	Fill up your hearts to shoot your sword with power!
Tachyon Beam	By the power of technobabble, you have more power, cap'n!
Trance	You can go into a deep trance and stay still like a statue.
Unarmed Master	Your unarmed strikes deal an additional kept die of damage.
Unarmed Warrior	Your unarmed strikes deal an additional rolled die of damage.
Upgraded*	You replace your weak flesh with strong steel.
Wholeness of Body	You get a bonus to your Armor while you're unarmored.
Wild Empathy	You can talk with the animals.
Wild Shape	You can turn into a wild animal.
Worf Barrage	You may reroll criticals from your ship's weapons.
Worf Effect	For some reason you are always the first thing people go after.
Zen Shooting	You may use Perception in place of Ballistics.

Acceptable Losses

A good Captain has to be able to sacrifice lives for the greater good. While serving as Captain on a ship, once per turn you may give any ship action a +1k0 bonus. At the end of the turn your ship loses 1 Crew.

Animal Companion

Druids can call animals from the wild around them to aid them, often developing close friendships with them. You get a minion. It is a single minion with a Threat Rating of 1 and a Damage Rating of 1. If it is killed or set free, the minion can be replaced after 24 hours with a simple ritual.

Arcane Blade

Your magical skills allow you to keep arcane fields of power around your blades. Your Weaponry attacks all count as magic.

Arcane Mark

When you strike an opponent with a weapon, you may make an Arcana + Intelligence Test against their Static Defense. If it succeeds, you may brand them with your Arcane Mark, a magical mark that allows you to track their position. As long as you remain in the same crystal sphere (or outside of one, if you and your target are on the Astral Plane) you can sense the presence of your target well enough to track them to a general location. While in combat your target doesn't benefit from Ganging Up on you and you treat their Static Defense as being 5 points lower. You can only have one target marked in this way at a time - if you brand a new target with your Arcane Mark the old target is freed.

Bear Hug

You can grab people and hold them with the strength of a Grizzly. If you are grappling, your strength is considered one point higher for the purpose of your and your opponents attempts to Break Free. Your opponent's Slip Free TN is increased by 5.

Beastmaster

Your animal companion gets a friend! The size of your Animal Companion minion squad is increased by 1.

Binary Chatter

The character can communicate with computers in the most basic, primal way - by making modem noises right out of his mouth hole. In addition to reminding older immortals of what things used to be like when they were on 56k, they can also interface with computers merely by speaking, and get a +2k0 on all Tech-Use tests involving computers.

Bodge Together

You know how to make your supplies last longer, even when you run out of self-sealing stem bolts. While serving as Chief of Engineering on a ship, your ship may make an additional Extended Repairs test between resupply stops at port.

Chem Geld

With chemical treatments (or extensive mental training and discipline), you can mostly ignore the temptations of the flesh. Your Mental Defense is considered 10 higher for the purpose of defending against people attempting to seduce or otherwise persuade you with, ah, pleasure instead of business.

Combat Sense

Your finely-honed senses allow you to see exactly where things are going. You may use Wisdom in place of Dexterity when using the Dodge action or in place of your Level on attacks that benefit from the Aim action.

Courtier's Privilege

A courtier can quickly rise through the ranks of an organization, find friends, or simply become very famous. You gain an additional rank in Allies, Backing, Contacts, Fame, Followers, or Status, all to a maximum of 5.

Crushing Bear

You no longer grab people like a Grizzly. Now you grab them like TWO Grizzlies! While grappling someone, you automatically deal your unarmed strike damage every turn in addition to your other grapple actions.

Daggerspell Stance

You have been able to blend your spellcasting into your swordfighting well enough to keep yourself well-defended. Your Focus Power tests no longer provoke Opportunity Attacks.

Detailed Analysis

Your scans run deep and detailed. While serving as Chief Arcana Officer on a ship, you gain a free raise on Active Augury tests.

Diamond Body

Your body is protected well against the mundane weapons of the world. While not wearing any armor, you gain an additional +4 bonus to your armor which is ignored by magic weapons.

Discipline

Your training has given you the edge in social situations. You gain +1 Resolve.

Druid's Oath

You may not wear metal armor and must at least attempt to respect nature. As long as you abide by your oath, you may reroll a Warp Phenomenon roll once per round as long as you are casting spells from the Healing or Transmutation schools.

Elemental Shot I

Choose one of the following three elemental types. Once per session you may summon a minor elemental spirit of the appropriate type and bind it to your weapon (as a half action). Your next attack with the weapon gains the listed effect. You may take this feat multiple times, choosing a different element each time.

Fire - Your weapon deals E damage and gains the Incendiary property.

Ice - Your weapon deals I damage and gains the Snare property.

Bolt - Your weapon deals E damage and gains the Shocking property.

Elemental Shot II

Choose one of the following three elemental types. Once per session you may summon a minor elemental spirit of the appropriate type and bind it to your weapon (as a half action). Your next attack with the weapon gains the listed effect. You may take this feat multiple times, choosing a different element each time.

Aero - Your weapon deals I damage and anyone hit by the attack is moved up to 10 meters by a sudden gust of wind.

Aqua - Your weapon deals R damage and gains Proven (3)

Geo - Your weapon deals I damage and anyone hit by the attack is knocked prone as the ground shatters and breaks. Flying enemies are immune to the knockdown effect.

Elemental Shot III

Choose one of the following three elemental types. Once per session you may summon a minor elemental spirit of the appropriate type and bind it to your weapon (as a half action). Your next attack with the weapon gains the listed effect. You may take this feat multiple times, choosing a different element each time.

Holy - Your weapon deals X damage and roll psychic phenomenon with exploding dice

Gravity - Your weapon deals X damage, gains tearing, and treats targets hit by it as being 1 size smaller.

Engineering Team Leader

With the right training, you learn how to get by with fewer people. While serving as Chief of Engineering on a ship, you gain an additional Crew to use for Engineering Actions only. This Crew cannot be removed by critical damage.

Expert Tracker

You are an expert at tracking people - almost like you have the nose (or ears, or possibly other attributes) of a bloodhound. The TN for you to track someone is reduced by 5.

Extra Curricular Study

You can learn almost anything if you put your mind to it. You gain a rank in any Sword or Magic school, up to a maximum of half your level, rounded up.

Feather Step

You can walk on any surface, even if it would not normally support your weight. This allows you to walk on thin rope, cloth awnings, and even mud, quicksand, or water.

Ferric Lure

The character may cause an unsecured metal object within his field of vision to fly into his hand. The object may weigh up to the character's Willpower in kilograms and must lie within 20 meters. Using this talent takes a Full Action.

Ferric Summons

The character may cause an unsecured metal object within his field of vision to fly into his hand. The object may weigh up to twice the character's Willpower in kilograms and must lie within 40 meters. Using this talent takes a Full Action.

Gain Access

You have crypto-keys and Icepicks that can get you into almost any kind of trouble. You get +1k0 to all Tech-Use tests made to hack into systems or otherwise break into electronic databases. While serving as Chief Arcana Officer on a ship, you get this bonus to Jam Communications tests.

Gun Blessing

You may make an Arcana check (TN 20) as a half action to unjam your gun, make it count as a magic weapon for one scene, and/or improve its quality by one step for one scene (you cannot stack these quality improvements).

Hailing Frequencies

While serving on a ship, even if you aren't Captain, when the Hail action is used the target is forced to respond. If this action is used in combat, combat immediately ends and social combat begins. Against most NPC ships you can at least find out why they're shooting at you and perhaps even ask them to stop before they open fire again.

Headstrong

Some people think they can outsmart you. Maybe. But you can outsmart bullet. You are immune to pinning.

Improved Animal Companion

Your Animal Companion is better than average. Either you've gotten a new companion of a more dangerous type of animal or you've got an exceptional specimen. Choose Threat Rating or Damage Rating. The chosen attribute of your animal companion is increased by 1. If your animal companion dies, the replacement has the same improvements.

Improved Wild Shape

You can change into more dangerous animals. When using Wild Shape you may move an additional point from one physical stat to another, and may choose to gain one additional trait from the list of Armor Plating (2), Dark Sight, Flyer, or Aura (2).

Improvisational Master

You can use even a tin cup to go through light armor. When you use Improvised weapons, the weapon gains a +2 bonus to Pen.

Improvisational Savant

Improvised weapons you use gain a special quality that is appropriate for the item. A trash can lid might have Defensive, a length of chain might get Flexible, a Ladder could have reach, and so forth. The SM has final say on what special qualities are appropriate or not.

Improvisational Warrior

You can put the hurt on someone with even the most innocuous of items. When you use Improvised Weapons, they deal and additional +1k0 damage.

Iron Curtain

You can create a powerful, poorly understood shield of energy around your body, always with some accompanying visual effect - some people darken to almost black, some glow bright red or blue. You may spend a Hero Point to ignore all damage until your next round.

Iron Fist

You have mastered the sacred and powerful art of the Iron Fist. Your unarmed strikes get +4 Pen and deal Explosive damage.

Iron Tower

There is a mystical, mysterious power in steel. You may use a melee weapon as though it were an Implement for the purpose of all feats or class abilities.

Jerry Rig

Sometimes you need someone who knows how to cross some wires and keep things working even while bits are missing or exploding. While serving as Chief of Engineering on a ship, whenever you take the Emergency Repair action to repair Hull Integrity, you restore an additional point of Hull Integrity.

Just As Planned

You may spend a Hero Point to have retroactively prepared or taken any action within the last ten minutes that would just now come into play, such as making a discrete comm hail for assistance or turned on a small recording device. Note that retroactively taking this action cannot change anything else that has already happened, though it may be addressed as normal now. And you clearly planned this all in advance, you devious bastard.

Ki Strike

Your punches are pure magic. Your unarmed strikes count as magical weapons.

Lead Fingers

You may use your gun to push or manipulate objects at a distance. You can only use this at up to the weapon's Short Range, and are somewhat limited in what you can do. You can press buttons, flip switches, push objects, and otherwise do anything you can manage with one finger. The SM has final say on what will work and what won't.

Lend Expertise

When you use the Picard Speech action, you get additional bonuses. If you have at least 3 ranks in Tech-Use, Arcana, or Ballistics, Crew Quality is increased by two (instead of the normal one) for Engineering, Arcana, or Tactical actions respectively.

Luminen Blast

By reciting the proper litany, the character can channel the energy stored in his Potentia Coil down augmetic conduits that parallel the bones of his arms and direct it at enemies. The character gains a ranged attack that deals 0k2 E damage, +1k0 per point of Willpower the character has, with a 10m range and the Shocking quality. The character must pass a Constitution test (TN 15) when he uses this ability or gain a level of fatigue.

Luminen Charge

The character has mastered the union between his mechanical elements and his mortal flesh, allowing the former to power the latter. With about a minute of the correct meditations and prayers, the character can recharge batteries by taking fatigue. Small items - weapon power packs and such - take one level of fatigue. Jump-starting vehicles and such take two levels, and larger things like powering ship actions take three or more levels of fatigue as decided by the SM.

Mana Generator

You may use the Aid Another action to give a spellcaster a free raise on their next successful Focus Power test. This bonus is lost if they don't make a Focus Power test before your next turn.

Master of Bombardment

While serving as Tactical Officer on a ship, you may reduce the TN to hit a planetary object to 20. If you miss the target, you may reroll the direction and distance of the scattered shot. You must use the result of the second roll, even if they're less favorable.

Master of Disguise

As long as you aren't being observed, or at least not being observed by anyone that you want to be fooled, you can disguise yourself as a single Full Action without this haste affecting the quality of your disguise. You are also always considered to have at least adequate materials for the purpose of making a disguise.

Match Frequency

While serving as Tactical Officer on a ship, once per session you may double the disruption of all the ship's weapons on a target that has been subject to your ships's Active Augury since your ship's last turn.

Mechadendrite Use

It takes extensive training and willpower to make use of limbs that you weren't born with. You may take and use Mechadendrite implants.

Meditation

Once per session, if you meditate quietly for an hour you may regain one spent (but not burned) Hero Point.

Mechanicus Implants

The character is a servant of a Machine-God, an initiate into the mysteries of the Priesthood of the Omnissiah and as such is granted the following implants:

Electro-Graft

The Electro-Graft is a small port that is grafted into the nervous system. Once a recipient has been properly trained, this allows him to interface with machine data ports and certain types of data nets. Electro-grafts can take many forms, such as skull shunts, finger probes, or spine jacks.

Electoo Inductors

Electoo Inductors are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. The electoos are wired into the nervous system, where they derive power from the bio-electrical emanations of the flesh and the sacred mysteries of the Potentia Coil. They can be used to emit or siphon power in many ways.

Respirator Unit

A Respirator Unit involves tubes, wires, vox-grills, or other augmetic parts replacing the neck and upper chest. This unit purifies the air supply, granting a +1k1 bonus to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesizer capable of transmitting the voice in a variety of ways.

Cyber-Mantle

The Cyber-Mantle is a framework of metal, wires, and impulse transmitters bolted onto the spine and lower ribcage. As the initiate gains further implants, this mantle acts as a subdermal anchorage point.

Potentia Coil

Cradled within the Cyber-Mantle is a power unit known as the Potentia Coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvinators.

Miracle Worker

While serving as Chief of Engineering on a ship, whenever you take the Emergency Repair action to restore damaged systems you may attempt to restore two damaged systems (making two separate checks) instead of just one.

Naturalize

By spending a Hero Point you may create a magical burst that disrupts technology in an area. This creates a 3-meter radius burst within 10 meters. All actions utilising technology, including firing non-Primitive ranged weapons, Tech-Use tests, and any physical actions attempted while wearing power armor or employing cybernetics, suffer a -2k0 penalty. Melee weapons with technological components count as merely Hand Weapons or whatever other weapon the SM determines is most appropriate.

Nature Sense

You have a kind of sixth sense that allows you to sense animals and natural hazards like quicksand and poison ivy within 10 meters. This doesn't allow you to sense unnatural dangers (like undead, Modrons, or worse - assuming worse than Modrons is even a thing).

Nekomimi Mode

Instead of turning fully into an animal, you can choose to only partially shift. When using Nekomimi Mode, your equipment doesn't meld into your form, allowing you to use it, and you retain a humanoid appearance. However, this partial shift is unstable, and so you may only maintain it for five rounds. After those five rounds are up, you return to your normal form and cannot use Wild Shape for one hour.

Paranoia

You know danger lurks behind every corner. You gain a +2 bonus on initiative rolls and the SM may secretly test to notice hidden threats.

Perfect Self

You no longer need to eat, drink, or sleep as long as you can find time to meditate for an hour every day. You gain Aura equal to your Wisdom.

Pinball Wizard

Not only can you put holes in people, you can shoot right through firewalls. Up to your gun's short range you can use it to manipulate electronics. This can be used to open or close electronic locks, shut down machinery, and anything else the SM deems dramatically appropriate.

Protocol

You automatically know enough about local customs that you don't get tripped up by matters of protocol. This acts something like Common Sense, except the character uses Common Lore + Intelligence (TN 15) in place of Common Sense's straight Wisdom test.

Raven's Eye

You find it easy to pick out your target in a crowd. You can automatically spot someone you're looking for in a crowd of people, though if they're disguised you'll have to see through it first.

Redshirt Shield

While serving as Captain on a ship, your crew will go to great lengths to protect you. As long as your ship is in port, your crew tends to be close at hand and ready to help you. The first time you'd take damage in any session, a random crewman appears from as if out of nowhere and takes the blow, dying horribly and saving you.

Research

You automatically know the local rulers and general trivia about them in any place you go to (as long as such knowledge is something that can be found after a few hours of research - you don't automatically know the ruler of a newly-discovered Crystal Sphere, for example).

Rock and Roll

If you use Full Auto Burst, you get a free raise on the attack roll for every consecutive round in which you've used Full Auto Burst. (i.e.: You use Full Auto Burst in round 1. In round two you use it again and get a free raise. In round three you use it again and get two free raises. In round 4 you stop to reload. In round 5 you use Full Auto Burst and get no raises.)

Rotate Shield Frequency

While serving as Chief Arcana Officer on a ship, once per session, as an Arcana Action you may make a TN 20 Arcana check. If it succeeds, you may remove all disruption from your shields on your next turn.

Spell Bullet

You may prepare a bullet, energy pack, plasma canister, etc to hold a single spell. You must cast the spell while preparing the ammunition, making any needed Focus Power tests. You may only have one Spell Bullet prepared in this way at a time.

Spell Parry

By spending a Hero Point you may attempt to Parry a spell that targets you and only you. The TN for the Parry attempt is equal to the result of the Focus Power test of the spell.

Spell Shield

You can create a mystical shield with your free hand that protects you from spells. As long as you have one hand free, you gain a bonus to your Aura equal to your ranks in Arcana.

Steel Rain

Some stay dry but others feel the pain. Your Full Auto Bursts cannot be dodged.

Storm of Iron

You know how to pump the trigger to get ten percent more bullet out of your gun. If you fire a weapon on Full Auto, you may increase its ROF by 1.

Stunning Fist

When you hit someone, you can get them right in the death spots. You may spend a Hero point to give your unarmed strikes the Shocking quality for one round.

Sword Beam

When you make an All Out Attack you may choose to make a Sword Beam attack in place of its usual benefits. Your melee attack gains the Reach property and can strike at opponents up to 10m away. You suffer all the normal penalties for using an All Out Attack.

Tachyon Beam

While serving as Chief Arcana Officer on a ship, you may use an Arcana Action in place of any other action once per session, via the power of technobabble. Make sure to reverse something, possibly get some quantum in there, and to never use the same explanation twice.

Trance

You may enter a deep trance state, able to go a long time without moving, eating, drinking, or even blinking. You can remain in this trace for a number of days equal to your Constitution and come out of it instantly - you're still aware of everything that's going on around you. Once you've come out of the trance you need to get some food and a decent night's rest before you can go back into it.

Unarmed Master

You have mastered a form of martial arts. Or at least you punch really good. Your unarmed strikes deal an additional +0k1 damage.

Unarmed Warrior

You study martial arts and your fists are now even more dangerous. Your unarmed strikes deal an additional +1k0 damage.

Upgraded

Every time the character takes this feat, the character gains a cybernetic implant. This feat will always list the maximum rarity of the implant that can be gained with this feat. If no rarity is listed, treat it as having a maximum rarity of Uncommon.

Wholeness of Body

While not wearing any armor, you gain a bonus to your Armor equal to your Wisdom.

Wild Empathy

You can speak with animals. This isn't quite speech as it is between two people, but more of a general understanding and pantomime type of thing. This allows you to use social skills as normal with animals, though. Unfortunately, it allows them to do the same to you assuming they have any.

Wild Shape

You can turn into an animal. This allows you to shift your physical stats around slightly, taking one point from one of your physical stats (to a minimum of 1 - if you only have 1 in a stat you cannot remove that last point from it) and put it on a different physical stat. You may also choose to gain one of Quadruped, Crawler, or Amphibious. While using Wild Shape you appear as a normal animal of whatever type you've chosen to turn into, and like most animals you cannot cast spells or manipulate objects particularly well. Your equipment melds into your new form and you lose any effects it gives. Using Wild Shape to turn to or from an animal form is a Full Action, and you can remain in animal shape as long as you wish.

Worf Barrage

While serving as Tactical Officer on a ship, you may reroll critical damage dealt by your ship's weapons once per scene. You must use the result of the second roll, even if it is worse.

Worf Effect

Whenever an enemy can target you with an attack, they will do so unless they can make an Intelligence Test at TN 15. Once an enemy has passed this test, they may attack other targets normally for the rest of the encounter.

Zen Shooting

You can use your Perception in place of your Ballistics skill with any weapon you are proficient with.

Racial Feats

Aasimar	
Made of Mettle	Your weak point is made stronger.
Dark Eldarin	
Recluse	You're very good with poison, both using and resisting it.
Dragonborn	
Elder Wyrm's Fire	The fire inside you burns hot and wild.
Dryad	
Matron	You've exalted at a later stage of life than most Dryads.
Photosynthetic	You can draw everything you need from the sun and sky.
Treestrider	You can teleport yourself from one plant to another.
Eldarin	
Ancestral Recall	You have a tiny bit of that great Syrne curse and blessing.
Elf	
Precise Technique	You can apply yourself to do just about anything with machine-like skill.
Gnome	
Explorer	You have a map! It's a very exciting type of thing to have.
Halfling	
Escape Artist	No one can hold you still.
Human	
Mixed Heritage	You have a mix of other races in your past. Your family really got around.
Kenku	
Ace Pilot	No one can pilot a ship as well as a Kenku can.
Developed Wings	You can flyyyy like an eagle!
Teacher	Others can make use of your incredible talents.
Kobold	
K'sten'mannav	You're a REAL kobold, not like those damn kids these days.
K'vend'l	When you're rich enough, you don't need to follow tradition.
Legal Miner	You've been a miner since the day you were born.
Trapmaster	Anyone can dig a pit. You can make someone fall into one.
Ork	
WAAAAAGH CRY!	UZ GITS BETTA GIT STUCK IN OR I'Z KRUMP YA!
Squat	
No One Tougher	It takes a lot to really take you down.
Tau	
Silent Arcana	Tau aren't good at magic. Or are they?
Thri-Kreen	
Lightning Bug	You're all glowy and awesome, and you have a death ray.
Mandibles	Your bite is worse than your bark. Well, it's more a chittering than a bark...
Noisy Cricket	You can jump so high that you might never come back down.
Tiefling	
Beneficial Mutation	Sometimes things change. Sometimes you change.

Ace Pilot [Kenku]

Kenku are natural pilots, able to push their machines harder than anyone else. Whenever they serve as Helmsman for a ship, the ship's Maneuver is increased by +5. Any vehicles they control also get +5 to their maneuver.

Ancestral Recall [Eldarin]

Eldarin have a deep connection to the mysteries of the warp that is second only to the ancient Syrneth. You have a more direct connection than most. +1k0 to all magic tests, +10 on Warp phenomena rolls.

Beneficial Mutation [Tiefling]

Tieflings are not made to any particular plan, and their bodies can continue to mutate throughout their lives, sometimes in response to great failures or injury. +2 to your lowest characteristic, -1 to another characteristic.

Developed Wings [Kenku]

While all Kenku have wings, not every Kenku's wings are strong enough to allow them to actually fly. Yours, however, are that strong. You gain Flyer, at your normal Speed.

Elder Wyrm's Fire [Dragonborn]

Some dragonborn have stronger breath weapons than the average, often with more impressive visual effects like blue fire or bolts of lightning. Your breath weapon deals +1k1 damage.

Escape Artist [Halfling]

Halflings are pretty much dead if they can't move. You aren't likely to die from that anytime soon. You are immune to immobilization.

Explorer [Gnome]

Gnomes can find the strangest things, and are especially fasciated with maps. You have a map. To an exciting place! When you go there, you can get a new map.

K'sten'mannav [Kobold]

Because of the respect most kobolds have for the K'sten'mannav and their upholding the ideals of their race, kobolds will not willingly attack a K'sten'mannav unless he attacks them first. Of course, this doesn't extend to anyone he is with, but he might be able to get a few words in while his friends are getting stabbed. Additionally, because of their long-ingrained distrust for others, they gain the Paranoia feat.

K'vend'l [Kobold]

K'vend'l are among the greatest merchants in the Wheel. They keep close connections to each other and can find nearly anything, even things that others think impossible to locate at market. You may reduce the TN of Wealth Tests by 5, and the maximum TN of an item you can find in a location is increased by 5.

Legal Miner [Kobold]

Almost every kobold is born and raised in a mine, deep underground and safe from the prejudices and attacks of other races. You automatically notice unusual features in worked stone, reducing the TN to find traps, hidden doors and the like by 10.

Lightning Bug [Thri-Kreen]

Though it's something of a rare trait, you have a natural bioluminescence that allows you to produce light like a lantern at will. With some effort you can vary the color and intensity of the light through different shades of red, yellow, and green. You can also expend your internal energy to shoot a bolt of bio-electricity. You gain the Luminen Blast feat.

Made of Mettle [Aasimar]

Aasimar do not like having weaknesses. Most Aasimar will train hard to eliminate whatever they feel is their greatest weakness. +1 to your lowest characteristic.

Mandibles [Thri-Kreen]

All Thri-Kreen have a mildly poisonous bite, but for most it doesn't cause more than a rash in most sentients. Your bite is significantly more dangerous. You gain a natural weapon with the following profile: (1k1 R, Melee, Toxic).

Matron [Dryad]

Unlike the majority of Dryad adventurers, you are in your third stage of life, a huge treelike being with skin like bark and arms like strong branches. Your characteristics are significantly different from the average Dryad. You lose a point of Fellowship and Dexterity, but gain a point of Strength. You lose the Dryad's racial power of Pheromones and gain +2 Size. You also gain the Armor Plating (2) trait and your brawl attacks deal +2k0 damage thanks to your clublike fists.

Mixed Heritage [Human]

Sometimes it seems like humans will have sex with anything. Choose a race. You may take racial feats that require that race. If the racial feat references or improves a racial ability you do not have (such as Elven Accuracy), you may not take that feat.

Noisy Cricket [Thri-Kreen]

Thri-Kreen are naturally suited towards long jumps thanks to their powerful legs. You gain a Jumping speciality in Acrobatics. Whenever you make an Acrobatics test to jump, every raise you get counts as three raises.

No One Tougher [Squat]

You may use Constitution instead of Dexterity for determining your Static Defense.

Photosynthetic [Dryad]

As plants, all Dryads can gain some nourishment from sunlight, but you can gain everything you need from the light of the sun. You no longer need to eat food as long as you spend at least two hours basking in direct sunlight, and you heal one hit point per hour you spend in direct sunlight. Vampire Dryads do not gain these benefits, but instead lose a vampire's Sunlight Weakness.

Precise Technique [Elf]

Elves are good at everything, especially when they cheat. Use an Elven Accuracy reroll with any skill check once per session.

Recluse [Dark Eldarin]

Dark Eldarin often spend decades making themselves inured to toxins and poisons, either on purpose to better survive their harsh culture or on accident as part of life-long drug abuse. You are immune to all poisons and Toxic weapons, roll damage from Toxic quality twice and take the better result.

Silent Arcana [Tau]

Tau are not naturally good at spellcasting, but they can suppress a lot of the pomp and circumstance that others use when they get around to trying their hand at it. You can increase the DC of a Focus Power check by 10. If you do, it loses the Verbal, Somatic, and Material keywords and gains the Subtle keyword if it doesn't already have it.

Teacher [Kenku]

Kenku are great teachers, and even a few words of advice can give people great insight into an area the kenku knows well. Once per session per skill, a Kenku can allow anyone they can speak with (including through commlink, radio, or whatever) to use one of their Specialities on the next test they make.

Trapmaster [Kobold]

Kobolds are not very good at standing up and fighting fair, but they are excellent at fighting dirty. You gain a free Traps speciality in Crafts and Tech-Use.

Treestrider [Dryad]

One of the most famous powers of the Dryads is their ability to appear anywhere in a forest. While not every Dryad can actually do this, you can. You may, as a full action, enter one tree or other large plant and then exit another large living plant anywhere within one kilometer per level. You don't have to know your exact destination, just a general distance and direction.

WAAAAAGH CRY! [Ork]

If there is anything an ork does well, it's motivating other orks to krump things harder. If you're especially good, you can even motivate non-orks in the same way. When ganging up on an enemy, allies get an additional +1k0 to hit and damage.

Dragonblooded Bloodline Assets	
Adamic Dragon	You are part of a rare dragonblooded bloodline.
Blood of Bahamut	Your claws and dragon breath are more dangerous.
Blood of Io	You can gain power by consuming hordes of wealth.
Blood of Tiamat	You have the incredible power to change your blood quickening.
Double Dragon	You have two Blood Quickenings. Lucky you!

Adamic Dragon

There are certain extremely rare dragons, so powerful that they are to other dragons as those dragons are to men. These primordial beasts are infused with power beyond any other, ancient superweapons created by the Syrneth and locked away for all time. Somehow, some way, you have a tiny fraction of their power, passed down over thousands of years. You may choose one of the following in place of your normal Blood Quickening choices:

Metal The Dragonblooded gains +1 Willpower and +1 Size. By spending a point of Breath they gain Armor equal to their Aspect until their next turn. The Dragonborn's claws gain Razor Sharp and Power Field.

Void The Dragonblooded gains +1 Composure. They do not need to breathe and can survive without a void suit in the vacuum of space. Wounds dealt by a Void Dragonborn's claws cannot be healed by spending resource points or magical healing - only by time.

Heart The Dragonblooded gains +1 Fellowship. By spending a point of breath, they may treat any one die rolled as a social attack or with a social skill as a 10. The Dragonblooded's claws gain Orgone Array.

Blood of Bahamut

The Dragonblooded's Claws and the breath weapon they gain from Dragon Heart at Aspect 3 deal +1k1 damage and the damage type is changed to X.

Blood of Io

The Chosen of Io may regain their Breath more quickly by consuming valuable objects like gems and coins. They may spend a full action during combat to gulp down a handful of precious metal and wealth to regain 2 points of breath.

Blood of Tiamat

Once per day, the Dragonblooded may perform an hour-long ritual that allows them to change their Blood Quickening.

Double Dragon

You have the bloodline of not just one, but two dragons (or more, if you're dragonblooded - in which case you are some kind of triple dragon at this point) flowing through your veins. Choose an additional Blood Quickening (Air, Earth, Fire, Water, or Wood). You gain the benefits of that blood quickening, with the exception of that Blood Quickening's characteristic bonus.

Wraith Haunting Assets	
Children of Ash	You can crush an enemy's spirit and make them run in fear.
Children of Dust	You can bring death and decay into the world.
Children of Salt	You crush the ability of the enemy to respond to you.
Children of Silence	You can animate the corpses of the dead to serve you.
Children of Void	With a little effort, you can really take their breath away.

Children of Ash

Ash represents the death of fire, and the wraiths aligned to it can cool and kill the courage of their foes. You may spend two Plasm to force an opponent to roll on the Shock table.

Children of Dust

Earth represents strength and the permanence of the material world. Wraiths of dust can destroy and rot the world around them. You may use the spell Rot rolling your Synergy + Intelligence instead of the normal Focus Power test.

Children of Salt

Salt is the destruction of water, drying and evaporating, leaving barren fields where life once was. Water is the element of change and flexibility. You don't allow your enemies to have that flexibility. Opponents in melee range must declare their actions at the start of each round and cannot change their stated action. If their action becomes impossible or suicidal - attacking an opponent who goes out of range or dies, move somewhere that they can no longer access - they may instead choose to take no action at all.

Children of Silence

Silence is the end of life, the death of wood, and the wraiths who can command its power find that the spirits that hover around them possess the bodies of the recently deceased, zombies springing up from the death around them in a mockery of birth. You may spend one Plasm to raise a corpse as a Threat Rating 1, Damage Rating 1 minion. You may have a number of these minions equal to your Synergy rating at any one time.

Children of Void

The element of Air represents the mind, knowledge, and mystery. The void, the empty depths of absolute nothingness between the stars, are the destruction of air, and where air is knowledge, the void is Space Madness. You may spend a Plasm and a half action. If you do, target opponent makes a Willpower test (The TN for this test is 10 + 3 times your Synergy). If they fail, they can only take a half action on their next turn.

"Czarro." Cain whispered, looking at the ragged Dark Eldarin over the pict-viewer.

"You still remember, Admiral! I cannot help but be touched." He smiled. "I, of course, remember you."

"What is the meaning of this attack? Where is the crew of the Reliable?"

"Surely I have made my meaning plain? I mean to avenge myself upon you, Admiral. I have deprived your ship of power and when I swing around I mean to deprive you of your life. But I wanted you to know first who it was who had beaten you."

"Czarro, if it's me you want, I'll have myself shuttled aboard. Spare my crew!"

"I make you a counter-proposal. I'll agree to your terms if - if - in addition to yourself you hand over all data and material you have on the project called Bjork."

"Bjork? What's that?"

"Don't insult my intelligence, Cain"

"Give me some time to recall the data on our cognators."

"I give you... sixty microts." Czarro turned away, talking to his helmsman.

"Clear the bridge," Cain said. The cadets filed off, leaving only the essential crew. He walked over to Sulla, turning away from the view of the pict screen.

"At least we know he does not have Bjork."

"Bring up the data charts on the Reliable's control console."

"The Reliable's control console?"

"The prefix code?" Scott asked. Cain nodded.

"It's all we have."

"Chart's up, sir," Sulla muttered, bringing it up on a smaller screen shielded from the view of the main pict viewer. Cain walked over, looking at it.

"Admiral," Czarro said. "Admiral!"

"Please, please, you've got to give us time," Cain said, looking at Czarro. "Our bridge is smashed, the cognators inoperable!"

"Time is a luxury you don't have," Czarro said, shaking a finger. Cain looked at the data Sulla had pulled up.

"Admiral?" Czarro asked.

"It's coming through now, Czarro."

"The prefix code is L0-LC-4T," Scott muttered. Cain entered the numbers into the consule.

"I don't understand," Sulla said.

"You have to learn why things work on a starship," Cain said, entering the last digit.

"Each starship has its own code," Scott said. "To prevent an enemy doing what we are attempting. Using our console to order the Reliable to lower her Void Shields."

"Assuming he didn't change the code. He's quite intelligent," Cain said.

"Fifteen microts, Admiral," Czarro said.

"Czarro, how do we know you'll keep your word?" Cain asked, turning around.

"Oh, I've given you no word to keep, Admiral. In my judgement you simply have no alternative."

"I see your point," Cain said. "Stand by to receive our transmission." He turned for a moment, whispering a command. "Lock arrays on target."

"Time's up," Czarro said.

"Here it comes. Now, Magos Scott."

"Sir, our shields are dropping!"

"Raise them!"

"I can't!"

"Where's the override?!"

"Fire!" Cain commanded. The Imperious' array of weapons tore into the Reliable, blowing out armor panels as it scored hits deep into the ship's structure.

"Fire! Fire!!!" Czarro screamed, shoving wreckage aside as the ship rocked around him.

"We can't fire! We've lost fire control and the main drive! We must withdraw!"

"No!!!"

"The Imperious can wait! She's not going anywhere."

"Sir, you did it."

"I did nothing except get caught with my britches down."

VI

Magic!

Abjuration

Endure Elements

Abjuration 1
Test: Abjuration + Intelligence
Target Number: 15
Action: Full Action
Keywords: Somatic, Verbal
Duration: 24 hours
You may comfortably exist in most natural environments. You don't suffer penalties to your actions from weather conditions, and you're comfortable even in very hot or cold weather.

Voidskin

Abjuration 2
Test: Abjuration + Intelligence
Target Number: 20
Action: Half Action
Keywords: Somatic
Duration: One Scene
You become immune to the ravages of space. While Voidskin is active it provides you with all the air you need to breathe and protects you against pressure and radiation. If combined with Endure Elements, you're comfortable too instead of sweating or freezing.

Ruby Ray

Abjuration 3
Test: Abjuration + Intelligence
Target Number: 25
Action: Reaction Action
Keywords: -
Duration: Instant
A Ruby Ray is effectively a more powerful and limited form of Dispel. It can be used in one of two ways - as a reaction to a spell, or to set up a shield in advance. When used as a shield, it reflects the next spell cast at the shielded target before the end of the round. It only reflects spells that target a single target, not those that effect everyone in a scene or a burst effect like energy-ball. If used as a reaction, it can only protect the caster. The refected spell's target is changed to its caster.

Globe of Invulnerability

Abjuration 4
Test: Abjuration + Intelligence
Target Number: 30
Action: Half Action
Keywords: Somatic, Verbal
Duration: One Scene
The caster of the spell becomes immune to spells of Level 1 and 2. The caster cannot be targeted by such spells, and if caught in the area of effect of such a spell simply ignores its effect. However, they are not immune to spells that don't directly affect them - their attacks can still be parried with Shield, enemies under the effect of Boon still get their bonus against the caster, and so forth.

Wall of Force

Abjuration 5
Test: Abjuration + Intelligence
Target Number: 35
Action: Half Action
Keywords: Somatic, Verbal
Duration: One Scene
This spell creates a powerful magic force-field. A stationary plane of force up to 20m long is created within 50m. This plane is effectively indestructible for as long as it lasts. This spell cannot cause damage, and if the wall's area of effect would intersect something (like trying to cast it through a person or tree) it instead stops before intersecting them, creating a shortened version of the wall.

Conjuration

Web

Conjuration 1
Test: Conjuration + Willpower
Target Number: 15
Action: Half Action
Keywords: Combo-OK, Verbal, Somatic, Material
Duration: Instant
When you cast Web, choose a point within 25m. All targets within 5m of the point are Immobilized for a number of rounds equal to your Caster Level.
Material: Cobwebs

Obscuring Fog

Conjuration 2
Test: Conjuration + Willpower
Target Number: 20
Action: Half Action
Keywords: Verbal, Somatic
Duration: Instant
You create a bank of fog, up to three five-meter cubes per caster level. Within this bank of fog, visibility is reduced to 2m. The fog dissipates at a normal rate, vanishing in about five minutes in normal conditions, less if there's wind, bright sunlight, and so forth.

Cloudkill

Conjuration 3
Test: Conjuration + Willpower
Target Number: 25
Action: Half Action
Keywords: Verbal, Somatic
Duration: Instant
You create a cloud of poison gas, up to one five-meter cube per caster level. Within this cloud of gas, visibility is reduced to 2m. All breathing creatures that start their turn within the gas or move through it during their turn are affected as if they had been hit with a weapon with the Toxic property. The cloud dissipates at a normal rate, vanishing in about five minutes in normal conditions, less if there's wind, bright sunlight, and so forth.

Incendiary Cloud

Conjuration 4
Test: Conjuration + Willpower
Target Number: 30
Action: Half Action
Keywords: Verbal, Somatic
Duration: Instant
You create a cloud of roiling fire, up to two five-meter cubes per caster level. Within this cloud of flame, visibility is reduced to 2m. All breathing creatures that start their turn within the gas or move through it during their turn are set on Fire. The cloud dissipates at a normal rate, vanishing in about five minutes in normal conditions, less if there's wind, bright sunlight, and so forth.

Black Blade of Disaster

Conjuration 5
Test: Conjuration + Willpower
Target Number: 35
Action: Full Action
Keywords: Verbal, Somatic
Duration: One Scene
This spell creates a dimensional rift to a zero-space of utter destruction, a realm of void and emptiness so hungry that it has a kind of terrible unlife. The rift takes the form of a large sword that effectively functions as a Power Sword. In addition to the normal properties of a Power Sword, the Black Blade of Disaster ignores a targets Armor, effectively giving it infinite penetration. If the blade leaves the caster's hands, it disappears immediately.

Divination

Detect Thoughts

Divination 1
Test: Divination + Intelligence
Target Number: Special
Action: Half Action
Keywords: Subtle, Social, Mind-Affecting
Duration: Instant
You are able to detect surface thoughts. You get a general idea of a person's emotions using this spell. Make your Focus Power test against the target's Mental Defense. If your test succeeds, you can detect more specific thoughts. If you get a number of raises equal to the target's Willpower, you can get the answer to a single question - assuming the target knows the answer. If he doesn't, or is misinformed, you'll just get the wrong answer he has.

Arcane Eye

Divination 2
Test: Divination + Intelligence
Target Number: 20
Action: Full Action
Keywords: Material, Somatic, Social
Duration: One Scene
You create a small magical sensor. It flies at your normal movement rate and can go up to 4 kilometers from you. The sensor is tiny (size 1) and difficult to spot. You can see through it with all of your normal senses (you lose the benefits of any magic or technology improving these senses beyond the norms for your race - though an Arcane Eye could allow a blind person to see, it wouldn't allow someone who had an infrared preysight installed in his forehead to use that). If the sensor takes any damage, it is destroyed.
Material: An eye from any creature.

Legend Lore

Divination 3
Test: Divination +Intelligence
Target Number: 25
Action: Full Action
Keywords: Social, Somatic, Touch
Duration: Instant
By touching an item you gain some insight into its history. You learn its general history, all of its abilities, and any famous owners it has had.

Foresee

Divination 4
Test: Divination + Intelligence
Target Number: 30
Action: Full Action
Keywords: Somatic, Verbal, Social
Duration: Instant
You gain insight into the near future. Upon successfully casting this spell, you gain a vague idea of the next significant threat. While the SM is not required to tell you what it is, he should give you an idea of how to prepare for it. When you encounter said danger (or manage to avoid it - no SM is perfect and the future is always in flux) Forsee triggers again and lets you know that it is time.

Hindsight

Divination 5
Test: Divination + Intelligence
Target Number: 35
Action: Full Action
Keywords: Somatic, Verbal, Social
Duration: Concentration (Reaction)
Whereas Foresee allows you to see the future, Hindsight allows you to see the past. While many consider seeing the past to be a fairly simple thing, Hindsight is actually more difficult in some ways. Where forsee is only a very vague, general idea of the future, Hindsight allows you to see the past in stark focus. You can see historical events (or a named day/time) as if they were occurring around you. Hindsight does not change your location, so you view the times and events from where you are now. You can move around during the spell's duration to see other things going on, but cannot interact with things you see in the past - it's just an illusion.

Enchantment

Shock and Awe

Enchantment 1
Test: Enchantment + Charisma
Target Number: 15
Action: Half Action
Keywords: Attack, Combo-OK, Somatic, Verbal
Duration: Instant
Everyone within 10m of this spell's target loses 5 from their initiative score. If they have already acted this round and this change in the initiative order would give them an additional turn, they skip that turn.

Confusion

Enchantment 2
Test: Enchantment + Charisma
Target Number: 20
Action: Full Action
Keywords: Attack, Combo-OK, Somatic, Verbal, Mind-Affecting
Duration: One Scene
The target of this spell makes a saving throw. If it is not successful, he becomes confused. At the beginning of each of his turns, roll 1d10. On a roll of 1-4, he hurts himself (losing 1 Hit Point). On a roll of 5-6, he does nothing. On 7-9, he may act normally. If he rolls a 10, the spell is broken. A target cannot be under the effects of more than one confusion effect at once.

Suggestion

Enchantment 3
Test: Enchantment + Charisma
Target Number: 25
Action: Half Action
Keywords: Subtle, Social, Verbal, Language-Dependant, Mind-Affecting
Duration: Instant
Much more subtle than other methods of mind control, Suggestion empowers the casters words with a magical compulsion that leaves others wondering why they did something. The caster makes a simple request. As long as the request is something within the target's nature, they do not get a saving throw to resist. If the request is unusual, the target may make a saving throw. Targets who pass their saving throw are not aware of anything unusual, except that they were highly tempted to follow the caster's request.

Demand

Enchantment 4
Test: Enchantment + Charisma
Target Number: 30
Action: Half Action
Keywords: Subtle, Social, Verbal, Language-Dependant, Mind-Affecting
Duration: Instant
Demand works as Suggestion, except the target does not get a saving throw. They will comply with the request as best they can. The target may resist a request by spending Resolve. They must spend one Resolve, plus one for every raise the caster got on the focus power test, to avoid complying with the request.

Amnesia

Enchantment 5
Test: Enchantment + Charisma
Target Number: 35
Action: Full Action
Keywords: Social, Verbal, Touch, Somatic, Language-Dependant, Mind-Affecting
Duration: Instant
You may erase and rewrite a target's memories. The target makes a saving throw. If the saving throw is not successful, the target's memory of an event chosen by the caster are erased. The caster may rewrite the target's memories, telling the target in as much or as little detail as they desire what happened, after which the target will remember what the caster told them, filling in any gaps by themselves.

Evocation

Battering Ram

Evocation 1
Test: Evocation + Charisma
Target Number: 15
Action: Half Action
Keywords: Combo-OK, Attack, Somatic, Verbal
Duration: Instant
One target within 30m is thrown back 5m, landing in a space of the caster's choosing. If the caster is smaller than the target, the target is only thrown back 2m. The target may roll Acrobatics + Dexterity (TN 15). On a failure, the target also becomes prone.

Defenestration

Evocation 2
Test: Evocation + Charisma
Target Number: 20
Action: Full Action
Keywords: Combo-OK, Attack, Somatic, Verbal
Duration: Instant
The caster chooses one target within 100m and a wall within 5m of the target. The target is thrown violently into the wall, and both he and the wall take 4k2 damage. If the wall's AP is less than 5x the Caster's level, the target is thrown through the wall instead, automatically destroying a section of the wall.

Prismatic Ray

Evocation 3
Test: Evocation + Charisma
Target Number: 25
Action: Half Action
Keywords: Combo-OK, Attack, Ranged Touch, Somatic, Verbal
Duration: Instant
Make a ranged attack (using your Level + Ballistics) with a maximum range of 50m per level. Roll 1d10. The result is X. Roll 1d10 again. This result is Y. This spell does damage equal to XkY.

Lightning Ring

Evocation 4
Test: Evocation + Charisma
Target Number: 30
Action: Full Action
Keywords: Combo-OK, Attack, Somatic, Verbal
Duration: One Scene
Create an aura that deals Xk2 damage to everyone in melee range of you at the end of your turn. X is equal to your level plus the number of raises you had on this focus power test. As a half action you may fire a bolt of lighting from the ring, making a ranged attack against an enemy within 40m that deals 5k2 E damage. Every time you fire a bolt from this ring, X is reduced by 1.

Reality Maelstrom

Evocation 5
Test: Evocation + Charisma
Target Number: 25
Action: Full Action
Keywords: Combo-OK, Attack, Somatic, Verbal
Duration: Instant
Make an attack with Burst 10 centered on yourself. Everyone affected by this attack rolls on the psychic phenomena table.

Healing

Shield Other

Healing 1
Test: Healing + Wisdom
Target Number: 15
Action: Full Action
Keywords: Focus, Touch, Somatic, Verbal, Social
Duration: 24 Hours
As you cast this spell, touch a target. For the next 24 hours, whenever the target would lose hit points, you may lose that many hit points instead.
Focus: A small doll.

Death Ward

Healing 2
Test: Healing + Wisdom
Target Number: 20
Action: Full Action
Keywords: Touch, Somatic, Verbal, Social
Duration: One Day
The touched target is warded against death. The next time the target would die during the duration of the effect, he survives. This does not protect against continuous effects that would kill someone, such as being dropped into the Astral Sea unprotected, walking out of an airlock on Venus in your underwear, or falling into molten lava.

Atonement

Healing 3
Test: Healing + Wisdom
Target Number: 25
Action: Full Action
Keywords: Touch, Somatic, Verbal, Social, Material
Duration: Instant
Atonement is used to heal some of the woes brought on by Degeneration. On a successful casting of Atonement, the degeneration at the target's highest Devotion level is removed (For example, if a target has Degenerations at Devotion 5, 4, and 3, this would remove the Degeneration at Devotion 5). Once you have benefited from Atonement, you cannot do so again until you raise your Devotion at least one point.

Heal

Healing 4
Test: Healing + Wisdom
Target Number: 30
Action: Full Action
Keywords: Somatic, Touch, Verbal
Duration: Instant
This functions as Cure Moderate Wounds, except the target is also cured of any diseases or poisons affecting them.

Divine Power

Healing 5
Test: Healing + Wisdom
Target Number: 35
Action: Half Action
Keywords: Somatic, Touch, Verbal, Focus
Duration: One Scene
You are filled with the power of the gods. You get +2 to your Size, +2 to Strength, and you heal one lost hit point at the end of each of your turns. At the end of the scene, you must make an immediate alignment test.
Focus: A holy symbol

Illusion

Blur

Illusion 1
Test: Illusion + Intelligence
Target Number: 15
Action: Half Action
Keywords: Combo-OK, Somatic
Duration: Concentration (reaction)
You can distort your own image, making it more difficult to hit you. Your static defense increases by 3.

Illusory Script

Illusion 2
Test: Illusion + Intelligence
Target Number: 15
Action: Full Action
Keywords: Subtle, Language-Dependant, Social
Duration: Indefinite
You can create a magical message that appears as one message to most while concealing another message that only intended recipients can view. This message takes the normal amount of time to create - a few moments for a scribbled note, hours for a long work - and can be of any size. A piece of paper or graffiti on a wall.

Dream

Illusion 3
Test: Illusion + Intelligence
Target Number: 25
Action: Full Action
Keywords: Material, Social, Somatic, Verbal
Duration: Instant
This spell reaches out through the Warp and touches the mind of a sleeping person. The caster may choose to send them a dream or a nightmare. If giving them a dream, the caster may send that person a single message. If giving them a nightmare, the caster denies them any benefit of bed rest, including healing wounds. This spell has no range, and since it works through the Warp, can even cross Crystal Spheres.
Material: Incense

Mislead

Illusion 4
Test: Illusion + Intelligence
Target Number: 25
Action: Half Action
Keywords: Combo-OK, Subtle, Somatic
Duration: One round per level
When you cast this spell, you create an image of yourself and turn invisible at the same time. You may then move up to your speed, leaving the image behind. To all observers, it appears as though nothing happened at all. When you make an attack or your image is attacked, the spell ends, revealing your real location.

Screen

Illusion 5
Test: Illusion + Intelligence
Target Number: 25
Action: Full Action
Keywords: Focus, Social, Somatic, Verbal
Duration: 24 Hours
Screen creates a powerful protection from scrying and observation. When casting the spell you dictate what will and will not be observed in the spell's area. Attempts to scry or view the area remotely automatically detect the image stated by you, allowing you to easily fool cameras, satellite observation, and magic. Viewing the image directly or attempting to interact with it may allow a saving throw if there is cause to disbelieve what is seen.
Focus: A glass prism

Necromancy

False Life

Necromancy 1
Test: Necromancy + Intelligence
Target Number: 15
Action: Half Action
Keywords: Somatic, Verbal
Duration: 24 Hours
The caster gains one temporary hit point, plus one for every two raises on the focus power test. These temporary hit points are lost first and do not stack with themselves or other sources of temporary hit points.

Burning Blood

Necromancy 2
Test: Necromancy + Intelligence
Target Number: 20
Action: Half Action
Keywords: Attack, Combo-OK, Ranged Touch, Somatic
Duration: One round per level
You taint a living creature's blood with a hot, corrosive infusion. This spell has no effect on creatures without blood, like robots, Modrons, or the undead. The target loses 1 hit point at the end of each of its turns, and lasts for a number of rounds equal to the caster's level.

Horrid Wilting

Necromancy 3
Test: Necromancy + Intelligence
Target Number: 25
Action: Half Action
Keywords: Attack, Combo-OK, Somatic, Verbal
Duration: Instant
This spell drains the moisture from the body of every foe within 20m, giving them a level of fatigue.

Avasculate

Necromancy 4
Test: Necromancy + Intelligence
Target Number: 30
Action: Full Action
Keywords: Attack, Combo-OK, Somatic, Verbal
Duration: Instant
Choose one target creature within 30m. The target of this spell may make a saving throw with Arcana + Constitution. If the saving throw fails, the target loses half of his remaining hit points, rounded down.

Zombie Plague

Necromancy 5
Test: Necromancy + Intelligence
Target Number: 35
Action: Full Action
Keywords: Material, Social, Somatic, Touch, Verbal
Duration: Indefinite
This spell works as Raise Dead. However, any creature killed by the zombie created by this spell is subject to the Zombie Plague spell as well, potentially creating an entire horde of zombies.
Material: A vial of dead blood

Transmutation

Blood Wind

Transmutation 1
Test: Transmutation + Wisdom
Target Number: 15
Action: Half Action
Keywords: Material, Somatic, Verbal
Duration: One Scene
You may use your natural attacks at range. They gain the Reach property and can hit targets at a range up to 10m per level of the caster.
Material: A drop of the caster's blood

Enlarge Person

Transmutation 2
Test: Transmutation + Wisdom
Target Number: 20
Action: Half Action
Keywords: Combo-OK, Somatic, Touch, Verbal
Duration: One Scene
The touched creature gets +1 to Size. The creature's equipment adjusts in size to fit.

Stone Tell

Transmutation 3
Test: Transmutation + Wisdom
Target Number: 25
Action: Full Action
Keywords: Social, Somatic, Touch, Verbal
Duration: One Scene
This spell allows the caster to get information from stone. The stones only vaguely know what has gone on around them except when things have touched them or moved them. The stones can reveal what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. Natural stone tends to give more complete and useful information than artificial stone or concrete.

Control Weather

Transmutation 4
Test: Transmutation + Wisdom
Target Number: 30
Action: Full Action
Keywords: Social, Somatic, Verbal
Duration: Instant
You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. The SM has final say over if a particular weather condition is appropriate or not. You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado.

Iron Body

Transmutation 5
Test: Transmutation + Wisdom
Target Number: 35
Action: Half Action
Keywords: Focus, Somatic, Verbal
Duration: One Scene
This spell transforms the caster's body into living iron. You gain 10 armor to all body locations which does not stack with other sources of armor, don't need to breathe for the duration of the spell, and get +2 to your Strength and -2 to your Dexterity (to a minimum of 0).
Focus: An ingot of pig iron

VII

Gun Kata

Just as the Sublime Way is a system of martial arts that makes the most of melee mastery, Gun Kata are the disciplines of ranged combat. The warriors who study this art of heroic bloodshed are known as Gunslingers, and they come in all shapes and sizes, from roaming lawmen dealing out hard boiled justice to huge men pounding away with heavy weapons or even the classic elven hunter with deadly bow.

Gunslinger Level

Some effects of Advantages and Restrictions will reference a character's Gunslinger Level. A character's Gunslinger Level is equal to the number of ranks he has in his highest level Gun Kata. Like Sword Schools, different types of Gun Kata build on each other, so the highest Gun Kata level is always used, even when determining effects of other types of Gun Kata.

Trick Shots

Trick shots are the core of the art of heroic bloodshed. They are built similarly to special attacks, using restrictions and advantages to build specific attacks. The primary difference between Trick Shots and Special Attacks is that Trick Shots are somewhat more forgiving in what weapons can be used - any gun can be used.

Like a Special Attack, Trick Shots are built out of specific combat actions, and take the same amount of time and effort as any action of their base type - a Trick Shot based on a Standard Attack uses a half action, and so forth.

Weapons with the Blast or Flame special quality cannot be used to make Trick Shots.

Building A Trick Shot

Trick Shots start with choosing an action to base it on. You add Advantages and Restrictions to improve it, buying it with XP. There are some Universal Advantages and Restrictions that can be used by any Gunslinger, but the majority of Advantages and Restrictions come from the Gun Katas.

Every Advantage on a Trick Shot costs a certain number of Style Points. While a Gunslinger has Style Points equal to their Martial Adept level to use on attacks he buys, going beyond that requires him to gain style points by adding Restrictions to his attack. Where an Advantage improves an attack, a Restriction imposes a penalty on the attack .

It's possible to both buy and improve Trick Shots. Buying an attack is fairly inexpensive, costing fifty XP per Style Point of the attack with a minimum cost of fifty XP. Improving an attack you already have costs, naturally, fifty XP per style point you're adding to it.

Universal Restrictions

Name	Cost	Effect
Difficult Strike	(-1)	You may not use this attack if you used it in the last round.
Last Resort	(-2)	You may only use the attack once per scene.
Restrained Force	(-1)*	This attack deals -1k0 damage.
Unbroken Skin	(-2)*	This attack deals -0k1 damage.
Inaccurate	(-1)*	The attack roll is made at -1k0.
Overextended	(-2)*	The attack roll is made at -0k1.
Non-Penetrating	(-1)	This attack has 0 penetration.

Universal Advantages

Name	Cost	Effect
First Damage Improvement	1*	Add +1k0 to damage.
Second Damage Mastery	3*	Add +0k1 to damage.
First Accuracy Improvement	1*	Add +1k0 to the attack roll.
Second Accuracy Mastery	2*	Add +0k1 to the attack roll.
Penetration Mastery	1*	For every style point you spend, add 2 to the attack's Penetration.

Clay Pigeon

Developed almost as more of a performance technique than a fighting style, Clay Pigeon is a pistol-using art that demands extreme precision and perfect calculation of angles on the fly, billiards played with bullets. The original users of Clay Pigeon are thought to be a troupe of carnival workers.

The key skill for Clay Pigeon is Performer. Most of its techniques are all about showmanship and style, and that's about the best way to do it. Because it uses such precision and exactly-placed shots, its special action is naturally the Called Shot.

Name	Cost	Effect
Level 1: Apprentice		
Jumping Dove Concentration	1	This attack does not expend ammunition.
Action (Called Shot)	-	Use Called Shot actions with trick shots. Any attack-related advantages applied to this Trick Shot are applied to the attack that benefits from the called shot bonus.
Level 2: Initiate		
Ocelot's Roar	(-1)	This attack may only be made with Pistols
White Hat's Slap	2	On a successful hit with this weapon, the target drops whatever he is holding.
Level 3: Journeyman		
Skill (Performer)	(-1)	As part of this attack, make an Performer test against the static defense of the target. If it fails, the attack fails
Total Recoil	1	Targets hit by this attack are knocked prone.
Level 4: Master		
Safe Shot	(-1)	This attack deals zero damage.
Rescue Shot	-	You may use Ballistics + Dex in place of Weaponry + Dex to parry ranged attacks.
Level 5: Grandmaster		
Manhattan Transfer	2	This attack ignores cover and concealment.

Crisis Zone

Crisis Zone is not a subtle discipline. It is about very powerful, loud weapons firing many, many times. And then firing more. Because there is nothing so beautiful in the world as replacing all the air around a person with bullets. Beauty, is, as always, in the eye of the beholder and occasionally those on the receiving end do not appreciate the artistry.

Crisis Zone's key skill is Tech Use, learning to push their guns past the limits the manufacturers intended. The Gun Katas of Crisis Zone are excellent for support tactics and using heavy weapons.

Name	Cost	Effect
Level 1: Apprentice		
Bulging Biceps	-	You suffer no penalty for firing a Heavy Weapon without bracing first.
Action (Suppressing Fire)	-	Use Suppressing Fire actions with trick shots. Any attack-related advantages applied to this Trick Shot are applied to the attack that benefits from the Suppressing Fire bonus.
Level 2: Initiate		
Rock And Roll	(-1)	This attack may only be made with Heavy Weapons.
Tracer Rounds	1	If you hit with this attack, your allies do not need to roll for hit location against this target. They may use the same hit location you hit.
Level 3: Journeyman		
Skill (Tech Use)	(-1)	As part of this attack, make an Tech Use test against the static defense of the target. If it fails, the attack fails
Squad Breaker	X	Target hit by this attack takes -X armor for 1 round.
Level 4: Master		
Danmaku	1	Instead of the normal effects of a Full Auto attack, the attack gains Blast (X), where X is the weapon's ROF.
Five Rounds Rapid	2	A target hit by this attack loses a half action on his next turn.
Level 5: Grandmaster		
Razing Storm	4	This attack gains the Storm property.

Elemental Gearbolt

A primal expression of magical power combined with technology, Elemental Gearbolt is a Gun Kata type that was orignally developed as a method of enhancing bows but has proven to be just as effective with more modern weapons. It is the oldest of the Gun Kata by far, pre-dating the others by a huge gulf of time.

Arcana is the key skill for Elemental Gearbolt, as an understanding of magical theory is required for most of its techniques. Primitive weapons like bows and crossbows are still a large part of Elemental Gearbolt tradition, and their techniques often work best with them.

Name	Cost	Effect
Level 1: Apprentice		
Warp Weapons	-	You may choose to make your ballistics attacks I, R, X, or E damage.
Action (Multiple Attacks)	-	Use Multiple Attacks actions with trick shots.
Level 2: Initiate		
Rain of Feathered Death	(-2)	This attack may only be made with Primitive Weapons.
Twice Bound Spirits	1	For every 1 you roll in the damage with this attack, halve the total damage. For every 10, double it.
Level 3: Journeyman		
Skill (Arcana)	(-1)	As part of this attack, make an Arcana test against the static defense of the target. If it fails, the attack fails
Exit Wound Kata	X	Instead of rolling damage, a target hit by this attack loses X HP instead.
Level 4: Master		
Hollow Point	(-1)	Double a target's AP against this attack.
Sex Pistols	1	If you miss with this attack, you may reroll it once.
Level 5: Grandmaster		
Curse of Red Rain	4	Targets hit by this attack automatically suffer Blood Loss.

Point Blank

It could be said Point Blank was developed as a technique of last resort - few people with guns really want to get into close combat when they could be shooting. However, a gun is really quite deadly at close range, if you can manage to use it. Pistols are easy, but it takes someone with the right skills and training to use heavier weapons.

The key skill for Point Blank is Athletics, and its special action type is Full Auto Burst - rapid-fire weapons are even better when you're close enough to your target to ram the gun down into its gizzards.

Name	Cost	Effect
Level 1: Apprentice		
Yippee Ki Yay	-	You do not suffer penalties for firing weapons into melee combat.
Action (Full Auto Burst)	-	Use Full Auto Burst actions with trick shots.
Level 2: Initiate		
Dragon's Dance	(-1)	This attack may only be made while in Melee combat with a target.
Less than Lethal	1	A target hit by this attack gains 1 fatigue.
Level 3: Journeyman		
Skill (Athletics)	(-1)	As part of this attack, make an Athletics test against the static defense of the target. If it fails, the attack fails
Bullet Dance Technique	1	You may force a target hit by this attack to move up to its Speed in any direction.
Level 4: Master		
Barrel Roll	-	You may Parry using a gun, using Ballistics in place of Weaponry.
Full Frontal	-	You may use Basic weapons in Melee combat.
Level 5: Grandmaster		
Pistol Whip Strike	4	You may make an extra unarmed attack as part of this attack.

Silent Scope

The Silent Scope Gun Kata does not have a glorious or famous past, except among a certain circle. The primary users of the Silent Scope school are assassins, to put it simply and accurately. The techniques of the Silent Scope are best used against targets that aren't expecting a fight. Its key skill is Perception, which is something you need to find just the right spot for a large-caliber round. Naturally, its special action is the Aim action.

Rumors say that the Silent Scope Gun Katas were orignally developed by an assassin who found true love on the battlefield. He had a target under his scope, nearly ten kilometers away, and discovered that love meant knowing your target, putting them in the center of the targeting reticle, and together, achieving a singular purpose, against statistically long odds.

Name	Cost	Effect
Level 1: Apprentice		
There Is No Wind	-	You reduce the penalty for Long and Extreme range by 1k0
Action (Aim)	-	Use Aim actions with trick shots. Any attack-related advantages applied to this Trick Shot are applied to the attack that benefits from the aim bonus.
Level 2: Initiate		
When Suddenly...	(-2)	You may only use this Trick Shot if the target is unaware of you.
Boom Headshot!	1	This attack gains the Tearing property.
Level 3: Journeyman		
Skill (Perception)	(-1)	As part of this attack, make an Perception check against the static defense of the target. If it fails, the attack fails
Bulls Eye	1	This attack gains the Accurate property.
Level 4: Master		
Spawn Camping Meditation	1	You may make a Stealth test after making an attack. The Stealth test is made at -2k1.
Leading the Target	-	You get +1k0 to hit with your ranged attacks against a target you missed on your last turn.
Level 5: Grandmaster		
One Bullet	-	You may spend a full action to do nothing but study a target. If you do, you gain +1k0 damage per action you spent studying the target, up to +3k0 damage.

Tin Star

A Gun Kata developed by lawmen working on the very fringes of civilization, the Tin Star Gun Kata is a gun fighting style that emphasizes simple but effective techniques. It doesn't use complicated shots or anything tricky to pull off, relying on reliable action and, traditionally, simple and rugged firearms.

The key skill for Tin Star is Scrutiny. The Kata's special action is the Ready action, which makes a quick draw a very useful skill for Tin Star gunslingers. Because Tin Star Trick Shots are so basic, the very core of gunfighting refined time and again into a perfect whole, they're not very flashy at all, and most of the time a Tin Star gunslinger is simply noted as a quick hand with a firearm instead of what they really are.

Name	Cost	Effect
Level 1: Apprentice		
Hair Trigger	-	You get a +2 bonus to all initiative rolls.
Action (Ready)	-	Use Ready actions with trick shots. Any attack-related advantages applied to this Trick Shot instead are applied to your next Trick Shot if you use this action to ready a weapon and use that weapon in your attack.
Level 2: Initiate		
Blaze of Glory	(-1)	You can only use this attack if you have lost half or more of your total hit points.
Silver Bullet	1	The dice for this attack explode on a 9+
Level 3: Journeyman		
Skill (Scrutiny)	(-1)	As part of this attack, make an Scrutiny check against the static defense of the target. If it fails, the attack fails
Justifier	1	This attack ignores penalties from environmental effects, effects from damage, and having allies in melee combat
Level 4: Master		
Reloading Kata	-	You can reload any weapon as a Free Action.
Dueling Technique	-	You may choose one opponent as your Worthy Foe in any given combat. You get +2k0 to attacks on him. If you attack another target or an ally attacks your Worthy Foe, you lose this bonus.
Level 5: Grandmaster		
Dead Man's Hand	4	Add your Dexterity to unkept dice with this attack.

VIII

Vehicles

Dogfighting with combat jets, racing customized cars in the most dangerous races in the Wheel, piloting giant metal titans into combat against entire armies. These are no less fantastic or heroic than any other part of the epic adventure that is life in the Great Wheel. This chapter presents detailed rules for statting out and controlling vehicles.

VEHICLE STATS

Acceleration

A vehicle's Acceleration (Acc) tells you how quickly it can accelerate and decelerate. A vehicle may, as part of a normal Maintain Control action, change its Momentum by up to its Accel stat.

Momentum

While Acc tells you how quickly a vehicle can change its speed, Momentum (Mom) tells you how close to its top speed it's going. A vehicle's Momentum can range from 0-10. Rather than being a static stat, Momentum is a dynamic number that changes as a vehicle accelerates and decelerates. A vehicle's momentum, in addition to acting as a multiplier to its speed, also affects its Maneuver and its Static Defense.

While a vehicle is completely still (Mom 0), it does not apply its Speed to its static defense. Between Mom 1-5, it applies its Speed as a bonus on its static defense. At Mom 6-9, it applies twice its Speed. At Mom 10+, it can apply three times its Speed to its Static Defense.

Hit Points

How much damage the vehicle can take before being destroyed. Whenever a vehicle loses hit points, they must also roll on their critical chart. If a vehicle loses multiple hit points at once, the roll is made at +1 for every hit point lost beyond the first.

Maneuver

A vehicle's Maneuver (Man) is its modifier to Pilot and Drive checks, and applies to its static defense. A vehicle's Maneuver is lowered by its current Momentum (So anywhere from -0 to -10, though at -0 you aren't moving and so can't really do much maneuvering anyway).

Size

A Vehicle's size is its most important stat. A vehicle's base Hit Points and Equipment Slots are equal to its size.

With Vehicles comes a slight revision to the Size rules. Not changing how size works at all, but just how much size you need to represent a given item. Size can be broken down roughly into four categories:

Normal Size: 1-10 - Each point of size is about .5 meters.

Large Vehicle Size: 11-20 - Each point of size in this is about 2 meters.

Colossus Size: 21-30 - Each point here is 10 meters.

Ship Size: 31+ - This is now as large as a ship and should use the rules for a spaceship.

What this means is that if something is, say, size 15, you could calculate the thing's size along its largest axis as being about 15 meters - half a meter for each Size from 1-10 (a total of 5m), than 2 meters for each point between 11 and 15 (another 10m).

Speed

A vehicle's Speed is its base speed. It, along with the vehicle's Drive Rating and Momentum, is used to determine how many squares it moves on any given turn.

Static Defense

A vehicle's static defense is calculated in a way similarly to that of any other entity. Use the following formula to find a vehicle's Static Defense:

10 + Man - (2 x Size) + [Speed Bonus*]

* At Mom 0, 0
At Mom 1-5, 1x Speed
At Mom 6-9, 2x Speed
At Mom 10+, 3x Speed

Vehicles in Combat

In combat, a Vehicle automatically moves during its controller's turn. A vehicle moves a number of squares equal to its Speed, times its Drive Rating, times its current Momentum. As an example, take a normal car (Ground Vehicle, Speed 4). If it's moving all-out at its maximum Momentum, it's going 160 meters per combat round (Speed 4, x5 for the Wheeled Drive's Drive Rating, x10 for the Momentum). That's close to 120 KPH, which is about right for an average car.

A pilot or driver of a vehicle has a number of special actions he can take. In order to use any of these actions, he must first use the core and most basic vehicle action, Maintain Control. A driver does not have to take the Maintain Control action - he may instead end up, say, being unconscious, trying to put out a fire, or eating a delicious Hostess Fruit Pie.

But if he does those things he's probably going to crash into something.

Control Tests

Control tests are made whenever a vehicle's pilot has to act to keep his vehicle from going out of control. A Control Test is made using the vehicle's Control Skill and the pilot's choice of Dex or Int. Most vehicles that move in two dimensions use Drive as their Control Skill, and most vehicles that move in three dimensions use Pilot, but a vehicle's controls can be set up to use nearly any skill.

OUT OF CONTROL (D10)

1-4	**Straight Edge** - The vehicle continues in a straight line for this turn.
5-7	**Swerve** - The vehicle turns randomly. Roll randomly to determine the direction and amount.
8-9	**Wild Stallion** - The vehicle turns randomly, as above, and also changes its Momentum by its Acc. Determine randomly if the Momentum increases or decreases.
10	**Turn Over** - The vehicle flips, capsizes, or otherwise manages to find a way to submit to the harsh mistress of gravity. The vehicle loses hit points equal to its Momentum, turns onto its back, and its Momentum drops to zero.

MAINTAIN CONTROL

Half Action
Keywords: Movement, Vehicle

With the Maintain Control action you maintain control of a vehicle you're driving or piloting. You may choose one of the following options:

Accelerate - You may increase or decrease your vehicles Acceleration Rating by up to your vehicle's Accel stat, to a maximum of x10. A ground vehicle or mecha may go in reverse at half speed.

Turn - You may make up to a ninety degree turn as long as your vehicle's Maneu modifier is at least +0. If it is less than that, you'll need to take a Punch It action in order to attempt to turn.

If you don't take a Maintain Control action and your vehicle is not at a dead stop (Acceleration Rating 0) your vehicle goes out of control. Roll on the Out Of Control chart to see what happens.

CRASHING

If a vehicle is said to 'crash', treat this as a roll on the Out of Control chart that is automatically a 10, regardless of any modifiers to a vehicle's Out of Control rolls.

PUNCH IT

Half Action

Keywords: Movement, Vehicle

With the Punch It action, you attempt to push a vehicle past its maximum safe limits. This allows you to exceed the safe limits of the Maintain Control action. To make a Punch It action, make a Control Test.

Speed - By pushing your engine just a little harder, you can get a few more KPH out of it. The TN for your Punch It test is equal to 5 plus double your vehicle's current Momentum. If the test passes, your vehicle's Momentum is increased by 1. If this would put your Momentum over 10, this bonus is lost at the end of your turn.

Turning - Normally, you must choose between changing your speed and turning with a Maintain Control action. By turning with a Punch It action, you can have your cake and eat it too. Make a Punch It test with a TN equal to 5 plus double your current Momentum. Your result on this test is modified by your Maneu. If the test passes, your vehicle may make up to a ninety degree turn.

FIRE MOUNTED WEAPON

Half Action

Keywords: Attack, Vehicle

With this action, the pilot of a vehicle may fire one of its mounted weapons. This works similarly to firing any other weapon - ranged weapons use Ballistics, melee weapons use Melee. However, feats and miscellaneous bonuses to normal attacks do not apply when making attacks with a vehicle's mounted weapons.

Mounted Weapons may be fired on full auto as a half action. However, if a vehicle fires a weapon on full auto, it may not make the Evasive Maneuvers action until its next turn.

EVASIVE MANEUVERS

Reaction Action

Keywords: Movement, Vehicle

With this action, the pilot of a vehicle attempts to get out of the way of an incoming attack, sacrificing some speed in the process. A vehicle must have an Momentum of at least x1 to use Evasive Maneuvers.

The pilot of the vehicle makes Control Test. The test is modified by the vehicle's current Man. Half of the result of this test is added to the vehicle's static defense against the attack. The vehicle's Momentum is lowered by one.

RAMMING SPEED

Free Action

Keywords: Movement, Vehicle

Sometimes done intentionally, sometimes not. Whenever a vehicle hits something, it deals XkY damage to both what the vehicle hits and to the vehicle itself. X in this is equal to half of the vehicle's size (to a maximum of 10), and Y equal to a third of the vehicle's Momentum, rounded up. (1 for 1-3, 2 for 4-6, 3 for 7-9, and 4 for 10).

After determining damage, the pilot makes a Ramming Speed action. If he cannot (because he's dead, unconscious, or whatever), the vehicle immediately goes Out Of Control and rolls on the Out Of Control chart.

A Ramming Speed action is made with the vehicle's Control skill and the pilot's choice of Composure or Constitution. The TN of this test is equal to the damage the vehicle dealt. If the test passes, the pilot remains in control of his vehicle and the vehicle's Momentum is reduced by up to 2. On a failure, the vehicle goes out of control and the vehicle's Momentum is reduced by 2.

Vehicles and Difficult Terrain

Vehicles treat difficult terrain much the same as any character would - their speed is reduced by half. However, a vehicle is inherently more unstable than a character simply by virtue of what it is. A vehicle can go Out Of Control if it attempts to move too quickly across areas of difficult terrain.

If a vehicle's current Acceleration Rating is more than 5, a vehicle moving through an area of difficult terrain requires a Control Test with a TN of 5 + double the vehicle's current Momentum, or else it gots Out of Control. Especially difficult terrain, like ice, might have a much lower threshold, a higher TN for the Control Test, or both!

Impassible Terrain

Some types of terrain - boulder fields, cliffs, deep trenches, and so forth - are all but impossible for any normal vehicle to cross. Unless a vehicle has an accessory or Drive that allows it to move through or bypass the Impassible Terrain it is, as noted, impassible. Someone who

somehow gets into impassible terrain with a vehicle automatically crashes it, treating it as an automatic 10 result the Out Of Control chart.

Flying Vehicles

Any vehicle with a Drivetrain that allows for flight (VTOL, Aerospace, or Scramjet) or that uses Jump Jets might just be found in the air, assuming the pilot is any good. Flying vehicles are treated mostly as normal vehicles.

A vehicle with Flying may move in all three dimensions normally (following the same rules as movement with other vehicles, just with another dimension added in). If a flying vehicle goes Out of Control or loses Hit Points due to damage, it begins to fall.

A falling vehicle falls 10m on the first round, 20m on the second, 50m on the third, and 100m on every round after that. If a falling vehicle hits something (usually the ground, sooner or later), it is treated as a Ramming attack made at 10x Momentum.

A pilot of a falling vehicle may attempt to break out of the fall after making a normal Maintain Control action, making a Control Test against TN 15.

CHASES AND DOGFIGHTS

If it's on the ground, it's a chase. If it's in the air, it's dogfighting. Sometimes it seems like people just can't avoid having one vehicle attempt to gently caress another while the first does everything it can to get out of the way.

While it's certainly possible to resolve pretty much any chase, race, or other vehicle action with the above rules, here are some special chase rules that can add some extra strategy to the process. These rules are optional, and more appropriate for a game where the vehicles are a focus of the action instead of just something that's also there.

During a chase scene, where two or more roughly equally-matched vehicles are fighting for control and to get ahead or things are otherwise dramatically appropriate, the pilots may use the following special action:

CHASE

Half Action
Keywords: Movement, Vehicle

Used in racing and dogfighting, the Chase action is used to try and get an advantage offer the opponent. Chase is used in place of a normal Maintain Control action and has all of the same effects. However, in addition to Maintain Control's normal effects, the pilot may attempt a Trick, choosing his own DC and making a Control Test.

Opponents may spend a reaction action to respond to the Trick. If they are able to exceed the DC of the Trick, they have successfully negated the pilot's attempt to gain an edge.

Anyone who attempts a Trick or tries to respond to it goes Out Of Control if they fail the TN set by the pilot.

If the pilot succeeds at the Trick, and none of his opponents successfully counter it, he may choose one of the following options:

Drift - This turn, you may move in any direction without changing your vehicle's facing.

Handbreak Turn - At the end of your turn, you may change the vehicle's facing to any direction.

Vault the Curb - Ignore difficult or impassible terrain for one turn.

Slip By - You may move through occupied squares without hitting anything for the rest of this turn.

Barrel Roll - Your vehicle's static defense is increased by 5 until your next turn.

Puchilev's Cobra - You may immediately decrease your vehicle's Momentum by up to 5. Aerospace vehicles do not stall if their Momentum drops too low from using this.

VEHICLES ON THEIR BACKS

Like the noble and mighty turtle, vehicles lying on the ground on their backs are all but immobile and useless. Unless the vehicle has a drive or accessory that allows it to self-right, it is stuck there until someone gets out and gives it a good push.

Righting a vehicle is a straight-up Strength characteristic test against a TN of twice the vehicle's size. With all but the smallest vehicle, it's best if multiple people combine their efforts.

A flying vehicle that flips over may attempt to right itself before it crashes into yonder ground. This requires a Control Test made as a half action by the pilot, with a TN equal to the vehicle's Size, and the pilot adds the vehicle's Man to the test. If it succeeds, the pilot rights the vehicle and might even manage to miss the ground.

VEHICLE CRIT DAMAGE (D10)	
1	The vehicle's paintjob is ruined. It suffers no adverse effects.
2	The vehicle takes a staggering blow. Its Momentum is reduced by 1 (to a minimum of 0).
3	The pilot gets shaken up. They may only take a half action on their next turn.
4	The vehicle goes Out of Control.
5	The vehicle's motive system takes a direct hit. Its Momentum is reduced by 3 and its maximum Momentum is reduced by 1 until repairs are made.
6	The pilot takes a hit, from power surges, direct fire through the cockpit, or whatever else is appropriate. The pilot loses 1k1 Hit Points.
7	One of the vehicle's systems, determined randomly, cannot be used until repairs are made. Control Systems cannot be disabled in this way.
8	The vehicle Crashes.
9	The cockpit breaches. The vehicle loses environmental seals, and the pilot loses 3k1 Hit Points.
10	Roll twice and apply both results, ignoring further results of 10.

UNTRAILED PILOTING

While certainly not recommended, it's possible for a character who is totally untrained in a vehicle's Control Skill to end up behind the wheel. Even in this situation, the character can make a valiant effort to try to avoid hitting anything.

If a pilot does not have ranks in a vehicle's Control Skill, using the Maintain Control skill becomes a Full Action for the pilot, and is made as a base characteristic test using the worse of a pilot's Dexterity or Intelligence.

VEHICLES AND DAMAGE

Vehicles treat damage like everything else does - when an attack's damage exceeds its size, it loses one or more hit points. The main difference for a vehicle is that they don't take critical damage like living beings - when a vehicle goes to 0 hit points, it is destroyed. Anyone inside the vehicle at the time might want to get out.

People attempting to flee a vehicle that's exploding make an Acrobatics + Dexterity test against a TN equal to the damage the vehicle suffered in the fatal blow. On a success, the people get out safely. On a failure, they get caught in the wreckage and take damage equal to that of the vehicle's death blow (armor and other sources that reduce damage from physical attacks reduce this damage normally).

Vehicles do, though, suffer from their own form of critical damage. An attack that makes a vehicle lose only a single hit point is called a glancing blow - the attack might have shredded some armor or scratched the pain pretty badly, but it didn't destroy any vehicle systems. On the other hand, when an attack makes a vehicle lose two or more hit points, that means it's a Penetrating Blow and the vehicle suffers critical damage. Roll on the following chart to determine the effects:

Repairing Vehicles

Vehicles don't (normally) heal on their own. The size of a vehicle directly correlates to how long it takes to repair it - it takes the vehicle's Size in hours to repair one hit point worth of damage. Multiple people working at once can reduce this. For every doubling of manpower, the effective size of the vehicle for determining repair time is reduced by 1 (to a minimum of half the vehicle's actual size). Very large vehicles often have a hundred crewmembers or more on standby to repair or refit them.

If one or more of a vehicle's systems becomes disabled, the time to repair it is based on the number of slots it occupies, counting as one hit point per slot.

Building a Vehicle

1. Determine Base Stats
2. Choose necessary components
3. Choose other components

STEP 0: DETERMINE YOUR BUDGET

The budget for a vehicle determines how many VP you have to spend on creating your vehicle. There are generally two categories of vehicles - those you can buy with cash and those that are available only through holdings. While it's entirely possible to buy a light tank or even a fighter jet with cash, the very top end of vehicles - superheavy units and titans - require powerful backing or personal wealth to keep up.

Normal VP Costs	
VP Budget	Rarity
50	Uncommon
100	Rare
150	Very Rare
200	Mythic Rare
High VP Costs	
VP Budget	Holdings
250	Holdings 1
300	Holdings 2
350	Holdings 3
400	Holdings 4
450	Holdings 5

Improving a Vehicle

It's entirely possible to improve a vehicle or buy additional components for it after it is constructed. However, it is a somewhat difficult and lengthy process. The TN to acquire a vehicle component with a Wealth test is determined by its VP cost and can be found using the formula below:

TN = 15 + (VP COST / 10)

After getting a component, it takes about a day of work for the component to be installed.

STEP 1: DETERMINE BASE STATS

The first step in designing a vehicle is to determine its base stats. The base stats of a vehicle determine its performance. A vehicle's base Speed, Size, Man, and Acc tell you a lot about a vehicle. It's easy to spend a lot of points simply improving a vehicle's turning or top speed.

The cost of improving a vehicle's base stats is outlined below, along with the minimums and maximums in each stat.

Acceleration

Acc is priced as a flat cost depending on the stat desired.

Acceleration	
Rating	Cost
0*	0
1	5
2	10
3	25
4	50
5	100

*A vehicle with an Acc of 0 is very difficult to start or stop. Without Push It tests, it cannot accelerate or decelerate at all!

Size

A vehicle's Size rating determines many things about it - hit points, size, number of equipment slots - and can be quite expensive.

Size	
Rating	Cost
1-10	1x Rating
11-20	2x Rating
21-30	5x Rating

Speed

A vehicle's Speed is priced depending on the vehicle's Acc - the two are intricately intertwined. Vehicles with very high Speed ratings require extra space for their engines. Use the chart below to determine the cost for a given Speed:

Speed		
Rating	Slots	Cost
1	0	1xAcc
2	0	2xAcc
3	0	3xAcc
4	0	4xAcc
5	0	5xAcc
6	1	6xAcc
7	1	7xAcc
8	1	8xAcc
9	1	9xAcc
10	2	10xAcc
11	2	12xAcc
12	2	15xAcc
13	3	20xAcc
14	3	25xAcc
15	4	40xAcc

Maneuver

A vehicle's Man depends on its size. The larger a vehicle is, the more expensive it becomes to improve its Man. Man can range from -10 to +10.

Maneuver	
Size	Cost
1-10	10 + Rating
11-20	2x (10 + Rating)
21-30	5x (10 + Rating)

STEP 2: INSTALL NECESSARY COMPONENTS

CONTROL SYSTEM

A control system is the most obvious and necessary part of a vehicle. Without a control system, a car is just a screaming deathtrap that goes in wobbly lines and crashes into things - and that should only be true when the person behind the wheel is extremely old, drunk, or both.

A basic Control System takes up 4 slots, and so any vehicle that equips it must be at least size 4. There are alternate control setups listed in Components - they might change the size of the basic control system or replace it entirely.

DRIVETRAIN

A vehicle's Drivetrain tells you a huge amount about it. It's the difference between a motorcycle and a jetski, a sports car and a fighter jet, a tank and a battlemech. A vehicle's Drivetrain sets the vehicle's Drive Rating and may give it one or more abilities.

Naval Drive

Drive Rating: 3

Naval Drives are, well, boats. They're just as old as Wheeled Drives, but it's a bit easier to float a lot of metal than it is to make it roll along the ground.

* *Islandhome:* A vehicle with this drive may not leave the water without crashing.

* *Metal Giant:* A vehicle with this drive may reduce the cost of its Size by half. A vehicle with multiple drives loses this ability.

Tracked Drive

Drive Rating: 3

Something most cultures come up with at some point, tracked vehicles are significantly better than normal Wheeled vehicles on difficult terrain but with a much lower top speed.

* *Caterpillar:* A vehicle with this drive may ignore movement penalties for difficult terrain, and may turn in place

* *Tough:* A Tracked unit has an additional 4 hit points.

Walker Drive

Drive Rating: 4

A drive using legs instead of wheels, wings, or treads, the walker drive is best known as a necessary technology for the creation of giant robots, which are much like giant tanks only with a very high center of balance.

* *Leggy:* A vehicle with this drive may move through impassible terrain as though it were merely difficult terrain.

* *AMBAC:* Walker drives may wobble, but when they fall down they can get back up again. Anyone piloting a walker drive may spend a half action to right it from a prone position.

Wheeled Drive

Drive Rating: 5

The standard drive for ground vehicles, the wheeled drive has been around for as long as civilization has existed.

Hover Drive

Drive Rating: 5

A drive that is slowly replacing the Wheeled Drive on many worlds, the Hover Drive is just as fast, requires less in the way of roads, but handles a bit like a man walking on ice.

* *Rise Above:* A vehicle with this drive is not slowed by difficult terrain, and may drive normally on water.

* Slide About: A hover drive is notoriously hard to control. Whenever it takes damage, make a Control Test with a TN equal to the damage taken or else it goes Out Of Control

VTOL Drive

Drive Rating: 6 (flying)

One of the more versatile and useful drives available, a VTOL drive is able to move in all three dimensions, unlike most drive trains, and can move slowly or even hover, unlike the faster Aerospace or Scramjet drives.

Aerospace Drive

Drive Rating: 10 (flying)

An Aerospace vehicle is one with a very distinctive profile - wings and a need to keep moving lest it fall from the sky. It's one of the fastest drive trains, and doesn't compromise in maneuverability like a Scramjet.

* *Stalin:* A vehicle with this drive is restricted as to how fast it may go. If the vehicle's Momentum drops below 3 while using this drive, it cannot stay in the air and goes Out of Control

* *Fragile:* Halve an Aerospace unit's HP (rounding up). If the vehicle has multiple drives, this effect remains constant - its maximum HP value remains halved in all forms.

Scramjet Drive

Drive Rating: 20 (flying)

A scramjet is the fastest way to fly from one spot to another. However, those two spots had better be in a straight line, because a Scramjet turns as badly as an American car with the power steering lines cut.

* *Super Stalin:* A vehicle with this drive is restricted as to how fast it may go. If the vehicle's momentum drops below 5 while using this drive, it cannot stay in the air and goes Out of Control.

* *Flying Crowbar:* A vehicle with this drive may not make turns as part of the standard Maintain Control action.

Flying Vehicles and Runways

Aerospace and Scramjet vehicles require a certain Momentum to get into the air. Most of the time, these vehicles rely on runways to get them the necessary speed for takeoff.

An Aerospace vehicle requires at least Speed x 100m of flat, level ground to take off or land. Most commonly, this is tarmac designed for such use, though a long grassy field or the like can also do. If it attempts to land on difficult or impossible terrain, it Crashes.

A Scramjet vehicle requires an even longer runway, at least Speed x 250m. Consequences for trying to land somewhere inappropriate is the same as for Aerospace vehicles.

MULTIPLE DRIVES

Certain accessories can allow a vehicle to have multiple Drivetrains installed at the same time, taking advantage of the various qualities they have. When switching between different drives, a vehicle uses the Drive Rating and properties of its current Drive until its next turn, at which point it begins using the Drive Rating and properties of its new Drivetrain. Certain drivetrain effects will remain active in both modes if a vehicle has Multiple Drives.

ARMOR		
	Slots	Cost
Standard Armor		
Light	1	5
Medium	2	10
Heavy	4	20
Hardened Armor		
Light	1	15
Medium	2	25
Heavy	4	50
Ferro-Fibrous Armor		
Light	3	5
Medium	5	10
Heavy	7	20
Hexagrammatic Wards		
Light	1	10
Medium	2	20
Heavy	4	40

*If a vehicle has multiple armor systems installed, they overlap, not stack - use only the best rating available.

Armor

Standard Armor

An Armored vehicle has, well, armor. Standard vehicle armor is steel, armorplas, or the like. It's the least expensive vehicle armor option, offering the best protection for the cost.

Effect: Choose Light, Medium, or Heavy armor.

Light Armor - The vehicle gains Armor 2
Medium Armor - The vehicle gains Armor 5
Heavy Armor - The vehicle gains Armor 10

Hardened Armor

While normal armor is good for civilian vehicles, it isn't nearly as tough as what a military can roll out. Hardened armor is heavier and somewhat more bulky than the more commonly available armor, but offers much better protection without taking up as much space as Ferro-Fibrous armor.

Effect: Choose Light, Medium, or Heavy armor.

Light Armor - The vehicle gains Armor 5
Medium Armor - The vehicle gains Armor 10
Heavy Armor - The vehicle gains Armor 20

Ferro-Fibrous Armor

Ferro-Fibrous Armor can only be manufactured in zero-gravity. Designed to be strong, lightweight, and durable, it uses titanium and trace amounts of mythril woven into layered blankets and set into plates of armor in much the same way concrete is reinforced with iron rods. This construction method makes Ferro-Fibrous Armor extremely bulky, but very protective.

Effect: Choose Light, Medium, or Heavy armor.

Light Armor - The vehicle gains Armor 5
Medium Armor - The vehicle gains Armor 10
Heavy Armor - The vehicle gains Armor 20

Hexagrammatic Wards

Hexagrammatic wards are commonly used to control or impede flows of magic. While individually they are too weak to protect an entire vehicle, an array of them can be carved into a vehicle to provide passive magical shielding. These runes are often quite obvious even from a distance, pulsing and flowing as ambient magical energies cause the wards to glow.

Effect: Choose Light, Medium, or Heavy wards.

Light Wards - The vehicle gains Aura 5
Medium Wards - The vehicle gains Aura 10
Heavy Wards - The vehicle gains Aura 20

Accommodations

Cargo Space

One of the easiest things to add to a vehicle, cargo space is simply an empty space to store things in. Most Cargo spaces are enclosed and have points to attach cables to tie down larger objects. Because of the scale differences between vehicles at different size ratings, how much cargo space you get per point depends on the size of the vehicle.

Effect: You gain the listed amount of cargo space for every point you spend on Cargo space, depending on the vehicle's size.

Normal size - .5 cubic meters.

Large Vehicle Size - 1 cubic meter.
Colossus Size - 5 cubic meters.

Passenger Space

Many vehicles are designed to carry more than one person. Cars, busses, commercial aircraft, and so forth. Passenger Space represents basic built-in seating capacity, the ability to really just sit people down and move them from place to place. This basic passenger space is typically a single large cabin or, in larger vehicles, layers of seating.

Effect: Your vehicle can carry one passenger. Every time you buy this component, double the number of passengers your vehicle may carry (1, 2, 4, 8, etc).

Luxury Accommodations

Where normal Passenger Space is simply sitting people down inside a cabin and strapping them in, Luxury Accommodations are considerably more comfortable. Luxury Accommodations often include separate compartments or sleeping spaces.

Effect: Your vehicle gains accommodations for one passenger to travel in style. Every time you buy this component, double the number of passengers that can be accommodated in this way.

Hidden Compartment

Occasionally, you don't want people to know what you're hauling. Maybe it's a hidden weapon on the ship, an illegal cloaking system, or cargo space reserved for items that the authorities wouldn't be happy to see. Regardless, putting the component in a hidden compartment is an easy way to make sure that it's at least a little harder to find it.

Effect: Hidden Compartment is attached to another component of the vehicle. That component cannot be scanned from outside the ship - it appears as empty space, power couplings, or whatever seems most plausible for the item. With especially large items, it may become difficult to explain to authorities why most of your ship seems to be invisible to scans.

ACCOMMODATIONS		
Name	Slots	Cost
Cargo Space	1	1
Passenger Space	2	2
Luxury Accommodations	5	10
Hidden Compartment	1	5

Accessories

Afterburners

One of the more common additions to racers and high-performance aerospace craft, Afterburners provide a short burst of extra speed. Afterburners have their own supply of fuel, and can be used a limited number of times before that fuel burns out.

Effect: You may spend a half action to active your vehicle's afterburners. Until your next turn, your ship's Speed is doubled. You may use this boost once for every time you purchase Afterburners.

Composite Frame

Using a base frame made of advanced composites of ceramics, plastics, and metal fibres means that a vehicle is made lighter and easier to maneuver. However, this comes at the price of fragility - a composite frame is more likely to snap under stress than merely deform.

Effect: The vehicle gains +3 Man, but its maximum HP is reduced by 3.

ECM

An ECM is an active defense measure that is designed to protect a vehicle against the sensors of enemies by blinding and confusing them. An ECM is not stealth - it's obvious to anyone when an ECM is being used because it is designed to be noisy and blinding to sensor arrays.

Effect: The pilot may turn the ECM on or off as a half action. While ECM is active, the vehicle cannot be tracked by long range sensors like radar or lidar, but the disruption is obvious to those sensors, even if they cannot find the source of the disturbance.

Ejector Seat

Bailing out of a vehicle as it's being destroyed is typically not an easy thing, given the fire and explosions involved. With an Ejector Seat, getting away is a certainty.

Effect: The pilot is automatically ejected

ACCESSORIES		
Name	Slots	Cost
Afterburners	2	15
Composite Frame	0	5
ECM	2	15
Ejector Seat	1	10
Environmental Seals	0	5
Features	0	5
Jump Jets		
Standard	2	10
Improved	4	25
Manipulator Arms	3	15
Improve Str +1	1	5
Orgone Antennae		
Basic	2	15
Damage +1k1	4	25
Damage +2k2	6	40
Partial Wing		
2	1	5
4	3	15
6	5	25
Reenforced Frame	0	5
Sensor System		
Standard	1	10
Advanced	2	20
Thermoptic Camo	2	25
Void Shield		
Rating 10	4	15
Rating 15	7	30
Rating 20	10	60
Weapon Mount		
Personal	1	5
Vehicle	X	X
Omni	0	5

from a destroyed vehicle. The Ejector Seat will send the pilot 100m backwards from the vehicle's direction of travel, hopefully to a safe area. If the pilot hits something strong enough to stop it - a wall, another vehicle, etc - while ejecting, the ejector seat stops and the pilot takes damage as if they had fallen the remaining distance.

Environmental Seals

By default, vehicles are not airtight. They're vulnerable to alien atmospheres, let water in if they're submerged, and otherwise have too many leaks. With Environmental Seals, the vehicle doesn't need to worry about such things, and its compartments are neatly pressurized.

Effect: The vehicle is pressurized and carries its own atmosphere. It ignores difficulties from alien atmosphere and the pilot and any passengers are immune to gas attacks from outside the vehicle.

Features

Any number of things can be a feature. They're various second advantages that grant useful, but minor, abilities. This might be a burglar alarm, camera, emergency lights, a place to recharge power packs, radar detector, search lights, tow cables, and anything else that seems useful but has few, if any, mechanical effects.

Effect: The vehicle gains a feature. This feature may be almost anything, but should only be able to give a small bonus (+1k0) in certain circumstances. The SM has final say on when a Feature might apply, but should be careful not to make it too important. Features should never be more important than dedicated equipment.

Jump Jets

Putting jump jets on a vehicle is one easy way to get it in the air, at least for a little while. Jump jets can be found on nearly every vehicle save those that already fly - putting them on a plane would be rather redundant.

Effect: If you spend a half action activating the Jump Jets, the Vehicle gains Flying until your next turn. Jump Jets require two rounds to reset and cool off between uses. Improved Jump Jets require only one round between activations.

Manipulator Arms

Arms! Big, beefy arms! While vehicles with legs are the ones most commonly seen with

Manipulator Arms, any vehicle can mount arms. These limbs serve a great variety of purposes, from moving cargo to carrying weapons to constructing buildings. It should be no problem to imagine the possibilities of just what arms can do for you.

Effect: Your vehicle gains manipulator arms. These arms can be used to do just about anything a normal set of arms can, and allow the vehicle to wield vehicle-scale Melee weapons. Manipulator arms are generally not designed to interact with anything small or delicate (what constitutes small and delicate largely determined by the size of the vehicle) and might be unable to use items designed for normal character use, at the SM's discretion.

By default, these arms have Strength 6. This strength may be increased, at the cost listed above, up to a maximum of 10.

Orgone Antennae

Magic has a strong place on any modern battlefield. Unfortunately, while that works for squads of infantry, having a wizard in your Tank doesn't really do much for the tank. Or at least it didn't, until now! Yes, with this amazing device, onboard wizards can maximize the power of their spells beyond anything they could manage on their own.

Effect: The pilot may cast spells through the vehicle. If the spell would affect the caster, it instead provides its bonuses to the vehicle (if appropriate). Improved versions also give damaging spells cast through the Orgone Antennae a bonus to their damage rolls.

Partial Wing

Canards, a spoiler, whatever. Extra aerodynamic surfaces rarely hurt a vehicle. A partial wing improves maneuverability, especially at high speeds. Because of its simple yet effective performance enhancement, it can be found on most high-performance vehicles.

Effect: The Momentum penalty to Man is reduced by 2, 4, or 6, depending on the wing purchased, to a minimum of 0.

Reenforced Frame

Where a composite frame is lighter and faster, it can be equally valuable to have a frame that can roll with the punches and survive a hefty beating. A Reenforced frame bulks up and cross-braces things, often using a honeycomb structure and heavier materials

Effect: The vehicle gains +3 to its maximum Hit Points, but takes -3 to Man.

Sensor System

Without a sensor system of some kind, a vehicle's pilot must rely on windows and his own eyes. With a sensor system, though, pilots can see and hear things beyond their limited senses. These sensors might be radar, lidar, some kind of complex divination arrangement, or a few grots with binoculars. The results are roughly the same regardless.

Effect: The vehicle gains sensors. Choose between Standard and Advanced sensors.

Standard - The pilot gets +5 to all perception tests and automatically detects any vehicle or ship not using ECM within 10km.

Advanced - The pilot gets +10 to all perception tests and automatically detects any vehicle or ship not using ECM within 20km.

Thermoptic Camo

Active Camo is hard to produce on a small scale, and it becomes easier the more flat, rigid surfaces something has. Thermoptic camo doesn't do anything to protect against radar or other sensors, but it does make the vehicle all but invisible to casual inspection.

Effect: You may make Stealth rolls for your vehicle using Stealth + your choice of Dexterity or Intelligence. This uses all the normal rules for Stealth.

Void Shield

A Void Shield system is one of the most expensive and powerful things you can install on a vehicle. Normally, energy shields can only be installed on ships and similarly large structures, so miniaturizing the systems to fit into a vehicle is expensive.

Effect: A vehicle with a void shield is all but invulnerable to conventional attack. While the void shield can be bypassed with melee attacks, ranged attacks that have a Pen less than the vehicle's Void Shield rating are totally negated unless it is made by a unit with a Void Shield of its own.

Weapon Mount

Most military vehicles, and quite a few

civilian ones, have mounts for weapons. These mounts can hold normal weapons or special vehicle-only weapons that must be mounted onto vehicles to use.

Effect: The pilot can use the mounted weapon to attack. A weapon mounted in this way cannot be removed. Changing these parts takes the same amount of time as adding or removing other vehicle components. Note that the cost for the weapon mount does not include the cost for the weapon. The mounted weapon must be purchased separately.

Personal Mount - A Personal Mount can hold any man-portable weapon. Usually, they are used to mount heavy weapons to a vehicle for anti-personnel use.

Vehicle Mount - This heavier type of mount can hold a vehicle-only weapon such as a cannon or other super-heavy weapon. The number of slots, and the cost of a vehicle mount, depend on the weapon mounted.

Omni Mount - An add-on for a Personal or Vehicle mount, an Omni mounting allows the attached weapon to be swapped out easily. It takes only an hour of work for a weapon in an Omni Mount to be changed.

Control System

Berserker System

A berserker system gives full control over a vehicle to an onboard AI or otherwise cuts the pilot out of the loop. These systems are almost always illegal, because as a necessity of their design they are only designed to kill, without mercy or questions.

Effect: As a half action or whenever the pilot becomes disabled, the Berserker system can be activated. While active, the Berserker System attempts to approach and attack any enemy it can detect. It has three ranks in any skill or attribute required to pilot the vehicle or make attacks. On each of its turns it will attempt to move closer to and/or fire upon any enemy it can detect. The Berserker System remains active until all enemies are destroyed or the vehicle it is controlling is destroyed.

Cockpit

It's usually a good idea to have a control system of some kind installed on your vehicle, and this is the way to get one. A standard cockpit has enough space for one person. In larger vehicles this might be more a bridge or a command deck, if space is allocated towards copilots.

Effect: A cockpit gives a person somewhere to control a vehicle from. A normal cockpit allows the vehicle's designer to choose between Drive and Pilot as the vehicle's Control Skill. Typically, Drive is used for vehicles that travel on the ground or water, with Pilot being used for flying vehicles.

Alternate Control Input - By purchasing an Alternate Control Input, you can change a vehicle's control skill to one of the following: Acrobatics,

CONTROL SYSTEM		
Name	**Slots**	**Cost**
Berserker System	1	10
Cockpit	4	5
Alt. Control	1	10
Basic Equip.	0	3
Copilot Seat	2	15
COFFIN	1	15
Improved	2	20
Mobile Trace System	2	20
Onboard AI	2	10
Coprocessor		
Co/2	0	5
Co/3	0	10
Co/4	1	20
Co/5	2	30
TAPS Chip		
TAPS/1	0	1
TAPS/2	0	3
TAPS/3	1	5
TAPS/4	1	10
TAPS/5	2	20
RAM Array		
RAM/2	0	5
RAM/3	1	10
RAM/4	2	15
RAM/5	3	20
Remote Uplink System	0	5

Arcana, Animal Ken, Athletics, Performer, or Tech-Use.

Basic Equipment - The basic equipment package includes the sundry features and equipment one would expect in a cockpit. Headlights, a radio, air conditioning, seatbelts, and cupholders.

Copilot Seat - By adding a Copilot Seat, you can have additional people help you control the vehicle. Copilot Seats are assigned vehicle systems, such as weapon mounts, Sensors, Afterburners, and so forth. The Pilot can no longer control these systems from his seat, but the Copilot may spend a half action every turn to activate vehicle systems.

COFFIN

A control system that works via neural synapses, the COFFIN system completely isolates the pilot from the world. A COFFIN control system eliminates the windows of a normal cockpit, and the pilot instead views the world from screens patterned around them or a direct neural interface with the machine itself. The system can be outfitted on all sorts of weapons such as jet fighters and tanks.

Effect: With a direct neural interface, the pilot has an instinctive, subconscious level of control over his vehicle. The pilot gains one additional Reaction per turn to use with his vehicle.

Improved COFFIN - With an Improved COFFIN interface, the pilot gains additional bonuses. The pilot gets one reroll to use with any vehicle action.

Mobile Trace System

The Mobile Trace System allows a vehicle to follow the exact movements of its pilot. It is almost exclusively installed on vehicles with manipulator arms, a Walking drivetrain, or both. When used by an experienced warrior, it can improve the combat ability of a vehicle more than almost any other system.

Effect: The pilot has much better fine control over their vehicle. They may use Trick Shots and Special Attacks with the weapons installed on the vehicle.

Onboard AI

An expensive option that nonetheless greatly improves a vehicle, an Onboard AI gives an advanced computer system partial control over a vehicle. There are many varieties and styles of AI. Some appear as animated avatars and provide commentary, others are simply built into the systems and silently assist people as a ghost in the machine.

Effect: An Onboard AI has three primary effects. First, it may use the Aid Another action to assist someone onboard with any test once per round. It also has a number of stored half actions which it may use, one per turn, to operate any vehicle systems. These half actions are replenished at the beginning of the next scene. If the pilot is disabled, the Onboard AI may make a Half Action every round (spending their stored half actions, if needed, to take full actions or two half actions in one round), though its capabilities are significantly less than a dedicated Berserker system and most AIs will attempt to flee combat if their pilots are disabled.

The cost of an Onboard AI depends on its capabilities. By default, an Onboard AI has one dot in the vehicle's control skill, ballistics, and melee, and one dot in each Mental and Social characteristic. They can be upgraded with dots in any skill, and their characteristics can be upgraded as well.

Coprocessor - Coprocessors increase an AI's base characteristics. There are six different Coprocessors, each relating to one of the AI's characteristics. They are purchased and increased separately.

TAPS Integrated Chip - TAPS chips are used to give an AI access to an archive of skills. Each TAPS chip relates to any one skill. The AI's skills are set to that of the TAPS chips installed.

RAM Array - The RAM array determines how many half actions the AI has to spend per scene. The basic Onboard AI has a RAM Array of 1. You can improve the AI's RAM Array for the listed costs.

Remote Uplink System

A remote uplink system allows a vehicle's systems to be controlled from a remote location. Most vehicles that have this system have a dedicated console in a secure place, though some have portable controls that allow a pilot to control it like a giant RC vehicle.

Effect: The vehicle's systems can be activated remotely. A Remote Uplink System can be attached to the Pilot's controls or any Copilot's controls (if any exist). Anyone at the remote controls may use a full action to take a half action for the vehicle. If the controls are used for a

Copilot's station, that copilot cannot spend actions to activate vehicle systems. If used on the Pilot's station, the Pilot may only take a half action this turn.

REACTOR		
Name	Slots	Cost
Overcharged Reactor	1	10
Super Solenoid Engine		
Rating 1	0	15
Rating 2	1	25
Rating 3	2	35
XL Engine		
Rating 1	2	10
Rating 2	4	20
Rating 3	6	30
Rating 4	8	40
Rating 5	10	50

Reactor

Overcharged Reactor

An overcharged reactor is almost more of a liability than anything else. It's simply an engine with almost all of the safeties ripped out. This allows a pilot to blast a vehicle all the way to top speed in an instant, as long as they don't mind breaking some very important things.

Effect: The Pilot may spend a half action to activate the Overcharged Reactor. The vehicle's hit points are reduced by a quarter of it's full amount (rounded up). Its Mom becomes 10.

Super Solenoid Engine

A Super Solenoid Engine is a theoretical engine design that utilizes ambient magical energy and a deep understanding of the theoretical underpinning of the physics of the Warp in order to create a permanently self-sustaining reaction. The S2 engine can create an infinite amount of energy, though its output at any one point is limited by the size of the engine.

Effect: The pilot of a vehicle with an S2 engine may activate or deactivate it as a half action. While the S2 Engine is active, the vehicle gains a bonus equal to then Engine's rating to it's Speed, Man, and Acc. The pilot rolls a Warp Phenomenon test at the end of any round where the S2 Engine was active, with +10 on the roll per the engine's rating.

XL Engine

From time to time, engineers have experimented with larger engines than the standard models. These Extra-Large engines trade bulk for speed - they can even allow a vehicle to go beyond the normal limits a vehicle has.

Effect: A vehicle's XL engine may be rated from 1-5. The vehicle's speed is increased by its XL engine rating, even if it would put the vehicle's rating above the normal limit of 15.

Modifications

Diver Down

The Diver Down upgrade allows a ground vehicle to burrow underground, or a naval vehicle to act as a submarine. This is somewhat of a slow method of travel, but it is extremely useful for stealth, infiltration, and generally just getting where people don't expect you to get.

Effect: Choose between Subterranean and Submarine. A vehicle must be Environmentally Sealed in order to take the Diver Down mod.

Subterranean - A subterranean vehicle can burrow through the earth. While using Subterranean movement, a vehicle's maximum momentum is reduced to 5. It can burrow through earth and stone equally well, though some material, like buried armor plating, deposits of extremely hard stone, and so forth might slow or stop it entirely, at the SM's discretion.

Submarine - A submarine vehicle can travel underwater. This does not impede its top speed - water is easier to move through than earth.

Flawed

A Flawed vehicle has one or more problems with its design. Some require a line to provide power, are more vulnerable to damage, or are just otherwise less than they should be. Flawed vehicles are, though, significantly less expensive than a vehicle without such problems, and might represent cutting corners in the design processs, using substandard materials, and whatever else might be used as a cost-cutting measure.

Effect: Choose one of the following flaws. This may be taken multiple times, choosing a different flaw each time.

External Power - The vehicle relies on an external source of power. It might be beamed in or wire fed. If the power is beamed in, it must remain within line of sight to its power supply. If it is wire-fed, the pilot must make a TN 15 Control Check every round to avoid snagging the cable. If the cable becomes snagged, the vehicle leaves line of sight of its power supply, or things are otherwise cut off, roll a d10. The pilot may take this many half actions before the vehicle loses power and Crashes. If the vehicle can regain external power, the timer stops and is rerolled if it loses power again.

Feedback - The pilot is prone to suffering feedback from his vehicle. This might be because of exploding consoles, a direct nerve uplink, or just bad engineering. Whenever the vehicle takes damage, the pilot must make an Athletics + Constitution test against TN 15 or else gain a level of fatigue.

Fragile - The vehicle's maximum hit points are reduced by 25%, rounded up.

Hangar Queen - The vehicle requires maintenance after every sortie. This takes as long as the vehicle was deployed, plus an additional eight hours.

Inefficient Controls - Whenever the pilot makes a Maintain Control test, he must spend an additional Half Action or Reaction Action to keep the trouble-prone vehicle doing what he wants.

Junker - The vehicle's systems are ready to fall apart. Whenever the vehicle suffers damage, roll twice on the critical chart and take the worse result.

Overheating - The vehicle is prone to overheating. It loses 1 HP every round in which its Momentum is above 6 or the driver uses the Push It action.

Unstable - Double this vehicle's Man penalty due to Momentum.

Living Vehicle

A living vehicle is, well, alive. They're living things instead of just machinery. This has both benefits and drawbacks. The most obvious benefit is that a living vehicle can heal itself given time and rest. Of course, this also means that a vehicle has less space for equipment because of

MODIFICATIONS		
Name	Slots	Cost
Diver Down	3	20
Flawed	0	-10
Living Vehicle	4	5
Macronized	*	*
Miniaturized	*	*
Open Topped	0	0
Variable	2	10
Magnetic Coup.	1	10

all those pesky organs and stuff.

Effect: The vehicle heals 1 HP per day. It can self-right from a prone position.

Macronized

A Macronized component uses larger and thus less expensive equipment. This Modification is applied to a component in the vehicle. That component's cost is cut in half (rounding up) and its size is doubled. You may apply this to the same component multiple times, doubling its new size every time.

Miniaturized

A Miniaturized component uses smaller and thus more expensive equipment. This Modification is applied to a component in the vehicle. That component's size is cut in half (rounding up) and its cost is doubled. You may apply this to the same component multiple times, doubling its new cost every time.

Open Topped

Vehicles with firing ports, lacking a roof, or otherwise open to the elements. Open Topped vehicles have some benefits over a normal vehicle. And some obvious defects.

Effect: The vehicle does not block line of sight to and from its crew and passengers, allowing them to use their personal weapons to make attacks, and to be targeted and attacked in turn. It cannot be environmentally sealed.

Variable

A Variable vehicle has more than one drivetrain. It uses the normal rules for switching between one drivetrain and another. One of the more popular variable drivetrains is to switch between a flying movement type and one that goes on the ground, especially Walker or Tracked.

Effect: The vehicle gains an additional drivetrain type. This mod may be taken multiple times, choosing a new drivetrain each time. The pilot must spend a half action to switch between drivetrains. There are additional add-ons that can be purchased.

Magnetic Couplers - With magnetic couplers, it takes only a reaction action to switch between drivetrains.

Weapons

Autocannon

An Autocannon is one of the simplest and most common vehicle weapons, simply a cannon firing large shells from an automatically loaded internal magazine. They're used on tanks, mecha, even some aerospace units. The Autocannon comes in a variety of sizes and loadouts:

Autocannon 2 - The smallest standard caliber of Autocannon, the AC/2 is notable mostly because of its great range and ability to use special ammunition.l

Autocannon 5 - A medium caliber of Autocannon, the 5 is able to fit on most vehicles and is useful as a light anti-vehicle weapon.

Autocannon 10 - A larger autocannon, commonly seen on larger units as a cheap, effective weapon.

Autocannon 20 - The largest standard size of autocannon, only the largest and most deadly units can afford to mount such a deadly weapon

SPECIAL AMMUNITION:

LBX Ammunition - LBX ammunition essentially turns an Autocannon into a giant Shotgun. The weapon's Range is halved and it gains the Scatter Property.

HV Ammunition - HV Ammunition fires at much higher velocity, allowing an Autocannon to shoot out to incredible range. HV ammunition doubles the range of the weapon it's used with.

Ultra - Ultra Autocannons are among the most devastating conventional weapons a vehicle can mount, able to rapid-fire shells of surprising size. The firing profile of the weapon becomes -/2.

Punisher Gatling Cannon

Essentially an autocannon that has been modified to use a rotating frame for automatic fire, the Punisher Gatling Cannon is extremely effective against vehicles with light armor and large biological targets. Their use on infantry is banned in many Crystal Spheres.

Railgun

A Railgun is a projectile weapon that uses magnets to accelerate a slug of metal to supersonic speeds. They have excellent range and power, making them ideal sniper weapons. A variant of the standard autocannon is the HAG (Hyper-Assault Gauss) that fires a number of ex-

WEAPONS								
Name	Damage	Type	Pen	ROF	Range	Size	Cost	Special
Ordinary								
Autocannon								
AC/2	3k1+10	Vhcl	5	S/-	250m	2	10	-
AC/5	4k2+10	Vhcl	5	S/-	150m	3	10	-
AC/10	5k3+10	Vhcl	5	S/-	100m	5	15	-
AC/20	6k4+10	Vhcl	5	S/-	50m	8	25	-
LBX Ammo						1	10	Scatter
HV Ammo						1	5	-
Ultra						2	15	-
Punisher Gatling Cannon								
Light	3k2+10	Vhcl	0	-/10	100m	2	15	-
Heavy	4k3+10	Vhcl	0	-/8	80m	4	25	-
Railgun								
Railgun	4k3+10	Vhcl	10	S/-	500m	5	20	Reliable, Accurate
Heavy Railgun	5k4+10	Vhcl	10	S/-	300m	10	30	Accurate
HAG	4k3+10	Vhcl	10	S/-	50m	10	30	Scatter
Las								
Multilas	5k2+10	Vhcl	5	S/4	120m	2	5	Reliable
Blazer	5k3+10	Vhcl	5	S/-	100m	4	10	Reliable, Twin-Linked
Bombast Laser	4k3+10	Vhcl	5	S/-	100m	5	12	Reliable
Plasma								
Plasma Destroyer	5k4+10	Vhcl	15	S/-	120m	5	20	Recharge, Overheats
Melta								
Multi-Melta	5k3+10	Vhcl	15	S/-	50m	5	15	-
Bolter								
Vulcan Mega-Bolter	6k2+10	Vhcl	10	-/6	150m	5	15	Tearing
Hurricane Bolter	4k1+10	Vhcl	5	-/10	100m	6	12	Tearing, Storm
Syrneth								
Wave Motion Cannon	6k3+30	Hybrid	20	S/-	500m	10	30	Recharge
D-Cannon	4k2+10	Vhcl	20	S/3	40m	3	20	-
Exotic								
PPC	6k3+10	Vhcl	10	S/-	200m	4	15	Shocking
Mega Particle Cannon	6k2+30	Hybrid	20	S/-	250m	8	20	Recharge
Flamer								
Inferno Cannon	6k2+10	Vhcl	0	S/-	40m	2	5	Flame
Primitive								
Catapult	4k2+10	Vhcl	0	S/-	50m	5	5	-
Bastilla	3k2+10	Vhcl	0	S/-	100m	5	5	-
Launchers								
LRM	3k2+10	Vhcl	5	-/5	500m	3	10	Homing
Inferno						1	5	Burning
Swarm						1	5	Blast (5)
SRM	4k2+10	Vhcl	5	-/5	100m	2	5	Homing
Inferno						1	5	Burning
TC Warhead						1	5	Special
Arrow IV Launcher	6k1+30	Hybrid	10	S/-	500m	10	25	-
Cluster						2	10	Blast (15)
Homing						2	10	Homing
Melee								
Vehicle CQC Weapon	1k2+10	Vhcl	0	--	--	2	10	-

plosive submunitions instead of a single slug.

Multilas

The mighty multilas, a laser weapon that uses rapid-fire pulses instead of a single shot. It's a powerful weapon usually used for anti-infantry operations.

Blazer

In an attempt to increase laser power beyond the standard limits, the Blazer, or Binary Laser was made. It is essentially two Lascannons fused into one weapon. While not as common as a simple Lascannon, the Blazer is still seen fairly often in heavy tanks and vehicles.

Bombast Laser

This weapon was designed to be the end-all and be-all of laser weapons, but the developers ran into limits in the basic technology that forced them to make compromises. In this case, they compromised in the firing speed, requiring a heavy capacitor that recharges slowly after every shot. A Bombast laser may be fired in two modes, minimal and maximal. In minimal mode, it uses the standard stats given above. When firing in Maximal mode, it gains the Recharge property and deals +2k1 damage. The pilot may change its firing mode at any time it would be ready to fire as a free action.

Plasma Destroyer

Much like the smaller man-portable plasma weapons, the Plasma Destroyer throws out hot globs of fusion plasma at a target, typically to devastating and armor-melting effect. The Plasma Destroyer is a rare weapon, but those that use them swear to their effectiveness.

Multi-Melta

The Melta is one of the least expensive weapons for the sheer power it provides, at the small drawback of an extremely short range. The Multi-Melta is a series of melta weapons running in parallel to create what is essentially a melta cannon. Targets are just melted away - turning creatures into pools of steaming protoplasm and vehicles into twisted goo. No personal armor offers even scant protection from a multi-melta.

Vulcan Mega-Bolter

One of the most powerful variations of a Bolter weapon, the Vulcan Mega-Bolter is a heavy caliber rotating bolt gun capable of firing shells at an extremely high rate. It is designed to fight infantry units and light vehicles, but can also be used to eviscerate buildings.

Hurricane Bolter

A premier anti-infantry weapon, the Hurricane Bolter is simply a number of Boltguns mounted co-axially into a single weapon turret. The design of this weapon is fairly recent, developed to fill a need for a powerful anti-infantry weapon when only parts for basic weapons were available.

Wave Motion Cannon

The Wave Motion Cannon is the single most powerful weapon that can be mounted onto a vehicle. It is a weapon that is more appropriate for a starship than a vehicle, a miniaturized lance battery that can be installed on a ground vehicle or aerospace unit. It is one of the few vehicle-mounted weapons that will actually damage a starship.

D-Cannon

An ancient Syrneth weapon, the D-Cannon is one of their technologies that hasn't been rediscovered, only copied. It is a Warp Weapon in the truest sense, opening microportals in the warp in its target zone and allowing the chaotic matter and energy within to seep through for a moment. The D-Cannon will just ignore armor of almost any sort, striking directly within to attack in a vehicle's most vulnerable spots.

PPC

The Particle Projection Cannon is a powerful particle beam weapon that is equipped onto a large number of high-performance military units. It's powerful and penetrating enough to cut through most armor like butter, but requires a fairly powerful reactor or limited supply of stored particles in order to function, throwing a beam of neutrally-charged massive particles at a target at near-C.

Mega Particle Cannon

A Mega Particle Cannon is an older, less miniaturized, and more powerful version of a PPC. It takes up much more space in a vehicle, but its effects are quite devastating. This weapon

fires a focused beam of massive, high-velocity mega-particles, which cannot be deflected by magnetic fields and tears through any conventional armour material. Its power output on target is nearly four times that of a comparable laser unit, and its ability to penetrate armor is far greater.

Inferno Cannon

Take a Flamer, scale it up to be a weapon worthy of mounting on a tank, and you have the basic idea behind the Inferno Cannon. It's a fearsome weapon that is mostly used in terror weapons rather than real military engagements.

Catapult

A primitive weapon, a catapult simply slings large rocks at the enemy. It's a slow and clumsy weapon to use, and no match for more modern devices. Even so, on more desperate or feudal worlds, it's entirely possible to find them.

Bastilla

Most vehicle weapons are scaled-up versions of infantry weapons, and this is no exception. A Bastilla is essentially a crossbow made large, firing huge arrows that may as well be spears with fletching.

LRM

A venerable weapon that is found in arsenals across the Wheel, the Long Range Missile system fires swarms of missiles out to extreme range. Because vehicle missiles have internal homing devices, they are one of the most accurate weapons for inexperienced pilots. They can be loaded with a variety of specialized ammunition types for various uses. LRMs have a minimum range and cannot be fired at Short range or less.

Inferno - These missiles combine flammable chemicals with an adhesive compound to shower their targets with a burning gel. The LRM gains Burning.

Swarm - The LRM's ROF becomes S/- and it gains Burst (5).

SRM

Short Range Missiles are direct-fire missiles that sacrifice range for hitting power. Adapted towards the profusion of electronic jamming on the battlefield and the effectiveness of current armor designs, these missiles are less sophisticated than Long Range Missiles and particularly effective against infantry and combat vehicles.

Inferno - These missiles combine flammable chemicals with an adhesive compound to shower their targets with a burning gel. The SRM gains Burning.

Tandem-Charge Warhead - TC Warheads have all their Glancing Blows upgraded to Penetrating hits. Essentially, as long as their damage causes the target to lose at least one hit point, the target rolls on the critical damage table.

Arrow IV

The Arrow IV is a stand-alone, missile based, artillery system, designed to augment conventional systems. It is the only vehicle-mounted missile weapon that has a damage rating high enough to threaten starships. Arrow IV launchers can be equipped with standard area saturation missile or homing missiles. Arrow IV missiles have a minimum range and cannot be fired at Short range or less.

Cluster Missile - An area saturation option for the Arrow IV system, this ammunition type releases submunitions over a target zone. The weapon's overall damage is reduced to 5k4, but it gains Blast (15).

Homing Missile - Homing missiles have an advanced target acquisition system that allows the huge cruise missiles to accurately close in on a target. The weapon gains Homing.

Vehicle CQC Weapon

Rarely seen on anything that isn't a mecha, vehicle-scale melee weapons are all essentially the same, with only minor cosmetic differences. When equipping a vehicle with a CQC weapon, choose one of the following weapon categories and apply the modifiers listed to the weapon's stats. Note that like all melee weapons, a Vehicle's Melee attacks add the vehicle's Strength to their damage.

Ordinary - The weapon gains +1k1 damage.
Parrying - The weapon gains +5 Pen.
Cavalry - The weapon gains Reach.
Flail - The weapon gains Flexible.
Fencing - The weapon gains Balanced.
Two Handed - The weapon gains +0k2 and Unwieldy.
Syrneth - The weapon gains +2k0.

Chain - The weapon gains Tearing.
Shields - The weapon gains Defensive.
Unarmed - The weapon gains +2 Pen and +1k0 damage.

EXAMPLE VEHICLES

Basic Ground Vehicle

A cheap mass-produced vehicle, this template is suitable for a car or light truck.
Accel 2, Speed 5, Size 8, Maneuver 0
Wheeled Drive
Cockpit, Passenger Space x1, Cargo Space x2, Basic Equipment
Total Cost: 50

Scorpion Tank

A two-man tank with medium armor and a long-range cannon, this tank is a tracked vehicle with a slight overheating problem due to its turbine engine. It isn't very maneuverable, but it's not designed to win a race, just a war.
Accel 2, Speed 5, Size 12, Maneuver -7
Tracked Drive
Cockpit, Copilot, Medium Hardened Armor, AC/5, P-Weapon Mount
Flawed: Overheating
Total Cost: 100

Bio-Titan

One of the most powerful weapons of war ever created, the Bio-Titan is designed to allow a single man to fight on the level of entire armies. They're impossibly tough thanks to their void shield systems, and even a single Bio-Titan can conquer an unprepared world.
Accel 3, Speed 9, Size 24, Maneuver 0
Walker Drive
Ejector Seat, Environmental Seals, Manipulator Arms, Void Shield 10, Cockpit, Coffin, Remote Uplink System, Berserker System, S2 Engine 1, Living Vehicle, Vehicle CQC Weapon (Parrying) [Omni Mount], L. Punisher Gatling Cannon [Omni Mount], Light Hardened Armor, Composite Frame, Basic Equipment
Flawed: External Power, Feedback, Hangar Queen
Total: 350

Air Superiority Jet

An Aerospace vehicle designed expressly for maximum speed and maneuverability, the Air Superiority Jet is one of the most important weapons in a modern arsenal. Most developed nations have fleets of fighters like this.
Size 17, Accel 3, Speed 11, Maneuver +5

Aerospace Drive
Cockpit, Copilot, Afterburners, Partial Wing 4, Sensor System, LRM [Omni Mount], Environmental Seals, Composite Frame
Flawed: Hangar Queen
Total: 200

Variable Man-Machine

A development of mechanoid and aerospace technology, the Variable Man-Machine is designed to serve in nearly any theatre of war. It is especially popular with ace pilots, who use its combination of speed and firepower to great effect.
Size 17, Accel 3, Speed 11, Meneuver +5
Aerospace Drive
Cockpit, Variable (walker) [Magnetic Couplers], Manipulator Arms, Sensor System, SRM, Environmental Seals, L. Punisher Gatling Cannon [Omni Mount]
Flawed: Hangar Queen
TOTAL: 200

"I hate using this thing," Jurgen said. Cain had assembled a party at the ship's Teleportarium.

"I know," Cain said.

"What if this doesn't work?"

"Then this will be your big chance to get away from it all." He nodded to the techpriest manning the console. Huge plasma chambers fed from the ship's axiluary power, and a portal to the warp sent them through time and space to arrive in a flash of light somewhere else.

Rivendell 1 was a rough colony cut into an asteroid by the Eldarin long ago and left abandoned. Now it was used almost exclusively by humans as a research laboratory, the area empty and free of interference from passing ships.

Cain, Jurgen, and Sulla appeared in one of the larger rooms. Jurgen walked over to one of the cabinets, looking for somewhere to be sick, while Cain and Sulla got their bearings. Jurgen pulled open a big, important-looking door and-

"Admiral?" He asked, calling back. Cain walked over to look. Something like a torpedo sat in the cabinet, filling it up.

"Bjork, I presume," Sulla said. There was a crashing sound as someone jumped Cain. He easily fought off the young man, shoving him aside.

"Where's Inquisitor Vail?" Cain demanded. The man looked at him, angry and confused.

"I'm Inquitor Vail!" Cain frowned, not understanding.

"Ciaphas!" Someone said. Cain looked up. Inquisitor Amberly Vail. He looked down at the man he had punched. The man had very distinct features. Cain swallowed, stepping around him, and walked over to Amberly.

"Is that David?" Cain asked. Amberly nodded.

"He killed everyone we left behind! He's with them!" David shouted.

"Of course he didn't," Amberly said, sighing. "You're just making this harder."

"I'm afraid it's even harder than you think, Doctor," someone said, stepping out of the shadows, gun at the ready. Two men were there, both of them people Cain recognized. Captain Marcel and Commander Chuck. "Please, don't move." It was hard to recognize them at first, with those big purple starfish on their faces. Marcel raised a commbead. "Excellency, have you been listening?"

"I have indeed," Czarro said, his voice clear through the bead. "You have done well."

"Don't move!" Marcel shouted.

"What is the delay?" Czarro asked.

"All is well, sir. You have the coordinates to beam up Bjork."

"First things first. Kill Ciaphas Cain." Marcel hesitated, sweat and slime from the starfish on his face pouring down.

"Sir, it is difficult. I- I try to obey, but-"

"Kill him!" Marcel screamed and fell to his knees, the Starfish squeezing his skull, screaming with its own voice. Marcel shakily pointed his weapon at Cain, then, trembling, turned it on himself, vaporizing his own skull. Chuck fell to his knees as well, the starfish peeling from his face, blood dripping as it left open wounds.

"What in Sigmar's name is that?" Sulla asked. Cain shot the thing with his laspistol as it fell to the ground, the terrible thing screaming and dying. He grabbed the dropped commbead.

"Czarro, can you hear me? You're going to have to do your own dirty work from now on!"

"Cain! You're still alive, my old friend!" Czarro sounded amazed, mesmerized.

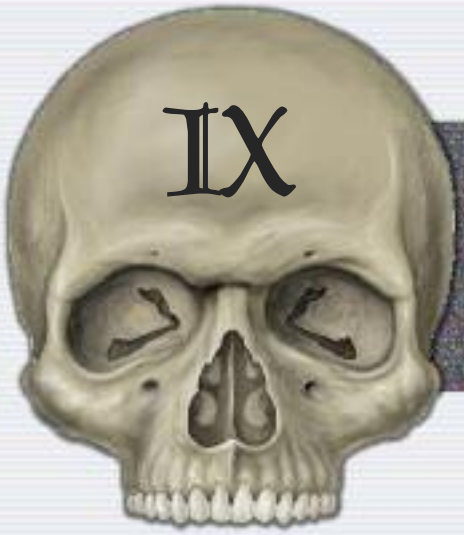
"Still! Old friend! You've managed to kill just about everyone else, but you keep missing the target!"

"Perhaps I no longer need to try, Admiral." Bjork vanished in a flash of light. Cain held Inquitor Vail back as she tried to jump towards it.

"You have Bjork, but you don't have me. You're going to have to come down here, Czarro! You're going to have to come down here!"

"I've done far worse than kill you. I've hurt you. And I wish to go on hurting you. I shall leave you as you left me, Cain. Marooned for all eternity in the center of a dead planet. Buried alive. Buried... alive."

"CZARRO!"



IX

Ships

BUILDING A SHIP

Step One: Determine Build Points
Step Two: Purchase a Hull
Step Three: Outfitting the Hull
Step Four: Ship's Armaments
Step Five: Finishing Touches

Step One: Determine Build Points

The first step in building your own ship is to determine just how many build points (BP) you have to work with. The number of build points you have to spend is determined entirely by the number of dots you have in Holdings. Build Points are used to purchase everything from the hull of the ship itself to systems, weapons, and even the crew of the ship.

Holdings	BP
0	0
1	50
2	80
3	120
4	170
5	230

Step Two: Purchase a Hull

There are a large variety of hulls available to purchase. Really, there are no two ships in the sky that are entirely identical. The hulls presented here are merely a representative sample of the infinite possibilities, and the names and flavor of them are merely one variation possible. A Steamboat-class ship, for example, could represent anything from a bodged-together Ork ship to a graceful Eldarin scout to a Kobold trader's personal transport. Each of which will look and act vastly different from the others based on the equipment installed and the temperament of the Captain.

Ship Hulls

Each ship hull has a number of stats which are all very important. Here are what they mean:

Hull Class - The hull class of the ship mostly determines its size. Escort ships are small and fast, Destroyers are a middle-sized ships, Cruisers are large ships, and Battleships are huge. The Hull Class of a ship affects the damage it does while Ramming.

Cost - The hull's cost in BP. This cost includes all the basic necessities of the hull (listed later), but while the ship is spaceworthy at this cost it's also defenseless.

Crew - The ship's maximum Crew Size. This is not literally how many people are on board the ship. On an Escort, each point of Crew is more like 10 people. For destroyers, around 20. Cruisers have about 30 per point, and Battleships about 50. The important thing about Crew is that it is how many dice a ship can roll in each round of combat.

Hull Strength - Hull Strength is basically hit points for a ship. Lose all of them and you lose the ship.

Maneuverability - How maneuverable the ship is. This is a modifier to certain tests in combat.

Acceleration - How quickly the ship reacts with changes in speed. This is, again, a modifier to certain tests in combat.

Speed - The ship's speed in combat. Speed is measured in Void Units. A void unit is a very rough measurement, though it's around 6Mm in open space if you really need to calculate things out. In system, this might be greatly reduced due to gravity wells and the like.

Sensors - The ship's Sensors rating is used to passively and actively detect objects, serving as a modifier to perception-type tests made by the ship's Crew.

Consoles - How many consoles the ship can hold. A console is a general term for ship equipment, and can be anything from a reinforced hull to a cargo hold to an advanced computer. A console can only be installed in the appropriate type of console slot, with the exception that universal slots can hold anything and universal consoles can be fitted to any slot.

Weapons - How many weapon hardpoints the ship has to the fore and rear.

Steamboat-Class Multipurpose Ship

The Steamboat-Class ship is one of the most basic and widespread of all ship types, and they're common sights throughout the Wheel. Many of the greatest Captains first served on Steamboat-Class ships before moving onto something better. They can be outfitted with a variety of equipment and weapons, and some have surprisingly advanced equipment for such common frames.

Hull Class: Escort
Cost: 10 BP
Crew: 12
Hull Strength: 40
Maneuverability: +0
Acceleration: +0
Speed: 6
Sensors: +0
Consoles: 2 Universal
Weapons: 1 Forward, 1 Rear

Sultana-Class Light Frigate

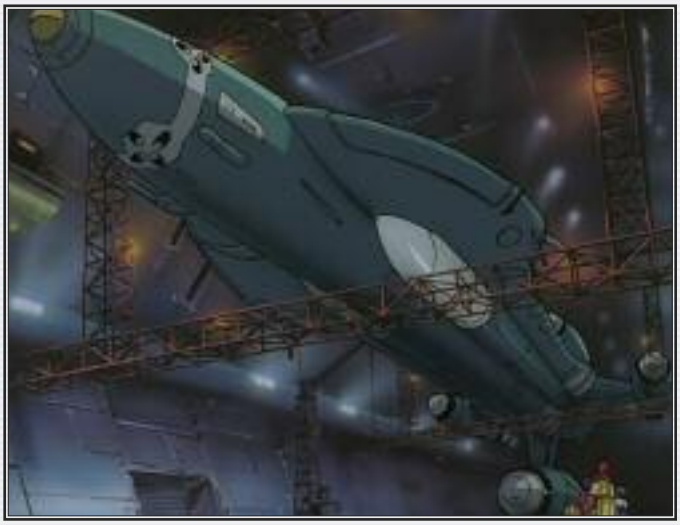
The Sultana Class is one of the lightest ships that is commonly in use in militaries. It's an extraordinarily fast and nimble ship, and some captains actually prefer it over the more heavily armed and armored ships because they can feel it move under their feet. A Sultana with a good crew and well-outfitted with equipment is a deadly opponent to even some much larger ships.

Hull Class: Escort
Cost: 20 BP
Crew: 14
Hull Strength: 45
Maneuverability: +5
Acceleration: +10
Speed: 12
Sensors: +0
Consoles: 1 Tactical, 1 Universal
Weapons: 2 Forward, 1 Rear

Wanderer-Class Runeship

The Wanderer-Class ship is an advanced hull design that was designed specifically to be easier to maneuver and pilot in the warp. Even the corridor placement was made according to the precepts of geomancy so minor warp flows wouldn't build dangerous amounts of psychic energy in any of the ship's subsystems. The Wanderer-class has a reputation as a safe and reliable ship, and it's one well-deserved.

Hull Class: Escort
Cost: 20 BP
Crew: 14
Hull Strength: 40
Maneuverability: +0
Acceleration: +5
Speed: 8
Sensors: +5
Consoles: 2 Arcana, 1 Universal
Weapons: 1 Forward, 1 Rear



Endurance-Class Support Ship

Most Endurance-Class ships in service are extremely old, as befits their title. They are tough ships that were, at the time they were made, built almost entirely from off-the-shelf parts. Because these ships were so successful, those parts managed to stay on the shelves for a very, very long time. Those parts are still easy to find, and new Endurance-Class ships are being built every year.

Hull Class: Escort
Cost: 20 BP
Crew: 14
Hull Strength: 60
Maneuverability: +0
Acceleration: +5
Speed: 7
Sensors: +0
Consoles: 2 Engineering, 1 Universal
Weapons: 1 Forward, 1 Rear

Thresher-Class Frigate

A versatile ship, the Thresher-Class is caught between the small and light near-fighters of the Sultana-class and the much larger true battleships of the larger Essex and Belle classes. The Thresher is a standard ship of the line in most fleets, able to mount a variety of equipment that allow it to assume many roles. Over the course of their careers, most Threshers serve in a variety of roles as they're refitted and reproposed for various duties.

Hull Class: Destroyer
Cost: 30 BP
Crew: 16
Hull Strength: 60
Maneuverability: +5
Acceleration: +10
Speed: 10
Sensors: +5
Consoles: 1 Arcana, 1 Command, 1 Engineering, 2 Tactical, 1 Universal
Weapons: 3 Forward, 2 Rear

Monitor-Class Exploration Ship

Designed to explore crystal spheres far from the well-traveled routes of the Wheel, the Monitor is a large ship that is normally equipped with deep supply vaults and advanced sensor arrays, though those that have been sold off are often given quite different loadouts. One particularly infamous pirate captain equipped his Monitor-class ship as a raider, hiding out in one of those far-off crystal spheres and loading his supply vaults with loot.

Hull Class: Destroyer
Cost: 25 BP
Crew: 16
Hull Strength: 60
Maneuverability: +0
Acceleration: +5
Speed: 8
Sensors: +10
Consoles: 2 Arcana, 1 Command, 1 Engineering, 1 Tactical, 1 Universal
Weapons: 2 Forward, 2 Rear

Majestic-Class Command Ship

The Majestic-class of ships is easily distinguished from other ships of similar size thanks to its large forward bridge, whose armored observation dome extends from the ship's prow like a giant eyeball. Most were built as command ships for small fleet operations, with most weapons only firing from the rear, as the Majestic-Class was only expected to do much fighting while running from enemy attacks.

Hull Class: Destroyer
Cost: 30 BP
Crew: 16
Hull Strength: 70
Maneuverability: +0
Acceleration: +5
Speed: 8
Sensors: +0
Consoles: 1 Arcana, 2 Command, 1 Engineering, 1 Tactical, 1 Universal
Weapons: 1 Forward, 3 Rear

Cole-Class Advanced Destroyer

The Cole-Class is a purpose-built warship, and that purpose is to mount the newest, most cutting-edge technology available. The Cole-class is fragile compared to more rugged ships that use reliable older technology, and it is considered somewhat underpowered for the sheer amount of equipment it can carry, but as a technology demonstrator or in a situation where its advanced loadout can be used to best effect, the Cole-class shines.

Hull Class: Destroyer
Cost: 40 BP
Crew: 18
Hull Strength: 55
Maneuverability: +5
Acceleration: +5
Speed: 9
Sensors: +5
Consoles: 2 Arcana, 1 Command, 3 Tactical, 1 Universal
Weapons: 2 Forward, 2 Rear

Essex-Class Cruiser

The Essex is a large ship, and ships like it usually serve as the backbone of a fleet, equipped with enough weapons and armor to survive almost any battle. They are often deployed alone and well away from supply lines, as they have everything they need for a variety of exploration and combat missions.

Hull Class: Cruiser
Cost: 50 BP
Crew: 20
Hull Strength: 75
Maneuverability: -5
Acceleration: +0
Speed: 6

Sensors: +5
Consoles: 2 Arcana, 1 Command, 1 Engineering, 2 Tactical, 2 Universal
Weapons: 3 Forward, 3 Rear

Graff Spree-Class Pocket Battleship

Built for one purpose, the Graff Spree is a ship class that is only designed to fight. They are relatively fast and nimble ships, and can carry enough weapons in their forward batteries to rival any ship. They are somewhat smaller and more fragile than other ships in their price range, but such is the price one pays for superior firepower.

Hull Class: Destroyer
Cost: 45 BP
Crew: 18
Hull Strength: 65
Maneuverability: +0
Acceleration: +0
Speed: 8
Sensors: +5
Consoles: 1 Arcana, 1 Command, 2 Engineering, 2 Tactical, 1 Universal
Weapons: 4 Forward, 1 Rear

Bismark-Class Fleet Command Ship

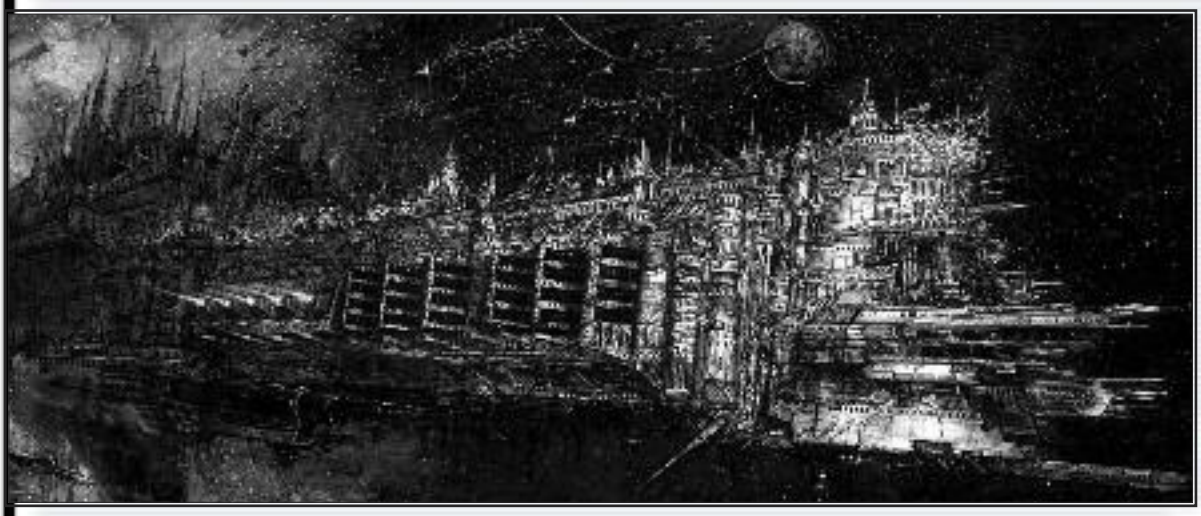
The Bismark-Class ships were intended for service as a tough ship loaded down with computers and teams to coordinate the actions of entire battle fleets across sectors of the Astra Sea. They often serve as flagships, and the thick bulkheads and armor plating mean that any admiral would feel safer on a Bismark than nearly anywhere else.

Hull Class: Cruiser
Cost: 60 BP
Crew: 22
Hull Strength: 100
Maneuverability: +0
Acceleration: +0
Speed: 8
Sensors: +10
Consoles: 2 Arcana, 3 Command, 1 Engineering, 1 Tactical, 1 Universal
Weapons: 2 Forward, 2 Rear

Borealis-Class Multipurpose Ship

The Borealis is one of the most common large ship classes to be found in civilian hands. A great many are produced and sold from various forge worlds to all sorts of interests, from mercenary groups to navies to the ultra-rich. The Borealis has been used as everything from a battleship to research vessel to merchant trader.

Hull Class: Cruiser
Cost: 50 BP
Crew: 20
Hull Strength: 75
Maneuverability: +0
Acceleration: +5
Speed: 9
Sensors: +5
Consoles: 2 Arcana, 2 Command, 2 Engineering, 2 Tactical
Weapons: 2 Forward, 2 Rear



Belle-Class Battleship

A true Battleship, the Belle can outgun most ships. And if it can't outgun them it has enough armor and men to figure something else out. The Belle is a massive starship. Few can afford to maintain such a grand vessel, and so when one appears, it means that people should sit up and listen, because someone important has arrived.

Hull Class: Battleship
Cost: 75 BP
Crew: 24
Hull Strength: 90
Maneuverability: -5
Acceleration: -5
Speed: 4
Sensors: +0
Consoles: 1 Arcana, 2 Command, 1 Engineering, 3 Tactical, 1 Universal
Weapons: 4 Forward, 3 Rear

Bounty-Class Fleet Support Ship

The Bounty-Class ships were designed to be dangerous in a somewhat different way than the Belle-class ships. While they don't mount as many guns, the Bounty-Class ship is, if anything, even tougher than the Belle, with a huge crew and advanced engineering and arcana systems. Because they can mount advanced warp equipment, they're often used as extremely heavy scouts and first-responders.

Hull Class: Battleship
Cost: 75 BP
Crew: 24
Hull Strength: 100
Maneuverability: -5
Acceleration: -5
Speed: 4
Sensors: +5
Consoles: 2 Arcana, 1 Command, 3 Engineering, 1 Tactical, 1 Universal
Weapons: 3 Forward, 3 Rear

Step Three: Outfitting the Hull

Now that you've gotten yourself a hull, you'll probably want to put some equipment in it. Every ship hull has some basic components installed - a sensor array, life support, simple living quarters, engines, a small shuttlebay, a main reactor, a Geller Field generator, and a spelljamming helm. The exact forms these things take depends on what race built the ship. Even with all this equipment, it's still relatively defenseless. Shields, Weapons, and various Ship Consoles are all extras that must be purchased separately.

Crew

A Crew is absolutely necessary to getting a ship to run. A ship hull tells you the size of the crew (in rather abstract units), but not the quality. By default, a ship has a Crew Quality of 2. This represents a fairly average ship crew. By spending BP, it's possible to have a better crew for your ship.

Quality	Cost
1	-5 BP
2	0 BP
3	+10 BP
4	+20 BP
5	+30 BP

Shields

Shields are energy fields that protect a ship from attack. They come in a variety of strengths and types, some with special abilities, but each has a Capacity and a Regeneration. The shield's Capacity is the maximum field potential of the shield, the amount of damage it can absorb before it fails. The shield's Regeneration is how much shield strength is regenerated at the beginning of each of the ship's turns.

Shields	Mk.I	Mk.II	Mk.III	Mk.IV
Type	Cap/Regen	Cap/Regen	Cap/Regen	Cap/Regen
Standard	60/15	80/15	100/20	120/20
Covariant	80/5	100/5	120/10	160/10
Regenerative	50/25	60/25	80/35	100/35
Resilient	60/5	80/5	100/10	120/10
Multiphasic	20/10 (x2)	20/10 (x3)	20/10 (x5)	20/10 (x7)
COST	10	15	20	25

Standard Shields are, well, standard. They're the baseline that other shields are measured by. They usually form a bubble around a ship, protecting it from attacks.

Covariant Shields have a larger overall capacity for damage, but their regeneration is much slower than standard shields. They excel at protecting a ship against burst damage and foes armed with extremely disruptive weapons.

Regenerative Shields recover their shield strength very quickly, and so against enemies without much punch to their weapons, they can simply hold out forever.

Resilient Shields combine some aspects of Covariant and Regenerative shields. While their capacity is only equal to that of a standard shield generator, and their regenerating speed is only equal to a Covariant shield, they cannot be disrupted. All weapons used against a Resilient shield have their disruption reduced to zero.

Multiphasic Shields are a recent development in shield technology. They're a number of layered field generators that create a number of weak but overlapping fields. Depending on the Mark of shield generator, there are between two and seven layers. Each one must be attacked and brought down one at a time.

Weapons

One of the most important systems on a ship are the weapons. Weapons are a great way to keep people from trying to kill you to death, because you can discourage them with death beams. Weapons come broadly in two types - energy weapons and torpedos. Energy weapons are the most common by far, especially since their ammunition supply isn't limited. Torpedoes are considerably more expensive to maintain, and typically only seen on military ships.

Dam - How much damage the weapon does.

Dis - The weapon's Disruption. The weapon's disruption reduces the regeneration of any shields hit by attacks from this weapon.

Acc - The weapon's Accuracy. Add this (or subtract this) from the attacks made with this weapon.

Crit - The Weapon's Critical rating. When dealing damage directly to the hull, add this to the critical roll made with the weapon.

Range - The weapon's range, in VU.

Cost - The amount of BP this weapon costs to buy and install on a ship.

Arc - The weapon's firing arc. Weapons can be placed to the front or rear. A ship has four quadrants its weapons can fire into, fore, starboard, rear, and port. Weapons with a Narrow arc can only fire to either the fore or rear quadrant, depending on where it is installed. Weapons with a normal arc can also fire into the Port and Starboard arcs. A weapon with the Wide arc can fire into all four quadrants.

Type - Weapons are either Lance weapons or Array weapons. The difference between Lance and Array weapons is quite simple - Lance weapons must be fired by themselves, whereas Array weapons can be linked together. For the most part, the main savings of Array weapons is in manpower. Every shot from a starship requires its own allocation of crew - if a ship has three Lance weapons it wishes to fire, and the Captain wants four dice rolled on every shot, that requires twelve dice total from the pool generated by the Crew. As long as Array weapons are firing at the same target (which must be within the

Weapons								
	Dam	Dis	Acc	Crit	Range	Cost	Arc	Type
Heavy Cannon	6k4	5	-10	+3	20	15	Narrow	Lance
Heavy Beam	4k2	2	+5	+1	15	15	Narrow	Array
Cannon	4k3	4	-5	+2	10	10	Normal	Lance
Beam Array	2k1	2	+10	-1	10	10	Normal	Array
Turret	3k2	3	0	0	5	10	Wide	Lance

range of all the involved weapons), their firing controls can be linked - effectively, they may all be fired with the same test. Resolve the damage from each hit separately, but if the attack hits, all the linked attacks hit, and if the attack misses, they all miss.

Heavy Cannon - A powerful heavy energy weapon, the Heavy Cannon is rather inaccurate thanks to its small traverse range. However, its sheer stopping power makes up for it.

Heavy Beam - An array of forward-firing beams that are designed to be fired in sequence, the Heavy beam offers more stopping power than a standard beam array at the cost of a much smaller firing arc that makes them unsuitable for use in broadsides.

Cannon - A standard cannon has less firepower than a heavy cannon, but a wider firing arc and somewhat better accuracy.

Beam Array - One of the most common weapons to be installed in starships, Beam Arrays are often used to make broadside attacks. They're one of the most accurate weapons available, though their low damage potential compared to other weapons is something of a liability.

Turret - Able to spin completely around its axis, turrets are wonderful weapons for defending from fighters.

Weapon Type

Las - By default, ship weapons are Las weapons. They don't have any particular strengths or weaknesses. They use the basic stats of the weapons presented above.

Melta - Melta weapons release great bursts of microwaves. They have shorter range and don't disrupt shields well, but they're cheap and do above-average damage. Melta weapons deal +1k0 damage, have -2 Disruption, have halved range, and their BP cost is reduced by 5.

Plasma - Plasma weapons are one of the premier weapons in use with starships. They blast apart hulls and shields alike. Their range isn't limited like melta weapons, though they're far more expensive and their slow projectiles are harder to hit with. Plasma weapons deal +1k0 damage, have +2 Disruption, -5 to Accuracy, and cost an additional 5 BP.

Orgone - Orgone weapons fire bolts of pure magical energy. They're extremely accurate and disrupt shields well, though the actual damage they do to ship's hulls isn't very good. Orgone weapons deal -1k0 damage, have +2 Disruption, +5 Accuracy, and -2 to their Critical Rating.

Driver - Driver weapons fire actual shots of cannonfire. Most mass drivers use magnetic accelerators. Obviously a 'beam array' of mass drivers doesn't literally fire a beam. Array driver weapons fire volleys of smaller shots rather than a few large ones. Mass drivers are poor at disrupting shields and have short range, but are accurate and dangerous to unshielded hulls. Drivers have -2 Disruption, +5 Accuracy, +2 to their Crit Rating, and half normal range.

Positron - Positron weapons are like great arcing bursts of lightning in a variety of shades. They remain coherent even at very long range, and disrupt the very molecular bonds of hull plating, but the arcing nature of the beams makes them inaccurate and they're expensive to maintain and install. Positron weapons have -5 Accuracy, +2 to their Critical rating, doubled range, and cost an additional 5 BP.

Antimeson - Antimeson weapons are somewhat cheap weapons that have excellent range at the expense of stopping power. They're commonly used in large arrays as a kind of sniping weapon against vulnerable targets. Antimeson weapons deal -1k0 damage, -2 to their crit rating, doubled range and reduce their cost by 5 BP.

Torpedos

Torpedos are handled somewhat differently than other weapons. They have limited ammunition, but with a single torpedo tube a captain can fire a variety of ammunition types from his stores. Torpedos are handled much like any other weapon, albeit with a limited ammunition store which must be purchased separately.

Torpedos							
Name	Dam	Dis	Crit	Acc	Range	Arc	Cost
Micro	4k4	2	2	+5	25	Normal	1
Photon	6k6	3	3	+0	20	Narrow	2
Monopole	6k4	10	0	+0	20	Narrow	2
Quath	4k4	0	8	+0	20	Narrow	2
Cruise	6k6	3	3	+0	50	Narrow	3
High-Act	6k6	3	3	+10	20	Wide	3
Rift	8k8	4	4	-5	30	Narrow	5

Torpedo Tube
Cost: 5 BP

A Torpedo tube allows you to fire torpedos, and its internal bay can hold five torpedos. The damage, range, and other weapon statistics are determined by the Torpedos used.

Micro - Micro Torpedos are somewhat smaller and much less expensive than other torpedo types. They're something of the cheap option as far as Torpedos go, and most captains maintain a store of them simply so his torpedo tubes will never run dry in the middle of combat. When used in a surface bombardment, the blast radius of Micro Torpedos is only 1km, and they deal only 8k4 damage to people and objects in that radius.

Photon - The standard torpedo type in use on spelljammers, Photon torpedos are dangerous weapons that can destroy a city in seconds. Most military ships are equipped with them, and they use the standard rules for bombarding surface targets.

Monopole - Monopole torpedos are armed with a generator that is designed to overload and explode in a burst of magnetically charged particles. They interfere greatly with ship systems - any ship struck by a Monopole Torpedo, even if it doesn't penetrate shields, suffers -10 to its Maneuverability and Acceleration for 1d10 rounds. This does not stack with multiple torpedo hits. If used in a bombardment, they use the standard torpedo bombardment rules.

Quath - Quath torpedos use special technology to pierce a ship's shields. If they hit a shielded target, they penetrate the shields automatically, damaging the hull - though if they do pierce through shields, reduce their Crit rating to 0. They use the standard torpedo bombardment rules.

Cruise - Cruise torpedos have exceptional range and flight control systems that let them be fired from extreme range. When using a Cruise Torpedo for bombardment, the firing ship does not need to reach stable orbit first, eliminating the need for the piloting check before firing on the ground target.

High-Act - High-Act torpedos are extraordinarily maneuverable, able to fire in any direction and use an extraordinary guidance system to hit even extremely evasive targets. If they miss during an orbital bombardment, you may roll the random direction and distance twice and take either result.

Rift - Rift torpedos open uncontrolled, dangerous rifts into the warp, using sorcery and a type of inverted Geller Field. They are hideously dangerous weapons, and if they deal damage to a ship the ship automatically loses 1d10 crew. If used in an orbital bombardment, Rift torpedos double their area of effect, and thousands of screaming daemons come out of the warp rift they create, thirsty for the blood of anyone left in the wake of the attack. Some Rift Torpedos are dedicated to one particular god, and always summons daemonic servants of that god.

Consoles

Consoles are the additional ship systems that are installed on ships beyond simple guns and shields and the like. Many consoles improve a ship's tests in combat, but others give a ship entirely new abilities. A console can only be in-

stalled if the ship has an open slot of the correct type. A universal console slot can accept any console type, and a universal console can be fitted to any console slot.

ARCANA CONSOLES

Ancient Spelljamming Helm
Arcana Console
Cost: 10
This ancient and somewhat experimental Spelljamming Helm design uses technology that is largely considered unreliable and prone to catastrophic failure today, but which gives remarkable speed. The ship's travel time in the warp is cut in half, but all Warp Encounters rolls are at +2

Bioneural Gel Packs
Arcana Console
Cost: 5
A form of computer technology that has yet to gain widespread acceptance, Bioneural Gel Packs can operate on fuzzy logic and operate at faster speeds than common circuit technology.The ship may make one reroll on any Arcana test once per combat.

Cloaking Device
Arcana Console
Cost: 15
A form of stealth technology that bends light and other electromagnetic waves around a ship, a Cloaking device is an expensive piece of technology that is illegal in many Crystal Spheres. The ship gains +20 on all Silent Running tests.

Enhanced Sensors
Arcana Console
Cost: 5
A series of improvements to a ship's sensors, usually in the form of large dishes or antennae. The Ship's Sensors are at +5

Improved Shields
Arcana Console
Cost: 10
By adding auto-rotators to the shield frequency modulators, a ship's shields can be made much more resilient to damage. The ship's maximum shield capacity is increased by 10. If the ship is using Multiphasic shields, the bonus only applies to the outermost layer of shields.

Teleportarium
Arcana Console
Cost: 15
The ship gains a Teleportarium, allowing it to move people and objects by throwing them through the warp - a relatively safe procedure despite how it sounds.. It may make Boarding Actions at a range of 5 VU as long as the target's shields are down. This console may be used in any number of other ways - escaping from a nearby planet, teleporting goods directly to a cargo hold, and so forth, at the GM's discretion.

Warpsbane Hull
Arcana Console
Cost: 10
The entire hull of the ship is covered with silver, hand-inscribed hexagrammatic wards. These reinforce a ship's Geller Field. Most ships with a Warpsbane Hull have a large shrine area onboard ship, and are dedicated to one of the Gods. When navigating the warp, roll at -2 on the Warp Encounters chart.

COMMAND CONSOLES

Advanced Bridge Design
Command Console
Cost: 10
This bridge design uses advanced controls and self-adjusting holographic displays, granting the Captain and crew unparalleled control over their vessel. All Command Action tests are made at +1k1.

Destiny Knot
Command Console
Cost: 15
A mysterious and extremely rare device, the Destiny Knot is a tangle of wires and cords that wind themselves throughout the ship, using arcane and bizarre methods to improve nearly every system on the ship in subtle ways. The Captain and his Bridge Officers may use their own Fate Points to reroll tests made by the ship and its crew, even if they aren't the officer for the appropriate section - The captain may reroll missed hits or emergency repair actions, for example.

Diplomatic Quarters
Command Console
Cost: 5

Your ship is equipped with a plush set of diplomatic quarters for visiting guests, dignitaries, and ship's officers. In addition to making the ship an acceptable place to hold nearly any diplomatic or social gathering, it gives a +1k0 bonus to any social rolls made with peaceful visitors to the ship.

Library Computer
Command Console
Cost: 5

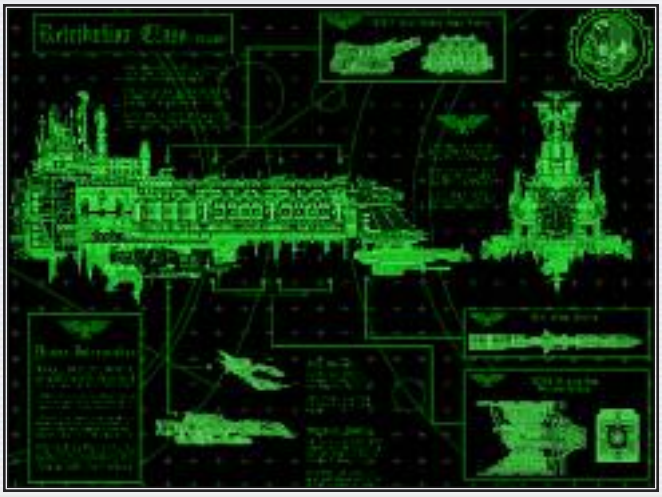
An upgrade to the ship's computers that gives them a massive database of facts and information on all subjects. As long as the character can spend a few minutes consulting with the ship's main computer, they may roll Lore tests untrained, and gain +1k1 to all Lore tests.

Self Destruct
Command Console
Cost: 5

A series of scuttling charges designed to rupture the most volatile components of a ship. The Captain may set the ship for self-destruct. The captain may choose any delay before the ship explodes, from immediate (taking a Command Action) to hours (up to one full day). When the ship explodes, it deals 4k4 damage to all ships within 5 VU.

Tenebro-Maze
Command Console
Cost: 10

The ship's systems are shielded and hidden from attackers with a variety of sensor shadows, thickened bulkheads, power couplings designed to give false readings, and reflective surfaces. On any crit result where the attacker may choose a console to disable on your ship, you may choose the affected console instead.



ENGINEERING CONSOLES

Ablative Armor
Engineering Console
Cost: 10

Designed to disintegrate at a controlled rate under direct fire, Ablative Hull Armor is a last line of defense after shields have gone down, and often save a ship from a finishing blow. Ignore the first hit to your ship's hull in each combat - it does no damage, there's no need to roll on the critical chart, and so forth.

Damage Control Station
Engineering Console
Cost: 10

Displays that accurately represent damage to ship's systems and equipped with learning computers that are able to suggest work arounds to systems and automatically bypass damaged systems. You get +2k0 to all Emergency Repairs tests.

EPS Conduits
Engineering Console
Cost: 10

While most ships use more stable and traditional methods for distributing power, Electro Plasma Systems provide much more power to ship's systems. All successful Divert Power tests get two additional raises.

Hardened Armor
Engineering Console
Cost: 5

A very simple upgrade found on a great number of ships, this is simply better armor, and can be applied at even the crudest of shipyards. Your ship gains an additional 10 points of Hull Integrity. This upgrade may be taken multiple times.

Large Engine Core
Engineering Console
Cost: 15

A larger core that uses some components made from the magical materials, a Large Engine Core is an expensive component that delivers on value, greatly improving a ship's speed. Your ship's Speed is increased by 2. The ship's Acceleration is improved by +5.

Reinforced Bulkheads
Engineering Console
Cost: 10

Honeycombed bulkheads running through a ship make it a bit easier to trip on struts in the corridors, but the greatly improve a ship's lifespan in battle. Crits on your ship are rolled at -3.

Thrust Vectoring
Engineering Console
Cost: 10

Normally, a ship's main thrusters cannot be moved from their fixed positions, and it uses secondary thrusters to manoeuver. With an advanced thrust vectoring system, the main thrusters on the ship can be adjusted to more quickly change the ship's heading. Your ship's Maneuverability is increased by 5.

TACTICAL CONSOLES

Arsenal
Tactical Console
Cost: 5

The loading bays that come with a ship's Torpedo Tubes can only hold a very limited supply of ammunition. With an Arsenal, more can be stored in safety. You have space for an additional 10 Torpedos. They can be fired from any Torpedo Tube.

Assault Shuttles
Tactical Console
Cost: 5

A ship's shuttles are not normally equipped for boarding actions. With this upgrade, your shuttles have the equipment and connections to the ship's tactical sections needed to use them in combat. You may make boarding actions from a 3 VU distance rather than a 1 VU distance.

Grappler Arms
Tactical Consle
Cost: 15

The ship may make a Grapple attack in place of a Ram attack. When making a Grapple attack, the ship attaches to the target ship. Whichever ship is larger gains control of the grapple. If the ships are of equal class, the Grappling ship has control. Only the ship in control of a grapple can move. Whenever the ship controlling the grapple moves, all ships in the grapple move with it, remaining attached to it.

Murder Servitors
Tactical Console
Cost: 5
The ship possesses a stock of powerful, skull-faced killing machines. They're exceptionally useful for defending a ship against boarding actions. When rolling against boarding actions, you get an additional 2k1 to your rolls.

Ramming Prow
Tactical Console
Cost: 10
The trademark of cruisers and battleships in many armies, heavy sheets of armor tens of meters thick protect the ship while it crashes into an enemy. Your ship deals an additional 1k1 points of damage with Ram attacks and does not suffer a roll on the Critical Chart. Enemy ships roll at +2 on the crit chart.

Targeting Computer
Tactical Console
Cost: 15
One of the most expensive upgrades that can be applied to a ship's computer, a Targeting Computer interfaces with all the weapons on a ship and assists the gunners with slight adjustments to their aim and better overall fire control. All Shot Guns tests are made at +5.

Weapon Capacitor
Tactical Console
Cost: 10
A series of high powered batteries drain power from the main reactor to supercharge weapons arrays in combat. Your Energy Weapons deal an additional 1k0 damage.

UNIVERSAL CONSOLES

Advanced Sickbay
Universal Console
Cost: 15
While every ship has a basic infirmary, the Advanced Sickbay provides the facilities for diagnostics and treatment needed to help more people. The ship may recover any number of crew lost since last turn when using the Triage action, rather than just half.

Cargo Bays
Universal Console
Cost: 5
The ship has a large cargo vault for stowing goods. This makes it appropriate for any sort of trade or cargo shipping. More bays give the ship additional room for storage.

Expanded Shuttle Bay
Universal Console
Cost: 5
Most ships come equipped with room to hold two shuttles for use in ferrying people and goods. The ship has room for an additional 2 shuttles.

Extended Supply Vaults
Universal Console
Cost: 10
Extensive supply stowage allows the vessel to make longer journeys. The ship may go twice as long between stops to resupply, and may make two Extended Repairs tests between stops at port rather than just one.

Hidden Cargo Bays
Universal Console
Cost: 10
The ship has a series of smaller cargo bays. While they cannot hold nearly the volume of normal cargo bays, the contents cannot be scanned from outside the ship and evade most casual inspections.

Partial Wing
Universal Console
Cost: 10
Sometimes a literal giant wing assembly, sometimes a set of antigrav generators. The ship may manoeuver in an atmosphere and even land in a gravity well on extending landing struts.

Rating Quarters
Universal Console
Cost: 10
There is always room somewhere to shove more people in. If you're willing to convert the quarters of the less-important crewmen to bunk beds and shared spaces, you can do it without much trouble at all. The ship gains +2 Crew.

SHIP COMBAT

It's inevitable that at some point, two ships are going to start shooting at one another. What's the point of having a battleship if you can't liberate a few planets of their wealth? Space combat is a terrifying experience, though, knife fighting with laser cannons and arrays of energy weapons powerful enough to vaporize cities. A starship is the ultimate expression of military force, and when two ships come together to fire weapons at each other and boil armor plates away into the void, well, some people call that love.

Rounds... IN SPAAAACE

Space combat is handled similarly to normal combat in many ways. The time is broken up into rounds and turns. Where normal rounds are only a few seconds long, space combat rounds are, well, as long as they take. Because of the huge distances and times typically involved in space combat, the average length of a round in Space Combat is about ten minutes. Close-in fighting might be only a few seconds per round.

Space Combat Overview

Surprise - It's certainly possible for one ship to surprise another in combat. A surprised ship loses its turn in the first round of combat.

Initiative - At the beginning of combat, initiative is determined with a ship's Sensors plus Acceleration plus 1d10. Unless expressly stated, bonuses a character has to initiative don't apply to Space Combat initiative. The initiative of a ship represents the readiness and speed of an entire crew, not merely one man.

Taking Turns - In initiative order, each participant takes a turn in combat. During their turn, each participant must take one Manoeuver action and may take a number of additional actions.

Round Ends - Once every ship has taken its Strategic Turn, the round ends. Continue to play successive rounds until the SM determines that combat is over.

Actions

During each ship's Strategic Turn, they can make several actions. The actions a ship can perform fall under five general types. The first type of action is the *Manoeuver Action*. A ship is required to take a Manoeuver Action every turn - starships are too large, with too much inertia, to simply sit still.

Tactical Actions are actions that roughly equate to attacks in personal combat. Firing ship weapons, sending over boarding parties, called shots, aim actions, and so forth.

Engineering Actions allow the crew to make minor repairs to a ship, reroute power around, and keep things running smoothly. They're mostly support actions.

Command Actions are fairly general actions - they're a mix of social actions like communicating with other ships and the crew and general orders to focus the crew on a given task.

Arcana Actions use the ship's most advanced and arcane systems, the void shields, spelljamming helm, augury array, and so forth, to create and enhance magical effects.

Ship Tests

All tests a Ship makes use Crew Quality and Crew Assigned. A Ship has a limited number of crew to assign to different tasks, and so as a ship takes actions it must divvy out that crew to their assignments. Ship Tests are made at XkY, where X is the number of Crew Assigned and Y is the Crew Quality. Crew Quality is a general measure of the skill of the crew onboard a ship. Most ships have a Crew Quality of 2, and it's very very rare for all but the most legendary ships to have a Crew Quality above 4.

Bridge Officers

A ship needs great Officers even more than it needs great crewmen, though. Bridge Officers are skilled characters (nearly always PCs) that are put in charge of a given department. The five positions are rather obvious - each department is in charge of one of the five types of actions, from Helm Ops to Main Engineering to the Captain's Seat itself. The owner of the ship is, by default, the Captain and in charge of the Command Actions of the ship.

A Bridge Officer may use his own skill in place of Crew Quality for a test that involves his department (for example, the Helmsman may use his own Piloting Skill in place of Crew Qual-

ity for Evasive Manoeuvers). Crew must still be assigned to these tests to get rolled dice - even the best Officers can't do it all by themselves. Some feats key off of being a Bridge Officer and offer bonuses to actions.

Manoeuver Action

Every turn, each ship involved in combat must take a Manoeuver action. If you have a Bridge officer assigned to Manoeuver Actions, his title would be Helmsman. Most Manoeuver actions use the Pilot skill.

Move

The Ship can move at half or full speed, then make a turn of up to 90 degrees. This most basic Manoeuver Action does not require a test, but at least one Crew must be assigned to it. If a test must be made - as part of a chase, because of difficult terrain, or so forth, the Pilot skill is used.

Adjust Speed

The ship can make a half or full move, and by making a Pilot test as part of this, the ship's speed can be finely adjusted (to a certain extent - there's only so much one can do when inertia is working against them). A Pilot test is made, modified by the ship's Accel, against a TN of 20. If the test is successful, the ship's speed is increased or decreased by 1. Every raise on this test allows the pilot to further increase or decrease the ships speed by another 1.

Adjust Heading

The ship can make a half move, and by making a Pilot test as part of this, the ship can attempt to turn more quickly. With a TN 15, the ship may turn up to 90 degrees before moving half its speed. With a TN 25, the ship may turn up to 90 degrees both before and after moving.

Evasive Manoeuvers

The TN to hit a ship is normally three times the Crew Quality plus the ship's Maneuv. This action allows the pilot to grab the stick and do a barrel roll or two. Make a half move. Until your next turn, the TN to hit the ship becomes the result of your Pilot test plus the ships Maneuv.

Tactical Action

Every turn, each ship involved in combat may take a Tactical action. If you have a bridge officer assigned to Tactical Actions, he is appropriately called the Tactical Officer. Tactical Actions often, but not always, use Ballistics.

Shot Guns

You can fire any number of your ship's weapons with this action. Targets must be within the weapon's Range and in an appropriate firing arc. Attacks are made with Ballistics against the ship's static defense.

Boarding Party

Send a boarding party to try to take over the enemy ship. You must be within 1 VU of the target to send over boarding parties. This uses Melee, and the crew involved are put somewhat at risk. You and the target make opposed Melee tests, the target using a number of dice equal to their Crew Quality. If the test is successful, reduce the target's Crew Ready by 2, plus one for every raise. If the test fails, you lose half of the Crew used in the test.

Target Subsystem

In order to use Target Subsystem, you must have made an Active Agury scan against the target already. You may target any console you have identified on the target ship. If you are able to hit the ship with a Ballistics test made at -1k0, that console is disabled until the target can make an Emergency Repair action against a TN of the damage done by your weapon.

Ramming Speed!

If a ship ends its turn within 1 VU, and is facing its target, it may make a Ram action. A Pilot Test is made, using Maneuverability, against the target ship's static defense. If the test succeeds, the target takes damage based on the Hull Class of the ship (1k1 for Escorts, 2k1 for Destroyers, 2k2 for Cruisers, 3k3 for Battleships) plus half the ship's speed. This attack ignores shields. The Ramming ship suffers half of the rolled damage. Both ships roll on the Crit Chart at +0.

Engineering Action

Every turn, each ship involved in combat may take an Engineering action. If you have a bridge officer assigned to Engineering, they're called the Chief Engineer. Most Engineering Actions use Tech-Use.

Divert Power to Weapons

When you divert power to weapons, you increase their damage potential at the cost of your defense and mobility. Your ship's Void Shields don't regenerate next turn and the only manoeuver action you can take is to move at half speed. Make a Tech-Use test against TN 15. On a success, your weapons deal +1k0 damage on their next attack, plus +1k0 for every two raises you get on that test.

Divert Power to Shields

When you divert power to weapons, you help regenerate them more quickly, at the cost of mobility and firepower. On your next turn, any attacks you make are at -1k0 damage and the only manoeuver action you can take is to move at half speed. Make a Tech-Use test against TN 15. On a success, regenerate your shields immediately. For every two raises you get on this test, regenerate an extra 1d10 points to your shields.

Divert Power to Engines

Diverting power to your engines allows you to move more quickly, though you likely won't be doing more than just moving. On your next turn, your shields don't regenerate and any attacks you make are at -1k0 damage. Make a Tech-Use test against TN 15. On a success, you may move half your speed along with your next Manoeuver Action. For every two raises on this test, you may increase your speed by 1 for this extra half move.

Divert Power to Deflector Dish

When you divert power to the Deflector Dish, you're giving yourself a large bonus to Arcana tests at the expense of all other systems. On your next turn, your shields don't regenerate, any attacks you make are at -1k0 damage, and the only manoeuver action you can take is to move at half speed. Make a Tech-Use test at TN 15. You get +1k0 to your next Arcana test, plus +1k0 for every two raises you get on this test.

Emergency Repair

Make a Tech-Use test. If you're just attempting to repair hull damage, you make a TN 15 Tech-Use test. If you succeed, the hull is repaired for 1k1 damage. Every raise on the test improves the damage healed by +1k0. This cannot repair more than half of the damage done to the hull since the ship's last turn. Some critical damage results will disable consoles or ship systems - the TN for the Emergency Repair tests to end the penalties for those will be listed along with the effects.

Command Action

Every turn, each ship may take a Command Action. Command Actions, unlike most actions, don't require the investment of crew. They rely entirely on tests from the Captain (or commanding officer, if the Captain is dead, in bed with a green woman, or trapped in the Warp), usually Charisma + Command tests.

Brace for Impact!

Make a Charisma + Command test against TN 30. Reduce the TN of this check by 5 for each point of Crew Quality. If this test succeeds, until your next turn, reduce crew losses from critical damage by 1 to a minimum of 0.

Hail

Talk to the other ship. This allows you to initiate social combat with the other ship's captain. If he's listening. Just be careful he doesn't decide to fire a few Las blasts if you piss him off enough.

Picard Speech

A motivational speech can do a surprising amount to improve the work of an inexperienced crew. Once per scene, you may make a TN 20 Charisma + Command check. If this check succeeds, your Crew Quality is increased by 1 for all other tests this round.

Micromanage

The Captain can sit on his staff and make them do what he wants. As long as he has at least one dot in the relevant skill (whatever skill is being used for the test), he can use his action to micromanage the ship's crew and give any one test a +1k0 bonus.

Arcana Action

Each turn, a ship may take an Arcana Action. Arcana actions utilize the most advanced systems on the ship, especially the spelljamming helm, void shields, and sensors. The officer in charge of Arcana is usually called the Chief Arcana Officer. A ship's Navigator is also part of this section, though typically the Navigator and the Chief Arcana Officer are not the same person for security reasons. Most Arcana Actions use, well, Arcana.

Active Augury

You use the ship's sensor array to scan the target. This is an Arcana Test against TN 10. A success tells you the target's hull strength, crew remaining, shield strength, or one console or weapons system on the ship. For every raise, choose another option from that list.

Jam Communications

Make an Arcana test. In order for the target to send out signals, they must first make an Arcana test that beats yours. This effect lasts until your next turn.

Triage

Make a Medicae test against TN 15. On a success, one Crew lost to critical effects or a Boarding Party since your last turn is returned to duty. Every raise 'heals' one more lost Crew. The Triage action cannot recover more than half of the crew lost since your last turn.

FIGHTERCRAFT

Just a ship is essentially a character writ large, fightercraft are minions. A ship with a Fighter Bay or similar equipment can launch fighters during combat. Assign crew to the fighters as you would with any ship action. Whenever a ship's fighter compliment takes damage, remove one Crew.

A ship's Fightercraft can be used for Attack or Support. While in Attack mode, they can essentially fired like a weapon. Roll dice equal to the ship's crew quality, keeping half that amount (rounding up) for damage. A Fightercraft attack's range is equal to double the ship's crew quality. Fightercraft have 0 for Dis, Acc, and Crit.

While in Support mode, Fightercraft give a -Xk0 penalty to Boarding Party actions made against the ship, where X is equal to their Crew Quality. Additionally, once per round you may use a fighter in Support mode to intercept a shot, sacrificing one Crew to force an enemy's attack to miss.

The Static Defense of generic Fightercraft is three times Crew Quality, plus 10. If a character wants to be a Bridge Officer for Fightercraft actions, he uses the Pilot skill.

ATTACKS AND DAMAGE

Step One: Fire Everything

When a ship makes a Shooting action, they can fire any number of its mounted weapons. Weapons broadly fall into two categories - Lance and Array weapons (as well as a few specialized weapons like Torpedoes with their own rules). The difference between Lance and Array weapons is quite simple - Lance weapons must be fired by themselves, whereas Array weapons can be linked together. For the most part, the main savings of Array weapons is in manpower. Every shot from a starship requires its own allocation of crew - if a ship has three Lance weapons it wishes to fire, and the Captain wants four dice rolled on every shot, that requires twelve dice total from the pool generated by the Crew. As long as Array weapons are firing at the same target (which must be within the range of all the involved weapons), their firing controls can be linked - effectively, they may all be fired with the same test. Resolve the damage from each hit separately, but if the attack hits, all the linked attacks hit, and if the attack misses, they all miss.

Step Two: Hitting Things With Lasers

The TN to hit a ship is usually three times the ship's Crew Quality, plus the ships maneuverability. This can be increased by some actions, consoles, and feats.

Step Three: Shields Up

If the target's Shields are still up, the damage from the attack goes to the shields. At the beginning of each ship's turn, they regenerate damage to their shields equal to their Shield system's Regeneration statistic. This regeneration is reduced by the Disruption of each weapon that hit the shields since that ship's last turn.

Step Four: Cracking Some Bulkheads

If Shields have gone down, the attack instead goes right to the hull. The ship's hull strength is reduced by the damage done to it. With each hit to the hull, roll on the Ship Critical Damage chart, adding the weapon's Critical rating to the rolled number. Apply the effect to the target ship.

Step Five: The Results Of Damage

If a ship's shield strength is reduced all the way to Zero or lower, the Shields have collapsed. Collapsed shields cannot be regenerated during combat. If a ship's Hull Strength is reduced to zero, it explodes, with the loss of all hands (aside from anyone who managed to get to an escape pod).

Spelljammer Crit Chart	
Roll (1d10)	Result
<1	**Armor Scuffing:** The hit could have been far worse. The armor plating is seriously scraped and people were knocked around a bit, but the ship is otherwise unaffected.
1	**Minor Damage:** The attacker chooses one console on the target. It is disabled until emergency repairs (TN 15) have been made to it.
2	**Power Surge:** Power conduits explode, causing showers of sparks and people to fall over dramatically. If only surge protectors existed in the grim darkness of the far future! Target loses 1 Crew.
3	**Sensors Damaged:** Until emergency repairs are made (TN 15), the ship's sensors are at -20.
4	**Venting Plasma:** The ship vents hot plasma from its main drive. No Divert Power tests can be made and the hull takes 1 point of damage at the end of each of its turns until emergency repairs (TN 15) are made.
5	**Bridge Rattled:** A stray shot crashes into the ceiling of the bridge. Until emergency repairs (TN 15) are made, no Command Actions can be made. Target loses 1 Crew.
6	**Thrusters Damaged:** The ship's thrusters are damaged. Until the thrusters are repaired (TN 20), the Pilot cannot attempt Adjust Heading or Evasive Manoeuvers.
7	**Hull Cracked:** A weak point on the hull cracks open. The ship loses an additional 1d10 points of Hull Integrity. Target loses 2 Crew.
8	**Radiation Leak:** A massive radiation leak contaminates the ship. Until it is repaired (TN 20) the ship loses 1 Crew at the end of each round.
9	**Weapons Offline:** The shot destroys the power relays to the ship's weapons. Until the relays are repaired (TN 20), the ship cannot fire its weapons.
10	**System Failure:** The attacker chooses one console on the target. It is disabled until emergency repairs (TN 25) have been made to it. Target loses 2 Crew
11	**Hull Breached:** The hull bursts under the stress of the attack. 1d10 crew are lost, and additional rolls on the crit chart are made at +2 until the breach is repaired (requiring two separate TN 15 tests).
12	**Engines Crippled:** The ship's engines are slagged. It's set adrift, and it cannot take any Manoeuver Actions until the engines are repaired (requiring two separate TN 20 tests). Instead of making Manoeuver Actions, the ship travels forwards at half speed.
13+	**Secondary Explosion:** The ship loses an extra 1d10 points of hull integrity and loses 1d10 crew. Roll again on the Crit Table. The weapon's Critical stat applies to this extra roll.

Surface Bombardment

By turning their massive lances and arrays of smaller weapons on a planet and unleashing a storm of steel, fire, and death, a ship can perform a Surface Bombardment. Unspeakably devastating, a single ship can lay waste to entire armies or cities, and a battle group of ships working in concert can turn vast reaches of a world to ash.

Calling in a Surface Bombardment requires an orbiting spelljammer to enter a dangerously low orbit and hold steady over its target. Unless the ship is equipped to travel in an atmosphere, the ship must make a Manoeuver Test (TN 25) to enter the required low orbit.

The next part of a Surface Bombardment is the actual shooting. The TN to hit a planetary object is 30. A ship cannot aim at anything smaller than a city block, group of vehicles, or general area around that size. If the test fails, that shot is still going somewhere. The shot scatters in a random direction by 1k1 km, +1k0 for every call on the failed test.

Lance Weapons: Lance weapons are the weapons most suitable for orbital bombardment of large hardened targets. Anything within a few hundred meters is utterly annihilated, and the blast wave pulverizes anything within a kilometer. People and objects within the area of the blast wave take 10k5 E damage.

Array Weapons: Array weapons are excellent for saturation attacks. Unlike Lance weapons, there is no single point of annihilation, but an area of ten square kilometers is affected. People and objects within the area of effect take 8k4 E damage.

Torpedos: Torpedos are some of the very best weapons to use in an orbital bombardment, if somewhat expensive, combining the best effects of Lance and Array weapons. Anything within a hundred meters of a Torpedo Strike is utterly annihilated, and the blast wave from the attack reaches out three kilometers in every direction. People and objects within the area of effect take 10k4 damage.

Silent Running

A ship may attempt to avoid notice by going on silent running, shutting down non-essential systems and attempting to drift, unnoticed, past its opposition. When on silent running, a ship makes Manoeuver Actions as normal, except the spelljammer's Speed value is halved, and the difficulty of all related tests is increased by 10. A failure on any manoeuver action reveals the ship's location to anyone within sensor range. The only Arcana Action the ship may take is to maintain Silent Running, requiring an Arcana test. The result of this test becomes the difficulty to detect it with Active Augury. If the ship fires its weapons, it is immediately detected.

Repairs and Resupply

There's only so much you can do with the limited supplies aboard a ship. Eventually you end up with damage that simply can't be repaired, empty supply vaults, and a morgue full of dead crewmen who need to be buried. Thankfully, this is where having the Wealth, Backing, or Followers background comes in. Each has its own benefits and drawbacks.

Wealth is perhaps the easiest of the three required backgrounds for Holdings. The character can simply use their own personal wealth to finance things. Each week while they're in port, the Captain may choose to repair 1d10 Hull Integrity or recover 1 Crew. The Captain cannot make requisition tests while funding the repair efforts for his ship.

Wealth has the easiest time resupplying ammunition, fuel, and food. It takes one week to be refueled and take on supplies. Torpedos must be resupplied with Acquisition tests, though as the character is already expected to have money it's a bit easier for them than the other backgrounds.

Backing means that you're part of an organization, and so it can be somewhat more difficult to get the things you need. Unless you're in a port with a base of operations for your source of backing, you're stuck waiting for permission and wired funds. This takes 1d10 weeks for the paperwork to go through. Generally, as long as the ship is being used for purposes that suit the organization, the funding will be approved. However, if the organization does not approve of the ship's mission, then the Captain is going to have to pull some strings. After getting approved for sanctioned funding, the ship is able to be repaired at 1d10 Hull Integrity and 1 Crew per week. If not approved, the ship is repaired at 1d10 Hull Integrity or 1 Crew for every two weeks spent in port as the Captain contacts

friends within the organization and they divert what help they can.

As long as it's in a friendly port, Backing can be resupplied quickly and easily. Fuel and food take only a week to be supplied, and Torpedos take a number of weeks equal to the cost of the Torpedo (minimum 1 - all torpedos with a cost of 1 are resupplied after one week, all those with a cost of 2 after the second, and so forth). However, outside of a friendly port a ship running on Backing cannot resupply Torpedos except with Acquisition tests.

Followers can be the most difficult to work with. While followers are faultlessly loyal, they can't contribute vast sums of wealth to maintain a ship - though they serve well as crew. The Captain can, however, motivate them to make repairs and use manpower where money doesn't exist. For every week spent in port, the ship recovers an amount of Hull Integrity equal to the Captain's Command skill, and 1 Crew is recruited from the local population.

Followers do a bit better at finding food and fuel. It takes 1d10 weeks for Followers to scavenge and otherwise acquire food and fuel for the ship, bartering work and taking donations. Torpedos, however, are rarely things one can just find lying around. Torpedos must be resupplied with Acquisition tests.

Extended Repairs

When you can't get to a real port, sometimes the best you can do is make Extended Repairs. These function something like Emergency Repairs, but they're a bit slower and more permanent. Where Emergency Repairs is mostly bodging things together to keep everyone alive a bit longer, Extended Repairs is the slower job of replacing broken components and cracked hull plating.

A ship can make one Extended Repair test with the supplies it has on board. To make the test, the ship must first find suitable anchorage. High orbit around a gas giant, hidden inside an asteroid field, perhaps even landing on a planet if the ship is equipped to do so. The Captain decides how many weeks to spend on repairs. As an Engineering Action, make a TN 25 Tech-Use test. If the test is failed, the damage is simply too much and repairs have failed. On a success, the ship's Hull Integrity is restored by 1d10, plus 1 for every raise on the test, and all damaged components and critical effects are repaired.

Getting More Consoles/Weapons

It's actually a fairly simple matter to get Consoles and Weapons for a Spelljammer. The first step, naturally, is to go where they're being sold. Outside of a port with a shipyard, it's extremely unlikely one can find any equipment for a spelljamming ship (SM's discretion), and completely impossible to install anything.

With a suitable port, the characters can make Acquisition tests as normal to find components for a ship. The TN of these tests is 10, plus 2 per BP of the component. After Acquiring the component, it takes one day per BP to have it transferred and installed aboard ship.

Warp Travel

A ship needs three things to travel the Warp. The first is a spelljamming helm, which allows the ship to enter and move in the tides of raw energy and primordial matter of the Warp. The second thing is a Geller Field, which keeps the Warp's psychic power from destroying the minds and bodies of the crew and prevents Daemons from entering the ship. The third is a Navigator. Without a Navigator, a ship flies blind in the warp. Only a spellcaster with training in Divination (At least one dot in the Divination school) may be a ship's Navigator. If there is no Bridge Officer Navigator, the Navigator is assumed to have a rating equal to the Ship's Crew Quality in any relevant skills and characteristics.

Navigating the Warp can be broken down into four steps.

Step One: Opening a Portal into the Warp
Step Two: Charting the Course
Step Three: Steering the Vessel
Step Four: Leaving the Warp

Each of these steps, and the tests required, are outlined below.

Step One: Opening a Portal into the Warp

The first step of a journey in the Warp is, naturally, to enter the Warp. A ship's Spelljamming Helm allows it to enter the Warp at any point in space outside of a Crystal Sphere, but without the use of a Portal Relay, these portals are far more dangerous. No test is required to enter the Warp using a Portal Relay. Without one, the ship must make an Arcana Action (using the Arcana skill, surprisingly). The TN for this test depends on the conditions of the surrounding space - in general, places where the veil between the universe and the Warp are thin have a lower TN (TN 15), while normal space is somewhat more difficult (TN 20) and certain areas - such as where the Modrons are active, where dampening fields are in place, or where space is simply 'thick' are yet more difficult (TN 25+).

Step Two: Charting the Course

The second step is to locate Sigil to use as a beacon to navigate by. This requires the Navigator to make an Arcana + Wisdom test, modified by the ship's Sensors (TN 20). If this test is failed, the next step is made with a -10 penalty. If the test succeeds, the next step is made with a +5 bonus for every raise on this test.

Step Three: Steering the Vessel

The most lengthy part of the journey. The ship makes a Manoeuver Action (using Pilot) against a TN that depends on the length of the journey. The SM decides on the TN and travel time to be used, and may adjust them accordingly to represent difficulty of travel through some sectors of space. Warp storms, odd radiation from a mysterious Crystal Sphere, the whim of a godlike energy being, and so forth may all cause a journey to take somewhat longer than expected. If the ship is not using a Portal Relay, double the travel times involved.

Voyage Time and Difficulty

TN	Duration	Example Voyage
10	1 day	Short passage between two close systems.
15	5-10 days	A journey between two systems in the same sector.
20	30-60 days	A journey across the body of a full sector block.
25	Several years	An odyssey across the Wheel.

Success means that travel has gone well. Roll once on the Warp Travel Encounters chart. For every two raises on the test, the travel time is cut in half. Failure means that the journey does not go quite as planned. Roll twice on the Warp Travel Encounters chart. If there are two or more calls on the test, the ship arrives off-course in a nearby system or part of space.

Step Four: Leaving the Warp

Once the destination has been reached, it's time to exit the Warp. The Navigator makes another Arcana + Wisdom test, modified by the ship's Sensors (TN 20). Succeeding on this test means that the vessel exits the Warp where the Navigator intended (or somewhere safe, if it's gone off-course). A failure means that the ship exits off target (dangerously close to a Crystal Sphere, for example), with calls indicating more extreme and immediate danger to the ship.

Warp Travel Encounters	
Roll (1d10)	Result
<3	**All's Well:** A safe journey that wise captains will saviour.
3	**Whispers and Dreams:** Everyone on board suffers from strange dreams and hears hushed voices from dark corners even while awake. These might hold hidden truths or portents, or they may simply be mad ramblings and hallucinations.
4	**Lost Time:** Time in the Warp always flows at a strange rate, but in this case it flows even more strangely. Years might pass in the real world before the ship reappears, or perhaps the journey takes only an instant while weeks pass onboard ship.
5	**Visitations:** The crew find themselves visited by the shades of lost friends or family. They might offer helpful advice and comfort, accusations and darker motives, or anything in between.
6	**Reality Erosion:** The very fabric of the vessel is altered. Corridors warp and lead to the wrong places, statues move when no one is looking, and even the gravity doesn't stay still.
7	**Ghost Ships:** The ship's sensors detect a phantom ship lurking just at the edge of sensor range. While most just brush it off as a sensor echo of some kind, there are plenty of rumors of pirates lurking in the Warp, and of lost ships still carrying valuable cargo...
8	**Plague of Madness:** A general madness infests the crew. Unless something is done, and quickly, it will lead to bedlam and chaos.
9	**Incursion:** A daemonic entity slips aboard the vessel and sets out to wreak havoc. If it's particularly clever, it might hide on the ship for years, masking its presence as bad luck and odd equipment failures.
10	**Warp Storm:** A terrible warp storm throws the ship off-course. Only the skills of the Navigator can get it back on course again.
11+	**Geller Field Failure:** Alarmingly, the Geller Field that keeps back the terrible energies of the Warp begins to collapse. Emergency repairs must be made quickly, or the ship is going to be forced to return to realspace - and it could end up halfway across the Wheel.

"Admiral on the bridge!" An ensign yelled, as Cain stepped onboard.

"That was excellent work with the Teleportarium, Magos," Cain said. The tech-priest nodded.

"But you said it would take days-"

"A deception, Sulla," Cain replied. "Never tell your enemy your true status over an open comm line. Everyone to battle stations." He nodded to the main pict viewer. "Tactical."

"She can still outrun us and outgun us," Magos Scott said. "But there is the Momotaros Nebula."

"Can we make it inside?" Cain asked.

"The plasma relays are lit up like a christmas tree. Do not strain the great machine too strenuously."

"No promises, Magos."

"Trouble with the Nebula, sir," Sulla said. "Is that the static discharge and gas will cloud the tactical display. Visual won't fuction and shields will be useless."

"Sauce for the goose," Inquisitor Vail said. "The odds will be even."

"There she is!" Czarro crowed, pointing at the Imperious on the pict viewer. "There she is! Ah! Not so wounded as we were led to believe. So much the better."

"Estimating nebula penetration in 126 microts. The Reliable is closing."

"Why are we slowing?"

"We can't follow them into the nebula, sir. Our shields would be useless!"

"They are reducing speed."

"Patch me in." Cain stood up. "This is Admiral Cain. We tried it once your way, Czarro. Are you game for a rematch? Czarro - I'm laughing at the superior intellect."

"Full power."

"No sir! You have Bjork! You can have anything you-" Czarro grabbed the man, dragging him like a doll.

"Full power, damn you!"

X

Alignment

CHAOS UNDIVIDED

Some worship Chaos as a whole instead of any single god. Those who do so are natural leaders among the forces of Chaos, as they aren't enemies to anyone - except Malal, but the same can be said of all religions - and tend to have a more spiritual and level view of things. The demands on them are somewhat less than other worshippers of Chaos, though they do have to be careful not to offend anyone.

The Black Legion

The Black Legion is devoted to bringing the forces of Chaos together. Which is a goal only slightly more difficult than herding cats. Angry cats. And a dragon. Look, the point that I'm trying to make is that it's really hard work and no one really appreciates how hard it is to get Khorne's followers to work alongside Tzneetch's sorcerers, while Nurgle is fifteen minutes late to every meeting and Slaanesh is just trying to sleep with everyone.

But they'll make it work! Somehow! And then they'll crush the Blessed Pantheon! The Black Legion prides itself on its ability to work with almost anyone, and they operate almost more as a group of consultants or a worker's union than a religion. People who want to be part of the Black Legion have to find a sponsor that is already on the inside and prove themselves through hard work and guts.

The Word Bearers

While the Black Legion is run more as a business, the Word Bearers could never be mistaken as anything but a cult, and a dangerous one at that. They're extremely devoted to the cause of Chaos. The Word Bearers are fanatics who spread the word of Chaos by force.

Word Bearers are kidnappers and invaders who find tempting targets and simply take them over for Chaos. People either convert or die. Given those two options, most end up converting. Then the Word Bearers maintain an iron grip on the community through political and military force, ensuring that the people don't have any opportunities to turn away from Chaos.

Morality: Chaos Undivided	
10	Failing to spend at least two hours meditating on the nature of Chaos per day.
9	Refusing to aid another follower of Chaos.
8	Refusing to offer a non-Chaos worshipper a chance to convert
7	Failing to observe the rituals of Chaos.
6	Failing to undermine the existing order in favor of Chaos.
5	Not making the effort to learn more about the nature of Chaos.
4	Placing one Chaos God above any other.
3	Showing cowardice.
2	Showing overt disrespect for the forces of Chaos.
1	Accepting someone less capable than yourself as your superior.

KHORNE

Khorne is a god of battle, blood, and honor. He asks his followers to kill in his name and to offer up the blood and skulls of their enemies to him. Many of his followers are indiscriminate killers and murderers, but Khorne doesn't care for the blood of the innocent or weak. He wants the blood of the strong, for warriors to fight other warriors in the greatest of all battles. There's no glory or honor unless there is a challenge.

The Dethkvlt

Members of the Dethkvlt show their devotion to Khorne through the art of ritual murder. As part of their initiation, they must kill an armed opponent with their bare hands. On the whole, they function as something of a big game hunting club, going after only the most dangerous and exciting prey.

Most members of the Dethkvlt try to make every fight fair, giving the victims every chance to fight back, evening the odds, and tilting them in their opponent's favor when in doubt. There is no honor or glory in an easy hunt. The more skilled and dangerous the opponent the more exciting the battle at the climax.

Many in the Dethkvlt have their own personal preferences for prey. Some limit themselves to removing criminals and other dangerous elements, making the Wheel a better place and satisfying their blood lust at the same time. Others might only prey on police officers, women, other killers, or animals.

Outer Heaven

Outer Heaven was created as a place for warriors to be free from politics and agendas. It was funded by the deep pockets of an elite group of mercenaries who had been abused and treated as mere tools by governments and people alike. Building a space station outside of the reach of the most important crystal spheres, they ruled over a society where soldiers would be honored.

Khorne's worship quickly became the primary religion on the station. The majority of soldiers already spilt blood in his name, and others converted. They took on missions and operations of their own accord, and the only rule was that everyone involved in a mission had to fight - no one could use them to further their goals unless they were willing to fight for them too.

Outer Heaven was destroyed by political forces after only a decade. The people who had been living there scattered to the stars, but they brought the dream of Outer Heaven with them. On many worlds, there are enclaves and outposts that follow the rules set down before - to honor and respect those who fight.

Khorne's Champions

Khorne hates magic. If you have Khorne as your alignment there's a good chance that one or more of your Exalt or racial powers will just be impossible to use. Thankfully, there is another option. If you have an alignment to Khorne and you would gain a rank in a spellcasting school from your Exalt or racial powers, you may instead gain a rank in a sword school.

Morality: Khorne	
10	Giving mercy to a fellow warrior.
9	Allowing another to kill an innocent.
8	Travelling with a spellcaster.
7	Showing disrespect for another warrior.
6	Using stealth or trickery to avoid a fight.
5	Breaking your word of honor.
4	Killing an innocent.
3	Allowing a spell to be cast on you.
2	Refusing a challenge of combat.
1	Casting a Spell.

NURGLE

There's life and there's death. They're really two sides of the same coin. A child is born, grows up to be a man, and dies. A building is built, wears out, and is eventually abandoned. The man's body rots and worms and bacteria thrive. The shell of the building becomes a home for stray animals and people. Everything rots, but rot is just another expression of life. It is inevitable and the ultimate fate of all things. But life is beautiful in all its forms, and one should never hesitate to be kind in the brief blossoming that life has.

Vectors

One of Nurgle's most obvious realms of influence is that of disease. The cult of Vectors is arranged around that belief. Their founder had been infected with a terrible disease and went on to spread it to countless others on many worlds. She created death and despair on a huge scale with almost no effort at all.

After her eventual death, she left behind a number of others who followed in her footsteps. Nurgle protected them from the worst ravages of the disease they carried in exchange for their prayers. They're mostly a ruthless bunch, not caring for the countless people that suffer or die in their wake. Those most in favor with Nurgle take a personal approach to it, guiding people to the other side - though those who die at their hands almost never know the person caring for them caused their sickness.

Hospitallers

While it may seem odd at first glance for those who worship a god of disease and death to run a Hospice, there are in fact many clinics and hospices that ultimately have Nurgle as their patron. The Great Lord of Decay protects his followers against most of the symptoms of terrible diseases, caring for them as his own grandchildren.

For those who are beyond medical help, one of these Hospices is a welcome way to spend the short remainder of their lives. They aren't grim or terrible places, as Nurgle is not a morbid god, and his followers are gregarious and sentimental, making sure to comfort those who are suffering and allow them to enjoy what they have.

Though outright cures in Nurgle's hospices are extremely rare, it's not uncommon at all for those who have shown great faith or are simply blessed by the kindly hand of Nurgle to have their disease go into remission or to become asymptomatic carriers.

Morality: Nurgle	
10	Refusing to comfort the sick or the dying.
9	Preserving anything - food, the environment, etc.
8	Doing unnecessary work.
7	Making great shows of emotion, positive or negative.
6	Attempting to chance your own fate.
5	Being unkind to those in need.
4	Curing someone of a disease.
3	Preserving a corpse.
2	Bringing another back from the dead.
1	Attempting to change the fate of the Wheel.

SLAANESH

The basic tenets of the worship of Slaanesh are simple and easy for the majority of people to follow - enjoy yourself and don't let anything get in the way. That means not listening to advice, not restricting yourself with social mores. Those who worship Slaanesh have a tendency to fall to gluttony and decadence, and those who are spiritually weak stagnate or destroy themselves in trying to achieve perfection of self and experience. While most equate Slaanesh with lowly pursuits like drugs or sex, anything taken to an excess can be worship to her.

Noise Marines

One of the most common ways to worship Slaanesh is with music. The cult of Noise Marines exemplifies this. They're all musicians (of a sort), who have transcended the normal limits of music. Most have had surgery to increase the sensitivity of their hearing far beyond the norm, and then listen to music loud enough to make normal eardrums bleed.

That's the sort of thing that just happens when normal music stops being enough, when the very experience of music starts becoming dull. The Noise Marines hold massive concerts across the Wheel, almost always with free admission, showcasing the greatest acts they can sign. Because the gatherings tend to plunge entire Crystal Spheres into chaos (that is, breaking laws, not literally converting everyone to Chaos - though that's always a risk as well) the concerts are banned on many worlds. That doesn't stop them, of course. Illegal concerts are more exciting anyway.

The S Academy

Everyone wants to be good at something. But being good sometimes isn't enough. You have to be the best. The S Academy caters to those who seek to perfect themselves. It is an elite school. Some would say The elite school. Even getting into the school is a challenge, as they accept less than one hundred students per year, out of literally millions of applications.

The application process itself is by invitation alone. Agents and former students of the Academy search for talent among the Crystal Spheres, occasionally giving someone the contact information they need to begin the process. Those that actually manage to get into the S Academy and graduate find that every door lies open to them, and their only limit is their ambition.

The S Academy is ultimately a temple to Slaanesh, and they don't hide that fact. But it isn't a place of orgies and drug abuse, it is, in fact, almost completely devoid of distractions. It's a place to pursue perfection in music, martial arts, writing, whatever caught the eye of the agent who recommended the student to the academy. In the end, most students are left with an almost monomaniacal devotion to their single chosen talent, and it grows to consume their lives.

Morality: Slaanesh	
10	Refusing a new, but dangerous, experience.
9	Accepting a flawed experience.
8	Doing something you don't enjoy.
7	Doing less than your best at any task.
6	Refusing to do something you enjoy.
5	Denying another a new experience
4	Showing humility.
3	Not attempting to fix or overcome a flaw.
2	Doing less than your best at an important task.
1	Refusing a new, safe, experience.

TZEENTCH

A god of trickery, magic, and plotting and planning, Tzeentch is a chessmaster who treats his followers as pawns in his great game. His followers like to think themselves as more important pieces, queens and kings on their own little chessboards, or even players in their own right. Even those who know they're only being used hope to grow more important and gain control over their lives and the lives of others. Truth be told, with Tzeentch as a backer and guide, they do often achieve status and power they otherwise wouldn't, though the god never does it for their own benefit.

The Player's Club

Some men just want to see what happens when you pull some strings. The Player's Club is an elite group where elaborate events are set up and then the members bet on the outcome. Sometimes they bet on races or fights. Or the outcome of wars that they've started. There's no limit to what they'll wager on or with. Some will offer arcane secrets, gold, or entire worlds.

The most important thing about the Player's Club is that they always carefully set up their little games in advance. They don't find random events, they cause them. They create unrest and wager which country will be the first to strike, then wager which will win the ensuing war. They'll unleash a plague on a city and bet on the number of deaths. Fund a terrorist group and make wagers on their targets.

That's not to say that the Player's Club is evil. Or that their motives are evil. They're just agents of change, and change is as often good as it is evil. Ultimately their plotting and planning seems to be about alleviating boredom, but there are hints of a grand design to their plans.

Illuminati

There's always a conspiracy behind things, and the ones running that conspiracy probably pray to Tzeentch. The Illuminati is an ancient organization of people who like to run the game of politics from behind the scenes. They have their hands in almost everything, meeting in secret temples and speaking only in code that even they only half-understand.

Now, when they say 'ancient', it's more appropriate to say 'revival'. Most Illuminati cults are in fact less than a century old, often less than a decade, and the members are more playing at being important than anything else. Or so they think. The cults are layers of secrets on secrets. Some actual members of important conspiracies use them as a way to manipulate the little fish in the pond, as they're comparatively easy to herd. Some cults have, somehow, actually managed to become important enough to deserve their trappings of secretly and mysticism.

Morality: Tzeentch	
10	Failing to spend at least two hours per day planning and plotting.
9	Failing to kill for the sake of knowledge.
8	Putting another's needs before your plans.
7	Clinging to the old and refusing to change.
6	Refusing to take advantage of a situation.
5	Sharing knowledge with another except as part of a broader plan.
4	Improvising when there's a chance to make a plan.
3	Turning down a chance for increased power.
2	Failing to respect those who possess greater wisdom.
1	Failing to pursue arcane knowledge

MALAL

Malal is, simply put, a god for teamkilling fucktards. Malal represents destruction without limits. All the aspects of Chaos are destructive to some extent, but will usually band together for a common interest. Not so for Malal. He is the opposition and self-destruction inherent to Chaos, and feeds off the power of the other gods. The stronger his opponents, the stronger he becomes. Malal has few champions and little organized worship, as in the end he betrays them as well.

Street Gangs

The disaffected youths of the world are one of the major sources of recruitment for Malal. They typically have no real attachments to the world and only hate the things that are there. The way they destroy establishments and, eventually, themselves, pleases Malal, especially since they don't have ulterior motives or plans, just a base desire to tear things down.

Gang members that survive long enough, which is rare if they're followers of Malal, will often graduate to becoming more dangerous agents of chaos and destruction. Terrorists, warlords, liberals, all of the sorts of people who work to destroy civilization.

Singular Champions

A large portion of Malal's followers are champions of destruction working alone to bring down something or someone they hate. They become consumed by their desire to destroy, and end up destroying everything they care about. They almost all work alone, not always by choice. Malal manipulates their fate, making sure that anyone they get close to ends up dead, ensuring that they're never without someone to avenge.

Morality: Malal	
10	Falling in love.
9	Acting in the interests of another.
8	Keeping your word when it would help another.
7	Asking aid of another.
6	Needlessly preventing a death.
5	Exhibiting compassion for others.
4	Aiding another.
3	Accepting the superiority of another
2	Failing to take advantage of another's weakness.
1	Repenting one's behavior

TIAMAT

Tiamat is the diametric opposite to Bahamut. In life she formed a great alliance to overthrow him, and even death couldn't stop her forever. There have always been rumors that one person or another is trying to revive her, that her power lives on after death, that having some portion of her corpse will empower a person. There are all kinds of stories, but there is one common thread - Tiamat isn't finished yet, and it's only a matter of time before she rises again.

The Cult of the Dragon Reborn

The largest group of Tiamat's followers are an ancient cult that reaches back to when she was still alive and terrorizing the stars. They, like all other Tiamat followers, believe that she will soon return to carve out her empire. The Cult of the Dragon Reborn could be considered the public and acceptable face of Tiamat worship.

The Cult of the Dragon Reborn opens up community centers and churches across the Wheel, not being pushy (in public) with their religion but using more subtle forms of manipulation and persuasion to get people. Their followers bring family and friends to 'vacation retreats' where they're surrounded by Tiamat worship and worshippers, 'invited' to participate in rituals, and 'educated' in the history of the Wheel from a very skewed perspective.

The Council of Wyrms

A lot of dragons followed Tiamat when she tried to take power. Even though it was long ago, dragons don't really die of old age. A handful of those dragons are still alive to this day, having avoided the followers of Bahamut and anyone else looking to put an end to them. From some hidden place, either a space station or (it's rumored) within the Abyss, these ancient dragonlords hold council and decide how to deploy their minions.

One of the primary activities of the Council of Wyrms is to find every part of Tiamat's corpse and bring them together again. It's thought they have almost half of the complete corpse, as everyone who wants to be admitted to its upper levels (and eventually meet the dragon overlords in charge) must bring the Council at least some portion of Tiamat.

Morality: Tiamat	
10	Failing to pursue evidence of Tiamat, even at risk of death.
9	Failing to use whatever means are necessary to achieve greater power.
8	Accepting defeat.
7	Helping others when it is no to your advantage.
6	Failing to respect those who possess greater power.
5	Failing to pursue evidence of Tiamat when there is little risk.
4	Backing down when you know you are right.
3	Turning down a chance for increased wealth or power.
2	Losing face in front of a crowd.
1	Accepting someone equal or less capable than yourself as your superior.

BLESSED ORDER

The general worship of the Blessed Pantheon, those who worship Blessed Order are generally intensely spiritual people who are more concerned with finding patterns and meaning in the universe than any single expression of Law or Order. The core belief is that everything happens for a reason, and that only the gods know all the reasons - but those reasons, and thus everything that happens, are for the betterment of all in the end. Once everyone is converted away from the faulty worship of Chaos, the Wheel will be one step closer to achieving that grand purpose and pattern that it was created for.

Conspiracy Theorists

When you believe that there is order to the universe, you can start to think that all events must be connected, that nothing happens without a reason, and that ultimately there is a grand scheme to things. Some people take this to extremes, believing that even every act of men is controlled from afar by greater unseen forces. They try to find connections between events and see patterns where none exist. Even if the Blessed Pantheon were a dozen times more powerful than they are, it seems unlikely that the conspiracy theorists are correct and that boy bands are ultimately a tool used to cause global warming and thwart terraforming efforts. But if you ask, they can provide reams of data showing that exact correlations - even if much of the data is obviously hearsay or otherwise less than reliable.

Most conspiracy theorists toil away at putting data together as a kind of obsessive hobby. They discard nothing, fitting every datum and fact into their overarching mythology that they build up around random events. It would be pathetic, if not for the fact that they seem to uncover a lot of data that seems impossible for them to have found. It is almost as through some invisible hand guides them to certain truths, allowing them to uncover just some small part of the bigger picture.

Voidheart

It can be difficult to make people work together when they are concerned more about their own interests than about doing things to benefit all. To the cult of Voidheart, the best way to bring people together is to first give up all desires of your own, so there is nothing holding you back, no ulterior motives driving you. They meditate and fast, finding inner peace within, and from there, wisdom.

The cult of Voidheart is well-respected in many places, and their lack of political or material ties means that they are often agreed up on as fair and impartial mediators between people. It is simply impossible to bribe or cajole them into doing what you want. The cult polices its own, and any member who tries to achieve too much real power or becomes corrupted by outside influences finds themselves going back to secluded monasteries and temples to meditate more on the nature of the universe. This isn't seen as a failure on their part, but simply an indication that they are not ready yet to test their beliefs against the temptations of the world.

Morality: Blessed Order	
10	Failing to meditate on the nature of Order for at least two hours per day.
9	Failing to make an attempt to convert someone to Order.
8	Allowing emotions to override logic.
7	Refusing to mediate in conflicts.
6	Breaking the law except to help someone in great need
5	Unknowingly aiding the forces of Chaos
4	Holding any god of Order above another
3	Harming another for personal gain.
2	Breaking your word of Honor
1	Knowingly aiding the forces of Chaos

CUTHBERT

Cuthbert is a god that upholds the law above all else. Law is more than just a collection of rules, but represents Order itself. Without laws, society can't function. And so the most important duty of a good man is to uphold the law. Cuthbert doesn't care if a law is right or fair or even just. It must be followed. If people ignore the laws of the land that's just the first step, according to Cuthbert's followers, before they turn to the ruinous powers or worse.

Judges

Some of Cuthbert's most important followers are the judges and lawmen who spend their lives in the pursuit of justice. In many Crystal Spheres, it's long tradition for followers of Cuthbert to hold almost all important legal posts. Though he encourages his followers to be harsh and impartial, they are ultimately also fair. Even Chaos Cultists will find their cases judged on evidence and truth.

Many judges have begun forming an almost Wheel-wide association of courts that share case information, precedent, and making sure that no one can escape justice by hopping from one Crystal Sphere to another. Their ultimate goal is to create a set of laws and guidelines that can be applied anywhere, at any time. A perfect, universal code of law. So far, their attempts have resulted in some grand legal triumphs and even more terrible failures. But they press on, knowing that they will eventually codify the inherent laws of the universe into a form that can be used by every judge.

Lynchmen

There are some places in the Wheel where it seems like there is no justice. Where the streets cry blood and crimes go unavenged. There are no police to go to, no one you can trust. Those who attempt to bring law find themselves quickly put down by the powerful criminal elements that run such dark places.

That is where the cult of Lynchmen come in. They are an organization of vigilantes who enforce the law where it cannot be enforced by any other means. They are considered dangerous, rogue, and unstable. But they can do things that no other arm of the law can do. They go into the most dangerous places of the world, wearing uniforms to intimidate their prey, and try to make a difference with their own two hands.

They come singly or in small groups, working from the shadows, using fear to break criminals. The first sign that Lynchmen have come to town is when career criminals and murderers are found hanging in public places, the cult having already acted as judge, jury, and executioner.

Morality: Cuthbert	
10	Breaking the law for any reason.
9	Travelling with a criminal except to see him brought to justice.
8	Refusing to punish someone guilty of a major crime.
7	Not assisting an officer of the law when asked.
6	Breaking the law to help another.
5	Failing to pursue evidence of a major crime.
4	Not showing respect for a legitimate officer of the law.
3	Refusing to punish someone guilty of a major crime.
2	Breaking the law for personal game.
1	Breaking your word of honor.

SIGMAR

Full of wroth and fury, Sigmar is a god that seeks to conquer the stars in the name of civilization. He commands his followers to take the Wheel into their own hands. To conquer everything. He won't abide wildness or Chaos to exist. The greatest achievement of sentience is its ability to create order from the wilderness, to carve out something that matters. Spending time with other people, preserving civilization against the ravages of barbarians and the wild, fighting Chaos in all of its forms - that's what Sigmar wants of you.

The Inquisition

The Inquisition is, in the end, Sigmar's attempt to completely end the worship of Chaos across the wheel. It is a powerful organization, with authority that comes directly from the god himself to do whatever it takes in order to stomp out his enemies. Inquisitors can come from all walks of life, spending long years at the bottom ranks of the organization before becoming a full member with all the power and responsibility thereof.

The Inquisition has no limits. That is one of the most important things to know about it. An Inquisitor can be killed. A fortress can be destroyed. A ship can crash. But the Inquisition cannot be stopped, will not allow themselves to be stopped, until they root out and destroy Chaos.

It's said that there is no organization or world that hasn't been infiltrated by at least one agent of the Inquisition. They seem to have unlimited funds and resources, and their authority, while not absolute everywhere, is at least recognized and marked as dangerous on nearly every Crystal Sphere.

The City Watch

Sigmar is a god of civilization. And the thing that best represents the spread of civilization, the order and inherent goodness that exists when the Wheel is tamed, is the city. A city is an environment entirely created by people, where nature is paved over and only allowed to exist where it is convenient or useful. Every city is ultimately a blow made in the war to turn the Wheel from danger and the unknown to safety and purpose.

Cults of Sigmar exist in almost every major city as a kind of concerned citizen's group, working to keep the city safe and secure. They organize public works, alert authorities to dangerous elements that might threaten the city, and try to bring the community together based on their shared experiences and home.

Morality: Sigmar	
10	Allowing something to remain wild or untamed
9	Travelling with a known worshipper of Chaos
8	Refusing to advance a primitive society
7	Eating raw food
6	Unnecessarily destroying infrastructure or order
5	Unknowingly aiding the forces of Chaos
4	Showing mercy towards a Chaos-worshipper
3	Not spending at least an hour per day among others
2	Attempting to destroy a civilization
1	Aiding the forces of Chaos, knowingly

BAHAMUT

One of the few mortals (well, as mortal as a dragon gets) to ascend to true godhood, Bahamut is a god of power. More than just physical might - political power, and the ability to wisely use it. Bahamut wants his followers to uphold his ideals of honor and justice. And the most important part of justice is to protect the weak from the strong.

The Final Word of Kings

In the end, there are very few rulers who are fit to rule. Almost every dictator or tyrant rose to power because no one was there to stop them before they became a problem. But there is one group that works to make sure that tyrants don't get a chance to be a terror to their people for long. They do their dirty job at all scales, from petty gang leaders and oppressive gated community leaders to true kings and emperors.

The Final Word of Kings are assassins, to put it simply, killing those rulers who they think are unfit for their duty to their people. They usually work alone, with only minimal contact with others in their cult, trusting in their own justice and the guidance of Bahamut to tell them when they need to make a move to stop someone who is abusing their power.

Platinum Knights

The largest group of Bahamut worshippers, the Platinum Knights are an interstellar organization that is dedicated to righting wrongs and triumphing over evil. They operate from various fortress monasteries that float in remote, highly-secure places away from civilization. The most common locations are the darkest depths of the astral sea and around gas giants at the edges of Crystal Spheres. They are an almost legendary force of some of the greatest warriors to ever live.

Each member of the Platinum Knights undergoes a gruelling and torturous selection process, and even once inducted, their harsh training regime is without equal. In battle, they move as an army of silver ghosts, surrounded by awe and equipped to the teeth to deal with the worst foes the Wheel has to offer. Their greatest foes, who they are trained to prioritize in combat above all else, are the minions of Tiamat.

Much of the history of the Platinum Knights remains in mystery and secrecy or has been purposefully removed from archives. However, according to legend, they were founded during the final days of Tiamat's betrayal. Bahamut foresaw that Tiamat's minions would scatter through the Crystal Spheres, through all time and space, and that it would take more work than he could personally see finished. The Platinum Knights were founded to protect the Wheel against the machinations of Bahamut's greatest foe.

Morality: Bahamut	
10	Not treating your subordinates appropriately
9	Not treating your superior with respect
8	Refusing to depose an unfit or corrupt ruler
7	Assisting unknowingly with the resurrection of Tiamat
6	Taking orders from an inferior
5	Abusing power for personal gain
4	Refusing to take charge when offered the opportunity
3	Taking orders from an agent of Chaos
2	Breaking your word of honor.
1	Assisting willingly in the resurrection of Tiamat.

MORADIN

Mostly worshipped by Squats, Moradin is a god who ultimately only wants to make sure his followers leave an indelible mark on the Wheel. His followers have created grand works of all kinds, from opera to business to huge fortresses or works of art. The thought of destroying someone else's legacy fills him with disgust and rage, and he won't accept a follower who doesn't respect their family and ancestors.

Ancestor Cults

One of Moradin's most important teachings is to respect and honor one's ancestors. Many, especially squats, interpret this as a directive to engage in ancestor worship. They set up household shrines to their honored dead, every family holding their own traditions and holidays as sacred. With most Ancestor Cults, Moradin is considered the greatest and oldest ancestor, a member of the family in practice if not fact.

These cults are extremely common in squat societies, but are somewhat rare outside of them. Most of the short-lived races simply don't have enough respect for the past or for tradition to engage in this kind of worship. And the longer-lived ones, especially elves and eldarin, have known their ancestors too well to think about worshipping them.

There is occasionally infighting between these cults, especially when an old feud between two ancestors resurfaces in their modern descendants. The desire to respect elders and ancestors sometimes turns to hating the same things they hated, making the same enemies they made. It becomes a kind of self-perpetuating cycle of violence in some cases.

The Stonecutters

Among the most lasting things that a person can leave behind is architecture. Stonework does more than just outlive people, it outlives entire civilizations. A well-built structure can last thousands of years even without upkeep, leaving behind a record that clearly states that someone was there, that they lived and died, that they were creators and could shape the world with their hands.

The oldest and greatest of these architects pay homage to Moradin. He is a god that appreciates the beauty that exists in a world that has been made, who blesses those who create things that will outlast them. Somewhere between a guild and a true cult, the Stonecutters are an ancient brotherhood of workers. They've been the ones to create most of the truly great buildings found among the stars. The mark of their cult, a compass and stonecutting tools crossed in the shape of a triangle, can be found on the cornerstone of dozens of buildings, many of them so old that the only record of their creation lies within the records of the Stonecutters themselves.

Morality: Moradin	
10	Fail to spend at least an hour per day creating something
9	Showing great emotions
8	Shaving
7	Forgiving a slight against you without retribution
6	Not drinking at least one tankard of ale per day
5	Doing harm to any member of your family
4	Allowing feelings to affect your work
3	Telling a deliberate lie
2	Failing to show respect for your elders and ancestors
1	Desecrating the legacy of your ancestors

PELOR

If there is any god that anyone can admit is a nice guy, it's Pelor. Being a nice guy is more than just his thing, he might as well define it. Pelor wants everyone in the Wheel to be kind to each other, to show mercy to everyone, and to generally not be dicks. He's extremely popular as far as gods go, especially with the common folk. There are almost no places where his worship is forbidden, and his followers are some of the kindest people in the Wheel. Generally.

The Children of the Sun

One of the largest groups to worship Pelor is the scattered and varied group that calls themselves the Children of the Sun. They're probably one of the single largest and least powerful religious groups that exists. Despite the sheer number of followers - every spaceport seems infested with them - they hold essentially no political power and their doctorine of strict pacifism means that they are almost defenseless in the face of danger as well.

The Children of the Sun preach a brotherhood between all living beings, a universal peace that exists beyond the petty wars, violence, and greed. They are almost all vegetarians, with few material possessions except those absolutely necessary to survive. Members of the cult donate their money to worthy causes, and especially towards sending other cult members on missionary trips to the far corners of the Wheel.

Oddly, despite the fact that they are almost universally derided as insane or foolish, the cult continues to grow. They attract people who have become disillusioned with the current state of the Wheel and are seeking some kind of release or change from the seemingly endless cycles of pain and death. Most cult members are genuinely nice people, and anyone who can't stand being around happy people all the time typically won't last long as a member.

The Solar Skimmers

In stark contrast to the Children of the Sun, the Solar Skimmers are a group with a lot of money and power. They have the same ideals of nonviolence and peace as the Children of the Sun, but from there the comparisons fall away.

The Solar Skimmers are people, typically very rich people, who live at the very edge of life and death. The average member is a part of a very elite group - one of the rich few who can afford to undertake the dangerous sport of solar skimming.

The sport itself is quite simple - to pilot a ship as close as possible to a sun for the greatest amount of time. Almost every star in the Wheel has been skimmed at least once, and Solar Skimmers gain fame by beating old records or using primitive equipment as a boast. Their proximity and devotion to the suns they skim make them naturally attracted to the devotion of Pelor in his aspect as a god of the Sun. Given the severe burns most members eventually suffer (assuming they don't die), Pelor's aspect of healing is a secondary, but useful, thing to pray for.

Morality: Pelor	
10	Failing to treat an enemy with kindness and respect
9	Failing to spend at least an hour per day in sunlight when possible
8	Refusing to help someone who genuinely needs it, even if there's danger
7	Allowing an innocent to become corrupted
6	Failing to treat a stranger with kindness and respect
5	Failing to do at least one good deed per day
4	Refusing to help someone who genuinely needs it, when there's no danger
3	Failing to treat a friend with kindness and respect
2	Allowing the forces of darkness to harm innocents
1	Torture, of anyone, for any reason

OMNISSIAH

A god that is almost exclusively worshipped by tech-priests and others who work with technology, the Omnissiah is the god of technology and the animistic machine spirits that exist within every machine, no matter how simple or complicated. The Omnissiah is seen as a huge Wheel-spanning machine, with every worshipper and machine a cog in its grand design. The worshippers of the Omnissiah treat mechanisms like people (better than people in most cases) and seek to find purpose and efficiency in their own lives.

Tech-Priests

There is a group that almost exclusively worships the Omnissiah - tech-priests. As the god of machines and industry, there are few others who tech-priests would decide to devote themselves to. The tech-priests worship technology as a whole, with every machine more complicated than a screwdriver having its own animating spirit.

Elaborate rituals have been developed by the tech-priests to appease these spirits. Every use of a machine must be preceeded with the correct prayers and chants or else they are doomed to fail because of the displeasure of the machine spirit. Blessed oil and incense must be used to quell angered or insulted machine spirits. Truly, their tech support is dubious at best, but their rituals and incantations seem to work, even when more advanced or scientific methods would fail. Many suspect that they're not nearly as in awe or ignorant as they seem, and that they are simply preserving a sort of mystery around their actions to cow common folk.

Transhumanists

Another cult devoted to the Omnissiah, transhumanists seek the perfect melding between man and machine. They, almost fetishistically, replace their bodies with machine piece by piece. Just to get into the cult, one must have at least one prosthetic limb. Many members cut off their own arms or legs to replace them with machines.

The transhumanists horde advanced research and machines, much like the tech-priests do, but with one key difference. Where the tech-priests look on these dangerous machines as objects of worship, transhumanists see them simply as tools, to be used or taken apart or reproposed as needed. They've caused an almost endless amount of trouble with their meddling with technology they don't fully understand, but they've also advanced knowledge and gotten some almost-impossible things done.

Transhumanists seek to improve themselves by any means necessary. They'll use bionics, drugs, magic. They believe that ultimately, the body is just another machine. One that is still poorly understood, but no less capable of being upgraded than anything else.

Morality: Omnissiah	
10	Speaking in a language other than Binary
9	Destroying any technology
8	Showing any emotions
7	Failing to try to understand a new technology
6	Accidentally damaging ancient or advanced technology
5	Failing to show respect to a machine when using it
4	Allowing emotions to override logic
3	Having bionics replaced with flesh
2	Choosing the flesh over the perfection of the machine
1	Willfully destroying ancient or advanced technology

UNALIGNED

There are some people that just refuse to pick sides. They might not believe the gods are worthy of worship, they might have been abandoned at their hour of need, or they might even think the gods don't exist at all and are just smoke and mirrors. The unaligned don't enjoy the protections and power that can come from worship of the gods, but at the same time they are largely able to escape their wrath through the simple method of not being noticed.

The Uninterested

It's rare to find people who are fanatically devoted to the ideals of the unaligned. The name itself says quite a bit - the unaligned are almost all people who simply don't care about the whims of distant gods. The majority of people in the Wheel don't have strong enough devotion to any particular cause or god to really hold an alignment, and so they end up as one of the unaligned not because they hate the gods, but just because they don't care.

Because it's a bunch of people who don't care and have no real relationship with each other, those who fall into this group are often forgotten entirely when thinking about religion or the gods, despite the fact that they outnumber the faithful. The uninterested are used as a tool by those who know how to use them, especially at playing numbers games with statistics or the press.

The uninterested have a surprising amount of power, if only because great efforts are made to try to convert them to the worship of one god or another. Huge amounts of effort and manpower are used to try to change the minds of a few, and while they might only be seen as prizes to be won, they're a prize that gods themselves fight over.

Militant Atheists

In great contrast to the uninterested masses of the unaligned are the few extremely devoted atheists. Some don't believe in the gods at all and call the religions and faiths of the Wheel merely charlatans and sorcerers wielding the well-documented powers of the Warp rather than any godly or divine source. At best they call the faithful deluded and foolish, tricked by daemons and spirits of the warp. At worst, they firebomb churches and try to remove the faithful from the Wheel through force.

Militant Atheists hate the gods. Some were formerly among the members of one church or another, others have always been apart from the gods, but all of them want to see the existing religious orders to fall. Some seek to drive them out of business by converting their existing flock over to the banner of pure reason. Others are taking the quick and easy path, made ever quicker and easier as military hardware improves.

There are a number of prominent groups devoted to Militant Atheism, which arrange debates between their members and church leaders, publish books on the evils that have been done in the name of the gods, and organizing protests against abusive churches.

Morality: Unaligned	
10	Showing respect for the worship of any god.
9	Failing to help someone who is in genuine need.
8	Not making an attempt to convert someone to atheism.
7	Taking orders from a religious authority.
6	Hurting someone for no reason.
5	Discriminating for or against someone based on their religion.
4	Pretending to be a religious person.
3	Killing for no reason.
2	Participating in a religious ceremony.
1	Prayer

RAVEN QUEEN

The Raven Queen is the goddess of death. Not of decay or slaughter or war, but the grim reaper herself, implacable and precise. She is a rather humorless goddess. She doesn't revel in death. She doesn't even seem to enjoy it. Death isn't something to fetishize or seek out, it's just part of life. The last part. It must come at exactly the right time, and those who try to delay their deaths forever or deny them entirely are sinners in her eyes, blights on the natural cycle.

Cannibals

The symbol of the Raven Queen is a Raven (naturally), and if there's anything Ravens are known for it's being carrion creatures. Some try to emulate them rather directly. That is, they believe that the best way to respect the dead is to ritually consume them, or at least some part of them. They're a morbid people, and most consider them at least a little unstable. There are very few races where eating the corpse of a sentient being is considered acceptable behavior, so most in the Raven Queen's cannibal cults keep this aspect of their devotion very private.

While most picture some sort of terrible slaughterhouse, human sacrifice, and worse when thinking about the cannibal cults, the truth is that there is very little actual cannibalism. To most it is simply a different form of burial. Instead of being put in the ground, burned into ashes, shot into space, or whatever else is commonly done in the area, the cults eat their dead. Commonly, at least a portion of the body is eaten raw.

Undead Hunters

The Raven Queen, as the goddess of death, is often associated with the undead. Vampires. Skeletons. Zombies. She hates that shit. Even if they aren't sentient creatures trying to cheat death, they are at the very least a corpse that is being abused and misused by some damn necromancer. The Raven Queen really hates Necromancers. At least the kind that go around animating corpses.

Hunting down and destroying the undead is a sacred hunt for the devoted of the Raven Queen. They equip themselves with ritual hunting gear and go out to fight against the forces of undeath. They're obviously uncommon in areas that have few or no undead, and they rarely stay long in places like that. There are always darker parts of the Wheel to find, and they naturally find themselves drawn to those haunted places to find and eliminate the enemies of the Raven Queen.

When there's a zombie plague, a coven of vampires, or an evil necromancer on the loose, the Undead Hunters are heroes to the people, selflessly going out to do a dirty job. Unfortunately, when there isn't a pressing threat looming over people, they're often seen as survivalist nutjobs, psychopaths, or worse, preparing for a disaster that seems impossibly far away. Most of the truly devoted found their faith in the midst of a crisis, devoting themselves to the Raven Queen for her protection.

Morality: Raven Queen	
10	Trying to avoid your own death when it is your time.
9	Healing anyone's wounds.
8	Not attempting to destroy an undead creature.
7	Bringing someone back from the dead.
6	Killing a carrion-eating animal.
5	Unnecessary desecration of a corpse.
4	Killing someone before their time.
3	Saving someone when it is their time.
2	Not treating the dead with respect.
1	Creating an undead creature.

VECTRON

Undoubtably the greatest of all gods, with all of the powers. He is just so big and awesome and strong, it's really hard to say anything too specific or exact about him. That's the story and I'm sticking to it. If you really must keep asking more questions, well... Vectron isn't the god of anything in particular. In fact, he'll accept worship from anyone for any reason in any way, just as long as it's directed towards him. There are all sorts of crazy rumors that Vectron isn't real at all, but that's clearly insane. Vectron must be real. Nine out of ten doctors agree that Vectron is more likely real than fake!

The Third Reformation of the United Vectron Church

One of the most successful churches of Vectron, the United Vectron Church has still been wracked with schisms ever since it was founded as people disagreed on the best ways to worship Vectron and split off. Over time, though, as part of Vectron's teachings, the worshippers gathered back together as the faithful of Vectron are meant to do. They've gone from one church to a dozen and back to one, and it shows.

The United Vectron Church has little in the way of truly formal traditions. They have frequent services - almost every day - and the only real structure to it is that people sign up to speak from the pulpit. There's a waiting list almost a month long at all times, as everyone seeks to spread the word of Vectron in their own way or just rant a bit about things they like or hate. It's as much a source of entertainment as it as a ceremony, and the almost-continuous litanies are broadcasted from the main chapel across much of the wheel, and even for those who don't worship Vectron it's a fairly popular channel.

Vectron's Witnesses

Less popular than the United Vectron church are Vectron's Witnesses. They probably have a large following, in truth, but the exact numbers are hard to find. You see, if there's anyone who really puts the cult in cults, it's Vectron's Witnesses. They're said to engage in brainwashing, extortion, and worse. And that's just what the public knows about.

Members of Vectron's Witnesses are expected to tithe a large portion of their earnings to the church. To go on missionary trips across the stars that last so long many never see their families again. To only associate with those that are in the church. To convert people at every opportunity. The more extreme sects will lock people away on 'retreats' that are little more than prison planets where the new recruits are forced to labor while constantly reminded that Vectron is really big and great and should be worshipped all the time!

In many places, Vectron's Witnesses are not welcome, even if other branches of Vectron's church are. Even among the faithful, they have a bad reputation, though in according with Vectron's teachings, they are at least tolerated. That they poach from other churches with false promises is something that occasionally brings them to blows with other faiths, and when one group of Vectron's worshippers are embroiled in a war, the rest are forced to soon follow.

Morality: Vectron	
10	Failing to praise Vectron by name in every conversation.
9	Not carrying a book of Vectron's teachings.
8	Denying the credibility of any miracle attributed to Vectron.
7	Attempting to discredit anyone who is acting as a prophet of Vectron.
6	Failing to praise Vectron by name once an hour, except when sleeping.
5	Failing to prominently display one of Vectron's holy symbols.
4	Making war on other followers of Vectron.
3	Failing to praise Vectron by name once a day.
2	Not adding to the scriptures of Vectron with your deeds.
1	Not accepting Vectron as your ultimate lord and savior.

CORELLON

More than anything else, Corellon is the god of the Elves and Eldarin. That his teachings clearly state that they are the most perfect beings in the Wheel makes him less than popular outside of that particular niche. He's a snob, and nothing is good enough for him unless he's done it himself, in which case it is, of course, perfect. His followers are the type of people to rewrite history to favor him, turning defeats into victories in their texts. The universe frequently disagrees with Corellon's views on his own place in the grand scheme of things, but, simply put, the Elves and the Eldarin still support him. He does, after all, teach that they're also great and amazing, and that's the sort of thing you need to preach to get those people to pray to you.

Elvpax

The cult of Elvpax is something closer to a bunch of terrorist thugs than a religion. They've killed a lot of people in the name of Corellon, for 'crimes against elves and nature'. Their main point of worship is, simply put, Elves First. And everyone else comes last. Wherever there is a conflict of interest between Corellon's chosen people and the rest of the wheel, Elvpax is there to make sure that molehills are made into mountains.

A member of Elvpax is almost certainly going to be either an Eldarin or, more commonly, an Elf. They only very rarely include other races, usually only so that they can have a 'minority' member who can try and convince his benighted and foolish people about how Elvpax is right and they are wrong and so they need to give in to Elvpax's increasingly large demands. And it's no exaggeration to say that Elvpax's demands only grow. They do not sit down to a negotiation table except to accept unconditional surrender from their foes. Anything less than that is simply impossible, and even if they're allowed to win small fights, they'll push for reforms and laws that clearly favor their interests and discriminate against others. If they were any more dangerous, someone would have taken them out by now. For now, though, they're merely extremely annoying fascists.

Elfaboos

There are some people who are simply not satisfied with being a human or an ork or a gnome or whatever they are. They want to be an Elf, or think that Eldarin culture is so much better than their own, or otherwise idolize the pointy-eared bastards. Most are little more than fanboys, buying 'real authentic Elven blades' from corner stores, watching Eldarin shows, and occasionally showing enough self-motivation to learn the language themselves.

Occasionally, one of these Elfaboos actually makes good, and manages to make their home on an Eldarin Craftworld or an Elven world. They tend to be shunned by the natives (as all outsiders are), but, well, Corellon's chosen people are not known for their lack of vanity. As a constant source of worship, these Elfaboos actually do sometimes find themselves accepted, if a bit mockingly and grudgingly, by the Elves and Eldarin around them as someone who 'means well' and 'shows the proper amount of respect'. Anyone who thinks they can get an Eldarin wife by acting like that is, of course, totally delusional.

Morality: Corellon	
10	Not showing off with every action when people are watching.
9	Not making a challenge to someone boasting of their skill.
8	Eating meat from an animal you didn't personally kill.
7	Refusing a challenge of any kind.
6	Showing humility except to a superior.
5	Destroying trees or wilderness for no reason.
4	Not shaving.
3	Refusing a challenge in something you're skilled at.
2	Not respecting Elven culture.
1	Failing at any task when you have put your reputation on the line.

LUNA

The Goddess of being a fickle bitch. Or at least that's what some people seem to think. Luna is definitely fickle, yes, and it can be very hard to tell exactly what she wants. She can be as savage as any wild animal, as loving as the kindest flower, and is the true face that people have behind the masks and restraints they have to wear to live in civilization. She is a goddess of change and of independence, who wants her followers to be able to look after themselves. She can seem uncaring at times simply because she doesn't want to interfere, to give someone the chance to take their destiny into their own hands. Luna loves her children, though. She's like a mother - a mother who wants her children to grow up to be the best they can be, and sometimes that means letting them get hurt.

Therians

While werewolves are Luna's chosen people, able to change forms, survive, and adapt, they aren't the only ones who have a beast inside them. One of Luna's largest cults is a group of people who believe they have animal souls or spirits. These people are typically more in touch with the instincts that go along with being part of the natural world - or are at least more open to trying that sort of thing out. Werewolves aren't typically included as part of this cult, or if they are, only as leaders. Most werewolves are reluctant to get involved with members of this cult, simply because it's impossible for them to know if they're really respected or if they're just the object of someone's fetish.

The Therians are a strange group of people, if only because they come from all walks of life. Some are big, tough mountain men, others are prissy halflings living lives of luxury. They're bound together by their shared experience of identifying more with animals than people. Luna, who asks people to tear down the bindings of civilization and to act like animals, is a natural subject of worship for them. They can use Luna and rituals devoted to her to explore their own feelings, meet other people who feel the same way, and otherwise try to improve their lot in life and feel like they belong somewhere

Anarchists

Civilization is like a disease, spreading over the stars, subjugating people, not letting them choose their own paths in life. Even the strongest-willed person can't get ahead in some places no matter how they try - that's simply how things are. There are only two options. You can run away from the terrible influence of the civilized world and wait for it to catch up to you, or you can act like a real hero and fight against it. It might not be a fight that people can win, but even making the attempt you can at least live like yourself for a little while.

That's what the Anarchists believe. They seek to bring down civilization instead of denying it or running from it. They fight like cornered animals instead of trying to flee. They think that once the structures that trap people in the dregs and ruts of society are torn down, everyone will be equal, able to do what makes them happy. That a lot of people might be happier with that civilization in place isn't important. Those people simply don't know what's best for them, and they'll thank the Anarchists later after they blow it all up.

Morality: Luna	
10	Eating anything you didn't personally kill.
9	Shaving.
8	Destroying trees or wilderness for no reason.
7	Killing a wild animal for no reason.
6	Going a full month without attending a ceremony devoted to Luna.
5	Refusing to change when it is needed.
4	Killing a werewolf except in self defense or as part of a hunt.
3	Trying to break a wild animal.
2	Failing to respect nature.
1	Spending a full month without going into the wild, except if restrained.

ACERATH

A mortal made good, Acerath was once little more than a mortal wizard - a frail one at that, if rumors are to be trusted. He lived a long and difficult life, sacrificing everything piece by piece to become a god. He lost his body, his face, even his name. All that was left of him, in the end, was a skull that knew all of the darkest secrets of the Wheel. Including the true secrets to immortality and godhood. People worshipped him as the being that knew the answer to every question, even if he rarely revealed anything. Acerath has never been a particularly popular god, as his most devoted followers are some of the most secretive people in the Wheel.

Confessionals

The Confessionals are one of the few services that a cult of Acerath provides to the public. They're one of the few public faces of his worship, in fact, because they deal almost exclusively with people from outside Acerath's faithful. Confessionals are not a place to confess sins, like in some churches. Well, that's not exactly accurate. Sins are perfectly fine to confess. But what they're really after is secrets. One of the central tenets of Acerath's faith is to get your hands on knowledge. Some might seek it from books or histories, but there is also the very obvious source of secrets in the people of the Wheel.

Confessionals are a place for people to turn their secrets into cash. They simply go to the temple, are taken to a private room, and tell their story. The amount they get depends on just how valuable the secret they have is. Sometimes they walk out with little more than a cookie and a cup of juice, other times they get enough to pay off their debts and retire. And the best part is, the secret is almost certainly safe. The only person who keeps a secret better than a worshipper of Acerath is a dead man, and dead men don't pay as well.

Just don't ask what happens to liars. It's best not to think about where they disappeared to.

Librarians

In a universe full of war and strife, knowledge is a fragile thing, easily lost or destroyed. An entire history can be erased in the blink of an eye as libraries are burned or shelled from afar. Worse, it's true that the victor writes the histories. The truth can easily be buried beneath lies. Atrocities can be erased from the records. Heroes can be cast as the vilest villains and vice-versa. And both sides in a war do this. With propaganda and conflicting reports coming from both sides, there's only one group that tries to protect the real history.

Acerath's Librarians protect the truth from anyone attempting to change it. They make backups of important data, scan and copy tomes, and send it all to a secret library hidden somewhere no one will ever look for it. Even the Librarians themselves don't know its location. Only the most elite of the elite have seen it, and it's said that Acerath himself looks over it to protect it from even the other gods themselves. Outsiders have never been allowed into the Library, and they've managed to infiltrate it on only a handful of occasions in the last thousand years.

Morality: Acerath	
10	Revealing your face to anyone.
9	Failing to pursue new knowledge for at least one hour a day.
8	Telling another a secret that would harm them.
7	Telling anyone your true name.
6	Telling anyone a secret that would not harm you.
5	Refusing to gain new knowledge when it is offered.
4	Revealing your alignment.
3	Not trying to learn someone's secrets.
2	Telling another a secret that could harm you.
1	Destroying unique knowledge.

LOLTH

Lolth is the god of the Dark Eldarin. She was merely a daemon. Granted, one of extraordinary power, but still just a daemon. She achieved godhood by protecting the Dark Eldarin and creating a new home for them in the Warp. The sheer gall Lolth showed, and the devotion she demanded from those she saved, so increased her standing in the warp that no one could deny she was anything less than a god. She certainly isn't going to restrain herself and ally with the forces of order, and after what she did to save the Dark Eldarin, she isn't going to find a welcome in the Ruinous Powers either. Lolth stands alone, at least for now.

Rabid Feminists

One thing Lolth really likes is when women are put in charge. Of everything. She personally has a distaste for men, and is definitely petty enough to enforce this on all her followers. Some really come to embrace this ideal, and not only Dark Eldarin. There are countless groups across the Wheel that fight for female superiority, with Lolth as their patron.

Something that really sets Lolth-backed group apart from other feminist groups is that it's impossible to call them anything other than feminazis. They are not there for equality or anything like that. They're there to stop down men and put women in charge of everything. Some would get rid of every male in the Wheel if they could. It should go without saying that the vast majority of people who fall into these cults are female. There are very few men who are submissive and masochistic enough to stick with a cult where men are treated as dirt.

The female-superiority cults of Lolth tend to keep their faith secret, something that is only ever discussed among themselves. Having it known that they worship Lolth could compromise their political power in the many places that look down on her worship. That is, the places that have been raided by Dark Eldarin. That is, pretty much everywhere.

Black Widows

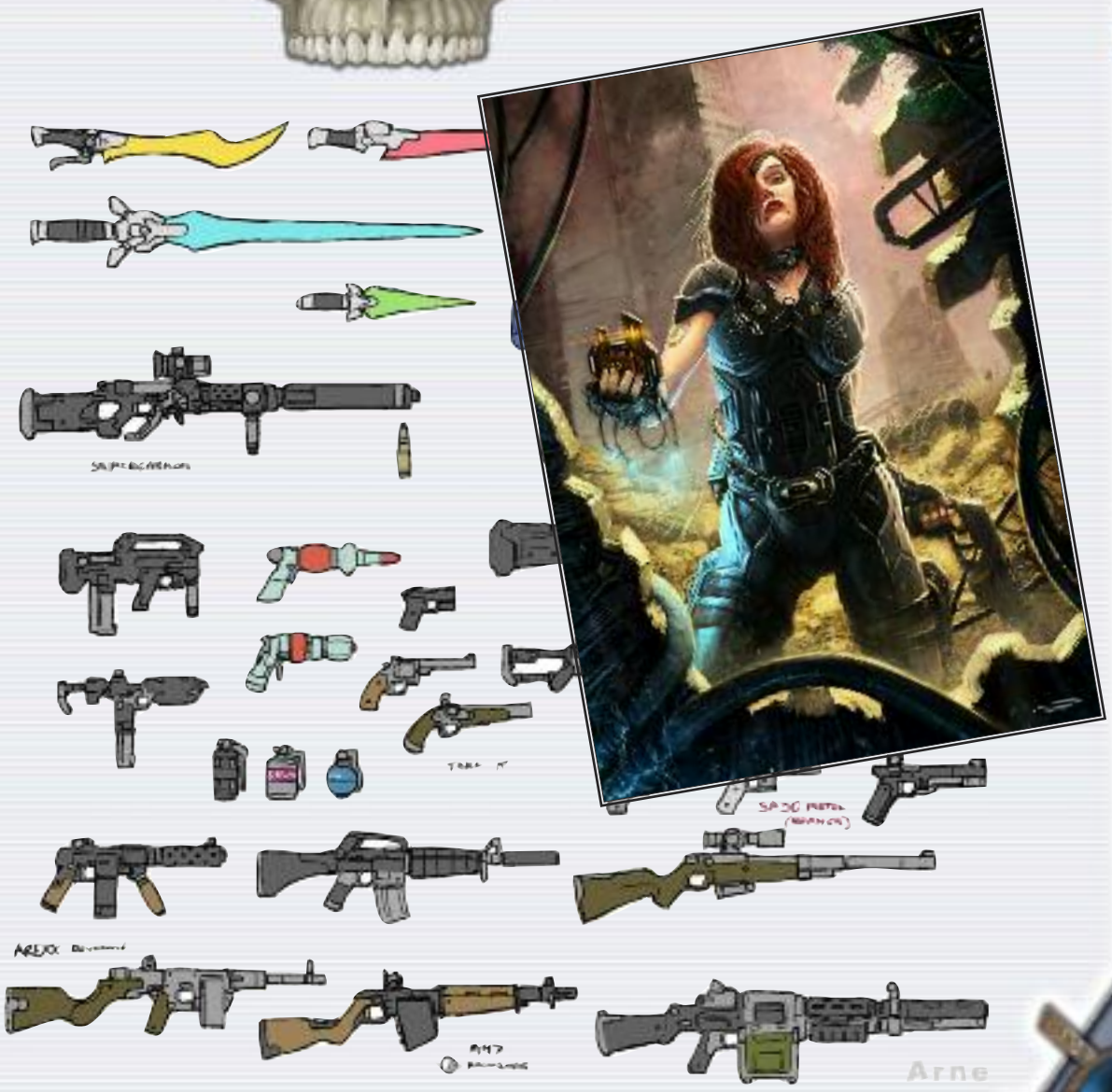
If there's anything Lolth's story teaches, it's that what you really need to achieve your goals is to take massive risks, never be afraid to be sheer bloody-mindedly evil about things, and that people only exist to be used. The Black Widows are not exactly a widespread cult, if only because they never gather in large groups. Black Widows always work alone... at least for a while. They are infiltrators and assassins, working only for themselves. There are always stories going around about Black Widows, but few think they actually exist.

The targets of the Black Widows depend on exactly what they want to achieve. Most are only after power or money. The most common tactic for them is to marry a rich or powerful target, then eliminate them once they've achieved what they desire from them. They might change their names and do this a dozen times on a dozen worlds, killing their way to the top. Lolth likes that kind of ambition. Black Widows who are particularly successful might find themselves invited to Lolth's inner court to meet the Goddess herself. An invitation that is impossible to refuse.

Morality: Lolth	
10	Refusing to cause harm to a friend when it would benefit you.
9	Showing mercy to an enemy.
8	Failing to make a sacrifice to Lolth at least once a month.
7	Refusing to kill when it would benefit you.
6	Showing respect to a male.
5	Showing fear in front of an inferior.
4	Refusing an opportunity to harm an enemy.
3	Wearing concealing clothing except in extreme weather.
2	Not showing respect to a female.
1	Killing a spider of any kind.

XI

Equipment



Weapon Creation

There are probably as many types of weapons in the wheel as there are people. It would be impossible for any single book to cover in full the implements of death that have been created in the name of the endless wars and battles waged across the Wheel. While the main Dungeons The Dragoning book covers the most common types of firearms and melee weapons, this section will show you how to create weapons to any specification.

Creating a weapon
1. **Choose a Template**
2. **Choose a Type**
3. **Apply Mods**
4. **Determine Price**

CHOOSE A TEMPLATE

To create a unique weapon, the first step is to choose which weapon template you are using. There are four starting weapon templates, one for melee weapons and three for ranged (pistol, basic, and heavy weapons). These templates determine the base stats of the weapon - damage, penetration, and so forth.

Templates
PISTOL: (Pistol, 2k2 I, Pen 0, ROF S/-, 30m, Clip 6, Reload Full)
BASIC: (Basic, 3k2 I, Pen 0, ROF S/-, 40m, Clip 12, Reload Full)
CANNON: (Heavy, 3k3 I, Pen 4, ROF S/-, 60m, Clip 4, Reload 2 Full)
HEAVY RIFLE: (Heavy, 2k2 I, Pen 2, ROF S/-, 60m, Clip 40, Reload Full)
MELEE: (Melee, 1k2 I, Pen 0)

CHOOSE A TYPE

The next step in creating a weapon is to choose a weapon type. There are two separate lists, one for melee and one for ranged. The proficiency required to use the weapon is determined by it's type, and its type also changes a weapon's base stats slightly.

RANGED

Type	Abb	Stats
Ordinary	O	-1 to final rarity
Las	L	E damage, Reliable, Double Ammo
Plasma	P	E damage, +2 Pen, Double Reload Time
Melta	M	E damage, Half Range, Pen +4
Bolter	B	X damage, +1k0 damage, +2 Pen
Syrneth	S	E or R damage, 1 extra mod
Exotic	E	Choose a damage type, 1 extra mod
Flamer	F	E damage

MELEE

Type	Abb	Stats
Ordinary	O	Choose R or I damage, -1 to final rarity
Parrying	P	Choose R or I damage
Cavalry	C	R damage, +1k0 damage
Flail	F	Flexible, +1 Rarity
Fencing	N	R damage, Balanced
Two Handed	T	Two Hands, +1k1 damage
Syrneth	S	Choose a damage type, +3 Pen, 1 extra mod
Chain	C	R damage, Tearing
Shield	H	I damage, defensive
Unarmed	U	R or I damage, Brawling

APPLY MODS

Mods are what really set two weapons apart from one another. When creating a custom weapon, you may choose up to two Mods (some types of weapons will note that they can take an additional mod, for a maximum of three). Not every mod may be applied to every weapon. Mods also affect the final cost of a weapon, typically increasing it. Some mods are intentionally cut corners or flaws that make a weapon cheaper or easier to produce and thus reduce its final cost. Ranged and Melee weapons have different mods available.

Mods have a Cost, Compatability, and Effect. The Cost is added to the weapon's overall rarity level. Only weapons listed in the Compatability section may take the mod. The effect is what you'd expect, the change it makes to the weapon's statline. You may not take a mod twice. a successful attack roll instead of rolling again

MELEE MODS			
Name	Cost	Compatability	Effect
Armoured	+1	OPFTSH	The weapon gains Armored
Balanced	+1	OPS	The weapon gains Balanced
Combat Sheath	+1	OPNS	Gain Quick Draw with this weapon.
Defensive	+0	OPCNS	The weapon gains Defensive
Extra Damage I	+1	Any	The weapon gains +1k0 Damage
Extra Damage II	+1	Any	The weapon gains +1k0 Damage
Extra Pen I	+1	Any	The weapon gains +2 Pen
Extra Pen II	+1	Any	The weapon gains +2 Pen
Flexible	+2	S	The weapon gains Flexible
Incendiary	+2	PTS	The weapon gains Incendiary, deals E damage
Orgone Array	+1	S	Whenever damage dice explode, roll psychic phenomena on target.
Power Field	+2	Any	The weapon gains Power Field
Razor Sharp	+1	OPNTSCU	The weapon gains Razor Sharp
Reach	+1	CTS	The weapon gains Reach
Shocking	+2	Any	The weapon gains Shocking
Snare	+1	FS	The weapon gains Snare
Tearing	+1	OS	The weapon gains Tearing
Throwing	+0	OP	The weapon gains Throwing (10m Range)
Toxic	+2	PNS	The weapon gains Toxic
Two Hands	+2	OCFSC	The weapon deals +1k1 damage, gains Two Handed
Unbalanced	-1	OCFTSC	The weapon gains Unbalanced.
Volatile	+1	FSC	The weapon's damage dice explode on 9 and 10

RANGED MODS

Name	Cost	Compatability	Effect
Adv. Rifling	+2	OLBSE	Gain Accurate
AP Rounds	+1	OLPMBSE	Gain +2 Pen
Arm Mounted	+1	Any	Leaves Hand Free
Beam	+1	L	Gain the Beam property
Blast Shield	+1	Any	Gain Armoured
Breacher	+1	M	+1k0 damage at Short Range or closer.
Bullet Hose	+1	OLBE	+2 to Full Auto ROF, Inaccurate
Burst Fire	+1	OLBSE	Firing profile becomes S/3
Combiweapon	+1	Any	Gain Combiweapon
Compact	+1	OLPMSE	Gain Compact
Cone Effect	+1	F	Gain the Flame Property
Customized	+1	Any	Halve Reload Time
Explosive Rounds	+1	PMSEF	Gain Blast 3
Extended Clip	+1	Any	Double Ammo
Felling	+2	B	Treat targets as being 1 size smaller (min 1)
Gets Hot	-1	LPE	Gain Overheats
Heavy Warhead	+2	PMSEF	Gain Blast 5
High Caliber	+1	Any	Gain +1k0 damage
Incendiary	+1	Any	Gain the Incendiary Property
Longer Barrel	+1	OLBSE	Double Range
Low Ammo	-1	Any	Half Ammo (round down)
Machine Gun	+2	OLBSE	Firing profile becomes S/6
Magnum Rounds	+1	Any	Gain +1k0 damage
Maximal Power	+2	P	Gain +0k1 damage
Melee Attach	+1	Any	Works as a Spear in Melee
Melee AttachII	+2	Any	Works as a Chainsword in Melee
Motion Predict	+1	Any	Gain +1k0 to hit with Full Auto
Nonlethal	-1	OSE	Damage dice don't explode.
Orgone Array	+1	S	Whenever damage dice explode, roll psychic phenomena on target.
Power Coils	+1	LPMSE	+3 Pen, Gain Recharge
Precise	+1	OLE	Aim as reaction
Preysense Sight	+1	Any	No penalties for Darkness
Proven	+2	OBSE	Gain Proven 3
Quick Draw	+1	Any	Gain Quick Draw
Red-Dot Sight	+1	Any	+1k0 to hit with Single Shot
Rock and Roll	+2	OLBSE	Firing profile becomes -/10
Sawed Off	-1	OLBE	Half Range
Shocking	+2	OPSE	Gain Shocking
Shotgun	+1	OSE	Gain Scatter
Storm	+2	OLBE	Gain the Storm Property
Tearing	+2	BE	Gain Tearing
Tight Tolerance	+1	OMBE	Gain Reliable
Toxic	+1	E	Gain Toxic
Twinlinked	+2	OLBE	Gain the Twinlinked Property
Unstable	+1	PBEF	When you hit, roll a d10. On a 1, halve damage. On 10, double it.
Volatile	+2	OBE	Dice explode on 9 or 10.

DETERMINE PRICE

The price of a weapon depends on the total cost of any mods attached to it. A weapon's cost starts at zero on the chart. Apply any changes from mods and you can see the weapon's total rarity.

AVAILABILITY		
Cost	Rarity	TN
-3	Worthless	0
-2	Ubiquitous	2
-1	Very Common	5
0	Common	10
+1	Uncommon	15
+2	Rare	20
+3	Very Rare	25
+4	Mythic Rare	30
+5	Near Unique	35
+6	Fabulous Max	40

NEW WEAPON PROPERTIES

Beam

Weapons with the beam quality fire a continuous beam. When making attacks in consecutive rounds, you may reuse the result of a successful attack on the next round.

Combiweapon

The weapon is a combiweapon module. It can be attached to any weapon of the same type or larger (pistol base can be attached to any weapon, basic to basic or heavy weapons, heavy only to other heavy weapons). Its ammunition is reduced by half and its reload time is doubled. You may fire it instead of the weapon it's attached to.

Compact

Compact weapons are easy to conceal, raising the TN to discover them by 10. When firing a Compact Basic weapon with one hand, you do not suffer the normal penalties to attack.

Incendiary

When someone is damaged by a weapon with this property, they are set on fire.

Proven

When dealing damage with a weapon with this property, you may reroll any damage dice that are less than the weapon's Proven value. For example, a weapon with Proven 3 rerolls 1s and 2s on damage dice.

Razor Sharp

If you hit with this weapon and get at least two raises, you may double its AP.

Storm

When firing this weapon on full auto, it deals +2k0 for each raise instead of +1k0. The number of times the weapon can gain this bonus is still equal to the weapon's RoF.

Twin Linked

When firing this weapon on single shot, it gets +1k0 to hit. If you hit with at least two raises, it deals +2k0 damage.

Drugs

There are combat drugs, medical drugs, recreational drugs, and magical drugs. Some people try to enhance their body and mind with drugs. Some are chemicals, others are specialized bacteria, nano-machines, or even electronic - transmitting to the body and mind as carefully regulated patterns of energy.

Addiction is always a consideration for anyone who gets too comfortable with popping the same pills too often, though there are drugs that can be taken to help with that, too, of course.

Drug descriptions include benefits, side effects, noticeable signs that a person is using the drug, addictiveness, and effects from long-term use. Descriptions also include the drug's duration and its addictiveness.

When purchasing drugs, one acquisition test is enough to get ten doses. One may get twice as many doses by increasing the TN of the test by 5. These doses may be acquired as hyposprays (which can be used against unwilling targets with melee attacks), ammunition for Needle weapons, or a social form like patches or powders.

If purchased as ammunition for Needle Weapons, while using a dose of a drug, the weapon deals no damage and delivers the dose of the drug in place of its normal effects.

ADDICTION

Some drugs are addictive, either physically or mentally and sometimes both. Every drug has an addiction rating. Every time a character uses the drug, they must make a Willpower Test to avoid addiction. The TN of this test is determined by the drug's Addictivity.

Failure on the test indicates that the character has gained a Minor addicted to the drug. A character who is addicted to a drug will start to suffer from the effects of withdrawal if they haven't taken it recently. Each time they take the drug, they must roll the same Willpower Tests. Failures increase the severity of the addiction. The effects of addiction depend on its severity and are cumulative - a character suffering from a moderate addiction still suffers the effect of Minor addiction, and with a major addiction you get the whole menu.

To break an addiction, a character must stay off the drug for at least one week. At the end of the week, the character makes a Willpower Test based on the drug's Addictivity. If they pass, the drug's addiction rating is reduced by one level. If they only had a minor addiction, they kick the addiction entirely - though if they start using it again they might find themselves back on the horse.

Addiction	
Minor	The character suffers minor shakes and pains. -1k0 to all rolls.
Moderate	The character suffers terrible trembles and psychological turmoil. The character's dice no longer explode.
Major	The character is almost useless from the pains of withdrawal. The character suffers -1k2 to all rolls (for a total of -2k2, counting the effects of Minor addiction).

Addictivity		
Level	**TN**	**Time before Withdrawal**
None	0	-
Low	10	One Week
Moderate	15	Three Days
High	20	One Day
Extreme	25	Upon the end of the drug's effects

Drugs	
Name	Rarity
Alpha	Uncommon
Bio-Foam	Uncommon
Comfort	Very Common
Detox	Common
Drive	Uncommon
Flight	Rare
Frenzon	Uncommon
Hither	Common
Null	Mythic Rare
Obscura	Uncommon
Polymorphine	Mythic Rare
Slaught	Rare
Spook	Very Rare
Stimm	Very Common
Tranq	Uncommon
Truth	Rare

Alpha

Alpha is popular with hypercorp execs, street thugs, and anyone else who wants to come across as a domineering asshole. Typically, Alpha is made as a white powder to be snorted. It's designed to stimulate production of threat pheromones and promote a feeling of confidence, a feeling of power, and alertness. People on Alpha tend to act like impatient, unfocused, assholes. They rarely retain more than sketchy memories of anything they try to learn while the drug is

Effect: Users can function without sleep for days on end, gain +1k1 on offensive social combat rolls, and +1k1 to resist the effects of fear. The bonuses to rolls last for one scene.

Addictivity: Low

Bio-Foam

Designed as a way to reduce the effects of battlefield injuries in a single quick injection, Bio-Foam is a combination of several very useful drugs in one package. It's designed to be injected directly into a wound, where it will act as antibacterial agent, coagulant, numbing agent, and helps keep everything in a wound stable and in place. Biofoam tends to hurt badly while being applied, but the burning crawling feeling quickly goes away to be replaced with numbness and relief.

Effect: Applying Bio-Foam instantly stops blood loss. While it's no substitute for real medical care, it does patch up the body enough to effectively heal one hit point per dose applied. The effects are instant and permanent - the wounds will not spontaneously reopen.

Addictivity: None

Comfort

An over-the-counter drug sold pretty much everywhere in a variety of forms, Comfort is a drug designed to help people deal with low levels of stress and pain. Most of the time, comfort is served as an additive to food, almost always as a form of very comforting or simple food such as yogurt or sugary drink. There are no obvious effects of Comfort use except a docility and, in abusers, a chronic itchiness.

Effect: While under the effects of Comfort, a person's mood is stabilized. They may ignore the effects of any minor derangement, and if they would gain Insanity Points while under the effects of Comfort, they gain 1 fewer IP.

Addictivity: Low

Detox

Detox is a drug designed to counter the effect of drugs in the body and to help fight addiction. It's most often applied as a patch to be absorbed through the skin, though it can also be found in almost any form a patient desires or needs. It's one of the most common drugs on the market, though not as cheap as Comfort. Patients on detox tend to have bloodshot eyes, headaches, and a generally bad mood as it eliminates the body's natural mood-stabilizing agents just like every other drug.

Effect: Detox instantly ends the effect of any drugs affecting the user. If the user is suffering withdrawal, the effects are reduced by one level.

Addictivity: None

Drive

Drive is a mind-altering drug usually found as an inhalant, Drive is designed to make a person think faster (if not necessarily better). It's mildly illegal in many places, but there's a market for Drive any place where people com-

pete for status or rewards using their brainpower. Universities and law firms are some of the places most likely to have supplies of Drive on hand. There are a few signs of Drive use, but the most obvious is that someone on Drive will totally ignore outside stimulus while absorbed in a task. They've been known to ignore obvious danger - fire, armed men, and so forth - while doing things like solving simple puzzles or working out math problems.

Effect: While under the effects of Drive, a creature gets +1 to all mental characteristics but automatically fails any perception test. The effects of Drive last until the end of the scene.

Addictivity: Moderate

Flight

Originally developed as a crowd-control drug to be used in Needle rifles and pistols, Flight is a psychoactive cocktail of fear pheromones and mild hallucinogens. It takes people places. Places they might not want to go. It isn't used as much for crowd-control as its designers hoped, as it has been unfortunately found to be addictive, and repeated doses in a short time can lead to permanent insanity. Repeat users tend to have characteristic pinpoint pupils and phobias related to the trips they've had while under Flight's effects.

Effect: Anyone dosed with Flight immediately rolls on the Shock Table. Additional doses within the same day add cumulative +1 modifiers to the roll (the second dose at +1, the third at +2, etc).

Addictivity: Moderate

Frenzon

One of the most common combat drugs, Frenzon is often used as an enhancement drug in some sports. It's addictive, makes the user strong and almost immune to pain, and tightly controlled in most places. People on frenzon tend to go berserk, lashing out at anything that so much as annoys them. The immediate, obvious signs of Frenzon use are a full-body blush as blood rushes to the skin, prominent veins, and bleeding from the eyes in frequent abusers.

Effect: While under the effect of Frenzon, the user gains the use of the Frenzy feat and suffers -1 to Fellowship, Wisdom, and Intelligence. The effects of Frenzon last for a single scene.

Addictivity: Moderate

Hither

Sometimes you just want to ooze sexy like a daemonette. Hither is the best way to do that. It changes body chemistry to encourage the production of pheromones to attract and arouse, while at the same time lowering inhibitions and making the user comfortable. It's a common club drug, and it rarely proves to be addictive. People using hither are hard to specifically point out, but they have a kind of glow to them, an attractiveness that is hard to explain.

Effect: Anyone on Hither gains +2k1 to Charm tests. The TN for any Willpower or Wisdom tests they make to resist temptation is increased by 10.

Addictivity: Low

Null

One of the rarest and most expensive chemicals in the wheel, Null is only produced and shipped in extraordinarily small quantities. It has the unique property of suppressing spellcasting ability in anyone it is injected into. Null is supposedly made from spinal fluid from spellcasters, put through a secret process to make it into a magic-suppressing agent. Those dosed with Null become docile, but if kept on it for a long time will develop schizophrenic tendencies.

Effect: Anyone dosed with Null takes -1k1 to all spellcasting rolls and has their caster level reduced by 1. The effects of Null last for one day.

Addictivity: None

Obscura

Obscura is a prohibited narcotic, and one of the most common targets of crackdowns. Smugglers can make a good living shipping it from system to system. Unlike many drugs, the users don't all belong to a single social class or group. Obscura users can be found in every walk of life, from lowly hive scum to a secret vice for nobility. It's obvious when someone is under the effects of Obscura, as they usually act like they're sleepwalking - and often they lie comatose while they experience a strange dream-state.

Effect: Anyone dosed with Obscura begins to have mild hallucinations which last for 1d10 hours. These hallucinations are generally pleasant, and most of the time they replay happy memories from the user's past in a dreamlike way.

Addictivity: Moderate

Polymorphine

A shape-altering drug designed to be injected into trained operatives, Polymorphine can completely change a person's appearance. It takes an expert trained in its use to keep the effects from going out of control. Essentially, polymorphine breaks the bonds that holds cells together into tissues and puts them into the user's controls. The user can become almost anyone as long as they can maintain focus.

Effect: A dose of Polymorphine allows the user to change their appearance. This can act as an almost perfect disguise for one scene, or the user can affect minor but permanent changes to their appearance (like cometic surgery).

Addictivity: High

Slaught

This drug heightens awareness and improves reaction time, literally speeding up the user but causing fatigue and neural damage with prolonged use. It is a combat drug favored by Dark Eldarin and combat pilots, though due to its cost and rarity it's not something the average junkie can afford to use very often. The effects of Slaught use are obvious and hard to disguise, which is one reason it's rarely used as a performance enhancer. The muscle twitches, minor

paranoia, and most notably brightly-colored sweat (the exact color depending on the manufacturer and batch) serving to mark its users easily.

Effect: Slaught gives users +1 to Dexterity and reduces the TN of Perception tests by 10. The effects of Slaught last for one scene. After Slaught wears off, the user suffers two levels of fatigue.

Addictivity: Moderate

Spook

A psychoactive drug somewhat like Null, Spook has exactly the opposite effect. It is designed to chemically open a person's mind to the Warp. Spook is neither a subtle or legal drug. It is highly addictive, dangerous on a level no other drug could be, and if it started being used on a large scale, it may well lead to a disaster of biblical proportions.

Effect: Spook gives the user +1k1 to all spellcasting rolls while under its effect and gives a +1 bonus to the user's caster level. Upon dosing with Spook, and when casting any spell while it is active, the spell automatically causes warp phenomenon. Spook lasts for one scene.

Addictivity: High

Stimm

Developed for emergency medical use, or more appropriately and accurately for soldiers, Stimms are a variety of painkillers and stimulant that can allow the user to ignore almost any wound or injury. Users might not even be aware that they're injured at all. Stimms can be administered in almost any form, but injections and slap-patches are the most common methods by far. Stimms are somewhat addictive, and many soldiers who have had battlefield injuries end up coming back from service with the pale skin and thin blood indicative of a stimm abuser.

Effect: While under the effects of Stimm, the user may ignore critical damage effects except those that cause death and any effect that specifically functions through pain. Stimm lasts for the duration of one scene, after which the user is hit with any effects that Stimm allowed him to ignore with full force.

Addictivity: Moderate

Tranq

Tranq is, as the name suggests, any of a very large number of tranquilizing substances. They have obvious medical uses, but they are also often seen as use in injector rounds for Needle rifles as a popular nonlethal option for hunting game and self-defense. Tranqs are rarely addictive, and against really tough opponents Tranqs might do little more than annoy. But when they work, they're extremely handy.

Effect: When dosed with Tranq, the user takes 1 level of fatigue and makes a TN 15 Constitution test. If this fails, they take 1d10 more levels of fatigue. These levels of fatigue wear off as normal.

Addictivity: None

Truth

While it's rarely taken willingly and also not very useful in combat, Truth is extraordinarily useful in its own way. It is a designer drug developed for special police units and governments, causing mind-altering effects that make it difficult or impossible for the one given the drug to lie. That the drug causes hallucinations and drowsiness are only considered benefits for interrogations.

Effect: Anyone on the effects of Truth must make TN 15 Willpower tests to knowingly tell a falsehood. The effects of Truth last for one scene.

Addictivity: None

Bionics

BIONICS	
Type	Rarity
Cortex Implants	Rare
Implanted Equipment	Varies
Injector Rig	Uncommon
Machinator Array	Very Rare
Voidskin	Rare
Ballistic Mechadendrite	Very Rare
Manipulator Mechadendrite	Very Rare
Medicae Mechadendrite	Very Rare
Optical Mechadendrite	Very Rare
Utility Mechadendrite	Very Rare

Cortex Implants

Cortex Implants, often called a Cyber-brain, may be used to repair a damaged brain or, more commonly, to augment its abilities. They aid in data retention and processing, with many types coming pre-loaded with volumes of knowledge. Nearly all have visible plugs located either in the side of the skull or the back of the neck. Normal implants have no effect other than restoring someone injured back to normal.

Poor quality implants can do little more than restore some function to a corpse, making them a kind of cyber-zombie. The bearer takes -1 to Intelligence and Fellowship. Good quality implants reduce the TN of all Lore tests by 5. Best quality implants increase Intelligence by 1 and have the same effects as Good quality implants.

Implanted Equipment

Most pieces of equipment can be implanted in someone's body. The trouble comes in changing their command interfaces and miniaturizing them enough. With Implanted Equipment, the user has anything they desire placed into their bodies. The only limits are cost. And the fact that weapons and armor cannot be implanted using this Bionic option.

The effect of Implanted Equipment is exactly the same as the equipment of whatever quality is chosen to be implanted. The availability of Implanted Equipment is one step higher than the normal equipment of its type.

Injector Rig

An Injector Rig is a simple piece of medical equipment that can supply drugs on command. They can either be made to be controlled by the bearer or with a remote system - injector rigs loaded with tranquilizers are occasionally used for dangerous criminals. An Injector rig can hold three doses of drugs (which can be three different drugs) and can be used as a half action.

A poor quality rig has a shared reservoir and can only hold one type of drug. A good quality rig can hold up to five doses. A best quality rig is much like a good quality rig except it can be triggered as a reaction action.

Machinator Array

One of the most extensive cybernetic systems that can be installed in a living being, a Machinator Array is essentially an implanted partial exoskeleton, nearly impossible to conceal. The Array grants +1 to Strength, -1 to Dexterity, and +1 Size. The bearer of a Machinator array weighs nearly three times as much as a normal person and may no longer swim.

Poor quality Machinator Arrays are slow to move. The bearer can no longer Run or use the Dodge action. Good quality Machinator arrays are at least somewhat concealed, looking more like an exotic exoskeleton or suit of armor than an overpowered suit linked to the wearer's nerves. Best quality arrays can be completely concealed, though when the bearer exerts their full strength they often seem to 'bulk up'.

Voidskin

A protection against the ravages of space, Voidskin is an emergency-use bionic that is much in favor with people who have to spend a lot of time in space. There are too many disasters that can send a person into space without a suit. Voidskin is an implant placed, as one might guess from the name, under the skin. It protects against vacuum damage and includes a limited air supply - enough to last about a minute.

Poor quality Voidskin only includes enough air for three rounds. Hopefully all it takes to get to a nearby airlock. Good quality voidskin provides 2 points of armor to all locations which doesn't stack with worn armor. Best quality void-

skin can't be detected except with a medical scan and, in addition to the effects of Good quality voidskin, has an air supply that can last five minutes.

MECHADENDRITES

Mechadendrites are cybernetic limbs that are usually mounted on the back or shoulder. The maximum number of Mechadendrites a character may have mounted upon his body is equal to his Constitution. Only tech-priests have the required training and secret implants to make use of Mechadendrites.

Ballistic Mechadendrite

This solid, shoulder-mounted mechadendrite is designed for self-defense. The two meter limb is mounted with a sleek, miniaturized laspistol that draws from a tech-priest's potentia coil for power. It counts as a laspistol. The owner may fire the laspistol as a Reaction action or as a normal weapon as part of an attack action, but regardless, the pistol may only be fired once per round.

Manipulator Mechadendrite

This powerful shoulder-mounted mechadendrite is designed for heavy lifting and manipulation of industrial machinery. Built of hardened steel and ceramite, it may extend two meters. While using the arm, the character gains a +2 bonus to Strength for applications of sustained force like lifting or moving objects. The limb is tipped with two sets of gripping and crushing pincers. These may be locked around a suitable achor point as a Free Action to safely tether the tech-priest to lifting gear, high gantries, and so on. It may also be used as a Club, using the arm's Strength bonus.

The Manipulator may nor be used for any task that requires fine manipulation such as typing or handling delicate objects.

Medicae Mechadendrite

A two-meter long flexible limb designed to provide medical and surgical assistance in the field, it grants a +2k0 bonus to Medicae Tests. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug, which must be acquired separately. In addition to providing first aid, the Medicae Mechadendrite may be used to staunch blood loss automatically as a half action.

A small chainscalpel may be used as an improvised weapon, dealing 1k1 damage (using the character's Strength as normal). Finally, it grants it's bonus to Medicae tests to any rolls made to interrogate a target.

Optical Mechadendrite

This highly flexible mechadendrite set with pict-capture and sensor devices is designed to assist in inspection and detection. This mechadendrite extents up to three meters and can reduce its width to pencil-thinness. It grants a +2k0 bonus to all tests made for perception. The pict-devices mounted on the mechadendrite allow the user to examine surfaces at a microscopic level and can be used as a telescopic sight.

The mechadendrite is also fitted with an infrared torch and sensors. A character using the mechadendrite suffers no penalties due to darkness and may use the Mechadendrites full bonus. Finally, the mechadendrite is fitted with a light that may be tinted a variety of different colors, depending on the controller's whim.

Utility Mechadendrite

This two-meter long limb houses a variety of tools and attachments designed to assist a tech-priest in the course of his holy duties. The mechadendrite may be used as a combitool and can be fitted with almost any normal tool the tech-priest desires. It may be used to manipulate fine objects with great precision.

VIDEO 173

The ship was exploding around Czarro. His face was covered in blood, most if it his own. He couldn't even feel his left arm. He stood up, pain almost overwhelming him.

"This is Imperious to Reliable. You are ordered to surrender your vessel. Please respond." The voice was coming over the comm. Czarro grit his teeth, pulling himself over the broken bodies of his men, the broken systems of the crew. "Come in Reliable."

He leaned against the case he had stolen from Rivendell 1. With his good arm, he unlocked it, panels lighting up.

"No, Cain, the game's not over..." He gasped for breath, turning a key and starting to release the safeties on Bjork. One turn. A button pressed. A switch flipped. A key, turned again.

"To the last, I grapple with thee," Czarro said, activating Bjork. A countdown timer started.

"Admiral. Scanning a warp signature on Reliable. A pattern I've never seen before." Vail walked over to look at his scan.

"It's a Protoculture wave from the Bjork," the Admiral said. "It's on a buildup to detonation."

"How long do we have?" Cain asked.

"We coded in a delay of four minutes."

"We can use the teleportarium to-"

"You can't," Vail said.

"Magos Scott, I need you to drop us into warp in four minutes or we're all dead."

Sulla walked into the engine room. Everything was a mess. Bolts of lightning shot around the machinery. She made her way over to the warp core, stepping towards the access hatch. The techpriests had all been knocked out by some arcane flux of electromagnetism.

"Are you out of your mind? You can't survive in there!" The medic said. Sulla looked at him, frowning. "You aren't going in there!"

"Perhaps you are right. What is Magos Scott's condition?"

"Well, he-" Sulla karate chopped his neck, instantly knocking him out.

"Sorry, doctor. I don't have time to discuss this."

"Time?"

"Thirty microts."

"Distance from Reliable?"

"Four void units."

"No, no," Czarro said, starting to black out from pain and blood loss. "You can't get away. From Hell's heart I stab at thee. For hate's sake I spit my last breath at thee..."

"The mains are back online!"

"Bless you Magos Scott. Get us out of here!"

VIDEO 174

Sometimes, Enough is Enough.
And sometimes it isn't!

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