

# Rules

##A Legion being deployed on Mishpacha.



# Colonies

## Overview

Exploring, taming and settling new locations are common actions on Mishpacha. A Colony refers to a settlement of NPCs and buildings that the PCs hold significant sway over and are responsible for, this may be because they own the Colony, or because they have befriended the local inhabitants.

Colonies may be small towns, a large city, a space station, a mining outpost, or even just a small district in a larger metropolis.

Colonies offer a mechanical alternative to Research and Trade Goods for gaining Current Influence and Resources.

## Colony Creation

Colonies are built in a similar way to Spacecraft and Characters.

- » Select a Population.
- » Secure a location for your Colony.
  - » This will determine your Attribute maximums.
  - » Many Traits require access to specific locations.
- » The GM will set your Attribute maximums.
  - » The total of your Environmental Attributes should add up to 8.
  - » The total of your Cultural Attributes should add up to 8.
- » Distribute 5 Attribute Points across your Environmental Attributes.
- » Distribute 5 Attribute Points across your Cultural Attributes.

## Influence Cost

Colonies cost Influence, much like Spacecraft. All Influence may be spent twice: once on a Spacecraft and once on a Colony.

4 PCs each have 4 Influence. They each spend their Influence to acquire a Spacecraft and a Colony, each costing 20 Influence.

- » Colony Influence Cost: 5 +5 per Trait.

## Traits

You may have up to 1 Trait per Attribute: Vegetation, Minerals, Energy, Ruins, Industry, Commerce, Innovation, and Military.

- » To acquire a new Trait a character must pass an Invest Commission Spare Time Roll, see pg: ##.
- » Many Traits require specific environmental locations (ie: space).
- » Many Traits require a specific amount of Production Trade Goods (pg: ##) be spent to acquire.

## Population

Works like a Spacecraft's Build or a character's Race. All Colonies must select a Population.

## Attributes

- » Attribute maximums are determined by the GM, and are based on the Colonies location.
- » Attribute maximums may be increased through a Prosper Spare Time Roll, up to 10, see pg: ##.
- » A Colonies Attribute points may be increased through a Grow or Develop Prosper Spare Time Roll, see pg: ##.

## Environmental Attributes

Your Environmental Attributes produce Trade Goods at the start of each game Session, see pg: ##.

### Vegetation

The amount of organic material being produced at this Colony.

### Minerals

The amount of mineral material being produced at this Colony.

### Energy

The amount of power being produced at this Colony.

### Ruins

The amount of ancient technology being gathered at this Colony.

## Cultural Attributes

Cultural Attributes determine the difficulty of your Colony Spare Time Rolls, see pg: ##.

### Industry

The manufacturing ability of this Colony.

### Commerce

The ability of this Colony to buy and sell produce.

### Innovation

The amount education and/or creativity going on at this Colony.

### Military

The combat ability of this Colony.



# Creating a Colony

Best done alongside your GM and fellow players.

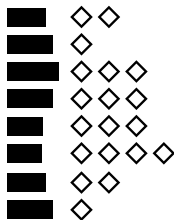
Attribute Maximums and Traits may be affected by your environment.



## Find and Secure a Location

Carefully choose a location to found your Colony.

You may need to clear out monsters and explore the area first.

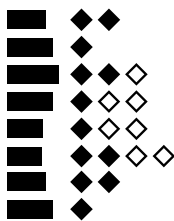


## GM Defines your Colonies Attribute Maximums and Available Traits

The GM defines your Colonies Attribute maximums based on your location.

The total of your Environmental Attributes should add up to 8.

The total of your Cultural Attributes should add up to 8.



## Allocate your Attributes

Distribute 5 Attribute Points across your Environmental Attributes.

Distribute 5 Attribute Points across your Cultural Attributes.



## Name and Draw a Map of your Colony

Be sure to mark key locations of interest.

## GM's Guide: Colony Attributes

As the GM, you set the Attribute maximums of a newly established Colony. There are many things to consider when deciding what these maximums should be, but it is important that you make the PCs' chosen location feel meaningful.

- » The total of all Environmental and Cultural Attribute Maximums should each add up to 8.
- » Each Attribute maximum may be as high as an 8, or as low as 0.
- » PCs are able to increase the Maximums of their Colony through the Expand Prosper Spare Time Roll, see pg: ##.

Ask yourself the following questions when considering each Attribute's maximum.

- » **Vegetation:** How arable is the environment?
- » **Minerals:** How much ore is in the immediate area, and how difficult is it to reach?
- » **Energy:** Is there a nearby source of energy or fuel?
- » **Ruins:** Are there pre-war or war-time ruins or salvage in the area?
- » **Industry:** Is the area suitable for the use of heavy machinery and the construction of factories?
- » **Commerce:** Are there friendly Colonies in the area? Is this Colony located on a trade route? Are there valuable resources in the area?
- » **Innovation:** How peaceful and interesting is the local environment?
- » **Military:** How easy is this place to defend? How close is the Colony to other Colonies that might lend military assistance?

### Proximity to other Colonies

Colonies far from other settlements (and especially large cities) should have their Environmental Attribute Maximums decreased by 2-4, and their Cultural Attribute Maximums increased by the same amount.

### Space

All space Colonies start with 0 Vegetation Maximum.

## Example Colony Maximums

### Jungle Covered Archon Ruins

- |              |   |              |   |
|--------------|---|--------------|---|
| » Vegetation | 3 | » Industry   | 1 |
| » Minerals   | 1 | » Commerce   | 2 |
| » Energy     | 1 | » Innovation | 3 |
| » Ruins      | 3 | » Military   | 2 |

### Mineral Rich Asteroid

- |              |   |              |   |
|--------------|---|--------------|---|
| » Vegetation | 0 | » Industry   | 3 |
| » Minerals   | 4 | » Commerce   | 2 |
| » Energy     | 3 | » Innovation | 1 |
| » Ruins      | 1 | » Military   | 2 |

## Production Trade Goods

Production Trade Boxes are a type of Trade Good that are gained through Colonies and are primarily used to improve Colonies.

- » Production Trade Goods may only be gained through Colonies.
- » Production Trade Goods may not be sold for Resources.
- » Production Trade Goods are used through Colony Spare Time Rolls (pg: ##) to acquire Traits (pg: ##) or to acquire Buildings (pg: ##).

### Food & Mutagens

- » Gain Food = Vegetation x2, at the start of each Session.
- » Gain Mutagens = Vegetation -2, at the start of each Session.
- » Primarily used by the Grow Prosper Spare Time Roll.

### Ore & Catalysts

- » Gain Ore = Minerals x2, at the start of each Session.
- » Gain Catalysts = Minerals -2, at the start of each Session.
- » Primarily used by the Build Prosper Spare Time Roll.

### Fuel & Spark

- » Gain Fuel = Energy x2, at the start of each Session.
- » Gain Spark = Energy -2, at the start of each Session.
- » Primarily used by the Expand Prosper Spare Time Roll.

### Tech & Mystery

- » Gain Tech = Ruins x2, at the start of each Session.
- » Gain Mysteries = Ruins -2, at the start of each Session.
- » Primarily used by the Develop Prosper Spare Time Roll.

## Cargo Space

- » Colonies start with 4 Cargo Space.
- » More Cargo Space is gained through the Invest and Build Colony Spare Time Rolls, see pg: ##.

Colony Cargo Space may be used in the same way as Spacecraft Cargo Space (see Core Rule Book pg: ##), ie: for Workshops or for storing Trade Goods (especially Production Trade Goods).

### Production Trade Goods

- » Food, Ore, Fuel and Tech require 1 Cargo Space per 4 Boxes.
- » Mutagens, Catalysts, Sparks, and Mysteries require 1 Cargo Space per 2 Boxes.
- » All Trade Goods without adequate Cargo Space are removed (GMs discretion) at the end of each Session.

### Buildings, pg: ##

- » Buildings may be built in a Colony through the Build Prosper Spare Time Roll (pg: ##).
- » Building may only be installed in Colonies (not Spacecraft).

## Colony Spare Time Rolls

Every Colony Spare Time Roll should add to the narrative story of your game, succeed or fail. PCs should narrate how they are going about their roll, based on their personal skill choice and the Cultural Attribute that is used to reduce the difficulty of that roll.

le: Ben uses Leadership Skill and his Colonies' Military Attribute to perform the Expand Prosper Spare Time Roll. This is narrated as the Colony using military force to secure the surrounding lands.

## Commission

- » All Commission Spare Time Rolls have a -2 penalty for all Successful Commission Rolls that have been performed at that Colony per Session. le: Your second Commission Roll will have a -2 penalty, your fourth will have a -4 penalty, etc...

### Work

- Cost:**
- » A Spare Time Roll of: (16 -Industry)t.
  - » 2 Production Trade Goods of any type (if the roll is successful).
- Effect:**
- » Vegetation, Minerals and Energy produce Trade Goods again.

### Invest

- Cost:**
- » A Spare Time Roll of: (16 -Commerce)t.
- Effect:**
- » This Colony may gain or Retro a Trait (costing 1 of each type of Production Trade Good, plus any additional Trait cost).
  - » Increase the Cargo Space of this Colony by 1.
  - » Every 4th successful roll by a character: increases that character's Current Resources by 1.

### Explore

- Cost:**
- » A Spare Time Roll of: (16 -Innovation)t.
- Effect:**
- » Ruins produce Trade Goods again.
  - » Every 4th successful roll by a character: increases that character's Current Influence by 1.

### Mobilize

- Cost:**
- » A Spare Time Roll of: (16 -Military)t.
- Effect:**
- » NPCs forces defend, attack, or scout a location.
  - » NPCs move 8 Trade Goods from, or to, this Colony.
  - » Every 5th successful roll by a character: increases that character's Current Resources or Influence by 1.

## Prosper

- » All Prosper Spare Time Rolls have a -2 penalty for all Successful Prosper Rolls that have been performed at that Colony per Session. le: Your second Commission Roll will have a -2 penalty, your fourth will have a -4 penalty, etc...

### Grow

- Cost:**
- » A Spare Time Roll of: (16 -any Cultural Attribute)t.
  - » 4 Food (if the roll is successful).
- Effect:**
- » Increase any Environmental Attribute point by 1.
  - » You may exchange 2 Mutagens for 1 Food, Ore, and Fuel.

### Build

- Cost:**
- » A Spare Time Roll of: (16 -any Cultural Attribute)t.
  - » 4 Ore (if the roll is successful).
- Effect:**
- » Build or repair a Building (pg: ##).
  - » Some Buildings may require multiple Builds.
  - » Some Buildings may require you to spend Production Trade Goods to acquire them.
  - » Some Buildings may reduce your Wealth Spare Time Rolls (this penalty may be spread over multiple characters) to represent the financial cost of their upkeep.
  - » Increase the Cargo Space of this Colony by 1.
  - » You may exchange 2 Catalysts for 1 Mutagen, Spark, or Mystery.

### Expand

- Cost:**
- » A Spare Time Roll of: (16 -any Cultural Attribute)t.
  - » 4 Fuel (if the roll is successful).
- Effect:**
- » Increase any Attribute Maximum by 1.
  - » You may exchange 2 Sparks for 1 free Colony Spare Time Roll (may still cost Production Trade Goods).

### Develop

- Cost:**
- » A Spare Time Roll of: (16 -any Cultural Attribute)t.
  - » 4 Tech (if the roll is successful).
- Effect:**
- » Increase any Cultural Attribute point by 1.
  - » You may exchange 2 Mysteries for 1 of any Produce Trade Good.

Example Colony: ##

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Example Colony: ##

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# Optional: Minions

## Optional Rules

The following rules are designed to replace the Drone and Companion rules in the Core Rule Book (pg: 104). The Drone and Companion Weapons and Traits should also be replaced by those listed at the back of this book (pg: ##). These optional rules offer PCs and GMs fewer options, but they simplify and streamline the game mechanics, and slightly improve balance and accessibility.

## Weapons

Minions are NPC characters that follow the instructions of a specific character (usually a PC), and they count as a Weapon (ie: they cost Resources, have Weapon stats, etc...) but with a few extra Stats.

- » Characters may not have more than 1 Minion.
- » Minions require the Controller to reduce their Slots by 2 (ie: these Slots are taken up by a drone controller, pet food, merc contracts, etc...).

## Minion Stats

Minions have a Defence and Armour stats for when they are attacked. They have 0 Endurance (they suffer an automatic Critical Hit when they're damaged). They have no Attribute stats.

## Wounding a Minion

Minions are removed from combat if they suffer 1 point of Attribute Damage. This may represent them being killed, destroyed, running from combat in fear, or simply being wounded so bad that they can no longer able to contribute to the combat. The GM should describe what happens to the wounded Minion in a way that they feel fits the scene.

The GM may require a Spare Time Roll of 12t to quickly heal a wounded Minion.

## Movement

Minions have a Movement stat, and may move this amount of spaces once per Turn.

## Slots

Minions Slot stat shows the number of spare Slots a Minion has available to carry additional equipment.

## Bodies

See Multiple Bodies on pg: ##.

## Nature & Control

Minions are independent NPCs that are inclined to (or must) follow the instructions of the character who paid their Resource Cost.

Minions have different natures: robotic drones, trained Nephilim beasts, paid body Legion body guards, etc... The exact benefits and disadvantages of each specific Minion should be worked out when they acquired.

## Example Minion Natures:

### Flesh Drone

- » Does not eat or sleep.
- » Attention never wains.
- » Your Controller can see through your senses.
- » May be hacked.
- » Minimal intelligence.

### Holographic Drone

- » Able to alter basic appearance.
- » Does not eat or sleep (but needs to recharged)..
- » Attention never wains.
- » Able to be carried (your holographic projector is a small sphere).
- » May be hacked.
- » Will not act without instruction.
- » Instruction must be precise.
- » Unable to interact with physical objects.

### Kaltoran Merc

- » Keen hearing.
- » Intelligent.
- » Will prioritize self-preservation.
- » Loyalty may wain.

### Nephilim Beast

- » Low maintenance.
- » Multiple keen senses.
- » Exotic senses or form of movement (ie: flight).
- » Minimal intelligence.
- » May act in unintended ways.

### Robotic Drone

- » Does not eat or sleep (but needs to recharged).
- » Attention never wains.
- » Your Controller can see through your senses.
- » May be hacked.
- » Will not act without instruction.
- » Instruction must be precise.

### Trained Animal

- » Low maintenance.
- » Loyal (will attack anyone who attacks its Controller).
- » Multiple keen senses.
- » Minimal intelligence.
- » May act in unintended ways.

## Actions

- » Minions do not perform Actions (unless the GM says otherwise).
- » Minions may Move once per Turn during their Controllers Turn.
- » When a Minion's Controller would attack (ie: via an Action) they may instead allow their Minion to Attack with all the benefits that they would have gained (ie: Attribute Bonuses, Traits, etc...). This may allow Minions to make multiple Attack per Turn.
- » When a Minion's Controller Draws, Reloads or Unjams a Weapon (ie: via an Action) so do their Minions.
- » When a Minion's Controller would make a Skill Roll (ie: via an Action) they may instead allow their Minion to make a Skill Roll, gaining all the benefits that they would have gained (ie: Skill Roll Bonus', Tools, etc...). But a Minion may not gain more than a +2 Bonus to this Skill Roll.

## Multiple Bodies

Many Minions have multiple Bodies. Each Body has the same Stats, Variations, Modifications, and equipment as the original Minion.

These additional characters may move independently from each other, but they may not use Attack separately.

All Minion Bodies in a group Attack with a single Attack Roll.

**Each Attacking Minion Body beyond 1:**  
increases that Attack's RoF and End Dmg by 1.

### Calculating Cover and Range, Attacking

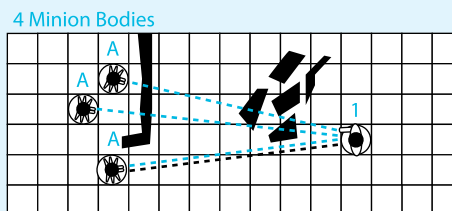
When Attacking with multiple Minion Bodies, calculate the Target's Cover as the average of all Cover (rounded in the PC's favour) calculated from all Attacking Bodies (not all Bodies need to Attack).

Similarly, to calculate Range, use the average Range of all Attacking Bodies.

### Calculating Cover and Range, Defending

Each Drone Body is Attacked and Damaged independently of all other Bodies in its group.

### Minion and Cover, Multiple Bodies Example



Logan has a group of Minions (A) with 3 Bodies, which count as a single Weapon. He is Attacking a Bounty Hunter (1).

Logan Attacks with all of his Minions as a single Attack Roll. Each Body beyond 1 gives him +1 Rate of Fire and +1 Endurance Damage (for a total of +2 RoF and End Dmg). Logan's Target is behind some rubble, granting Heavy Cover against two of the Drones and no Cover against one. The GM averages this in Logan's favour to Light Cover versus the Minion's Attack.

Two of the Minions have Cover against the Bounty Hunter (1), and one has no Cover. The Bounty Hunter (1) Attacks the Minion with no Cover. Minions never have Endurance, so he causes an automatic Critical Hit on that Minion Body and can add a Critical Boost to his Attack. If he causes any Attribute Damage, he destroys that Minion Body.

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# Lists

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## Race (Must Select 1)

Race	Requirements	Benefits	Disadvantages
Tolatl		<p>You're Tiny!</p> <p>+1 Culture, Planetoids, and Operations.</p> <p>You are Trained in an additional Skill of your choice.</p> <p>When an Attack misses you: you may immediately move 1 space.</p> <p>Your tail counts as an extra limb that can use Small items.</p> <p>Gain Language: Tolatl.</p>	<p>-2 max Strength.</p> <p>-1 max Movement.</p> <p>-4 Equipment Slots.</p> <p>-2 to all Surgery rolls on you.</p>
Oni	GM Permission	<p>You're Big!</p> <p>+1 Leadership.</p> <p>Each point of Strength grants you +1 Slot and +2 Endurance.</p> <p>You have 4 arms.</p> <p>You may select Traits with the Nephilim or Oni Requirement.</p> <p>Gain Language: High X'ion or Oni.</p>	<p>-1 Conversation.</p> <p>-2 Culture.</p> <p>-1 Fate.</p> <p>-1d6 Hit, Small.</p> <p>Complication: Prejudice from all non-Oni.</p>
Half-Blood		<p>Gain +1 to 2 different Skills.</p> <p>Gain a Language.</p> <p>Gain 2 of the following:</p> <p><b>Corporation:</b> +1 Maximum Resources and Influence, -1 max Strength.</p> <p><b>Kaltoran:</b> Reduce all Limited Vision and Low Light penalties by 1 Step.</p> <p><b>Legion:</b> +5 Endurance, +1 Defence vs Impair, -1 max Movement.</p> <p><b>Nephilim:</b> +2 End Dmg (all Weapons), -2 Conversation.</p> <p><b>Remnant:</b> +1 Attribute Point, all Healing rolls that include you suffer -1 (Stacks).</p> <p><b>Tw:</b> +1 Armour vs Energy, -1 Stealth, You may not take Implant Traits, -1 max Strength.</p>	<p>You're NOT a super special snowflake!</p> <p>You may not breed (unless you're part Nephilim).</p> <p>Complication: Prejudice from some NPCs.</p> <p>-1 Fate.</p>

## Racial Traits

Strength	Requirements	Benefits	Disadvantages
Flippin HUGE!	<p>Min Str 5</p> <p>Nephilim or Zhou</p>	<p>Reduce all Endurance Damage against you by 2.</p> <p>All equipment has -1 Weight (minimum 1).</p> <p>+2 Equipment Slots.</p>	<p>You are really big!</p> <p>-1d6 Hit, Small.</p>
Movement	Requirements	Benefits	
Jumpy	<p>Min Mov 3</p> <p>Tolatl</p>	If you do not move during your Turn you may move 1 Space at the end of any characters Action, up to your Movement Attribute +2, before your next Turn.	
Focus	Requirements	Benefits	Disadvantages
Workaholic	<p>Min Foc 3</p> <p>Corporation or Tolatl</p>	<p>+1 Resolve.</p> <p>You are Trained in an additional Skill of your choice.</p>	-1 to all Spare Time Rolls.
Intelligence	Requirements	Benefits	Disadvantages
Haze Field	<p>Min Int 3</p> <p>Oni</p>	<p>Other Oni tend to respect you.</p> <p>Strong Hit: <b>Haze Field</b> (Does not Req Hit) All basic electronics (lights, comms, etc...) within 20 spaces of you stop working. All non-Low Tech Weapons within 10 spaces (20 if you are an NPC) of you lose 1 Ammo.</p>	<p>-2 to all non-combat rolls connected with electronic based technologies.</p> <p>You occasionally leak blue smoke.</p>
Level	Requirements	Benefits	
Mixed Blood	Half-Blood	<p>If you are Level 20, you may spend 1 Secret Knowledge to immediately gain the Legend Level Trait.</p> <p>You may select Traits with a Racial Requirement that matches either of your Half-Bloods.</p>	
Prime-Blood	Half-Blood	<p>If you are Level 20, you may spend 1 Secret Knowledge to immediately gain the Legend Level Trait.</p> <p>You gain a second Race option that matches one of your Half-Bloods. This Race grants you no bonuses to Skills and you may not select Traits that have non-Half-Blood racial Requirements.</p>	



Wealth	Requirements	Benefits	Disadvantages
Health Insurance	Corporation	Once per Session: If you have access to Dedicated Medicine Workshop (ie: a hospital or clinic) you automatically heal 2 Attribute Points of Damage. If you are wounded in a Corporate city: armed guards (most likely Legion) and medical personnel will rush to your aid (the larger the city, the faster they will arrive).	You have a medical tracker installed in your body. -1 Wealth.
Leadership	Requirements	Benefits	Disadvantages
Display Dominance	Nephilim *	+1 Resolve. +2 to all non-combat rolls to convince others you are superior. You gain +1 Hit, End Dmg and Defence when you cause Attribute Damage to during a combat (Stacks up to +3).	*One of your Attributes must be 5 or more.
Physical	Requirements	Benefits	Disadvantages
Tamper-Proof	Tolatl or Zhou	+1 Awareness and Survival. You're immune to most common viruses, poisons (including alcohol), negative bacteria, etc... You have +1 Armour vs Weapons with the Bio Tech Keyword or the Chemical Weapon Type (does not Stack).	-2 to all Extended Care rolls on you.
Resolve	Requirements	Benefits	
Energy Leech	Twil-Far	+1 Psychology. +1 Recovery. Strong Hit: <b>Energy Leech</b> (Energy, Does not Req Hit) A Energy Weapon within 5 of you loses Ammunition equal to its RoF and you gain a free Recovery.	
Survival	Requirements	Benefits	
This Will Do	Kaltoran	+1 Awareness, Medicine and Planetoids. Any of your Toolboxes may count as a Workshop for you if you take a -2 penalty.	
Mechanics	Requirements	Benefits	Disadvantages
Soulless	Augment or Palantor	+1 Engineering, and Programming. You gain +2 (+3 If you're an NPC) Endurance for each '-1 Armour when at 0 Endurance' that you have.	-1 Conversation & Culture. -1 Fate.
Bio Tech	Requirements	Benefits	Disadvantages
Tail Morph	Tolatl	+1 Medicine. Your tail counts as a Toolbox for a single Professional Skill of your choice.	You faint (Physical or Resolve Skill Roll of 14 to resist) if someone grabs your tail.
Medicine	Requirements	Benefits	
Veteran	Legion	+1 Survival and Psychology. You gain +1 Hit and End Dmg for every 5 points of Endurance Damage you are missing (Stacks).	
Tactical	Requirements	Benefits	Disadvantages
Overshadowed	Min Int 3 Tolatl	You gain Light Front Cover when you're adjacent to a non-Tiny ally with Endurance. You gain Heavy Cover when you're adjacent to a Big ally with Endurance.	You have -2 Defence when you're not adjacent to an ally.
Minion Master	Palantor	You may have 2 Minions (normally 1). -1 Cost, Minions.	-1 Armour, Minions.
Exotic	Requirements	Benefits	
Tooth & Claw	Nephilim Remnant or Zhou	Your first two Limb attacks each combat gain +1d6 Hit and become Crit 4.	



# Minion Weapons (May Select 1)

Tactical	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Recon	+1	3	3	4	4	6	1	1	-	Minion.	1
Defence: 18, Armour: 3, Movement: 8, Slots: 0, Bodies: 1.											
Competent	+2	4	4	4	3	8	2	2 (+1d6)	-	Minion.	3
Defence: 14, Armour: 4, Movement: 4, Slots: 1, Bodies: 1. May gain up to a +2 Skill Roll Bonus (normally +1).											
Heavy	+0	6	4	4	3	3	2	1	-	Minion.	4
Defence: 8, Armour: 5, Movement: 2, Slots: 2, Bodies: 1, Pen 1 min 3.											
Swarm	+0	4 (8)	3	2	3	6	1	2 (6)	-	Minion.	5
Defence: 16, Armour: 2, Movement: 5, Slots: 0, Bodies: 5, Splash 1 when 3 or more Bodies Attack.											
Squad	-2	3 (5)	4	3	3	4	2	1 (3)	-	Minion.	6
Defence: 12, Armour: 4, Movement: 4, Slots: 3, Bodies: 3, Strong Hit (5-6) when all of your Bodies Attack.											



## Minion Variations (May Select 1, Minion Only)

Variations	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Rookie	-1	-1		-1		-1					-1
	Defence: -4, Movement: -1, Strong Hit -1.										
Decoy	-2	-2	-2			+2					+0
	Armour: +1, Slots: -10.										
	Strong Hit: <b>Distraction</b> (Attack, Hit) All damaged characters suffer Strong Hit -1 on their next Attack if they do not Attack this Minion.										
Utility	-1	-1	-1								+0
	This Minion may gain up to a +4 Skill Roll bonus (normally +2).										
Deployable Turret	-2										+0
	Defence: -4, Movement: -10, Slots: -10, Lock On (+2 Hit and Rng), This Minion may be deployed as part of a Prep Action in an adjacent space.										
Assault		+2				Inf					+0
	Movement: +1, Max Range 1.										
Defender	-2										+1
	All allies within 2 of this Minion gain +1 Armour while they're not at 0 Endurance (Does not Stack).										
Mobile	-2	-2									+1
	This Minion gains type of special movement (ie: flight, digging, etc...).										
Explosive		+1			-1						+1
	Splash +1.										
Assassin		-2	+1			-2					+1
High Tech	+1										+2
	Strong Hit (+1).										
Summon											+2
	This Minion may regain 1 Body when its Controller performs the Prep Action (this Bodies may not Move or Attack during this Turn).										

## Minion Modifications (May Select any Amount, Minion Only)

Variations	Hit	End Dmg	Crit	Rng	Clips	Ammo	Load	RoF	Wgt	Weapon Type	Cost
Well Trained	+1										12t
Well Equipped		+1									12t
Spotter											+1
	This Minions Controller gains +2 Hit and End Dmg if this Minion does not Attack during a Turn (Stacks).										
Durable											+1
	This Minion gains +2 Armour vs the first Critical Hit that it would suffer each Combat.										

# Minion Traits

These replace all Drone and Companion Perks and Traits in the Core Rule Book, Antagonist Archive 1 and Protagonist Archive 1.

Resources	Requirements	Benefits	Disadvantages
Generous	Not Nephilim	All allied characters and Minions gain +1 Clip to all of their Weapons (does not Stack). Once per session you may Assist another character's Spare Time Roll and it does not cost you a Spare Time Point.	-2 to all Wealth Spare Time Rolls.
Intelligence	Requirements	Benefits	Disadvantages
UNIT Chip		You have a Computer and Long Range Comms (400+km range) in your head (0 space). Hitting with Analyse Action automatically applies Locked On Effect to your Target. You have a Weight 0 Toolbox for all Everyday Skills (+1, does not Stack). All allied Minions and characters with a UNITY Chip gain Lock On +1 (Stacks).	UNITY may read your thoughts and control you. You count as a Robot for Strong Hit: Hack. Must selected at character creation or through Surgery. If you are an NPC you gain 1 extra Trait and -1 Resource.
Reflexes	Requirements	Benefits	
Dexterous	Armour 0-3 or NPC	+1 Physical. All non Minion Weapons have -1 Load (minimum 1) for you.	
Perception	Requirements	Benefits	Disadvantages
Drone-Assisted	Max Per 1	Once per Turn: one of your robotic Minions may perform a free Attack, move or Skill Roll.	Gain a Major Condition or Complication. -2 to all Rolls if you have no Drones or Companions. -2 Defence.
Wealth	Requirements	Benefits	
Hired Help		+1 Hit and Movement, Minions. -1 Cost, Minions.	
Conversation	Requirements	Benefits	
Friendly		Change a Minor Perk: Contact to Moderate Perk: Contact. +1 Hit, Minions. +2 Maximum Influence.	
Leadership	Requirements	Benefits	
Recruiter		+1 Culture. One of your Minions gains +1 Body. A spacecraft with a Wealth, Leadership, Physical or Resolve Dedicated Workshop, that you have spent Influence on: gains +1 Crew (Maximum 5).	
Leadership	Requirements	Benefits	Disadvantages
Ruthless		+1 Resolve. All allied characters and Minions gain +2 End Dmg, all Weapons (does not Stack). Your spacecraft, and all allied spacecraft gain +2 Shield Dmg, all Weapons (does not Stack). Gain +2 Hit and End Dmg vs Bleeding, Prone or Suppressed Targets. Allied player characters may choose to receive no benefits and disadvantages from this Trait (must be declared when Trait is chosen).	Your spacecraft, and all allied characters minions, and spacecraft have -2 Defence (Stacks).
Resolve	Requirements	Benefits	Disadvantages
Loyalty	Max Per 1	Choose a non minion character (PC or NPC) to be loyal to. +1 Psychology. +2 Defence and Hit when in the same Environmental Cover as the character you are Loyal to.	Receive 5 Endurance Damage when the character you are Loyal to is Damaged.
Mechanics	Requirements	Benefits	
Robotics		+1 Engineering and Programming. +1 Body, robotic Minion.	

Electronics	Requirements	Benefits	Disadvantages
Hardware		+1 Programming and Operations. +2 to all non-combat Skill Rolls connected to knowing about or working with computer hardware. +1 Range, Combat Computer and robotic Minions.	
Decentralised CPU	Palantir	+1 Operations. If you have 5 or more Robot Drone Bodies, you gain +2 Intelligence (may go above Maximum).	When any 2 of your Robot Drone Bodies are Destroyed you suffer 1 Damage to a random (1d3+3) Attribute.

Programming	Requirements	Benefits	
Calibrations		+1 Electronics and Operations. +1 Hit, Energy and Prototype. +1 Range, robotic Minions.	
Sync Fire System		+1 Mechanics and Operations. -1 Load (min 1), Minions.	

Bio Tech	Requirements	Benefits	
Flesh Herder		+1 Medicine. +2 to all non-combat Rolls connected to biological drones. +1 Body, non-sentient biological Minion.	

Psychology	Requirements	Benefits	
AI		+1 Conversation, Leadership and Bio Tech. +2 to all non-combat Rolls connected to AI. +1 Hit, non-sentient Minions.	

Planetoids	Requirements	Benefits	
Animal Handler		+1 Survival, and Astronomy. Your Beast Mount Costs 1 fewer Resources (minimum 1). +1 Hit and End Dmg, animal Minions.	

Heavy Arms	Requirements	Benefits	Disadvantages
Unstable Core		+1 Hit, Trap. When one of your Minion Bodies is Destroyed all adjacent characters to that Destroyed Body take 6 Endurance Damage.	-2 Hit, Minion.

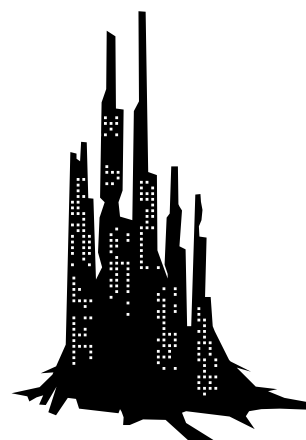
Tactical	Requirements	Benefits	Disadvantages
Fire Platform		Once per Turn, one of your Minions Attacks gains +1d6 Hit.	
Triangulation		All of your Minions gain Lock On +4. Strong Hit: <b>Triangulation</b> (Attack, Hit, Minion) Target character is Locked On.	
Resummon		Strong Hit: <b>Resummon</b> (Analyse, Hit) All of your non-sentient Minions regain 1 Destroyed Body.	-2 Hit, Minion.

Exotic	Requirements	Benefits	
Flesh Foreman	Corporation	+2 Movement, non-sentient biological Minions.	
Flesh Weaver	Nephilim	+1 Armour, biological Minions.	
Loyal Bond	Min Foc 4	+1 Armour, sentient Minions.	
No-One Falls		+2 Hit, Minions. If a Minion would die, you may spend 1 Fate Point to have them miraculously avoid Death.	
Push Forward		Once per Turn when you take a Take Cover Action: all of your Minions may make a free Move.	
Requiem	Secret Kn	+2 Hit, non-sentient biological Minions. Prep, and Take Cover Actions resurrect a destroyed non-sentient biological Minions Body within 10 (it cannot Attack until your next Turn).	












Perk	Description	
Minor Rank	One of your Minions costs you 1 fewer Resource, to a minimum of 1.	
Moderate Rank	Requires Minor Rank, all Minions gain +2 Hit.	
Major Rank	Requires Moderate Rank, all Minions gain +1 Body OR a single Swarm Minion gains +2 Bodies.	

## Colony Population (May Select up to 1 per Attribute)






Population	Requirements	Benefits	Disadvantages
Corporation		Gain and increase the max of your Energy, Industry and Commerce by 1. +1 Spark. All Colony Spare Time Rolls allow you to transport 1 Trade Good to, or from, this Colony.	Expand and Develop reduces your Vegetation max by 1 (down to -4).
Kaltoran	Max Commerce 1.	Gain and increase the max of your Vegetation, Minerals and Military by 1. +1 Food, Ore, Fuel and Tech. Aquatic environments do not penalize this Colony.	
Legion	Max Industry 1.	Gain and increase the max of your Military by 3. Mobilize grants +1 Resource AND Influence every 5th roll (normally only one or the other). Arctic environments do not penalize this Colony.	
Mixed		Gain and increase the max of 2 different Cultural Attributes by 2. You may select Colony Traits with any appropriate Population Requirements (with GM approval).	Most non-ideal environments penalize this Colony unless you spend a Secret Knowledge. The people of this Colony are wrestles unless you spend a Secret Knowledge.
Nephilim		Gain and increase the max of your Innovation and Military by 2. Mutagens may be used in place of any other Produce Trade Good. Poisonous and Toxic environments do not penalize this Colony.	All Prosper Spare Time Rolls cost +1 Mutagen.
Palantor	Max Vegetation 1.	Gain and increase the max of your Ruins and Innovation by 2. Traits cost 3 Influence (normally 5). Robot friendly environments do not penalize this Colony.	All Prosper Spare Time Rolls cost +1 Mystery.
Remnant		Gain and increase the max of 2 different Cultural Attributes by 2. Once per session any character who spends at least 3 days in this Colony gains 1 free Healing Spare Time Roll.	
Twl-Far		Gain and increase the max of your Energy by 3. Once per session you may spend 4 Fuel to relocate this Colony; and gain 6 Food, Ore, Fuel or Tech. +2 Cargo Space. Space environments do not penalize this Colony.	All Traits cost +1 Spark or Mystery. All Environmental Attribute max's start at 1 (Energy is 4), and are not affected by the environment.
Zhou	Max Ruins 1. Max Innovation 1.	Gain and increase the max of your Vegetation and Military by 1. Explore and Mobilize prompts your Vegetation to produce Trade Goods. Only hot environments penalize this Colony.	All Colony Spare Time Rolls cost +2 Food.









## Colony Attribute Traits (May Select up to 1 per Attribute)

Vegetation			
Vegetation	Requirements		Disadvantages
	Benefits		
 Desperate	Kaltoran, Nephilim or Zhou. Max Vegetation 0.	+2 Food. Mobilize produces 2 Food and 1 Mutagen. This Trait costs 0 Trade Goods (normally 1 of each type of Produce).	This Colony has turned to desperate measures for food.
Hydroponics	Min Innovation 3.	+4 Food. This Trait costs 0 Food and Mutagens (normally 1 of each type of Produce).	
 Hunt & Gather	Access to wild flora & fauna. Min Vegetation 3.	+1 Military. Explore produces 2 Food and 1 Mutagen.	
 Farmlands	Access to fertile land. Min Vegetation 4.	+1 Commerce. Work may produce +8 Food for 4 Fuel.	
Bio-Tech Labs	Min Vegetation 5.	+2 Mutagens. +1 Catalyst.	
 Supply Network	Not Zhou. Min Vegetation 6.	Each non-enemy Colony within 1 weeks travel gains and increase their max Vegetation by 2.	
 Abundance	Not Zhou. Min Vegetation 8. Min Commerce 8.	This and each non-enemy Colony within 1 weeks travel gains and increase their max Vegetation and Innovation by 2. 1 Grow or Expand Prosper Roll per session costs no Spare Time Point.	-2 Industry.
Minerals			
Minerals	Requirements		Disadvantages
	Benefits		
 Scavenge	Max Minerals 0.	+1 Ore and Tech. Mobilize produces 2 Food, Ore, Fuel or Tech. This Trait costs 0 Trade Goods (normally 1 of each type of Produce).	This Colony has turned to desperate measures to acquire materials.
Synth-Steel	Corporation. Not Kaltoran.	+4 Ore. +1 Commerce.	Cumulative Commission and Prosper Spare Time Roll penalty increased to -3 (normally -2).
Dig In	Min Minerals 3.	+2 Military. 1 Mobilize Roll per session to defend this Colony costs no Spare Time Point.	
 Mines	Access to minerals. Min Minerals 4.	+2 Ore. Work may produce +8 Ore for 4 Fuel.	
 Exotic Location	Access to an exotic location. Min Minerals 5.	Explore produces 4 Mysteries. This Trait costs 2 of each type of Produce Trade Good (normally 1 of each).	
 Transport Network	Min Minerals 6.	This and each non-enemy Colony within 1 weeks travel gains and increase their max Industry and Commerce by 1.	
Vast Mine Network	Min Minerals 8. Min Industry 8.	+1 Minerals, Energy, Ruins, Industry, Commerce, Innovation and Military. +20 Cargo Space.	-2 Vegetation.
Energy			
Energy	Requirements		Disadvantages
	Benefits		
Simple Living	Max Attribute 2. Max Cargo Space 2. Not Palantor.	This Colony costs -10 Influence.	This Colony makes use of simple technologies.
Batteries		+1 Spark. Fuel & Sparks require no Cargo Space.	
Natural Power	Access to gas, geothermals, solar, etc... Min Energy 3.	+4 Fuel. This Trait costs 0 Fuel and Spark (normally 1 of each type of Produce).	-1 Minerals.
Fuel Depo	Min Energy 4.	All PC spacecraft cost -2 Influence (Stacks up to -4). +1 Commerce & Military.	-1 Vegetation.
Forcefield	Legion, Palantor, Remnant or Twi-Far. Min Energy 5.	This Colony is almost immune to siege attacks. +3 Military. This Trait costs 2 of each type of Produce Trade Good (normally 1 of each).	
 Power Grid	Min Energy 6.	This and each non-enemy Colony within 1 weeks travel gains and increase their max Energy by 2.	
 Unlimited Power	Min Energy 8. Min Innovation 8.	+1 Military. Invest produces 2 of any type of Production Trade Good. 1 Invest or Mobilize Commission Roll per session costs no Spare Time Point.	



	Ruins	Requirements	Benefits	Disadvantages
	Piracy	Max Commerce 1.	Mobilize produces 1d6-1 Food, Ore, Fuel or Tech.	This Colony has turned to aggressive measures to acquire materials. -2 Ruins and Industry.
	Explorers		+1 Tech. Explore produces 1 of any type of Production Trade Good.	
	Battleground	Access to appropriate Ruins. Min Ruins 3.	+1 Military. +1 Fuel & Tech.	
	Megacity	Access to appropriate Ruins. Min Ruins 4.	+4 Ore. +1 Tech.	
	Xion	Access to appropriate Ruins. Min Ruins 5.	+2 Mutagens. 1 Grow Prosper Roll per session costs no Spare Time Point.	This colony may fall victim to strange and unusual technologies.
	Archon	Access to appropriate Ruins. Min Ruins 6.	+2 Spark. 1 Expand Prosper Roll per session costs no Spare Time Point.	This colony may fall victim to strange and unusual technologies.
	Human/Alien	Access to appropriate Ruins. Min Ruins 8. Min Innovation 8.	+1 Energy. Explore produces 2 of any type of Production Trade Good. 2 of this Colonies Attributes may have up to 2 Traits (normally 1).	This colony may fall victim to strange and unusual technologies.

	Industry	Requirements	Benefits	Disadvantages
	Slavery	Corporation, Nephilim, Remnant or Zhou. Min Military 3.	+2 Ore. Work produce +4 Fuel. This Trait costs 4 Food Trade Goods (normally 1 of each type of Produce).	-2 Commerce.
	Warehouses		This Colony gains +1 Industry or Commerce per 6 Cargo Space (Stacks up to +2).	
	Factories	Min Industry 3.	+2 Ore. Work produces +2 Ore, Fuel or Tech.	-1 Vegetation.
	Repair Depos	Min Industry 4.	+2 Fuel. Once per session any spacecraft that spends at least 1 week at this Colony gains 1 free Repair Spare Time Roll.	
	High Wages	Not Corporation. Min Industry 5.	+1 Innovation. Commission and Prosper do not suffer any Cumulative penalties.	-2 Commerce.
	Trade Network	Min Industry 6.	This and each non-enemy Colony within 1 weeks travel gains and increase their max Industry and Commerce by 1.	
	Automated	Min Energy 8. Min Industry 8.	Work produces +2 Cargo Space. 1 Work Commission Roll per session costs no Spare Time Point. 1 Build or Develop Prosper Roll per session costs no Spare Time Point.	

	Commerce	Requirements	Benefits	Disadvantages
	Barter	Not Corporation. Max Commerce 2.	Three times per session you may exchange 1 Trade Good for any other Trade Good.	-1 Industry & Innovation.
	Trade Hub		+1 Food. Invest produces 1 of any type of Production Trade Good.	
	Importer	Min Commerce 3.	+1 Commerce. This Colony gains +1 Attribute point for each non-enemy Colony within 1 weeks travel (up to +4).	
	Tourism	Access to appropriate environment. Min Commerce 4.	+2 Commerce. Invest produces 1 of any type of Production Trade Good.	-2 Industry.
	Exporter	Min Commerce 5.	This and each non-enemy Colony within 1 weeks travel gains and increase any single Attribute by 2.	
	Space Elevator	Min Commerce 6. Min Innovation 4	+1 Commerce. This Colony and a Colony in space are connected to each other, and each gains +1 max to all Attributes.	-1 Energy.
	Train Network	Min Industry 8. Min Commerce 8.	Invest produces 2 of any type of Production Trade Good. This Colony has a wide reaching train network. This and each non-enemy Colony within 1 weeks travel gains and increase their max Commerce by 2.	



Innovation	Requirements	Benefits	Disadvantages
Bureaucracy	Not Nephilim or Kaltoran.	+1 Military. 1 Colony Spare Time Roll per session costs no Spare Time Point. This Trait costs 0 Trade Goods (normally 1 of each type of Produce).	This Colony has a large government. All Colony Spare Time Rolls cost +10 of any Production Trade Good.
At any Cost	Not Twi-Far.	1 Invest, Expand or Develop Roll per session costs no Spare Time Point.	This Colony has turned to desperate measures to acquire new technologies. -2 Food, Ore, Fuel and Tech.
Artistic	Min Innovation 3.	Gain and increase the max of your Commerce and Innovation by 2.	Lose and reduce the max of your Industry and Military by 2.
Practical	Min Innovation 4.	+1 Food and Ore. Work produces 1 of any type of Production Trade Good.	
Educated	Min Innovation 5.	+1 Catalyst. +2 Mystery.	
Com Network	Min Innovation 6.	This and each non-enemy Colony within 1 weeks travel gains and increase their max Innovation and Military by 1.	
Utopia	Not Nephilim or Zhou. Min Attribute 7.	+1 Mystery. This and each non-enemy Colony within 1 weeks travel gains and increase the max of all of their Attributes by 1.	



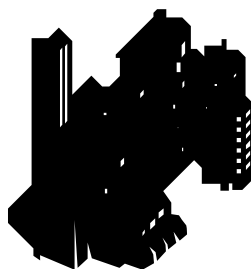
Military	Requirements	Benefits	Disadvantages
Weak	Not Legion, Nephilim or Zhou. Max Military 0.	All Colony Spare Time Rolls allow you to transport 1 Trade Good to, or from, this Colony.	This Colony struggles to fight.
Militia		This Colony has a moderately sized army. Gain and increase the max of your Military by 2.	
Raiders	Min Military 3.	Mobilize produces 2 of any type of Production Trade Good.	This Colony likes to attack nearby Colonies. -2 Commerce and Innovation.
Tyranny	Min Military 4.	This Colony gains +1 Attribute point for each Colony within 2 weeks travel (up to +6).	Colonies within 2 weeks travel suffer -1 to all Production Trade Goods.
Standing Army	Min Military 5.	This Colony has a large army. 1 Mobilize Commission Roll per session cost no Spare Time Point.	-2 Food, Ore, Fuel and Tech.
Fortress	Min Military 6.	This Colony has very powerful defences. 1 Build Prosper Roll per session cost no Spare Time Point.	
Super Power	Not Twi-Far. Min Military 8. Min Industry 8. *	This Colony has a very powerful and large army. This Colony dictates the political tone of all Colonies within 2 weeks travel with less than 8 Military. 2 Mobilize Commission Rolls per session cost no Spare Time Point.	*No Colony within 2 weeks travel of this Colony with this Trait.



## Example Buildings

The Buildings listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Buildings	Description	Trade Good Cost	Cost
Small (Apartment, Cottage, Studio)			Build
Modest (House, Lab, Shed)			Build
Large (Mansion, Farm, Factory)	-1 to all Wealth Spare Time Rolls.	2 Tech	2 Builds
Large & Complex (Fortress, Skyscraper)	-4 to all Wealth Spare Time Rolls (may be split across all multiple characters).	6 Tech	6 Builds
Aesthetic Renovations (Art, Gardens)	Your building looks impressive.		Build
Minor Renovations (Rooms)	Your building has some extra space.		Build
Major Renovations (Floors, Wings)	Your building is spacious.	1 Tech	Build
Exotic Renovations	Your building has facilities designed for a very specific and unusual purpose.	1 Mystery	Build
Common Defence (Cameras, Locks)	Your building has a specific type of defence.		Build
Specialized Defence (Shield, Turrets)	Your building has a specific type of strong military defence. -1 to all Wealth Spare Time Rolls.	2 Fuel, 2 Tech	Build
Simple Robot Staff (Flesh, Drones)	Your staff will care for your building in your absence.	2 Tech	Build
Advanced Robot Staff (Complex Drones)	Your staff will care for your building in your absence. -1 to all Wealth Spare Time Rolls.	4 Tech	16t
Hire Staff (Servants, Labourers)	Your staff will care for your building in your absence. -1 to all Wealth Spare Time Rolls.	2 Food	12t
Hire Expert Staff (Guards, Managers)	Your staff will care for your building in your absence. -2 to all Wealth Spare Time Rolls (may be split across all multiple characters).	2 Food	16t
Business	+1 Cargo Space, Reduce all Wealth Spare Time Roll penalties from Buildings by 1 (Stacks).	4 Fuel	Build
Advanced Business (Complex Tech, Business Chain)	Reduce all Wealth Spare Time Roll penalties from Buildings by 3 (Stacks).	2 Catalyst, 2 Sparks	2 Builds
Charity/Civil Service (Church, Fire Brigade, Free Clinic)	+2 Max Influence (Stacks). -1 to all Wealth Spare Time Rolls.	4 Food	Build
Workbench	Required for some skills.		10t
Workshop	Choose 1 Trained Primary Skill, also counts as Workbench, required for some skills.	1 Cargo Space	14t
Dedicated Workshop	+2 to a single Trained Primary Skill (does not Stack), also counts as a Workbench and Workshop, required for some skills.	4 Cargo Space	16t



## Example Misc Items

The items listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Everyday Skill, Misc Items	Weight	Description	Cost
Inside Meta Data	0	1 Use, *Requires a Computer, +2 bonus to a failed Trade Good Skill Roll (Stacks up to +4).	14t
Kaltoran IOU Note	0	1 Use, Gain 1d3-1 Trade Boxes from the family noted on the IOU Note OR gain +2 to a failed Wealth Skill Roll (Stacks).	Loot
Rigged Digi Cards	1	+1 Wealth Description Bonus to card-based gambling Skill Rolls, No re-rolls allowed, Failure = angry NPCs.	14t
Voice Box 'Charm 6000' Implant	0	Counts as a Conversation Toolbox (+1 Conversation (Does not Stack)) and allows you to change the sound of your voice.	18t
Flat Face Cream	1	Stim, 1 Use, Apply to face: Avoid showing emotion for 2 hours.	10t
Kalt-Ear Box	1	May use a Conversation Skill Roll to hear faint conversations through objects.	14t
C.U.R.E 'Confidence Capsules'	0	Stim, 3 Uses, Swallow: Gain +1 to a Leadership Skill Roll and gain awkward side effects in 1 hour (Does not Stack).	10t
Hijack_7628J Com Mod	1	1 Use, May project your voice into all nearby Comms (ally and friend) for 3 minutes and gain +1 Leadership (Stacks).	14t
Legion 'Dominant' Helm	1	Counts as a Leadership Toolbox (+1 Leadership (Does not Stack)) and allows you to project your voice.	14t
Octanto 'Etiquette' Chip Implant	0	Counts as a Culture Toolbox (+1 Culture (Does not Stack)) and allows your body to subconsciously follow minor etiquettes.	18t
Languages of Haven Holo Book	1	You are able to use common phrases from any commonly spoken or written Haven language.	Skill Roll
Holo Suit	1	May use a Culture Skill Roll to alter the colour and patterning of your clothes.	12t
Muscular 'Titan Boost' Implants	1	1 Use per day: May use a Physical Skill Roll to carry/lift very heavy objects (ie: a car) outside of combat.	16t
Mag-Lock Cuffs	1	Restrains 2 limbs of a captured character with 4 or less Strength.	
DASH Pills	0	Stim, 4 Uses, Eat: Full Move and Charge grant +1 Movement for 12 hours and you cant sleep (Stacks up to four times).	14t
Brain Rod Implant	1	4 Uses, +1 to a failed Resolve Skill Roll (Stacks up to +4).	12t
'Bold Toff' Coffee	1	Stim, 3 Uses, Drink: Gain +5 Max Endurance and +1 to all Resolve Skill Rolls for 1 hour (Does not Stack).	12t
Precious Photo of a Lost Loved One	0	Counts as a Resolve Toolbox and you gain 1d3 Fate points if it is ever forcefully taken from you.	Loot
Binoculars	1	May use a Awareness Skill Roll to see over long distances.	Skill Roll
Octanto 'Cyber Blade 2' Contact Lense	0	Counts as an Awareness Toolbox (+1 Awareness (Does not Stack)) and secretly links a computer screen to your eye.	18t
Octanto 'Cyber Groove' Shades	0	Counts as an Awareness and Programming Toolbox (+1 (Does not Stack)).	2x 18t
Clear Water Kit	0	May use a Survival Skill Roll to purify liquids.	10t
Synth Steel Wire	0	1 Use, A small metal ball with a button: when clicked this ball turns into a long metal rope.	6t
Grondaril Worm	1	Stim, 1 Use, Eat: Gain +2 Combat Order and nourishment for 2 days (Does not Stack).	10t

Professional Skill, Misc Items	Weight	Description	Cost
Box of Quality Spare Parts, Mechanics	2	1 Use, +1 Description bonus to a failed Mechanics Skill Roll (Stacks up to +2).	12t
Extensive Structure Scanner	1	May use a Mechanics Skill Roll to quickly create a blueprint of a structure.	14t
Super Sealer Kit	1	May use a Mechanics Skill Roll to quickly make very basic repairs (ie: seal a hole, weld two objects together).	12t
Box of Quality Spare Parts, Electronics	1	1 Use, +1 Description bonus to a failed Electronics Skill Roll (Stacks up to +2).	14t
Power Fence Rods	2	10 Uses, You may use an Electronics Skill Roll to setup a protective fence that will last for 12 hours.	12t
Shock Trap Kit	1	May use an Electronics Skill Roll to quickly create traps near power sources.	12t
Orma Tech 'Get Wired' Implant	0	Counts as an Programming Toolbox (+1 Programming (Does not Stack)) and a short range Comm.	18t
Tendrill Pulse Beacon	1	May use a Programming Skill Roll to jam all communication devices in a small area.	14t
Unprogrammed Synth Steel Block	1	May use a Programming Skill Roll to quickly create a basic metal object.	10t
FLESH Mask	2	4 Uses, May use a Bio Tech Skill Roll to create a living face mask of another character (requires a DNA sample).	14t
F.R.E.S.H Scanner	1	May use a Bio Tech Skill Roll to scan food and liquids for contaminants.	Skill Roll
Good Night Vile	0	Stim, 1 Use, May use a Bio Tech Skill to make a person appear dead for up to 1 day.	12t
Bio Weave Jacket	1	You die when one of your Attributes reaches -6 (normally -5) (-1 if you're an NPC (normally -0)).	12t
FLESH Kit	2	May use a Medicine Skill Roll to replace a lost limb with a poor quality FLESH limb or organ.	12t
Med 'Jazy' Cocktail	1	Stim, 1 Use: Gain +2 Defence and Hit for 1 hour OR until you take damage (Does not Stack).	12t
Brain Stitch Impant	0	May use a Psychology Skill Roll to alter your own memories.	16t
Mind Tap Coils	1	May use a Psychology Skill Roll to extract random memories from a dead Kaltoran or Emissary Nephilim or FLESH.	18t
Psychometricon Scanner	1	Setup 4, Pull Down 2, +2 Description Bonus to all Psychology Rolls to know if a non-Nephilim non-Zhou is lying.	12t
Accurate Ley Energy Map Flow Data	0	1 Use, May use an Astronomy Skill Roll to increase a Spacecraft's non-Combat travel speed by 2d6 x10% (Does not Stack).	12t
Canister of Refined Ley Energy	2	1 Use, All Psionics in the area gain Strong Hit +1 for 1 Combat or 5 minutes (Does not Stack)	16t
Charged Ley Pod	1	1 Use, Your ship gains 1 free Combat Jump success (Does not Stack).	14t
Biom Scanner Mk2	1	3 Uses, May use a Planetoids Skill Roll to map the surrounding area.	10t
Life Umbrella	3	May use a Planetoids Skill Roll to create a large stationary area of breathable atmosphere.	14t
Rachel Swagger's Guide to Mishpacha	2	+1 Description bonus to identify flora and fauna and safe paths on Mishpacha (Does not Stack).	12t