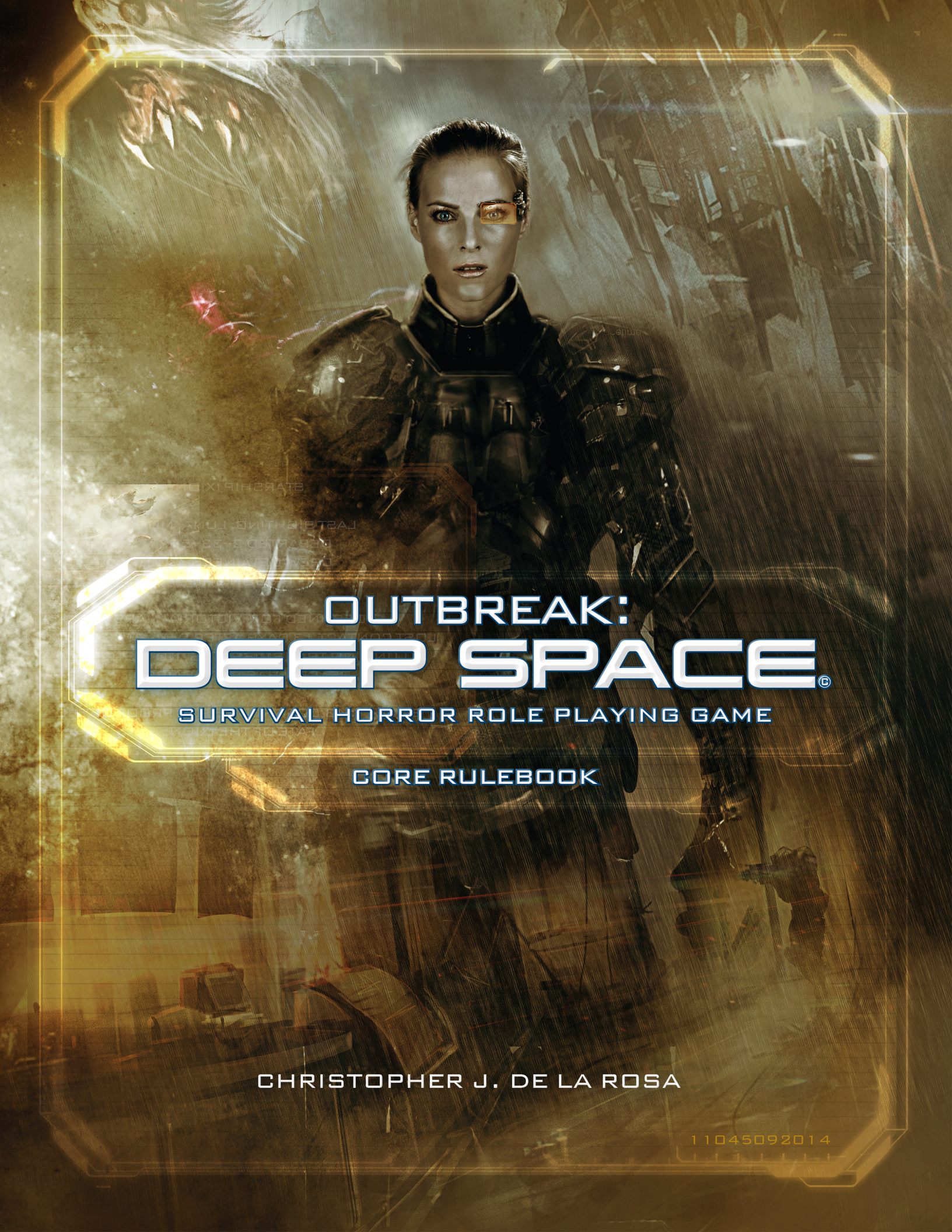

OUTBREAK:
DEEP SPACE©
SURVIVAL HORROR ROLE PLAYING GAME
CORE RULEBOOK
CHRISTOPHER J. DE LA ROSA
11045092014



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Special Thanks to
Lorena De La Rosa, Tinti Dey, Mason McDaniel, Alex Flagg, Patrick Kapera

Published by Hunters Books & Apparel

Website: www.outbreakundead.com
www.outbreakdeepspace.com
Email: info@huntersbooks.com

10 9 8 7 6 5 4 3 2 1

Printed in Canada
First edition, August 2014
Digital Edition 2.0

Hardcover ISBN: 978-0-9833179-7-5

OUTBREAK:
DEEP SPACE©

BY CHRISTOPHER J. DE LA ROSA

HUNTERS

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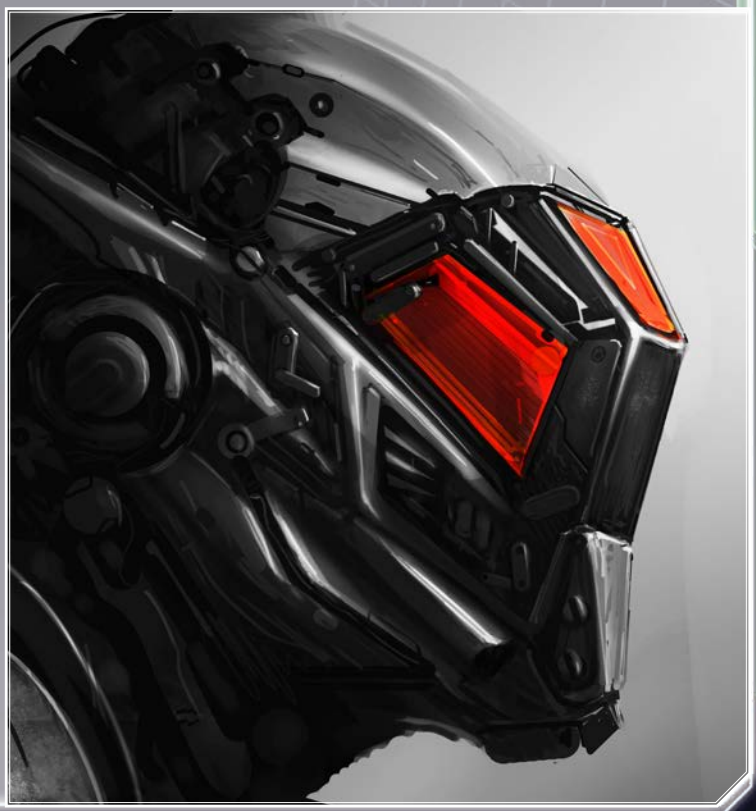
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CHAPTER 1
TERROR IN DEEP SPACE



BIOMETRIC SCANNING COMPLETE...
USER NOT RECOGNIZED
TEMPORARY PASSWORD: **** *** ***
VERIFIED NEW USER

ACCESS GRANTED!

Hello, new user! Welcome to THE DATASLATE. Please select the desired directory for more infomation!

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TERROR IN DEEP SPACE

The unknown depths of space have long held our imaginations captive. From our humble stargazing roots, mapping constellations and discovering planets, we have a continued desire to seek what lies at the edge of our perception. What we have been unable to understand, we have filled in with myth and volumes of science fiction. The comparison of deep space to our own oceans on Earth (despite the obvious disparity in scale) is still remarkably true in regards to how we have historically believed, and what has been scientifically documented. The ocean is home to a world that sometimes scarcely knows the light of our own sun and is inhabited by monsters that until recently were chalked up to being nothing more than the ramblings of superstitious sailors, but later found to be grounded in reality. While there is tremendous wonder to be found in our ocean depths, there is also great danger.

The oceans and space are environments utterly inhospitable to our kind. Our every effort to explore the ocean depths and the reaches of space are met with the immutable reality that we are not meant to exist there. The nature of the environment itself would quickly drown us and crush us with pressure. In space, the vacuum would suck the life from us, to have our very breath spread across an endless void. It is a terrifying prospect, but our ambition is one of humanity's greatest drives. It is a safe assumption that, with the required increase in technology, these extreme environments will become host to a new generation of pioneers, continually expanding our understanding of space and perhaps redefining our understanding of life and death itself.

BREAKING THE IMMUTABLE LAWS OF ZOMBIES

In a similar fashion to our approach to zombies in *Outbreak: Undead*, we are challenged with a multitude of different lores and schools of thought in regards to alien life. For this reason, we have the same attitude towards reconciling the disparaging elements that differentiate one from the other: that is to say, we aren't even going to try to do it. In reconciling the differences, instead of coming up with one homogeneous lore, we would create instead a third, separate lore which would have failed in trying to marry the two (or more).

This was the reason why the zombies of *Outbreak: Undead* were subject to a fairly strict code of "Laws" divided into the 'mutable' and 'immutable' instead of us just dictating what exactly zombies are and what they are capable of doing. If this book proves anything, it will be the vindication as to why we considered 'is a native organism of Earth' to be an immutable law in regards to zombies. This is why such a simple but important law can drastically alter not only the landscape of an outbreak scenario, but the consequences and the very nature of the outbreak itself, as breaking it required the writing of this book in order to accommodate such a reality in your game.

NAVIGATING THE OUTBREAK: DEEP SPACE DATASLATE

Most of the information will be presented in this way: plain text that indicates rules or descriptions. There will also be a number of special dataslate screens that are color coded for ease of reference.

GREEN DATASLATE SCREENS

Green dataslate screens indicate formulas or game notes that are used directly for gameplay.

BLUE DATASLATE SCREENS

Blue dataslate screens are used to present peripheral information or helpful notes or references from existing scientific research or relevant science fiction sources.

ORANGE DATASLATE SCREENS

Orange dataslate screens indicate information that is not common knowledge to players and that a GM must disseminate such information carefully, if at all.

RED DATASLATE SCREENS

Red dataslate screens indicate information that should only be known to the GM.

WHAT YOU NEED TO PLAY

- At least one set of d100 using two ten sided dice (d10s), one to represent the "Tens" digit and the other to represent the "Ones" digit. These are the most commonly rolled dice.
  Used for: Skill Checks, Save Throws

- Multiple six-sided dice, or d6. It helps to have them in multiple colors, as you often roll lots of dice together as a pool to save time.
  Used for: Difficulty, Damage, Speed

- Beads, Counters or tokens
  Used for: Tracking Depletion, Initiative, etc

- 1-4 other players
  Used for: friendship, bait

- Scratch notecards and pens or pencils
  Used for: writing...

- Character sheets
  Used for: Referencing important information about your character.

Maps, miniatures and other game aides are helpful, but not entirely necessary.

D100 RESULT EXAMPLES

tens die	ones die	
10	1	10 and 1 is 11
60	3	60 and 3 is 63
00	0	00 and 0 is 100
00	1	00 and 1 is 1

GAMEPLAY OVERVIEW

Characters in *Outbreak: Deep Space* are toiling against incredible odds, and are capable of many deeds of great bravery and valor, but they are also limited in many ways. What a player wants a character to do and what a character may be able to do are very different things. This may be somewhat of an eye-opener in regards to characters based on players, but it remains true. What a player is capable of doing is formulating and executing strategy which is what this game is designed for. The way characters formulate and execute strategy is by accumulating and spending Survival Points (SP) and avoid accumulating Risk. A high Risk will often provoke more dangerous Encounters and greater challenges. A character's success or failure is determined by making 'checks'.

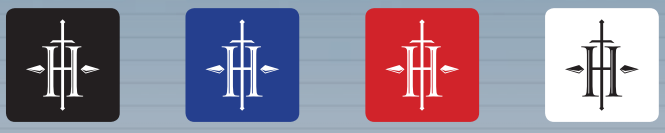
Making Checks

Outbreak: Deep Space uses a percentile system, which means the chance of success ranges typically from 100% (automatic success) to 1% (virtually no chance of success). This is determined by the rolling of 'percentile dice' which are referred to either as 'd100' or 'd%'. The chance of success is determined by the character's skill and the quality of their equipment, or in the case of Gamemasters, the perceptiveness and ability of the character's opponents. To succeed, the d% must be roll equal to or under the the set percentage chance.

OPTIONAL PERIPHERAL GAME AIDES

Outbreak: Deep Space players and GMs can utilize multiple helpful game aides from Hunters Books, however there is nothing so special about these that ordinary 6-sided dice and index cards can't be used in their place.

D5! The various colors of d5! can help a player roll multiple dice at once. The 6 face is replaced with a easily distinguished logo which can indicate the triggering of various effects.



BLACK Difficulty Dice | **BLUE** Speed Dice | **RED** Damage Dice | **WHITE** Depletion Dice

Reference Cards Various cards can allow a player and GM to quickly reference Abilities, Descriptors, Injuries and Hazards. This is especially useful for Descriptors, which can change from encounter to encounter.

REFERENCE CARDS



Degrees of Success and Degrees of Failure

Most successes or failures in a check will be enough to determine what happens. Each 'Degree' is a full (10) Ten result higher or lower than the target percentage value. For DoF (Degrees of Failures) it is a full ten (10) lower than the target percentage. For DoS (Degress of Success) it is a full ten (10) higher. The effects, if any, these degrees have will be listed in the descriptions of the checks themselves.

Example: If the target percentage chance is to roll is equal to or under 55, then a result of 45 or less would be 1 DoS because it is ten lower than the required percentage chance. A result of 35 or lower would be 2 DoS and so on. Conversely, a result of 65 or more would be 1 DoF because it's a full ten higher than theœ required percentage chance, a result of 75 would be 2 DoF and so on.

Opposed Checks and Degrees of Difference

Sometimes checks are made against the ability of an opponent. These are called 'Opposed Checks'. The opponents choose which checks to make against each other, the character getting the most number of Degrees of Success in a check wins by a number of DoS equal to the difference between the DoS of the victor and their opponent. Degrees of Failure factor in positively towards the number of DoS in their opponent's check. This could potentially result in enormous DoS results for a victor, so only checks that are subject to Degrees of Difference will factor in the DoF of the opposed check's loser.

Optional Rule - d5!, d6!

If there is anything that requires the roll of a d6, it is possible to instead roll a "d5!". On a d5, the 6 face is ignored, treated as a 5 with an additional re-roll or some other additional penalty or benefit. Such entries will be listed as "d5! - special rule" that will indicate what, if any possible outcomes could result by the rolling of the 6 face. The most common uses of this will be Difficulty and Damage dice. An entry of d6! means a d5! or nomal d6 can be used.

Difficulty

Most checks are more difficult than simply testing against the character's ability. Any check that has 'Difficulty' associated with it is less likely to succeed. Each point of Difficulty added to a check will force whoever is making the check to roll a 'Difficulty Die'. A Difficulty Die is a d6 that can be treated in a few different ways depending upon the kind of check being made:

Difficulty Dice Uses - (d5!)

Challenging

A check will add the Difficulty Die result to a character's check, making it less likely to succeed. In this case, only the results 1-5 are counted. A roll of [H] is discounted entirely or is used for the other Difficulty options listed here.

Mishap

A character will roll Difficulty Dice as per 'Challenging', but a character will not ignore [H] results. Instead, a character will have an automatic DoF in whatever check they are attempting for every [H] rolled.

Risk

A character will roll Difficulty Dice as per 'Challenging', but a character will not ignore [H] results. Instead, each 6 will add 1 Risk per Outbreak Level to a GM's Risk pool. This will always be the case if a character is attempting a 'Risky Action', although a GM can decide to add the other options for 6 results should they see fit.

Auto Fail

A particularly harsh adaptation will require a character to roll Difficulty Dice as per 'Challenging' but if any die has a [H] result, the check automatically is considered a failed check. If it's an opposed check or any check that factors in Degrees of Success or Degrees of Failure, then you can apply the 'Mishap' result instead.

Stagger

A character can treat any [H] result as a Stagger towards their next action.

Headshots and Catastrophes

A character's check can also turn up surprising results of remarkable success or dismal failure. Depending on the action attempted, these can literally be the difference of life or death.

Headshots

A 'Headshot' is any check with a result of 5 DoS or more. They will either grant a remarkable situation-specific success (as determined by the GM) or will earn a character 1 or more SP.

Catastrophe

A character that attempts an action and fails by 5 DoF or more will count as a 'Catastrophe', which will mean the

character not only failed, but failed miserably. Depending upon the action, the character will have a situation-specific failure (as determined by the GM) or will prevent any further attempts at the check, should they normally be allowed multiple attempts.

It should be noted that not all actions are subject to Catastrophe results, even if the prerequisite 5 DoF or more is met. Situation specific failures can come in a wide variety of forms in the world of Sci-fi Survival Horror. It can be slipping on unnamed viscous goo as a player is retreating; or while firing a weapon malfunctions, or environmental hazards (hot steam pipe bursting) will cause a major hindrance on players.

Headshot and Catastrophe Thresholds

A character may have an altered amount of DoS or DoF necessary to trigger Headshot or Catastrophe results. These can come from gear, Hazards or any number of special events. If something alters the Headshot or Catastrophe 'Threshold' then it is more or less likely to trigger those events by the amount indicated. So a piece of gear that alters Headshot Threshold by +1 will lower the amount of DoS needed to trigger a Headshot from 5 DoS to 4 DoS. Likewise, a Hazard that alters Catastrophe Threshold by +1 will lower the amount of DoF needed to trigger a Catastrophe from 5 DoF to 4 DoF.

If there exists a 'Threshold Modifier', then it will increase or decrease all thresholds by the amount indicated, effectively shifting the normal 10 DoD window between Threshold and Catastrophe. For instance, a "Threshold Modifier: -1" means that it's a negative shift, making a new HT: 6 and the CT: 4

Most of the time, these modifiers will come from gear a character decides to use. The more dangerous and improvised equipment a character decides to use, the lower the Catastrophe Threshold will be. Likewise, the more well-made and efficient Gear is, the lower the Headshot Threshold window will be.

Complex Thresholds

Occasionally, the combination of gear, Abilities, Hazards and whatnot will have competing alterations to the Headshot/Catastrophe Thresholds. If there is such an interaction, it is entirely possible that the difference between a Headshot and a Catastrophe may be more or less than 10 DoD as a result.

Factor such interactions as follows when making checks:
Determine the Threshold Modifier, adding and subtracting them to each other appropriately. i.e. Threshold Modifiers: +2, -1 and +3 will combine to be a shift of "Threshold Modifier: +4"
Determine any Headshot or Catastrophe Threshold modifiers that may be factored separately.

Threshold Modifiers in general are very rare, so this sort of interaction is unlikely to occur, but a GM could instrument events that give significant alterations to such values, so this framework can still be helpful.

Static Thresholds

Sometimes, instead of altering the Threshold, an action or check will have its own Threshold. For instance, a "Catastrophe Threshold: 6" will require 6 DoF in order to trigger a Catastrophe. These are typically for checks a GM makes, as characters have multiple means of altering Thresholds to make this rule more or less irrelevant to them.

Checks With More Than 100% Chance of Success

It's entirely possible that a character may be able to get over a 100% chance of success when using kits with enough Multipliers and with enough innate ability. If any check has over a 100% chance of success, a character does not automatically pass. A character must still make a skill check without any bonuses provided by gear or Abilities. Once this check is made, a character has one of three options:

1. Accept the result of the check.
2. Ignore the result of the check and instead count it as successful by 1 DoS per full 10 over 100% in the percentage chance, but spend 1 extra SP by doing so.
3. Allow a re-roll with a percentage chance equal to (the full check's percentage chance - 100), but spend an extra SP by doing so.

Encounters

A character interacts with their environment, friends and foes during 'Encounters'. What characters may find during an 'Encounter' is determined by an 'Encounter Check', frequently abbreviated E%. This results of this check are based on its Degrees of Success or Degrees of Failure by consulting an 'Encounter Chart'. This check is made by the GM, and as a result, Degrees of Success are counted in the favor of the GM and often result in Hazards or other dangers for the characters. Degrees of Failure factor in favor of the characters. The baseline percentage chance of an E% is determined by multiple factors, but mostly by the Outbreak Level and the Perception Level of the opponents deemed 'Standard' for the Outbreak Scenario. 'Templates'

and 'Unique' Encounters can result from certain results on an E% or by a GM playing 'Hazards' against characters. Having survived the challenge presented in an 'Encounter' a small amount of Scenario Points is sometimes rewarded among other potential benefits.

An Encounter Check (E%) can be made under the following conditions:

- Once per period of Time
- Immediately after an Encounter is 'Fled' from
- If a Hazard is in play that allows an E% to be made under other, specific circumstances as indicated in the Hazard's entry
- When a new location is entered
- At the beginning of each new Round (24 Moments) during an existing Encounter with 'Hordes'
- Whenever the GM deems it appropriate according to the narrative of the Outbreak Scenario
- After characters declare a 'Formation' or 'Tactic'

ENCOUNTER SEQUENCE

After an Encounter check is made, a GM applies the results as follows:

Any Degrees of Failure (DoF) are rolled...

If the DoF resulted in an Encounter with Opponents or The Living (any thinking, feeling opponent that can possibly be helpful or friendly in some fashion), then run the Encounter accordingly. Otherwise if no opponents or interactions with The Living are on the Encounter Chart, players can continue with their intended actions as normal. If they were using a 'Tactic' then they can apply the 'Benefits' from it, based on the DoF rolled..

Any Degrees of Success (DoS) are rolled...

A GM can immediately deploy any opponents allowed by the E% Table. These opponents are nearly always hostile (hence being referred to as 'opponents'). The opponents deployed can alter the characters' response options, but generally they are as follows:

Engage

The characters proceed with the Encounter, following the Turn Sequence normally.

Hide

The characters can make a 'Hide' check to avoid the opponents deployed in the Encounter. Depending upon the opponents' Perception, character Abilities and gear can alter this check. This can be also be altered by an opponent's DoS in a 'Spot' check.

Diplomacy

If the opponent is capable of thought, they can (in theory) be dealt with using diplomatic means. Characters can attempt a form of 'Diplomacy' of their choosing in order to interact with what is deployed in the Encounter. Note that this can be the case even if the E% results in DoF. Many times, neutral or friendly parties or individuals are encountered that interact with the player characters by means of 'Diplomacy' checks.

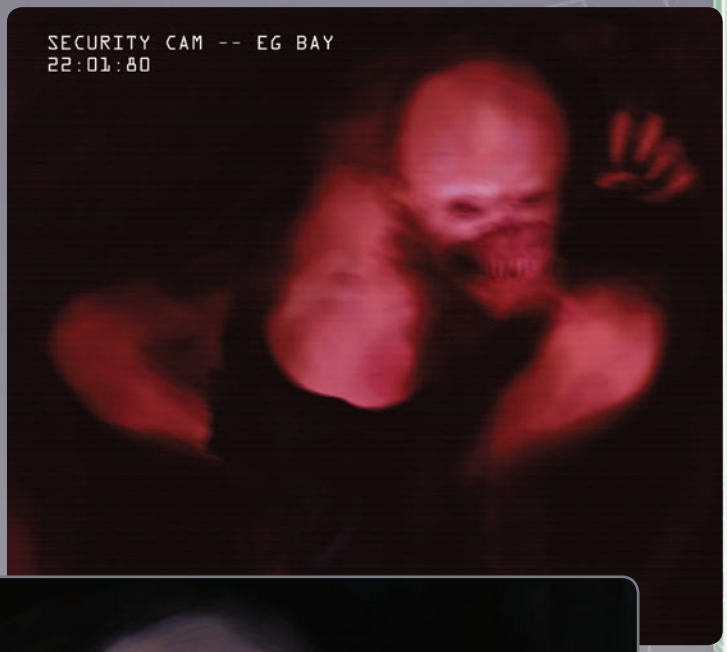


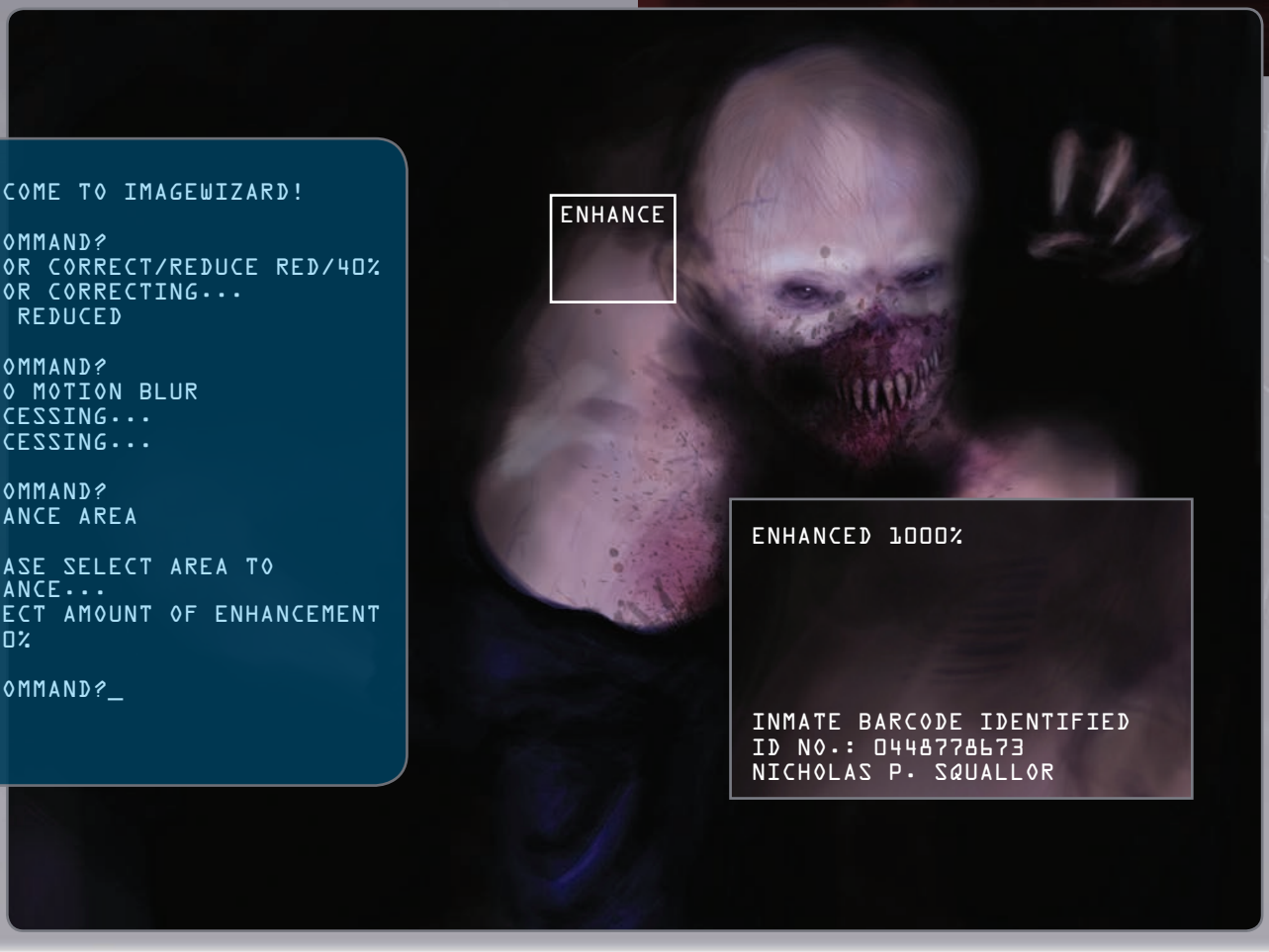
TIME

The majority of a character's time is not spent during Encounters, but during long periods of "Time". A period of Time can vary from 5 minutes to 45 minutes, however long it can take for a situation to change. It is very flexible. In cramped ship corridors, it can be a matter of a few minutes, but on traversing a planet surface, it can be upwards of an hour or even longer.

This is done so that players are not sweating over the details of how long it takes to do something. For all intents and purposes, the players should not feel any different about playing their games where their characters are carefully searching a location or traversing a perilous alien jungle, such spans of Time are relative. That is to say, a character should not feel as if they are on a long road trip because the GM feels that Time is a static value when it really is not.

Many events and many Missions are contingent upon the passage of certain amount of Time. For instance, an Encounter check is generally made once per period of Time. Also, a mission where characters have to extract some stranded survivors may have a Time constraint before they begin to succumb to the elements or predation by some alien monster. Aside from having Encounter Checks be the milestones that a GM can use to mark the passage of Time (as it relates to the game session), it can be modified at GM discretion if they feel that some other measure of the passage of Time is better representative of the reality of the situation they are trying to create with their session.







CHAPTER 2
CHARACTER CREATION



PLEASE CREATE NEW USER PROFILE

In order to continue navigating THE DATASLATE, it is recommend you fill out your user profile information. Please take the S.P.E.W. - A.I., or "Strength, Perception, Empathy, Willpower Assessment Inventory for full access to your new account.

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Creating Characters

The SPEW-AI helps generate dynamic characters with highly customizable range of abilities.

It is helpful to have a character sheet printed out and handy while referencing this material.

Character Creation

Character creation follows these steps:

1. Generate SPEW attributes by point distribution *(see table for skews of character ability)* or by taking the SPEW-AI, found at outbreakdeepspace.com if you are creating yourself as a character.
2. Pick Abilities based on the character's SPEW attributes and determine Descriptors.
3. Choose a Motivation
4. Select Disadvantages for additional Descriptors and coping mechanisms, but with some penalty.
5. Determine Skills based on SPEW Attributes and selected abilities.
6. Choose Paradigm(s)

core SPEW-AI attributes

The veteran players of *Outbreak: Undead* will be pleased to know that SPEW-AI Attributes are determined in the same fashion as in First Edition. What is different is how those four core attributes are used. *Outbreak: Deep Space* features a much more dynamic use of those Attributes that players have become familiar with.

When characters make checks, they use the most appropriate core SPEW Attribute and add the bonus (tens digit) of a supporting, secondary SPEW Attribute. The Secondary Attribute will vary from check to check and will be gone over in the 'Skills' section *(see pg. 72)*.

Players will find that an abbreviation of the SPEW statistics will be commonplace, for instance S = Strength, P = Perception, E = Empathy and W = Willpower. In addition to this, the bonus will be listed as such: (S_B) = Strength Bonus, (P_B) = Perception Bonus, (E_B) = Empathy Bonus and (W_B) = Willpower Bonus. A character need not invent skills, many of them are provided and are easily referenced on a character sheet as to what Primary and supporting Secondary SPEW Attribute are used to make the check. Although if players can justify their own experience in a specific field, they can take advances to skills by spending Gestalt Dice, even going as far as to invent new skills if the template ones provided are insufficient to describe a character's ability. This will be gone over in the 'Gestalt Dice' section *(see pg. 23)*.

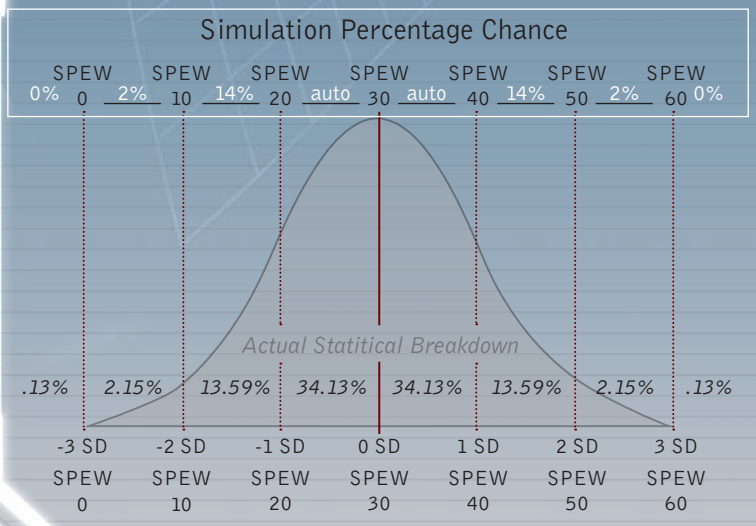
S.P.E.W. Operational Definitions

Strength



Strength is not just a measure of physical power, it's also a measure of endurance and overall health. Be sure to choose appropriate skills that represent your true abilities as far

S.P.E.W. AI - Simulation Percentage Chance Distribution



Normal Distribution

Testing the SPEW - AI has determined that 30 is considered 0 Standard Deviations from average. Incriments of 10 in either direction have shown to be a Standard Deviation from the center.

Players generating characters who want stats more or less than 1 Standard Deviation from 0 must roll the "Simulation Percentage Chance" indicated. If successful, a character can take a single S.P.E.W. - AI stat at that level. Characters with leftover points will be granted bonus Gestalt Dice equal to the tens digit of the remaining points. Not having enough points will automatically allow a success in one of the negative standard deviations to allow for it.

as endurance, climbing, swimming, etc., as simply a high Strength score may not be accurate (although it may be tempting to do so). This is probably one of the easiest scores to measure as it is easily quantified, the other attributes are somewhat more subjective.

PERCEPTION



A majority of perception has to do with the ability to see and hear. For this reason, if someone is reliant upon prescription eyewear or hearing aids then their perception may be lower than average. In an outbreak scenario, not being able to see or hear with clarity could mean the difference between life and death. Another crucial component to Perception is reaction time. This can be influenced by a number of factors, but being able to think quickly is a trait that is absolutely vital to survival. Therefore, Perception is also a measure of applied intelligence. This means if a person is clever but not book-smart, they can still benefit from a high Perception score, as Perception is just as much a measure of their senses as it is one's ability to understand and perceive the world around them.

EMPATHY



This attribute is the measure of one's ability to relate to others. This is one of the most polarizing statistics that exists in *Outbreak: Deep Space*. It will determine a preferred method of survival, determining if a character will be a loner or work with a group. It will shape every reaction to obstacles in an outbreak. However, a low Empathy score does not immediately put someone at a disadvantage the way other scores might.

Scoring low on Empathy will indicate decisiveness and quick thinking in a situation that might paralyze someone who is too empathetic. In fact, a low score on this attribute is a good predictor of one's ability to survive on their own. Whether or not being alone is the result of a tragedy or because they threw the rest of their party to the wolves is another question entirely.

It is people with high Empathy that are the glue that holds groups together by keeping peace among members who would otherwise turn on each other. Even if they are not the leaders, they often act as effective mediators. Although, when dealing with polar opposites as far as Empathy goes, someone with low Empathy will see someone with high Empathy as a hopeless idealist and themselves as a realist. Someone with high Empathy will see someone with low Empathy as rash, selfish and uncaring and themselves as level headed and calm.

Empathy will also affect how easily you are coerced into doing things by other people, especially those in distress.In this way, a person with high Empathy is sometimes taken advantage of. Answering a call of distress has been the end of many would-be heroes, and though selfish, is one more advantage a person with a low Empathy score will have. While someone with high Empathy will be psychologically bogged down by moral controversy, a low Empathy person will simply act, albeit in their own self-interest.

WILLPOWER



Determining willpower, or Will, is not easy. Some indicators of will are one's stress management, patience and ability to complete sometimes tedious or stressful tasks. Low willpower is characterized as being impulsive, cowardly, skittish and unreliable.

Health Points and Damage Threshold

All characters have 5 Health points. A character will lose one Health point whenever they take damage equal to or greater than their Damage Threshold, or DT. A Character's DT is equal to their 'Toughness' Expert Skill + any bonuses due to Type or Abilities. There is also some Gear that can grant temporary boosts to Damage Threshold. Worn gear will always allow its Durability to add to a character's Damage Threshold in addition to any other Defense bonuses it may grant.

Character Generation

A campaign can feature any number of colorful characters that players can roleplay or interact with. If you want to have some variety to character generatation without spending much time on creating one, consider this option for quickly drawing up characters.

Generating S.P.E.W. Stats

Method 1: Random

Roll 8d6 and remove the lowest result. Do this five times and ignore the lowest total. These will eventually be assigned to the core SPEW attributes, but do not assign them yet.

Method 2: Point Buy

A player or GM can assign up to 120 points total across all SPEW attributes.

CHOOSING SKILLS AND ABILITIES

Method 1: Classic 5 Tier

As per the original *Outbreak: Undead* game, a character can be given 5 Tiers' worth of Abilities upon a character's creation. This makes for a very difficult game, however. It is recommended that characters taking this option have access to additional gear or Paradgims (explained later in this chapter).

Method 2: The Deck of Cards

Using an ordinary deck of cards, choosing skills can be quick and easy. Deal 4 cards to each player (or per NPC you are generating). These cards will represent your skill purchase options. Each suit corresponds to a SPEW attribute.

Clubs - Strength
Spades - Perception
Hearts - Empathy
Diamonds - Willpower

A character can assign any numeric card to any skill with the corresponding suit representing the skill's Primary Attribute. For instance, a 7 of Diamonds will allow a character to add a +7 skill bonus to any skill that has 'Willpower' as the Primary Attribute.

Face cards can either count as a +10 in the appropriate suit *or* they can be used to get a Tier in an ability of their choice.

Aces will allow for both 1 Tier of an ability and will allow a +10 Skill bonus to a skill with the proper Primary Attribute corresponding to the card's suit, *or* an ace will allow a +10 to any Expert skill.

Jokers can be literally any kind of card, either a 10 numerical card, a face card or an ace and can count as any suit.

Knowing what your strengths are based on your card options, a character can now assign their SPEW attributes if they chose 'Method 1: Random'.

After the SPEW Attributes have been assigned, a character is dealt one final card that is treated exactly the same as the others, only this card is wild and represents any oddball experience that the character may have that falls outside of their normal specialties. For an added layer of involvement, this card may (if you so choose) be assigned by another player or by the GM.

CHOOSING GEAR

Method 1: Tech Buy

A character has a certain number of Tech Level they are allowed to choose in order to build the gear they will use. A character is allowed to build on any chassis they desire in order to get the gear they want, so long as they stay within the allotted Tech levels they have been assigned.

Method 2: Random

A character is granted a certain number of 'Credits' with which to purchase their Tech upgrades. The number of credits will be (1d10 x 500).

Method 3: Narrative

A character can have a story behind how they have either little money or large amounts. Those that lack funds may make up for it in cunning or extra skill options. Below are some sample backgrounds and what they could get as far as starting credits and Tech. For this, you can consult the various character backgrounds you can use.

Method 4: Cards

Using the same cards a character was dealt for Method 2 of choosing skills and abilities, a character will be granted credits based on how good of a hand the 5 cards are. Each numeric card will add 100x card value in credits, each face card will add 1,500 credits, each ace will add 2,000 credits and a joker is worth 0 credits.

CHARACTER BACKGROUNDS

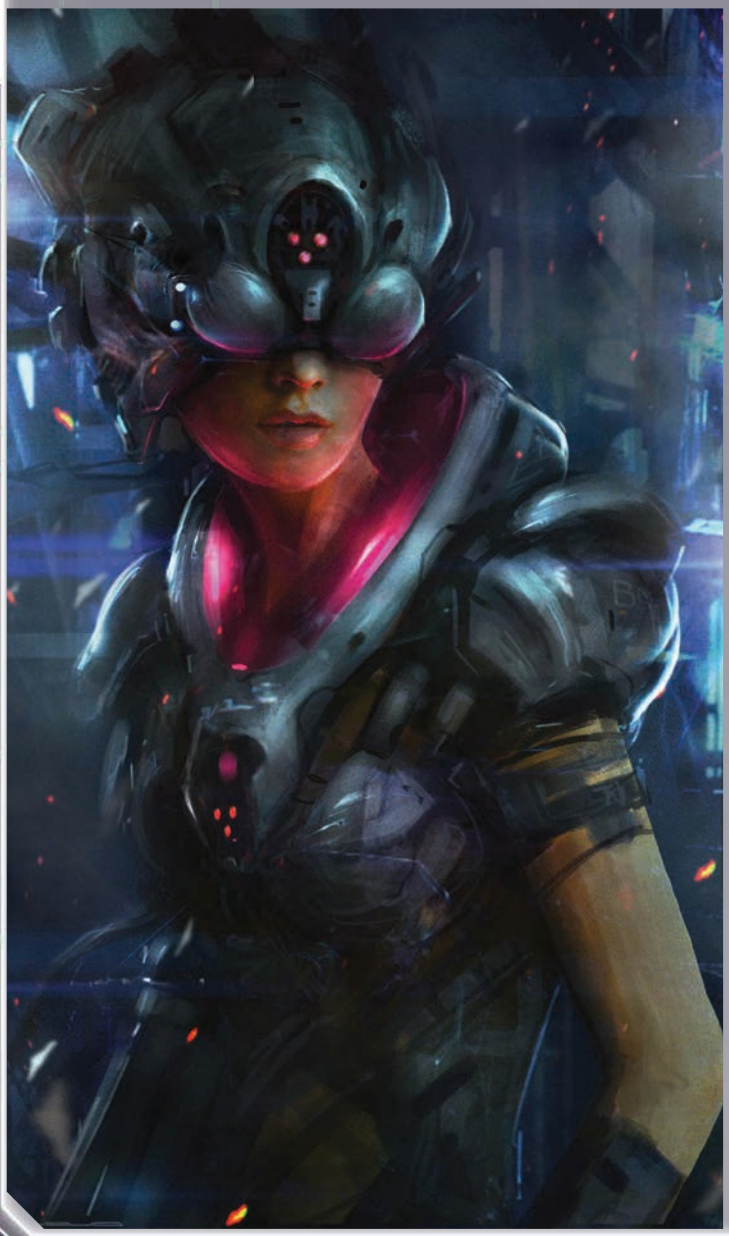
Aristocrat
A well-to-do family will grant a larger allowance. Start with 10,000 credits.

Bureaucrat
A cog in the social machine or being a company man will provide steady, but boring work. Start with 6,000 credits and gain +10 to one form of Diplomacy.

Mavin
The eccentric and somewhat disturbed mind, this character is a self-proclaimed expert in one or more fields. They have little use for money, other than to fuel their obsession for... whatever it is they care so much about. They start with 1,500 credits, but get 5 Tech worth of Gear for free. They also get an +10 on one 'Science' specialty or Trained skill.

Outcast
Existing on the fringe of society, this character lacks social acceptance, but is resourceful, often being a part of or aware of vast underground networks of communication. They sometimes can land menial jobs, but more often than not, their possessions are ill-gotten. Start with 1,000 credits and get +10 to any Diplomacy skill. They can also get 5 of any kind of Tech for free.

Outlaw
The career criminal or the framed fugitive, the outlaw stays away from the prying eyes of society for fear of capture (or worse). They have extraordinarily few resources available to them, and those few they do have they likely stole. Start with (500 x d6) credits and get +10 to any skill. They can also get 2 of any kind of Tech for free.



Soldier of Fortune
The rugged and fearless mercenary lives for the thrill of the hunt... but also scrapes by between lucrative contracts. Start with 2,000 credits, but have weaponry, ammo and armor Tech totaling no greater than 6 Tech for free.

Tramp
An industrious and resourceful fellow, lacking in funds, but more than making up for it with savvy. They start with 2,000 credits and get a +10 to any Diplomacy skill. They get 4 Tech Levels worth of gear for free.

ALIENS

Should an Scenario include alien species, these generic templates could provide a useful guide. We do not propose a morphology or social structure, only a loose framework for possible encounters with such organisms.

ALIENS AS RECURRING OR PLAYABLE CHARACTERS

A recurring or important alien species may warrant the creation of a unique set of tables that show how they calculate Damage Thresholds as well as how many Health Points they have. This sort of detail would allow a player to actually play as that alien race. This book is not meant to showcase how you can roleplay as aliens, but if that is how you wish to play, then you can follow these steps in creating an alien race that the players can use:

- *Size:* 1-2
- *Damage Threshold:* create a new formula (or use human formula for species with near-human physiology).
- *Gestalt Level:* create a new formula (or use human formula for aliens of near-human intelligence).
- *Morale:* create new formula (or use human formula for aliens with near-human psychology).
- Health Points: recommended 4+1 per Size
- *SPEW-AI stats:* choose normally, although they may have more or less than what humans normally have. Certain Skills may also be altered.
- Determine what, if any, crossover in equipment can be used from human to alien (especially for Chemicals and Drugs).
- Following from the last point, it may be necessary to restrict certain Tech upgrades by species in order to show some disparity in the technology of humans to that of aliens.

- An alien race can have traits similar to those described in the 'Genetic Engineering' section.

DETERMINING CARGO

A character has a maximum Cargo capacity of 1 CU per Strength bonus (S_B). Characters may carry more than this, but they count as being 'Encumbered' and each CU over a character's Cargo will add +1 Difficulty to all actions with Strength or Perception as a Primary Attribute. It will also delay all Actions a character takes by 1 Moment per CU a character is Encumbered by. This will be gone over more in the Gameplay chapter (pg. 88). Even though a character may be able to carry a certain amount of CU worth of equipment, they may not be able to carry to their full capacity if they do not possess any gear that allows excess Cargo to be carried (i.e. a backpack). Otherwise, a character is restricted to what they can carry in their hands and pockets as a base, typically no more than 2 CU worth of Gear.

Lastly, a character carrying well more than they are normally used to will move less stealthily and draw more attention to themselves. Because of this, each period of Time a character undertakes any 'Movement', a character will generate +1 Risk per CU beyond their S_B they are carrying.

Selecting Abilities

After generating the character's SPEW Attributes, a player selects their character's Abilities. The character's Abilities will determine several things about the character, such as what Skill Bonuses they get, how fast certain skills can be improved, grant unique tactical options, how a character can earn SP, and and how difficult it is for a GM to play certain Hazards against them. Pick Abilities based on the character's SPEW attributes and determine Descriptors. Most Abilities have Primary Attributes associated with them; some have multiple Primary Attributes associated with them and a fewer have no Primary Attribute associated with them.

A character is allowed to take multiple Abilities upon their creation to represent their past experience. A character is allowed to take 1 Tier worth of Abilities per bonus of all their SPEW Attributes. These selections are called 'Ability Options'. A character is allowed to use their Ability Options to select multiple Tiers in the same Ability if they so choose.

Example 2.1
A character has 35 Perception, which means they have a Perception bonus of 3. This means that a character's Perception Attribute generates 3 Ability Options. These Ability Options are best spent on Abilities or Skills that have 'Perception' as a Primary Attribute (as there are typically additional perks for doing so), but there are other ways an Ability Option could be used.

Example 2.2 - See Diagram for Illustration
A character has the following SPEW Attributes: S - 25, P - 30, E - 35, W - 35. This means that Strength generates 2 Ability Options, Perception generates 3 Ability Options, Empathy generates 3 Ability Options and Willpower generates 3 Ability Options. This gives a character a grand total of 11 Ability Options that they can used to select Abilities or take advantage of other Ability Option purchases available to them.

Ability Options can only be used during character creation or immediately upon being granted a new Ability Option (should your campaign feature alternate means of gaining new Ability Options beyond character creation). Unlike Gestalt Dice, Ability Options cannot be saved for later use.

When a character is created, they can select multiple tiers in the same Ability, but each successive selection will require an additional Ability Option to be spent (1 Ability Option for the first Tier, 2 Ability Options for the second Tier, 3 Ability Options for the third Tier, etc).

ABILITIES AND PRIMARY SPEW ATTRIBUTES

Most Abilities will have a corresponding Primary SPEW Attribute. The Attribute will determine how many Ability Options a character may spend based on any particular Primary Attribute. If there are multiple Primary Attributes, Ability Options generated by either SPEW Attribute can be used to purchase tiers in the Ability (and claim any bonuses for matching the Primary Attribute of an Ability Option with that of an Ability). Likewise, if an Ability has no corresponding Primary SPEW Attribute, then any Ability Option can be used to take a Tier in that Ability.

Some Abilities will have no inherent Primary SPEW Attribute, but will have different characteristics, grant secondary benefits or different bonuses depending upon the Attribute of the Ability Option used to purchase it.

Example 2.2 - Option Generation Diagram

S.P.E.W. - A.I. Ability Scores



Resulting Options

25 Strength
$S_B = 2$
2 Strength Options

35 Empathy
$E_B = 3$
3 Empathy Options

30 Perception
$P_B = 3$
3 Perception Options

35 Willpower
$W_B = 3$
3 Willpower Options

11 Options Total

A character has the following SPEW Attributes: S - 25, P - 30, E - 35, W - 35. This means that Strength generates 2 Ability Options, Perception generates 3 Ability Options, Empathy generates 3 Ability Options and Willpower generates 3 Ability Options. This gives a character a grand total of 11 Ability Options that they can used to select Abilities or take advantage of other Ability Option purchases available to them.

Option Symbols

These symbols indicate when an Ability-specific Option will have an additonal benefit.

Strength Option
Empathy Option
Perception Option
Willpower Option
Any Option

A character is free to spend Ability Options from any number of different SPEW Attributes to purchase multiple tiers in Abilities like these, in order to get as many different secondary benefits as they can. Any Ability that used multiple Ability Options to purchase it can take advantage of any secondary benefits the Attribute's Option will allow. Examples of these kinds of Ability are rare, however.

It's important to note, that a character always gets the main benefit from an Ability, even if they are also allowed extra bonuses due to SPEW specific Options. It is not one or the other.

Note that only one of the Ability Options spent will count towards the secondary benefits a certain Ability Option will provide based on what Attribute generated it. Likewise, a character can spend an Ability Option generated by a different Attribute for the additional benefits other Ability Options can provide. This only applies if multiple Attributes would grant different secondary benefits for the same Ability. This escalating Ability Option cost applies ONLY during character creation. Any Ability Options generated by earning enough SP or by some other means will not be subject to this restriction.

Alternate Ability Option Expenditures

In lieu of selecting individual Abilities with their Ability Options, a player can spend their available Ability Options in other ways during character creation:

Supporting Basic Skills
A character can spend one of their Ability Options to 'Support' a Basic Skill. Supporting a Basic Skill does not require the Ability Option to share a Primary Attribute with a SPEW attribute. For instance, a character is able to Support a Basic Skill with a Strength Primary Attribute using one of their Ability Options allowed by a Perception, Empathy or Willpower bonus. If the character spends one of their options on a Basic Skill when the Primary Attribute matches the Ability Option, a character is allowed one free advancement of that skill without spending Gestalt Dice. Unlike 'Support' granted by Tiers in Abilities, this effect is permanent, forever allowing a skill to be advanced as a 'Supported' skill when spending Gestalt Dice. A skill can only ever be Supported once.

Supporting a Trained Skill
A player may use one of their character's Ability Options to count one Trained Skill as being 'Supported'. A character is restricted to only choosing Skills in this way that have a Primary Attribute that is shared with the Ability Option(s) used to 'Support' the Trained Skill. Unlike 'Support' granted by Tiers in Abilities, this effect is permanent, forever allowing a skill to be advanced as a 'Supported' skill when spending Gestalt Dice. A Skill can only ever be Supported once.

Hobbyist
A character can advance a Trained skill with an Ability Option that doesn't share an Attribute with the skill's Primary Attribute. This represents a character being skilled as a hobbyist, not a professional. If this is done, the character advances the skill once at a rate one Step higher than normal. This does not 'Support' the skill.

Supporting an Expert Skill
A player may 'Support' an Expert Skill with their Ability Options. It is a costly venture, however, as Expert Skills do not have Primary Attributes associated with them. The percentage chance of an Expert Skill's success is determined by the bonus of two SPEW Attributes instead of having a Primary Attribute and a supporting secondary Attribute. A player must spend two Options to support an Expert Skill. At least one of the Options must share an Attribute with the Expert Skill. The other does not need to share the other Attribute to 'Support' the Expert Skill. If both Ability Options spent share an Attribute with the two SPEW Attributes whose bonuses comprise the Expert Skill's base percentage chance, then the character can take one free advancement of that skill without spending Gestalt Dice.

An Expert Skill ***cannot*** be improved with Gestalt Dice unless it is Supported.

Example 2.3
The Expert skill 'Toughness' is the combined bonus of Strength and Willpower. If the character spends Ability Options generated by both Strength and Willpower, then the character can take advantage of a free advancement as described above. However, spending Ability Options from Strength and Empathy will 'Support' the skill but will not allow a free advancement. A free advancement would allow a character to advance a skill as if they had spent the minimum amount of Gestalt Dice to do so.

Campaign-Specific Benefit
A character can spend an Ability Option to be granted additional Ability-like benefits that are specific to a campaign. These are typically invented by the GM or provided in a campaign supplement. Some examples are as follows:

- Give tiers in an ability you call "Outsider" which increases the Risk cost of deploying 'Familiar Face' Hazards, but the character increases the Difficulty of 'Navigation' checks by 1 per tier.
- Your blood type and antibodies gives you a bonus on Save Throws vs. Viral [Vi] damage.
- Familiarity with local customs gives you a +10 bonus to 'Diplomacy' checks against Survivors and local NPCs.
- Special abilities unique to your campaign: i.e. "***Houngan*** - your familiarity with rituals and practices of voodoo allow you to manage your encounters with 'zombies'. All Hazards with 'Zombie' as a descriptor will cost 1 more Risk per tier in Houngan."

Extra Gestalt Dice
A player that is unsure as to how to spend their remaining Ability Options can turn the Options into extra Gestalt Dice for later use. As a character cannot use Options after character creation, all remaining Options will default to Gestalt Dice if they are not used. Each Option will generate Gestalt Dice for a character equal to (d3 + Attribute bonus of the SPEW Attribute the Option came from).

i.e. A player with 40 Strength, having spent 3 of their 4 available Ability Options does not know how to spend their one remaining Option. Since the character's Strength is 40 (which is very high) they chose not to spend one of the Attribute Options generated by it on Abilities or Skill Advancements etc, so a character gets d3+4 Gestalt

Dice, as the Attribute Bonus for a Strength of 40 is 4.

Extra Survival Points
A character can start with a tactical advantage by using Ability Options to generate a higher starting SP total. An Ability Option will generate 1d6 SP per Ability bonus that generated the Option.

DISADVANTAGES

A character can decide to gain extra Descriptors by selecting Disadvantages, however, there are consequences or additional side effects for doing so. It is recommended that characters take at least 1 tier worth of 'Disadvantages' with a 'Coping' entry as part of their character construction. This is because a drawback, while detrimental, can provide psychological insulation from Morale loss by indulging a coping mechanism. It also provides occasional story hooks or character traits that give player characters relatable (and occasionally endearing) flaws.

GESTALT LEVEL AND GESTALT DICE

A character based on a player has many notable advantages. As themselves, "character knowledge" and the "player knowledge" are basically one and the same. This has benefits early on, but as an Outbreak progresses, the world a player is familiar with and the world the character exists in will become very different from one another. Also, a GM may start a campaign much further along from what the player understands as reality. In either case, there has to be a way to accommodate this widening disparity between a character's and the player's understanding of the world.

GESTALT LEVEL (GL)

A character's Gestalt Level is a measure of disparity between a player's knowledge and a character's knowledge. It also represents a player's dedication to playing themselves as characters, as the longer this is done, the higher this level will be. The benefit to having a higher Gestalt Level is that a player has the option to appealing to the GM to use their character's accumulated ability instead of their own, assuming that at some point they will be very different.

STARTING GESTALT LEVEL

A character's starting Gestalt Level is based on the Outbreak Level the campaign begins at, and any number of Abilities that a character can take.

Starting Gestalt Level based on Starting Outbreak Level
- OL 0 - n/a
- OL 1 - Gestalt Lv. 10
- OL 2 - Gestalt Lv. 20
- OL 3 - Gestalt Lv. 30
- OL 4 - Gestalt Lv. 40

USING GESTALT LEVEL

A character may, at any time, use their Gestalt Level in place of any SPEW Attribute to make a check, but must discard one Gestalt Die in order to do so. They must at least partially explain why their character would know or do better than them as players. The character does not need to discard the Gestalt Die if they are playing themselves as characters, but are generally restricted to knowledge and intuition type skill checks.

Lastly, a character can add the bonus (10s digit) provided by their Gestalt Level to the percentage chance of any check they take for any reason. Players do not need to declare this or justify it as they would have to by substituting Gestalt Level for a SPEW Attribute.They can simply do this at will.

INCREASING GESTALT LEVEL

A character has multiple means of increasing Gestalt Level. The following are a few examples:
- Completing a Primary Objective (generally +1, but some may be greater)
- Each 6 rolled on a d5 when using Gestalt Dice to increase a skill
- At the end of each session (+1 per OL may be an appropriate ratio)

There is theoretically no limit to a character's Gestalt Level, as a character can become much more learned in an environment increasingly unfamiliar to the player. However, it is unlikely that a character would survive long enough to reach incredibly high Gestalt Levels. It is up to GM discretion, but a player can be encouraged to retire a character that reaches exceptional Gestalt Levels and create a new character with a higher starting bonus to Gestalt Level or additional starting tiers in Abilities. The retired character can be an experienced non-player character or some other instructor to the player's new character.

GESTALT DICE

A character will both start with and purchase Gestalt Dice as part of their regular gameplay. Gestalt Dice represent experience and training that a character has, but the nature of that experience has not yet been defined. A character has a large starting pool of Gestalt dice. These are used to permanently enhance skills during game sessions based on the character's life experience. Between periods of Time or after their Intent in an Encounter, a character can appeal to the GM to use up to 1 Gestalt Die per year of experience they are appealing to (either their own experience or their character's invented history). Assuming the GM approves, a player may add the result as a permanent increase to the attempted Skill or that particular use of the Skill.

d5! - Skill Advance
Gestalt Level - Each 6 result will count as a 5 add +1 to a character's Gestalt Level.

ADVANCING A SKILL

A character is allowed to spend Gestalt Dice to add the result rolled to the Skill's Percentage Chance skill bonus.

ADVANCING A SUPPORTED SKILL

A Supported skill will allow a character to roll double the number of dice and total the more favorable half when advancing the Skill using Gestalt Dice.

ADVANCING AN UNSUPPORTED BASIC SKILL

An Untrained Basic Skill will advance at the rate of the roll of the Gestalt Dice.

ADVANCING AN UNSUPPORTED TRAINED SKILL

A character using Gestalt Dice to Advance an Unsupported Skill will roll double the amount of Gestalt Dice used in the advance and must total the least favorable half.

ADVANCING AN EXPERT SKILL

A character cannot Advance an Unsupported Expert Skill (unless an Advance is allowed by an Ability choice). A Supported Expert Skill will advance as a normal Unsupported skill would: rolling double the amount of dice and choosing the least favorable half.

STARTING GESTALT DICE

A character starts with 1 Gestalt Die per year of age they are. This will stop applying for years past a character's combined SPEW Stat bonuses x3. Characters can still earn Gestalt Dice for reaching SP milestones as described below, however. The tradeoff is that a character that is denied extra SP due to their age will be able to support any one skill of their choice and take a free advancement in that skill.

EARNING GESTALT DICE

A character gains 1 Gestalt Die per 100 SP a character wishes to spend. It is recommended that a character spend enough SP in order to have a few Gestalt Dice handy if they want to improve skills or take advantage of any other Gestalt Dice expenditures a GM will allow for the campaign.

GESTALT DIE BOOST

In addition to permanently increasing the percentage chance of Skills, a character can spend a single Gestalt Die in times of need. This will add a special d5! to a character's dice pool. This die will add bonus DoS equal to the roll. On the roll of a (H) the result counts as a 0 and the Gestalt Die is essentially wasted.

CHARACTER ADVANCEMENT

IMPROVING OR GAINING AN ABILITY TIER

A character is allowed 1 Ability tier when they reach 1000 SP per target tier they wish to improve to (so, improving an Ability tier from 2 to 3 will require the character reach 3000 SP). A player wishing to gain a new Ability can only gain a single one upon reaching their 1000 SP target for gaining a new ability. A character obviously cannot gain all Abilities at first tier upon reaching 1000 SP, even though the SP are not 'spent' on the advance. Even with improvement, a character must decide which Ability advances in tier.

For instance, a character has one tier in both Archery and Pugilist. Upon earning 2000 SP, a character can advance one of them. They choose Archery, so it advances to tier 2. So now, a character must earn another 2000 SP in order to advance Pugilist OR they can wait until they get 3000 SP to advance Archery to tier 3. Although the SP are not spent on advances, a character can only use the SP earned for one kind of advance, so using their SP to advance one ability cannot also be used to advance another.

Improving a S.P.E.W. Attribute

A character is allowed to advance a SPEW Attribute once they earn 1000 SP per bonus (denoted by a b) in the SPEW Attribute. So, improving a SPEW attribute that is at 33 will require 3000 SP be reached. This applies to all SPEW Attributes that would qualify at whatever level of SP a character reaches. So if a character has a SPEW Attribute bonus for two different Attributes of 3, and a character reaches 3000 SP, they may advance both Attributes, not just one.

The rate of advancement is based on how long and difficult you wish the campaign to be:
Easy: d10
Moderate: d6
Hard: d3

Focused Effort

A character is able to focus their attention and improve Abilities and SPEW Attributes faster should they desire as well as progress further in a campaign. A character can spend Gestalt Dice on SP, generating (d10 + W_B) SP. This SP will also be allowed to chart progress in a campaign, representing a character sacrificing an incredible amount of time and foregoing all other personal developments in favor of intense training, focus, or effort. The SP gained in this way can be used to get Gestalt Dice and used towards getting advances to Abilities and SPEW attributes, but considering that you only get 1 Gestalt Die per 100 SP normally, spending large amounts of Gestalt Dice to earn the small SP bump is rarely worth it. It's most common use is to open up new options for missions that a character may fall just shy of being able to do for SP prerequisites.

GM Suggestion

SP earned can be used for either gaining Ability tiers or advancing SPEW attributes. Advances in one will prevent the other from taking advantage of the same SP earned. It is recommended that since both Ability tiers and SPEW attribute chart advances in denominations of 1000 SP, that a character keeps track with a tally or using "advance tokens" that they get per 1000 SP earned. A player can use these tallies or tokens to track if an earned SP advance has been used or not, spending their tallies or tokens appropriately to represent doing so.

It is recommended that players keep track of the fluctuating total SP they spend and the GM keep track of the raw total used to determine when Gestalt Dice and Advance Tokens are earned.



CHARACTER PARADIGMS

A character can have several abilities and traits unique to them, but they also have a party dynamic that indicates how they relate to each other. The character roles will reflect their invaluable roles in a given scenario.

The paradigm the character is given or chooses will grant them considerable bonuses in a specific area that reflect their value to the party. A character can have more than one Paradigm, but unfortunately for the team, the more Paradigms a character has, the greater the blow dealt to the party by the injury or death of the character. During that character's life, they are extremely effective and useful, so the extra risk is often worth it. A character can have more than one Paradigm, but they can only have any Paradigm once. These do not function like Ability tiers that stack.

Most bonuses that Paradigms provide are large Descriptor Level bonuses, but they can be multiple other different beneficial effects. Many beneficial effects are endemic to specific scenarios but there are some generic ones that can apply to most scenarios. A character does not need a Paradigm in order to play and characters without Paradigms can play with those that do.

CHOOSING PARADIGMS

A character can choose their own paradigms to best suit the party role they wish to take. Under most circumstances, a character will be able to take multiple paradigms at once. The danger of this is that the Injury and Death Penalties for SP loss combine. This means that the more useful the character is to the party, the greater the loss of SP when they get injured or killed. The injury or loss of a character that has too much importance placed upon them will potentially devistate the other characters' campaign progress.

A character can take one Paradigm for free. Characters wanting additional Paradigms must spend 5 Gestalt Dice doing so. Some Paradigms are interchangable with each other and it's possible for multiple characters in the same party to share a Paradigm.

DISCARDING/CHANGING PARADIGMS

A character may not discard or change their paradigm under most circumstances. This represents not only their temporary position in the party, but it often reflects a large amount of personal experience that is unique to them. Some Paradigms can be changed, but those are ones that typically have the smallest consequence to have in the first place.

PARADIGM ENTRIES

Name of Paradigm

Brief description of what role this character will play.

Bonuses/Effects/Tactics

Injury Penalty: the amount of SP the party loses by the character's loss of a Health point.
Death Penalty: the amount of SP the party loses by the character's death.

List of Paradigms

The following is list of Paradigms a character can choose from. A GM is also encouraged to invent their own that best suits their scenario.

ASSASSIN

You are the knife in the dark, the deadly arm of whatever organization is devious enough to train and employ you.

Combat +10 DLv., Stealth +10 DLv.

Killing Strike



SP: 10
A character delivers an especially well-placed attack. This turn, add Deadly: +1 to any weapon the character uses.

Injury Penalty: +2d6! (7) SP loss
Death Penalty: +20d6! (60) SP loss

CRAFTY

The character is known for their extreme craftiness and their ability to find creative ways out of tough situations.

Challenge +10 DLv., Engineering +10 DLv.

Injury Penalty: +1d6! (3) SP loss
Death Penalty: +10d6! (30) SP loss

DAREDEVIL

This character lives for the thrill. This is often to the chagrin of others in their presence, but this character's bravado has its time and place.

Challenge +10 DLv., Action +5 DLv.

Defy Death
SP: 10
A character gets a bonus DoS to any Save Throw they attempting this turn.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

ENGINEER

This character is well versed in the mechanical function of modern technology. Their profession puts them in harm's way often, by way of dangerous spacewalks and working with high-energy power sources.

(Engineering Material/Process) +10 DLv., (Energy) +10 DLv., Electrical +10 DLv., Science +10 DLv.

Labor
SP: special
A character may add d5! Labor per SP spent to any Mission or Location effect that requires Labor and involves machines.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

GEARHEAD

This character has a passion for vehicles and knows the nuances of many makes, models and types.

(Vehicle) +10 DLv.

Catalog Vehicle
SP: 10
A character can identify the properties of a vehicle or its features and propulsion by esoteric means such as the sound the engine makes. They also possess knowledge about vehicle details that can be exploited or used for narrative purposes. Exploiting this information is what the increased (Vehicle) DLv. represents.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

GUN NUT

This character is obsessed with firepower. They may not have practical experience with a lot of firearms, but they will be familiar with their specs and ideal use.

Firearm +5 DLv., Pistol +5 DLv., Rifle +5 DLv., Shotgun +5 DLv.

Catalog Weapon
SP: 10
A character can identify a firearm used by some esoteric means, such as either the sound it makes when used, it's appearance, or what or whom would be carrying it. This may grant bonuses to Structure for knowing what form of cover would be effective against it.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

HUNTER

The character is extremely dangerous to specific kinds of opponents.

Combat +10 DLv., (Opponent) +10 DLv.

Combat Expertise
SP: 10
The character will get a bonus DoS to any attack made against the named opponent type or DoS to any Save Throw made from an attack or effect from the named opponent.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

LOCAL GUIDE

The character's familiarity with the area makes them an invaluable members of a team.

(Location) +10 DLv., Movement +10 DLv.

Insight
SP: 10
The character can know the position and likely condition of any one Location or person who is known to frequent the location.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

LAST SURVIVOR
This character is the last survivor of a harrowing ordeal or against dangerous opponents. The determination and grit of this character is matched only by their paranoia.

Survival +10 DLv., (Opponent) +10 DLv., OBM +10 DLv.

"They Mostly Come out at Night..."
SP: 10 per OL
Due to the insight into the behavior patterns of their opponents, this character can reduce the DoS in an E% by 1.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

LONE WOLF
This is a character that is a loner, for better or worse. They are generally high-functioning survivors but they do not play well with others.

Challenge +10 DLv.,Survival +10 DLv., (Opponent) +10 DLv.

Solo
SP: 15
This character will be able to do by themselves what other characters might only be able to accomplish as a team. When working alone, add +1 DoS to any check.

Special: Lone Wolf characters cannot adopt 'Point', 'Middle Guard' or 'Rear Guard' paradigms.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

MEDIC
The character is the go-to person for the party's medical needs. This could be an actual abiliby or this is just the character that is the least averse to blood.

(Medicine) +10 DLv., (Injury) +10 DLv., Surgery +10 DLv.

Triage
SP: 15 per character
This character can treat multiple injuries among the party of characters. This will remove any damage points that any character has, but will not restore lost Health points or treat Injuries.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (45) SP loss

MUSCLE
This character's main usefulness and their strength is... their strength. There's usually some baggage that comes with it, but the extra muscle is often worth the personality that comes with it.

Combat +10 DLv., Melee +10 DLv.

Strong Arm
SP: 15
This character can add a bonus DoS to any check with Strength as a primary attribute.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

MIDDLE GUARD
This role excells at a supporting role or by searching a location thoroughly while they're being guarded.

Formation +5 DLv., Search +5 DLv.

Special: While in any Formation, DLv. for 'Formation' can be added to 'Hold' or 'Search' checks. This Paradigm can be chosen for free if another character takes Point.

One or more characters can take this Paradigm for free if at least two other characters take Point Rear and Rear Guard. If those prerequisites are met, this character can count 'Formation' as being an Active Descriptor.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

MAVERICK
This character is unorthodox in their methods, but despite their recklessness, they find a way to succeed despite incredible odds.

Challenge +20 DLv.

Living Dangerously

SP: 10
A character can reduce the Difficulty of a check by 1. This cannot be used to reduce Difficulty to less than 2.

Special: Characters following the plan of a Maverick will only be able to take Challenge and one other Descriptor as Active to determine any Descriptor Level bonus.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

MORAL CENTER

This character may not be the most capable soldier, but they represent the moral core of the party. They steadfastly refuse to act dishonorably and would put themselves at odds with even their own party in order to uphold their higher values.

Diplomacy +10 DLv., Morale +10 DLv., Population +10 DLv., Social +10 DLv., Survivor +10 DLv.

Appeal to Reason
SP: 30
This character makes a strong case for an appeal to a moral code that occasionally flies at odds with the zeitgeist of the party. They can also prevent a group psychosis from manifesting due to the loss of Morale.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

PILOT

There are some situations where a character's ability to pilot a vehicle is absolutely necessary. They know their way around a ship controls, which is not always an intuitive interface.

Movement +10 DLv., (Location - Ship) +10 DLv., (Vehicle) +10 DLv.

Trained Maneuver
SP: 10
This character is well trained in multiple piloting maneuvers and can add a bonus DoS to any Pilot check.

Special: This character can pilot ships successfully without making checks so long as the Difficulty is 0. This character can also count 'Movement' as an Active Descriptor when generating DLv. to pilot ships or any other vehicle.

Injury Penalty: +10d6! (30) SP loss
Death Penalty: +50d6! (125) SP loss

POINT

The leader of the formation. This does not mean that they will always occupy the front, but their word is the one that characters will most likely listen to, even in times of duress.

Formation +5 DLv., (Organization) +5 DLv.,

Special: One character can take this Paradigm without it costing any Gestalt Dice. If more than two other characters are in the party with this character then the 'Formation' Descriptor is Active. The other two characters must be Middle Guard and Rear Guard. Additional characters can take Middle Guard, but only one may take Rear Guard.

While in formation, add 'Formation' DLv. to 'Diplomacy - Command', 'Spot/Listen', and 'Composure' checks. Cannot occupy Middle Guard or Rear Guard paradigm at the same time as adopting this one. Holding while in 'Point' will force other characters to Hold as well.

This Paradigm can only be taken by a single character at a time, but a character can voluntarily discard this Paradigm in order to adopt 'Middle Guard' or 'Rear Guard'. Changing this Paradigm for another in this way will cost 4d6! SP.

Injury Penalty: +10d6! (30) SP loss
Death Penalty: +40d6! (120) SP loss

PSY-OPS

You are a soldier engaged in psychological warfare. You are a master propagandist and are dangerous on an individual level at sowing dissent.

Psychosis +10 DLv., Culture +10 DLv., Population +10 DLv.

Psychological Warfare
SP: 20
Characters know the psychology of their opponent in such a fashion that they can identify mental weaknesses, targeting enemy leadership or personal insecurities in order to disrupt them. This character can attempt a 'Dipl - Determine Motives' check to delay all opponents in an encounter by 1 moment per DoS.

Injury Penalty: +3d6! (9) SP loss
Death Penalty: +10d6! (30) SP loss

REAR GUARD
This character's concern is that no one gets the drop on the characters as they try to survive. They are intimately familiar with the tactics of the opponents they face.

Formation +5 DLv., (Opponent) +5 DLv.

Special: While in formation, add 'Formation' DLv. to, 'Spot/Listen', and 'Firearm' and 'Bow' checks. Cannot occupy Middle Guard or Rear Guard paradigm at the same time as adopting this one.

This Paradigm can only be taken by a single character at a time, but a character can voluntarily discard this Paradigm in order to adopt 'Middle Guard' or 'Point'. Changing this Paradigm for another in this way will cost 2d6! SP.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

RESOURCEFUL
This character is kept around because they are extremely resourceful and are capable of doing much with meager supplies

Challenge +10 DLv., (Engineering Material/Process), +10 DLv.

Improvised Parts
SP: 15
Remove one Depletion Point from any non-Firearm kit or gear.

Special: Characters with this paradigm are able to remove one Depletion Die on any non-Firearm Kit by making a successful 'Construction/Egineering' check. This can be attempted once per 10 Time.

Injury Penalty: +10d6! (30) SP loss
Death Penalty: +40d6! (120) SP loss

RESEARCHER
This character's primary usefulness is not their brawn, but their brains. Their keen analytical mind can find exploitable flaws as well as develop insights.

Computing +10 DLv., (Engineering Material/Process) +10 DLv., Research +10 DLv., Science +10 DLv.

Research
SP: special
This character is an extraordinary intellect that when focused, can expedite research. This character can add 1 Labor per SP spent to any 'Laboratory' Location effects.

Injury Penalty: +10d6! (30) SP loss
Death Penalty: +40d6! (120) SP loss

SABOTEUR
You have turned subterfuge into an art from. Just as an engineer can visualize the structure of something, a saboteur can quickly identify a structure's weakness and exploit it.

(Engineering Material/Process) +10 DLv., Explosive +10 DLv., Structure +5 DLv.

Sabotage
SP: 15 per Structure
This character can cause 1 Structure damage to an object or Location. This object must be able to be disrupted or destroyed by means other than physical demolition from an external explosive.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

SCAVENGER
This character has a nose for finding hidden supplies.

(Location) +10 DLv., Ruins +10 DLv., Search +10 DLv.

Scrounge
SP: 5
This character can add a bonus DoS to any Search check in an attempt to find gear or supplies.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

SCOUT
The character is especially stealthy and observant. They are often the vangard of the party, scouting ahead for a safe route.

Location +10 DLv., Search +10 DLv., Movement +10 DLv., Retreat +10 DLv.

Recon
SP: 10
This character can add a bonus DoS to any 'Spot/Listen' checks.

Injury Penalty: +10d6! (30) SP loss
Death Penalty: +40d6! (120) SP loss

SPEC-OPS

You are a member of a special branch of the military or paramilitary organization. Far from being the grunt soldier, you are a surgical instrument of war.

Combat +5 DLv., (Organization) +10 DLv., Stealth +5 DLv.

Combat Expertise
SP: 15
This character can add a bonus DoS to any check when in an Encounter.
Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss



TACTICIAN

Your role is primarily of strategy and intelligence.

Formation +10 DLv., Tactic +10 DLv.

Strategic Placement
SP: 30
This character can reduce the SP cost of any Tactic undertaken by another character to 0 once per character per round.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

TANK

You possess legendary resiliance to pain and injury, which serves you well both in performing labor and combat.

Defensive +5 DLv.

Bodyguard
SP: Special
This character can take upon themselves damage being dealt to another character that is within 10'. The SP cost is equal to the damage taken.

Special: Add 'Defensive' DLv. to Defense. Incoming damage can still only be reduced to a minimum of 1.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +50d6! (150) SP loss

TINKERER

This character is known for their mechanical prowess.

Electrical +10 DLv., (Engineering Material/Process) +10 DLv., Machine +5 DLv., Explosive +5 DLv.

Jury Rig
SP: 15 per DP removed
This character can use Supplies that removes Depletion points from one kind of kit to a different kind of kit.

Special: While in formation, add 'Formation' DLv. to 'Diplomacy - Command', 'Spot/Listen', and 'Composure' checks. Cannot occupy Middle Guard or Rear Guard paradigm at the same time as adopting this one. Holding while in 'Point' will force other characters to Hold as well.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6!(75) SP loss

TRACKER

This character is capable of hunting dangerous opponents, or use their knowledge of opponents to stay one step ahead of them.

OBM +10 DLv., (Opponent) +10 DLv.

Track
SP: 10 + Environmental Modifiers
This character can increase or decrease the E% by 1 DoS or DoF in order to deploy an opponent of their choice. This can be used to find non-player characters to rescue or interact with, not just opponents that can be fought.

Injury Penalty: +5d6! (15) SP loss
Death Penalty: +25d6! (75) SP loss

CHARACTER SHEET

1

NAME: 2

HISTORY:

PARADIGM(S): 3

S.P.E.W. ATTRIBUTES

STRENGTH: BONUS

PERCEPTION: BONUS

4 EMPATHY: BONUS

WILLPOWER: BONUS

GESTALT LV.: BONUS

MORALE: 5

CARGO: 6

GESTALT DICE: 7

SURVIVAL POINTS 8

Vitality

HEALTH POINTS - INJURIES 9

BASE DEF.
GEAR BONUS
MISC. BONUS
DAMAGE TYPE DEF. BONUS
DEFENSE

DAMAGE TYPE DEF. BONUS
[Ac][Pi][Sl]
[Bl][Po][Th]
[El][Ra][10

BASE DAMAGE THRESHOLD | TOUGHNESS + ABIL. | ± TEMP. DT MODIFIERS | = TOTAL DT

DAMAGE 11

VIRAL 12

CHRONIC INJURIES:

ABILITY/DISADVANTAGE/MOTIVATION — TIER

13

DESCRIPTORS (DLv.)

14

INITIATIVE

(IN MOMENTS)
STARTING INIT. IS
4D6 ± PB

1 18 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 BACK TO 1

ACTIVE FORMATIONS

19

Basic Skill Checks

Skill Checks {SC%} Percentage Chance

15

BALANCE {Bal%} -	P	WB	SKILL	=	%
BRAWL {Brl%} -	S	PB	SKILL	=	%
CLIMB {Clim%} -	S	WB	SKILL	=	%
COMPOSURE {Cmps%}	W	EB	SKILL	=	%
DODGE {Do%} -	P	SB	SKILL	=	%
ENDURANCE {End%} -	S	WB	SKILL	=	%
GRAPPLE {Grpl%} -	S	WB	SKILL	=	%
HIDE {Hide%} -	P	WB	SKILL	=	%
HOLD {Hold%} -	W	PB	SKILL	=	%
JUMP/LEAP {J/L%} -	S	WB	SKILL	=	%
LIFT/PULL {L/P%} -	S	WB	SKILL	=	%
RESIST PAIN {RPai%} -	W	SB	SKILL	=	%
SEARCH {Srch%} -	P	WB	SKILL	=	%
SNEAK {Snk%} -	P	WB	SKILL	=	%
SPOT /LISTEN {Spt/Li%} -	P	WB	SKILL	=	%
			SKILL	=	%

Trained Skill Checks

16

CALM {Calm%} --	E	WB	SKILL	=	%
DIPLOMACY (ASK) {D-Ask%} --	E	PB	SKILL	=	%
DIPL. (BARTER/BRIBE) {D-BB%} --	E	WB	SKILL	=	%
DIPLOMACY (EXPRESSION) {D-Ex%} --	E	PB	SKILL	=	%
DIPLOMACY (COMMAND) {D-Cd%} --	E	WB	SKILL	=	%
DIPL.(DET. MOTIVES) {D-DM%} --	E	PB	SKILL	=	%
DIPL. (INTIMIDATE) {D-Int%} --	E	SB	SKILL	=	%
DIGITAL SYSTEMS {DgtlSys%} --	P	WB	SKILL	=	%
ENERGY (TYPE) {Enrg%} --	P	WB	SKILL	=	%
FIREARMS (LONG GUN) {Frm-L%} --	P	WB	SKILL	=	%
FIREARMS (PISTOL) {Frm-P%} --	P	WB	SKILL	=	%
FIRST AID {FAid%} --	P	WB	SKILL	=	%
MELEE ATTACK {MA%} --	S	PB	SKILL	=	%
NAVIGATION {Nav%} --	P	WB	SKILL	=	%
SWIM {Swim%} --	S	WB	SKILL	=	%
THROW {Thrw%} --	P	SB	SKILL	=	%

Expert Skill Checks

17

ADVANCED MEDICINE {AMed%} ---	PB	WB	SKILL	=	%
ASTROGATION/TELEMETRY {As/Te	PB	WB	SKILL	=	%
CONSTRUCTION/ENGINEERING {Co/En%} ---	PB	WB	SKILL	=	%
MARTIAL ARTS {MtlA%} ---	SB	WB	SKILL	=	%
PILOT (VEHICLE) {Pil%} ---	PB	WB	SKILL	=	%
SCIENCE (FIELD) {Sci%} ---	PB	WB	SKILL	=	%
SURVIVAL {Srvl%} ---	PB	WB	SKILL	=	%
TOUGHNESS {Tgh%} ---	SB	WB	SKILL	=	%

NOTES

SPECIALTIES:
+
+
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SPECIAL RULES:

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EQUIPMENT REFERENCE SHEET

COMPONENTS

IN KIT	NAME	DE/ CU
☒	20	

MIN. 1 CU

MIN. 2 CU

MIN. 3 CU

MIN. 4 CU

+1 MIN CU PER 5 OBJECTS PAST THIS POINT

DESCRIPTORS (DLv.)

COPY RELEVANT DESCRIPTORS FROM FRONT

22

21 KITS

Name: 23 Type(s): 24

Tech Level: 25 CU: 26

Tech Points: 27 Durability: 28 FC 31

External Mods: 29 Capacity: 30

Descriptors	DLv.
	34

External Mods

32

Tech Point Upgrades

33

Total DLv.:

Multiplier: x

Lethality: 35 x /x /x

Gear Bonus: 36

Skill Checks {SC%}: { 37 %, %, % , %, %, %, %}

Effect(s):

38

Name: Type(s):

Tech Level: CU:

Tech Points: Durability: FC

External Mods: Capacity:

Descriptors	DLv.

External Mods

Tech Point Upgrades

Total DLv.:

Multiplier: x

Lethality: x /x /x

Gear Bonus:

Skill Checks {SC%}: { %, %, % , %, %, %, %}

Effect(s):

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This is the anatomy of a character sheet. The parts are as follows:

1. ***Character Portrait*** This is a visual representation of what the character looks like.

2. ***Name*** The name of your character.

3. ***History and Paradigm(s)*** This is the history of your character. This is generally purely narrative, but it can help inform what Abilities, Disadvantages and Motivations a character has.

4. ***S.P.E.W. Attributes*** These are the core Strength, Perception, Empathy and Willpower Attributes as well as the character's Gestalt Level.

5. ***Morale*** This is the character's individual Morale score. It determines what, if any Tactics or Formations a character can take with other characters.

6. ***Cargo*** This is the number of Cargo Units that a character will be able to carry, provided they have the equipment that can carry additional equipment.

7. ***Gestalt Dice*** This is the amount of Gestalt Dice a character has. Characters can either use them to increase their skills' Percentage Chance or they can be discarded selectively to allow a character to take advantage of their Gestalt Level in place of a SPEW Attribute.

8. ***Survival Points (SP)*** This is where a character's Survival Point total is listed. They are used to either purchase additional Gestalt Dice, SPEW Attribute advances or allow a character to utilize Tactics or Formation benefits. Some Expert Skill checks also require Survival Points to be spent.

9. ***Health Points*** This is the number of Health Points a character has lost. The space beside the dot to fill in is a place for a character to write down any injury sustained due to the loss of this Health point.

10. ***Defense*** These are the various Defenses a character may have, influenced by their SPEW Attributes, Ability choices and Gear. The box on the left is where a character can list any specific resistances to certain damage types.

11. ***Damage Tracker*** This is the running total of how much Damage a character has accumulated. Each time they take enough damage to exceed their Damage Threshold, they will take an Injury. It is a good idea to indicate on the sheet at what point the dots will indicate a Health point loss. For instance, a character with a Damage Threshold of 7 will have a tracker that looks like this after taking 9 Damage:



Because a character, in this case, has taken 9 Damage and their Damage Threshold is 7, that means that the character only needs to take 5 more Damage before they lose another Health point.

12. ***Viral Tracker*** This is the running total for any infectious contagion that a character can have inflicted upon them during the course of a campaign. They can be a biological agent or a psychological one. The nature of the virus and its effect on characters will vary from campaign to campaign.

13. ***Ability/Disadvantage/Motivation*** This is where characters can list their Abilities, Disadvantages and Motivations. All of which influence their Descriptors, Skill Advancement rates as well as how they can earn SP.

14. ***Descriptors*** These are the Descriptors that a character has as well as the Descriptor Level (DLv.) it exists at.

15. ***Basic Skills*** These are skill checks that all characters can attempt without much training or experience. They advance the fastest among Skill types.

16. ***Trained Skills*** These are skill checks that require at least some training in order to utilize them. They advance slower than Basic skills unless Abilities a character chooses will allow a more rapid increase by 'Supporting' it.

17. ***Expert Skills*** These are skill checks that are almost impossible to accomplish without the right training and equipment. Expert skills cannot be advanced unless they are 'Supported' and even then, they are done so very slowly.

18. ***Initiative Tracker*** This is the Initiative Tracker. This is used to keep track of any complex sequence of events, such as a character taking multiple actions in a turn or having certain effects resolve on certain 'Moments'. If characters or opponents routinely decide to only take a single Action during their turn, then the Initiative Tracker will largely be unnecessary. It is just a tool for keeping track of turn order in Encounters should they begin to get complicated.

19. ***Formations*** This is a list of what Formations this character has adopted with other characters.

20. ***Components*** This is a list of all the components and odds and ends a character has on their person. Having certain amount of gear will count towards a character's Cargo total as if it were a larger piece of equipment. Components listed in the Gear section can be utilized in multiple kinds of kits at once.

21. ***Kits*** This is a list of Kits a character can carry using the list from their Gear as components as well as their Descriptors to increase the bonuses the Kit can provide. A full rundown of a Kit entry will be gone over in detail in the Gear section. It is important to note that some kits will not utilize all the entries provided in this section. The extensiveness of this section is to allow characters to utilize this space for many types of Kits.

22. ***Descriptors*** This is a shortened list of Descriptors a character has. This is purely for ease of reference in adding Descriptors to the various Kits a character can carry, as many of the Descriptors can cross over.

23. ***Name*** This is the name of the kit or equipment.

24. ***Type*** These are the kit types that apply to this equipment.

25. ***Tech Level*** This is the Tech Level of the kit, which is the base Tech Level + any Tech Points used to upgrade the kit further.

26. ***Cargo Units (CU)*** This is the amount of space that this kit will take up. The amount of Cargo Units this kit will take up. A character's starting max CU is equal to their **SB**.

27. ***Tech Points*** These are the number of Tech Points that a character can spend on upgrades to kits.

28. ***Durability*** This is the amount of structural damage that the kit or (the gear that it the kit represents) can take before it is damaged or broken beyond use. Anything that is reduced to 0 Durability is destroyed or otherwise rendered unusable.

29. ***Speed*** This is the speed or number of Speed Dice to be rolled in order to be able to utilize this kit for a Gear Bonus.

30. ***Capacity*** The number that must be tied or beaten by a Depletion Roll in order for gear to no longer be usable until it is restocked or reloaded.

31. ***Fire Control (FC)*** (weapons only) This is the fire control of a ranged weapon. It can do one of two things (player's choice): it can reduce the Depletion roll by 1 per FC, or each FC can allow 1 Depletion Die to be re-rolled. Depletion Dice can be re-rolled so long as the character's FC if large enough to allow for multiple re-rolls.

32. ***External Mods*** This is the listing of any external attachments or modifications that require the expenditure of a Modification Point (MP).

33. ***Tech Point Upgrades*** This is the list of upgrades that a Kit has because a character has spent Tech Points (TP) on them. Many upgrades are scaled in effectiveness based upon how many TP are spent on them, so there is space on the side of the entry to show how many TP are spent on any single upgrade.

34. ***Descriptors*** This is a shortened list of Descriptors a character has. These are Descriptors that apply to this particular kit.

35. ***Multiplier (Mx)*** This is the number that multiplies the DLv. to generate a gear bonus for characters,

    Lethality This is the Multiplier that a weapon uses. It serves the same function as a Multiplier, except that a weapon potentially has different Multipliers for Lethality at different distances between the character and their target. The entry is divided into Short/Medium/Long ranges.

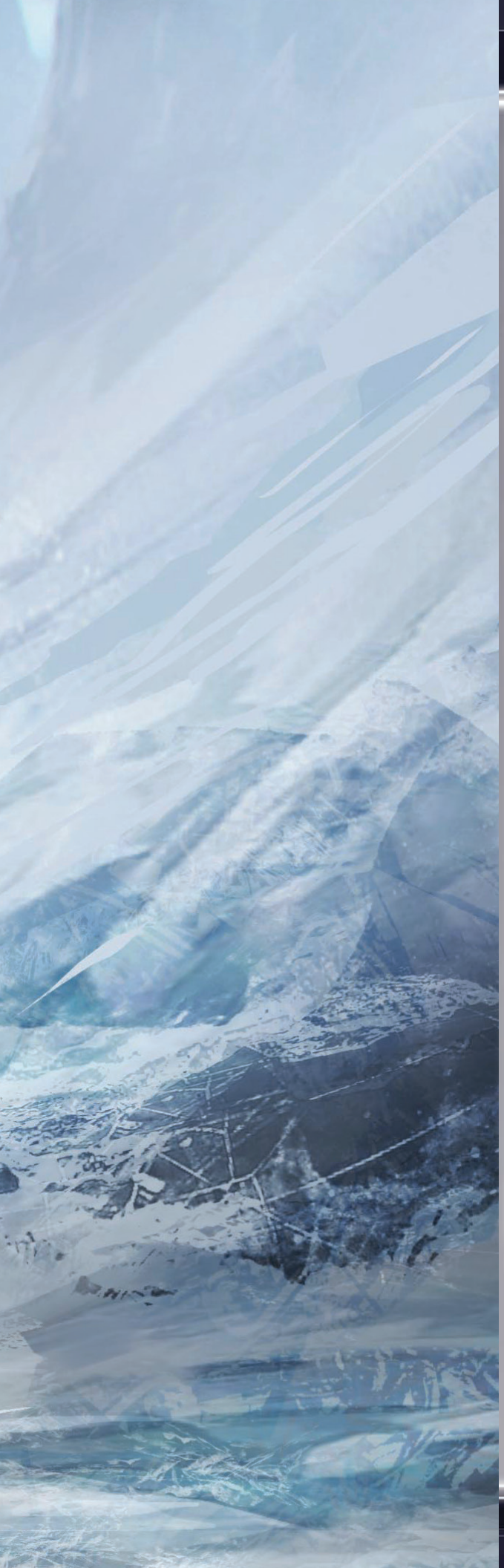
36. ***Gear Bonus*** This is the amount of a percentage chance increase a character gets when using this particular kit with one of the listed checks in the 'Skill Checks {SC%}' section. A kit may have different Gear Bonuses under different circumstances.

37. ***Skill Checks {SC%}*** This is the list of skill checks that the kit can provide a gear bonus to. The amount of a bonus that a character gets will be equal to the 'Gear Bonus'.

38. Effect(s) - Any additional special rules that a kit may have that does not fall into any of the above mentioned categories easily.



CHAPTER 3
DESCRIPTORS



BASED ON YOUR PROFILE, YOU HAVE EXHIBITED NOTABLE TRAITS

Please proceed to the following section to better understand your potential identifying descriptive traits.

CHAPTER 3 DIRECTORY

Descriptors 38
Descriptor List 38
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Creating Your Own Descriptors 42

DESCRIPTORS

Outbreak: Deep Space features the use of many Descriptors. Initially, they may seem a daunting and unnecessary complication to the game but it is actually an extremely simple and useful tool for both players and GMs alike. All Descriptors do is function as keywords. A Descriptor infers the relation of one thing to another and the possible strength of that relation is further indicated by how many things provide the same Descriptor in the form of Descriptor Level (DLv.). What does this character have to do with this Location? What does this weapon have to do with this character? What does this opponent have to do with this area? Generally, if the two (or more) things have a shared Descriptor, then you can potentially have access to more options as both a player or a GM. It can indicate experience, a familiarity with the surroundings or situation or some other relation. By and large, it's just a matching game and each matching Descriptor can potentially provide for either more enhancements to a Skill Check {SC%}, an increase in the dangers that the characters face, or access to a wider range of specialty.

(DESCRIPTORS)

There are multiple Descriptors that have the name of the Descriptor in parentheses. This means that this is a category of Descriptors and not one in and of itself. For instance, the (Biome) Descriptor is one that describes an environment or region, such as Rainforest or Desert. So generally, only one would apply in a given situation. Including them by category in this fashion just makes them easier to include or exclude as the scenario dictates. It also makes them easier to reference in the descriptions provided. A Descriptor category that is listed without parenthesis applies to all possible Descriptors within the same category.

LIST OF DESCRIPTORS

Action, Aquatic, Arid, (Beast), (Biome), Bludgeon, Bow/Crossbow, Challenge, Combat, Computing, Culture, (Damage), Dark, Defensive, Diplomacy, Electrical, (Energy), (Engineering Material/Process), Explosive, Fire, Firearm, Formation, Infested, (Injury), Law, (Location), Machine, (Medicine), Melee, Mission, Morale, Movement, Navigation, Objective, OBM, (Opponent), (Organization), Piercing, Pistol, Population, (Profession), Psychosis, Physiological, Ranged, Retreat, Research, Rifle, Ruins, Science, Search, Shattered, Shotgun, Social, Stealth, Stronghold, Structure, Survival, Surgery, Sustenance, Survivor, (System), Tactic, Throwing, Training, (Transdimensional), Vehicle, Viability, Vice, Weather

DESCRIPTOR LIST

ACTION

This is used when characters perform Actions during Encounters. Generally this applies to checks that requires Moments to accomplish instead of using periods of Time.

AQUATIC

This deals with any situation or opponent that involves large bodies of water, either as a Location or a habitat.

ARID

This deals with any situation that has an incredibly dry climate, be they deserts or tundras that don't get heavy rain or snowfall.

(BEAST)

This involves familiarity with and situations likely to involve certain category of beasts. For Locations, it often denotes common habitats of the named beast. The name "Beast" would be replaced with the beast or category of beast that this Descriptor refers to. They can be as specific as 'Moose' or it can be as general as 'Reptile'.

(BIOMES)

This denotes familiarity or comfort operating within a certain region with specific geographic features, climate and native plant and animal species. The name 'Biome' will not appear in the entry, rather it will be replaced by the name of the biome itself, which will be one of the following: Alpine, Chaparral, Coral Reef, Desert, Estuaries, Freshwater, Freshwater Wetlands, Glacier, Marine, Rainforest, Savanna, Space, Taiga/Boreal, Temperate Forest, Temperate Grassland, Tundra, Urban, Wetlands

BOW/CROSSBOW

This applies to the use of or category of any weapon that uses bowstrings to propel an arrow or bolt towards the intended target.

CHALLENGE

This applies to any obstruction to a normally straightforward task, where critical thinking and problem solving skills are required to overcome. Where this obstruction comes from and its extent is dependent upon the Hazards or Opponents that provide it.

COMBAT

This applies to any situation that is solvable by, or involves directly, ranged or close combat with Opponents.

COMPUTING

This involves the use of data processors, servers, networks and navigating digital environments. This can relate to using such networks or building and altering existing ones.

CULTURE
This applies to a Stronghold's ability to maintain the higher aspects of culture, such as arts, religion and civility. It is often used as an opposite axis to Morale to determine the expression of this culture; with high Culture coupled with high Morale often indicating an importance of free expression and restrained progressive attitudes, where low Morale will indicate a descent into decadence. Low culture often indicates a base, subsistence existence.

(DAMAGE)
This refers to a specific category of force or damage type. This will not be listed as "Damage", rather it will be the damage type: Acid, Bludgeon, Electric, Infection, Piercing, Poison, Radiation, Slashing, Thermal, or some other damage type as determined by the Outbreak Scenario.

DARK
This applies to any situation that is done during periods of Time that are considered Night and any situation that is light-deprived by being enclosed like caves or large buildings with no power or windows.

DEFENSIVE
This involves combat that takes place at range closer than arm's length. Using Grapple or Brawl, or in some cases Melee Combat (or even rarer, Ranged Combat) at this distance indicates this use of this Descriptor. High Defensive DLv. means that a character has very good reflexes and is capable of anticipating incoming attacks.

DIPLOMACY
This applies to any situation that is solvable by (occasionally heated) but ultimately non-violent means. The threat of violence may be used, but violence is not inherently part of this interaction.

ELECTRICAL
This involves wiring and manipulating electrical current by wires, connectors, and resistors. This can imply either the nature of the situation or trying to repair or construct something that uses electricity. This does not imply ability to program anything, just wiring.

(ENERGY)
This refers to the non-physical forces and power sources that exist in the universe. Electricity, thermal energy, plasma, radiation, atomic, photovoltaic, etc. While this can sometimes be made more specific to the energy type or source itself, more often than not, it is used as an abstraction to the understanding of the nature of energy and its application. In this case, it's not uncommon for Energy to remain abstracted.

(ENGINEERING MATERIALS)
This involves the fabrication or modification of objects using the material listed. Often uses 'Craft' checks and multiple Missions that utilize construction or demolition of objects made of the material listed. Another Descriptor often identifies what sort of material, structure, or object a character is familiar with engineering and building.

EXPLOSIVE
This relates to explosives and the safe handling and use of explosive and combustible materials.

FIRE
This implies the use or understanding of fire. It could be knowing how to navigate more safely when a building you are in is on fire, or it can be starting a fire. It will generally be up to the other Descriptors to indicate what extent familiarity with Fire is helpful.

FIREARMS
Relating to the use of and knowledge of pistols, rifles and shotguns. This includes their safe handling, use, and maintenance.

FORMATION
This relates to what, if any formation characters adopt in anticipation of a successful Encounter check. This is similar to an Action, only they relate to what characters do during periods of Time instead of during Encounters.

INFESTED
This refers to the viral infection taking the form of an infestation instead of an actual virus. This means the 'Viral' total represents the extent of a parasitic infestation.

(INJURY)
This refers to a specific kind of injury that is either inflicted or capable of being treated by the character with familiarity with this sort of injury. This can also refer to specialized equipment that is used to treat the injury of this kind. The possible Injury types are as follows:
Bone Injury, Burn, Flesh Wound, Frostbite, Infection, Open Wounds, Poisoned, Sepsis.

There are multiple other injuries possible, but many will

fall into one of the categories above. Feel free to add any others that is appropriate to the kind of damage taken.

LAW
This refers to a character's familiarity with laws as understood by society. This can either refer to enforcement of or judgment based on the law.

(LOCATION)
This is a very general Descriptor that applies to a specific location. This is a more specific Descriptor than (Biome), which is a climate and geographic region, whereas a (Location) is generally a man made place, like a city or county that a character may know very well.

MACHINE
This refers to the understanding, repair and maintenance and construction of machines. This can be further refined by nature of machine, but a basic understanding of machines will allow a character to understand how other machines work, given enough time.

(MEDICINE)
This is often in reference to a field of medicine that can allow for characters to diagnose and treat using the understanding of this field of medicine. This is often used in conjunction with Missions that require 'Advanced Medicine' checks.

MELEE
This involves a form of combat that takes place within arm's reach or within reach of weapons held by one or more of the participating sides. Having high general Melee DLv. will indicate a character that has excellent reaction time and the ability to know where an opponent may be vulnerable.

MISSION
This involves what characters attempt during one or more periods of Time, varying tremendously by complexity of the Objective and difficulty of the task attempted. This is often further described by the Formation used as Descriptor. Generally, any scenario that results in the earning of SP or making checks that generate Labor.

MORALE
This involves the mental resolve of a character or party of characters. This often refers to situations where Morale can be lost (often called 'Stressors') or occasionally even earned (such as, by accomplishing an Objective). This can also refer to any object or mission that represents creature comforts or mementos of personal significance.

MOVEMENT
This involves a character or party of characters taking a Mission to 'Move' during periods of Time in the safest, most time efficient way possible (in so far as the characters can tell). This occasionally refers to movement made during Encounters, which uses Moments instead of Periods of Time. This can even mean movement by other means such as climbing or swimming.

NAVIGATION
This involves the ability to navigate through difficult or unfamiliar terrain and tracking or predicting the movement of others.

(OBJECTIVE)
This involves a major goal as determined by the GM or the scenario, which are Primary Objectives. This also refers to Objectives that characters take upon themselves, which are Secondary Objectives. This can sometimes refer to relations with specific Objectives, in which case, the title of this Descriptor may be substituted with the name of the specific Objective.

(OBM OR ONE BIG MONSTER)
This refers to Encounters with, specific threats created by, or familiarity with a specific opponent designated as a 'One Big Monster'. This name of this Descriptor is almost certainly replaced by the name of the specific opponent as opposed to general relation with every possible opponent that could be considered an OBM. In this respect, it's similar to the 'Opponent' (Name of Opponent) Descriptor.

(OPPONENT)
This refers to familiarity with or situations likely to involve a certain kind of opponent. The word "Opponent" will be replaced with the name or category of opponent being referenced. This list probably has the largest subset, as many things can be opponents.

(ORGANIZATION)
This applies a relation with one or more organizations or groups. It is similar to Biome, but with people or organizations with a working knowledge of an individual character and would interact with them (positively or negatively).

PISTOL
Like 'Firearm', but in reference to the use and maintenance of pistols specifically. This can apply to both pistols or any weapon that has a pistol grip and can be held and used one-handed, although this is not recommended.

POPULATION
This refers to the general populace of a Stronghold, who are generally subordinate to the player characters in some fashion. They volunteer (or may be forced into) labor to maintain and upgrade a Stronghold. This Descriptor infers a strong relation with other non-player members a character interacts with.

(PROFESSION)
This refers to an actual profession that a character has had. This is usually in reference to certain kinds of Ability choices that don't reflect personal ability so much as work experience. This occasionally means that a character in a post-apocalypse setting will be unable to take extra tiers in Abilities with this as a Descriptor.

Characters will be able to generate 10 Cr per DLv. in (Profession) x DoS in a related check between sessions if they are able to be in situations where they can hire themselves out.

PSYCHOSIS
This represents what is widely considered a mental disorder in their most extreme forms. It reflects what a character might resort to when exposed to 'Stressors' or what they even consider to be a 'Stressor'.

PHYSIOLOGICAL
This represents a certain state or disorder that is an ailment of the physical body.

RANGED
This involves a form of combat that utilizes projectiles, hitting the intended target at further away than the reach of a character or opponent. In this general category, a character with good Ranged DLv. overall has good depth perception, eye-hand coordination and concentration.

RESEARCH
This involves the research into certain areas of science or any sort of inquiry using the scientific method. This generally involves those Missions that use Science checks in order to generate Labor.

RETREAT
This involves any sort of formation or tactic that utilizes a tactical retreat as opposed to fleeing out of fear.

RIFLE
Like 'Firearm' but refers to the use and maintenance of long guns that fire solid slugs of varying caliber. This can refer to two handed firearms specifically or shorter versions, like carbines.

RUINS
This indicates that characters are in a location that has severely compromised structural integrity. They can almost never be retrofitted into Strongholds. Locations with this Descriptor often allow a number of Hazards to be played against those who are willing to enter.

(SCIENCE)
This involves a Stronghold's capability to do research, construct and maintain a higher level of technology. This Descriptor involves any utilization of a Stronghold's scientific capability.

SEARCH
This involves any specific action that results in finding of people and/or objects.

SHATTERED
This involves an encounter with a very unstable individual. Their behavior is either extremely unpredictable or very dangerous. This Descriptor indicates any situation, event or opponent that involves these broken individuals.

SHOTGUN
Like 'Firearm' but refers to the use and maintenance of long guns that fire scattered shells with shot or special solid slugs. There can be other specialized ammunition that can be fired as well.

SOCIAL
This refers to social interaction and ability to function in a civilized society. This might be just putting on appearances just to get by, but even knowing or being able to read social cues is sufficient for this Descriptor to be utilized.

STEALTH
This applies to hiding, moving silently and avoiding detection by any number of means, often used in conjunction with {Hide, Snk%}.

STRONGHOLD
This relates to the people and physical structure that is a character's Stronghold.

STRUCTURE
This relates to a Stronghold's physical defensibility. The thickness of walls, the size and position of windows and doors all factor into this. This Descriptor involves the physical defenses of a Stronghold.

SURVIVAL
This applies to being able to live with only available

resources provided by the environment or with limited supplies. Such things like finding shelter, fresh water and food, improvising simple tools from scavenged materials are part of what this Descriptor can indicate.

SURGERY
This involves any advanced medical procedures that requires special training, sterile environments and specialized tools to perform. This is often a part of treatment of more severe Injuries.

SURVIVOR
This involves any neutral or friendly non-player characters that characters encounter that can be traded with or even recruited to your Stronghold.

SUSTENANCE
This involves the basic necessities of life functions in regards to nutrition and hydration. Very rarely will this involve any Encounter specific effects, but finding and utilizing items with this Descriptor can be a matter of life and death. This doesn't often apply to character Abilities, but rather Locations and gear.

(SYSTEM)
This refers to any system that involves data or information of a specific nature. It can be restricted to a specific operating system or it can be a general understanding of a certain category of system.

(TACTIC)
This is like 'Mission' as it involves the cooperation of all characters and periods of Time, but it applies to Missions that are attempting to have the result of an E% be a failure so that the characters can reap some other reward.

(THROWING)
This is like 'Ranged' but applies specifically to weapons that are thrown by human force, such as knives, tomahawks and even hand grenades. This can also apply to weapons that have ammunition that are lobbed or flung as opposed to fired or shot, such as mortars, slings or even grenade launchers.

(TRAINING)
This involves Missions that are undertaken to instruct one character to increase DLv., SC%, SPEW Attributes or even gaining an Ability tier. It also indicates familiarity with effective methods of instruction.

(TRANSDIMENSIONAL)
This refers to the creature, substance or event being one that has their origins from another dimension. This may also refer to something that is native to our dimension that has an effect on transdimensional phenomena. The only reason that this Descriptor is in parenthesis is that there is an opportunity to name or categorize what dimension is being referred to if there are more than one in play (other than the players' native dimension).

(VEHICLE)
This involves something that is using a transport of some kind. Generally, this is something that is piloted by the characters themselves or another character in their party. This is often specialized or further refined by the class or category of vehicle.

VIABILITY
This involves a Stronghold's ability to support a healthy population. This is an indication of access to reasonable nutrition, fresh water and sanitary conditions. Characters who have access to high DLv. of Viability are able to endure more and rest better.

(VICE)
This involves an addiction or psychological comfort derived from something that is not biologically necessary for one's personal survival. A high DLv. in this Descriptor indicates that a character has a strong addiction or drive to pursue this vice.

(WEAPON)
This one is pretty simple. It refers to a weapon or object used as a weapon. High DLv. means exceptional familiarity with this particular weapon.

(WEATHER)
This involves extreme weather patterns such as high winds, rain, fog and other events that are not deadly in-and-of themselves, but can make simple things like looking into the horizon or making a fire much more difficult. Being associated with this strongly means that a character is highly resilient when it comes to tolerating such uncomfortable events. If it applies to equipment, then it's generally made for the purpose of resisting the ill effects of weather.

AD-HOC ACTIVE DESCRIPTORS

A GM generally uses campaign notes, formations, tactics, hazards, matching Descriptors between characters, equipment, environments and opponents to determine Active Descriptors. It is entirely possible for a GM to declare that certain Descriptors are Active without anything matching or outside of conventional

ways of determining what Descriptors are Active or not. This can be an inventive or narrative process or it can be one that is generated by the drawing of cards or any other function that a GM comes up with to give variety to an Encounter or other events during a period of Time.

CREATING YOUR OWN DESCRIPTORS

The good thing about Descriptors is that they only infer a relation and the potential strength of that relation by means of Descriptor Level (DLv.). Descriptors don't have rules in and of themselves. They only have a few Skill Checks they are frequently used with, and therefore can apply to Kit construction. Such things are listed and can be easily added or modified as appropriate for a scenario. This makes creating your own Descriptors that are unique to your scenario or campaign extremely easily. Gamemasters are strongly encouraged to invent their own Descriptors to describe their unique creation or situation and/or modify the ones here to better suit their needs. Many published scenarios will feature unique Descriptors as they relate to the scenario as well.

CHOOSING DESCRIPTORS

Now that you have such flexible tools at your disposal, the next question becomes how to use them effectively. A player has many Descriptors at their disposal, provided by their Ability choices as well as gear and some Disadvantages. The first step is determining which of the available Descriptors are relevant to the situation. These are the "Active Descriptors". Among these Active Descriptors, a character chooses which among them to apply.

Active Descriptors

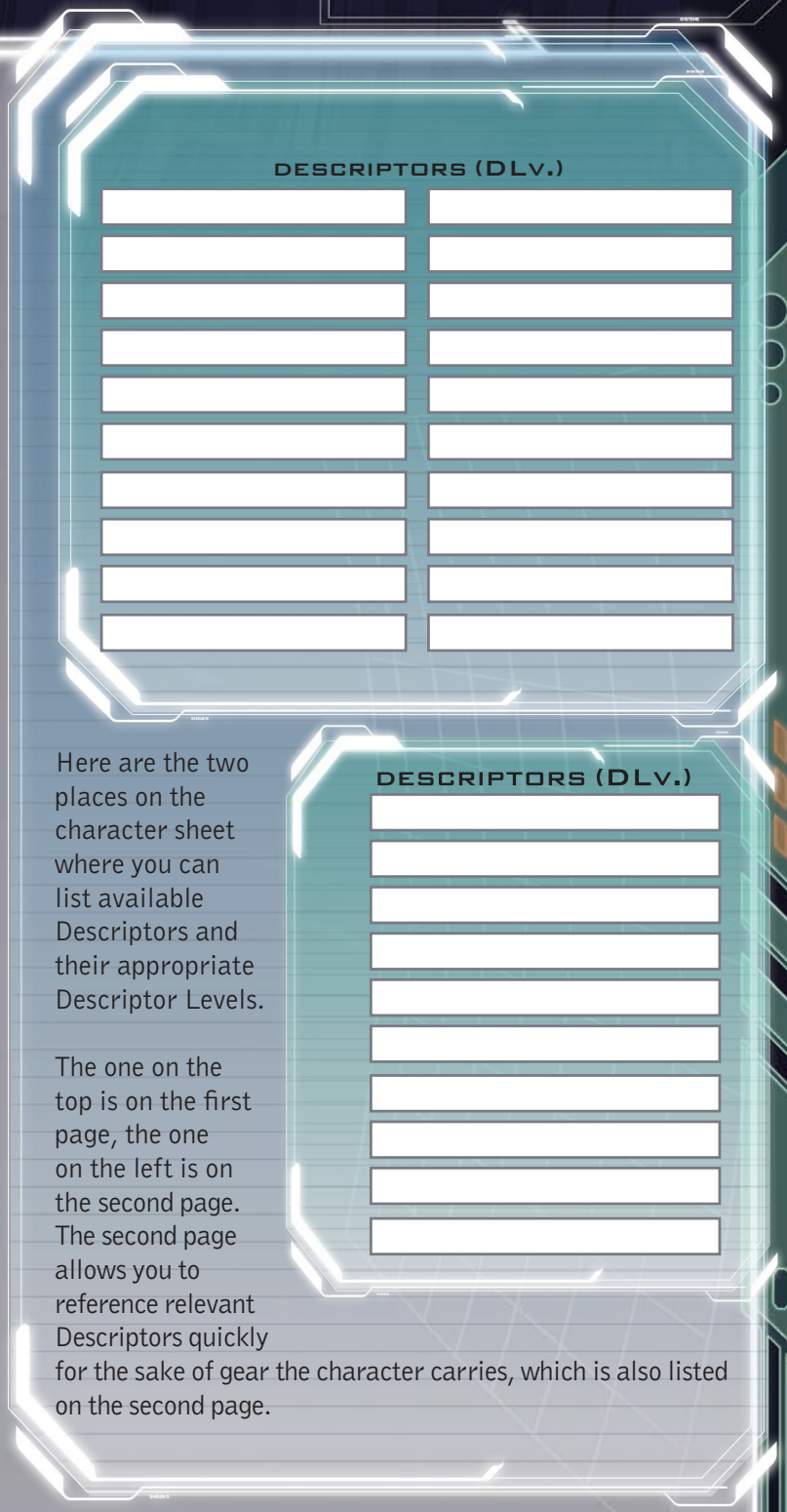
A character will have access to many Descriptors, but only a few of them will potentially apply in any given situation. Active Descriptors are those Descriptors that can potentially contribute to the situation at hand. Active Descriptors are determined by character type, Ability choice, formations, tactics, gear, Hazards and/or GM discretion. An Active Descriptor is also a Descriptor that is shared among a character, their gear, the location, opponents and situation they are in. When in doubt, look for matching Descriptors to see which ones could count as being Active Descriptors.

Example 1

A character wants to see if an Action they want to take can use a gear bonus. Officer Coughlin has tiers in the 'Law Enforcement' Ability, which grants him many Descriptors, among them is 'Firearm'. If he has any gear that is a weapon with the 'Firearm' Descriptor then he is able to use the weapon to grant a Gear bonus when making attacks with it in almost every circumstance because the user and the tool share a Descriptor.

Example 2

A character wants to see if their gear can grant a special rule. Pvt. Phillips has his standard issue combat fatigues



Here are the two places on the character sheet where you can list available Descriptors and their appropriate Descriptor Levels.

The one on the top is on the first page, the one on the left is on the second page. The second page allows you to reference relevant Descriptors quickly for the sake of gear the character carries, which is also listed on the second page.

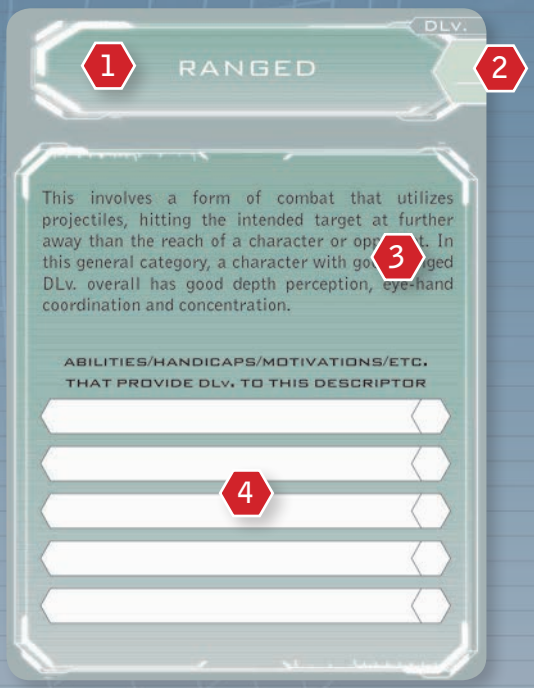
which has 'Desert' as a Descriptor. The fatigues will allow Pvt. Phillips to use his gear to add a bonus to 'Hide' or 'Sneak' if they are in a Location with 'Desert' as a Descriptor. Both the Gear and the location have 'Desert' as a Descriptor, which makes it an Active Descriptor. Even if Pvt. Phillips had an Ability that had 'Desert' as a Descriptor, he is trying to remain hidden in a Location, so the Location must provide a matching Descriptor.

Example 3

Pvt. Phillips is wearing the same fatigues as Described in Example 2. He enters a building. This building is a Location that does not share the 'Desert' Descriptor with the gear. This means the fatigues are useless when trying to interact with the Location to determine which Descriptors are Active Descriptors. In this situation, it might even be possible that there is some penalty that works against the character if the pattern of Pvt. Phillips' fatigues is too strong a contrast with the surroundings he is trying to hide in.

It is possible, in this fashion, to have a variety of Descriptors come into play at various times. They can also change as this situation dictates. Many Locations or Outbreak Scenarios will have a variety of Descriptors that will be inherent in their construction, and as a result would almost always apply.

DESCRIPTOR REFERENCE CARDS



These are the reference cards that a player can use to quickly determine what Descriptors a characters can use, when it can be used and what generates the DLv. that a character has access to.

1. The name of the Descriptor.
2. The total Descriptor Level (DLv.) the Descriptor is at for the character (made by combining the modifiers in the 4th entry.
3. The entry for the Descriptor which indicates what situation the Descriptor will be 'Active'.
4. The Abilities, Disadvantages, and/or Gear that add Descriptor Levels to this Descriptor.

GENERATING DESCRIPTOR LEVELS

Characters can determine the results of their choice of Abilities and gear by using Descriptor Levels as a reference. These are determined very easily. A character has to look at their choices of Abilities and see what Descriptors they provide. These are a character's available Descriptors. To determine their actual Descriptor Level, each tier in the Ability will add +1 DLv. to all Descriptors that Ability provides. Descriptor Levels of the same name combine with each other, even different Abilities or equipment add them.

Applying Descriptors

A character or GM that is trying to pick Descriptors to use is recommended to keep it limited to 3 or 4 different Descriptors to use among their available Active Descriptors. They are encouraged to (and should be routinely allowed to) pick Descriptors to fulfill the following categories:

- Type of check
- Gear/tools used
- Location/Biome the check is made
- Ability tiers
- Category of target

This is just a recommendation, a player can petition to use as many of the Active Descriptors as they feel appropriate, but the GM can veto the use of any Descriptors not explicitly stated as being necessary. There will be plenty of entries that will spell out which Descriptors would apply to common Actions. There are also plenty of opportunities to match Descriptors of the character with those of the situation, which provides an easy reference as to what sort of Descriptors (and bonuses) will apply.

Once the Descriptors are chosen, then the Descriptor Levels (DLv.) apply to the situation, whether they are altering an SP cost or reward, a Hazard's Risk cost or are factored into a Gear bonus of some kind.

ORGANIZING DESCRIPTORS

You will recognize this from the Character Creation chapter. This is the organization of Descriptors in Gear entries.

For the Halcyon Gryphon 9mm Pistol example, this gear is able to provide a bonus to both Ranged combat and Grapple SC%. Based on a character's available Descriptors it will generate two different Gear bonuses. However, since the only static, non-situational Descriptors are Pistol and Firearms (circled in red for reference), those two are the only ones highlighted. It should be noted that a character can easily include other Descriptors, especially 'Ranged' and 'Defensive', so the normal DLv. o f 7 will likely be much higher depending upon the situation.

Name: Halcyon Gryphon 9mm Pistol — Type(s): Firearm – Pistol

Tech Level:	2	Size:	1 CU
Tech Points:	2	Durability:	2
External Mods:	2	{SC%}:	Fi-P, Grpl

External Mods

Secondary Tech Upgrades

Descriptors	DLv.
Pistol	2
Firearms	5
(Ranged)*	4
(Defensive)*	2

Total DLv.: 7

Multiplier: x –

Lethality: x 1 /x Ø /x Ø

Gear Bonus: +7%/+Ø%/+Ø%

Skill Checks {SC%}: {Fi-P +11 %, Grpl +9 %, % , %, %, %}

Effect(s): DLv. for Ranged attacks are 11, DLv. for point-blank shots in Grapple is 9

For the Huron Widowmaker SR Rifle, the use is far more direct. It's only usable in Ranged combat, so the Gear bonus generated by the DLv. and Lethality multipliers is pretty consistently +24% at close range, +12% at medium range and no bonus at long range.

Name: Huron Widowmaker SR Rifle — Type(s): Firearm – Rifle

Tech Level:	3	Size:	2 CU
Tech Points:	4	Durability:	3
External Mods:	3	{SC%}:	Fi-L, Srvl

External Mods

Secondary Tech Upgrades

Descriptors	DLv.
Rifle	3
Firearms	5
(Ranged)*	4

Total DLv.: 12

Multiplier: x –

Lethality: x 2 /x 1 /x Ø

Gear Bonus: +24%/+12%/+Ø%

Skill Checks {SC%}: {Fi-L +12%, Grpl +12 %, % , %, %, %, }

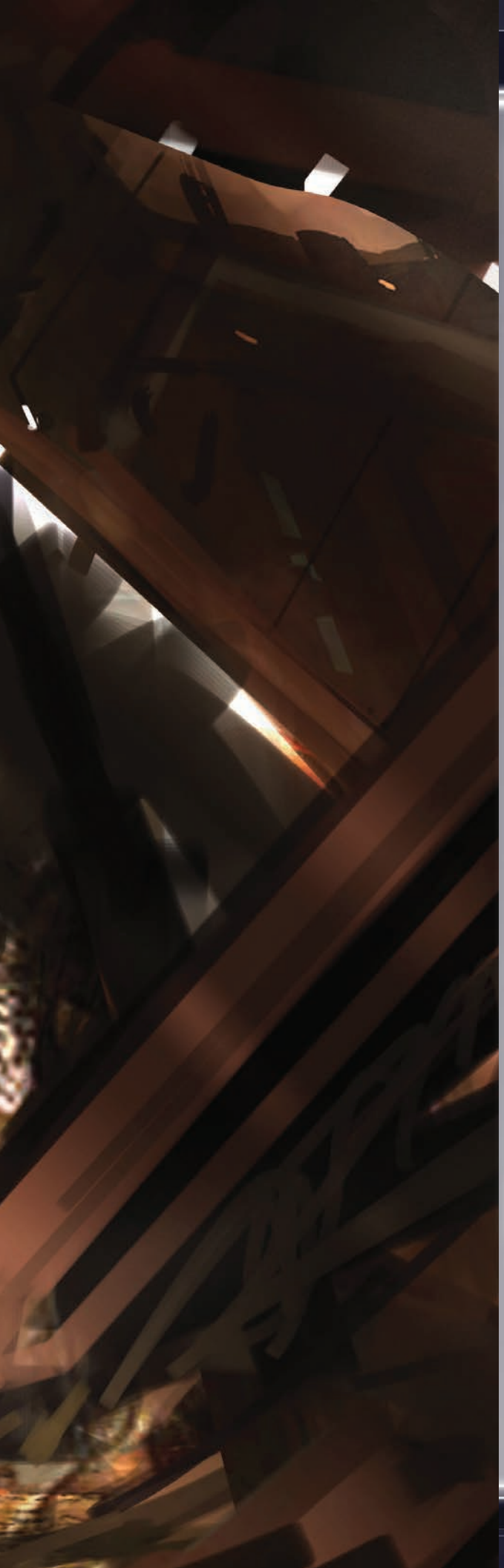
Effect(s):

DESCRIPTORS (DLv.)

Pistol	2
Firearms	5
Ranged	4
Defensive	2
Rifle	3



CHAPTER 4
ABILITIES, DISADVANTAGES AND MOTIVATIONS



YOUR TRAITS HAVE DEMONSTRATED SKILL AND GENERAL UNDERSTANDING OF A MULTITUDE OF SUBJECTS.

Please proceed to the following section to determine youridentifying traits.

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ABILITIES

Abilities represent the character's education and experience and range from 1 to 5 'Tiers'. Each Tier roughly represents 1-5 years of experience or a range of ability that represents such experience.

TIER 1 - Basic instruction, a skill nurtured passively over a few years or taught in a short intensive course. Most Abilities are available to all people at this tier. Most people have reasonable access to the prerequisite instruction for an Ability at this level of understanding.

TIER 2 - Advanced instruction or a specialized skill nurtured actively over a few years.

TIER 3 - Specialized instruction or intense experience for multiple years or a minor routine practiced daily as part of a character's normal life.

TIER 4 - Professional, respected within their community and occasionally known worldwide for their ability among their peers. This Tier also represents several years of training.

TIER 5 - Only a lifetime of training or continual, intense practice is represented at this Tier. A character will likely be famous for their talent or ability, even outside of their peer group and industry. Either this or highly specialized training or instruction is required in order to represent this Tier.

Under most circumstances, a character may not participate in a campaign long enough to grant new Abilities under these parameters. A Gamemaster may design other ways for gaining new ones if they wish.

ABILITY LIST

ACCESS GRANTED (LOCATION)

Primary Attribute: n/a
Descriptor(s): (Location), (Organization)

A character has a deeper level of security at a certain Location. Whenever a character is at the indicated Location, they may automatically add +5 Labor per tier to use any Feature at a the Location. The Descriptors will also provide bonus Labor when a character is attempting to generate Labor at the named Location. The character will still need to spend the number of Moments needed as if they were attempting one check to generate Labor, even if the Labor provided by this Ability and other bonuses would be enough to take advantage of the feature of the named location without making any checks to do so.

ACADEMY, MEDICAL

Primary Attribute: n/a
Descriptor(s): Profession, Instruction, Medical

A character has bonus DoS to 'First Aid' and 'Advanced Medicine' when generating Labor at a Location feature with those checks.They may also add their 'Medicine' DLv. to the Labor generated at any medical facility. Generally, this skill can only be taken at a character's creation and is generally restricted to characters who are the 'Medical Personnel' Type. Any other character taking Tiers in this skill will count each Tier taken as having used up 2 of their allowed Tiers. They may also add their Tiers in this skill to the amount of damage they heal for all 'First Aid' checks and 'Advanced Medicine' missions they undertake.
Advancement: 'First Aid', and 'Medicine' can both take one advancement as a Basic Skill.

ACADEMY, SCIENCE

Primary Attribute: n/a
Descriptor(s): Profession, Instruction, Science

A character 'supports' one 'Science' skill per tier in this to represent additional training in the prestigious Science Academy. Generally, this skill can only be taken at a character's creation.
Advancement: One Science (Sci) Expert Skill can take a single advancement as a Basic Skill.

ACADEMY, SPACE

Primary Attribute: n/a
Descriptor(s): Profession, Instruction, Space

A character gets a bonus of +5 per Tier to both Pilot and Astrogation skill checks. Generally, this skill can only be taken at a character's creation.
Advancement: 'Pilot (Vehicle)' can take a single advancement as a Basic Skill.

ACADEMY, ENGINEERING

Primary Attribute: n/a
Descriptor(s): Engineering, Instruction, Profession

A character gets a bonus DoS per Tier to any 'Construction/Engineering' check. Generally, this skill can only be taken at a character's creation.
Advancement: 'Co/En' and 'Digital Systems' can take a single advancement as a Basic Skill.

ACADEMY, MILITARY

Primary Attribute: n/a

Descriptors: Combat, Instruction, Profession

A character has a bonus of +5 per Tier to both Melee and Ranged Attack. Generally, this skill can only be taken at a character's creation.

Advancement: A character may take a single advancement to Melee Attack, Ranged Attack and Martial Arts as a Basic Skill.

ACUMEN



Primary Attribute: Perception
Descriptor(s): Challenge

This character is particularly astute and capable of decisive action. Each Tier will allow an advancement to Perception and will allow a free advancement in any skill with Perception as a primary attribute.

Willpower Option



Using a Willpower Option will extend the free advancement benefit to a skill with Willpower as a Primary Attribute.

ANIMAL HANDLING (SPECIES)



Primary Attribute: Empathy, Willpower
Descriptor(s): Beast

Each Tier will allow this character to instruct an animal one 'Command' that is allowed by the species. The character can instruct multiple animals this same Command. Multiple Tiers in this ability will allow the character the ability to teach a new Command. It will also provide a free advance to 'Animal Handling' and 'Ride' should the animal be reasonably capable of being ridden.

Mastery: At Tier 5, a character can instruct an animal in every Command their species is capable of learning.

(ANIMAL KINSHIP)



Primary Attribute: Empathy, Willpower
Descriptor(s): Beast, (type of beast)

Each Tier will grant a bonus DoS to all Willpower checks to both character and animal so long as they are near each other. Also, all Empathy checks between the two will have a bonus DoS. This includes issuing commands learned by the 'Animal Handling' Ability. Characters lose 1 Morale per Tier if this animal comes to any serious harm or dies. This Ability only applies to one animal and multiple advances to this Ability apply to the same animal.

Mastery: At tier 5, a character can issue Commands to the animal without requiring an Empathy check. A check can still be made if DoS are factored into the result. Failing this check will count as having the check succeed with 0 DoS. A 'Catastrophe' will still count as a failure.

ARCHERY



Primary Attribute: Perception
Descriptor(s): Combat, Ranged, Bows/Crossbows

Each Tier will also allow a free increase in {Bow}.

Mastery: Add +1x multiplier to the Lethality at all ranges. A character is also able to retrieve shot arrows and bolts with a 'Search' check with no Difficulty penalties for DoF in an attack if the characters defeat all enemies in the Encounter and did not Flee. Catastrophes in a 'Ranged Attack - Bows' check will still prevent the arrow or bolt from being retrieved.

ARTIST

Primary Attribute: none
Descriptor(s): Profession

Each tier will allow a free increase to 'Diplomacy - Expression' check. Their perspective, if documented, can contribute up to 1 DoS per Tier in this ability to any 'Research' missions. This character can add their Profession DLv. Worth of Labor of any 'Studio' Labor costs if a character is Stationed at a Stronghold.

Mastery: 1x to 'Crafting Tools - Artist'. A character can spend Resource and Time to make a 'Artistry - Type' check to create artwork that will increase Morale. The Resource, Time and Difficulty of the 'Artistry - Type' check including the amount of Morale increased will depend on the kind of artwork produced.

ACCESS GRANTED: (LOCATION)

Primary Attribute: n/a
Descriptor(s): (Location), (Organization)

A character is allowed to freely enter and explore certain areas with no trouble, provided any security clearances are still in place to prevent access. The Skill will read 'Access Granted: (Location) #' This indicates where and at what Tier the access is granted for a character.

A character with this skill is allowed the following abilities: Freely able to enter these locations, bypassing locks and security measures that would normally prevent access. They are also able to add +1 bonus Degree of Success in their Search checks per Tier of the designated areas. They also get a bonus of +5 per Tier to any 'Sci - Program' checks made at that location. This bonus does not extend be used to the 'Program' function of Access

Granted to artificially increase Tiers in this skill or to grant access otherwise not allowed. At 5th Tier, this skill grants full access to the area to allow Tier 1 Access to any character they wish.

Program - A Program that has this skill is used artificially boost the amount of Tiers in 'Access Granted' or to grant access to places not normally allowed. This is technically hacking, so whatever bonuses a character has for such checks applies in the attempt to execute this Program. Note that unless this Hacking is done at an 'Interface' or terminal with universal access, the 'Access Granted' Hack will increase in Tier or simply grant access only at the one specific location attempting to be entered, and not every location that shares the same name. This represents overriding a specific 'Interface - Security Terminal', essentially electronic lock picking.

ASTROGATION/TELEMETRY

Primary Attribute: None
Descriptor(s): Computing, Science, (System)

This allows a character to utilize advanced navigation systems and can accurately predict the movement of their desinations to intercept them en-route.

Program - Astrogation/Telemetry

This program will add significant bonus DLv. to either the Science and/or (System) Descriptors. It will usually be allowed to add Labor towards any form of space navigation.

ATHLETE



Primary Attribute: Strength
Descriptor(s): (Organization)

Each Tier will allow an advancement to Strength. Each Tier will allow a free increase in two of the following skills (choosing those that would be relevant to the sports a character plays): 'Endurance', 'Melee Attack [Bl, Pi, Sl], 'Ranged Weapon (Thrown)', 'Swim' or 'Toughness'.

Willpower Option



Spending a Willpower Option will allow only one skill to be advanced with this Ability, but the skill may be increased twice.

Mastery: At Tier 5, a character can make non-opposed Strength based checks without spending SP during an Encounter.

BIKE



Primary Attribute: Strength
Descriptor(s): Endurance, Movement, Vehicle

A character is skilled in riding a bicycle or motorcycle. They get +5 per tier to 'Pilot - Cycle'. In addition, a character is able to ride the bicycle over rough terrain. Hazards with

a 'Movement' Descriptor will have an increased cost of 1 Risk per 'Movement' Descriptor.

Mastery: At tier 5, a character can spend 1 SP to increase the distance they can travel on a bicycle by 100% for 1 period of Time.

BILLY GOAT



Primary Attribute: Willpower
Descriptor(s): Survival

A character is capable of eating what most would consider repulsive. A character performs 'Search' checks for Food with a bonus DoS per Tier in this Ability. Only characters with this Ability will be able to benefit from Food found with this bonus.

Mastery: At tier 5, a character is able to stomach all manners of nauseating food and do not need to make Willpower checks to prevent eating something even remotely edible.

CAGED WISDOM

Primary Attribute: None
Descriptor(s): Challenge, Profession

Strength Option



Allow a free advancement in one of the following skills: 'Melee Attack', 'Grapple', or 'Brawl'

Perception Option



Spending a Perception Option will allow a free advance in 'Ranged Attack', 'Search' or one 'Craft' skill speciality.

Willpower Option



Spending a Willpower Option will allow a free advance in 'Dipl - Intimidation' or 'Composure'.

Mastery: At Tier 5, a character will always be able to advance 'Dipl - Intimidation', 'Melee Attack' and 'Resist Diplomacy' as if they were 'Supported'. This level or frequency of incarceration indicates a what is basically a career criminal and will develop or increase a 'Sociopathy' Disadvantage by one Tier.

CHARISMA



Primary Attribute: Empathy
Descriptor(s): Morale

Call it stage presence, charm, wit, bedside manner or any combination thereof, a character has an uncommon

charm about their person that makes them well liked and personable and (seemingly) trustworthy. Each tier will allow a free advance in Empathy and any 'Diplomacy' skill other than 'Intimidation'. Each tier will also increase the EB of any check by 1. A character with this ability will unfortunately be sorely missed should anything happen to them. Any checks made to resist the loss of Morale due to this character's death or peril will be increased in Difficulty by 1 per Tier.

Mastery: At Tier 5, a character is able to substitute any WB with EB.

CULINARY ARTS
Primary Attribute: none
Descriptor(s): Food, Profession
A character is capable of preparing food very well They get a bonus d6 per tier to add to the Labor generated at a Barracks or some sort of mess hall or kitchen. Any missions undertaken with 'Sustenance' as a descriptor will add +1 Morale per tier in this ability if a 'Craft - (Food)' check was made by this character to accomplish the objective. This is generally not a part of most campaigns, so a character that takes this should be allowed to take special missions to generate Credits between sessions as described on pg. 41.

Mastery: At Tier 5, a character is disciplined in their use of spices and knows just how much to use. They reduce the Depletion of all 'Crafting Tools - Food' by half.

CIVILIAN
Primary Attribute: none
Descriptor(s): any 2 and Profession
Each Tier will 'Support' certain skills based on the Options used to purchase upgrades. Subsequent Tiers earned will either allow a free advancement in a previous skill supported by this Ability or a character can count as having spent an option from any Primary Attribute to chose a new skill to 'Support'. Each tier can add +1 Labor to any Stronghold Upgrade construction or benefit with a Labor cost if the character is stationed at the Stronghold.

Strength Option
Support any one Skill with Strength as a primary Attribute.

Perception Option
Support any one Skill with Perception as a Primary Attribute.

Empathy Option
Support any one Skill with Empathy as a Primary Attribute.

Willpower Option
Support any one Skill with Willpower as a Primary Attribute.

Mastery: At Tier 5, a character has become a "jack-of-all-trades" and can increase all of their previously supported skills provided by this ability a single time for free at their normal rate.

COMBAT REFLEXES
Primary Attribute: Perception
Descriptor(s): Combat
Each Tier in this skill will allow -1 Delay to all Actions with the 'Combat' Descriptor to a minimum of 1.

CONCEALMENT
Primary Attribute: Perception
Descriptor(s): Stealth, Hide, Sneak
A character is adept at finding places to hide. A character will be able to reduce Risk by 1 per Tier in this ability when making successful 'Hide' checks to reduce Risk.

Mastery: At Tier 5, a character can add the Structure of any location they are hiding in to the amount of Risk reduced by 'Hide' checks.

CONTEMPLATIVE
Primary Attribute: Willpower
Descriptor(s): Morale
A character gets a free advance to Willpower and will be able to resist loss of Morale by making a Willpower check.

CRAFTSMAN (MATERIAL)
Primary Attribute: Willpower
Descriptor(s): Craft, type of material, Profession
Each Tier will add (x1 Mx) to the effectiveness of 'Tools - Crafting (Material)'. Each Tier will also allow a free advancement in 'Craft (Material)' of the same category. It will also decrease the SP cost of Craft tactics by 1 per Tier, unless the tactic states otherwise. This character can add their Profession DLv. Worth of Labor of any 'Workshop' upgrade's Labor costs if a character is Stationed at a Stronghold.

Mastery: At Tier 5, all crafted gear and upgrades will have one higher Durability than what is normal for the type.

CRIMINAL
Primary Attribute: none

Descriptor(s): Challenge, Profession
Each tier will allow a free advancement to 'Sneak' and will support the advancement in one other skill, based on the Option used. The nature of the crime the character is proficient in can provide access to Options appropriately, i.e. mugging can use Strength or Willpower Options, narcotics manufacture and white collar crime could use Perception Options and organized crime can use Empathy Options.

Strength Option
Pick one of the following skills to be supported for an advance: 'Brawling', 'Grapple', 'Lift/Pull' or 'Toughness'

Perception Option
Pick one of the following skills to be supported for an advance: 'Hide', 'Sci - Chemistry, Electronics' or 'Search'

Empathy Option
Pick one of the following skills to be supported for an advance: 'Diplomacy - Barter, Coax, Command or Intimidation'

Willpower Option
Pick one of the following skills to be supported for an advance: 'Resist Diplomacy', 'Resist Pain' or 'Toughness'

CUSTODIAN
Primary Attribute: none
Descriptor(s): Stronghold, Profession
If this character is 'Stationed' at a Stronghold, they generate 1d6 extra Labor per DLv. in both Profession and Stronghold. This extra Labor can only be used to pay the Maintenance cost of Stronghold Upgrades.

ELECTRICAL ENGINEERING
Primary Attribute: Willpower
Descriptor(s): Energy - Electrical, (Engineering - Wiring), Electronics, Profession
Each tier will add bonus DoS to the following skills: 'Sci - Electronics', and 'Cnst/Eng - Electrical'. This character can add their Profession DLv. worth of Labor of any Labor costs of any construction or benefit wit an 'Electricity' Descriptor if this character is Stationed at a Stronghold.

Mastery: At Tier 5, taking damage from failed 'Craft - Electrical' checks reduces damage dice by 1 step. This will not apply when a character is making checks representing actions with no consideration for safety.

EMERGENCY MEDICAL TECHNICIAN
Primary Attribute: none
Descriptor(s): Medical, (Injury), Profession, Surgery
Each Tier will allow a character to choose one Injury type that they are able to treat with 'First Aid' checks instead of 'Advanced Medicine'. This character can add their Profession DLv. Worth of Labor of any 'Infirmary' Labor costs if a character is Stationed at a Stronghold.

Perception Option
Gain a free advancement to 'First Aid' and 'Advanced Medicine - (named injury type)'

Willpower Option
Characters can add their 'W_B' to the number of periods of Time a character can prevent an Injury from harming an 'Injured' character. Also allows a free advancement to 'Dipl. - Command'.

Empathy Option
A character gets a free advance to 'Calm Other'.

ENGINEER
Primary Attribute(s): Perception
Descriptor(s): Engineering, Profession
This Ability indicates a character with considerable mechanical aptitude and training in addition to a generally well-developed work ethic. Each Tier will allow a bonus DoS when generating Labor with checks at any of the following Locations (or Locations with similar features):

- Engineering Bay
- Hangar
- Laboratory
- Mainframe
- Maintenance
- Power Station

Each tier also allows a free advance to 'Digital Systems' and 'Construction/Engineering'.

ENDURANCE
Primary Attribute: Strength, Willpower
Descriptor(s): Challenge, Survival
A character has incredible endurance and can perform physical activities with reduced fatigue and increased mental ability to override a body's need to rest. A character with this Ability will be able to count their S_B as 1 higher per tier when determining how far a character can 'Move' when undertaking 'Movement'

Tactics and Formations.

Strength Option

Each tier will allow a free advance in 'Endurance' and one other skill with Strength as a primary attribute.

Willpower Option

Spending a Willpower Option will also count a character's S_B as being 1 higher than normal for the purposes of determining how much Time must pass before a character gets a point of Fatigue based on their movement during periods of Time.

Mastery: At tier 5, a character will be able to remove 1 point of Fatigue for free per day at any time.

FARMING/RANCHING

Primary Attribute: Willpower
Descriptor(s): Profession, Survival, (type of Biome)
This character can add their Profession DLv. Worth of Labor of any 'Biomass Reconstitution Chambers' features upgrade's Labor costs if a character is Stationed at a Stronghold.

Mastery: At tier 5, a character is able to treat the Viability of any Stronghold they are in as being 1 higher than normal.

FIREFIGHTING

Primary Attribute: Strength, Willpower
Descriptor(s): Fire, Profession
Each tier will grant the 'Deadly: +1' quality against opponents with a 'Fire' descriptor. Each tier will also allow a free advancement in 'First Aid'. It also Supports one of the following skills: 'Diplomacy - Command', 'Pilot - Class A or B', and 'Sci - Chemistry', 'Toughness'.

Mastery: At tier 5, add +1x to the effectiveness of 'Firefighting Gear'.

FIRST AID

Primary Attribute: none
Descriptor(s): Medical
Each tier will add a bonus DoS to 'First Aid' checks. Each tier will also allow a free advancement in 'First Aid'.

Mastery: At Tier 5, add +1x to the effectiveness of 'First Aid Kits.

GUNSLINGER

Primary Attribute: Perception
Descriptor(s): Firearm, Pistol, Training
Using a weapon with the 'Firearm' Descriptor will reduce the amount of Moments to use it by 1 per tier to a minimum of 1.

Mastery: At tier 5, a character can add +1x Lethality to the named weapon at all available ranges.

HACKING

Primary Attribute: Perception
Descriptor(s): Profession, Computing
Similar to Programming, but refers specifically to being granted access into systems that a character has no business being in. This character gets a bonus +d6 Labor when using 'DatSys' or 'Sci - Computing' to generate Labor.

A character gets a bonus DoS to any DatSys% checks per tier. 'DatSys' and 'Sci - Computing' skills are both Supported.

Program - Virus

Executing this skill as a program is called a 'virus' and it will independently run its course through a computer system until it is sought out and destroyed or its purpose is fulfilled. As a program, a Virus has a chance of success equal to 15 per Tech of the Virus plus an additional 5 per Tech of the terminal being used. The chance of success is reduced by 15 per Tech of A.I. the defending system is using plus any additional bonuses for whatever firewalls they may have in place.

HANDYMAN

Primary Attribute: n/a
Descriptor(s): Stronghold
Each tier will allow an extra die to be rolled to determine how much Labor this character generates when stationed at a Stronghold or attempting to trigger a Location feature.

HEALTHY

Primary Attribute: none
Descriptor(s): Physiological, Profession
Each tier will allow a character to remove an additional Fatigue point when resting.

Strength Option

Allow a free advancement to 'Toughness'

Willpower Option



Allow a free advancement to 'Endurance', or 'Resist Pain'

Mastery: At tier 5, a character will add +1 to both their S_B and W_B when determining how much damage is healed during natural healing.

HONOR



Primary Attribute: Empathy, Willpower
Descriptor(s): Law, Morale
A character is honest and true to their word and steadfast to their principles. They are, above all other things, trustworthy and conduct themselves in a respectable fashion. Each tier will allow a free advancement to 'Dipl - Ask, Command' and 'Composure'.

Mastery: At tier 5, a character will be able to use 'Dipl - Persuade' as a substitute for any other kind of 'Diplomacy' check and a character will be able to use 'Dipl - Persuade' against The Living, even if their rules normally do not allow it.

HEROIC



Primary Attribute: Empathy
Descriptor(s): Combat, Morale
A character is selfless, often putting themselves in harms way to aid others. A character adds +5 to all Empathy checks to determine whether or not they assist those in need. This includes determining how many DoS worth of Damage Dice to allocate to them when assisting characters during a Grapple. Any time these rules come into effect, a character gets a +1 bonus to Defense and a +5 bonus to all Save Throws per tier for the duration of the turn.

HUNTER (DESCRIPTOR OR TYPE OF OPPONENT OR LOCATION BIOME)

Primary Attribute: n/a
Descriptor(s): Hunting and either Survival (name of Biome) or Opponent (name of Opponent)
A character excels against one kind of opponent or under specific environmental conditions. All opposed checks against the named opponent type get a bonus DoS per tier in favor of the character. All other checks against the specific kind of opponent will gain a +5 bonus per tier. A character can also voluntarily alter the DoS or DoF in an E% by 1 per tier in order to deploy the named opponent. Note that this does not alter the actual results of the E% and cannot be used to deploy any other opponents other than the one named with this Ability unless the unmodified E% DoS or DoF results would indicate that other opponents can be deployed. This will cost 1SP per DoS or DoF the character wishes to alter the E% check by.

INDUSTRY



Primary Attribute: Willpower
Descriptor(s): Challenge, Craft, Stronghold
Each tier will allow a character to add 1 Labor to all active Stronghold upgrades. This can be increased from 1 per tier to 1d6 per tier by spending 1 SP per tier they wish to convert in this fashion.

Mastery: A character will not have to spend SP in order to increase Labor from 1 to 1d6.

INGENUITY



Primary Attribute: Perception
Descriptor(s): Challenge
Each tier will increase the Risk cost of any Hazard with the 'Challenge' Descriptor played against a character or the party they are in equal to the DLv. of 'Challenge' of this character.

Mastery: At tier 5, a character can avoid the effects of a Hazard with the 'Challenge' descriptor by paying its full Risk cost in SP.

INNOVATION



Primary Attribute: none
Descriptor(s): Formation, Tactic
This character excels at critical thinking and is daring enough to take action on even esoteric ideas. Any mission, formation or tactic that requires that the characters earn a certain amount of SP in order to undertake it, that prerequisite total is reduced by d10 per tier in this ability. Roll each time the character wishes to undertake a new mission with a prerequisite SP total. Starting a new construction project will get a bonus d6 per tier in this Ability.

Mastery: At tier 5, the character can re-roll all of the d10 rolled to determine the SP reduction provided by this Ability. Either all of the dice rolled are re-rolled or none of them. The second result must be accepted.

JURY RIG (KIT TYPE)



Primary Attribute: Perception
Descriptor(s): Craft
Each tier will allow one DLv. worth of gear for the named kit to be used even if the Descriptors do not match. For instance, a character with 1 tier in this Ability in

'Survival Kits' can use a piece of gear that adds 1 mod to 'Survival Kit (Desert)' will allow that same gear to apply to any other 'Survival Kit', even though it is normally restricted to desert biomes. However, any 'Depletion' of kit components used in this way are doubled. This does not apply to components with multiple Descriptors if one Descriptor is shared with the kit type.

Mastery: At tier 5, a character can ignore all Descriptors when determining the effectiveness of the named kit. They also do not have an increased rate of 'Depletion' when using kits across Descriptors.

LANGUAGE



Primary Attribute: Perception
Descriptor(s): Population
This character knows more than one language.

Each tier will allow a character to know one other language fluently. They will be able to speak, read and write the language without much difficulty. This can be taken multiple times, but each time it applies to a different Language. There are many devices that grant this ability artificially, but doing so will require a 'Diplomacy' check at +1 Difficulty when dealing with a native speaker.

LAW ENFORCEMENT

Primary Attribute: none
Descriptor(s): Profession, Law, Firearm
Each tier will add (x1) to the effectiveness of 'Service Uniform - Police'. Each Tier will also allow a free advancement in 'Diplomacy - Command'.

Strength Option
Descriptor(s): Defensive, Endurance



Allow a free advancement of one of the following skills: 'Endurance', 'Grappling', or 'Melee Attack'

Perception Option
Descriptor(s): Firearm



Allow a free advancement of one of the following skills: 'Ranged Attack', 'Pilot - (Class C)'

Empathy Option
Descriptor(s): Morale, Diplomacy



Allow a free advancement to any 'Diplomacy' skill or 'Calm Other'

Mastery: At tier 5, a character is able to advance any of the skills as 'Supported Skills' that this ability provides free advancements to.

LOCKSMITH

Primary Attribute: none
Descriptor(s): Craft, Profession
Each tier will add (+1x) to the effectiveness of 'Crafting Tools - Locksmith' which can be used to generate Labor at Locations in order to get to hidden chaches or past locked doors and the like.

Mastery: At Tier 5, a character may add a bonus DoS to any checks that involve lockpicking.

MARTIAL ARTS

Primary Attribute: none
Descriptor(s): Combat, Martial Arts
Each tier will allow a free advancement to 'Martial Arts'. This Ability will also decrease Delay between Martial Arts, Grapple and Brawl actions by 1 Moment per tier.

Strength Option



Allow a free advancement to one of the following skills: 'Brawl', 'Grapple' or 'Melee Combat'

Perception Option



Allow a free advancement to 'Dodge' or 'Jumping/ Leaping''

Willpower Option



Allow a free advancement to 'Toughness' or 'Resist Pain'

Mastery: At Tier 5, add the 'Deadly: 1' quality to Martial Arts, Brawl and Grapple attacks.

MARKSMAN (PISTOL)



Primary Attribute: Perception
Descriptor(s): Firearm, Pistol
A character has trained extensively with one kind of specific pistol weapon and has excellent accuracy with it. This training will increase Lethality multipliers by 1x at all available ranges when making one attack with that one specific weapon. The weapon must either be the exact same as the one trained with or one of an identical model or the bonus will not apply. A character can only fire at one target in a turn to take advantage of this bonus Lethality multiplier. Unlike other Abilities, the Lethality multiplier does not increase at higher tier. It will still only provide +1x multiplier at all available ranges regardless of tier this Ability exists at. What will increase is the number of attacks the firearm can be used to make the same Round and still claim the bonus multiplier. A character is able to use their weapon once per tier in this Ability while still claiming the bonus.

A character using their firearm more times than the tiers in this Ability will not be able to claim any bonus multipliers at all and Difficulty for taking multiple Actions still apply.

Mastery: At tier 5, a character can make attacks against multiple targets without multi-attack penalties at close range. A character is also capable of making a single long range attack against opponents before an Encounter begins like a character with a rifle weapon. This will incur penalties from Environmental Modifiers.

MARKSMAN (RIFLE)



Primary Attribute: Perception
Descriptor(s): Firearm, Rifle
A character has trained extensively with one kind of specific rifle weapon and has excellent accuracy with it. This training will increase Lethality multipliers by 1x at all available ranges when making one attack with that one specific weapon. The weapon must either be the exact same as the one trained with or one of an identical model or the bonus will not apply. A character can only fire upon one target in a turn to take advantage of this bonus Lethality multiplier. Unlike other Abilities, the Lethality multiplier does not increase at higher tier. It will still only provide +1x multiplier at all available ranges regardless of tier this Ability exists at. What will increase is the number of times the firearm can be used to make an attack within the same turn and still claim the bonus multiplier. A character is able to use their weapon once per tier in this Ability while still claiming the bonus.

Mastery: At tier 5, a character can make multiple ranged attacks with 'Rifle' weapons at the same target without multi-attack penalties at close or medium range.

MARTINET



Primary Attribute: Empathy
Descriptor(s): Morale, Population
The character gets one free advancement to 'Dipl - Command,' and 'Composure' per tier.

MECHANIC

Primary Attribute: none
Descriptor(s): Craft, Engineering (Machine or Vehicle), Profession
Each tier will grant a bonus DoS to Cnst/Eng%. This character can add their Profession DLv. Worth of Labor of any 'Engineering Bay' Labor costs if a character is Stationed at a Stronghold.

Mastery: At Tier 5, a character can reduce the Time requirement of any 'Mechanic' and 'Engineering' tactics by half.

MILITARY

Primary Attribute: none
Descriptor(s): depends upon Option chosen. If Option doesn't apply, it's just 'Military and Profession'
Each tier allows 'Military' tactics to be attempted with reduced SP cost of 1 SP per tier.

Strength Option
Descriptor(s): Combat, Endurance



Allow a free advancement to one of the following skills: 'Endurance', 'Brawling', or 'Melee Combat'

Perception Option
Descriptor(s): Firearm, Ranged



Allow a free advancement to one of the following skills: 'Ranged Attack', or 'Search'

Willpower Option
Descriptor(s): Connection - Military, Tactic



Allow a free advancement to 'Diplomacy - Command' or 'Toughness'

Mastery: At tier 5, a character is able to advance any of the skills as 'Supported Skills' that this ability provides free advancements to.

MOUNTAINEER



Primary Attribute: Strength
Descriptor(s): Biome - Mountain
This character is highly sure footed and fearless in the face of daunting climbs. This character will count 'Climb' and 'Balance' checks as Supported skills. Each tier will grant a bonus DoS to 'Climb' and 'Balance' checks.

MULE



Primary Attribute: Strength
Descriptor(s): Endurance
Each tier will allow a character to carry 1 extra CU before taking Encumbrance penalties.

Mastery: At tier 5, characters can use Gear that is 3 CU without penalty.

MED-TECH

Primary Attribute: n/a
Descriptor(s): Medical, Program, Science
This is an 'Advanced Medicine' type check that only allows use of med-tech instead of actual knowledge of

medicine. This skill allows a character to use medical facilities and specialized stations, often with bonuses, based on how advanced the facilities are. Instead of being used during Encounters or between Encounters during periods of time, this skill grants a bonus DoS per tier to all 'Science' checks to generate Labor at medical facilities.

NATIVE (TERRITORY OR BIOME)

Primary Attribute: none
Descriptor(s): Organization (any one), Survival (biome)
The character is a native of the area by several years and has an established network of contacts and has exceptional familiarity with the territory. Gain a free advance to 'Navigation' and 'Search' skills.

Perception Option



Reduce the SP cost of Actions, Tactics and Formations with the 'Movement' descriptor.

Empathy Option



Reduce the SP cost of Formations and Tactics with the 'Organization' descriptor.

ONE EYE TO THE PAST

Primary Attribute: none
Descriptor(s): Morale
This character is haunted by a past event or tragedy. Each tier in this Ability will prevent a character or their party from taking advantage of 1 tier of their own Motivations. Each tier also will increase a character's Willpower by 5 and decrease Empathy by 5. This Ability cannot be taken at any tier that would reduce Empathy to less than 5.

If Morale is greater than twice the tiers in this Ability, then it has no effect whatsoever, including the Attribute modifiers.

PASSIONATE



Primary Attribute: Willpower
Descriptor(s): Diplomacy, Morale
Each tier will add a bonus equal to the character's E_B to the character's W_B when determining how many SP are earned when spending Gestalt Dice for a 'Focused Effort'.

Mastery: At tier 5, a character will add both E_B and W_B per tier when determining how many SP are earned when spending Gestalt dice for a 'Focused Effort' instead of just the E_B which is normally allowed by this Ability.

PHILOSOPHER



Primary Attribute: Empathy
Descriptor(s): n/a
Each tier will add +3 to Empathy and will allow a free advancement in any skill with 'Empathy' as a primary attribute.

Mastery: At tier 5, a character can use any 'Diplomacy' check to prevent the loss of Morale.

PILOT (VEHICLE)



Primary Attribute: Perception
Descriptor(s): Movement, Vehicle
Each tier allows an advancement to a Pilot check of the specified type. In addition, Hazards played against a character with Travel as a Descriptor will cost 1 more Risk per tier in this Ability. This only applies while the character is actively piloting a vehicle.

This skill allows piloting of larger classes of vehicles. Each class is its own skill, with its own set of Tiers. They count as related skills for purposes of skill selection and training.

- Class A - Capital Ship
- Class B - Starship
- Class C - Spaceship
- Class D - Cruiser/Land Vehicle
- Class E - Light Land Vehicle

Unless specified otherwise, none of these kinds of ships can be piloted without at least 1 Tier in the appropriate Pilot skill.

This skill grants +10 to 'Pilot (Class)' checks per Tier. At Tier 5, this skill allows full access to Bridge and Hangar as if they had 'Access Granted: Bridge, Hangar' at Tier 5. Each 'Class' of vehicle is its own separate skill and must be improved individually.

Program - Autopilot

Requires 'Digital Systems' check. The Tech upgrade "Autopilot" must be taken on the Vehicle in order to take advantage of this. The bonus granted will be based on the Tech of the Autopilot upgrade. Each Tech will count as 1 Tier in the Pilot skill to determine the skill bonus granted. The bonus will not be added to a character's Perception, but the bonus will be used as-is to represent the ship's on-board A.I. taking control.

More often than not, executing this Program still requires special codes or access keys. This is represented by 'Digital Systems' checks with very high Difficulties, being reduced drastically in Difficulty by means of keys or a code or when activated by someone with clearance.

PROGRAMMING
Primary Attribute: n/a
Descriptor(s): Computing, (Organization), Science
Allows creation/execution of programmed skills built into Tech by utilizing programs. Characters get a free advancement to 'Digital Systems'. The character also gets a bonus DoS per tier when a character uses 'Digital Systems' in order to generate Labor at either a Stronghold or utilizing a Location feature. A character can trigger any feature that can be triggered by 10 or less Labor per tier in this ability without needing to make any checks.

Program - Artificial Intelligence
Outside of the characters themselves, only Artificial Intelligence of the appropriate Tech level is capable of creating and executing programs that utilize this skill. See the entry for the Artificial Intelligence Tech upgrade.

PUGILIST

Primary Attribute: Strength
Descriptor(s): Combat, Defensive
This character is an excellent boxer or fist-fighter.
Each tier will increase the DoS in any 'Brawl' check by 1.

Mastery: At tier 5, a character will be able to add 'Deadly: 1' to 'Brawl' attacks.

RANKING
Primary Attribute: none
Descriptor(s): Connection - (appropriate organization), Law, Profession
A character has dedicated themselves to a career path that allows them to pull rank on another.
Each tier will allow a free advancement in 'Diplomacy - Persuade, Command, and Intimidate' as well as 'Composure'.

Willpower Option

All Risk costs for Hazards that allow 'Intimidation' checks against this character will be increased by 1 per tier.

Mastery: At tier 5, if this character is on point, all other characters get a +10 bonus to their checks while in 'Formation'.

RECONNAISSANCE

Primary Attribute: Perception
Descriptor(s): Search, Stealth
Each tier will also allow a free advancement in two of the following: 'Hide', 'Navigation', 'Search', 'Spot' or 'Track'. This character can add their Profession DLv. Worth of Labor of any 'Watchtower' Labor costs if a character is Stationed at a Stronghold.

Mastery: At tier 5, 'Hide', 'Navigation', 'Search' and 'Spot' can always be advanced as 'Supported Skills'.

RESEARCH - (SPECIFIC FIELD)
Primary Attribute: none
Descriptor(s): Challenge, Profession, Science
This character is an excellent researcher in one (or more) scientific disciplines. This will grant all 'Science - (field)' checks a bonus DoS per tier. It also allows a free advancement in 'Sci - (Specific Field)' and will support a second 'Sci - (Specific Field)' check. This also allows Tactics with 'Research' as a descriptor to be attempted at reduced SP cost by 1 per tier, unless the entry states otherwise. This character can add their Profession DLv. Worth of Labor of any 'Laboratory' Labor costs if a character is Stationed at a Stronghold or location that features Science skill checks as a means to generate Labor.

Mastery: At tier 5, a character can undertake a Research mission without spending SP, so long as the research applies to their specific field. Any other requirements, such as Time, will remain unchanged.

RESOURCEFUL

Primary Attribute: Perception
Descriptor(s): Challenge, Survival
A character knows how to use their available resources and can find alternate uses for everyday objects to mitigate the need of valuable equipment. Each tier will reduce the Depletion of any gear providing Levels to a Kit by 1 per tier to a minimum of 1. This cannot be applied to any Kit that provides bonuses to any 'Brawl', 'Grapple', 'Martial Arts', 'Melee Attack', or 'Ranged Attack' skill checks.

Mastery: At tier 5, a character can re-roll one De% per 20 Time. The character must accept the second result, even if it is worse.

SALES

Primary Attribute: Empathy
Descriptor(s): Barter, Profession
Each tier will add (1 Mx) to 'Value' bonuses granted by gear when making 'Barter' checks. This skill also allows a free advance to 'Diplomacy - Barter'. If no 'Value' is assigned to the bartered gear, then the total combined gear that the characters are attempting to barter with count as being 1 Mx per tier in this ability.

Mastery: At tier 5, a character can always count 'Diplomacy - Barter' as being supported when making advancements to it. Characters can always attempt a 'Diplomacy - Barter' check so long as any other form of 'Diplomacy' is possible.

STEALTHY



Primary Attribute: Perception
Descriptor(s): Stealth, Survival
Each tier will add (x1 Mx) to 'Reconnaissance Gear' and will allow a free advancement to 'Stealth'.

Mastery: At tier 5, this character will not generate Risk by taking actions during periods of Time, provided they move no faster than Normal speed. This includes the Risk that is normally generated at 'Normal' speed.

STUDENT



Primary Attribute: Willpower
Descriptor(s): Instruction, Profession and any one Descriptor
A character is learning much and is capable of transferring that education to other areas. Each tier in this skill will allow any Ability to increase by 1 tier and the character can count as having used the SPEW Attribute of their choice for gaining any secondary benefit for Options. A character can only take this Ability upon character creation.

SEARCH AND RESCUE



Primary Attribute: Perception
Descriptor(s): Search, Survivor
Each tier will add 1 Lv. to 'Reconnaissance Gear' and will allow a free advancement to two the following skills: 'Search', 'Spot', 'Track' and 'Navigation' and will Support one of the following skills: 'Animal Handling', 'Survival'. Each tier will also reduce the SP cost of 'Search' tactics and formations by 1 per tier, unless the entry states otherwise.

Mastery: At tier 5, characters can attempt 'Search' and 'Track' checks without spending SP.

SHARPSHOOTER



Primary Attribute: Perception
Descriptor(s): Ranged and either Firearm or Bow/Crossbow
This ability will grant a ranged weapon the Deadly quality at +1 per tier if a character's Intent does not have them take a 'Move' action and they use their Ranged Weapon only once this turn as a Sustained Action.

Mastery: At tier 5, characters may fire upon multiple targets and still claim this bonus.

SOCIAL NETWORK (TYPE OF SOCIAL GROUP)



Primary Attribute: Empathy
Descriptor(s): (Organization)
Each tier will grant a bonus DoF to an E%, but only to determine the results of any Tactic that has '(Organizaion)' as a Descriptor. If this alteration to the E% does not result in an Encounter with the contact being sought, then the E% result will default back to its original roll for determining the result of the E%.

Master: At tier 5, characters can take advantage of a Benefit one higher than what they are normally allowed by what is indicated in the results of an E%.

STARCHILD

Primary Attribute: None
Descriptor(s): Space
This character was born into a life never knowing a homeworld. This new generation of space-faring individuals have adapted to their surroundings and are able to navigate ships as some people navigate terrain. Even the subtle nuances of different ships are readily apparent to the Starchild, making even alien craft somewhat navigable.
This character gets +5 to 'Survival, and Navigation' checks per tier when aboard any ship. These multiple tiers represent not only personal ability, but also the amalgamated knowledge of previous generations of people living in such a manner.
As such, the skill can only be taken on a character's creation and cannot be increased with Gestalt Dice. Also, a character with this skill is allowed to take 'Astrogation/ Telemetry' as a supported skill even if their Type doesn't allow it normally. This must be taken at a tier less than or equal to their tier of Starchild skill. If ever on a planet, this character is subject to Agoraphobia.

SUPPORT BASIC SKILL

Primary Attribute: same as skill
Descriptor(s): n/a
The character has been trained and conditioned in something that most people can do, only the character can do it much better. Each tier will allow one Basic Skill to be 'Supported'. This ability can be taken multiple times and have it apply to a different Basic Skill. However, like all Abilities, this one can only be taken up to 5 tiers; meaning that a character can only support 5 different Basic Skills with this Ability. Each skill that gets 'Supported' may

advance the same skill once for free.

SUPPORT TRAINED SKILL
Primary Attribute: same as skill
Descriptor(s): n/a
The character has been trained extensively in a challenging skill. Each tier will allow one Trained Skill to be 'Supported'. This Ability can be taken more than once, but each tier will apply to a different Trained Skill. With the limit of 5 tiers, this means that only 5 Trained Skills can be supported with this Ability.

SURVIVAL - (BIOME)
Primary Attribute: none
Descriptor(s): Biome (name of Biome), Survival
Each tier will add a bonus DoS when using 'Survival Kits' within the named biome. Each tier increases the Risk cost of any Hazards played against the character by 1 Risk per Biome DLv. if the Hazard share a descriptor or Environmental Feature with the Biome the character has specialized in. If such a Hazard affects the entire party, not just the character specifically, then the Risk cost is unaffected unless all characters have the ability to increase the Risk cost by this Ability or by some other means. Hazards that target the entire party can allow the character to confer their ability to increase Risk cost the rest of the party if the character with this Ability is taking 'Point' in a Formation or Tactic. Hazards that target individual characters do not allow characters taking 'Point' to confer their ability to increase Risk cost.

Strength Option
Descriptor(s): Endurance
Allow one free advancement in 'Endurance', 'Melee Attack' or 'Toughness'

Perception Option
Descriptor(s): Craft (simple tools), Navigation
Allow one free advancement in 'Craft', 'Survival', or 'Navigation'

Empathy Option
Descriptor(s): Morale
Allow one free advancement to 'Calm Other' or 'Dipl - Command'

Willpower Option
Descriptor(s): Hunting, Trapping
Allow one free advancement to 'Composure' and 'Resist Pain'

Mastery: At tier 5, characters can reduce the Depletion of all components of 'Survival Gear' by half, rounding down to a minimum of 1. Depletion already at a fraction counts Depletion as 0.

SURGEON
Primary Attribute: Perception, Willpower
Descriptor(s): Medical, Profession, Surgery
Allows a free advance to 'Advanced Medicine' and any specialties they have under 'Advanced Medicine'. Missions to treat Injuries are reduced in SP cost by 1 per tier. This character can add their Profession DLv. Worth of Labor of any 'Infirmary' Labor costs if a character is Stationed at a Stronghold.

Mastery: At tier 5, characters can add 1x Mx to 'Medical Supplies' when making 'Advanced Medicine' checks.

SWIMMER
Primary Attribute: Strength
Descriptor(s): Biome - Aquatic
This character is a strong swimmer. Swim can be advanced as a Supported Skill. In addition, Swim will count as having a base Multiplier of 1x, even though it's a Trained Skill. Each DoS in this Ability will grant a bonus DoS to 'Swim' checks.

SWITCH HITTER
Primary Attribute: Strength
Descriptor(s): Bludgeon, Melee
It will also allow a free advance in 'Melee Attack - [Bl]'. Each other Tier will increase FC of a 'Bludgeoning Weapon' by 1.

Strength Option
Each tier the Strength Option is chosen, an additional 'Melee Attack' can be made against a different target without taking Difficulty penalties for attacking multiple targets in a turn.

Mastery: At tier 5, normal lethal Damage Dice range is increased by 1 step and a character doesn't need to declare if this means they are using a Bludgeoning Weapon to cause lethal damage or if they are using the ability to increase the Damage Dice by 1 step in exchange for only being able to 'knock prone'.

TEACHER
Primary Attribute: none
Descriptor(s): Profession, Science, Training
Characters that are advancing a skill under the instruction of the character with this ability will allow either the teacher's E_B or W_B with a +1 bonus per tier in

this ability to be added to the increase that is made when spending Gestalt Dice to improve the skill. This will also earn the teaching character SP equal to the advancement made by the character under their instruction.

Mastery: At tier 5, a character can add both the teaching character's E_B and W_B to the increase to skills made under this character's instruction.

THERAPY/SOCIAL WORK



Primary Attribute: Empathy
Descriptor(s): Diplomacy, Morale, Profession
Diplomacy skill checks now have a base Multiplier of 1x. Each tier will add a bonus DoS to Diplomacy checks. Each tier will also allow a free increase to any two 'Diplomacy' skills. A character can also attempt a 'Therapy' tactic with reduced SP cost, with a reduction equal to the tiers in this ability.

Mastery: At tier 5, a character will be able to reduce the amount of time they can retry 'Therapy' checks by 1 day per DoS in a 'Sci - Psychology' check.

THEOLOGY

Primary Attribute: none
Descriptor(s): Morale, Profession, Science
Diplomacy skill checks now have a base Multiplier of 1x. Each tier will allow a free increase to 'Sci - Theology' any 'Diplomacy' skill, and will Support another 'Diplomacy' skill. Characters may also attempt 'Ministry' tactics with reduced SP cost, with a reduction equal to the tiers in this ability.

Empathy Option



A character can make a 'Calm Other' check in order to prevent the loss of Morale.

Willpower Option



Gain a free advancement to 'Composure', 'Sci - Quantum Mechanics' or 'Dipl. - Command'

Mastery: At tier 5, a character can make 'Diplomacy' checks against all sentient opponents, even if the type will typically not allow it. Note that this technically can include incorporeal, but sentient, opponents which makes Diplomacy in this case exorcism, which may or may not be a part of your campaign. Characters can also reduce the amount of time they can retry failed 'Ministry' checks by 1 day per DoS in a 'Sci - Theology' check.

TOUGH



Primary Attribute: Willpower
Descriptor(s): Endurance
Each tier will allow a free advancement to 'Toughness' and 'Resist Pain'.

Mastery: At tier 5, characters using 'Toughness, Resist Pain or Endurance' will never suffer a delay in Moments during an Encounter when using those checks to make a Save Throw.

TRACEUR



Primary Attribute: Perception
Descriptor(s): Biome - Urban
This character is capable of astounding feats of strength and agility in navigating urban environments. This character will count 'Climb' and 'Navigation' as Supported skills. Each tier will grant a bonus DoS to 'Climb' and 'Navigation' checks.

TRAINING, COMPLEX MELEE WEAPON



Primary Attribute: Strength
Descriptor(s): Combat, Melee, Training
Each tier will allow one specific kind of 'Complex' Melee Weapon the ability to be used by a character without needing to use the lowest specialty of Melee Weapon damage types the Complex weapon can inflict. A character can use the weapon at the appropriate skill of the kind of damage they are attempting to inflict with the Complex weapon.

TRAINING, GRENADE



Primary Attribute: Perception
Descriptor(s): Combat, Ranged, Throwing, Training
Primary Attribute: Perception
Using a weapon with the 'Explosive' Descriptor will reduce the amount of Moments to use it by 1 per tier to a minimum of 1 Take a free advance to 'Throw'.

Mastery: At tier 5, a character may add +1x Lethality to any thrown ranged weapon with an area of effect.

TRAINING, MELEE WEAPON (BL, PI, SL)



Primary Attribute: Strength
Descriptor(s): Combat, Melee, Training, (choose Bludgeon, Piercing or Slashing)
Using a weapon with the 'Melee' and the named Damage type as a Descriptor will reduce the amount of Moments for its use it by 1 per tier to a minimum of 1.

Mastery: At tier 5, a character can add +1x Lethality to

the weapon or weapons this Ability applies to.

TRAINING, THROWING WEAPON



Primary Attribute: Perception
Descriptor(s): Combat, Training
Using a weapon with the 'Throwing' Descriptor will reduce the amount of Moments to use it by 1 per tier to a minimum of 1. Take a free advance to 'Throw'.

Mastery: At tier 5, a character can add +1x Lethality to the weapon this ability applies to.

TRIGGER DISCIPLINE



Primary Attribute: Willpower
Descriptor(s): Firearm
This character will excel in the ability to carefully manage ammunition. This is an invaluable asset when ammo is scarce.

Each tier will reduce Firearm Depletion rolls by 1.

Willpower Option



Gain a free advance to either {Fi-L} or {Fi-P}

Mastery: at tier 5, this character gets +1 FC to any Firearm they wish to use.

VIRAL RESISTANCE

Primary Attribute: n/a
Descriptor(s): Infested
A character has some resistance for the infection. Each tier will increase all the Viral totals required for a Symptom to trigger by 1. Note that a vaccine may artificially grant an ability similar to this... assuming it works.

Special
Genetic Engineering - This can be granted as a Genetically Engineered trait.

Vaccine - Some Gear may artificially grant tiers in this ability, temporarily or permanently. An SP reward cannot be reduced below 1.

Mastery: A tier 5, a character is immune to all Viral symptoms.

VOLUNTEER



Primary Attribute: Empathy
Descriptor(s): Profession
Each tier will add +3 to Empathy and will gain a free advance in a skill relevant to the service provided as a volunteer. A character can also motivate 1 Population per tier as a 'Mobilized Workforce' without paying any SP cost.

Mastery: At tier 5, a character is very good at rounding up help. A character can motivate any amount of Population as 'Mobilized Workforce' without paying any SP.

WAR-WORN



Primary Attribute: Willpower
Descriptor(s): Combat, Morale
This character is from an area or volunteered service into politically unstable parts of the world. Familiarity with conflict and instability of local government and constant threats to one's life gives one a certain advantage in a society that is destabilized. Character gets +5 to their starting Gestalt Lv. per tier.

WEEKEND WARRIOR



Primary Attribute: Willpower
Descriptor(s): Survivor, (Vehicle)
A character is an outdoor enthusiast but can't always pry themselves away from their urban surroundings to the great outdoors. Each tier will support an advancement to 'Survival' or 'Navigation'. A character may also advance 'Pilot - any vehicle Size: 2-3'.

Mastery: At tier 5, a character can add (1x) to 'Survival Gear'.

WHEEDLE



Primary Attribute: Empathy
Descriptor(s): (Organization), Diplomacy, Mission
Diplomacy skill checks now have a base Multiplier of 1x. You can use flattery and personality other such techniques in order to make people reveal more information. Treat a successful 'Diplomacy' check as having one higher DoS than normal per tier. This cannot be used with 'Intimidation'.

DISADVANTAGES

Disadvantages operate like abilities in that they are gauged in strength by ranking from Tier 1 to Tier 5. They add difficulty to certain kinds of checks or have a strength of an effect based on the Tier of the Disadvantage. These traits may manifest some beneficial traits, but the penalties almost always offset it. In addition to this, if a Disadvantage shares a descriptor with an Objective, then the character gets less SP for completing it.

Some Disadvantages at lower Tiers are better described as "personality quirks" which represent mild character traits that have a small benefit in some situations that is offset by a small handicap in another. They are then

thought of as being like Abilities that also have side effects. However, the extremity represented by higher Tiers often represent dangerous and unstable personality traits, conditions and flaws that can seriously hinder progress and put themselves and others at risk.

- Tier 1 - Mild (and possibly endearing) personality quirk or minor disability
- Tier 2 - Limiting
- Tier 3 - Severe
- Tier 4 - Chronic
- Tier 5 - Institutionalized or highly specialized treatment is required.

Anything higher than Tier 5 would represent a Disadvantage that is so severe that it would render them impossible to play as characters.

DISADVANTAGES AND OBJECTIVES

Should a Disadvantage share a descriptor with a Primary Objective, the character will get -5 SP per Tier in the Disadvantages upon accomplishing the Objective. The character will likewise get -1 SP per Tier in the Disadvantage upon accomplishing a Secondary Objective. This represents how a character is often their own worst enemy and can undermine their own efforts to survive.

Coping

Some Disadvantages are a form of "psychosis" or mental illness, which means that they are not always active in such a fashion as to negatively alter a character's actions. In this case, the Disadvantage is "triggered" by a psychological stressor. In this case, the entry under 'Coping' in a Disadvantage's entry is what a character must do as a coping mechanism should they be appropriately psychologically traumatized. Any rules that exist outside of the 'Coping' entry are always in effect. A character may voluntarily trigger a 'Coping' effect if they are trying to prevent the loss of Morale. Each tier of a psychosis can offset 1 point of Morale loss.

DISADVANTAGES LIST

ACROPHOBIA

Psychosis

This adds +1 Difficulty to 'Composure' checks when at high altitude. Characters may also not claim any WB to any checks at high altitudes.

ADDICTION (NAME OF SUBSTANCE)

Physiological, Psychosis, Medical

When making purchases from a Resource Catalog, a 'Willpower' check with Difficulty equal to tiers in this Disadvantage must be passed or 1 Resource per DoF in the check will be spent on the substance a character is addicted to (which will essentially be wasted Resource, unless the substance's entry indicates other effects). Note that if the substance is subject to Availability, then the character may be allowed to spend less than what is normally required of this should they fail the 'Willpower' check.

If a character does not ingest 1 Resource worth of the substance per tier in this Disadvantage over the course of 20 Time, a character will suffer withdrawal symptoms, which amount to 1 Difficulty per missed Resource requirement of the substance to all checks.

Coping: A character can ignore the Time requirement, and only indulge in an addiction described above as a form of stress relief as per normal 'Coping' entries, in which case it would be triggered by a psychological stressor as opposed to being subject to the passage of Time.

AGGRESSIVE

Psychosis

A character is quick to anger and violence and may even turn their negative attention on those they would normally want to protect. 'Grapple' and 'Diplomacy - Intimidation' are Supported Skills. Increasing any 'Diplomacy' skill other than 'Intimidation' will require 1 additional Gestalt Die per tier in this Disadvantage to increase it.

Coping: All 'Diplomacy', 'Calm Self' and 'Calm Other' checks targeting a character with this Disadvantage will be increased by 1 Difficulty per Tier for 1d10 Time per tier.

AGORAPHOBIA

Psychosis

Not at all unique to this setting, Agoraphobia is the fear of open spaces. To those who spend the majority of their lives in cramped ship corridors the surface of a planet seems wide open and terrifying. All 'Composure' checks made in such locations have an increased Difficulty of +1. If ever a character is required to choose multiple Disadvantages, then they can take this Disadvantage multiple times, increasing the Difficulty by a further +1. This represents a particularly strong manifestation of this psychiatric disorder. A character may also not claim any WB for any checks while in open terrain.

ALLERGIES (CONTACT/INGESTED)

Physiological, Medical, (Medicine - Allergy)

A character is highly allergic to one substance upon contact and/or ingested. A character having done this will have to take a Toughness save throw or lose 1 Health point per tier in this Disadvantage. 'Antihistamines (Prescription)' will offset the Health loss by 1 per Lv. provided by the medicine and DoS in the corresponding 'First Aid' check. Characters get +25 to 'Spot' checks in order to detect such a substance.

Alternatively, should a character encounter any Hazard that is Flora or Fauna that involves stinging and biting and the character is allergic to that Hazard ('Swarm of Bees' for instance), increase the damage it does by 1 step per tier. If the Hazard does not normally inflict damage, then it can inflict 1d3 damage per tier in this Disadvantage.

ALLERGIES (SEASONAL)

Physiological, (Biome), (Medicine - Allergy)
A character is allergic to some airborne pollen or dander that is most prevalent during blooms at certain times of the year or in certain geographic areas. Each tier in this Disadvantage will grant +1 Difficulty to all 'Perception' base checks as an Environmental Modifier. Antihistamines will prevent this if taken preventively. Characters get +25 to 'Spot' checks in order to detect such a substance.

ASTHMA

Physiological, (Medicine - Asthma)
A character is susceptible to asthma attacks. Each time the character gains a point of Fatigue, they actually gain d3 points of Fatigue. And all Endurance checks are made with +1 Difficulty per tier in this Disadvantage. 'Medicine, Asthma' can be used to reduce Fatigue and Difficulty penalties by 1 per use. More potent medicines can reduce it by more than just 1.
Coping: Note, while this is a physiological Disadvantage, it can be triggered as if it were a Psychological one, although it can rarely be treated as a Psychological one via 'Therapy' or some other similar treatment options.

ASTROPHOBIA

Psychosis
This character has a deathly fear of space. They will increase the Difficulty of any 'Composure' checks when Spacewalking by 1. Characters may also not claim any bonuses to any checks from Willpower when Spacewalking.

ATTENTION DEFICIT HYPERACTIVITY DISORDER (ADHD)

Psychosis
This character has a difficult time focusing on tasks. Each Tier will increase the Difficulty by 1 of any Mission undertaken that requires a single check as its Objective. Also, any check that adds a SPEW Attribute bonus will not be allowed one for Willpower when making checks.
Coping: increase Labor requirement for tasks by 10 per tier.

CHRONIC PAIN

Physiological
A character suffers from the effects of old injuries that result in lasting, persistent pain. This will increase the Difficulty of all Strength based skill checks by 1 per tier in this Disadvantage. This can often be treated with 'Medicine, Pain' which will constitute a 'Use' of First Aid kits. In addition to this, any Strength based check will also have a reduced Catastrophe Threshold by 1 per tier. A Catastrophe will result in a character being in 'Pain' for 1d6 Time per tier in this Disadvantage, as the old injury is aggravated.

CLAUSTROPHOBIA

Psychosis
The idea of spending time enclosed in a ship for sometimes years on end is a harrowing ordeal, especially for a species that has spent the majority of their existence on the surface of a planet. Increase the Difficulty of 'Composure' checks by +1 when inside cramped corridors and locations. This penalty also applies when wearing armor with the 'All Enclosing' Tech upgrade. If ever a character is required to choose multiple Disadvantages, then they can take this Disadvantage multiple times, increasing the Difficulty by a further +1. This represents a particularly strong manifestation of this psychiatric disorder. A character may also not claim any Willpower bonus for any checks when in enclosed spaces.

DEPENDENCY

Psychosis
A dependent character will rely heavily on others for emotional support. A character will count being deprived of a strong authority figure as a psychological stressor and will take 'Composure' checks at 1 Difficulty per tier. All 'Resist Diplomacy' checks are increased by 1 Difficulty per tier.
Coping: A character can choose to ignore Morale loss so long as they are in the presence of a strong authority figure. This will increase this handicap by one tier whenever this option is taken automatically as opposed to being subject to a 'Willpower' check as normal. This increase can be general or it can be specific to one individual, typically a group leader. At tier 5, a character becomes wholly dependent upon this individual or others in general. They will fail any 'Resist Diplomacy' checks they attempt.

DEPRESSION
Psychosis
A character retreats into their own minds and their will shut themselves off from the outside world. Human interaction and all other stimulus becomes muted and the reality that plays in the head of the character becomes more real than the world they are forced to interact with. A depressed character will likely see success as being despite their contributions instead of being a result of them. As such, increasing Morale from earning SP will take +25% more SP than normal per tier.
Coping: A character with this Disadvantage will suffer from bouts of depression and handles stress by aggressive introversion, which reduces their ability to interact with the world around them. All actions during Encounters cost an extra SP per tier in this Disadvantage and all checks with Empathy or Perception as a primary attribute will have +1 Difficulty per tier.

DETACHMENT
Psychosis
The events of the character's life has left them detached or otherwise aloof from the human experience. Perhaps it's the loss of their homeworld, their loved ones, or perhaps their genetic and cybernetic enhancement has left them feeling less human.

This character takes a +1 Difficulty as a penalty to all Empathy checks they are required to take. This can be taken multiple times, each time it increases Difficulty by +1. A Detached character can still respect a chain of command, but their profound inability to make interpersonal connections make certain orders enigmatic to such characters. For instance, a character may not feel compelled to rescue people or protect their brothers and sisters in arms unless it is a direct order to do so. For this reason, it is extremely difficult for them to interact with people they do not absolutely have to. Morale is rarely factored in as a group for this reason, unless all involved are ordered to interact in such a way.

DISRESPECTFUL
Diplomacy, Psychosis
'Composure' can advance for free once per Tier in this Disadvantage. Each tier in this Disadvantage will prevent (Organization) from being an Active Descriptor. Also increase the Difficulty of all Empathy based checks by 1.

EGO SPLINTER
Psychosis, Computing
Due to prolonged exposure to neural-computer interface, the corruption of the various digital copies that the character has projected of themselves into cyberspace has compromised the integrity of their ego. Increased tier in this Disadvantage represents how close a character has come to a total mind invasion by their corrupted avatar. Using anything that has a 'Computing' Descriptor that involves a neural interface counts as a Stressor.

FANATICISM
Psychosis, Social
Fanaticism is a symptom of fear. It assigns blame (often inappropriately) and assumes a correlation between factors that may not actually exist. All Diplomacy checks made against this character have +1 Difficulty per tier in this Disadvantage. Characters will get a free advancement in 'Resist Diplomacy' and 'Resist Panic'.
Coping: A character with this Disadvantage can resort to superstition and fanaticism instead of facing a harsh reality. They can worsen this Disadvantage by 1 tier to prevent Morale loss.

FUGITIVE
Profession
Characters have a reduced ability to make use of large spaceports or highly monitored environments. When making purchases, increase the price of Tech by 25% per tier in this Disadvantage to represent the extraordinary means a character must take by purchasing on the gray or black markets as well as bribes they may need to make to prevent capture.

GREEDY
Social
If ever Resource is to be distributed among party members, this character will require 1 more Resource per tier in this Disadvantage. Being deprived of this counts as a 'Stressor'. Value can substitute for CU of Resource.

HALITOSIS/FLATULENT
Social
This character has chronic bad breath or is highly flatulent, which makes being in their proximity a chore. Tragically, the character may be friendly and personable otherwise. Each tier in this Disadvantage will grant +1 Difficulty to all 'Diplomacy' checks other than 'Intimidation' when in close proximity to the character.

HOMICIDAL MANIA
Psychosis, Sociopathy
This character is uncaring about the lives of others, being very willing to dispense injury and death to those that cross them or fit the profile of their ideal prey. A character will add +1 damage per tier in this handicap with a successful 'Attack' when attacking humanoid opponents.

Coping: A character must kill 1 Size worth of opponents per tier in this Disadvantage.

IRASCIBLE
Psychosis, Sociopathy
This character has a very quick temper. Any method of Diplomacy used other than Intimidation will be increased by +1 Difficulty.

MANIA
Psychosis
A character is unable to measure their own efforts and limitations in any rational way. They have an elevated energy level which manifests in increased irritability, arousal and attention.

Coping: During bouts of mania, a character has all checks with 'Willpower' or 'Empathy' as a primary attribute increased by +1 Difficulty per Tier.

NARCISSISM
Psychosis
A character is self-obsessed and will shirk the concerns of others for sake of their own glory or betterment. They also consider themselves morally, physically or intellectually superior to those around them and will not hesitate to reinforce this attitude. All Empathy checks are increased in Difficulty by 1 except for those that are self-serving.

Coping: Stressors are seen as especially egregious when affecting the character because they are, for whatever reason, feeling themselves above such treatment. A character can transfer Morale loss to another character who can resist it normally, but with 1 Difficulty per tier in this Disadvantage. The target of the transferred Morale loss does not need to be willing. This can be targeted towards Stronghold Population to reduce Stronghold Morale.

OBSESSIVE-COMPULSIVE DISORDER
Psychosis
This character adds +1 to the amount of Time required for non-combat missions.

Coping: A character who indulges obsessive-compulsive behavior must indulge some activity that will essentially waste 1d3 Labor per tier.

PARANOIA
Psychosis
A character starts seeing the world as a network of elaborate conspiracies that result in harm coming to the character or those around them. A character gets +1 Difficulty to all Empathy checks per tier.

Coping: A character may use the psychological trauma as a validation of their theories that the world is out to get him or her. A character's thoughts are sidetracked to such a degree that some campaign progress is lost due to oversight or severely misjudging the importance of certain factors that led the character to where they are now. A character can lose 1d10 SP per tier in this Disadvantage in order to prevent the loss of Morale.

PARASITOPHOBIA/PATHOPHOBIA
Psychosis
The character is very afraid of viruses and parasites. A character has all actions increased by +1 Difficulty per Viral of the highest infected character in the same party. The character is also granted a +5 bonus to 'Spot' and 'Search' checks in regards to seeking out infection and possible contagions.

PHOBIA
Psychosis
A character, due to some past trauma is extremely afraid of one particular thing or situation. Encountering this phobia will count as a psychological stressor, even if there is no other reason for a character to be afraid.

If the psychological stressor triggers this Disadvantage, then the character becomes more than just Panicked, they become catatonic and cannot perform any actions until a 'Calm Other' check is made on them successfully or the encounter ends. This check will have +1 Difficulty per tier in this Disadvantage. If this involves a form of interaction with the subject of the phobic fixation (combat, diplomacy, etc) then all checks made in their presence, especially those targeting the subject of the phobia, will likewise have +1 Difficulty.
This psychosis is complex and can be the jumping off point for other, more specific Disadvantage. It would be good to assign a specific tier to the appropriate 'Phobia' as opposed to making this character phobic in general.

PRESCRIPTION RELIANT
Medical
A character is very reliant upon one or more medications in order to not get very ill or succumb to a deadly condition. They must make an Endurance check with +1 Difficulty per Tier in this Disadvantage each 20 Time. If they fail this check, they will lose 1 Health point. Each Tier in this will grant a +5 bonus to identify any medication that they could use to aid in this check or prevent requiring it in the first place.

Note: Psychological medication rarely qualifies for this, but if a character becomes more unstable without them, then a character deprived of them can instead get +1 Difficulty per tier in this Disadvantage for all 'Diplomacy' checks until properly medicated. This can also represent chemical dependence, which would fall under the 'Addiction' Disadvantage entries.

SADISM

Psychosis, Sociopathy

A character's emotional release comes from the inflicting of pain on another. This pain can easily be physical or psychological. Each tier in this Disadvantage allows a free advance in either 'Melee Combat' or 'Dipl - Intimidation'.

Coping: A sadistic character will have to inflict Health points of damage and/or Morale damage equal to the tiers in this Disadvantage to prevent the loss of Morale.

SAVANT

Physiological

A character is almost a human computer, showing computational, artistic, or some other ability that is beyond exceptional. They are unable to extend this talent to other areas, being considerably slower than the average person at other tasks. A Savant character is capable of advancing any single Expert or Perception or Willpower based check as a Basic Skill once per Tier in this Disadvantage, but must select one Skilled and two Expert skills per Tier that can never be advanced, ever. If the chosen Expert Skill has sub-categories, one of them can be supported permanently.

A Savant character attempting a Focused Effort will gain 1 less SP than normal per Tier in this Disadvantage.

STUBBORN

Psychosis

A character is characterized by being difficult to deal with and hard-headed. A character is allowed free advance to 'Composure'. A character must also attempt a failed check that can be retried at least once per tier in this Disadvantage.

Coping: A character must pass a 'Resist Diplomacy' check with DoS equal to the tiers in this Disadvantage. The DoS does not need to be achieved all at once. They can be spread out across multiple successful 'Resist Diplomacy' checks. Until the number of DoS is reached, the character may not change their action from Turn to Turn or between periods of Time, although there can be some variation based on any changes in the situation they are facing. A character can also retry failed checks that can be attempted multiple times as a coping mechanism.

SUPERSTITION

Psychosis

Superstition can function with the same rules as that of 'Paranoia' or 'Obsessive Compulsive Disorder' (for different reasons) but superstition can also be transferred to an object that is believed to be good luck. If this option is taken, a character cannot gain benefits from a 'Security Blanket' normally. Instead they benefit from one as per the 'Coping' entry below, but being separated from it or losing it will count as a Psychological Stressor, causing the loss of 1 Morale per tier in this Disadvantage, which is restored if the character retrieves it.

Coping: A character may prevent 1 Morale loss per tier in this Disadvantage if they are in possession of their 'Security Blanket'.

VIOLENT

Psychosis, Sociopathy

A character is unusually violent and does not handle stress well without turning that rage externally. A character with this Disadvantage will add +1 damage per tier in this Disadvantage to all 'Melee Combat', 'Brawling' and 'Grappling' damage rolls.

Coping: A violent character must inflict 1 Health point of damage to a target per tier in this Disadvantage within 1d10 Time - 1 per tier in this Disadvantage. Failing to do this will result in the loss of d3 Morale that cannot be resisted.

GENETIC ENGINEERING

Genetic Engineering is a unstable advantage usually create by man in the name of science. While highly beneficial, it often comes with consequences. These skills are usually only taken with approval by the GM. They do, however make easy work of creating traits for alien races.

ENHANCED SPEED

This character has incredible speed and reflexes by splicing in the genes of predatory animals and highly perceptive insects.

- +5' to base Movement
- +1 to Enhancement Rate of Do%
- Apply ADHD Disadvantage.

ENHANCED STRENGTH

After a steroid regiment and gene therapy, this character has much more muscle mass than normal. This has the side of effect of increasing aggression tremendously.

- +5 Strength
- Apply 'Irascible' Disadvantage.

ENHANCED RESILIENCE

This character has deadened nerves and thicker skin. This occasionally results in a horrendous physical appearance, but it confers a benefit of being more resilient. This decreases the reaction time of the character somewhat.

- +3 to a character's Damage Threshold
- -1 to a character's Advancement Rate of Do%

EUGENICS SUBJECT

This character is a few generations removed from the ill-fated human rights nightmare that was the Neo-Eugenics movement. Each tier will grant a +1 to Skill Advancement rates. At tier 3 or higher, this character is actively hunted by any number of organizations. Tier 2 or lower the character is still deeply mistrusted and feared, but their genetic markers are not nearly as apparent. A tier 5 Eugenics Subject will be a first generation survivor of the Eugenics Purge and will likely have a pronounced psychopathy as a result of it.

ENHANCED MUSCULATURE

This character has a rapidly growing and enhanced muscle structure. Each tier will grant one skill with Strength as a primary attribute an increased enhancement rate of +1. This can be taken multiple times but each time will either count towards a different skill with Strength as a primary attribute or will grant a further +1 to the same skill. Each tier will require a character have -1to all skills advancement rates with Empathy as a Primary Attribute.

ENHANCED SENSES

This character's senses are highly acute and can include an increased sense of smell, hearing or vision. Their touch may also be able to discern very subtle physical properties. Each tier will grant one skill with Perception as a primary attribute. This can be taken multiple times but each time it will count towards a different skill or grant or will grant a further +1 to the same skill. Each tier will require a character to have -1 to all skill advancement rates with Willpower as a Primary Attribute.

HEAT/COLD TOLERANCE

This character has the ability to withstand the extremes of temperature. A character is always allowed an 'Endurance' save against injuries taken from [Th] damage. A character is only able to do this if they have taken equal to or less Health damage than the number of times this genetic trait is selected.

INTERNAL COMPASS

This character has vastly improved spatial navigation. Each tier will grant a bonus DoS to 'Navigation' checks when on a planet surface or large ship. However, this character becomes quickly disoriented when in the presence of strong magnetic fields. If a character is subject to EMI, the not only lose the bonus, but have +1 Difficulty per tier to 'Navigation' checks.

INCREASED BONE DENSITY

This character has a much more dense bone structure than a normal human. This makes them highly resistant to breakage and makes a character's unarmed attacks extremely deadly. This character gets a bonus DoS to 'Brawl' checks per tier and a bonus DoS per tier to any Save Throw that involves preventing Bone Injury. However, the character is 10% shorter per tier than the human average per tier and have +1 Difficulty per tier to 'Swim' checks.

LOW-LIGHT VISION

This character has the ability to see in the low-light conditions. The obvious drawback is that this same character is unaccustomed to normal human thresholds for light and dark.

- -1 Difficulty for any Environmental Modifiers for Darkness.
- +1 Difficulty for all Perception checks in normal light conditions

POISON RESISTANCE

This genetic modification allows a character to rapidly metabolize Poison Damage, neutralizing it. An 'Endurance' check can now be used to prevent damage from the following: Pheromones, BioToxin, Poison Damage ,Toxic atmospheric effects

An 'Endurance' save against injuries taken from [Po] damage. A character is only able to do this if they have taken equal to or less Health damage than the number of times this genetic trait is selected.

This alteration to the body's chemical composition will render some even beneficial drugs useless. For this reason, a character is required to make a Save Throw as if the character was resisting [Po] damage. Passing this Save Throw will prevent the drug from having any effect.

REDUNDANT ORGANS

This character has additional internal organs, either genetically engineered or implanted surgically. Unlike other Genetic Engineering entries, this one does not really have much of a side effect. As redundant organs are damaged, they are either replaced or the other organs take over for the damaged organ.

- +2 Damage Threshold
- When a Health point of damage is inflicted, this bonus is decreased by 1, but the injury inflicted are ignored.

CHARACTER MOTIVATIONS

Character motivations determine additional ways SP can be earned. The strength of this motivation is ranked by tier and is influenced by various Descriptor Levels (more on those later). The number of tiers in the Motivation alters how many SP a character can earn by fulfilling them.

MOTIVATION FOILS

Each Motivation also has a 'Foil' which describes psychological 'Stressors' for purposes of potential Morale loss. This will be a result of a character feeling that they are being deprived of something important to them, no matter how trivial it might seem to anyone else. This Foil will also have a variable strength of effect based upon how many tiers in the Motivation a character has. It helps to consider Motivations as personal missions that a character has going on in the background at all times.

A character can chose 1 tier's worth of Motivations per W_B + OL. A character may also get additional Motivations based on their Abilities. The character may also gain a new Motivation under certain circumstances based on the GM's narrative or some other special event.

New Motivations

A character can select a new tier's worth of Motivations in any one of the following ways or by other ways as determined by the GM.

- When OL is increased
- By spending 5 Gestalt Dice
- When a certain amount of SP is earned overall (based on campaign)
- Every 10 Gestalt Levels

ABANDONING A MOTIVATION

A character is able to abandon a Motivation by losing 1 Morale. This point of Morale loss can be resisted, but any check made to resist it will have 1 Difficulty per tier in the Motivation (before the deduction). A GM can potentially allow another tier worth of Motivation to replace the abandoned one, but that can only be done at a GM's discretion and/or with a hefty SP cost.

A character can also lose a Motivation if the Motivation's Foil causes enough Morale loss. This represents a character abandoning their task in despair as hopelessness sets in. If the Motivation's Foil reduces Morale to 0, then it must be abandoned. Foils also list anything that would be considered a 'Stressor', which is gone over in the Psychology section. A 'Stressor' is what triggers potential Morale loss for a character.

Gaining SP

The way most Motivations function is that they enable a character to turn certain Descriptor Levels into bonus SP. Each DLv. in an Objective's available Descriptors shared with the character will earn 1 extra SP per DLv. when a Mission shares that Descriptor with the Motivation. Unless noted otherwise, each tier in a Motivation will act as a Multiplier to determine the amount of SP earned.

The Motivation may have other prerequisites that need to be met before it can be used to generate SP, such distinctions will be in the entries themselves. It may also generate SP by other means that DLv., but using DLv. will always be an option.

MOTIVATION LIST

The following are a list of Motivations that a character can choose from. Their 'Foils' will list any additional rules a Character must follow for having this Motivation.

CONSTRUCTION

Construction, Engineering, Stronghold
Each Labor spent on a Construction mission will generate 1 SP. Completing it will add SP as described in "Gaining SP".

Foil: A Stronghold taking Structure damage or losing more than 1 Materiel per tier or any amount of Materiel in the process of failing a Construction check.

ESCAPE/EXPLORATION

Movement, Stealth, (Location)
This character earns 10 SP per tier for each new Location entered and 1 SP per Labor generated to trigger a Location feature, including any kind of Search.
Foil: Being forced to 'Lay Low' or move at 'Crawling Speed' will count as a 'Stressor'. Any check made to resist this Morale loss is increased by 1 Difficulty per Tier.

EXPRESSION

Diplomacy, Morale
Earn 100 SP per point of Culture added to a Stronghold per Tier.

Foil: Losing Culture will count as a 'Stressor'. Any check made to resist this Morale loss is increased by 1 Difficulty per Tier.

EXTERMINATION

Encounter, Infested

Foil: Fleeing an Encounter with opponents who have the

'Undead' Horror Trait will count as a 'Stressor' and will also cause the characters or party to lose 1d6 SP per tier. This is reduced to 1 SP per Tier if Fleeing is part of a Formation with 'Retreat' as a descriptor.

GLUTTONY

Morale, Psychosis, Sustenance
Earn 1 SP per Tier for every Food beyond what is required consumed by the character per tier.

Foil: Being deprived of Food will count as a 'Stressor' and any check made to resist this Morale loss is increased by 1 Difficulty per Tier.

HOMICIDAL MANIA

Combat, Living, Psychosis
Earn 1d6 SP by Inflicting 1 Health point of damage against any human target that does not have the 'Undead' Horror Trait.

Foil: Being talked out of a conflict by means of 'Diplomacy' or some other preventative factor from violence will count as a Stressor.

LUXURY

Psychosis, Resource
Earn 1d6 SP per Tier per Value for every purchase from a Resource Catalog spent on any gear or item with a Value entry equal to or greater than the Tier in this motivation. This can also apply to gear that contributes equal to or greater than 1 level per Tier to any kit that grants bonuses to 'Barter'.

Foil: Not being able to make a purchase from a Resource Catalog using 'Value' instead of 'Resource' when presented the opportunity (such as from an encountered Survivor willing to trade or vending machines) will count as a 'Stressor'. Any check made to resist this Morale loss is increased by 1 Difficulty per Tier.

MAYHEM

Psychosis
Earn 1d6 SP per Tier for every point of Structure damage done to a vehicle or building per Tier.

Foil: Attempting to cause Structure damage to a vehicle or building and failing to do so will count as a Stressor.

MERCENARY

Combat, Connection - Military, Law or Militia
Earn 1d6 SP per Value of a reward earned in the course of doing missions per Tier.

Foil: Characters will lose 1 SP per Time spent when trying to accomplish a mission until complete.

PEACEKEEPER

Law, Morale
Earn 1d6 SP per tier per Survivor rescued. Also earn 1 SP per tier per Population maintained peacefully per 20 Time.

Foil: Failing to prevent the Morale loss for another character will count as a 'Stressor'. Any check made to prevent loss of Morale will have an additional Difficulty per Tier.

PROTECT AND SERVE

Combat, Law
Earn 1 SP per DLv. per tier by disrupting an opponent's combat Action against another character (Melee Combat, Ranged Combat, Brawl, Grapple or Martial Arts). Using a 'Diplomacy' check successfully to prevent an Encounter with hostile Survivors will also earn d6 SP per tier.

Foil: Each Population lost by death or abandonment will count as a Stressor.

PROVIDE

Stronghold, Sustenance
Earn 1 SP per Food stockpiled by the character or party per Tier. This can include Food that is generated by Viability.

Foil: Each Population that goes without Food will count as a 'Stressor'. Considering that this is Stressor normally, if this is a Motivation, then the loss of Morale is automatic.

REINFORCE

Engineering, Stronghold
Earn 10 SP per tier for every point of Structure added to a Stronghold or Vehicle.

Foil: A Stronghold losing a point of Structure will count as a Stressor.

RESEARCH

Science , Stronghold
Earn 10 SP per tier for every point of Science a Stronghold is increased by.

Foil: Attempting to increase Science of a Stronghold or attempting a Mission with the 'Research' descriptor and failing will count as a 'Stressor'.

SURVIVE

Descriptors: Survival, Time
Earn 1d6 SP per tier for every period of Time passing without any 'Hazards - Encounter' in play or failed Encounter checks rolled. Characters spending Time resting or asleep (as described in the 'Survival' check entry) or in Strongholds will instead grant SP equal to Viability per tier.

Foil: Unlike other Motivations, this one has no Foil. However, a character must maintain at least 1 Morale per Tier in this Motivation or the character will be unable to claim any SP bonus from this Motivation.

VENGEANCE

Combat, (Opponent)
This character seeks the destruction of the specific opponent or category of opponents. The character earns 10 SP per DoS in an Encounter check that results in the encounter with the named opponent.

Foil: Fleeing an Encounter with an opponent that allows a character to earn SP for damaging it will count as a 'Stressor'. Any checks made to resist this Morale loss will have an additional Difficulty per tier.

IN CONCLUSION ABOUT MOTIVATIONS

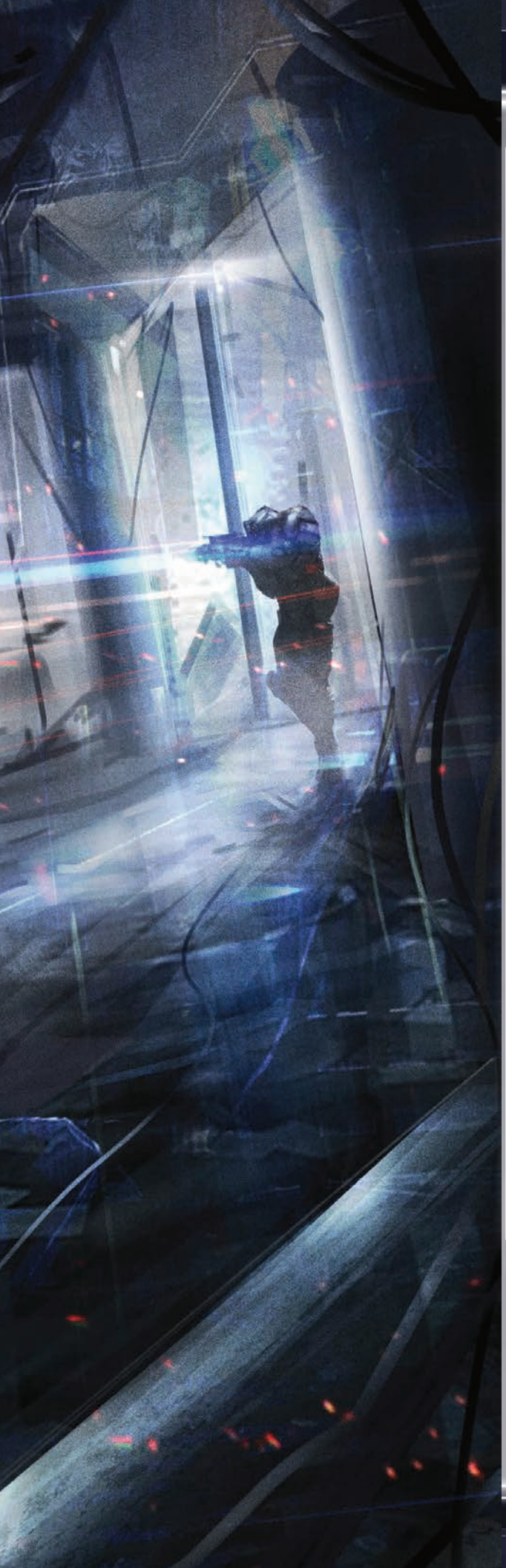
Selecting Motivations can be a tactical element in and of itself. It can represent a party's single-minded determination, such as by having all characters select similar Motivations, or it can represent a cross-section of the population the characters come from. The differing and sometimes competing goals creating interpersonal conflict and drama, but give a party of characters a more well-rounded approach to their ordeal. Since a character can also choose additional Motivations as the campaign progresses, and the goals become more defined, a party can refine their approach by selecting complementary Motivations whenever they are allowed to do so. There are benefits and drawbacks to each of these options, but it up to the players to decide what they want their characters to do and how strongly they feel about their own goals.



The Martian open market is a good place to find contraband. Most Earth vendors are tightly censored and regulated. So what is considered 'Contraband' is pretty mundane. Point being, if you want something good to read, fun to ride or deadly to shoot, don't waste your credits on Earth.



CHAPTER 5
SKILLS



OUR SIMULATORS HAVE SHOWN THAT YOU HAVE THE FOLLOWING PERCENTAGE CHANCES WHEN ATTEMPTING THE SKILLS LISTED HERE

Please proceed to the following section to better understand your percentage chances in these skills. Do not be discouraged by low scores, and do not let high scores make you overly confident. These are merely mathematical projections. Many mistakes have been made in the past by the assumptions made by mathematical projections. This wisdom will benefit you as you run your avatars through the Singularity Network's simulated scenarios.

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SKILL CHECKS

A skill check in *Outbreak: Deep Space* is how a character or gamemaster determines the result of an action. All skill checks are available to characters, but they will obviously specialize in one area over another by means of their choice of Abilities and skill advancements.

All skills fall into one of three categories:

- *Basic Skills*
- *Trained Skills*
- *Expert Skills*

Each of these skill categories determine how easy it is to advance it as well as how easy it is to attempt without the aid of training or specialized equipment.

BASIC SKILLS

Basic skills outline a rote set of actions any character can take. The following rules apply to Basic Skills.

Base %: SPEW Attribute + secondary Attribute bonus
Advancement Rate: 1d6
Base Multiplier: 1x

TRAINED SKILLS

These are skills that are not intuitive, but are generally available to characters who dedicate any amount of time to their training and use. They nearly always require some form of gear to assist in their execution or at least basic instruction. For this reason, trained skills have no base Multiplier, as they require gear or training to provide it.

Base %: SPEW Attribute + secondary Attribute bonus
Advancement Rate: 1d3
Base Multiplier: 0x

Special
Training - Many Abilities will increase the Base Multiplier of a Trained Skill from 0x to 1x to allow Descriptors to add a bonus to the percentage chance of success.

EXPERT SKILLS

These are skills that require incredible amounts of training and experience to attempt in the first place. They are nearly impossible without specialized equipment or instruments.

Base %: Attribute bonus + Attribute bonus
Advancement Rate: 1d3
Base Multiplier: 0x

Special
Specialized - A character will Advance an Expert Skill by rolling an exta die per Gestalt Die spent to advance it, but the character must choose the lowest result. If the Expert Skill is 'Supported' then this rule is ignored.

SKILL ADVANCEMENT

A skill advances at a rate based upon its category. They require Gestalt Dice to be spent and the skill will get a permanent bonus equal to the roll made based on the Advancement Rate.

ADVANCING A SUPPORTED SKILL

Many Abilities will give the opportunity to 'Support' a skill. This means that a character's experience and understanding of a subject will increase their ability to improve such a skill is much easier.

A 'Supported' skill will allow an extra die to be rolled per Gestalt Die spent to advance a skill. A character can then choose the best result and discard the lower one.

Expert Skills do not have this benefit, however. There is still a tremendous benefit to 'Supporting' an Expert Skill. A 'Supported' Expert Skill will not be subject to the 'Specialized' rule as described in its entry.

SPECIAL ADVANCEMENTS

A character may be given the opportunity to advance a Skill under other circumstances. Generally, this takes the form of Free Advancements provided by taking tiers in certain Abilities, but the GM can come up with other situations where an Advancement is allowed.

Free Advancement
A character that is given the option of a 'Free Advancement' can advance a skill at the normal advancement rate without spending any Gestalt Dice. However, since no Gestalt Dice are spent, then special rules like 'Supported' or 'Specialized' do not apply. Those rules only apply to spending Gestalt Dice to advance a skill.

If a character wishes, they can spend a Gestalt Die when allowed a Free Advancement to have that roll count as being as high as it can roll. So for d3 it would count as a 3 and for d6 it would count as a 6. Otherwise, they just roll at the normal advancement rate and accept the

result. Obviously, the player must decide ahead of time which option they are choosing when allowed a Free Advancement.

Racial Advancement Bonuses
While alien races are not gone over in tremendous detail in this manual, subsequent scenario-specific releases will most likely feature playable alien races. In this situation, their racial traits may allow them multiple advantages and disadvantages to certain skills based upon their intellect and physiology. It will only benefit or handicap a specific list of skills. It will not categorically target all of Basic, Trained or Expert skills.

Such rules will likely take the form of modifiers to the advancement rolls. Since advancement will still largely be based on spending Gestalt Dice, the modifier will likely not be more than 3, as any more or less will render the advancement roll generally meaningless.

RACIAL ADVANCEMENT EXAMPLES

-3 Severly Unable
Almost literally a fish out of water. Either almost physiologically impossible or diametrically opposed to the races' natural inclinations to improve a skill.

-2 Not Ideal
Training in this skill is a rare pursuit in this race. An aggressive, warlike race learning Botany as a science.

-1 Slight Disadvantage
A mild disadvantage to an otherwise normal ability to train in this skill. A paranoid, superstitious or xenophobic race learning 'Diplomacy'.

0 No Advantage or Disadvantage

+1 Mild Advantage
A race that is very much at home improving a certain skill. A race that has been spacefaring for over 5,000 years learning the basics of space travel.

+2 Advantaged
A race that is extremely adept at learning a certain skill. Such as, a race that is known for their incredible intelligence advancing in a scientific study.

+3 Supremely Adept
This race is not only known for their talent in this skill, they may even be biologically required to improve it. An aquatic race learning how to swim.

HADEAN

One of the most mistrusted races of all known galaxies. They are not particularly advanced technologically or culturally. It is thought by many that they were discovered by the Isarians and brought into the fraternity of spacefaring races prematurely. Being unable to culturally or technologically contribute, their progress economically lags considerably behind even the relatively backwards human race. This lower station in life manifests as the Hadean masses being largely reliant upon manual labor in order to make any meaningful living. For every Hadean that makes an honest wage in some fashion, there are a hundred more willing to compensate for their lack of material success by underhanded means. Despite their cultural tolerance of thievery and devious profiteering, they are surprisingly loyal to one another, their most egregious schemes are almost always reserved for other races. This loyalty to each other is because they do not feel that any advanced race has any vested interest in helping them, and to abandon or turn on each other would be the death of their culture. In both cases they are correct.

Advancement
Sneak +1, Hide +1, Composure -1, Science -1, Melee Combat +1

ISARIANS

After humanity's unfortunate first encounter with the warlike Atherians, The Isarians were thankfully a more amicable race. They appear, to humans, repulsive (and this feeling is mutual) with the somewhat porcine and hairy appearance being particularly unattractive. Their stature is tall and thin, which almost makes them even more beastly. Despite this appearance, they are incredibly advanced. They are extremely secretive, and no human has ever been allowed on their home planet, nor is the location ever disclosed to outsiders. Without pressure from either race to disclose the more closely guarded secrets, they were more willing to open trade negotiations and co-establish colonies to serve as hubs for interstellar travel and trade instead of visiting each other's worlds. It is, of course, no secret that the Isarians keep their most advanced technology to themselves, which includes advanced FTL travel methods and highly sophisticated mobile battle suits, much to the chagrin of the Technocrats of Earth.

Advancement
Composure +1, Astrogation/Telemetry +2, Pilot +2, Science +1, Diplomacy -2

SKILL SUMMARIES

Here is a quick list of skills checks a character can make and how they could potentially be used.

NAME OF SKILL

Abbreviation: The way the skill check {SC%} is abbreviated for quick reference in entries.
Base: The base formula used to determine the percentage chance of success. The full name of the Attribute is the Skill Check's "Primary Attribute" the one abbreviated with a "B" after it is the bonus (or tens digit) of the corresponding attribute. If the formula is two Attribute Bonuses, then there is no Primary Attribute.

Description of how Skill Check is used.

Modifiers: Any potential bonuses or penalties that can apply to this particular Skill Check.
Action/Save Throw - this is the description of the check's use as an Action and/or save throw, if any should apply
Speed: Number of Moments or amount of Time required to undertake the action described in the Description.
Labor: What, if any Labor can be generated by this skill.
Headshot/Catastrophe: the results of a rolled Headshot or Catastrophe if applicable.

BASIC SKILLS

BALANCE

Abbreviation: {Bal%}
Base %: Perception + WB

A 'Balance' check represents a character's ability to remain on their feet or in some otherwise advantageous posture (in the case of zero-g environments). Any success in this check will allow a character to remain upright. Failure to do this will cause a character to become 'Knocked Prone'. This check is used frequently when characters are navigating in zero-G environments.

Initiated - Players who decide to walk along an exceptionally narrow catwalk or tightrope. Many actions during a spacewalk can also be accomplished by a 'Balance' check.

Save Throw - Players pass a 'Balance' check to remain on their feet or to maintain their position. If the check is opposed, the character must get equal to or greater DoS in their check than that of their opponent's Brawl, Martial Arts, Grapple or Melee Attack.

Environmental Modifiers apply to the difficulty of 'Balance' checks.

SKILL CHECK BLOCK

This is how skills are presented on the character sheet. It is found on the bottom of the first page.

SKILL CHECKS {SC%} PERCENTAGE CHANCE

BASIC SKILL CHECKS

BALANCE {Bal%} -	P	WB	SKILL	=	%	
BRAWL {Brl%} -	S	PB	SKILL	=	%	
CLIMB {Clim%} -	S	WB	SKILL	=	%	
COMPOSURE {Cmps%}	W	EB	SKILL	=	%	
DODGE {Do%} -	P	SB	SKILL	=	%	
ENDURANCE {End%} -	S	WB	SKILL	=	%	
GRAPPLE {Grpl%} -	S	WB	SKILL	=	%	
HIDE {Hide%} -	P	WB	SKILL	=	%	
HOLD {Hold%} -	W	PB	SKILL	=	%	
JUMP/LEAP {J/L%} -	S	WB	SKILL	=	%	
LIFT/PULL {L/P%} -	S	WB	SKILL	=	%	
RESIST PAIN {RPai%} -	W	SB	SKILL	=	%	
SEARCH {Srch%} -	P	WB	SKILL	=	%	
SNEAK {Snk%} -	P	WB	SKILL	=	%	
SPOT /LISTEN {Spt/Li%} -	P	WB	SKILL	=	%	
			SKILL	=	%	

TRAINED SKILL CHECKS

CALM {Calm%} --	E	WB	SKILL	=	%	
DIPLOMACY (ASK) {D-Ask%} --	E	PB	SKILL	=	%	
DIPL. (BARTER/BRIBE) {D-BB%} --	E	WB	SKILL	=	%	
DIPLOMACY (EXPRESSION) {D-Ex%} --	E	PB	SKILL	=	%	
DIPLOMACY (COMMAND) {D-Cd%} --	E	WB	SKILL	=	%	
DIPL.(DET. MOTIVES) {D-DM%} --	E	PB	SKILL	=	%	
DIPL. (INTIMIDATE) {D-Int%} --	E	SB	SKILL	=	%	
DIGITAL SYSTEMS {DgtlSys%} --	P	WB	SKILL	=	%	
ENERGY (TYPE) {Enrg%} --	P	WB	SKILL	=	%	
FIREARMS (LONG GUN) {Frm-L%} --	P	WB	SKILL	=	%	
FIREARMS (PISTOL) {Frm-P%} --	P	WB	SKILL	=	%	
FIRST AID {FAid%} --	P	WB	SKILL	=	%	
MELEE ATTACK {MA%} --	S	PB	SKILL	=	%	
NAVIGATION {Nav%} --	P	WB	SKILL	=	%	
SWIM {Swim%} --	S	WB	SKILL	=	%	
THROW {Thrw%} --	P	SB	SKILL	=	%	

EXPERT SKILL CHECKS

ADVANCED MEDICINE {AMed%} ---	PB	WB	SKILL	=	%	
ASTROGATION/TELEMETRY {As/Te%} ---	PB	WB	SKILL	=	%	
CONSTRUCTION/ENGINEERING {Co/En%} ---	PB	WB	SKILL	=	%	
MARTIAL ARTS {MtlA%} ---	SB	WB	SKILL	=	%	
PILOT (VEHICLE) {Pil%} ---	PB	WB	SKILL	=	%	
SCIENCE (FIELD) {Sci%} ---	PB	WB	SKILL	=	%	
SURVIVAL {Srvl%} ---	PB	WB	SKILL	=	%	
TOUGHNESS {Tgh%} ---	SB	WB	SKILL	=	%	

Speed: Focused (3d6 Moments), Involved (2d6 Moments) for 'Save Throws'

BRAWL
Abbreviation: {Brl%}
Base %: Strength + P_B

A character's 'Brawl' is their ability to fight without weapons. This is used in the same fashion that 'Melee Attack' is, only it only applies for Unarmed attacks.

Speed: Involved (2d6 Moments)

CLIMB
Abbreviation: {Clim%}
Base %: Strength + W_B

'Climb' checks represent a character's ability to heft their own weight and that of their gear, as they scale a surface not always meant to be traversed. Each Degree of Success in a 'Climb' check will allow ¼ of a character's normal movement to be made up the surface they are attempting to climb.

Modifiers to 'Climb'
- Encumbrance
- Environmental Modifiers
- Sheer Surfaces - +10 Difficulty
- Hand holds (naturally occurring or man-made) - +1 DoS
- Ladders - +5 DoS

Falls - A character will only fall on a Catastrophe. Any failure up until then will simply mean the character may not make any progress climbing up.

Speed: Involved (2d6 Moments), 1 Time for Movement outside Encounters

COMPOSURE
Abbreviation: {Cmps%}
Base %: Willpower + E_B

This reactionary check is a character's ability to resist commands, coercion, bribery and other forms of Diplomacy. Being able to do this well makes a character hard-headed and stubborn and strong-willed, but being able to resist some forms of Diplomacy is a beneficial ability. To succeed, the check is an Opposed check versus the opponent's 'Diplomacy' check.

Making this check successfully will also allow a character to ignore the effects of Panic. This is always a reactionary check. A character needs only to pass this check once during an Encounter when an Encounter begins with Panic-causing opponents. Other conditional events that require checks will likewise only require one check in order to resist Panic.

Save Throw - This is nearly always used as a Save Throw against most Diplomacy checks, Panic and against Morale loss.

Speed: Involved 2d6 per DoF to a minimum of 1.

DODGE
Abbreviation: {Do%}
Base %: Perception + S_B

This is almost a Save Throw versus an opponent's "Ranged" attack. After a Ranged attack that causes damage, a character is allowed to attempt a Dodge check (Do%). Making this check successfully will allow incoming damage to be reduced by the number of Degrees of Success in this check. Not all damage will allow a Do% to attempt to reduce it. For example, poisonous gas would not allow a Do% to resist taking damage from it.

Note that damage reduction from a successful Dodge check is taken from the full amount of damage that normally would have been done, ignoring reductions to damage based on the damage type and a character's Defense. To put it another way: A character's Defense can only reduce incoming damage once for an attack. 'Dodge' is almost strictly a reactionary check, but a character wishing to take an action making a 'Full Dodge' will be able to use the results of a 'Dodge' check to instead reduce the DoS of an incoming Ranged Attack instead of reducing damage.

Modifiers to 'Dodge'
- Encumbrance
- Environmental Modifiers

Speed: Fast (d6 Moments) for 'Save Throws'

ENDURANCE
Abbreviation: {End%}
Base %: Strength + W_B

A character's Endurance is their physical stamina and their ability to metabolize toxic material and poisons. Characters maintaining a faster than Running speed for more than 2 consecutive periods of Time will be required to make an 'Endurance' check to maintain that pace. To see how 'Endurance' is a method of resistance for Poison

Damage, go to the Combat chapter on pg. 109.

Modifiers to 'Endurance'
- Encumbrance*
- Environmental Modifiers*
- Poison Strength

*Only applies to using 'Endurance' checks to maintain speed.

Catastrophe - Only in the event of a Catastrophe will a character be so exhausted that they will actually have to pause and rest. Resisting Poison Damage with a Catastrophe will result in the immediate loss of a Health point.

Speed: 1 Time, Involved (2d6 Moments) for 'Save Throws'

GRAPPLE
Abbreviation: {Grpl%}
Base %: Strength + W_B

Grappling is an 'Opposed' check. Unlike Melee Combat though, you do not just roll Damage dice based upon the winner's DoS, it's done by the difference between the winner's DoS and their opponent's DoS. If the loser rolls an DoF and the winner rolls DoS, then the winner can add their opponent's DoF to their own DoS for the purposes of determining how many Damage dice are rolled. This is voluntary by the winner, however. Adding the opponent's DoF to their own DoS represents grappling with lethal intent. Opting to not do this when given the option to do so means that the winner is attempting to subdue their opponent instead of kill them.

If a character or opponent is attempting to simply defend themselves, they can decide to have their DoS reduce the DoS of their opponent's Grapple check as one can in combat for other kinds of attacks.

If one side wins by a result of having fewer DoF than their opponent, then they may roll a single damage die that can be reduced by defense as normal. This damage can be any type or combination of types of damage that the winner is able to inflict.

Modifiers to 'Grapple'
- Environmental Modifiers

Speed: Fast (d6 Moments)

HIDE
Abbreviation: {Hide%}
Base %: Perception + W_B

A 'Hide' check will allow a character or party of characters to avoid danger by hiding from view. Difficulties may arise when trying to succeed against opponents with advanced sensory organs or by those that use some scanning device.

A 'Hide' check is an Opposed check against the GM's Encounter check. Succeeding in the check will allow characters to avoid the Encounter, but at the expense of waiting for 1 Time. Note that either the 'Hide' fails or it succeeds, it will not reduce the Encounter check's DoS to alter what is being encountered.

Within an Encounter already taking place, 'Hide' is an opposed check made against an opponent's 'Spot' check.

Modifiers to 'Hide'
- To avoid Encounters, the Difficulty is 1 per P_B of the opponents being hidden from.
- Environmental Modifiers*

*Many Environmental modifiers can actually reduce Difficulty, such as darkness.

Headshot - A 'Hide' is accomplished without requiring Time to pass unless the characters wish it to.

Catastrophe - Characters think they are successfully hiding, but in reality they have been detected and opponents are sneaking around the character in order to surprise them. The Encounter takes place and the opponents get a 'Surprise Round'.

Special
Waiting Game - Characters that fail their Hide check can instead be forced to Lay Low in a manner that makes them unable to perform any actions for d3 Time per DoF until the danger passes. This is as the GM's discretion or if the characters pay d6 SP per DoF.

Speed: 1 Time, Focused (3d6 Moments) for opposed check

HOLD
Abbreviation: {Hold%}
Base %: Willpower + P_B

A 'Hold' action allows a character to make and resolve an

Intent for any Instant Action for up to 1d6 Moments per DoS in the Hold check. This is different from a voluntary Delay, which will not allow a character to change the Moment they act once they've decided upon it.

Each Disruption will reduce the time they are allowed to Hold for 1d6 Moments.

If a character fails their Hold check, then they are delayed the maximum amount of Moments they were allowed - their W_B before they can make another Intent.

Some actions cannot be Held or executed as Held actions.

A 'Panicked' character is unable to perform a 'Hold' action.

Speed: Instant. Number of Moments vary, Sustained

JUMP/LEAP

Abbreviation: {J/L%}
Base %: Strength + P_B

A character is able to jump vertically or horizontally across obstacles.

Modifiers to 'Jump/Leap'

- Difficulty is increased by 1 per 25% of character height and 100% for leaps across.
- Encumbrance

Speed: Instant, Fast (d6 Moments)

LIFT/PULL

Abbreviation: {L/P%}
Base %: Strength + W_B

A character is able to lift and pull or push heavy objects. The amount they can lift is based on their Strength bonus and how they are manipulating what is being lifted or pulled.

Note that lifting/pulling objects with CU that is equal to or less than a character's S_B will still require a character spend Moments performing the Action, but the check will be automatically successful.

Lifting - 1 CU past S_B per DoS is lifted

Pulling/Pushing - 3 CU per S_B per DoS is pulled or pushed.

Modifiers to 'Lift/Pull'

- Encumbrance

Speed: 1d6 Moments per CU lifted or pulled beyond S_B to a minimum of d6

RESIST PAIN

Abbreviation: {RPai%}
Base %: Willpower + S_B

A character is able to resist outright or temporarily suppress crippling pain by sheer force of will, and sometimes with the aid of painkilling drugs. Successfully making this check will allow a character to ignore the effects of pain. This is almost always a reactionary check, however, taking an action that requires to intentionally put oneself in a situation where pain would normally deter them could make this check voluntary.

Speed: Instant, For 'Save Throw' (1d6 Moments) per Health point lost

SEARCH

Abbreviation: {Srch%}
Base %: Perception + W_B

Characters are able to search for people as well as useful objects. This check represents a very thorough search of an area. The DoS in this check will reveal what is hidden based on the location's Encounter table and (generally) grants 1 Materiel per DoS *(see pg.131 rules on Searching a Location)*. Many Features of a Location involve caches of resources being accessed. In such situations, a Search check can be used to generate Labor.

Searching will either add to the character's Resource Catalog or they are able to make purchases immediately *(see pg.132 for rules on Resource Catalogs)*.

Speed: Varies by size of search area.

SNEAK

Abbreviation: {Snk%}
Base %: Perception + W_B

In order to avoid potentially deadly Encounters, a character is allowed the chance to 'Sneak' at the beginning of an Encounter. To do so is an Opposed check against the GM's 'Encounter' check. Succeeding will result in the characters avoiding detection. This is either against the 'Spot' checks of an opponent or has increased difficulty based on the Perception of the opponents in the Encounter.

Save Throw - This can be used as a Save Throw against an E% check or a {Spt/Li%}.

Modifiers to 'Sneak'
- Each level of Perception of an opponent will add 1 Difficulty.
- Environmental Modifiers*

*Many Environmental modifiers can actually reduce Difficulty, such as darkness.

Headshot - A 'Sneak' is accomplished without requiring an additional Encounter check to be rolled afterwards.

Catastrophe - Characters think they are successfully sneaking, but in reality they have been detected and opponents are sneaking around the character in order to surprise them. The Encounter takes place and the opponents get a 'Surprise Round'.

Speed: 1 Time, Instant, Focused (3d6 Moments) if used during Encounters, Sustained.

SPOT/LISTEN
Abbreviation: {Spt/Li%}
Base %: Perception + WB

This is a superficial scan of an area as opposed to a deep search. Although this implies vision, this check covers listening, hearing and smell. This check is an opposed check to an opponent's 'Hide' or 'Sneak' check. A success in this check will rarely turn up anything that would be found beyond 1 DoS from what would normally be found in a Search check for an area.

If used as an opposed check it only counts if the opponent using a 'Hide' or 'Sneak' check is still in Moments between their Intent and Check.

Headshot - A character is allowed a 'Search' check without it requiring Time to pass or is allowed information or some other reward normally only earned by a successful 'Search' check.

Speed: Fast (1d6 Moments)

TRAINED SKILLS

CALM
Abbreviation: {Calm%}
Base %: Empathy + WB

This skill allows a character to bring another character to their senses. It is not unlike 'Diplomacy' but it only applies to dealing with characters that are 'Panicked'. A successful check will remove 'Panic' from a character. This may be used in place of Diplomacy against hostile opponents that aren't immune to Diplomacy.

Speed: Focused (3d6 Moments)

DIPLOMACY
Abbreviation: {D-Ask%, D-BB%, D-Ex%, D-Cd%, D-DM%, D-Int%}
Base %: varies

The 'Diplomacy' skill is a character's way of communicating with others, generally in order to convince another to act in accordance with the character's own will. There are multiple different methods that each have their own specialty that must be advanced separately and deal with different ways to interact. In most circumstances, a check must be successful by 1 DoS per b of the opponent. The SPEW Attribute utilized will be whatever provides the Bonus to that particular kind of Diplomacy method (generally Perception for trying to overcome the senses of an opponent, and Willpower to overcome the intellect of an opponent). Opponents actively resisting can attempt a 'Resist Diplomacy' check to augment the number of DoS necessary in order to convince the target to act in accordance with their will

Ask - (Empathy + PB) To beg another to act in a way that is the will of the character. This can take the form of begging or pleading.
Barter/Bribe - (Empathy + WB)To attempt an exchange of goods for either a desired item or items, information, a service or amnesty.
Command - (Empathy + WB) To force by means of will or authority to get others to act in accordance with a character's wishes.
Expression - (Empathy + PB) To convey information to another, by either clarity of statements, appropriateness of vocabulary or skill at manipulating their own emotions to convey a performance. This also applies to lying.
Determine Motives - (Empathy + PB) To see what motivates another by means of analysing their rhetorical methods and physical cues.
Intimidate - (Empathy + SB) To force, by threat of violence against the target or another to get another to act in accordance with the will of the character.

Speed: Intense (4d6 Moments)

DIGITAL SYSTEMS
Abbreviation: {DgtlSys%}
Base: Perception + WB

This skill is a character's familiarity with digital systems such as data processors, data storage and networks. This skill does not deal with undermining, altering or creating the architecture of a digital system, just their normal functioning as well as maintenance, diagnostics, solutions and workarounds for common problems encountered during the use of a digital systems.

Speed: varies tremendously

ENERGY

Abbreviation: {Enrg%}
Base %: Perception + W_B

This skill is a measure of a character's ability to understand the fickle nature of Energy as power sources, weapons, devices and tools. They are not as reliable as weapons and less intuitive than most other tools, but mastering it will allow a character to efficiently use high-energy cutting and powered tools and exotic energy-based weaponry. This also factors in the implementation of energy to generate power and the proper methods of utilizing and shielding from energy.

For this reason, it is likely that a character will specialize in one or more of the following that either correspond to a damage type or an energy source:

- Electrical
- Electromagnetic
- Force
- Optics
- Plasma
- Thermal
- Nuclear

Not advancing in a Specialization will reduce the rate of Skill progression from 1d6 to 1d3.

Speed: Involved (2d6 Moments)

FIREARMS (LONG GUN)

Abbreviation: {Frm-L%}
Base %: Perception + W_B

This involves the use of two-handed firearms, mainly rifles and shotguns, although shorter carbine models are also covered by this skill. Successfully making this check will indicate that you have successfully hit your intended target. Many Difficulty penalties may apply to moving targets and those behind cover.

Speed: varies, generally (d6 Moments per CU of weapon)

FIREARMS (PISTOL)

Abbreviation: {Frm-P%}
Base %: Perception + W_B

This involves the use of any model of handgun, including both magazine fed and revolvers. Successfully making this check will indicate that you have successfully hit your intended target. Many Difficulty penalties may apply to moving targets and those behind cover.

Speed: varies by weapon, generally (d6 Moments per CU of weapon)

FIRST AID

Abbreviation: {FAid%}
Base %: Perception + W_B

A character is capable of performing 'First Aid' to treat minor injuries and to stabilize someone that is wounded. A successful 'First Aid' check will allow 1 lost point from a character's Damage Threshold to be restored per Degree of Success in their check. This cannot be attempted if the character has sustained some form of 'Injury' that prevents the restoration of damage. Improvised medical supplies can be used, but it will increase the Difficulty of a check by +1. Performing this check on oneself will also incur a penalty of +1 Difficulty and the character cannot be 'Panicked'.

Each tier will allow a character to stabilize one kind of Injury during an Encounter with a 'First Aid' check. This character will not suffer any ill effects of their Injury for 1 Time per DoS in the 'First Aid' checks if they perform no Actions that would count as 'Aggravating' the Injury.

Speed: Sustained, Focused (3d6 Moments), 1 Time

Labor: This skill check can generate small amounts of Labor that can go towards 'Advanced Medicine' missions. A successful check generates d6! Labor.

MELEE ATTACK

Abbreviation: {MA%}
Base %: Strength + P_B
Specialties: Bludgeoning, Piercing, Slashing

This is a character's ability with a specific type of weapon in close combat. How combat is handled will be in the 'Combat' chapter, but for the sake of advancement, each category of weapon will advance as a different kind of Melee Attack. Any bonus to 'Melee Attack' without specifying a type will apply to all types. In Melee, there are three main types of weapon that each have their own

entry on the character sheet. A Melee weapon can be upgraded to do multiple damage types, but the category of the weapon itself will determine which skill is to be used to determine the results of combat with it. 'Melee Combat' is an opposed check with 'Melee Combat' of your opponent. Damage Dice are rolled are equal to the DoS in each side's checks against the opponent. A character or opponent adopting a Defensive stance can treat Melee Attack as a Save Throw instead.

Note: Complex weapons that can inflict multiple kinds of damage will either require a 'Melee Combat' specialty all their own or will only inflict Piercing, Bludgeoning or Slashing depending upon how a weapon is used. If a character has an increased ability with weapons that inflict with one kind of damage and they are using a complex weapon that inflicts multiple kinds of damage, then they must use the skill of the lowest appropriate Melee Combat skill to make checks during Combat, even if the character declares they are using it to inflict a kind of damage they have increased ability using. If a character specializes in the Complex Weapon specifically, then the character is exempt from that particular rule, and can use the 'Melee Combat - (name of weapon)' skill without penalty for the weapon being a Complex Weapon. This reflects the difficulty of using such a weapon.

Speed: Varies by weapon, but typically (d6 Moments per CU of weapon) per attack

NAVIGATION

Abbreviation: {Nav%}
Base %: Perception + W_B

Characters are able to navigate terrain and avoid potential hazards. This check is used if characters Flee an Encounter or if their original path has been blocked somehow. This will determine if additional Time passes and if the GM rolls another Encounter check after the characters Flee or how long the characters are delayed by the obstacle.

The check without any modifiers assumes natural navigational ability with no landmarks or signs. This will rarely be the case save for the most desolate, disorienting, alien or featureless of terrains or locations.

Modifiers to 'Navigation'

- Each level of Speed of an opponent will add 1 Difficulty if being pursued.
- Environmental Modifiers
- Recognizable landmarks - +1 DoS
- Clearly marked directional signs (in a language comprehended by the character) - +2 DoS
- Emergency Track Lighting/Temporary Signage to indicate status of road - +3 DoS

Headshot - A 'Navigation' check is accomplished without requiring an additional Encounter check to be rolled afterwards.

Catastrophe - Characters think they are successfully avoiding danger, but in reality they have been detected and opponents are sneaking around the character in order to surprise them or laying traps ahead of them. Either way, the following Encounter roll will automatically be successful with at least 1 DoS. The Encounter check can still be made to see if the roll ends up with more DoS than just the 1. A GM can substitute an exceptionally large passage of Time with that result to represent getting lost as opposed to being surrounded. That particular version of the rule does not require a Catastrophe in order to trigger it. A character can instead lose 1 Time or accrue 1 Risk per DoF in their Navigation check.

Speed: 1 Time

Labor: This skill check can generate Labor towards any Mission with the Movement and Stealth Descriptors.

SWIM

Abbreviation: {Swim%}
Base %: Strength + W_B

This represents a character's ability to Swim. In order to successfully Swim, a character must achieve 1 DoS in the 'Swim' check per Weight of gear they are carrying.

Modifiers to 'Swim'

- Encumbrance
- Environmental Modifiers
- Fatigue

Speed: varies

THROW

Abbreviation: {Thrw%}
Base %: Perception + S_B

This is a character's ability with throwing weapons to hit their target at a distance. It also involves weapons that lob or fling their ammunition, such as slings and even grenade launchers.

Speed: as weapon, generally (d6 Moments per CU of weapon)

EXPERT SKILLS

Unlike most skills, Expert Skills are frequently undertaken only once every period of Time instead of being taken as a normal action during an Encounter. For this reason, many Objectives for Missions feature making a successful Expert Skill check. In this case, the Prerequisites and Time requirement for a Mission's success are what is required of the characters to be able to attempt an Expert Skill. The tradeoff for having a large amount of Time and additional Prerequisites is that the characters often earn SP and other rewards.

ADVANCED MEDICINE

Abbreviation: {AMed%}
Base %: $P_B + W_B$
Specialties: Field of Medicine or treatment of specific Injury type

This is a character's ability to perform advanced medical procedures such as administering proper physical therapy and surgery. This comes from an advanced understanding of the body that goes beyond simply treating injury. Aside from treatment at dedicated medical facilities, this check is what will be required in order for an injured character to restore lost Health points.

Each DoS will 'Treat' one Injury a character has, so long as all other required prerequisites are met based on Injury type (specific medicine, medical hardware, etc). The character must rest properly for 10d6 Time per Injury (or what is specified by Injury type) or they risk Infection or aggravating the Injury again.

If a character has lost Health points and has no 'Injuries' then this check can be used to restore a lost Health Point. This will allow Natural Healing as normal.

Mission (Surgery): If a character is stationed at a Stronghold and is performing a "Surgery" mission to mend a serious Injury on another, then each DoS in this check will allow (d6+DLv. Medicine) Labor to go towards the completion of this task. This will allow multiple retries, but there is generally a fixed number of Time a character has in order to perform surgery (based often on the severity of the injuries and their available supplies, anesthesia, etc).

Speed: Special (See: "Advanced Medicine" Missions on pg. 119)

Labor: Each DoS will generate Labor towards 'Advanced Medicine' Missions depending upon the facilites the treatment takes place in:

- *Field* 1d6! Labor
- *Clinic, Poor* 1d6! Labor per DoS
- *Infirmary* 2d6! Labor per DoS
- *Dedicated Medical Care Facility* +3d6! Labor per DoS

ASTROGATION/TELEMETRY

Abbreviation: {As/Te%}
Base %: $P_B + W_B$

This is a character's ability to navigate a vessel through space. This allows them to use whatever instruments available to chart a course to a specific planet, moon or star system. The telemetry aspect is important as the destination is itself in often light years away and in motion. So it is often required that a character not set a course directly for their desination, but often setting their vessel to intercept the orbit of their destination based on the trajectory of the target's orbit and the vessel's speed.
Specialites: Specific star system or planet.

Speed: 1 Time per 10,000 Light years between a character and their destination. Sophisticated instruments will alter this requirment drastically, as will a larger or less specific destination.

Labor: This can be used to generate Labor for Missions that involve traversing long distances in Space.

CONSTRUCTION/ENGINEERING

Abbreviation: {Co/En%}
Base %: $P_B + W_B$
Specialties: Specific Materials/Manufacturing Process or product.

Speed: 1 Time

Labor: This is a character's ability to manufacture and repair using a specific material or process. Each DoS in this check will generate d5 Labor towards a "Repair Damage" and "Routine Maintenence" Missions.

- *Field* 1d6! Labor
- *Workshop, Poor* +1d6! Labor per DoS
- *Workshop* +2d6! Labor per DoS
- *Dedicated Factory* +3d6! Labor per DoS

Make note of any gear or tools that may help add to the Labor generated by a successful {Co/En%} check as well by simply adding bonus Labor or aid in the {Co/En%} check.

MARTIAL ARTS

Abbreviation: {MtlA%}
Base %: $S_B + P_B$
Specialties: Specific Martial Arts style

'Martial Arts' are similar to 'Grapple' or 'Brawl' only with a reduced Speed cost and with a generally lower chance of success without exceptional training. A 'Martial Arts' check will be capable of substituting 'Grapple', 'Brawl' or 'Melee Combat'. Succeeding in this check will allow characters to roll damage dice normally and can decide if it's to 'Knock Prone' or to deal lethal damage. Most injuries resulting from combat can allow a Save Throw using Martial Arts to prevent Injury.

Save Throw - This can be used as a Save Throw for most combat checks.

Speed: Fast (d6 Moments), 0 Moments for 'Save Throws'

PILOT

Abbreviation: {Pil%}
Base %: $P_B + W_B$
Specialties: Specific category of vehicle

The character has the ability to pilot a vehicle. This skill is broken down into the different class of vehicle and the different classes must be advanced individually unless an advancement applies to all 'Pilot' skill checks.

Class A - Capital Ship -> Capital Class
Class B - Starship -> Corvette Class
Class C - Spaceship -> Frigate Class
Class D - Cruiser/Land Vehicle -> Cruiser Class
Class E - Personal Transport Class

Modifiers to 'Pilot' checks

- Environmental Modifiers
- Each 45 degrees turn in the span of a single round will increase Difficulty by 1*

*Some vehicles are incapable of making turns at certain angles within the span of one turn, for instance, bikes, and some spaceships could make a 180 degree turn, but a cargo ship could not.

Speed: varies

SCIENCE

Abbreviation: {Sci%}
Base %: $P_B + W_B$
Specialties: Specific Scientific discipline

A character's Science is their comprehension of the scientific method as well as the current understanding of a specific field of science as well as its application. It is also used to 'Research' certain properties on specific biomes with the proper scanning equipment or observation.

For the purposes of creating/modifying something or performing Research, most of those sort of Missions require a Labor cost. Generally speaking, each DoS in an appropriate {Sci%} check will add d6 Labor towards the completion of that mission. There are multiple situations that grant bonus Labor upon a successful {Sci%} check. Here are some common ones:

- *Field Observation* +2d6! Labor for Research only.
- *Laboratory, Poor* +1d6! Labor per DoS.
- *Laboratory* +2d6! Labor per DoS.
- *Dedicated Research Facility* +3d6! Labor per DoS.

Make note of any gear or tools that may help add to the Labor generated by a successful {Sci%} check as well.

General Science Specialties

Biology
Biology is the study of life processes and plant and animal life. It is an essential step in the fields of medicine as well as biological research and the study of species and evolution. This check can be used to ascertain characteristics of life forms.
Direct - Determine the properties of specific life forms.
Indirect - Determine what stage of evolution a distant planet or moon has.
Scan - Determine whether or not a planet or moon has life.

Chemistry
Chemistry is the study of chemicals and requires intimate knowledge of elements and how they react at a molecular level. Characters are able to synthesize chemicals as well as recognize potentially hazardous materials and how to handle them. This character is able to use this check in order to extract samples from their specimens as well as synthesize and utilize Drugs and Chemicals.

Genetics
Genetics are the study of genes. Specific genomes can be isolated, identified and with the proper time and equipment, modified. This can effectively treat multiple disorders and ailments, but it can also be used to artificially introduce traits from one species to another. This check can be used in order to study, isolate, or introduce genetic traits.

Geology
An understanding of geology is the understanding of a region and its natural geologic processes. It can predict seismic activity and help identify the potential location of valuable ores. This check can be used to determine characteristics of regions or specific formations.

Med-Tech
This is a combination of Engineering, Programming and Biology. This allows a character to operate vulnerary machinery. Many medical technicians fill the need of a large population with a large dispersal of trained medical personnel. This check is used to operate the machines of medical facilities.

Physics
This is the study of how the physical universe interacts. This field is capable of being applied to multiple different professions and areas of study, such as engineering, but on its own, it is capable of allowing characters to predict the pattern of reactions that will result from a given action on an atomic and subatomic level. While the classical laws of physics fall apart for things that are very small and very fast, physics is a requirement to do any serious research or development.

Programming
This is a character's ability to write and use software and design computer systems. The level of sophistication can vary tremendously as writing new programs are much more difficult than using or modifying existing programs. This check produces or utilizes software that is represented by 'Program' Tech upgrades. If the body of scientific advancement is engineering, then its mind is the programming. This is often a prerequisite for utilizing advanced programs as well as creating them. Hacking is often a common use of this skill and it represents using third-party programs in order to gain access to systems a character is not allowed into.

Quantum Mechanics
A companion skill to Astrogation/Telemetry and classical Physics, Quantum Mechanics allows the entirety of space, time and matter to be explained in unified theory. Breakthroughs in Quantum Mechanics allow science to understand and quantify exceptions to the classical laws of physics and make breakthroughs that lend a haunting credibility to otherwise dismissed claims made by certain religions and spiritualism. In most settings, this will rarely be directly applicable unless your particular threat is transdimensional or features some form of faster-than-light travel (abbreviated FLT).

Modifiers to 'Science' checks
Utilizing Science checks as opposed to using them as prerequisites for Tech use, Science is modified by the accessibility to proper equipment and the current understanding of the subject.

- Routine Observation/Data Analysis - no modifier
- Repeatable Testing Procedure - +1 Difficulty
- Significant Observation - +2 Difficulty
- Proper Tools/Equipment - no modifier
- Field Tools/Equipment - +1 Difficulty
- Improper Tools/Equipment - +2 Difficulty
- Impromptu Testing Method - +3 Difficulty
- New Frontier of Discovery - +4 Difficulty
- Discovery completely new to Science - +5 Difficulty

Speed: 1 Time for analysis, Intense (4d6 Moments) for quick observations. Detailed research can be multiple periods of Time.

SURVIVAL
Abbreviation: {Srvl%}
Base %: $P_B + W_B$
Specialties: Specific Biome or Region

The character has the ability to survive without the support of a functioning society in the wilderness. The characters are able to find food, water and shelter. A Survival check can be specialized by biome.

Save Throw - This can be used as a Save Throw against an E% in order to determine if a character can survive as described above.

Modifiers to 'Survival' checks
- Environmental Modifiers

Speed: 1 Time

Labor: A character can use this skill check to generate Labor for any Mission that has (Biome), Challenge and (Engineering Materials - Cloth, Wood, Stone, Leather). The character generates d5! Labor per DoS. This includes Kit Construction missions for 'Survival Kits'.

TOUGHNESS
Abbreviation: {Tgh%}
Base %: $S_B + W_B$

A character's 'Toughness' is their physical resolve and durability. On the unfortunate event when a character is required to make a check using their 'Toughness', it is to

spare themselves from death from having taken 'Massive Damage'. Toughness is frequently used as a Save Throw against most kinds of injury, although there are many more preferred methods of avoiding an Injury than by using {Tgh%}, as it is a generally very low percentage chance of success. This is because making a Save Throw using {Tgh%} means that a character takes the full force of an injury, but shrugs it off somehow.

Special

Damage Threshold - Toughness + any Ability modifiers are what generate a character's Damage Threshold.

Speed: Instant, (4d6 Moments - WB per Health point lost) for 'Save Throws'.



SKILL SUMMARIES

BASIC SKILLS

Balance {Bal%}	Remain upright.
Brawl {Brl%}	Make an unarmed attack.
Climb {Clim%}	Move for periods of Time or Encounters by means of climbing
Composure {Cmps%}	Remaining calm under duress or resisting psychological manipulaiton
Dodge {Do%}	Avoid incoming attacks or harm by means of dodging.
Endurance {End%}	Using one's metabolism and strength to endure prolonged activity.
Grapple {Grpl%}	Combat that involves wrestling or grappling with an opponent.
Hide {Hide%}	Being neither seen nor heard.
Hold {Hold%}	Being able to wait to sieze a tactical advantage of some sort later.
Jump/Leap {J/L%}	Vertical or horizontal leaping or jumping.
Lift/Pull {L/P%}	Ability to lift or pull heavy objects proportional to one's weight.
Resist Pain {RPai%}	Being able to tolerate pain.
Search {Srch%}	The ability to scavenge for supplies or find anything useful.
Sneak {Snk%}	Being able to move without being detected.
Spot /Listen {Spt/Li%}	Detecting by means of available senses.

TRAINED SKILLS

Calm {Calm%}	Being able to calm another or reduce hostility specifically.
Diplomacy (Ask) {D-Ask%}	Convince another to do something for you.
Dipl. (Barter/Bribe) {D-BB%}	Try to get another to accept a trade.
Diplomacy (Expression) {D-Ex%}	Being able to properly convey a desired performance (or lie).
Diplomacy (Command) {D-Cd%}	Being able to command others by means of authority or persuasion.
Dipl.(Det. Motives) {D-Dm%}	Being able to sense the motives or intentions of another.
Dipl. (Intimidate) {D-Int%}	Being able to force others to do your bidding by fear.
Digital Systems {DgtlSys%}	The ability to navigate digital networks or processes.
Energy (Type) {Enrg%}	Familiarity with the properties of certain energy types.
Firearms (Long Gun) {Frm-L%}	The ability to be accurate with and safely use long guns.
Firearms (Pistol) {Frm-P%}	The ability to be accurate with and safely use pistols.
First Aid {FAid%}	Treating minor wounds and assiting in the treatment of Injuries.
Melee Attack {MA%}	Attacking or defending with a weapon.
Navigation {Nav%}	Knowing many routes to be able to choose the fastest, safest, etc.
Swim {Swim%}	Being able to move through water.
Throw {Thrw%}	Accuracy with thrown objects.

EXPERT SKILLS

Advanced Medicine {AMed%}	Performing advanced medical proceedures, such as surgery.
Astrogation/Telemetry {As/Te%}	Charting the desination of space travel and the movement of planets.
Construction/Engineering {Co/En%}	Constructing, repairing and building with a specific kind of material.
Martial Arts {MtlA%}	Advanced combat techniques, like takedowns and unarmed lethal attacks.
Pilot (Vehicle) {Pil%}	Piloting or maneuvering a specific kind of vehicle.
Science (field) {Sci%}	Research into and application of scientific knowledge.
Survival {Srvl%}	Being able to survive when cut off from civilization or "the grid".
Toughness {Tgh%}	Physical resiliance. Primary contributor to Damage Threshold.



CHAPTER 6
GAMEPLAY AND COMBAT



PLEASE REPORT FOR COMBAT TRAINING

You must demonstrate your willingess to put your life into the hands of your commanding officers. Basic drilling starts in 0500. Tardiness will be punished with reduced rations and demerits. You will be fitted for equipment after you are assigned a post.

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ENCOUNTERS

So the GM has rolled a successful Encounter Check (E%)...

FLEEING AN ENCOUNTER

Characters may desire to avoid an Encounter at any cost. This is not done without tremendous risk, however. A character has the option to Flee an Encounter whenever a new E% is made. The characters make a {Hide%, Snk%, or Nav%}. This is treated as a Save Throw against the Encounter check. If this reduces the DoS to 0 or less in the E%, the Encounter is avoided. Any remaining DoS after the characters' Save Throw will be treated normally as if the E% were successful by the remaining DoS. There is typically an SP cost associated with this (generally the PB of the Standard opponent x OL) and the accumulation of 1 Risk per OL. This also take 1 Time.

Characters may flee an Encounter already in progress in the same fashion as described above, but this will be more difficult. Characters must all be in a place where they are out of line of sight of their opponents and make the check the same way as avoiding an Encounter. If the {Hide%, Snk%, or Nav%} is made normally against the E% and the DoS in the E% is reduced to 0 or less, the characters successfully flee the Encounter. Fleeing an Encounter in progress will generate 1 Risk per PB of all the combined opponents remaining in the Encounter. To attempt this costs SP as well. The cost is 10 SP per OL + PB of Standard opponents.

> The GM can play additional effects in the form of Hazards using Risk, but that will be gone over in detail later in this section. A GM can also add a bonus DoS to any Encounter using Risk in order to deploy more dangerous opponents or deadly Hazards.

THE TURN

SEQUENCE

The Encounter is a frantic, chaotic time where orders are shouted, actions are being taken, lives being are threatened and damage is being done. It can also represent a tense negotiation, a standoff between parties, where one side is feeling out the other, trying to avoid a confrontation but being ready the moment one starts... Either way, during Encounters, every second is of tremendous importance.

MOMENTS IN TIME

In general Encounter Checks are made during periods of Time, which represent an event that takes place which the players might need to react to or make important decisions. Inside an Encounter, there are periods of time called 'Moments' which help break the action of an event down further. The most important factor being the order of initiative in which players and opponents react.

GENERATING STARTING INITIATIVE ORDER

Reality is not turn-based. To attempt to shove a purely turn-based system into this ruleset would be a very artificial concept. Instead, the fluid nature of Encounters is based on Moments.

To generate an initial order of events, the players and the GM roll 4d6. This gives all parties involved a roll of 4-24 which can be increased or decreased by the PB. This is the order from lowest to highest in which the characters or opponents take their Intent(s) of the Round.

A round is about 24 Moments, once about 24 Moments have passed, the Round ends and the sequence begins again as if 1 came after 24 in a continuous count. Once 24 (one full Round) is reached or passed, another E% may be required and its results are applied to the current Encounter, deploying more opponents as necessary. This will be especially true of opponents with the 'Horde' Horror Trait or when a GM spends Risk to call in 'Reinforcements', which will be indicated in the entry. The difference between Opponents is that they will have varying Speeds, which may allow them more actions during a Round; and the characters, by comparison, less. So fast, highly perceptive opponents will not allow characters much time to recuperate and take Actions before another E% is made.

ALTERING STARTING MOMENT

A character can move their starting Moment up or down 1 per PB (as described earlier). It can be further altered by DoS of a Perception check (or other check as deemed appropriate by the GM). Any DoF automatically pushes the starting Moment higher. Multiple Formations and Tactics can also alter a character's starting Moment.

> Opponents will always have their starting Moment equal to their Speed - PB + d6 +/- bonuses granted by Tactics, Horror Traits, etc.

STARTING PAST 24

If a character or Opponent has their Initiative roll pushed beyond 24, multiple disruptions, or some similar special rule, then they do not get to go until at least one full Round of 24 moments have passed. They are basically starting a Round behind all other players and opponents. Their Initiative roll counts as Speed Dice roll - 24 to apply in the following round.

This means that no character or opponent will start under 4 under most circumstances. Hazards, Opponents with certain Horror Traits and Characters undertaking certain Tactics or Formations may push them into this starting range, however.

THE INTENT

The character gets to make an Intent whenever it is their turn to act. This is simply what a character is going to do for the remainder of the time during the round. The Intent can be a character taking an Action that requires a check or it can be a narrative. All Intents will require the rolling of Speed Dice. The result is the Initiative order in the following Round.

A character can also declare multiple Actions during their Intent. Most of the time, the Intent is an Action that requires a skill check, but narrative things that don't require checks can be part of an Intent as well. This Action has a Speed cost in how many Moments they need to perform it. If not, the GM can assign a number of Speed Dice to be rolled based on the number and complexity of their Intended action(s).

As mentioned earlier, the result of a character's Speed Dice roll will be their Initiative order for the following Round. However, other opponents' Actions, Hazards or any number of other effects can either increase a character's Speed Dice roll or require the rolling of extra Speed Dice to add to the total. Any outside influence that alters another's Initiative is called a 'Disruption'. The overall time between a character's Intents is called a 'Delay'. A character can voluntarily Delay to a higher Initiative result should they choose.

CHECK AND RESOLUTION

The characters, on their turn made an Intent, the next thing to consider is when they make their 'Check and Resolution'. This depends upon what kind of Action is being taken. If the action is an 'Instant' action then the 'Check and Resolution' is made immediately after declaring the 'Intent'. If the Action is a 'Sustained Action' then the character is spending the duration between their current Intent and when they are required to make their next Intent in order to accomplish the Action. In this case, the Check and Resolution is made immediately before they are allowed their next Intent.

In the case of Sustained Actions, since the Check and Resolution is dependent upon when a character makes their next Action, the Check and Resolution can be delayed by the Actions of other opponents and Hazards. A character can abandon their current Intent and it will count as having failed (or rather, never taking place). A character is then allowed to make a new Intent.

ACTIONS

A character, during their turn, is allowed to declare an Action. This Action has a Speed cost in how many Moments they need to perform it. Declaring this Action is called the Intent. It will not take effect until the proper Moment is reached, as determined by the Action declared as an Intent.

When the proper Moment is reached, a character makes a Check and resolves its effects immediately. They may then make another Intent at this time and wait until that proper Moment is reached to make a Check and resolve it, make another Intent and so on and so forth.

MULTIPLE ACTIONS

A character or opponent can take multiple Actions with a single Intent. Each additional action will get +1 Difficulty of all actions taken. Even if the character is allowed to take multiple Actions, they are resolved in sequence, so a character must declare the order in which they are to perform their Action. Each Action will have their check and resolution and require a Speed Dice roll as normal. Instead of that amount being the Initiative for the next round, it will add to their existing Initiative roll and the rest of the round continues in sequence. Other characters and opponents may get their opportunity to make an Intent if their Initiative is between the character's original Initiative and their new Initiative for to resolve their additional Action.

The Speed Dice roll for the last Action a character takes will be counted as their Initiative roll for the next round. Remember, Initiative rolls that are over 24 will subtract 24 from the roll and apply to the following round, so it is not a cumulative total.

A GM can keep a cumulative total for Initiative for determining when another E% needs to be made, but it is easier to simply use the number of Rounds as an

indicator as opposed to individual 'Moments'.

It is helpful as a time saver to roll the number of (preferably different colored) dice required for the delay in Moments until a character's next available Intent at the time they are rolling the Check for their current Action. This is only relevant if you're randomizing the amount of Moments some actions would take as opposed to using any provided flat average. This suggestion also works for any Instant Actions a character takes. This also makes Expedited Actions easier to manage, which will be described later.

INSTANT ACTIONS

A character may make an Intent and Check/Resolve phase for any action that is 'Instant' or determined to be reactionary in some fashion. This does not mean they get to make another Intent immediately upon resolution of the check. They still have a delay in the appropriate amount of Moments until they can make another Intent. The benefit in this case being that the character or opponent knows the results of their Intent right away, whereas a character having to wait a certain number of Moments before making their Check is in danger of being Disrupted.

Some kinds of checks are, by nature, Instant; such as Melee Combat and Grapple as opposed to others that may be made Instant by way of tiers in Abilities or gear.

These sort of Actions are the best candidates for using randomized Moments to determine the number of Moments between their current Action and their next Intent. For characters or opponents making Instant Actions, rolling different colored d6s to determine the number of Moments before their next action along with the percentile dice for their check is an effective time saver.

INSTANT ACTIONS AND DISRUPTIONS

An Instant Action can't be interrupted, save by a Held action (described later), so instead of making checks more Difficult, each Disruption will Delay a character by 1d6 Moments.

SPEED DICE

The characters and their opponents roll Speed dice to determine how long it takes between their current check and their next Intent. Some checks and gear have a set number of Speed, but for general reference, you can use the following reference:

Fast: 1d5! Moments
Involved: 2d5! Moments
Focused: 3d5! Moments
Dedicated: 4d5! Moments

SUSTAINED ACTIONS

A Sustained Action is an Action that a character is performing over time, and can be interrupted or disrupted before the character has completed their task. A character declares an Intent normally, but do not make their check right away. They wait a number of Moments until their next Intent, and make their Check before declaring a new Intent to determine the result.

A character that accumulates Disruption *(see pg. 93)* in between the Intent and Check can handle it multiple ways:

- Make an appropriate Save Throw before Check/Resolution of their Intent, reducing Disruption by 1 per DoS. Failing this may cause an increase in Disruption equal to any DoF. Any leftover Disruptions are treated normally.
- Ignore Disruption up to the W_B of a character by paying 1 SP per Disruption ignored.
- Cancel their current Intent (It counts as having failed with 0 DoF), and they are delayed 1 Moment per Disruption accumulated from their current Moment before they are allowed to choose a new Intent. This costs 1 SP.
- Same as above, but allow an immediate Movement action as well. Characters taking this option must make a {Cmps%} at 1 Difficulty per Disruption or become Panicked.
- Delay a character 1d5! Moments

More than one option can be chosen. A character is able to use any of the above options to reduce the amount of Disruption they have to contend with when making their Checks.

HELD ACTIONS

A character or Opponent has the option of 'Holding'. This is extremely helpful when multiple characters are interacting, as a character can prioritize their action and make Intents that can be based on the results of other characters' or Opponents' Actions. The character wishing to Hold makes a 'Hold' check as an Instant Action. If this passes, a character declares their Intent normally for any Action that can be taken 'Instantly'. The character at this time does not need to declare a target. Instead of resolving the Action instantly, the character may make a Check/Resolution during any Moment between the following moment +1 per W_B +DoS in the Hold check the character made. If after all these Moments, a character does not take their Check or is unable to do so (such as by being Disrupted), the Action is wasted, but they may make another Intent normally. If the character performs an action before the maximum amount of Moments they are allowed to wait, then they may make an Intent immediately upon the resolution of their Held action.

INITIATIVE

Here is how initiative is presented on a character sheet and tracking sheet. It is useful to have different markers or counters represent players and various opponents on the space that indicates the Moment the character or opponent gets an Intent. This helps to explain the fundamentals of how combat works, especially when Multiple actions are taken by characters or opponents.

When do you use the tracker on the character sheet?

The tracker only is required if there is a complex back and forth between characters and their opponents and multiple Speed Dice rolls are made during the same round. If all characters and opponents are taking only a single action, then a tracker is largely unnecessary.

How to use Speed Dice without a Tracker

After each character rolls their starting Initiative, player characters and their opponents will go in the order they rolled from lowest to highest. They make Intents and roll Speed Dice normally, but instead of moving along an initiative tracker, the Speed Dice they rolled is their Initiative for the following turn.

In this case, additional Disruptions can still increase a character's Speed roll and potentially push them further down the Initiative order. This can also be done by certain attacks, special effects and other rules that cause additional Delay can alter the existing Speed roll a character has for their following turn. If even during the following turn, a character has not yet had a chance to make an Intent, their Speed Roll can still be increased by opponents or events that happen prior, pushing them further down the Initiative order.

Example 1

Sgt. Byer decides to make a melee attack against an Infected. The Melee Attack has Speed: 2d5! Speed and the Infected has Speed: 3d5!. Assuming they are the only two participants in the Encounter, they both make their Intents at their existing Initiative order and their Speed Dice results apply to the next turn. If Sgt. Byer rolls 11 on her Speed Dice and the Infected rolls 14, then the next turn will have Sgt. Byer take the first Intent.

However, until their respective Intents are made, all sides must keep track of their Speed Dice roll results, as Disruptions or other events can cause additional Moment Delay. If, for instance, the GM plays a Hazard that delays Sgt. Byer by an additional 3d5! Moments, then it is very possible that she will have her original roll of 11 be pushed past the Infected's 14, which would mean that the Infected gets an Intent first.

Past 24 Moments - If a player or an Opponent gets a Speed Dice roll past 24, then they do not get an Intent this turn. They instead subtract 24 from their existing Speed Dice roll and apply that result to the following round's Initiative result.

INITIATIVE WITH MULTIPLE ACTIONS

Example 2

Sgt. Phillips' initiative is 8 (a very good roll). He gets to make his "Intent" first so he decides to make 2 Actions as his Intent, he decides to fire his pistol at a target and will move back into cover as his second Action. Using this gear has "Speed: 2d5!" so it's 2d5! Moments until he is allowed his next Action. He rolls a total of 5, which moves him up to 13. He can make his other Action once 13 is reached. If any other players or opponents have their Moment between 9-12, they will get to act before Sgt. Phillips gets to make his next Intent.



Example 3

An infected creature has its Intent on 10. Assuming that Sgt. Phillips didn't kill it from Example 2, the creature rushes in and attacks with such force, that it not only inflicts damage, it Delays him an additional d5! Moments. The GM rolls a 4 and Sgt. Phillips moves his Intent from Moment 13 to 17. His attempt to scramble back into cover unharmed as he originally planned has met with poor results.

Gamemasters, if you are feeling devious, or if you have a lot of new players, look to pg. 221 for a terrifying (and for the players, a less involved) way to track initiative.

If a character fails their Hold check, then they are delayed by the Speed of the Action - the character's WB before they can make another Intent.

- Some actions cannot be Held or executed as Held actions.
- A Hold counts as a Sustained Action.
- A character can move at Crawling speed while Holding, but reduce the amount of time they can Hold by 1 Moment.

Unless the character's target was also Holding, the character executing a Held action will always go first, even if another opponent or character shares the same Moment to make a Check and Resolution. If both sides are Holding, then the side with the highest PB goes first. If those are also equal, the sides roll off to determine who goes first.

WAITING

A character may voluntarily move the Moment they make their Intent to a later Moment as an Intent. Once they've decided upon the Moment they're moving their Intent to, they may not change it to an earlier one and they cannot declare moments in relation to the actions of an Opponent (both would require a successful 'Hold' check). The common use for a Delay is that characters can decide to act in unison, which will often require a character to increase the Moment they make their Intent match a character who is at a later Moment than theirs.

A character can only wait up to 1 Moment per WB without requiring any checks or any other penalties. No Held or Sustained Actions can be attempted in between the player's current Moment and the one they are moving their next Intent to. A GM is allowed to penalize a character by requiring them to spend SP in order to wait.

SPECIAL CIRCUMSTANCES

AUTOMATIC SUCCESS

If a character declares their target in addition to their Intent when making a Hold check, a character does not need to make a Hold check. It will automatically be successful. The only difference is that a character can only do this for actions taking place within 1 Moment per WB from the current Moment. If this time passes and the character does not make a Check to resolve their Intent, then the Action is wasted. They may make another Intent normally.

AUTOMATIC FAIL

If a character is Holding to make a Check against a target and that target becomes invalid (being killed, knocked out of character's line of sight, etc.) before a character makes their Check/Resolution, then the Held Action fails automatically. No check is made and the character counts as having made no Action. They may make another Intent immediately.

INVALID TARGETS

If a character is attempting a Sustained Action against a target and circumstances make that target no longer viable, A character can recall their Intent so they are not required to make a check, but they must still wait until the Moment where the original Intent would have its Check and Resolution before a character can declare a new Intent. This is ideal in situations where a character making, and failing a check could have more negative consequences than not making the check at all.

DELAY

During the moments between Intents, characters can be disrupted. If any Action, gear or Horror Trait somehow allows a 'Delay', then it will increase the number of Moments before a target can make their next Intent by 1d6 Moments. Sustained checks will increase Difficulty equal to 1 per DoS in the Action that caused the Delay. Some damage types or gear, by nature, are excellent at Delay, such as Electrical [El], flashbang grenades, or gear designated as 'Bait' or a 'Noisemaker'. For exceptions as well as those non-combat Disruptions, there will be a number by the entry that indicates that a hit or simply using certain gear or Ability will result in some amount of Disruption to anyone or anything it effects. Any other circumstances required to causes a Delay in this fashion will be indicated in the entries of the Ability, gear, etc itself.

Losing a Health point will (or should), under almost every circumstance, cause an automatic failure of the Action declared as an Intent that has not yet reached its Check/Resolution. This should be the case whether or not the Health point loss results in Injury.

Sustained actions and Delay

For very Sustained Actions with several Moments between Intent and Check, it is entirely possible that multiple Delays can accumulate. A careful player can know how to avoid this situation, but sometimes it cannot be helped. All Delays combine until a character is required to make a Check. A character decides then what to do with their accumulated Delay. A player can only hope that they did not accumulate so many Delays that the check becomes improbable to attempt without exposing themselves or their fellow characters to greater danger.

EXPEDITED ACTION

A character has the option of voluntarily decreasing the amount of Moments it takes until a character's Intent has a Check and Resolution. In this case, a character can add +1 Difficulty to the action declared as an Intent in return for reducing the amount of Moments that need to pass by 1. This can be done any number of times to a minimum of requiring a single Moment beyond the Intent (so you can't Expeditie a non-Instant action into resolving on the player's current Moment like an Instant action would). Abilities and Gear may allow for certain Actions to be Expedited in this manner without adding Difficulty. These bonuses often take the form of reducing the amount of Moments between an Intent and Check, which is basically the same thing.

Characters that are rolling dice to randomize the amount of time between their current Action and their next Intent have an easy way of keeping track of this. Simply substitute any number of the color of dice for Speed with the dice you use for Difficulty and both the player and the GM can quickly determine the results of a check and how long they need to wait until their next intent. Expediting this Action will increase Difficulty and reduce the roll on the dice to determine how many moments until a character makes their next Intent.

SPEED AND INJURIES

Injuries will also carry with it an additional penalty to Speed by rolling an additional Speed Die per Injury sustained to all Actions (unless otherwise noted). Characters that have lost Health points without sustaining Injuries will only add an additional Moment per Health point lost.

ADRENALINE BOOST

Some Formations, Tactics, effects or Abilities will grant characters access to an Adrenaline Pool. This allows a character to reduce any Delay in moments by 1 per W_B (to a minimum of 1) without any increase in Difficulty the way an Expedited Action does. This can be utilized after characters have rolled Speed for any Action they take. Taking advantage of Adrenaline Boosting will allow a GM can add d6 Risk and characters add 1 Fatigue.

Adrenaline granted by artificial means (such as drugs) will often carry with it some other detrimental effect. Such effects will be listed in the entry itself.

CONCENTRATION

A character can also 'Concentrate' on a task to reduce its Difficulty, however, this will require that a character spend a few extra Moments until the Check is made to determine the Resolution. A character can decrease the Difficulty of Actions by rolling 1d6 per reduction in Difficulty they wish to take and add the result to the Moments required before a Check is made to determine the results of the Intent. An Instant action could be Concentrated upon in this manner if a character desires, but it will follow the rules of normal Actions (can be Disrupted, etc).

Some of these kinds of checks take the form of Tactics as well, complete with their own Speed rating and special rules. This can be applied to Movement, where Concentrating on a {Hide%, Snk%}' check will increase the amount of Moments required to move, but will be able to attempt the check with reduced Difficulty.

It should be noted that it is up to the GM's discretion as to whether or not an Action can be 'Concentrated' on. Considering that Speed and Moments are really only used during Encounters, a character frequently doesn't have the luxury of time. Either that or they are attempting an Action where taking more time with it won't necessarily make it less difficult. A general rule of thumb is that most Instant Actions are not candidates for being Concentrated on to reduce Difficulty.

In the same fashion as described in Expedited Actions, you can substitute dice used for Difficulty with those used for Speed to quickly assess the results of the check determine how long characters need to wait for their next Intent.

Lastly, a check that is Concentrated upon can be done to compensate for Difficulty penalties due to Injuries or other effects in play. So a character that normally has to take a Difficulty penalty can remove it if they voluntarily Delay their next Inent by Concentrating as mentioned here.

TIED INITIATIVE

Inevitably, by accident or deliberately, characters and opponents may share a Moment in which to take their Intent or Check and Resolution. There are also many circumstances where this is required for combined Actions. Either way, multiple characters or Opponents going at the same Moment will go in the order of who has the highest Perception. If this is equal, then roll off to determine who goes first. Players with characters that are cooperating can have the option to resolve the turn order amongst themselves.

OPPOSED CHECKS

An opposed check (such as a 'Grapple') is a unique case in which a character or Opponent will get to roll a check that is reactionary in order to determine the extent of opposition to each other. The character or Opponent rolling a check that is compulsory as an Opposed check will not require an Intent, nor will it prevent their intended Action, unless a character or opponent is forced to by means of Disruptions (which is very possible).

Rolling DoF in a check as a reaction will count as 1 Disruption per DoF + opponent's DoS in any action a character is attempting it is something other than an opposed check of the same kind (Grapple vs. Grapple for instance).

There are often significant advantages should a character or Opponent's Intent is chosen specifically to be reactionary as a Held action. For instance, some gear will allow a bonus to 'Melee Combat' if their Intent is to parry incoming blows from a defensive stance. In this case, their Intent is a Held action based on their desire to anticipate blows from their Opponent, exchanging the ability to deal damage for the increased chance to prevent it. This will be counted as a Save Throw *(see later in this section)*.

COMBINED/SUSTAINED ACTIONS

A group of characters or Opponents will be allowed to pool their efforts from time to time in order to increase their chance of success. For instance, characters are attempting to hold a door closed while opponents on the other side are trying to push it open. All characters and opponents are unable to perform any other actions well as they push on their respective side, as relenting just a little bit will grant the other side a window of opportunity to succeed. In this case, all sides involved make their Intent and Check immediately (as it is, by necessity, an Instant Action). How to resolve these sort of actions will be gone over in the Resolving Actions section. If the struggle continues, then a GM determines the extent of the action and rolls for how many Moments must pass accordingly before another combined check is made. During this time, other characters or opponents are free to leave or join before the appropriate Moment arrives. A character, if the amount of Moments is enough, may return with something helpful in time to aid the character (a chair to brace the door, for example) but they run the risk of running out of Moments before they arrive when the next Opposed Action is to be made. This is a good example where randomized Moments between Intents and Checks is highly beneficial.

SAVE THROWS

A character sometimes has the option to make a check while they are in between Moments from their Intent and their Check and Resolution. This reactionary check is called a 'Save Throw'. The Save Throw will delay any other Action the character is attempting by a number of Moments equal to the Speed entry of the check being used as a Save Throw. Generally, this increase will be pretty low, but the opportunity to avoid some serious injury or ill effect with a Save Throw is often worth the small bump in Moments required before a character's next Intent. Failing a Save Throw will often result in a character accumulating Disruption or Fatigue as well as taking damage, depending upon the check used and the situation (i.e. Grapple, Brawl, Melee Combat).

A Save Throw is one that can reduce the DoS in an opponent's check. Many kinds of checks use this mechanic and will be considered a Save Throw. This is often preferred to an Opposed Check, where a character is putting themselves at risk for the opportunity to counter in some fashion.

Some checks have reduced Speed requirements when used as a Save Throw. Multiple Abilities and gear can also reduce the Speed of certain checks used as Save Throws.

Almost any check can be used as a Save Throw. Most combat checks will allow {Do%, MA%, Grpl%, Brl%} but there are other kinds of checks such as {D-Int%} which will allow checks like {Com%} to be used as a Save Throw. A character can petition a check to be used as a Save Throw so long it makes sense. A GM can obviously veto the petition. However, it's recommended that if an entry specifically allows a certain check as a Save Throw, then it be allowed under almost every circumstance.

SAMPLE ENCOUNTER

Private Karen Hodges is ambushed by two infected crewmates who have lost their minds to rage.

All characters and Opponents roll initiative (4d6 +/- P_B). Pvt. Karen gets 13. The two Infected get 12. Since Karen has a Perception bonus of 3, she decides to make her starting Initiative 10, so she goes first.

First Round

Pvt. Karen quickly unholsters her service pistol (+1 Moment) and readies it at the first infected and fires (+2d5! Moments) She builds her dice pool and makes her check. She rolls 2 DoS and rolls 2 damage dice and gets a 9 against the Infected's Damage Threshold of

12, so it doesn't kill the infected. She rolled her Speed dice at the same time to determine her initiative for next round (2d5! +1) and gets a 7 If she only took one action and no other opponent had an Intent this round, her Initiative for next round would be 7. She rolls a single Depletion Die for the pistol (having only used it this once) and gets a 2. With a Capacity of 10, it is unlikely that she would have exhausted her ammo unless the GM played a Hazard or a [H] is rolled on the Depletion die and required an additional roll.

The two Infected rush in to attack at the same time. They both make Brawl checks (as they are both unarmed) and get 2 DoS and 1 DoS respectively for a total of 3 DoS. However, since the two Infected outnumber Pvt. Hodges, they get a bonus DoS due to 'Weight of Numbers' bringing it to 4 DoS total. Karen wishes to make a Dodge check as a Save Throw for both (+1d5! Moments) at +1 Difficulty for dodging multiple targets. She gets 1 DoS, which reduces the Infected's 4DoS to 3 DoS. The GM rolls damage for the 3 DoS [3d5! BI] and gets an 8. Pvt. Karen's Defense is 3, so the damage is reduced to 5 Damage, but it's not above her DT of 15 so she doesn't lose a Health point yet, but she still has 10 more Damage to take before she'll lose a Health point and potentially suffer an Injury. She must also roll an additional (1d5! Moments) for attempting a Save Throw which results in a 3. This increases her previous Speed Dice roll from 7 to a 10.

The Infected are fairly slow, so have a Speed of 3d5! so they get a 11. So, thankfully, even though Pvt. Karen increased her Initiative by attempting a Save Throw, she still gets to go first next round.

Second Round

Karen is dangerously close to the two Infected, she decides to point blank shot the one she injured before (2d5! Moments) and pistol whip the other (1d5! Moments) in an attempt to knock it prone. She is essentially taking two Actions this turn, so they must be handled in sequence. She makes a 'Firearms - Pistol' check with an extra Difficulty for performing 2 actions in one Round and gets 3 DoS. She rolls 3 Damage Dice and for Damage total 10. Even with the opponent's Defense, after the 9 previous damage, the Infected is destroyed, having the damage total of 19 easily surpassing the Infected's DT of 12. She rolls her Speed Dice of 2d5! and gets a 5. Adding that to her existing total of 10, she has 15, which means the other Infected (at 11) will get to go before her next action. The Infected makes a lunge to Grapple and gets 1 DoS. Pvt. Karen is confident she can shrug off most of the damage and elects to get no Save Throw to prevent delaying her action any further. The Infected rolls a 4, which her Defense reduces to 1 bringing her to 11 Damage total with the attacks from the previous round. She rolls 2 Depletion Dice for having used her pistol twice. She rolls a 7, which is below the Capacity: 10, so she still has ammo.

Her original Intent to perform a Melee attack is no longer possible, as she's engaged in a grapple. She already declared she is doing two actions this round so she decides to try to shoot the Infected at point blank range in order to end the combat quickly. Just like her previous action, she gets +1 Difficulty for multiple actions and fires and gets 4 DoS, having scored an excellent few shots at point blank. She rolls 4 Damage Dice and gets 15, which destroys the Infected. She rolls 3 Depletion Dice for the 3 accumulated Depletion Points for using the pistol 3 times and gets a 13. This is greater than the Pistol's 'Capacity: 10'. The GM says: *"Pvt. Karen looks down at her pistol and sees the action pulled back and the chamber empty."* She is out of ammunition. She survived this Encounter with only a couple nicks and scratches, but who knows what her gunfire alerted and what the next encounter might be.

In secret, the GM rolls another Encounter Check (E%) and, luckily for Pvt. Karen, has 2 DoF. Unless the Outbreak Level was 2 or higher to grant enough bonus DoS to the E% to make it 0 DoS or higher, she is temporarily in the clear.

(Third Round)

Had the Encounter gone to a third round, Pvt. Karen's Initiative would have only been 2d5! and not 4d5! for using the pistol twice this round. The first use was factored in to the same round because there were opponents that hadn't yet taken their turn and Pvt. Karen took a second action. These dynamic timing considerations are potentially confusing with multiple opponents, so it's important to keep tabs on a character's Speed rolls and Initiative order.

SAVE THROWS AND INJURY

A character is allowed to make one Save Throw to resist an Opponent's check. If this is for combat, a character is making a Save Throw to attempt to reduce the DoS of an incoming Attack as opposed to making an Opposed Check (which has greater consequences for failure). If the character fails to reduce Damage enough to prevent the loss of a Health point, a character can still make a Save Throw to resist Injury. The reason for this is that an Injury is caused by the loss of a Health point and not a check made in opposition to an attacking Opponent. So, the rule for only allowing one Save Throw against an opponent's check still holds up because of this distinction.

COMBAT

BASIC MELEE ATTACKS

MELEE ATTACK

A character is capable of making a 'Melee Attack' against targets in Melee Range. A character can make a standard attack or any available Special Attacks in order to produce other effects, such as Coup de Grace, Tripping or Knocking Prone.

A character or Opponent can make a Melee Attack if they are within range of their melee weapon when they are declaring their Intent. The attacker can have made a Movement as their previous Action. Melee Combat is resolved as an Instant action and Speed dice are recommended to be rolled along with the check to determine the number of Moments before a character can make another Intent.

A character makes a 'Melee Attack' using their weapon of choice. A character making a 'Melee Attack' armed with a weapon will be able to add their 'Melee Attack' skill to relevant Descriptor Levels (DLv.) as a Gear bonus to the check's percentage chance. DLv. is further modified by Multipliers due to the weapon's Lethality and occasionally, the character's relevant Abilities. This will produce the percentage chance of the check required in order to cause a hit and whose DoS in the check will determine how many Damage Dice to roll.

Characters and opponents are trading blows in melee combat, so each side that rolls DoS in their check will be able to roll damage against their opponent.

PARRY

A character, as their Intent decides to use their equipped melee weapon to go on the defensive and block incoming attacks. This is a Sustained Action. The two sides roll opposed Melee Attack checks as normal, however the parrying side's DoS will not allow the rolling of Damage Dice, it will instead reduce the DoS of their opponent's MA% result. A character that elects to Parry will not roll damage for rolling higher DoS than their opponent, but a GM can declare the attacking opponent 'Prone' if the DoD between the successful parry and the attacker is greater than the opponent's SB.

It might be difficult to imagine why anyone would elect to parry or defend in any fashion when an opposed check could result in a character inflicting damage against their attacker. The reason for it is that there are multiple skills and gear types that add large bonuses specifically to parry and defend style actions. Also, it is tactically advantageous to defend oneself if a character faces opponents that are better fighters than they are until other characters can arrive to help.

MULTIPLE COMBATANTS

If multiple combatants are involved in Melee Combat, then each side combines their DoS in their attacks. The side with the higher total of DoS will be victorious. The winning side must then allocate how many Damage Dice will be rolled amongst all opponents they fought that round. Each opponent must be allocated at least 1 Damage Die before multiple Damage Dice are allocated to any opponent. Opponents contributing bonus DoS due to Weight of Numbers do not need to be allocated Damage Dice in this fashion, although the attacking player can choose to do so if they wish.

UNARMED COMBAT

BRAWL

A brawl is an attack at melee range without any weapons. This is treated as a normal melee attack, except that it is risky for an untrained character to attempt as it is a check frequently made without gear bonuses. There are some specialized weapons or armor upgrades that can lend aid for checks of this kind, however.

MARTIAL ARTS

Training in the difficult Martial Arts skill allows characters to be able to make melee attacks with as much force as the human body can exert. Martial Arts checks can be substituted for any other kind of Melee Attack and most melee weapons will be able to add their Gear bonuses to Martial Arts checks. It may seem that this tremendous utility makes this the only melee attack

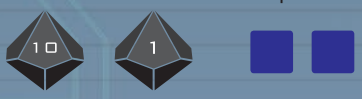
Fast Dice Rolling

Using color-coded dice are helpful in determining a lot of things at once with the same roll. This will greatly speed up gameplay, especially in regards to combat. Consider the following examples:

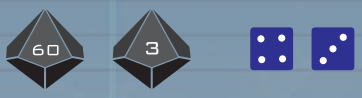
Example 1

A character makes a check that has "Speed: 2d5!". A character rolls the following dice all at once...

d100 Speed



The dice are rolled at once to determine both if the check succeeds and how many Moments a character is delayed until their next Intent. The result is as follows...

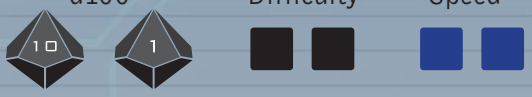


The result of this check is that they rolled a 63 and must wait until 7 Moments until they get to make another Intent.

Example 2

Same as above, but the check has Difficulty of 2.

d100 Difficulty Speed



The result is as follows...



The result of the check is not 63, because the Difficulty Dice adds an additional 5, making the Skill Check result 68 (63 + 4 +1 = 68). The Delay (as determined by the Speed Dice will indicate a character must wait 8 Moments until their next Intent.

Example 3

A character using a firearm that has accrued 3 Depletion points and has a Speed of 2d5! would have a dice pool that looks like this to make a check:

d100 Speed Depletion



Movement

All characters have a base movement roughly equal to their height. This will obviously be the slowest rate without deliberately sneaking. Characters can move in conjunction with Actions, which will simply add an additional Speed Die to their Intent based on their movement rate. This information can be found on pg. 102.

Risky Actions

A character can make a Faustian deal with the GM by trading the safety of themselves and their fellow characters for a greater chance of success. This is done by allowing the GM to add Risk to their pool in exchange for a few precious Degrees of Success. What GM does with Risk is gone over in the GM section, but for now, it's important to know that Risk is bad. And a lot of Risk is even worse. Risky actions can be done in the following ways:

1. Before a character makes a check, they can declare that they are taking a Risky Action. The character will automatically be successful in their check with 0 DoS.

   The character makes the check regardless.The GM adds +5 Risk per 10s digit rolled.

   or

2. A character can add extra DoS to a check after it is rolled by allowing a GM +10 Risk per DoS they want to add.

   A character can potentially take both options for the same check, but the amount of Risk this can generate will certainly imperil the characters at some point in the future.

While Risk will be explored in more detail later in the book, the player should know that Risk can be used in one or more of the following ways:

- Increase the Difficulty of checks
- Deploy more dangerous opponents
- Block campaign progress by means of a plot twist
- Increase damage dealt to characters
- Grant Locations additional challenges for the characters to face in order to pass safely.
- Reduce an SP or Resource reward

check a character ever wants to use. However, Martial Arts is an Expert Skill and advances very slowly and the tradeoff for this tremendous versatility is a low starting percentage chance and slow rate of advancement.

GRAPPLE

Characters and opponents can be involved in a grapple are locked in a battle of strength and trying to overpower the other by sheer force. Some very short ranged weapons can be used in this close quarters, even those that are considered Ranged Weapons. This functions just like a normal Melee Attack, but a character does not have the option of parrying.

Grapple is an Opposed check and is treated exactly as such. A character or Opponent can initiate a Grapple as an Intent if they are within Melee range before their own Movement. Grapple is resolved as a Sustained Action, meaning that other characters or Opponents can join in or intervene before the actual Check/Resolution. A character or Opponent arriving after a Grapple is initiated may participate in a Grapple, even though their previous Action was likely a Movement Action.

SPECIAL MELEE COMBAT CONDITIONS

WEIGHT OF NUMBERS AND STRUCTURES

Weight of Numbers will not be factored into checks made against Structures unless the combined Size of those trying to claim the Weight of Numbers bonus is equal to the [Structure x Size] of the building or vehicle (or whatever you are using that has both Structure and Size). Each time that number is reached, one DoS can be claimed as a Weight of Numbers bonus, meaning that the combined Size must be equal to or greater than the following formula (Structure x Size x number of bonus DoS attempting to be claimed as a Weight of Numbers bonus).

ROLLING DAMAGE

A character that rolls DoS in their 'Melee Attack' checks roll a number of Damage Dice (based on the type of melee weapon used) equal to their DoS in the MA% and add their S_B to the result. The opponent can subtract Defense (should the damage type allow it).

BASIC RANGED ATTACKS

A character can make a Ranged Attack against opponents during Encounters. The area of most Encounters puts opponents, at most, Medium Range for most firearms (the Long Range being typically used for special Formations or Tactics that allow for preemptive strikes), but many Thrown weapons and some Energy Weapons will potentially require the use the Long Range of their entry during a normal Encounter.

A character will make a 'Ranged Attack' check, which is either Bow/Crossbow, Firearm (Pistol), Firearm (Long Gun), or Throw and will add the overall Gear bonus provided by their weapon and use the Multiplier of the weapon's Lethality at the appropriate Range. This will produce the percentage chance of the check required in order to cause a hit.

A successful hit will allow a character to roll one Damage Die per DoS in the above Ranged Attack check. The opponent subtracts their Defense from the overall damage inflicted. Additional Damage Dice can be rolled

Different Martial Arts Styles

Some martial arts styles will lend themselves to be extraordinarily useful in the right situations. Martial Arts as a skill is a generalization of the various styles, but a character may specialize in one of the following fashions based on the style:

- *Open Hand:* Only unarmed attacks benefit from this skill, but it adds DLv. to [BI] damage.
- *Weapons Training:* Characters can use any kind of Melee Weapon to provide a Gear bonus to Martial Arts, but cannot use the skill unarmed.
- *Self Defense:* Characters can only use Martial Arts as a Save Throw.

A character that specialize in one of those categories of style can benefit from an increased rate of advancement. They must still follow rules for advancing Expert Skills, but they may roll an extra die and choose the more favorable result.

upon landing a successful hit if the weapon is especially deadly. Such distinctions will be in the weapon's entry.

RANGED ATTACKS, COVER AND MOVING TARGETS

A Ranged Attack is extremely susceptible to Cover and Environmental Features that can distract the shooter andmake their shots much less accurate. If a target is behind Cover, then before a character rolls damage, they add 1 Difficulty per Structure of the Cover being used.

Many Environmental Features can also alter a Ranged Attack in this same fashion. If any Environmental Features reduces the effectiveness of Vision or any other relevant Senses, then there is a further penalty of 1 Difficulty per Environmental Modifier.

On top of this, a mobile target will also require that a character add 1 Difficulty for each 10' the opponent moved.

DODGING AND GOING TO GROUND

Any target that is actively hiding behind Cover and making no attack actions of their own can not only add the Structure of their Cover, but they can add their own DoS in a 'Dodge' or 'Hide' check to the DoF of a character's Ranged Attack.

Ranged Weapons and Ammunition

All Ranged Weapons have a limited supply of ammunition that allows a character to use the weapon. This means that the ranged weapon is subject to Depletion. Like other gear with Depletion, Ranged Weapons will roll 1 Depletion die for each Depletion point. If this roll is equal to or greater than the weapon's 'Capacity', then the weapon needs to be reloaded before it can be used again. If the Depletion roll does not indicate the need for a reload, it adds +1 Depletion point for using the weapon.

Carrying extra ammunition and certain skills can be used to either reduce Depletion rolls or remove Depletion points entirely. Characters using weapons with high FC or low Capacity, having such benefits will almost certainly be a necessity.

Fire Control (FC)

Many Ranged Weapons have some form of Fire Control (FC). Fire Control will allow a greater ability to manage the use of the finite supply of ammunition or energy that the weapon uses. Each Fire Control will allow either the character to reduce the Depletion roll made by that amount or will allow the re-roll of one Depletion Die. Depletion dice can be re-rolled any number of times so long as there are FC remaining to allow for it.

ROLLING DAMAGE

A successful 'Ranged Attack' will allow a roll of 1 Damage Die (determined by the damage type) per DoS in the 'Ranged Attack' and add the attacker's P_B. The opponent can potentially reduce incoming Damage by their Defense, should the damage type allow it. Although rolling damage is done after an opponent has (presumably) attempted and failed a Dodge, should an injury they take allow a Save Throw, they will still be allowed a Dodge (or any other check) as a Save Throw in order to attempt them from taking an 'Injury', but it will not be able to reduce Damage.

DISTRIBUTING DAMAGE DICE

Allocating Damage dice that are generated by the DoS of the winning side of combat must allocate them as evenly as possible among all opponents. Distribution starts with the DoS with the largest number of Damage types against original target (the one initiating or initiated against originally) before distributing the remaining Damage Dice to others.

Rolling Damage Dice

Using color-coded dice are helpful in determining a lot of things at once with the same roll. This will greatly speed up gameplay, especially in regards to combat. Consider the following examples:

Since the number of Damage Dice rolled are based on the DoS of a check, it is sometimes difficult to do speedy dice rolling by rolling groups of dice (as described on pg. 96). However, there are some situations where you can roll Damage Dice along with other dice, even without knowing how many DoS you will get.

- A player or GM can always just roll one Damage Die and roll more if the situation dictates
- A player or GM can also roll 1 Damage Die per 'Deadly' quality the attack has, as the 'Deadly' quality allows for a minimum number of Damage Dice you can roll regardless of the DoS of an attack, so long as no DoF resulted from the check.

COMBAT IN ENCOUNTERS

Combat is often inevitable in the game of Survival Horror, be it hiding, fighting, or fleeing while doing it and *Outbreak: Deep Space* is no different. Combat is the stage in which your players will fight for their very lives, and either fend off what is after them. For the most part, we will use the structure of the Encounter sequence described earlier to explain how combat is laid out. But this area will cover the specifics of how combat works specifically.

OPPONENTS AND ACTIONS

An Opponent will take actions based on what is listed in their profile as being available. Each action will resolve like a character's actions, following rules for normal Actions, Instant actions, or whatever kind of Action it is in the longer skill entry (as they are generally no different from how player characters use them). If an Opponent has multiple Actions they can take, they may have different Speed entries, which will either delay them between their Intent and Check/Resolution or (in the case of Instant actions) delay in the number of Moments until they are allowed a new Intent.

Zombies in particular will have very few Action options, often literally just Movement (which is generally fixed at one rate and Speed), and an Attack option or two. Their available Actions will be listed in their entries. Horror Traits often take the form of new Actions available to the Opponents, alteration of Damage types, or a reduction in the required Moments required between Actions.

Opponents and Damage

Opponents have very similar stat lines to Characters, but the GM does not need to track Injuries or other such things during combat if they do not want to. Instead for each Health point an opponent loses, their subsequent Actions will have +1 Difficulty and will delay all Actions by the roll of an additional Speed Die. A GM can take an appropriate Save Throw from the Opponent's available {SC%}.

MOVEMENT, MELEE COMBAT AND GRAPPLE

A character and their opponents have to decide what sort of Action they are wishing to attempt, they have to contend with the possible event where their Intent may be Disrupted or rendered irrelevant. For this reason, some actions have to be considered carefully. Characters must consider the possible repercussions of their actions not being successful.

MOVEMENT

A character that decides during their Intent to Move will count as having taken an additional Action for each Move they wish to take. Since moving generally does not require a check, it means that there will only be a Speed Dice roll necessary. However, since it does count as an Action, declaring a Move or Moves as part of an Intent will alter the Difficulty of other actions that require a skill check made during the same Intent.

Each Move action will allow a character to move up to their base Movement rate once. Characters that are resolving multiple Moves (which means they are running, basically) must resolve each Move in sequence, as if they were performing multiple actions. This allows other characters the chance to act and opponents the chance to retaliate.

A character or Opponent can treat Movement as an Action. A common use for Movement is moving into or away from combat. If this is used to move into Melee range, their next Intent can be a Melee Attack, which is an Instant Action. This aggressive charge can allow both a Movement and Attack in a relatively short period of time, but the large delay of Moments that follow will likely open themselves up to counterattacks and Grapple.

Sentient opponents and characters can be more creative with their Movement. Opponents or characters that are actively moving into Cover will allow half the defensive bonuses the Cover allows during their Movement. Moving within the Cover will allow the full bonus the Cover allows normally but there may be penalties to how far they can move while in cover, based on the obstructions to normal movement (having to crawl, hide, squat, etc.).

BASE MOVEMENT RATE

All characters have a base movement roughly equal to their height. This will obviously be the slowest rate without deliberately sneaking. Characters can move in conjunction with Actions, which will simply add extra Speed Die to their Intent based on their movement rate.

A character wishing to move at a rate multiplied by their height by only rolling one Speed Die, then it will add Risk, but will allow for faster movement.

Laying Low - no movement. No Risk.
Crawling Speed - 1x Height, 1 Risk per opponents' PB.
Slow Speed - 2x Height, 2 Risk per opponents' PB.
Normal Speed - 3x Height, 3 Risk per opponents' PB.
Doubletime -4x Height, +4 Risk per oppoents' PB.
Fast Speed -5x Height, +5 Risk per opponents' PB.

GRAPPLE

Grapple is an Opposed check and is treated exactly as such. Only certain opponents in possession of multiple attacks may treat the opposing Save Throws differently due to Horror Traits or Damage types. A character or Opponent can initiate a Grapple as an Intent if they are within Melee range before their own Movement. Grapple is resolved as a Sustained Action, meaning that other characters or Opponents can join in or intervene before the actual Check/Resolution. A character or Opponent arriving after a Grapple is initiated may participate in a Grapple, even though their previous Action was likely a Movement Action.

Distributing damage dice

Allocating Damage dice that are generated by the DoS of the winning side of combat must allocate them as evenly as possible among all opponents. Distribution starts with the DoS with the largest number of Damage types against original target (the one initiating or initiated against originally) before distributing the remaining Damage Dice to others.

ZERO SUM GAME

Combat, Grapple especially, is not a zero sum game. Even though there may be a clear victor, the winning side will rarely walk away unscathed. If both sides roll DoS, then both sides may distribute Damage Dice to the other as described above. Characters or Opponents adopting a purely defensive stance may instead use their DoS to reduce the DoS of the victors. This will mean the victor will have less Damage Dice to distribute (this is the case for most Save Throws). This option exists for characters facing opponents while they are poorly equipped to grapple, as A Save Throw will not result in DoD if a character rolls poorly. However trying to fight back as an Opposed Check May expose them to greater harm. The choice to do one or the other must be declared before the Checks are made. If no choice is made, it defaults to an Opposed Check where both sides distributing Damage Dice to the other and DoD applies.

HEROISM

Characters can voluntarily take Damage Dice upon themselves by passing an Empathy check, being allowed to take 1 DoS worth of Damage Dice per DoS in the Empathy check. This is done before all other Damage Dice are allocated.

COWARDICE

Characters can attempt to remove any allocated Damage Dice to them and put them on another character. They must fail an Empathy check and can randomly allocate 1 Damage Die per DoF to another character. This may be involuntary and will always be implemented if a character is 'Panicked'. This will result in the loss of Morale. A GM can, and should, penalize this sort of behavior with a loss of SP as well.

Weight of Numbers Bonus

When the Check/Resolution phase is reached for a Grapple check, each side may add 1 DoS per Size of those working on their side after rolling the Check. This will obviously alter the number of Damage dice the losing side has to deal with.

If multiple characters or opponents are engaged in a Grapple, but have their Intents at different Moments, they will factor in Weight of Numbers bonuses for their "side" when making their own checks. This makes combat against multiple opponents very dangerous, as each opponent's attack will be able to factor in a Weight of Numbers bonus of all other opponents currently engaged with the same character. Conversely, it is helpful for characters to team up against opponents whenever possible for the same reasons.

This means that against certain numbers of opponents, a Grapple check may become irrelevant, as there are too many opponents for a character's Grapple check to make much of a difference in the result. This situation should be avoided, as it is very perilous for the characters to engage that many opponents at once.

FATIGUE

Each 20 Time, a character will become physically exhausted. their need for rest will impare their ability to fight. Unless chemical stimulatnts or good old fashioned rest is taken, the character will add a point of Fatigue. Each point of Fatigue will add Difficulty to any check that takes place during periods of Time. Encounters generally have a fair amount of danger to get the adrenaline going to overcome the basic need of rest. However, a character that survives an Encounter while Fatiuged will need to make a 'Composure' check afterwards or they will lose 1 Morale. It should be noted that since this check is made outside of the Encounter, that Fatigue points will be added to the Difficulty of the 'Composure' check.

Removing Fatigue

A character can "Rest" for d5! Time in order to remove a Fatigue point. There are other chemicals that do the same thing, but there is often a larger price to pay for doing so. A character resting for the d5! Time may do no other actions or missions unless it the mission specifically states that it can be done while Resting.

RETREAT

A character or Opponent disengaging from Melee Combat or moving away from an opponent attempting a Grapple will allow their opponent to make a Melee Attack as they do so.

COMBAT EXAMPLES

MELEE COMBAT AND GRAPPLE EXAMPES WITH DESCRIPTORS

A zombie (Size 1) that a character encounters has two forms of attack, a Bite and an Unarmed Attack. Both, as determined by their Horror Traits, are triggered by DoS in an appropriate kind of check:

Horror Traits

Bite
[1d6 x Size Sl,Vi]
Speed: 2d6 - P_B (instant)
Any successful Grapple will inflict damage per DoS normally. Characters that make a Save Throw can convert 1 DoS worth of Bite attack into 1 DoS damage worth of 'Unarmed Attack' per Save Throw DoS.

Unarmed Attack
[1d6 x Size Bl]
Speed: 1d6 - P_B (instant)
A successful Melee Attack will inflict damage per DoS normally. An Unarmed Attack Damage roll will never count as being less than their Size + S_B.

Combat Example 1

A zombie makes a clumsy grab at a character that is trying to run past it. Since this is not a Grapple, the zombie is forced to make a 'Melee Attack', as 'Bite' can only be triggered by DoS in a Grapple check. The zombie managed to get 2 DoS and the character takes [2d6 Bl] Damage from their 'Unarmed Attack'. The character can attempt a Save Throw (in this case, probably 'Dodge' to hopefully reduce DoS in the Melee Attack) and delay their Intent or Check/Resolution by a few extra Moments; or they can take the Damage and hope their Defense can absorb most of it and continue with their Intent normally. The GM rolls Damage dice and Speed to see how much Damage is inflicted and how many Moments the Zombie must wait until they get to make another Action.

Combat Example 2

The character failed to kill the zombie with a Melee attack and it initiates a Grapple against the character. The character decides not to try to fight back, but will focus on defense, so elects to instead treat their 'Grapple' check as a Save Throw. The zombie gets 4 DoS and, the character attempts a Grapple check as a Save Throw. The character gets 2 DoS in their 'Grapple' Save Throw, then they prevent 2 DoS worth of damage from a Bite attack and get the slightly less lethal Unarmed Attack. The zombie rolls Damage dice as follows: [2d6 Sl,Vi] + [2d6 Bl]. Since the original attack was a Bite attack, the GM rolls 2d6 for the Speed to see how long until the Zombie gets until it can make another Action. The Bite attack is especially vicious because, unlike other Attacks, Save Throws do not negate damage entirely. Instead, it converts it into a different damage type that cannot be further reduced, as only one Save Throw is ever allowed against an Opponent's check.

Combat Example 3

Same as Combat Example 2, only the character decides to try to fight back with their 'Grapple' check instead of



RANGED COMBAT - EXAMPLE 1
These are the Descriptors that Officer Coughlin has available (for the sake of this example).

making a Save Throw. Given the same result of 4 DoS vs. the characters 2 DoS, this may not have been a good idea. While the character is allowed to deal 2 DoS worth of Damage Dice to the zombie, the Zombie gets to roll 4 DoS worth of Damage Dice to the character.

RANGED COMBAT AND DESCRIPTORS

The following is an examle of Ranged Combat.

Example 1

Sergeant Coughlin has a 9mm pistol and has trained extensively in its use. His choice in Abilities and gear grant him Defensive Lv. 2, Firearm Lv. 4, Pistol Lv.2, and Ranged Lv.4.

9mm Pistol
Usable Descriptors: Defensive, Firearm, Pistol, Ranged
CU: 1
Lethality: 2x/1x/0x
[Pi, Sl]
Capacity: 10
Speed: (2d5!) Instant

When using the 9mm Pistol at short range, Lethality: 2x is what is considered the Multiplier. Based on the situation, 'Ranged', 'Firearm' and 'Pistol' apply as Descriptors when using this pistol in Ranged Combat. Combining the usable Descriptor Levels, Coughlin has gear bonus of +10 (4 + 4 + 2 = 10). This is the number that is multiplied by the Lethality. So at close range Officer Coughlin would get +20 (10 x 2 = 20) and at medium range, he would get +10 (10 x 1 = 10). At long range, the Multiplier is 0x, so the weapon's use would negate any gear bonus provided by Descriptors unless Officer Coughlin had some Ability or gear that increased the Lethality greater than 0x. It can still be used at Long Range, however, but at the character's base Firearm SC% to determine the result

Example 2

Using the same situation as above, Coughlin is in the unfortunate position of being grappled by a Zombie. In this case, Coughlin would still be able to use his pistol by firing at point blank range. For the Grapple, the GM allows 'Pistol', 'Firearm' and 'Defensive' Descriptors to be applied but denies the the 'Ranged' Descriptor they were allowed at longer range, which in this case is a +8 gear bonus *(see Example 1). Officer Coughlin applies the Lethality for close range (2x)* and his Gear bonus becomes +16. Officer Coughlin applies that bonus to his own 'Grapple' check and it resolves like normal.

It's important to see how Descriptors can be added or removed based on the situation. A GM is generally left up to their discretion as to what Active Descriptors will apply. However, many listed Hazards, Actions, Tactics and Formations have pre-set Descriptors assigned to them, but a GM is free to embellish. It's also in the player's best interests to try to campaign for the use of additional Descriptors, but often times the Descriptors that apply are listed as part of the situation, Action taken or Location.

Example 3

Expanding upon Example 1, Coughlin also has 'Biome (Urban)' Lv.3 as a Descriptor. If the Firearm check he was attempting were in a city, then the GM could allow the 'Biome (Urban)' Descriptor to apply, as it's a battlefield he knows all too well and he can use the terrain to his advantage. In this case, it would change the +10 to a +13 (4 + 4 + 2 + 3 = 13). After applying the Lethality, the gear bonus at close range becomes +26 (13 x 2 = 26) and at medium range becomes +13 (13 x 1 = 13).

It's important to keep track of commonly used gear bonuses so this does not need to be figured out for every check. Thankfully, at the worst, it's rarely ever more than adding 4 numbers (a common number of Descriptors that apply to most given situations) and multiplying the sum by anywhere between 1-5x. There is a provided area on the Character Sheet to keep track of a character's Kits, the Kits' types, and the commonly used gear bonuses they provide.

OPPONENTS AND RANGED COMBAT

Opponents that possess a Ranged Combat option will be able to utilize a Ranged Attack in precisely the same way as characters. They will be able to target characters and, like the variety of Ranged Attack options provided to characters, there is tremendous variance in the Speed of the Action as well as whether or not it's a normal Action or an Instant Action. Such information will be listed in the Opponent's entries or the Horror Trait that grants the Ranged Attack.

Example 1

A zombie that has a shred of sentience left has the ability to throw a gore-encrusted blade that they are clutching at a nearby character. The Horror Trait 'Weaponry - Thrown' will allow an Opponent a 'Ranged Attack' against a character. The 'Ranged Attack' is treated like any other Ranged attack, using the number of DoS and the damage types caused by the Ranged Weapon to determine how many Damage Dice to roll and what Injuries could result. Characters can attempt Save Throws to reduce the DoS of their opponent's attack at the expense of further Delay until their next Intent

DAMAGE THRESHOLD AND INJURY

Damage dealt to characters and The Living often have more of a lasting consequence than the lost Damage points indicate. For the infested, it is a matter of whether or not a hit kills them outright, or does nothing. With characters and The Living, there is a range of possible consequences to consider in between not being harmed seriously at all and taking a mortal wound. For this reason damage is often further affected by the damage type and nature of an injury. The type of damage that results in additional injuries will be listed in the Injury section.

DAMAGE THRESHOLD

A character that takes Damage during an Encounter will have to tie or exceed their 'Damage Threshold' before they are in danger of taking a lasting Injury. Character that take more Damage than their Damage Threshold during an Encounter will lose a Health point and will be required to make a Save Throw in order to prevent Injury.

SAVE THROWS

As stated earlier a character that takes damage less than their Damage Threshold but has taken enough damage to lose a Health Point is automatically allowed a 'Save Throw' to prevent taking an Injury. This Save Throw will be relevant to the situation in which the damage is taken. Often, this will be 'Dodge' but it could just as easily be another check. Sometimes, a GM can offer a range of available checks a character can attempt as a 'Save Throw' and the player can decide which among them to use. Likewise, a character can appeal and declare what kind of check they wish to use to attempt a 'Save Throw' and the GM can approve and allow the attempt or deny, which will count as an automatic failure of the 'Save Throw' unless the player pays SP or by GM discretion. Some injuries require a certain kind of check simply by virtue of the kind of Injury it is, for instance, 'Dodge' will not prevent Injury from Poison [Po] damage, but 'Toughness' might. Many articles of gear will have increased ability to resist one sort of Injury and any bonus they would provide would apply to any check that is deemed appropriate for 'Save Throws'.

Characters that take enough damage to lose a Health Point outright may still be allowed a Save Throw to prevent Injury, but it will be increased in Difficulty equal to the amount of Health Points the character has lost.

AGGRAVATING AN INJURY

A character neglecting treatment for their Injuries can easily aggravate an Injury and make it far worse. If a character has any Injury at all, treated or not, a character will take 1 damage per Injury per DoF in any check with Strength as a primary attribute.

INJURIES AND ACTIONS

A character that is injured will be able to perform actions, but all their actions take an additional Delay of d6 Moments per Injury a character has. Even without taking an Injury, a character will have a Delay of 1 Moment for every Health point they have lost.

MASSIVE DAMAGE

Damage Threshold and Massive Damage

If a target takes a single hit that deals enough damage for him or her to lose two or more Health points, the character must pass a 'Toughness' check as a save throw or be killed immediately. Even if the check is successful, the character is still knocked unconscious or otherwise rendered incapable of moving or making actions for the remainder of the Encounter and must be assisted in order to move or otherwise escape the Encounter. Other save throws can potentially be allowed to prevent death by Massive Damage, at the GM's discretion, i.e. a burning building collapses, raining fiery wreckage on top of the character. This may allow a 'Dodge' for a save throw, as even if a character avoids death by crushing, they will take damage from the intense heat and flying debris that scatters on impact.

GRUESOME DEMISE

If a target takes a single hit that deals enough damage to lose 3 or more Health points, a they may suffer a gruesome demise. The death (should they fail their 'Toughness' check) will be especially horrifying to those nearby, forcing a 'Composure' check. In regards to characters, this sort of death invites a colorful and horrifying narrative as to how a character meets their ultimate end. A GM is encouraged to have some fun with this, and many players would enjoy having their characters die with a little creative flair, if they are to die at all; but be mindful of the threshold for this sort of horror within your group.

Loss of Health

- *At full (5) Health Points and at 4 Health points*, a character is able to function normally. A single lost Health point is a wound capable of being treated in the field, almost regardless of the injury type that may result. At 4 Health, all actions will take 1 more Moment than normal.

- *At 3 Health Points,* a character adds +1 to the Difficulty of all their actions in addition to any other negative effects resulting from specific injuries. This is treatable in the field by trained hands, but a hospital visit is recommended for proper treatment. At 3 Health points, all actions will take 2 more Moments than normal.
- *At 2 Health Points,* a character is seriously wounded and adds +2 to the Difficulty of all their actions in addition to any other negative effects resulting from specific injuries. This injury is severe enough that characters almost certainly need medical treatment at a hospital. At 2 Health points, all actions will take 3 more Moments than normal.
- *At 1 Health Point*, a character is near death. Add +2 to the Difficulty of all their actions and are in 'Pain' in addition to any other negative effects resulting from specific injuries. At this level, a character is in dire need of serious medical attention and will likely succumb to their injuries without it. At 1 Health point, all actions will take 4 more Moments than normal.
- *At 0 Health Points*, a character is dying. They will remain conscious so long as they have not reached their Damage Threshold, but will take 1 Damage per turn and can only move at crawling speed (often being literally reduced to crawling). When their Damage Threshold has been reached while at 0 Health Points, the character dies. A character with this degree of injury will absolutely need medical attention or they will certainly die. Even with such treatment, a character's survival is unlikely. Characters that struggle and take actions despite being so injured will take 5 more Moments than normal.

The nature of an injury can have additional complications based on how many Health points were lost due to taking a certain kind of damage. It is possible that those rules can override the ones provided on the 'Loss of Health' listing.

HEALING

RESTORING LOST DAMAGE TO DAMAGE THRESHOLD

Although a couple of methods were described earlier, there are multiple means of restoring lost points of damage to a character's Damage Threshold.

NATURAL HEALING

The damage from the Damage Threshold will be removed naturally at a rate of 1 per Time or 1d3 per Time when resting. This is not possible if a character has sustained an injury that prevents natural healing or if they are active during the period of Time when attempting to heal.

'FIRST AID' CHECKS

A successful 'First Aid' check will allow 1 lost point from a character's Damage Threshold to be restored per Degree of Success in their check. This cannot be attempted under the following circumstances:

- If the character has sustained an Injury that prevents the restoration of damage taken.
- A prerequisite isn't met based on Injury type (such as a specific kind of drug or medical supply).
- If a character has no access to any kind of medical supplies.*

* There are exceptions to this. Improvised medical supplies can be used, but it will increase the Difficulty of a check by +1. Performing this check on oneself will also incur a penalty of +1 Difficulty. Failing this check will cause damage equal to 1d3 per DoF in the check that will count as having taken damage from an injury (which will cause an 'Infection' if a Health point is lost).

A First Aid check substitutes Natural Healing as the check represents augmenting the natural progress normally made by the body to heal its wounds.

METAGAME TACTICS

A player can spend 10 SP per Health point lost in order to remove all Damage points from their Damage Threshold between Encounters. A GM can alter this cost as the scenario dictates or deny the option completely. A GM can instead set their own SP cost based on a characters' Injury Penalties for their choice of Paradigms.

ADVANCED MEDICINE MISSIONS

A character may require a more delicate surgical procedure done to allow healing, depending upon the severity of the Injury. The success of such a mission can be merely a prerequisite for an Injury to allow for natural healing to begin. Other times it is to treat an Injury that can be healed gradually with greater care to speed up the process. In this case, a character does not just restore 1d3 or 1d6 damage to their Damage Threshold. Instead, they add both their Strength and Willpower bonus (the 10s digit) to the amount of damage they heal.

LONG TERM CARE

Depending upon the Injury, a character that is injured will often require a final check to be passed before all penalties associated with an injury are removed. If this is the case, a character must make that check after all other prerequisites are met, but a caregiver can add their DoS in any First Aid and Advanced Medicine checks to

determine the check's success or to treat their patients with First Aid or Advanced Medicine.

HEALING LOST HEALTH POINTS

With few exceptions, a lost Health Point cannot be restored so long as there is an untreated Injury to a character. A character can still remove Damage points from their Damage Threshold, but a Health Point cannot be regained and a character will still suffer the additional effects of the injury until treated. Similarly, a character cannot remove Damage points naturally until the injury is treated unless specialized drugs or medical care is administered. However, some injuries simply lower Damage Threshold, so a character can still remove Damage points so long as a character doesn't have any injuries that inflict Damage over time or otherwise prevent healing.

A character can heal Health points with the proper medical care or natural healing. The parameters in order to restore Health will vary, but some common ones include one or any combination of the following:

- Metagame Tactics. Spending SP = the character's Paradigm's combined Injury Penalty x Health points lost.
- Successful {AMed%} check (as determined by a character's Injury)
- Time and Labor requirement
- A check appropriate to the damage taken (typically Toughness, but others may require different checks, such as Endurance for poisons and venoms). Many medicines and the DoS in checks made by characters aiding in the recovery process can add bonus DoS for such checks.

Fulfilling the requirements needed will allow a character to restore 1 lost Health point.

DAMAGE TYPES

There are multiple kinds of damage that characters can inflict and be subjected to. There are a few common forms of damage [Bl, Pi, Sl], but there are a few more uncommon varieties that are included for the sake of completeness. Likewise, there are some forms of damage that opponents are more resistant to or weak against, so such distinctions are worthwhile to note.

Damage Name [abbreviation]

Special rules - Special features this damage type will have.

d5!

Any special rules that a 6 result may have on a damage die.

Injury: Possible resulting 'Injuries' for losing a Health point due to this kind of damage.

SAMPLE REMEDIES

A scenario can feature many exotic and advanced means of restoring Damage Points and Health if the players just want to make the rationing of healing gear part of their overall game experience. This would be opposed to having characters undertake missions like 'Advanced Medicine' or utilize Location features of an Infirmary or Medical Bay in order to restore any serious loss of health.

DP Spray - Remove 5d5! lost Damage points. Can be used during Encounters.

Antivirus - Remove 1 Viral to a minimum of 1. Take d5! damage if injected as opposed to administered to saline drip.

BioFoam - Remove all Damage ponts Damage points and stop Open Wounds.

NanoVite - Restore 1 lost Health Point.

ACID [Ac]



- ***Delayed Damage*** - Acid damage [Ac] inflicts Damage per DoS of an attack, but unlike damage that is taken all at once, only roll for 1 DoS worth of acid damage per attack per turn, so it will inflict damage over time. A strong base that is used to counter the acid can prevent damage dice being rolled in subsequent turns as can corrosive resistant materials.
- ***Immersion*** - A target that is immersed in an acid will ignore the above restriction of 'Delayed Damage' and will instead take the full allotment of damage each turn they are submerged.
- ***Corrosive*** - This does full damage to all gear that the acid damage hits. A character may be able to shed clothing or armor rapidly to prevent taking damage themselves, but their gear will continue to corrode and take damage.
- ***Chemistry*** - A character can add 'Science (Chemistry)' to the available checks they or another character can make on their behalf for a Save Throw against Injury from Acid damage. This is providing there are chemicals available

that can neutralize the acid. This save throw simply allows a character to know what substance to use when there are multiple options available, and assuming the proper neutralizing substance is among them.
- It should be noted that most of the acids that characters encounter will not be powerful enough to inflict this kind of damage. This is usually reserved for powerful industrial chemicals.

d5!
Each 6 rolled will inflict 5 damage and reduce Durability of worn gear by 1.

Injury: Flesh Wound, Open Wound



BLUDGEONING [Bl]
- ***Defense*** - Damage from Bludgeoning [Bl] attacks are reduced by Defense before deducting from the target's Damage Threshold.
- ***Knock Prone*** - Medium or Large bludgeons being used to 'Knock Prone' will have 'Subdue: 1 per SB. This deliberately subdual attack cannot combine with 'Deadly' or 'Armor Piercing' rules. A 'Balance', 'Dodge', 'Toughness' or 'Martial Arts' check can allow a target to remain upright.
- ***Bash*** - An attack with a bludgeoning weapon that is severe enough for a target to lose a Health Point will cause them to be automatically 'knocked prone.' This will also disengage a target from Grapple. Targets my attempt a 'Balance' or 'Martial Arts' check in order to remain upright with Difficulty added as mentioned above in 'Knock Prone'.

d5!
Each [H] rolled will inflict 5 damage and delay the target's next Action or Check/Resolution by 1 Moment.

Injury: Bone Injury



ELECTRICAL [El]
Electrical damage [El] is energy damage caused by electrical current passing through its target. Its moderate damage output is bolstered by its ability to stun its targets and severely damage electrical objects.
- ***Unavoidable*** - This sort of damage will almost never allow a 'Dodge' in order to reduce it.
- ***E.M.I.*** - This does its full damage to electrical equipment carried by the target, so damage is not reduced by 1 per Durability of the gear.
- ***Subdue*** - Each DoS in an attack will allow the attacker to roll an extra Damage Die as per 'Subdue' rules if the attack is from a stun weapon like a taser.
- ***Burn*** - If any damage from Electricity is given the 'Deadly' quality, it will also count as inflicting Thermal [Th] damage.

Injury: Flesh Wound



INFECTION [In]
This damage is caused by other Injuries a character may have. Each kind of Injury a character can have will inflict damage on a character under certain circumstances. If the Injury itself causes enough damage for a character to lose a Health point, they will contract an infection. This damage cannot be reduced by Defense.

Injury: Infection



PIERCING [Pi]
- ***Armor Piercing*** - Ignore 1 Defense of their target per Degree of Success in the attack. Whatever remains after the reduction will subtract from incoming damage normally. Fragile or improvised piercing weapons may only grant this ability once.
- ***Defensive*** - Grant 'Deadly: 1' per either 'Strength' or 'Perception' bonus (Strength for Melee attacks, Perception for Ranged attacks) when using this weapon Defensively.

Injury: Flesh Wound, Open Wound



POISON [Po]
- ***Delayed Damage*** - Poison [Po] inflicts 1d6 damage per DoS of an attack, but unlike damage that is taken all at once, only roll 1 DoS worth of poison damage per turn, so it inflicts its damage over time. Subsequent successful Poison attacks will simply increase the amount of time a character will continue to roll poison damage.
- ***Metabolize*** - A character can make an 'Endurance' check to prevent Damage from poison from being inflicted upon them that turn, but they must test again each turn until the poison has no more effect. The 'Endurance' check will have a cumulative +1 Difficulty.
- ***Lingering Effect*** - A character will take at least 1 damage per DoS of Poison damage they still need to roll in following turns regardless if they managed to 'Metabolize' the Poison damage this turn.

Injury: Poisoned



SLASHING [Sl]
- ***Coup de Grace*** - Grants the attack an additional 'Deadly: +1' quality per SB when used to deliver an

attack against a Prone opponent.

- ***Deadly*** - Each DoS in an attack will grant the attack 'Deadly: 1'. This does not combine with other Deadly bonuses granted per DoS.
- ***Defense*** - Incoming damage is reduced by a target's Defense before the damage is actually taken.

Injury: Flesh Wound, Open Wound



THERMAL [TH]

Thermal damage [Th] is energy damage that results from the intense loss or gain of energy in the form of cold or heat respectively. They are treated the same way for damage purposes.

- Painful - This kind of damage will inflict 'Pain' with a percentage chance equal to the amount of damage inflicted or if the damage is severe enough to cause an Injury or otherwise cause a target to lose a Health point.
- Unavoidable - Living targets will not be allowed to use Defense or a 'Dodge' check to reduce incoming Thermal damage except for those kinds of defense that specifically reduce Thermal damage.

Injury: Flesh Wound, Open Wound, Burn or Frostbite

INJURIES

BONE INJURY

The damage taken is enough to have broken a bone, which makes it extremely difficult to treat and a long time to heal. A character who has a Bone Injury will always be in Pain. Temporary relief can be granted due to drugs or adrenaline boosting, but a bone injury will always inflict a Damage point for each action the character takes. Losing a Health point as a result of this Damage or any other Damage taken during the same turn will produce an Open Wound if it doesn't cause it already.

Save Throw: Balance (for falls), Dodge, Martial Arts
Treatment: Splint, Sling/Cane/Crutch (depending upon the location of the Injury), Pain Medication
Duration: d3 months per Health point

BURN

A burn injury results from flames or extreme heat. Burn injuries have all the rules of a Flesh Wound, but unlike Flesh Wounds, they require specialized treatment in order to allow a character to restore lost Health Points due to a burn injury. This injury will reduce a character's Damage Threshold by 1 and will cause 'Pain'. Surviving 'Massive Damage' from a source that causes Burn injuries will require this injury be treated with amputation or extensive skin grafts or other reconstructive surgery. All of these treatment options fall under 'Sci (Adv. Medicine)'. The other danger of this type of Injury is that it leaves a character highly susceptible to Infection.

Save Throw: Toughness
Treatment: IV Fluids, Sterile Dressings, Antibiotics, Pain Medication
Duration: (First Degree) 1 Health Point - D6 Days. (Second Degree) 2 Health Points - D6 Weeks. (Third Degree) 3 Points - D6 Month

FLESH WOUND

Flesh wounds are not as overtly dangerous as other injuries unless deep enough to cause nerve damage or sever a major blood vessel, but each injury that causes flesh wounds will reduce a character's Damage Threshold by d6 to a minimum of 1 + 1 per remaining Health Point until treated. Unlike other injuries, a Flesh Wound can sometimes be treated without specialized gear, so Health Points lost due to flesh wounds are typically easier to treat but risk infection among other potential hazards.

Save Throw: Dodge, Martial Arts
Treatment: Sterile Dressing, Sutures, Antibiotics, Pain Medication
Duration: d6 Weeks per Health point

FROSTBITE

Frostbite injuries have all the same rules as a Burn Injury, but results from extreme loss of heat. Taking this kind of Injury multiple times will put a character at serious risk of hypothermia. A character will have to test each period of Time they are exposed with either a 'Toughness' check or a 'Survival - Cold' check with 1 Difficulty per 'Environmental Modifier - Cold' and Frostbite injury or the character will require this injury be treated with amputation (a {AMed%} check) before Natural Healing can occur. A character that has taken Frostbite injuries but is no longer exposed will not be in danger of this, but they will be in no less of a need for serious medical attention.

Save Throw: Survival - Cold, Toughness
Treatment: See 'Burn Injury'
Duration: 1d10 Time per Health Point lost

INFECTION

This is often a meta-injury, meaning that it frequently is an additional hurdle to jump on the road to recovery of another injury described on this list. An infected injury will prevent Natural Healing and will instead inflict 1d6

Damage when Natural Healing would normally occur. Taking a further Health point of damage due to infection will cause 'Sepsis'.

Save Throw: First Aid, Endurance, Toughness, Science (Adv. Medicine, Biology, Toxicology)
Treatment: Sterile Dressings, Antibiotics (Strong), Wound Cleanser, Antipyretic
Duration: 1d10 Days

Open Wounds

Each Open Wound Injury will inflict 1 Damage per Time and a character will take 1 Damage per Action taken during an Encounter. This is an injury that is deep enough to have severed a blood vessel. An injury represented by multiple Health points lost can be multiple bleeding wounds or a single, deep wound. If treated successfully, this is counted as a 'Flesh Wound' unless aggravated.

Save Throw: Dodge, Martial Arts
Treatment: Sterile Dressing, Sutures, Antibiotics, Pain Medication, Clotting Agent
Duration: 1d3 days per Health point lost.

Poisoned

A poisoned character will take 1d3 Damage points per Time (or more, depending upon the strength of the poison). A character can make an 'Endurance' check in order to resist this damage, however. Increased activity can also spread the flow of poison, so a character will also take 1 point of Damage per action they take. This additional damage due to taking actions cannot be resisted.

Save Throw: Endurance, Survival, Toughness, Science (Biology, Toxicology, or a field of study relevant to the animal or insect that envenomed the character, such as Herpetology for snakes)
Treatment: Activated Charcoal (for chemical ingestion), IV Fluids, Antivenom (for venom)
Duration: 1d3 days

Sepsis

Taking damage from an 'Injury, Infection' will cause the infection to become 'Septic'. An Infection severe enough to cause Sepsis will increase the damage dealt to a character by 'Injury, Infection' by one 'Step'. If this results in the loss of another Health Point, increase the damage by another 'Step' and so on. Sepsis is not like an injury, in that it cannot be treated, rather it makes the original 'Injury, Infection' more difficult to treat by 1 Difficulty per Health point lost to 'Injury, Infection'. Effectively treating 'Injury, Infection' with this increase of Difficulty will remove 'Infection, Sepsis' from a character.

Save Throw: Endurance, Toughness, Science (Adv. Medicine, Biology)
Treatment: Antibiotics, IV Fluids, Antipyretic, Pain Medication
Duration: 3-5 days

Advanced Combat Rules

Improvised Weaponry and Battle Readiness

There are any number of things that a character can use to inflict the types of damage mentioned above: broken table legs, a 2x4, cinder blocks, kitchen knives, screwdrivers, etc. In all of these cases, if an improvised weapon inflicts damage, the damage dice rolled will be the roll d3 instead of d6. Unless specifically mentioned otherwise, this rule applies to all improvised weaponry.

Damage Dice and d5!

A d5! will be the most common die used for rolling damage. Similar to 'Difficulty Dice', 'Damage Dice' that roll at d6 can have different rules for the 6 result.

- ***Discount*** - The 6 result is ignored, and the rest of the Damage Dice are totaled normally. Damage is then a total of 0-5 per die rolled, with the 6 being a lucky break for the target.
- ***Total*** - The 6 is added to the total rolled with no further results
- ***Exploding*** - Instead of ignoring the 6, count it as a 5 and roll the Damage Die again. This can continue so long as 6's continue to turn up.
- *Battlefield Experience* - The 6 result counts as inflicting 5 damage, but the character may gain one SP per 6 result.
- ***Press the Advantage*** - A blow is landed that staggers an opponent. Each 6 will count as a DoS in a melee attack against the same opponent during the next round of combat. Damage will either be 5 or be ignored, the attacker's choice.
- ***Knock Prone*** - The force of the attack may knock an opponent down, even if it was not a deliberate attempt by the attacker to do so. The opponent must make a 'Balance' check or they will be 'knocked prone'. The Difficulty will be equal to the SB of the attacker + the number of 6s rolled for damage - the SB of the target.
- ***Armor Piercing*** - The attack managed to bypass the considerable defense of their opponent. Each 6 rolled will inflict 5 damage, but will grant 'Armor

Piercing: 1' per 6 rolled along with any other bonuses for abilities or damage types.

DEADLY WEAPONS

Deadly weapons are more dangerous varieties of what is normally indicated by their Lethality modifiers. A successful hit with a 'Deadly' weapon will roll a minimum number of Damage Die per number after Deadly. For instance, 'Deadly: 3' is an especially dangerous weapon that will allow at least 3 Damage Dice to be rolled if the {SC%} for the attack is successful. Some weapons or attacks are not inherently Deadly, but can be granted the quality by special events or rules, such as a 'Coup de Grace' attack, which grants the Deadly quality to weapons used against prone opponents.

SUBDUE

Some weapons or attacks work best when they are used not to kill, but to subdue by nonlethal means. If a weapon or attack has the 'Subdue' quality, then it rolls an extra Damage Die per number after 'Subdue'. If this attack is higher than the target's total Damage Threshold - lost Health points, then the target is Knocked Prone. A Prone target immediately has any Intent they had interrupted completely and cannot perform any Movement actions this round. An opponent will automatically attempt to regain composure with their next Intent. Prone targets are also more susceptible to certain kinds of attacks. If a Subdual attack rolls 'Massive Damage', the target must make a Save Throw or they will be knocked unconscious. Targets suffering 'Gruesome Demise' from a 'Subdue' attack will be knocked unconscious and will also count as having lost a Health point to the damage type the Subdue attack inflicts.

INJURY AND MULTIPLE DAMAGE TYPES

Some sources count as multiple kinds of damage. If a character loses a Health point from a damage source that causes multiple kinds of damage, then they will take as many Injuries as the different damage types will allow, not just one of them. Sometimes, the types cause similar injuries, as in the case of Piercing and Slashing damage which both cause Flesh Wounds and Open Wounds. In this case, there is no additional penalty for losing a Health point to this kind of damage. If the damage types cause different Injuries, however, then potentially all the damage types apply. For instance a bite from a venomous animal will be a Piercing/Poison damage attack, which means that it will cause not only Flesh Wounds and Open Wounds, but will cause a character to be Poisoned as well should they lose a Health point to the attack.

Note that taking damage that counts as multiple Damage types does NOT mean that each type of Damage deducts from the Damage Threshold separately. So, an attack that deals Piercing and Slashing damage rolling 12 on the Damage dice will not count as inflicting 12 Damage for Piercing and 12 Damage for Slashing for a total of 24. The attack will only inflict 12 Damage. Being able to inflict multiple kinds of damage only makes it less likely that the target will be able to reduce it with Defense and will be susceptible to multiple kinds of Injuries with a single attack. So there is tremendous benefit to having a single attack that counts as multiple damage types, even if their Damage roll is resolved collectively.

REDUCING DAMAGE FROM MULTIPLE DAMAGE TYPES

Defense being able to reduce damage from one kind of Damage type can prevent that Damage type from inflicting its Injury if the reduction in damage would be sufficient to prevent the loss of a Health point. However, unless all types of incoming damage can be prevented by this measure, then the overall amount of Damage taken by the target remains unchanged. They only escape a more grievous injury by mitigating some of the damage from one or more of the damage types.

Bane, Resistance, and Immunity

Some opponents will have either Bane or Resistance to a certain damage type. All this means is that taking damage from source that a target has as a 'Bane' will have the Deadly quality. Taking damage from a source that a target has 'Resistance' to will ignore rules for 'Deadly' quality and will roll Damage Dice as d3 instead of d6. Immunity means a target is completely immune to a certain kind of damage. Some weaknesses or resistances will be only moderate, and will be indicated by a number by the entry (such as 'Bane - [Bl] 1, [El] 2') This means that one DoS worth of damage is subject to the Bane rule, but any subsequent damage rolled beyond the number is factored in normally. Same is applied to Resistance

Altering Damage by Size

If an opponent of a larger Size is rolling damage against a smaller target, then the side with the larger Size will have their attacks have 'Deadly: +1' per difference in Size between the attacker and defender in the case of [Bl, Pi, Sl] damage. For instance, a character (Size 1) attacks a zombie (Size 1) then the damage is as it is presented in the entry. However, a large animal, such as a lion (Size 2) attacking a character (Size 1) will be granted 'Deadly: +1' Likewise, a character inflicting damage against the lion will grant the lion 'Resistance: +1'. Any damage type can potentially be altered by size in this fashion. If

a weapon inflicts damage other than [Bl, Pi, Sl] and the damage is altered by Size, then the distinction will be made in the entry as being 'Damage Altered by Size'

This rule applies to man-portable weapons and damage inflicted by human force. Damage dealt from sources that have their own Size entry (such as using vehicles as weapons and weapons mounted on weapons platforms and armored vehicles), weapons will use that entry to determine any variation in damage dice Steps, and not the Size of the character firing it/piloting it.

Deadly vs. Resistance

Occasionally, incoming damage may be granted the Deadly quality against an opponent that has Resistance to the same kind of damage. In this case, the two values cancel each other out and any quality that has any remaining values will still apply.

Final Sacrifice

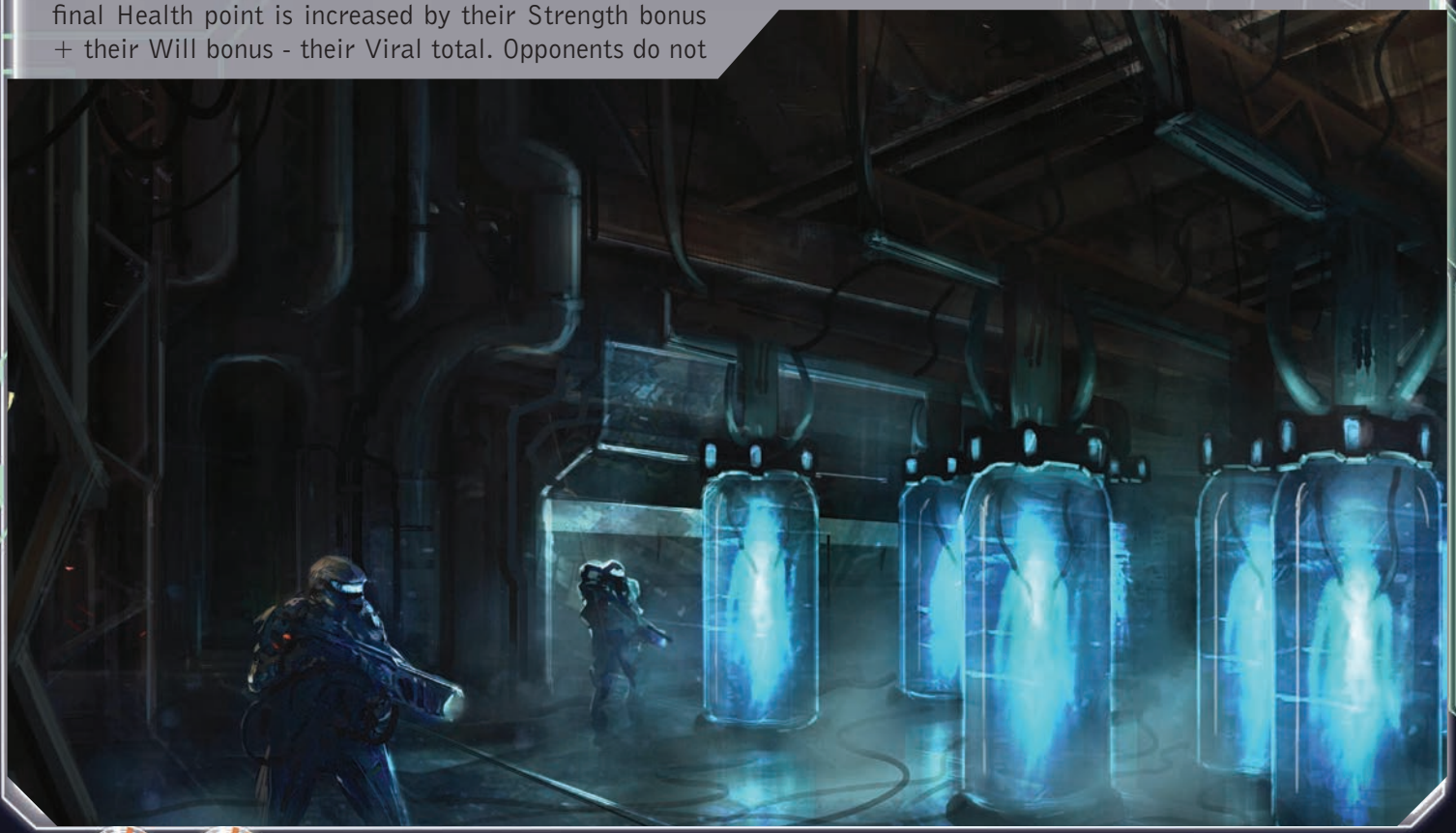
A desperate character can tap into their final reserves of energy before their death. This can be for any number of reasons, but some include: to buy some valuable time for their fellow survivors to escape, when the odds are so insane that there is no interest in self-preservation, to avenge the death of loved ones or friends. In this game, this is only an option if a character is reduced to their final Health Point. They become immune to Fatigue, Panic and Pain and their Damage Threshold for their final Health point is increased by their Strength bonus + their Will bonus - their Viral total. Opponents do not get their Weight of Numbers bonus for Grapple checks or opposed Strength checks.

A character will take 1 point of Damage per turn until their death in addition to any other damage they may lose from combat or any injuries they've sustained until this point. It is up to the player to describe what their character is doing with this final, dramatic burst of energy before their character's (hopefully heroic) demise.

The death of this character will not result in the loss of SP, and under certain circumstances, SP can actually be earned by the character's noble sacrifice.

Heroic Resolve

A character that is reduced to 1 Health point that is trying to survive the elements instead of just fending off attackers can exhibit heroic resolve before they die. If a character is taking efforts to hide and protect themselves from the elements and not actively engaging opponents or attempting missions, a character will have a Defense equal to their Willpower bonus (W_B) when taking damage from Hazards and [In] damage sources.



MORALE

A character and party have a certain amount of Morale. This is a gauge of their mental resolve. Consider it like the Health points of the mind and spirit, only they are lost due to encounters with psychological stressors instead of physical damage. There are several Morale damaging Hazards available, but it is largely up to the GM's discretion as to what situations count as being an especially stressful one, but there are a few obvious stressors:

- Injury
- Brushes with death
- Death of a party member
- Fleeing an Encounter because all characters are 'Panicked'
- Being forced to remain awake
- Failing a 'Survival' check and being forced to spend a night at the mercy of the elements
- Being under siege
- Being responsible for death of vulnerable groups or innocent victims
- Failing 'Composure' checks by more DoF than a character's W_B
- Being psychologically abused or intimidated
- Betraying or being betrayed
- Prolonged deprivation from the ability to do personal grooming or cleaning
- Proceeding without having a defined goal or solution (such as not having a mission or objective with 'Finale' as a descriptor or failing such a mission).
- Any other stressors as identified by the Motivations and Disadvantages a character has.

Another way to cause Morale loss is by failing actions near or while otherwise exposed to stressors. When encountering a psychological stressor, a character or party will lose 1 Morale per DoD between the DoF in the required check and the character's W_B. Many abilities can alter the amount of W_B a character has for purposes of resisting Morale loss. In addition, a character can also choose to indulge a psychological outlet to prevent the loss of morale. That will be covered in the Psychological Trauma section.

A party's Morale alters their group cohesion and leadership. In addition to characters that are subject to psychological trauma and developing a disorder, a party will fall apart when the Morale starts to erode.

0 Morale

Characters at 0 Morale will be at risk for developing a Disadvantage with the 'Psychosis' or 'Sociopathy' descriptor. This represents a character developing a coping mechanism to deal with the incredible amount of stress they encountered. This will be gone over in the Disadvantage section.

MORALE AND INSANITY

A character's Morale is a general measure of their mental resolve. It may take the form of having high spirits, but even a character that is terse and abrasive may have a high Morale if their wits are about them and they are self assured. When a character begins to lose Morale due to encounters with 'Stressors' the Morale loss may trigger a loss of sanity.

Not all parties will have a group Morale. Generally, only those that have adopted a Formation will have a group Morale. How the Group generates their collective Morale will be detailed in the Formation's entry. If no such entry exists, then the Morale will be the $E_B + W_B$ of the character in the Point position.

If a character or party loses Morale, they have a few options.

Characters individually can indulge in a vice or a coping mechanism that they have based on the 'Disadvantage' with a Coping mechanism they have chosen for their character. This is why it's important to have a 'Disadvantage' as part of character creation, especially one that has the ability to reduce Morale loss with its Coping mechanism.

Parties of characters will have their party cohesion unravel when they lose Morale. A party has the option to indulge one of the following coping mechanisms.

Insanity

A character that loses all Morale will creep towards Insanity. If a character's Insanity is ever greater than their W_B, then the character goes out of control, being blind with fear or they will simply fall catatonic, shutting themselves off from reality entirely. For each point of Insanity taken, players roll on the Insanity Table on pg. 117 in order to see what form their increased insanity takes. The same result can apply more than once. Unlike the loss of Morale, a character cannot indulge a Coping mechanism to reduce the loss.

Note that Insanity only applies to individual characters. An entire party cannot be afflicted with the same form of Insanity due to party Morale loss. Parties use the earlier mentioned list of options.

Opponents inflicting Insanity
Characters may encounter multiple opponents that will cause Insanity points to be taken. If a character still has Morale, they will lose points of Morale instead of taking Insanity until they are reduced to 0 Morale, in which case they will take Insanity points normally. It should be mentioned that in such instances when the loss of Morale is sudden and drastic, that the loss will result in a specific psychological effect that will be listed in the entry. This will be done instead of rolling randomly on a table or some other means of generating adverse effects of Morale loss.

PSYCHOLOGICAL TRAUMA

A character can be subject to a tremendous amount of psychological trauma. This can take the form of 'Panic' or it can be a negative behavior pattern that becomes indulged in order to handle stress. Whatever form it may take, characters have their own levels of resistance to such levels of psychological damage. Even if a character already has such Disadvantages, they may not actually manifest unless the character is appropriately traumatized. In effect, a character can ignore any Disadvantages with 'Psychosis' or 'Sociopathy' descriptors until they are triggered by the appropriate stressors. These psychological misappropriations of attention and energy serve as an outlet for stress a character is subjected to. In this sense, the negative effect of the Disadvantage will serve as the result of not having the mental fortitude to withstand what the character is going through.

As destructive as those behaviors may be, it is a coping mechanism, and being without such coping mechanisms will result in a character losing 1 Morale per DoF in their required checks - W_B to resist the psychological stress if they do not have a psychological outlet for their stress and frustration. A character may allocate 1 DoF in their required check to one tier of a Disadvantage they have with the 'Psychosis' descriptor, which immediately takes effect. This will prevent the loss of Morale that the DoF would normally cause. The effect is listed in the 'Coping' entry of the Disadvantage. Normally, a character cannot allocate more than 1 DoF to one tier of a Disadvantage that they already have. Characters have the option of allocating more DoF to their Disadvantages than they have tiers in it... but at the risk of worsening their psychosis.

WORSENING A PSYCHOSIS

A character can worsen their 'Psychosis' Disadvantages in a few ways:

If a character is at 0 Morale and encounters a Stressor,

STARTING PARTY MORALE

A party's starting Morale will depend greatly upon the leadership of the Point person. As soon as a group of characters adopt a 'Formation' they collectively use the same Morale. The kind of Formation dictates or alters the starting Morale. If no such entry for it is listed, then the starting Morale is based upon the 'Basic Formation' which is as follows:

Basic Formation - The $W_B + E_B$ + DoS in any 'Diplomacy' check used to form the Formation will be the party's starting Morale.

PARTY MORALE LOSS COPING MECHANISMS

Panic - A party that loses Morale will be 'Panicked' all characters must pass a 'Composure' check or the characters in Point must make a 'Diplomacy' check to command them to return to their original marching orders. Until such time, a Panicked party will add an additional d5! per Morale lost to all their rolls. The character can decide before they roll whether this die is a black Difficulty Die, a blue Speed Die or a white Depletion Die. The die is otherwise treated as a normal die of their type.

Paranoia - A party begins to turn on each other and begins to fear irrational things. All Diplomacy checks have +1 Difficulty per Morale lost.

Pinned - A party is seeking cover or acting defensively at the expense of mobility and speed. All actions in an Encounter roll an extra Speed die to determine how much of a Delay until a character's next intent. All SP costs for Tactics a character takes is also increased by 50%.

Fragmented Unity - Formations and Tactics require 100% more SP to use or maintain.

PARTY MORALE 0

Characters or parties with 0 Morale will be unable to earn SP from missions or secondary objectives in addition to being vulnerable to psychological trauma. Primary objectives can still earn a character SP, but a GM may penalize the amount by a number equal to the combined tiers in all 'Psychosis' and 'Sociopathy' Disadvantages if they wish. A character or party at 0 Morale cannot take any 'Formations', or 'Tactics'.

Most importantly, at 0 Morale, the Formation is considered broken, and cannot be rallied again without fulfilling its prerequisties once more.

and a character fails any required checks by more DoF than their WB, then a character will develop 1 tier's worth of Disadvantages with the 'Psychosis' descriptor.

If a character uses a Coping entry of a Psychosis Disadvantage, it will increase it by 1 tier for all subsequent effects of the Disadvantage. This can be resisted with a 'Willpower' check. Note that many 'Psychosis' Disadvantages increase the Difficulty of checks with Willpower as a primary attribute. Remember that there is a distinction between skills with attributes as primary attributes and testing against the attribute itself. In this case, only testing against the attribute, a character would be exempt from Difficulty penalties that only penalize skills with certain primary attributes. Other Difficulty penalties will still apply, however.

If a character allocates more DoF in an attempt to prevent the loss of Morale than they have tiers in a 'Psychosis' Disadvantage, then they will worsen it by automatically increasing it by 1 tier. A 'Willpower' check cannot be used to prevent this.

So a player must be wary of indulging their psychological outlets too heavily or neglecting them and bottling up the psychological stress by allowing it to erode their character's and party's Morale.

COUNSELING, MINISTRY AND THERAPY

A character can potentially rid themselves, or diminish the effect of a Disadvantage with the 'Psychosis' descriptor by characters making certain Expert level skill checks that would fall into the categories of counseling, ministry and therapy. These checks have 1 Difficulty per tier in the Disadvantage they intend to treat. Successfully passing this check will reduce the tier of Disadvantage by 1. The treatment requires at least d10 days per tier in the Disadvantage. Re-trying failed attempts will still require a character to wait the certain amount of days to pass before attempting again.

Counseling, ministry and therapy can also be used to restore lost Morale. Passing such a check with 1 Difficulty per lost Morale will allow 1 Morale to be restored. Characters can restore Morale by other means. Accomplishing certain Missions or earning enough SP to gain a Gestalt Die will allow a character to gain 1 point of Morale. Some Missions allow for more than 1 point of Morale to be gained by accomplishing them, but such examples are as extreme as they are rare.

REGRESSION

A character that regresses and attains the tier in the Disadvantage they previously shed due to appropriate treatment will not be allowed to gain any skill-altering benefits. If the regression eventually goes in excess of the original tiers in the Disadvantage, then the Disadvantage's skill altering bonuses will be treated normally. Regression will cause a character to lose SP equal to 1d10 per tier in the Disadvantage - WB after the increase.

SHEER FORCE OF WILL

A character can occasionally, by sheer force of will, suppress the effect of a Disadvantage. A character must spend 5 SP per tier in the Disadvantage - their WB - DoS in an appropriate 'Resist' check (or Willpower check) and one 'Psychology' Disadvantage that would normally be triggered will be ignored.

PSYCHOSIS, SOCIOPATHY AND ACQUIRED MENTAL TRAUMA

A character can sometimes acquire or exacerbate a mental disorder by the events surrounding your campaign. A character has a certain amount of mental fortitude in order to resist such mental trauma. Any Stressor that would require a 'Resist Panic' check can potentially trigger, or make worse, a psychological disorder. If a character fails such a check with a 'Catastrophe' then the character mentally retreats into a potentially destructive behavior pattern. The 'Catastrophe Threshold' is reduced by 1 DoF per tier in the Disadvantage. In effect, a character can ignore any Disadvantages with 'Psychological' or 'Sociopathy' descriptors until they are triggered by the appropriate stressors. A character must test against all of those Disadvantages using the same check, not just one. If a character has multiple Disadvantages of this nature at different tiers, then it is possible for higher tier Disadvantages to be triggered and lower tier Disadvantages to not be. If the check is enough to trigger multiple Disadvantages in this way, then all are triggered. A character subjected to this but do not have any 'Psychological' or 'Sociopathy' Disadvantages must choose one if their Morale is reduced to 0.

If a character fails any 'Composure' checks by more than their WB, then a character will develop 1 tier's worth of Disadvantages with the 'Psychological' descriptor.

*** GENERAL INSANITY TABLE ***

1 Suicidal Unable to handle the pressure of the situation any longer, be it from the voices in their head or the terror they've witnessed. The Character decides to take his own life, they will first attempt some sort of ritualized mortification. Characters make attacks against themselves and get +5 bonus DoS when determining Damage.

2 Homicidal Rage Struck with images of pain and rage, this character immediately starts attacking any thing or person that is within it's contact. This only ends once the target reaches 1 Health Point or becomes unconscious.

3 Extreme Panic Players feel terror so strong they feel the need to escape any hostile situation they are in. They Automatically 'Flee' any encounter and generate +5d5! Risk.

4 Mania See 'Compelled...' in the opposite column. It only applies to a single character.

5 Delusions of Grandeur Players believe they are someone they are not, or have an exaggerated sense of competence. Players will automatically attempt any Advanced Skills they have no bonuses in, regardless of kit or gear availability.

6 Hallucinations Players are struck by visions and voices that are not there. This can be in the form of loved ones, dangerous creatures, or distant callings. Every Time this player must make a {Cmps%} check or their visions add +1 Difficulty to all actions.

7 Paranoia A Character fall prey to their own paranoid delusions. All Risk costs to upgrade opponents or trigger special effects will cost 1 less Risk per Morale lost.

8 Thanatos This Character has come to the realization they only want to see the world burn after what has happened. This is purely a roleplay choice by the GM/Character, but this Insanity should take the form against both Opponents and Players. Including, but not limited to:
Scrapping all of the players Kits, blocking off path to escape, generating Risk willingly, Putting a bullet in a comrades back to escape on their own.

9 Catatonic this Character has blocked all emotion and reaction from their consciousness. The character can only make decisions about gameplay when a successful Emp% is made (this can include a opposed check made by others against them) even then the Character can only take simple commands beyond basic survival.

10 Gone Native Character has decided that they are on the wrong side, and they must now help the Opponents anyway they can. This is a RP choice, but the Character should do whatever they can to undermine the other Players in favor of the Opponents.

GROUP PSYCHOSIS

A party that succumbs to morale loss has a different effect than when an individual loses it. Not only will the party's cohesion fray, it may also invite dark and terrifying behavior that can prove quite deadly. A party that loses Morale will begin to succumb to one or more of these effects.

GROUP PSYCHOSIS EFFECTS

All Terrors Real and Imagined
The party may not use any make any Formation's special benefit for the duration of the Encounter.

Compelled...
All characters must make a 'Composure' check or they will be compelled to sabotage the character's efforts. Either this character removes 5d5! Labor from one project in process or the party loses 5d5! SP

Heightened Senses
All characters are on edge. Every little sound, or movement is interpreted as a grave danger. Characters reduce the rate of their Movement out of Encounters by half.

Panic
The characters fall into a panic. Each character must pass a 'Composure' check or add an extra die to Difficulty and an extra die to Depletion Die rolls. All [H] results will count as 5 and require a re-roll. The effect lasts for the duration of an Encounter. A character's FC is also reduced to 0.

Paranoia
Same as Insanity Table, but targets the whole party.

Despair
The characters become victims of their own despair and an impenetrable pall of hopelessness descends upon the party. All of their available Tactics will require an additional 20 SP - 5 per WB.

Mutiny
The characters turn on their current leader. The character taking 'Point' must make a 'Diplomacy' check with 1 Difficulty per Morale lost or the formation is broken. A Catastrophe in the check will result in a violent altercation between characters.

MISSIONS

The following are missions that can be taken that are unique to the setting of *Outbreak: Deep Space*. They can be used in a narrative campaign or be used as a way to determine if an 'Objective' is met and if a Reward can be claimed. Some missions actually will cost a character SP in order to attempt, representing the time and effort going into such an endeavor, putting themselves and their companions at tremendous risk.

A mission is basically an advanced sort of check. Unlike making an immediate roll to see the result of an action, a mission requires either specialized tools and/or longer length of time in order to accomplish them as opposed to an instantaneous action simply determined by a check. True, most of them only require a check to determine success, but in the case of missions, there are additional constraints that put it in a different category than just mere checks. Some checks cannot even be attempted outside of the context of a mission as the nature of the task sometimes requires additional resources and a great length of time in order to accomplish regardless of a character's skill.

Missions can also be similar to Objectives as described earlier, in that they may allow a small amount of SP as a reward for their completion. Some missions actually require SP to be spent in order to represent the potential setbacks that undertaking a mission might have.

GENERAL MISSIONS OVERVIEW

ADVANCED MEDICINE - One injured character is in need of specialized medical attention.

BREACH/DEMOLITION - Entry is forced by detonating high explosives at a bulkhead or hull.

CLEANSE - One very infested area is in desperate need of purging. Accomplishing this will drastically reduce the threat of the infestation.

DATA RETRIEVAL - An important cache of data must be either copied from a terminal, taken in its physical form, or transmitted.

ESCORT - Survivors, VIP or important cargo needs to be taken safely from one point to another.

SIGNAL BEACON - Stranded survivors are in need of help. They need to activate a signal beacon in order to broadcast their distress call.

EQUIPMENT MANUFACTURE MISSIONS

- Construct Kits and assemble gear.

ATTACH TECH - Attach a Tech upgrade to another object using up an available EP or MP of an object.

CONSTRUCT TECH - Construct a functioning Tech upgrade out of raw materials. Covered in the Gear chapter.

MISSION BRIEFING - Characters take the time to have some insight into the nature of their mission. This sort of information can be the difference between life and death.

REPAIR DAMAGE - An important piece of equipment that has been seriously damaged needs repairing. This removes Durability Damage to objects.

ROUTINE MAINTENANCE - Some equipment needs to undergo some routine maintenance if it is to continue to function at optimal efficiency.

SALVAGE TECH POINT - Extract still functioning Tech Upgrades from broken or otherwise useless gear.

UPGRADE GEAR - Tinker with Tech in order to increase performance or efficiency using up an available EP or MP of an object. This is like Attach Tech,but it refers to carried equipment specifically.

MISSION LIST

Sample Missions

Name of Mission

Descriptors
Description of Mission

Prerequisites: What is required before this mission is to be attempted.

Objective: The Labor cost and any material cost in Resource or Materiel required to undertake this Mission.

{SC%}: Skill checks that can be made in order to generate Labor to fulfill objective.

Success: The results of successfully accomplishing the Mission

Failure: The consequence of failing a mission beyond not



being able to take advantage of a 'Success'.

Special:
Any additional special rules that apply to the Mission.

ADVANCED MEDICINE

One injured character is in need of specialized medical attention. Many items will prevent the need for such missions by removing injury to allow for recovery, but this mission is undertaken when such gear is unavailable and actual medical expertise would be needed to treat such an injury.

Prerequisites: Injured character, 1 Resource, -1 SP per OL, Infirmary or some medical facility

Objective: Labor: varies

{SC%}: {AMed%, FAid%}

Success: One character removes an Injury. This will allow for them to restore lost Health points as a result of having taken those injuries by Natural Healing. A character that does not suffer from such Natural Healing-preventing injuries that is the target of this mission will instead be able to remove a greater amount of damage than normal. For this use, consult the 'Accelerated Healing' rule for this mission.

Failure: A character is still unable to regain lost Health points due to injury. Each Time, a character can re-try the check to generate enough Labor in order to complete the Mission successfully.

Special:
Medicine - (20 Labor) - Treat one character's 'Flesh Wound', 'Poison', or 'Sepsis' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Surgery - (30 Labor) - Treat one character's 'Open Wound' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Set Bone - (15 Labor) - Treat one character's 'Bone Injury'. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Makeshift Infirmary - Any of the above features can be attempted without a dedicated Infirmary or an Infirmary fallen into 'Neglect', but resulting Injury damage will be increased from d3 to d6 per DoF in an {AMed%}.

BREACH/DEMOLITION

Characters must breach a door or bulkhead or demolish a structure in order to progress.

Prerequisites: Device with 'Explosive' Tech upgrades or 'Crafting Tools - Cutting/Welding' ('Breach' only)

Objective: Labor: 25 per Structure

{SC%}: {Eng%}

Success: Remove 1 Structure per 25 Labor. If reduced to 0 Structure, it is breached or demolished.

Failure: The target retains its structural integrity.

Special:
Tools - Tools will often add bonus Labor to the amount generated by accomplishing an Objective.

CLEANSE

A highly concentrated infestation of infected organisms is found. It is unknown as to why they are clustering, but eliminating such a concentration is bound to improve the odds of survival, providing that such a mission can itself be accomplished.

Prerequisites: Scout mission to determine the location of an Alien Infestation, or having stumbled upon an area with an 'Alien Infestation' Hazard.

Objective: Destroy the infestation at the location in a method that is determined by the infestation. Refer to the Special section to see how this is accomplished.

Success: Reduce Risk by 10d10. +1 Gestalt Die

Failure: Increase Risk by d10, -5 SP per OL

Special:
Infestation - Success in this mission can be determined by the destruction of an Infested Structure. This requires the successful planting of munitions. Prerequisites of this mission will include 1 Materiel per Size of the Infested Structure.

Horde - Success in this mission can be determined by the destruction of several individual zombie organisms. The combined Size of the destroyed zombie organisms must be 2d6 per OL.

One Big Monster - The concentration of the infestation is due to the presence of a commanding One Big Monster. Its death will result in a success of this Mission. Failing it will add the OBM to subsequent general E% tables until its destruction.

DATA RETRIEVAL

An important cache of data must be either copied from a terminal, taken in its physical form or transmitted.

Prerequisites: Unless it is already saved in a physical state, a character must have a device with Data Processing Tech upgrades.

Objective: Labor: 5 per teir of Data Processing of the



system and any Firewalls in place to prevent success.

{SC%}: {Sci% (Program), DgtlSys%}.

Success: The data is successfully gathered.

Failure: The data is encrypted more carefully than originally thought. A 'Catastrophe' will lock a character out of the system.

Special:
Retry - Unless a Catastrophe locks a character out of a system, the Labor can be cumulative across multple attempts by this or other characers.

EQUIPMENT MANUFACTURE

Characters assemble Kits out of raw materials or available supplies. Occasionally, this will be with the assistance of manuals or due to the characters' own know-how.

Prerequisites: 1 Materiel per Mx of the Kit.

Objective: Labor: 25 x Multiplier of the Kit

{SC%}: {varies}

Success: The characters have a functioning Kit.

Failure: The character is missing crucial components and cannot construct the Kit. Character can retry by spending d5! Resource.

Special:
SC% - The characters use any Check that is relevant to the Kit's use and the character can apply DLv. bonuses to the percentage chance of success.

Labor - DLv. can be added to the Labor cost.

ESCORT

Convince a group of survivors to follow you, or a VIP needs to be escorted to safety.

Prerequisites: An Encounter with Survivors or a specific VIP.

Objective: Labor: 20 + W_B of target

{SC%}: {D-Cd%}

Success: The Survivors willingly follow you.

Failure: The Survivors do not trust in your ability or leadership and refuse to go with you.

Special:
Vulnerable - These Survivors are rarely heavily armed or armored. Each individulal Survivor will only have 5 Tech or less worth of Gear.

Dead Weight - Fleeing Encounters requires another 'Diplomacy' check or the Encounter cannot be fled from.

MISSION BRIEFING

Additional info must be obtained. This can either be done by establishing a line of communication with a headquarters or by downloading additional information from other systems.

Prerequisites: Varies. Intel can be gathered electroncially or it can be scouted out. The choice will determine what checks to use for the 'Objective' of this mission in particular.

{SC%}: {Sci (Programming)%, Hi/Sn%, Nav%}.

Objective: Labor: special

Success: All SP rewards for completing a specific Primary Objective is increased by 1 per Labor generated.

Failure: No intel can be gathered. A 'Catastrophe' in this check will actually result in 'Garbled Transmission'.

Special:
Garbled Transmission - The intel gathered is dangerously misleading or very broken. Characters get -1d6 SP.

REPAIR DAMAGE

A character needs to dedicate some serious time to fix some damaged equipment.

Prerequisites: Object that has sustained at least 1 Durability damage, Spare Parts, per Durability damage sustained. 1 sTime per CU/Size of the object

Objective: Labor: 20 per Durabililty or Structure lost

{SC%}: {Co/En%}

Success: Remove 1 Durability damage sustained.

Failure: The damage is not fixed. The Resource can conceivably be used for subsequent attempts at this mission. A Catastrophe in the check means the damage cannot be repaired, but Tech Upgrades could potentially be salvaged. If the Catastrophe is greater than 5 DoF, then the 'Faulty' rule comes into effect.

Special:
Jury Rig - This mission can be attempted with an Upgrade Kit instead of Spare Parts. Increase the Difficulty of the check by 1 per Resource reduced by to a minimum of 1. Even if successful, the Damage Threshold will not be as high as a repair made properly. The Damage Threshold for the newly repaired object will be a mere 5 per Durability for until it sustains enough damage to take Durability damage. Upon which, the regular Damage Threshold will be used. This is a Risky action under most circumstances, so each DoF will reduce SP by 1 in an attempt with this rule in place.

Spare Parts - Each point of Durability damage being repaired will require a separate 'Use' of Spare Parts. If a character's supply of 'Spare Parts' exhausts before they can restore all the lost Durability of gear, they must purchase or find more 'Spare Parts' in order to complete their task if they want to fully repair their Gear.

Faulty - An appropriately severe Catastrophe will result in a repair that is thought to be successful but is not. The 'Malfunction' Hazard is now available and can be triggered at any time targeting the repaired object by paying 5 Risk.

Size - Objects that are large enough to have a Size entry will only allow repair of specific upgrades instead of the object as a whole. This can eventually lead to the object being fully repaired, but it must be done incrementally in this way.

Partial Repair - A character may use gear that is only partially repaired after being severely damaged. If the Tech Level of the Gear is equal to the gear's Durability, then the gear can be used while damaged, but it will count as 'Misuse'.

Retry - If a character or characters do not generate enough Labor to meet the Objective, then the process can be repeated. The Labor is cumulative and can factor in the Labor generated from previous attempts.

ROUTINE MAINTENANCE

A character makes some minor patchwork on equipment before the damage gets more extensive.
Prerequisites: Damaged object, Spare Parts.

Objective: Labor: 5 per Durability of the maintained object.

{SC%}: {Co/En%}

Success: Remove d10 damage done to object per DoS in the Objective. This will not repair Durability damage.

Failure: No damage is repaired. A 'Catastrophe' will also have a -1 SP penalty.

SALVAGE TECH POINT

Characters can reverse engineer their gear to allow for other internal modifications to be applied.

Prerequisties: Piece of gear with at least 1 TP applied from an upgrade.

Objective: Labor: 15 per TP in the same upgrade

{SC%}: {Co/En%}.

Success: The upgrade is removed and another may be put in its place of equal or less TP.

Failure: The upgrade remains.

Special:
Upgrade Kit - A character successfully salvaging a Tech Point is also left with an Upgrade Kit that can be used on an 'Upgrade Gear' Mission to gear of the same model or category.

SIGNAL BEACON

Characters must establish a Signal Beacon by repairing or reactivating one already in place.

Prerequisties: To construct: Power Source, Data Processing, Wireless or Satellite Network. Otherwise, it's reaching a broken/deactivated Signal Beacon control terminal.

Objective: Labor: 50

{SC%}: {Co/En%}.

Success: The beacon will broadcast the message the characters want on the frequency they want.

Failure: The signal remains dead. A 'Catastrophe' will mean the character cannot attempt this mission again as the Beacon is damaged.

Special:
Construction - Characters that are constructing a Signal Beacon will increase the Time requirement to 1d10 sTime.

UPGRADE GEAR

Characters can apply upgrades to their gear if they have the proper know-how and/or upgrade kit.

Prerequisties: A piece of gear with at least 1 TP available to be used on upgrades, and an 'Upgrade Kit'

Objective: Labor: 25 per TP of the desired upgrade.

{SC%}: {Co/En%}.

Success: The gear has the upgraded feature and the TP and/or MP is used up.

Failure: The gear is not upgraded, but the parts used are generally available to attempt this mission again. The Labor used to attempt to upgrade is saved for the next attempt. The gear is not usable until either all the Labor is removed or the Labor cost is paid.

Special:

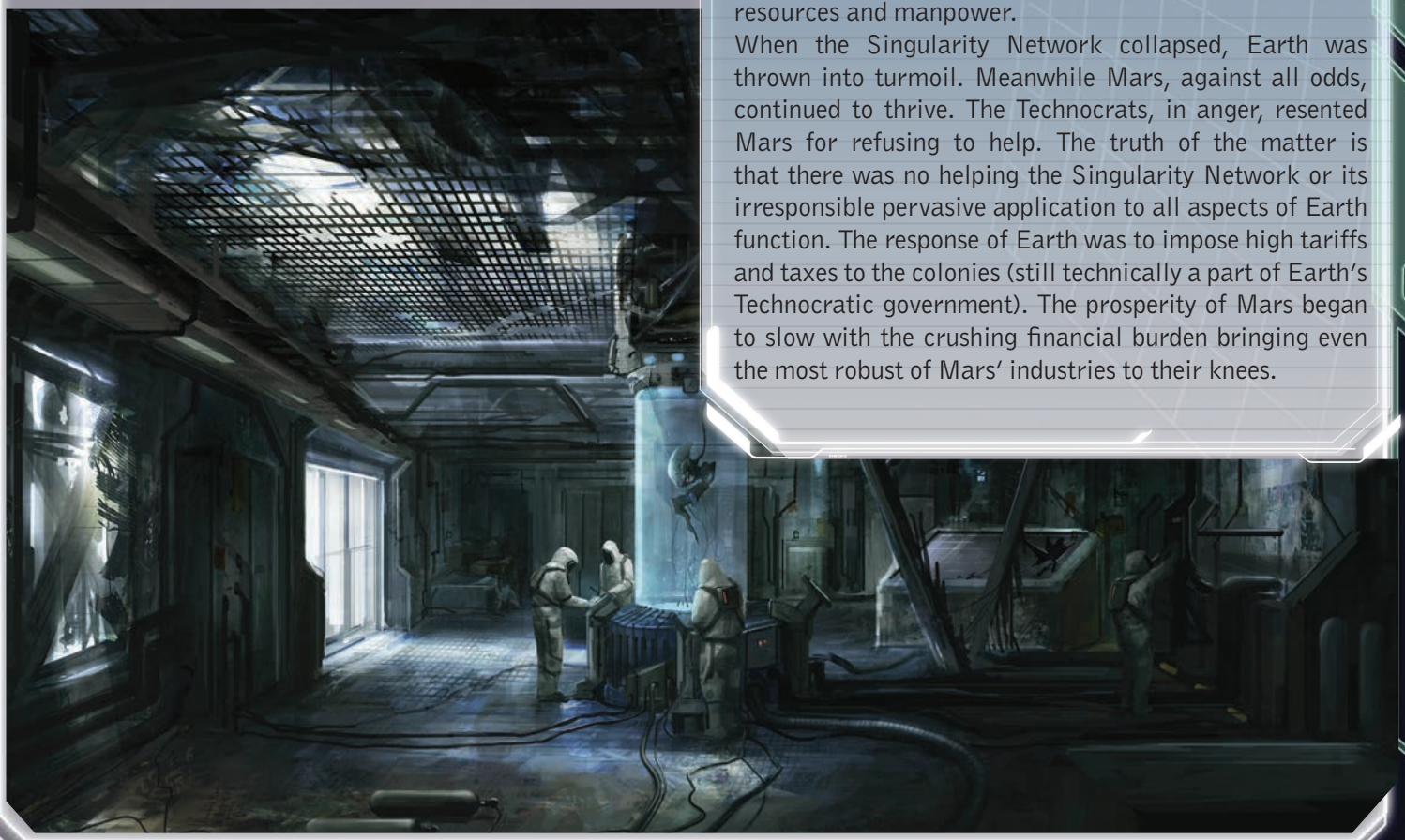
Upgrade Kit - Characters can purchase an Upgrade Kit from a Resource Catalog. The kit they wish to purchase will be determined by the Outbreak Scenario, but lacking any such structure, it will count as having a cumulative Rarity of +1 per TP of the upgrade it provides. This can apply to purchase with Credits as well. Some more rare or illegal modifications may have an increased Rarity than this framework.

Jury Rig - Characters can attempt to modify an existing upgrade by increasing TP. This may not require an Upgrade Kit, but it will increase the Difficulty by 1 per TP of the upgrade a character wishes to increase to.

THE TERRAMARTIAN WAR
AFTER EXILE

On Mars, use of a Singularity network was strictly forbidden, as per the warning of the exiled researchers. In its place, they took the architecture of the Singularity and improved upon it and limited human exposure to the greater network. It was no longer seen as a way to extend consciousness into perpetuity. It was used as a powerful logic engine that maximized the productivity of Mars. As the first fissures in Earth's Singularity began to show, the Technocrats tried desperately to cover their tracks. Some even were as desperate to secretly reach out to the first Martian exile, Dion Vine, who was one of the initial creators of the Singularity's fundamental programming. Dion Vine was a voluntary exile to Mars, leaving his opponents to squabble and reap the consequences of their inevitable failure, a failure Dion Vine tried to warn them of. Their pleas fell on deaf ears, as Dion Vine continued to develop a network on Mars to best utilize their limited resources and manpower.

When the Singularity Network collapsed, Earth was thrown into turmoil. Meanwhile Mars, against all odds, continued to thrive. The Technocrats, in anger, resented Mars for refusing to help. The truth of the matter is that there was no helping the Singularity Network or its irresponsible pervasive application to all aspects of Earth function. The response of Earth was to impose high tariffs and taxes to the colonies (still technically a part of Earth's Technocratic government). The prosperity of Mars began to slow with the crushing financial burden bringing even the most robust of Mars' industries to their knees.





CHAPTER 7
LOCATIONS



PLEASE REPORT TO YOUR ASSIGNED LOCATION POSTING

Your aptitude testing has indicated that you are suited for a multitude of locations to serve a variety of tasks. It is up to your commanding officers to best assign you. Please refer to the location directory for the exact destination for your assignment.

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LOCATIONS

As a game session progresses, the characters will find themselves traveling from one location to another. If a character is not meant to be in such a location or the location is severely compromised by any number of potential dangers, the Gamemaster will have access to a large pool of Risk in order to deploy Opponents, Hazards and other such challenges. It also determines what, if anything can be done or found in this location.

A Location can also have a number of Features or apparatus that are unique. Anywhere from unlocking caches of equipment, using facilities, access information or causing a location or ship-wide effect will require a Labor cost.

What is Labor?

Labor is the measure of effort over time to accomplish goals that are often not determined by a single successful Check. Even if such a check were successful, it indicates good progress as opposed to outright success.

The Labor mechanic can also incorporate tracked progress of any kind for a specific mission or objective. For instance, Labor can represent how much material is gathered during a salvage operation. In the same fashion, an extradimensional terror demanding some favor or entry into this dimension may require living sacrifices to generate Labor. As more victims are sacrificed in the monster's name to slake its thirst for blood/souls/flesh. This is a truly brutal example, to be certain, but it demonstrates the range of efforts and materials that Labor generation can represent. Rest assured that most provided Labor generation methods provided will not feature such diabolic means of doing so... at least as far as the characters are concerned.

SPEED

The Speed entry is how long it takes for characters to wait until they are able to attempt another Labor-generating effect. This can be anywhere from a few Moments to several periods of Time, depending upon the extent of the Feature's effect. Performing an Action that generates Labor will count as a Sustained Action, and as a result, Stagger and other forms of disruption can alter the Speed as normal.

HAZARDS

Many challenges provided by Hazards that require Labor costs are not strictly features of the Location, but are artificially introduced. This can either take the form of an increase in the cost of all Labor for all Features of a Location, or a challenge that characters must surmount in order to be granted safe passage through the Location or to be allowed to use the facility normally.

MISSIONS AND LABOR

Many missions will have a Labor total that must be met in order to reap the rewards for completing it. What will generate Labor in addition to what will result once the required Labor total is reached (along with any other listed requirements) will be listed in the Mission entry.

LOCATIONS AND LABOR COSTS

If a location has an effect or other event that can be triggered with a Labor cost, it will be listed in the "Features" section of the Location. The result of such effects will be listed in the entry as well. The Labor generated is cumulative, so characters can pay the cost over time until the required Labor cost is reached. Once the Labor cost is reached, then Feature's effect occurs immediately.

GENERATING LABOR

Labor can be generated by multiple means. Some we will provide here, but others can be invented as part of a special scenario:

Checks

The most common generators of Labor are DoS in appropriate checks made by characters. If no amount is listed, then a check will generate 1d6! per DoS. Descriptor Levels in (Location) and any others deemed appropriate by the GM will be able to add +1 per DLv. to the overall Labor total the check generates. If there is a listed Check type that can be used for the Feature and there is a "n/a" by the Labor entry, than a check with any number of DoS will be able to take advantage of the Feature.

Access Granted (Location)

The Ability "Access Granted" does not generate Labor directly, but it makes the Labor cost of any Features of the named Location lower. If this reduces the Labor cost to 0 or less, then the character can take advantage of the Feature without making any check, but it still requires any other costs associated with the Feature's use. This includes 'Speed' that the Feature requires.

Mobilized Workforce/Crew

Characters can maintain a population as 'Crew' which aid significantly the characters' efforts to generate Labor. Each Crew will generate d6! Labor at a location, but the crew members can also be specialists that will be able to produce more Labor in certain tasks.

Resource Consumption

Occasionally, the Labor is either generated by or

augmented by the consumption of Resource or some other material as deemed appropriate to the situation. The amount of Labor generated by material consumed will be indicated in the Feature's entry.

AD-HOC LABOR

It is up to the GM as to whether or not they can generate Labor by means other than those described earlier. This ad-hoc Labor is often used when a character is in situations where they are attempting to generate Labor by means within their ability to do so when there is no constraint of time or danger. If a character is just rolling checks to generate Labor when there's nothing preventing them from doing this continuously, then a GM is encouraged to find creative ways to boost the Labor generated. Also, a GM can create ad-hoc rules, such as characters will automatically generate 1 Labor per DLv. or percenage chance of an Expert Skill check per Time instead of using a check result. A house rule shorthand means of generating Labor is ideal for characters playing in settings purely of GM design. Any published scenario that has Labor associated with anything is likely done because they are an important milestone to reach or there is a chance of failure.

SAMPLE LOCATIONS

Armory
Bridge
Brig
Cargo Hold
Corridor
Crew Quarters
Engineering Bay
Hangar
Laboratory
Mainframe
Maintenance
Medical Bay
Power Station

ARMORY

The armory is where the weapons, ammunition and other such dangerous munitions are kept. They are generally kept under the highest of security.

Arm
{SC%: Search}
Labor: 20
Speed: As Search
Characters can add 10 Tech Level worth of gear with the 'Firearm' and/or 'Defensive' Descriptors. Each 20 Labor beyond the initial 20 will allow +5 TL beyond the initial 10.

Munitions
{SC%: Search}
Labor: 40
Speed: As Search
Characters can add 10 Tech Level worth of gear with the 'Explosive' Descriptor.

Reload
{SC%: Search}
Labor: 15
Speed: As Search
Characters can remove one or more Depletion Dice on any Weapons or Supplies, Ammunition they carry that has the 'Firearm' descriptor.

BRIDGE

The Bridge is the command center for a ship or station. It's the nerve center where orders emanate to keep the ship or station function as a well-oiled machine.

Command Center
Labor: special
Speed: special
Any location in the ship or station that has a direct line of command to the Bridge will be able to attempt any other location's Feature as if it were a Feature of the Command Center.

Chart Course
{SC%: Astrogation/Telemetry}
Labor: 100
Speed: 4d6!
Characters are able to travel from one point to another in space.

Special
Navigation Computers: This is rarely done without the aid of powerful analytical computers. If the navigation systems of a ship are active, then the Labor generated by 'Astrogation/Telemetry' to be doubled.

BRIG

This is where prisoners are kept on a ship. It can contain short-term detainees or it can contain actual prisoners, no doubt being transported for the purpose of getting a reward or delivering upon a mission. There are also Features of Cryosleep stations. Even though the nature of the imprisonment is different, it is mechanically the same.

Scan Detainee Roster

Labor: 10
Speed: 2d6! Moments
Characters have access to the list and location of each detainee in the Brig.

Detainee Profile
Labor: 25
Speed: 2d6!
Characters can have access to the detailed history of one, specific detainee insofar as what is known to the intel of the detaining authority.

Unlock Security Door
Labor: 30
Speed: 4d6!
Characters can unlock one door that is barred. This can either be access to a different cell block or an individual cell door.

Special
Cryosation Thaw - This can be used to safely remove a person from cryosleep or some other form of hibernation. The Labor cost is the same, but the Speed is increased to 10d6!

Riot Gear Cache
Labor: 30
Speed: 3d6!
Characters can unlock a weapons cache that is filled with Riot Gear. The cache will contain 5 Tech Level worth of gear that will be armor or weapons that inflict [BI, EI] only.

CARGO HOLD

This is where the large containers of cargo are held in a ship. Despite the high quantity of material, it is rarely directly of any use by an individual character.

Access Inventory Manifest
Labor: 10
Speed: 2d6!
Characters have access to the location and quantity of all the cargo hold's contents. This is generally used for narrative purposes to point them in the direction of specific cargo, as the material being shipped is rarely of any use by characters directly.

Bay Doors
Labor: 5
Speed: 3d6!
The characters are able to open the large bay doors that allowed the mass ingress and egress of large quantities of cargo.

Special
Security: The security measures in place generally



prevent the bay doors from being opened under situations that would endanger the ship, its crew and cargo. Unders such circumstances, the Labor cost is increased to 30+5 per Structure to represent the additional overrides that need to be made.

Manual Override: This can be overridden with the throwing of manual switches at key points in the hold. Each such Override can add +10 Labor to the operation of the Bay Doors.

Load/Eject Cargo
Labor: 30
Speed: 4d6!
Characters are able to load or unload cargo into the hold using the cranes and automatonic loaders.

CORRIDOR

This is any long stretch of corridor that leads from one bay or section to the other.

Barricades
Labor: 15
Speed: 2d6!
Characters can deploy barricades that can act as cover or as a deterrent to large vehicles or opponents.

Neurotoxin Gas
Labor: 30
Speed: 2d6!
Characters can enable or disable poison gas defenses in a sealed corridor. While active, the corridor will (necessarily) be sealed airtight until released, so enabling this will also have the effect of Sealed Corridors. All within the sealed section will take [1d6! Po] damage.

Seal/Open Corridors
Labor: 20
Speed: 2d6!
Characters can seal or open a sealed corridor. This only applies to measures to seal a corridor that are built within the corridor's construction. This does not involve the construction of artificial barricades.

Special
Risk: Opening a sealed corridor may release a previously contained threat. Opening a corridor will almost always increase Risk by 10d6!.

Sentry Turrets
Labor: 25
Speed: 2d6!
Characters can deploy existing sentry turrets to spray death down one corridor length. This will suppress all opponents in an Encounter by delaying them +2d6! Moments for all their actions. It will also increase the Risk cost of all (Opponent) Hazards by 1 per Structure.

CREW QUARTERS

This is where the crew rests. It is often near recreation rooms and mess halls, but the crew quarters themselves are where the bunks and personal effects are kept. A code of conduct is all that keeps most of this area functioning, so it is generally raided pretty quickly in situations of duress.

ENGINEERING BAY

This is the manufacturing hub of the ship or station. It is a vital part of any long term survival to have a dedicated station that is specialized to maintain, repair and manufacture equipment.

Maintenance
Labor: 10 per Durability
Speed: 4d6!
This will remove one lost Durability from a piece of damaged gear.

Repair
Labor: 25 per Durability
Speed: 10d6!
This will allow gear that is rendered unusable because of damage to again become usable.

Upgrade
Labor: special
Speed: 4d6!
This will allow an upgrade kit or modification to be made to an existing piece of gear.

Special

External Mods: (4d6! Moments) This will allow an External Mod to be added to an available EM slot. This will use up an available TP and EM on the gear. If the gear has available TP or EM, then this cannot be attempted.

Internal Mods: (10d6! Moments) This will allow a mod kit to be used to alter an internal mechanism of a piece of equipment. This will use up one (or more) available Tech Points that the gear has.

Retool: (25d6! Moments) This will allow special apparatus to be attached to the gear by means of retooling external rails and frames. This will grant an EM to the gear, but this will use up a TP available to the gear. Utilizing this new EM will require an available TP like normal. The

TP sacrificed to grant this additional EM will not count towards using the EM for an upgrade.

Scrap: (10d6! Moments) This will reduce gear down to its base components. Scrapped gear will allow for its parts to be sold for a total of half of the price in Credits.

HANGAR/MOTORPOOL

This is the location where a ship or station houses and maintains ships and other vehicles. They are safely stored until they need to be used.

Disengage Lock
Labor: 20
Speed: 4d6!
This will disengage any lock that holds a vessel in drydock. This will allow the vessel to be taken and piloted normally.

Dock
Labor: 50
Speed: 2d6!
This will allow a vehicle or vessel to dock successfully in the Hangar.

Special
Ground Crew: Most hangars are not fully automated and have a full support staff. Even the automated facilities are advanced enough to add bonus Labor. This will depend upon the experience of the crew and the sophistication of the hangar's automation.

Delicate Operation: Once landing protocol has been initiated, the ship can have a set number of Moments that once reached, the ship collides with the docking apparatus and damages both the ship and the Hangar if the Labor cost is not met by the set number of Moments.

LABORATORY

This is a facility dedicated to the research of one or more scientific disciplines. It can be used to discover important facts or it can be used to synthesize useful chemicals. It can also have specialized facilities or instruments for additional features.

Distill/Refine
Labor: 100
Speed: 4d6!
Spend 1 Resource to be able to remove a Depletion Point off of a drug or chemical. A GM can attach some other prerequisite if they desire.

Research
Labor: special
Speed: 4d6!
A character makes progress into any Research missions by either analyzing data or requesting useful information from databases. This will allow a character to run a battery of tests of samples against known data. This can be used to diagnose a genetic deficiency health problem. This will take 25 Labor. Some more rare or complicated diagnosis will have an increased Labor cost. This can be used against a sample gathered as per the 'Gather Tissue Sample' and 'Gather Specimen' for extra SP. Using this facility using this mission will grant +100% OL.

Synthesize
Labor: 200
Speed: 4d6!
Spend 1 Resource to add one drug or chemical to the Resource Catalog. This new entry will have a Capacity of 10 on the Resource Catalog. This can replicate the effects of spending extra TP on the upgrade. Each TP worth of upgrades will cost an extra Resource and will increase the Labor cost by 100.

Final note about Laboratories
The various features of a Laboratory presented here are merely scratching the surface of what characters can find and make use of. There can be many various and exotic devices that can do things that are capable of doing whatever a GM feels necessary to the scenario. This is generally true for most locations, but the nature of *Outbreak: Deep Space* is that the lab is a likely setting for any number of dramatic story revelations and events.

MEDICAL BAY

This crucial facility will allow for the treatment of injuries. They occasionally specialize in one form of injury over another, but most facilities are stocked well enough to treat a broad range of wounds and diseases. Some facilities benefit from having an adjoining pharmacy or specialized treatment apparatus which would enhance the capabilities of this facility.

Special

Automated Facilities: Some facilities will have several automated functions. These will reduce the Labor cost of many of the features of the Medical Bay. The sophistication of the gear will be based on the Spec of the facility. The facility needs to be powered and stocked appropriately in order to take advantage of a reduced Labor cost.

- CivSpec: -5 Labor
- ProSpec: -10 Labor
- MilSpec: -15 Labor

Medicine
Labor: 20 per Health Point lost
Speed: 4d6!
Treat one character's 'Flesh Wound', 'Poison', or 'Sepsis' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Surgery
Labor: 30 per Health Point lost
Speed: 4d6!
Treat one character's 'Open Wound' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Set Bone
Labor: 15 per Health Point lost
Speed: 4d6!
Treat one character's 'Bone Injury'. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Antivirus
Labor: 20 per Viral
Speed: 4d6!
Remove 1 Viral to a minimum of 1.

Restock Medical Supplies
Labor: special
Speed: 3d6!
Characters are able to loot the medical bay for useful supplies. This will be able to remove a number of Depletion points from First Aid kits equal to 1 per 5 Labor generated. Keep track of how often this is done for purposes of 'Diminishing Returns' special rule.

Special
Diminishing Returns: All Labor costs to use all of the Features of a Medical Bay are increased by 1d6! per Depletion point removed from First Aid kits. This does not apply to Features that are provided by Medical Apparatus, as it is assumed that they do not rely heavily upon consumable materials.

POWER STATION
This is what generates power for the ship or station to use. This only applies to those locations that are large enough for their power stations to require dedicated facilities large enough to enter and walk around.

Activate/Deactivate Station
Labor: 200
Speed: 3d6!
This protocol allows for a safe power up or shutdown of the entire power station. This will cut power to all other sectors or locations that rely upon the power station for energy. Some locations or sectors will have temporary battery backup, but they will not last long.

Special
Emergency Shutdown: There are many failsafes that allow for a rapid powering down of a power station; this usually results from the station taking structural damage or overloading transformers. Reducing the Structure of crucial hardware by 1 will reduce Labor requirement of this function by 50. If this reduces the Labor cost to 0, then the power station is powered down, but is damaged so severely that it cannot provide power without serious repair.

A damaged power station will inflict 1 damage per Structure damage taken per Moment. The type of damage will be determined by power source of the station. If it's not clear as to what kind of energy damage will result, then it will just inflict [Th] damage.

Grid Power: A power station will be able to supply or cut power to a grid or sector. The Labor to do this will count as only needing 50 Labor.

SEARCHING A LOCATION

Characters can attempt to search locations for supplies. This leaves characters temporarily vulnerable, and the amount of supplies found will vary in quantity and usefulness.

Each DoS in a 'Search' check will yield 1 Materiel. Materiel is a collection of supplies, typically a good cross section of what sort of gear a Location has to offer (in so far as a character can determine). Each Materiel will take up 1 CU of space to carry and can Encumber normally as a result. Materiel is either used to upgrade Strongholds or it can become Resource for the characters to purchase supplies from their Resource Catalog. Because Materiel takes up CU, most characters will be unable to carry too much of this extra cargo in addition to their normal equipment. For this reason, characters that decide to burden themselves with this extra weight must consider the risks they are undertaking by carrying such a large amount of supplies.
A party of characters that are all searching the same Location may generate more Materiel but could draw unnecessary attention. See the 'Search' skill check entry for details.

MAKING ITEM PURCHASES

During a campaign, a character may have the ability to patronize stores or other such vendors to get new equipment or resupply. This will not always be the case. Even in places where there is normally the ability to buy things, once things start to go bad, those facilities may no longer be in operation. A good gauge of this is Outbreak Level.

During Outbreak Level 0-2 it is assumed that characters can still buy things, as most of the social structure is still intact. Once OL 3 hits, then normal business stops and it becomes much more difficult for a character to get what they need. For this reason, alternate means of resource gathering is almost a certainty.

See pg. 156 for the pricing of various gear.

MATERIEL AND RESOURCE

A character may find caches of supplies that may be useful to them. Such collections of supplies are called "Materiel". These are used in either large scale construction or mission objectives or they can be used to break down into 'Resource' which is basically a scavenger's currency. This Resource is used to purchase things on a 'Resource Catalog' which represents all the things that the characters could have found during the course of their search.

Materiel that is converted into Resource will generate d6! Resource per Materiel. Once converted into Resource, it cannot then be turned back into Materiel without the aid of special facilities or missions that allow for it.

PURCHASING ITEMS WITH RESOURCE

A character may purchase any item from their party's shared Resource Catalog. Doing so requires a Depletion Roll be made on that entry's behalf to see if any of the same kind of supplies remain. This Depletion Roll functions exactly the same way as the Depletion used when seeing if a character's gear or weapon is exhausted or needs reloading. If the Depletion Roll is equal to or greater than the 'Capacity' of the entry, then there are no more examples of that specific entry in the Resource Catalog.

Any item will cost 1 Resource per CU of the item to a minimum of 1 Resource.

GENERATING A RESOURCE CATALOG

A Resource Catalog is generally part of Scenario Construction that a GM must consider, as it is a list of what a character has access to purchase with either credits or with Resource by gained by Searching locations. The placement and type of things that could be found are vital when determining what kind of campaign you will run.

If the GM is having a difficult time determining what would be a good distribution of items on the Resource Catalog, you can convert 1 Resource into 100 Credits and make gear available for purchases at stores or automated kiosks.

HOW PLAYERS BUILD THEIR RESOURCE CATALOG

Each time the characters make the effort to Search a location for supplies of some kind, they can do one of two things:

1. Characters can use the DoS in the check for Labor costs in order to unlock certain location-specific features.

or

2. Characters can add all the items that are found at the Location to their Resource Catalog.

Generally speaking, the quality of the items that can be found are scaled by the DoS needed to add it to the party's Resource Catalog.

For instance, raiding a weapons locker will be able to find most weapons and ammo that are readily accessible, but with a better search (one that resulted from a Search check that had more DoS) revealed that there was a hidden high-powered pistol in a smaller case behind some empty boxes of ammunition. So a Search check with a high DoS will be able to add all items kept at that DoS and all the items that required less DoS than what the character rolled.

GENERATING LABOR VS SEARCHING A LOCATION

Searching a location in a way to generate Labor indicates that a character will be able to accomplish whatever it is they are attempting given enough time, because Labor costs do not generally need to be paid all at once. It can be done gradually over multiple periods of Time.

Also, multiple characters attempting a Search will be able to combine the Labor they generate. In the case of Searching to find supplies, just using the highest DoS

of all the attempting characters will be sufficient in determining what is added to a Resource Catalog.

The question in this case becomes how many periods of Time does a character wish to spend 'searching' a location that demands a high Labor cost to unlock or find. A similar problem arises when there are not multiple characters attempting a search in order to maximize the chance of getting a decent amount of DoS to add all of a location's items to the party's Resource Catalog.

RESOURCE

Characters can spend Materiel to generate Resource that they can use to purchase equipment from their available Resource Catalog. The amount of Resource that spending Materiel will create is equal to d6 (d5!). A character can exchange Materiel for Resource any time they are able to make Resource purchases. So, under normal circumstances, this will be either at the location Materiel is found or when the characters return to a Stronghold or Safehouse.

D5!

Converting Materiel to Resource can be subject to d5!. The result of a 6 can be treated in multiple ways at GM's discretion.

0 - The 6 is treated as a 0, meaning the supplies are either not as good as expected or the combined supplies found took up lots of space.

5 - Treat the roll of a 6 as a 5 or gain d3 SP.

Rare Find - Reduce 'Rare' rating by 1 per 6 rolled for a purchase from a Resource Catalog.

Exploding - Add 5 to the result and roll again.

Useful - Either by accident or by astute observation on behalf on the searching character, a supply found is especially needed or is of exceptional quality. Gain d6 SP.

6 - Treat the result of a 6 as a 6 normally.

STASHING /DISCARDING MATERIEL

A character is capable of hiding or discarding Materiel. Hiding it will take 1 Time and a 'Hide' check. The Materiel will be hidden for d6 (d5) Time per DoS. While hidden, the Location can be returned to by the stashing character and Materiel can be retrieved without requiring a 'Search' check. Make note of the Location Materiel was found initially, as it may alter what is available on a Resource Catalog. The original Location will count as having not been searched until the Materiel is retrieved. The location the Materiel was gathered from will not count as having been searched for purposes of adding to a Resource Catalog until the Materiel is brought to the appropriate location where purchases from a Stronghold Catalog can be made.

A character discarding Materiel (likely in a haste to unburden themselves) can do so instantly, but the chance of being able to retrieve it will be far slimmer. It follows the same rules as stashing Materiel, only a character trying to retrieve it where they left it will find the Materiel missing with a chance of success equal to d6 (d5) per Time. Retrieval could, of course, be a story element as opposed to mere check made to see if the Materiel is missing.

D5!

For characters stashing or discarding Materiel, a d5 can be utilized.

0 - Treat the roll of a 6 as a 0.

6 - Treat the roll of a 6 normally as a 6.

Out of Sight - The supplies are sufficiently hidden away from immediate view. This die will instead tally d3 days that will count towards how long the Materiel is safe.

Perilous Placement - The location that the Materiel is left at (either normally or by virtue of some unforeseen circumstance) is extremely dangerous to attempt a retrieval. Characters that retrieve the Materiel will trigger an E% and will also generate 1 Risk per 6 rolled.

Scattered - The supplies are damaged or picked through. Each 6 will reduce the Resource generated by exchanging this Materiel by 1. Whether or not it can still be used for Stronghold upgrades is a 10% chance per 6 rolled that it cannot.

MAPS

A character is able to write maps or instructions to allow other characters to locate discarded or stashed Materiel. The character creating the map or writing the instructions will be able to contribute 1 DoS in a Search check so long as the other character has possession of and can understand the instructions. The Map will contribute 1 DoS per DoS in the authoring character's 'Expression' or possibly 'Navigation' check.

Verbal Instructions

A character can give verbal instructions instead of writing directions or a map. This will operate in the same fashion of a map, but it will lose 1 DoS it contributes for each attempt to follow the instructions that fail.

THE STRONGHOLD

Characters that are seeking shelter while they rest, patch up injuries and maintain their gear do so in a Stronghold. A Stronghold is designed and maintained as a fortress in the sea of chaos that is a (comparatively) safe haven from the horrors of the outside world. This is often not a normal status of any location, rather it is maintained diligently to protect its inhabitants.

WHY CREATE A STRONGHOLD?

Aside from the practical benefit of having a home base of operation, a Stronghold serves as a cultural nexus that preserves an important microcosm of life and society. These may be the places by which civilization can be returned. Individually, a character can reap a smaller personal benefit by being a part of a great Stronghold. The growth and maintenance of a Stronghold is therefore in their best interests and in the best interest in those under their care to build and maintain this kernel of civilization; perhaps in the desperate hope that one day it can grow and thrive again by the work and sacrifice of its inhabitants.

STRONGHOLD ATTRIBUTES

A Stronghold can be grown and developed as a Character can. They have their own statistics that are the following Attributes: Structure, Viability, Science, Population, Morale and Culture. They will have Levels that may contribute to character's gear or ability.

STRUCTURE

Structure is the physical defensibility of the building or series of buildings that comprise a Stronghold.

VIABILITY

Viability is the measure of the sanitation and capability of supporting life and health and relative comfort.

Benefits

Levels of Viability can be used as DLv. to Kits that increase {Srvl%}.

SCIENCE

Science is the capability to perform advanced medical procedures, research and engineer raw materials into usable gear.

Benefits

Levels of Science can be used as DLv. to Kits that increase {A-Eng, A-Med, Sci}

POPULATION

The human resource that results from hard working individuals and groups that contribute to Stronghold growth. Larger population spurrs a character with a greater need to stand strong to protect and provide for them. A large population is also capable of getting a lot of work done, but can also generate a lot of unrest if not managed properly.

Benefits

Population has no intrinsic benefit, however, they are used as a distribution of labor to various Stronghold features. This will allow the Stronghold and the player characters to take advantage of the benefits of various upgrades and undertake projects to improve the Stronghold. Population used to generate Labor are considered "Mobilized Work Force". The temptation is to have all Population working at all times, however, that puts considerable strain on the Stronghold's morale and can invite civil unrest, sickness, injury or worse from overworking the population.

Labor - Population is used to generate 'Labor', the use of which will be gone over later in the Upgrades section of this chapter.

MORALE

The collective Strength of spirit of a Stronghold and the characters. High morale prevents moral decay and drives agreed upon collective action to improve their lives and those around them.

Benefits

Beneits of high morale give a higher minimum resistance to psychological damage.

CULTURE

The preservation of expression of religion, arts and cultures is a Stronghold's Culture. A high Culture will indicate a broad acceptance of different ideas and expression of opinions through words, art and with an understanding of universally applied moral principles. By comparison, low Culture indicates, at its worst, a brutal, narrow minded, oppressive governance, where player characters are seen as a warrior caste and other Population as little more than serfs. Morale is often used as an alternate axis to Culture, where lower Morale will indicate a descent into the brutality described.

Benefits

Levels of Culture can be used as DLv. to Kits that increase {Dipl}.

Stronghold Attributes and Active Descriptors

Attributes that contribute DLv. to Kit construction will always count as Active Descriptors. The use of Stronghold Attributes in this way can still be overruled by a GM. Occasionally, the use of Descriptors provided by a Stronghold will need specific Stronghold Upgrades in order to take advantage of them. Likewise, certain Stronghold Upgrades can provide additional Descriptors or DLv.

STRONGHOLD UPGRADES

Characters are capable of upgrading their Stronghold with features that expand their benefits to the characters and population within. They often allow characters to extend the "Benefit" of a Stronghold Attribute to other kinds of Checks, special rules, or Descriptors.

UPGRADES

A Stronghold can have multiple upgrades that represent structures added on or naturally a part of the building (or buildings) that comprise a Stronghold. Even if characters have these upgrades as a part of their Stronghold, they will often require that a certain Labor cost, Materiel or other price be paid. It is important to distinguish the cost of Labor to construct such upgrades (which are typically high) with the cost of Labor to take advantage of certain abilities that an upgrade provides. In addition to this, many upgrades require a Labor cost for Maintenance. If the Maintenance cost is not paid each 20 Time, then the upgrade falls into Neglect, which may carry with it some terrible consequences. There are many tools and gear that characters can accumulate and use that can count towards the Maintenance cost of most upgrades.

LABOR

Labor is the work ethic, attention and skill of your Stronghold's population and characters. It is the resource that is spent around the Stronghold to maintain, utilize and strengthen it. It can also be used to do things that are potentially of benefit to the characters directly, such as the crafting of gear (adding new items to a Resource Catalog), repairing damaged goods or using the various special rules provided by the various Stronghold Upgrades. This can also be a requirement to complete many kinds of Missions.

Generating 'Labor'

Each Population used as a Mobilized Work Force to generate Labor will add 1d6 + Morale "Labor" once per 20 Time. This 'Labor' can be used to upgrade the Stronghold, access the various features of a Stronghold or certain Missions. Labor generated cannot be saved or stored, it must be spent during the span of the 20 Time it was generated. Spending Labor on construction projects or some Missions that require large amounts of Labor are a cumulatitive total, however, as a project can take characters a long time to complete. This is especially true of construction Missions.

Player characters can generate Labor as well, and it is often modified by their choice of Abilities and DLv. in certain Descriptors. A player character Stationed at a Stronghold can naturally generate 1d6 + Morale worth of Labor, but they can often claim bonuses in ways that Population can't (such as by use of certain Abilities or DLv. in appropriate Descriptors). Stationed Characters that are recovering from Injuries or are otherwise incapacitated may not generate Labor.

D5! - Generating 'Labor'

Unrest - Each (H) result when rolling to generate Labor will increase Unrest by 1. The Unrest can bubble into a full blown confrontation by allowing it to trigger certain Hazards a GM can play, Injury to the Population or characters due to carelessness, overwork, or lack of leadership, and can negatively alter the productivity and unity of the Stronghold. Unrest persists until it is removed.

Unrest - Each 'Unrest' will drain 1 Labor from the total Mobilized Work Force rolls. A character can actively attempt to alleviate Unrest in one of the following ways:
Diplomacy - A character can attempt a Diplomacy check (of their choosing), each DoS will reduce Unrest by d6. Each DoF will increase Unrest by 1, however.
Concession - A character can actively concede and admit failures to their Population and spend 1 Morale in order to reduce Unrest by d5. The roll of an (H) will count as a 0.
Acrimony - Remove 1 Unrest to generate d6 Risk as a character's attention is diverted.
Rest - Characters may allow Population to rest for 20 Time. Each resting Population will reduce Unrest by 1. A resting Population cannot be used as a Mobilized Work Force or anything of this nature.

ALTERNATE LABOR GENERATION

There are many other means of generating Labor. Power generators, high quality tools, beasts of burden and certain Stronghold Upgrades can all produce Labor under the right circumstances (generally, a shared Descriptor indicates such a situation) or can reduce the Labor cost of certain undertakings.

LABOR COST

Any undertaking that requires a Labor cost can pay it gradually over time. Most large projects have such high Labor costs that it will be impossible to pay it with the Labor your Population and characters can generate in a single 20 Time period. Any project that is undertaken, but not yet complete is considered 'in progress'. Only construction upgrades and benefits can be paid over time. Those Labor expenditures that are Benefits or effects generated by Stronghold Upgrades must have their Labor costs paid in full all at once (i.e. you cannot interrupt a surgery halfway, only to be picked up later with no detrimental effects the same way you can when building a barn).

LIST OF STRONGHOLD UPGRADES AND LOCATION FEATURES

UPGRADE LIST

The various upgrades will be presented in this fashion:

Name of Entry

Descriptors
Prerequisites: cost in Labor, SP and Materiel or other things required to build
Maintenance: any costs associated with maintaining this Upgrade
Neglect: What results from not paying Maintenance costs

Advantages - Bonuses, Effects/Labor and/or SP expenditure options resulting from access to this Upgrade

BARRACKS

Population, Morale, Stronghold
Prerequisites: 50 Labor per Population, 3 Materiel per Population
Maintenance: 1 Labor per Population
Neglect: 25 Labor to bring back to operating power.

Rest - A character can remove 1 extra Fatigue when resting.
Comfortable - (5 Labor) One resting Population removes d3 Unrest instead of just 1.

BIOMASS RECONSTITUTION CHAMBERS

Survival, Sustenance, Agriculture, Stronghold, Viability
Prerequisites: 100 Labor per Viability bonus, 1 Materiel per Viability bonus
Maintenance: 5 Labor per Viability bonus added
Neglect: -1 to Viability bonus. Reducing to 0 will require reconstruction and sanitation.

Viability - A garden can upgrade the Viability of the Stronghold up to double of the natural Viability of the region. Each bonus Viability will alter its construction cost and required upkeep.
Harvest Time - A garden will generate 1 Food per Viability bonus every 20 Time if the Maintenance is kept for 90 days or more.

CHAPEL/SANCTUARY

Population, Morale, Stronghold
Prerequisites: 25 Labor, 2 Materiel
Maintenance: special
Neglect: n/a

Reflection - (10 Labor) Population may spend a few moments in reflection in a Sanctuary. Unrest is reduced by 1.

Relic - Having a relic of some sort (holy symbol or item of significance to the religion or the Stronghold specifically), contemplative scripture, aids to prayer or devotionals, the reduction in Unrest can be increased to d3 per 10 Labor. Having this option requires 3 extra Materiel as a Prerequisite in this upgrade's construction.

Religious Service - (2d6 Labor) If the chapel serves as a point where a religious service is conducted, then actively using it in this fashion will allow 1 Unrest per Morale to be removed upon a sabbath or similar holy day. This will require that a character with at least 10 DLv. in an combination of Profession, Training, Morale and Theology with at least 1 DLv. in each to preside over the service.

ENGINEERING BAY

Engineering, Stronghold, one Material Descriptor
Prerequisites: 200 Labor, 5 Materiel
Maintenance: 10 Labor
Neglect: Cannot use 'Restock'

Restock - Remove 1 Depletion point from any entry in the Stronghold's Resource Catalog for every Labor spent. The entry cannot have its own CU entry and must share a Material Descriptor with the workshop.
Upkeep - Remove 1 Durability damage from equipment with a shared Materiel Descriptor by spending 25 Labor and 1 Resource per CU.
Right Tools - A workshop needs additional upgrades that represent tools to work with proper materials. 1 Materiel will allow characters to add 1 'Material' Descriptor to represent specialized tools to work with that sort of material.

Craft - Characters can spend 10 Labor or 10 SP per CU to construct specific items that has all the shared Material descriptors with that of the Workshop.
Gunsmithing - The Firearm descriptor can be added to the workshop by spending 2 Materiel.
Tech Points - A character can apply a modification to gear with remaining Tech Points. The Labor cost will be 10 per Tech Level the character is uploading the Gear to.

INFIRMARY

Medical, Stronghold
Prerequisites: 1000 Labor, 15 Materiel
Maintenance: 10 Labor
Neglect: Must use Makeshift Infirmary rule until Sanitized

Medical Personnel - DLv. in a Stationed character's Medicine Descriptor will substitute any Labor cost for Maintenance or any features provided by the Infirmary. Characters that do not possess any Medicine Descriptors will double the Labor cost if attempting any of the features of this Stronghold Upgrade.

Medicine - (20 Labor) - Treat one character's 'Flesh Wound', 'Poison', or 'Sepsis' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Surgery - (30 Labor) - Treat one character's 'Open Wound' Injury. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Set Bone - (15 Labor) - Treat one character's 'Bone Injury'. A successful {AMed%} will be required or the character will take 1d3 Injury damage per DoF.

Makeshift Infirmary - Any of the above features can be attempted without a dedicated Infirmary or an Infirmary fallen into Neglect, but resulting Injury damage will be increased from d3 to d6 per DoF in an {AMed%}.

Sanitize - (25 Labor) - a Neglected Infirmary will no longer have to use the Makeshift Infirmary rule.

Viral - (50 Labor) - A character can remove 1 Viral.

LABORATORY (SCIENTIFIC DISCIPLINE)

Science, Stronghold
Prerequisites: 500 Labor, 10 Materiel
Maintenance: 10 Labor
Neglect: No advantage can be taken

Science - Character can reduce Labor cost by 50 and 1 Materiel per Science of the Location the Stronghold occupies.

POWER GENERATOR

Science, (Energy)
Prerequsites: Special
Maintenance: 1 per 10 Labor
Neglect: No power is produced

Power - The power generator will produce 10 Labor towards any other Location feature that utilzies its energy to use power tools, lights and beneficial machines.
Fuel - Each Materiel that is spent on fuel for the generator will count as 100 Labor for Maintenance.
Energy Production - The generator produces 10d6 Labor.
FTL Leap - 500 Labor - Travel to any other star system.

RESEARCH SPECIMEN

Science, Stronghold, (Opponent)
Prerequisites: 25 Labor, capture of an Opponent
Maintenance: 5 Labor
Neglect: reduce Culture by 1

Research Opportunity - This upgrade increases Science by 1
Practice - This allows (Opponent) to be an Active Descriptor by characters
SC% - Descriptors provided by a Research Sepecimen can be added to bonus to {MA%, Thrw%, RPnc%}

WATCHTOWER

Survival, Stronghold, Structure, Firearms
Prerequisites: 300 Labor per Structure, 5 Materiel per Structure
Maintenance: 5 Labor per Structure
Neglect: No advantage can be taken

Firing Platform - Armed Population manning the Watchtower can provide covering fire for characters returning and departing from a Stronghold. This will reduce Risk by 1 per Structure every 20 Time.
Fortification - The watchtower can be fortified and access points secured. By increasing the Labor cost by 100 and by spending 1 extra Materiel per Structure, an existing watchtower can also increase the Structure of the Stronghold by 1.
Signal - The tower can be used to signal to characters and other survivors. If the characters spend an extra Materiel in the construction, they can reduce the SP cost of Missions with the Survivor Descriptor by 50%. This will also allow a character to use the Watchtower to provide 1 DLv. per Structure to kits that provide bonuses to {Srvl%, Nav%}.



CHAPTER 8
GEAR



PLEASE REPORT FOR YOUR STANDARD ISSUE GEAR

You will be assigned equipment based upon you role and proclivites determined by your testing. You may be allotted additonal supplies based upon your mission's needs. Please make known such exceptions to the quartermaster.

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OVERVIEW OF GEAR

While you can be prepared in mind and spirit, it is also important to have access to appropriate equipment with the knowledge of how to use it. Even though there are suitably rugged and resourceful individuals that can survive and thrive with only what is around them, for the rest of us, there is a certain reliance upon gear that needs to be acknowledged. In *Outbreak: Deep Space*, it is important to recognize that gear is not something that makes one magically more effective at survival. It will instead amplify personal ability. The same piece of gear in one person's hand will be more useful in another's if the other has spent more time practicing or has ample improvisational skills. This is why training and personal responsibility for one's safety is paramount to all other priorities, more than the fanciest survival gadgets or the size of one's guns. A person must, in and of themselves, become a creature of pure survival instinct and preparedness in order to truly have a fighting chance in a dying society or against incredible odds.

GEAR BONUSES

A piece of gear or collection of items in a 'Kit' will provide a 'Gear Bonus' to a character's checks. Realistically speaking, the same object will not provide the exact same amount of benefit to two different characters. Different characters may have much better training with certain kinds of gear. This collection of character-provided benefits and gear-provided benefits is described by appropriate Descriptor Levels (DLv.). Most gear and Kits will provide bonuses based on overall Descriptor Levels. This way, the same equipment will be able to provide greater bonuses to characters with a higher degree of training or a specialized skill set.

WHAT IS A KIT?

A Kit is an abstraction that is a collection of physical, reusable elements that are used together to maximize the effectiveness of the user's training for a specific purpose.

MULTIPLIERS

In *Outbreak: Deep Space*, most gear involves the use of Multipliers. These are what multiply Descriptor Levels to generate Gear Bonuses. It would seem that it should be easy to completely shatter any sense of difficulty if you were able to consistently get a Multiplier of 4x, 5x or even higher. For this reason, it's important to understand how they work, as such very high Multipliers are extremely rare or happen only under very specific circumstances.

0x MULTIPLIERS

It is possible to have a Multiplier of 0x. In this circumstance, the gear providing it or the circumstance is so un-ideal, that all DLv. normally used to generate a Gear Bonus would be reduced to 0 (as any number x 0 = 0). Note that all Trained and Expert Skills have a default Multiplier of 0x, which means that DLv. cannot be added to their percentage chance of success unless there is Gear or some special rule that provides a Multiplier. This makes sense, particularly, in combat, where (for example) a Ranged Attack makes no sense to attempt unless they had a Ranged Weapon to provide a Multiplier to those specific kinds of checks. Conversely, all Basic Skills have a base 1x Multiplier, which means that characters will always be allowed to add DLv. to a Basic Skill check.

ONE MULTIPLIER ONLY

You are only ever allowed to utilize a single Multiplier. If allowed multiple Multipliers, then a player can choose the highest from among the ones available.

MULTIPLIERS DO NOT "STACK"

If you have gear that provides a Multiplier and another similar or component gear or Ability that also provides a Multiplier, their Multipliers DO NOT combine unless it has a "+" to indicate it.

Multiplier Example

If 'Sterile Bandages' have First Aid Kit (1x) and a character already has a First Aid Kit (2x) that 2x does not become 3x. However, it is very likely that the Bandages have Descriptors that can contribute to the larger First Aid Kit's construction, so it can contribute to the bonus because Descriptors can combine, even if Multipliers can't.

The reason for this distinction is that the 'Sterile Bandages' can be used in lieu of a larger, more dedicated Kit if they are used to treat a specific injury that requires them, such as Open Wounds.

UPGRADES THAT INCREASE MULTIPLIERS

Each Kit or weapon has multiple options to increase a Multiplier for that particular gear or allows a larger Multiplier when using it under certain circumstances. These options are spelled out quite clearly in their entries and unless the entry explicitly states that it can increase a Multiplier "per TP or EM spent" then it can only ever increase a Multiplier once. However, the same gear can have multiple different options to increase a Multiplier, but there is usually some additional caveat for doing so.

For instance part of a functioning First Aid kit can be scissors, a pocket knife, reusable ACE bandages and a cold compresses, in addition to the consumable pills and antibiotics that are also typically considered part of it. By comparison, a Survival Kit of cavemen would be comprised of flint tools, a waterskin, and throwing spears or bows. A far cry in technological sophistication from what we can enjoy today, but a caveman's constant reliance upon their knowledge of hunting and gathering would augment the effectiveness of this stone age gear to allow them to survive for days at a time and bring down prey many times their own size... a feat that few today would be able to accomplish given the same equipment.

This term, 'Kit' may describe things that are not collections of gear, but represent large, important pieces of hardware for a specific purpose. A weapon is a good example of this. A machette can be a piece of survival gear and it can function as a durable, effective weapon. Also, a firearm is a reusable piece of hardware that can allow as many ranged attacks that its supply of ammunition will allow; so it can also be considered a Kit. For this reason, weapons are built using the framework called a 'Kit Chassis'. A Kit Chassis is basically the size and number of components that can be added to a kit of a certain size or sophistication.

KIT CHASSIS

The following are the main categories of Kit sizes along with a general description. The DLv. worth of components a character can add are just those physical items that are taking up space inside the Kit's container. Other factors that contribute to DLv., like tiers in certain Abilities a character can take, Formations, or Tactics, do not count towards the DLv. that each size of kit is allowed to have. The Mx is the starting Multiplier that a Kit will have at certain sizes. The CU rating is how many Cargo Units each kit will take (at minimum) at certain sizes.

SMALL KIT

Generally nothing more than a small pouch or pack worn about the hip or a compartment of a larger pack that has a collection of a few objects of use in it. A weapon of this size is rarely anything more than a sidearm. This is small enough that a character can carry a few small kits like this (just in case) without much impediment.
Possible # of Descriptors: 1-3
(2-4 entries' worth of components)
Possible Capacity: 10
Average Mx: 1x
CU: 1 (Min.)

MEDIUM KIT

A well assembled kit that contains tools of a specialized nature. They are slightly bulky. They're typically not carried unless the user knows they're approaching a situation that has a chance that such collections of gear will be needed. A weapon of this size has decent stopping power, but displaces other Kits with their greater minimum CU, so some discretion is still needed in deciding whether or not to carry any kit of this size.
Possible # of Descriptors: 2-5
(5-9 entries' worth of components)
Possible Capacity: 20
Average Mx: 2x
CU: 2 (Min.)

LARGE KIT

Assembled for a very direct purpose, a kit of this size and thoroughness is not carried lightly (figuratively and literally). A weapon this big is not carried unless you expect a fight, a kit this big isn't carried unless you know for certain you're going to need it.
Possible # of Descriptors: 4-10
(10-15 entries' worth of components)
Possible Capacity: 30
Average Mx: 3x
CU: 3 (Min.)

DESCRIPTORS

Like many Abilities, gear provides Descriptors that can combine and allow for larger bonuses to the character. Gear will provide additional Descriptors, but collections of appropriate gear, called 'Kits' can modify the bonus further by multiplying the bonuses granted by all Descriptors with their 'Multiplier' (Mx).

See Descriptors in Chapter 3 for how to generate Descriptors Levels (DLv.) in order to determine gear bonuses for Kits and other gear that provide Multipliers. Consult Chapter 6 to see how they are used in gameplay.

USING KITS

A character can assemble and carry multiple Kits which can provide Multipliers to the kinds of checks that the player thinks most necessary. If a character carries a Kit, they can generally add a Multiplier (1x) for every CU the kit takes up. The Multiplier will multiply the appropriate Active Descriptor Levels to determine the bonus provided.

Example 1
A character has 2 tiers in Marksman and 3 tiers in Law Enforcement (abbreviated entries provided for reference).

This means that between the two, the character has the following Descriptors: Firearm, Pistol, Profession, Law.

MARKSMAN (PISTOL)
Primary Attribute: Perception
Descriptor(s): Firearm, Pistol

LAW ENFORCEMENT
Primary Attribute: none
Descriptor(s): Profession, Law, Firearm

The character's DLv. are then as follows:
Firearm - DLv. 5 (provided by tiers in both Abilities)
Pistol - DLv. 5 (provided by tiers in both Abilities)
Profession - DLv. 3 (provided by tiers in Police only)
Law - DLv. 3 (provided by tiers in Police only)

These DLv. totals are used to determine many things, so it is very helpful to have a quick reference of everything a character has at their disposal.

Example 2
Same as above, but a character has access to the following piece of equipment attached to their firearm:

'Reflex Sight, Handgun' +2 DLv. Pistol, +1x Lethality at Close Range.

Having access to this gear provides 2 extra DLv. worth of 'Pistol'. Using the example above, the character's available DLv. are changed to the following:
Firearm - DLv. 5 (provided by tiers in Law Enforcement and Marksman)
Pistol - DLv. 7 (provided by tiers in Law Enforcement, Marksman, and 'Reflex Sight, Handgun')
Profession - DLv. 3 (provided by tiers in Law Enforcement only)
Law - DLv. 3 (provided by tiers in Law Enforcement only)

APPLYING DESCRIPTORS

A character or GM that is trying to pick Descriptors (assuming they have the option to do so), is recommended to keep it limited to 3 or 4 different Descriptors to use among their available Active Descriptors. They are encouraged to pick Descriptors to fulfill the following categories:

- Type of check
- Gear/tools used
- Location the check is made
- Ability tiers
- Category of target

This is just a recommendation, a player can petition to use as many of the Active Descriptors as they feel appropriate, but the GM can veto the use of any Descriptors not explicitly stated as being necessary. There will be plenty of entries that will spell out which Descriptors would apply to common Actions. There are also plenty of opportunities to match Descriptors of the character with those of the situation, which provides an easy reference as to what sort of Descriptors (and bonuses) will apply.

Once the Descriptors are chosen, then the Descriptor Levels (DLv.) apply to the situation, whether they are altering an SP cost or reward, a Hazard's Risk cost or are factored into a Gear bonus of some kind.

USING DESCRIPTORS TO FORM GEAR BONUSES

Example 1
Cy has considerable survival skills and is generally well prepared, and has a total of 'Survival Lv. 5' for his Descriptor Lv., which is provided by his combined Abilities and gear. He dedicates 2CU of his available Cargo to a Survival Kit. Being 2CU, the Kit is rated at 'Survival Kit (2x)', which will double the appropriate Descriptor Level to determine what bonus it gives when he uses it. In this case, the 'Survival Kit (2x)' will grant a bonus of +10 to Cy's 'Survival' check (5 x 2 = 10). If Cy had a better or more fully stocked survival kit, say, 'Survival Kit (3x)' then the bonus would be +15 (5 x 3 = 15), and so on.

Example 2
Same as Example 1, but Cy decides that his 'Survival Lv. 5' is good enough to allocate less of his available CU to a dedicated Survival Kit without too much risk. He decides to only utilize a 'Survival Kit (1x)' which reduces its CU to 1, but only allows Cy to use his base 'Survival' Descriptor Lv. when determining the gear bonus it provides, as the Multiplier is only 1x. This is better than not taking a Survival Kit at all, as allocating no CU of space to a 'Survival Kit' will count it as 0x, which reduces all Descriptor Levels that his Abilities and gear provides to 0 (5 x 0 = 0). In this case, having no Survival Kit whatsoever, a character will have to make do with their own base 'Survival' check percentage chance.

Example 3
Same as Example 2, but Cy has the Ability 'Survivalist - Wetlands', which grants him the special rule that he can always count as carrying a 'Survival Kit (1x)' in the named biome (in this case, Wetlands) in addition to giving him 'Wetlands' as a Descriptor. If he is in a Location that has 'Wetlands' as a Descriptor, then the Location and an appropriate Descriptor of Cy's match,

so Cy can use his Ability 'Survivalist' to generate a gear bonus, even though he doesn't have an actual Kit. This represents Cy leaning on years of experience and ability to improvise. It's not as good as a dedicated Kit, but it's certainly better than nothing.

Example 4
Cy knows that he will be climbing extensively soon, so before he departs for his mission, he assembles a new kit that has lots of ropes, hooks and clothes that aid in climbing. Because Cy is not that experienced a climber and doesn't have a thorough list of what he needs, the Climber's Kit only has 'Climb' and 'Mountains' as Descriptors. This Climber's Kit will take up 2 CU, so the Multiplier will be generally be 2x to 'Climb' and 'Mountains' Descriptors to determine the gear bonus the Kit provides when used.

Using Components to Enhance a Gear Bonus

In addition to a character's Ability choices, other equipment they carry could also add Descriptors to a Kit's construction. So long as gear has at least one Descriptor that is an Active Descriptor, it can provide a DLv. to a Kit the same way a character would with Descriptors provided by their Ability choices.

Example 1
A character carries a firestarter (Survival Lv. 2, Fire Lv.1). This means that a character can add 3 Descriptor Levels to any Kit that has Survival as a Descriptor, specifically when trying to start a fire, or 2 Descriptor Levels in general survival situations.

Example 2
A character carries a very good Flashlight which has (Dark Lv.3). If Dark is ever an Active Descriptor, then the Flashlight can be used in any Kit to provide 3 Descriptor Levels, as Dark is a Descriptor provided by the environment or Location. Gear that provides such a broad-based use will usually have some other condition for their use. In this case, a character must dedicate one a hand to using the Flashlight. This restriction and others like it may impede the use of other equipment.

Note: A player may wish to keep these additional Descriptors listed in their Kit construction for ease of reference even if the Descriptor doesn't always apply. If players want to denote that certain components only apply in certain situations, they can put the DLv. in parenthesis on the Equipment Reference Sheet so that they can know to ignore or apply it as the situation dictates. Most of the time, it will only be gear that has restrictions like this, but some Descriptors provided by character Abilities are also subject to this sort of situational use.

It is also helpful to put in the Kit's entry what other Active Descriptors or factors needs to be in place for a piece of gear to be able to contribute DLv. to a Kit. This can apply to gear that more often has an Active Descriptor provided by a Location or situation than a character or Kit type; such as the Flashlight, which isn't beholden to any Kit type, but is helpful whenever Dark is a Descriptor.

Organizingcomponents and Ability DLv. bonuses

A character sheet has space for entries to determine what DLv. is provided by a character's Ability choices and available gear. This can be done in a couple of ways, it's up to the player to determine how best to organize it for their use, as they both provide the same in-game benefits.

Organized by Descriptor
A player can break down all of the Descriptors that Abilities provide into the "Descriptors" section of the character sheet. A player then applies them to any and all Kits they carry that share Descriptors. This is recommended for characters that change out their Kits frequently and have a large variety in their opponents and location.

Organized by Ability
A player can organize DLv. by the Abilities that provide them. Using a Kit's Descriptors as reference, combine the DLv. of all Descriptors an Ability shares with the Kit and include the name of the Ability into the Kit's entry instead of the names of the Descriptors. This is recommended for characters that want to reduce clutter on their character sheet and do not change Kits out very often. It is also easier to make pre-generated characters in this fashion, as this indicates where DLv. bonuses are coming from as opposed to just providing the broken down list of Descriptors.

Depletion and Depletion Rolls

A gear or a kit that depletes with use generates a Depletion Point each time the character's Intent requires use of the gear or kit. A character making a check with the gear or kit's additional benefit will roll 1d6 per Depletion point. This is called the "Depletion Roll" If this roll ties or beats the gear's "Capacity" entry, the gear, component or kit is no longer usable. This may mean that parts need replacing or reloaded or that the object or kit itself may never be used again. Such distinctions will be

made in the entries themselves. If the Depletion roll does not exceed the Capacity, then it may be used again. There are multiple ways to reduce the Depletion Roll and even remove Depletion points to extend the life of equipment.

Note: The ammunition loaded into a firearm will function much the same way, but will be gone over in the Fire Control section of "Depletion and Durability".

REPLENISHMENT

A kit that uses up it's components will acquire Depletion points, and the act of removing those depletion points and is called Replenishment. There are several ways to do this, but the most common one is purchasing another example of the item from a Resource Catalog and transferring over the Depletion points to the new item to top off the supply later. There are other means of doing this, of course. Coming across a clean water source will automatically allow a canteen to remove all Depletion points for free, for example. Such exceptions will be included in the gear's entry itself.

KITS AND SIZE

The CU of the Kit represents the physical size as well as the multitude and required accessibility of components that comprise the Kit. Multipliers will apply to all Descriptors that the Kit shares with a character, Location, Opponent and any other shared factors the GM deems appropriate.

A character is normally allowed to carry a maximum 1 CU per SB, so most characters are able to carry multiple kinds of Kits. A character can find, create or otherwise have access to multiple Kits of varying sizes and configurations, and can even share them with other characters under many circumstances. Rules for Encumberance will apply normally to characters that take a combination of Kits that have greater CU than a character's carrying capacity.

It should be noted that any item of gear with a CU value will take up space as a Kit would. Some may provide Multipliers (in the form of Lethality for Weapons) in addition to adding Descriptor Levels to various Kits they carry. So, any Weapon will be functionally the same as a Kit in many respects up to and including the space it takes up in CU. Firearms, for example, can have multiple add-ons, like Scopes, Laser Sights and different grips to add additional Descriptors to the Firearm in the same way items can add Descriptor Levels to kits normally. Similarly, the size of the firearm is often related to the stopping power of the ammunition it fires, and different ammunition can also add Descriptors or alter the bonus to Lethality without changing the weapon's overall CU.

MAKING CHECKS WITHOUT ABILITIES, KITS OR GEAR

The majority of a character's Actions could be attempted without Kits or appropriate gear. Characters have a default Multiplier of at least 1x to all Basic skill checks they attempt. This means that a character can still add the DLv. of any Descriptors that apply to the percentage chance of any Basic Skill Checks.

Trained and Expert Skill checks almost always require some corresponding gear that provides at least 1x of a Multiplier in order to even attempt it. This makes sense in the case of Melee Combat, Firearms, and such checks like that, as they obviously can't be attempted without appropriate gear. There can be some exceptions to not allowing DLv. to add bonuses to the SC% of Trained and Expert skills without corresponding gear. Those typically require an investment of a few tiers in the right Abilities in order to do so.

INDIVIDUAL GEAR SUBSTITUTING A KIT

A piece of gear can substitute a Kit to allow a character to take advantage of gear bonuses provided by Descriptors, so as not to be penalized by having a Multiplier of 0x. The gear can count as a Kit and will take up CU appropriate to the Multiplier it provides. Even if the size of the gear is smaller than what would be normally expected, the gear being kept so close at hand for the purpose of making it a Kit will require it to displace other equipment as if the CU were the indicated size of the Kit it is representing. Also, the risk of using a single piece of gear to replace a Kit is that if the GM determines that the gear is unusable in the character's situation, then it cannot provide any bonuses, Descriptors or Multipliers. An actual Kit will be far more flexible in its use a will often apply their Multiplier to a variety of different Descriptors, whereas a single piece of gear may provide its Multiplier to one, maybe two Descriptors.

Example

Cy's ship is marooned and he lost most of his gear. He finally reaches his destination, a lake in the woods. His survival gear (strapped to the back of his ejection seat) includes an Axe (CU: 2, Lethality 2x, [Bl,Sl], Melee, Survival - Woods), was strapped down and he managed to save it. Going to shore, he drags his kayak aground and needs to make shelter and a fire to dry off. The GM

grants Cy the ability to treat his 2CU Axe as if it were a Survival Kit (2x) to help build his shelter, as he is using it to cut timber to size for a small lean-to. However, the GM denies him the ability to use the Axe as a Survival Kit to start a fire, as he lacks even flint to use against the steel of the blade to start one. This is even considering that the axe could be used to cut fallen trees into firewood. The inability to start the fire itself prevents the Axe from being used to provide a Multiplier as a Kit in this situation. However, since the gear has a Lethality value, it can be used as a Kit for purposes of making Melee Attacks and will take up 2CU of cargo space, even if it's not being used as a part of any other Kit. See "Example 2" for details.

Example 2

Same situation as above, but Cy is attacked by a hulking alien beast as he searches for fallen trees to use as timber for his shelter. Because the Axe has Lethality: 2x, the gear can be used as a weapon. This is because any gear with Lethality can be used by itself as a weapon without a dedicated 'Kit'. The 'Melee' Descriptors will combine and get the benefit of the Lethality multiplier when determining Gear bonuses normally.

It is possible that gear is so bulky and/or specific in their function that it provides Descriptor Levels and takes up CU without possibly being able to be a Kit all its own. This is common to gear that is so large or specialized that its practical use is best restricted to Stronghold upgrades. In this case, the bonuses added to the Descriptor Levels are typically very high.

CONSTRUCTING KITS AND USING MANUALS OR SCHEMATICS

A character can construct multiple different kinds of Kits based upon their knowledge, available resources and information at hand. The character who has access to a 'Manual, Name of Kit (Mx)' will know how to construct a Kit of that Multiplier and CU of the appropriate Manual. Likewise, characters who have Abilities with Descriptors that match the desired Kit they want to construct also know how to construct the Kit. This is done by accomplishing a 'Construct - Kit' mission. What makes Manuals even more useful is that they often can provide Descriptor Levels for being such useful references. They are rarely useable during Encounters in this fashion, however, as they require time to reference. They generally grant Labor bonuses as well.

Constructing a new Kit will take 2d6 (2d5!) Resource per CU of the Kit and can be accomplished whenever a character can make purchases from a Resource Catalog. This cost can be altered by 1 per Descriptor Lv. in any shared Descriptors the character has with the Kit, as well as any component gear they wish to add to it. The kit can also be constructed by generating 25 Labor per Tech Level.

d5! - A kit can be subject to d5! when rolling Resource cost to make it. A 6 can be treated in the following ways:

0 - Treat it as 0. Rolling all 0s will mean the Kit is constructed by scraps of whatever they have lying around.

5 - Treat 6 as having rolled a 5

6 - Treat a 6 as having rolled a 6 normally.

SP - The cost to produce this requires some personal sacrifice or scrapping another useful component. The Kit will cause a character to lose 1 SP per 6 rolled. The 6 can be counted as a 5.

Rare - This kit requires a component with Rare +1 per 6 rolled. The Kit cannot be used unless such a purchase is made. The character does not count as having purchased anything extra, rather that Rare component is considered part of the Kit itself.

UPGRADING OR DOWNGRADING A KIT

A character can upgrade a Kit to a higher CU and Mx if they have access to Manuals or have shared Descriptors that are equal to or greater than the character's target CU and Mx for their upgraded Kit. A container capable of handling the CU of the new Kit is required. Without these prerequisites, a character can attempt to upgrade a kit on speculation. Regardless, ways to do this can be found in the 'Construct - Kit' mission special rules. They typically have Resource costs and require a Check appropriate to the kind of Kit being upgraded. Attempting this without the Prerequisites will increase the Difficulty of the required Check and may increase the Resource cost as well.

A character that has a Kit can voluntarily downgrade the CU and Mx in order to make room for other Kits or larger gear. If a character does this at a Location the character returns to routinely (like a Stronghold or Safehouse), they may upgrade their Kit back to the original Mx and CU when at the Location.

An important note about upgrading and downgrading

Kits is that gear or weapons that provide Multipliers in the form of Lethality cannot be upgraded or downgraded in the way described here. Even though they count as Kits in every other respect, Lethality is generally fixed and difficult to modify. Lethality is only modified using proper gear or upgrade kits or high tiers in appropriate Abilities. This inability to easily alter the Lethality/Mx and having it be frequently different from CU are the primary reasons for the differentiation of Lethality from normal Multipliers provided by Kits. Despite Lethality and Multipliers being mechanically the same, this distinction is necessary. This is especially true in regards to ranged weapons that have multiple Lethality values at different ranges between the shooter and the target.

SCRAPPING A KIT

Characters that are scrapping a dedicated Kit can generate 1d6 Resource per CU. This is typically done for the Kits found by characters that they have no use for or simply don't want to use themselves. Some gear that counts as a Kit cannot be scrapped, especially in the case of individual pieces of gear being treated like a Kit. A Kit can be scrapped whenever a character has access to their Resource Catalog to make purchases. A character can scrap a Kit at any other time but will only get d3 Resource per CU.



KIT TYPES

A Kit can feature the ability to have multiple Types, based upon the kind of gear used to construct it. The types can include anything from Additional Descriptors to Augmenting {SC%}, and will indicate the kinds of checks that Gear Bonus can apply to. Larger Kits can even have multiple types associated with it. The Character Sheet provides boxes to sketch (or write the names of) the symbols of types that the Kit has associated with it.

Name of Kit Type

Descriptors: These are Descriptors that always apply to a Kit with this type. An Ability with a shared Descriptor will allow 1 DLv. per tier. Multiple Disadvantages and Motivations can provide DLv. as well.

Possible Additional Descriptors: These are Descriptors that may apply to a kit with this type.

{SC%}: These are Skill Checks that this Kit type can augment the chance of success of. The amount of the increase is based on the DLv. and any Multipliers. Any SC% entry listed with an asterix (*) may require that another, appropriate Descriptor be an Active Descriptor in order to allow the use of the Kit to augment that particular SC%.

Multipliers: These are factors that can alter the Multipliers beyond the normal (Mx) for the Kit.

FC: Ranged weapons only. This is the number subtracted from a Depletion roll to determine if the weapon needs a reload

Capacity: Ranged weapons and consumable gear only. This is the number that will need to be tied or beaten to indicate character needs to reload a weapon in order for it to be used again or before a kit needs to be replenished.

Speed (Enc./Time): What 'Speed' the Kit's use requires. The first number refers to Moments during Encounters and the second involves the amount of Time is required (assuming that the Kit is capable of being used in both circumstances). If a Kit cannot be used during either an Encounter or periods of Time, then there will be a (-) in the appropriate entry.

Special: Any additional rules that may apply.

The following section is to explain the nuances of gear construction. For those players or GMs that wish to just play using a list of pregenerated equipment, then you can skip ahead to the "Equipment" section.

SPECIFIC EQUIPMENT

It is very helpful to understand that 'Kits' as they are presented in the following section are merely a very general framework for determining what kind of equipment a character uses. Players may custom make their Kits and Gear in *Outbreak: Deep Space*. When a Kit starts, it's usually with a chassis, which is then build up from that framework. Specific equipment will have taken construction of kits a step further by indicating what the kit chassis actually built.

Example 1

Weapons are the most easily explainable example. For instance, 'Firearm - Long Gun' is the basic chassis used by rifles, shotguns and carbines. A weapon's entry will not have 'Firearm - Long Gun' as its name, rather it will have the name of that specific weapon. The rest of the entry will feature all of the other rules that an individual firearm may have and it will be reflected in the specific profile.

For this reason, specific named kits may have an entry that tells the reader what kit type the equipment is based upon. It is also possible that a specific piece of gear may count as multiple types of Kit.

Example 2

Dagger

Type: Melee Weapon (Pi, Sl), Defensive Weapon

In this example, this short blade has both the kit chassis type of 'Melee Weapon (Pi,Sl)', and 'Defensive Weapon'. This means that rules that apply to both of those kit chassis (as well as any upgrades they are both allowed) can apply to this weapon.

Why is this done?

Because characters or GMs that wish to make their own, unique gear may want to use these general chassis types. These general entries as a framework to quickly create new items that do not have one. For instance, a GM wants to make a grapple hook gun, so they create gear that has a 'Firearm - Pistol or Firearm - Long Gun' but also has the 'Climbing Gear' kit chassis type. Now that there is a framework for this new piece of equipment to follow, it becomes easier to use in your games and even modify in a way that is consistent with the rules presented for existing equipment.

LIST OF KIT CHASSIS TYPES

BAIT/LURE (OPPONENT)

Descriptors: Survival, Hunting, Trapping
Possible Additional Descriptors: Beast (type), Living, Zombie
{SC%}: {Hide*, Snk*, Srvl*}
Multipliers: Abilities or highly sought after substances by the opponents. This generally varies based upon Scenario.

Special

Distraction - During Encounters, a character can use Bait/Lure to increase the Moments of nearby Opponents' Actions by 1 per DLv. (Multipliers may apply to increase this further).

Tech Point Upgrades

- ***Superior Bait*** (1TP) +1d5! Moment delay with use. Reduce Risk between Encounters by 1d5!
- ***More Bait/Lures*** (1TP) +5 Capacity.

CRAFTING TOOLS (MATERIAL)

Descriptors: One of the Possible Active Descriptors
Possible Additional Descriptors: The name of material
{SC%}: {Co/En*}
Multipliers: Abilities and high quality components

Special

Labor - Crafting tools can be used to generate Labor when constructing or demolishing the appropiate materal. The Labor generated is equal to 1d5! + DLv.

Tech Point Upgrades

- ***Superior Tools*** (1TP per Mx) +1Mx to the kit using one specific kind of material.
- ***Versatile Tools*** (1TP) add an another kind of material this crafting tool can apply to.

CLIMBING GEAR

Descriptors: Climb
Possible Additional Descriptors: Biome - (Mountains)
{SC%}: {Clim, Srvl*}
Multipliers: Abilities and high quality components

Special

Climbing Appratus - Each TP spent on this gear will allow its bonus to apply to +100 feet.

Grappling Hook - A TP can be spent on a grappling hook that can be thrown or shot into place to allow a character to climb.

Tech Point Upgrades

- ***Superior Gear*** (1TP) add +5 DLv. to 'Biome - Mountain, Forest'
- ***Higher Climb*** (1TP) the character can assisted climb 250'.

DATA PROCESSOR

Descriptors: Computing, (Profession - Computer Engineer, etc)
Possible Additional Descriptors: Melee, Ranged
{SC%}: {DgtlSys}
Multipliers: Hig quality processors and access to high-speed, high-capacity networks
Special: Can only be used to help generate Labor when there is a compatible operating system or network.

Special

Labor - Data Processors can be used to generate Labor when utilizing data systems. The Labor generated is equal to 1d5! + DLv.

Tech Point Upgrades

- ***Superior Processor*** (1TP per Mx) +1Mx
- ***Superior Software*** (1TP) add a bonus +1d5! Labor when using Location Features.



DEFENSIVE WEAPON

Descriptors: Defensive
Possible Additional Descriptors: Firearm, Melee, Ranged
{SC%}: {MA*,Grpl}
Multipliers: Lethality, some Abilities and high quality components

Special

Easy Access - Having a Kit with this type will often allow its use regardless of whether or not it is equipped (generally 1CU or less will allow this).

Tech Point Upgrades

- ***Superior Defensive Weapon*** (1TP) 'Defensive' DLv. +5
- ***Lethal Weapon*** (1TP) Deadly: +1

ENVIRONMENT SEALED GEAR

Descriptors: Swim, Endurance, (Biome - Space)
Possible Additional Descriptors: Survival (Aquatic, Space)
{SC%}: {End, Srvl*, Swim}

Special

All-Enclosing - As long as the suit is intact and a character does not lose 1 Health point while wearing the gear, this gear will fully protect a wearer from their environment.

Tech Point Upgrades

- ***Durable (1TP)*** +1 Health point can be lost without compromising the ability to keep a character environment sealed.
- ***Air Recycling*** (1TP) +10 Capacity to life support

ENERGY WEAPON

Descriptors: (Energy), (Damage - Energy types only), (Engineering)
Possible Additional Descriptors: Melee, Ranged
{SC%}: {MA*,Grpl, Enrg}
Multipliers: Lethality, some Abilities and high quality components

Special

Damage Type - An energy weapon inflicts one (or more) types of the following damage: [Bl*, El, Th]. Bludgeon is only an available Damage Type if the weapon emits a burst of force. The type of damage is based on what secondary upgrades are taken.
Power Source - (H) results on Depletion rolls will count as 5 and require a re-roll.
Danger - (H) results on Difficulty Dice will inflict 1 point of damage on the user of the same type that the weapon can inflict.

Tech Point Upgrades

See Energy Weapons on pg. 167-168.

ESPIONAGE GEAR

Descriptors: Stealth
Possible Additional Descriptors: Computing, (Opponent), Research
{SC%}: {Hide, Snk, Spt/Li, DgtlSys}

Tech Point Upgrades

- ***Superior Spy Gear*** (1TP per Mx) +1Mx
- ***Data Breach*** (1TP) +1 DoS to 'DatSys' checks to hack into systems.
- ***Burglary Tools (1TP)*** +1 DoS to 'Search'

EXTRA SUPPLIES

Descriptors: any, Supplies
{SC%}: n/a

Special

Consumable - Extra Supplies are all consumable, as a result, they are only replenished by Resource Catalog purchases of appropriate gear with a "Supplies" Descriptor.
Resupply - A character can use Extra Supplies to remove Depletion Points from another Kit as an Action. The Depletion points are moved from the gear to the Extra Supplies and a Depletion Roll is made to see if the Extra Supplies (or a specific component) becomes exhausted.
Ammunition - Characters using Extra Supplies to replenish ammo require that the Extra Supplies must have Active Descriptors that may be as detailed enough to include the model of Firearm (if the firearm uses a particularly uncommon brand of firearm or ammunition).
Limit - A character can only remove 1 Depletion point per CU of the Extra Supplies as an Action.
Inaccessible - If the CU of the Extra Supplies is greater than 2, then the contents are rarely immediately accessible. Using Extra Supplies in this case requires an extra 2d6 Moments.

FIREARM - LONG GUN

Descriptors: Firearm (Rifle or Shotgun), Ranged
Possible Additional Descriptors: (Location), Hunting, Survival
{SC%}: {D-Int, Fi-L, Srvl*}
Multipliers: Lethality, Formations, Tactics, some Abilities and high quality components
Damage: [d5! Pi, Sl]
Speed: 2d6 Moments per CU

Special

Damage - Damage is dealt per DoS +PB
Deadly - Often has 'Deadly' quality, depending upon the stopping power of the firearm

Tech Point Upgrades
See Firearm Chassis on pg. 163

FIREARM - PISTOL
Descriptors:, Defensive, Firearm (Pistol), Ranged
Possible Additional Descriptors: Defensive, (Location)
{SC%}: {D-Int, Fi-P, Grpl}
Multipliers: Lethality, Formations, Tactics, some Abilities and high quality components
Damage: [d5! Pi, SI]
Speed: 2d6 Moments per CU

Special
Damage - Damage is dealt per DoS +PB
Deadly - Often has 'Deadly' quality, depending upon the stopping power of the firearm

Tech Point Upgrades
See Firearm Chassis on pg. 163

FIREFIGHTING GEAR
Descriptors: Fire
Possible Additional Descriptors: Navigation
{SC%}: {Comp, End, Nav, Tgh}

Tech Point Upgrades
- ***Fire Retardant*** (1TP) 'Fire' DLv. +5

RANGED WEAPON, THROWN
Descriptors: Ranged, Thrown
Possible Additional Descriptors: Defensive
{SC%}: {MA*,Thrw}
Multipliers: Lethality, some Abilities
Damage: [d5! Pi, SI]

Special
Damage - Damage is dealt per DoS +PB

(NAME OF SKILL) BONUS
Descriptors: Name of Skill
Possible Additional Descriptors: n/a
A kit or Gear with a skill boosting feature will simply have the name of the skill it enhances with a gear bonus. The amount of this bonus will be factored normally using Levels and Multipliers. Common uses for this are protective gear that provides passive protection by adding bonuses to 'Save Throws' of some kind.
Multipliers: Varies

FIRST AID SUPPLIES
Descriptors: Medicine
Possible Additional Descriptors: Surgery, (Injury)
{SC%}: {AMed*, FAid}
Multipliers: Abilities and high quality components
Speed: 4d6 Moments per CU

Special
Heal Damage - A character can use Medical Supplies to heal damage. The amount of damage healed is equal to 1 per DoS.

Tech Point Upgrades
- ***Superior First Aid Kit*** (1TP per Mx) +1Mx
- ***Specialized Supplies*** (1TP) Medicine +5 DLv.
- ***Additional Supplies*** (1TP) +5 Capacity

MARTIAL ARTS WEAPONRY
Descriptors: Martial Arts, Defensive
Possible Additional Descriptors: Melee Combat
{SC%}: {Brl*, D-Int*, MA*, Grpl*, MtlA}
Multipliers: Lethality and Abilities
Damage: [d5!]
Speed: 2d6 Moments per CU

Special
Damage - Damage is dealt per DoS +SB
Deadly - Often has 'Deadly' quality depending upon the weapon or martial arts style.

Tech Point Upgrades
- ***Stunning (1TP)*** Damage dealt (after Defense) will Delay targets 1 Moment per Damage
- ***Deadly (1TP)*** Deadly: +1
- ***Melee/Grapple (1TP)*** 'Melee' and 'Defensive' +5 DLv.

MEDICAL SUPPLIES
Descriptors: (Medicine), (Injury)
Possible Additional Descriptors: Surgery
{SC%}: {AMed, FAid}
Multipliers: Abilities and high quality components
Speed: varies

Special
Heal Damage - A character can use Medical Supplies to heal damage. The amount of damage healed is equal to 1 per DoS.

Treat Injury - A character can use Medical Supplies to treat Injuries if one of the Descriptors is the appropriate kind of (Injury).

Tech Point Upgrades
- *Injury Treatment* (1TP) add (Injury) +5 DLv. and allows the kit to treat the named Injury
- *Medical Supplies* (1TP) 'Medical' +5 DLv.
- *Extra Supplies* (1TP) +5 Capacity

Melee Weapon (Bl, Pi, Sl)
Descriptors: Melee
Possible Additional Descriptors: Bludgeon, Defensive, Martial Arts, Piercing, Slashing
{SC%}: {Grpl*, MA}
Multipliers: Lethality, Formations, Tactics, some Abilities and high quality components
Damage: {d5! (as damage type)]
Speed: 1d6 Moments per CU

Special
Damage - Damage is dealt per DoS + S_B
Damage Type - a Melee Weapon will inflict one of the following types of damage: [Bl, Pi, Sl]

Tech Point Upgrades
See Melee Weapons on pg. 159

Reconnaissance Gear
Descriptors: (Location), Movement
Possible Additional Descriptors: (Biome), (Opponent)
{SC%}: {Nav, Srch, Spt/Li}
Multipliers: Formations, Tactics, some Abilities and high quality components

Tech Point Upgrades
- ***Deep Recon (1TP)*** 'Survival' +5 DLv.
- *Superior Spy Gear* (1TP per Mx) +1Mx
- *Surveillance* (1TP) +1 DoS to 'Search' and 'Spot/Li'

Survival Gear (Biome)
Descriptors: Survival
Possible Additional Descriptors: Search, Movement, Survival (specific biome)
{SC%}: {Nav*, Srch*, Srvl}
Multipliers: Formations, Tactics, some Abilities and high quality components

Special
Preparedness - This increases the Risk cost per Lv. of all Hazards that have region or environment- specific descriptors.

Tech Point Upgrades
- *Specialized* (1TP) '(Biome)' +5 DLv.
- *Superior Survival Gear* (1 TP per Mx) +1Mx
- *Extra Supplies* (1TP) +5 Capacity

Trapping Gear
Descriptors: at least one of the Possible Active Descriptors
Possible Additional Descriptors: Beast (type), Living, Survival, Zombie
{SC%}: {Hide, Srvl*}
Multipliers: Formations, Tactics, some Abilities and high quality components

Special
Adds +1 to the Risk cost per Lv. of one of the following Hazard subtypes: Zombie, Beast, The Living. Also can add a Gear bonus to the TSB of 'Sneak' and 'Hide' checks.

Tech Point Upgrades
- *Specialized* (1TP) '(Opponent)' +5 DLv.
- *Traps* (1TP) Increase or decrease DoS of an E%

Value
Descriptors: Barter
Possible Additional Descriptors: Living
{SC%}: {D-BB,D-Cx*}
Adds a Gear bonus to 'Barter' checks. This can only apply to gear that is being traded from one party to the next and only when trading the Gear used to add the bonus.

Fence - A Use of this Kit can generate (Mx x100) Cr when trading the items this represents for currency.

Multipliers: Tiers in the 'Sales' ability. Bartering items of exceptional value or rarity.

Tech Point Upgrades
- *Superior Bartering Material* (1TP per Mx) +1Mx
- *Valued Trade Item* (1TP) '(Organization)' +5 DLv.
- *Extra Supplies* (1TP) +5 Capacity

Depletion and Durability

A character may only have a few uses of certain gear before they are broken, useless or depleted.

Depletion
Most of characters use gear that has a finite number of uses. This is determined by Depletion rating. Characters using gear with Depletion rolls one die per Depletion Point on the gear. If the total is greater than the gear's Capacity rating, then the gear is no longer useable until it's exhausted resource is replenished. If the roll is less than what the Capacity rating is, then the gear can continue to be used, but a Depletion point is added to the gear. Some special functions of the gear or abilities add additional

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Depletion points. Similarly, there are many abilities or gear that exist solely to reduce Depletion rolls or remove Depletion points entirely.

Note: Other things are subject to Depletion that are not gear, such as entries in a Resource Catalog. While they are not actually "using" something by making a purchase from a Resource Catalog, the principle of increased chance of unavailability functions the same way as gear with Depletion, so uses the same rule.

FIRE CONTROL (FC)

Depletion in terms of using Ranged Weapons factor in a weapons rate of fire, or Fire Control (FC). Fire Control will allow a greater ability to manage the use of the finite supply of ammunition or energy that the weapon uses. Each Fire Control will allow either the character to reduce the Depletion roll made by that amount ***or*** will allow the re-roll of one Depletion Die. Depletion dice can be re-rolled any number of times so long as there are FC remaining to allow for it.

DURABILITY

A character can use certain items multiple times before they are broken. Gear will lose 1 Durability for every (H) rolled on Difficulty or Damage dice. If gear reaches Durability: 0, then the gear becomes broken and useless. If no Durability is listed, then a character will not be able to break gear with their own force or use; or it can otherwise not be broken.

Note for worn or carried items, this Durability loss will be due to (H) results on Damage Dice rolled against it. A number of (H) will be ignored equal to the current Durability of the worn gear.

DEGRADING

If gear is subject to "Degrading" then it will follow the same rules as "Durability", only each lost Durability point will increase Difficulty to use the gear by 1 until the gear reaches 0 Durability. The character using the gear can voluntarily discard something that has lost too many Durability points if the amount of Difficulty using it adds to their dice pool proves too risky or problematic.

MISUSE

Performing an Action using this gear in a fashion that is considered Misuse will automatically result in 1 Durability point being lost.

GROSS MISUSE

Same as Misuse, but lose d5 Durability instead of just 1. The roll of an (H) will result in breaking or otherwise rendering the item unusable.

A Kit is a set of reusable tools that a character can use to increase their chance of success for certain kinds of checks. This can work hand in hand with certain Supplies to give vastly increased bonuses for a few uses, but a Kit remains a static bonus that represents tools that can be used until damaged, broken or lost.

KITS

A Kit's complexity and effectiveness is based upon the Spec of the gear. To develop a Kit a character builds off of a Kit Chassis so they can create a Kit that suits their needs.

Each EA spent will allow either one other type of Kit to apply to the Kit Chassis *(see pg. 148)*, or increase the Multiplier it provides to all Kits on the Chassis.

The Kit Types that are on the chassis provide additional upgrades to spend TP on. Each TP spent on a Kit will either increase the Capacity, the number of 'Skill Check %' the Gear Bonus can apply to, the Multiplier for one Kit type on the chassis, or a situational increase to one or more DLv. These are similar to EA options, but TP costs are typically higher than using an available EA and are frequently more specialized. The Kit types starting on pg. 148 will denote the available upgrades that can be made by spending available TP.

Kit Chassis Stats

Min Tech Level: 1
TP: Based on Spec
EA: 1 per CU
Size: varies
Durability: 3
Type: Gear
Descriptors: Special
Multipliers: (1x per TP spent on appropriate Gear)
{SC%}: Special

Special Rules

Skill Checks - Kit will add to certain Skill Checks based upon what kinds of Kit it is based on the Tech and EA spent. The bonus a kit grants is equal to the available DLv. x Multiplier.

Components - Components are disposable items that will allow for boosts in the effectiveness of certain kits, either in general or under specific circumstances, often denoted by Active Descriptors.

A 'Component' will either add to the DLv. of a specific Descriptor OR will apply to the total DLv. of a specific kind of Kit.

Almost always, a Component will be one use only. Any exceptions will be indicated in the entry itself. In which case, the Component will have its own Capacity, acquire Depletion Points and will require Depletion rolls when used. If a component is an addition to a Kit, then it will allow for a greater bonus, often at the expense of a larger Depletion Point addtion or increases to Depletion Rolls.

Components will rarely have their own CU value

Multiplier - The base Multiplier is 1x, but can be increased with certain Components, tiers in Abilities and Secondary Kit Upgrades. Each of the Secondary Upgrades in this section will require a TP and will use up an EA. They will also increase the Multiplier by 1 per TP for the listed kit type.

Supplies - Characters with 'Supplies' can remove Depletion Points from Kits and can add additional {SC%} options, Descriptors or bonus Multipliers.

Labor - Most of these kits are involved in the use of missions that require DoS in certain checks to produce Labor. The bonus each kit provides in the Check is meant to increase the chance that a character will be able to generate Labor, but these tools are also so cruical that a character may add the DLv. in any Active Descriptor the the amount of Labor generated by checks the kit provides bonuses to.

COMPONENTS

Components are disposable items that will allow for boosts in the effectiveness of certain kits, either in general or under specific circumstances, often denoted by Active Descriptors. A 'Component' will either add to the DLv. of a specific Descriptor OR will apply to the total DLv. of a specific kind of Kit.

Almost always, a Component will be one use only. Any exceptions will be indicated in the entry itself. In which case, the Component will have its own Capacity, acquire Depletion Points and will require Depletion rolls when used.

Components will rarely have their own CU value.

EXTRA SUPPLIES

Extra supplies do not represent a variety of useful or specialized supplies, but a redundancy of common supplies to extend the life of Kits.

Extra Supplies, when used, will allow for the removal of Depletion Points (DP) of the named kits. Extra Supplies will remove 1 Depletion point from the named Kit per number after the entry. The Supplies do not need to be used all at once.

Example
Carrying 'Supplies - First Aid Kit (3)' can be used to remove up to 3 Depletion Points from First Aid Kits, but they can be also used to remove a single Depletion Point and become 'Supplies - First Aid Kit (2)' for later use.

EXTRA SUPPLIES AND MULTIPLE KIT TYPES

If the same Extra Supplies are utilized for multiple Kit types, then the number of DP the Extra Supplies can remove is shared across all kit types.

Example
Carrying 'Supplies - First Aid Kit, Survival Kit (3)' can be used to remove up to 3 DP to any combination of either First Aid Kit or Survival Kit.

If a character has the opportunity to replenish Supplies but can only restore only one of the kinds of Kits exclusively, a character may only get half the replenishment (rounding down).

EXTRA SUPPLIES ON RESOURCE CATALOGS

Extra Supplies are very common purchase options on Resource Catalogs. This represents a character being able to grab small items that can be used in conjunction with the rest of the Kit a character already carries. This will be able to remove Depletion Points normally, but sometimes the number the Supplies will remove will be variable amount of Depletion Points (often d3, d5!, d6, d10 or a multiple of any of those). In this case, the excess Supplies cannot be saved for later. In addition, if the GM or campaign notes deem it necessary to roll a d5!, then the result of an [H] will count as a 0, and the Resource spent on it is wasted. This will represent the supplies found not being as good as initially thought.

Extra Supplies will count as an extra kit for purposes of Cargo. As a result, Supplies will generally have their own CU value.

Occasionally, a GM would want to make their own unique Supplies other than the generic ones that simply remove Depletion Points to extend the life of Gear. The following chassis can be used to customize Gear.

Supply Chassis Stats
Min. Tech Level: 1
TP: Based on Spec
EA: 0
Size: 0-2 CU
Durability: 3
Type: varies
Descriptors: Special
Multipliers: special
{SC%}: Special
Capacity: 10

Special Rules
Capacity - In addition to any other effects Secondary Tech Upgrades provide, they will also add +5 Capacity per TP spent.

Customize - Supplies will only aid a character in certain ways and depends generally upon what the Tech Points are used. Without any additional upgrades, Supplies will only use the 'Replenish', 'Limit' and 'Inaccessible' special rules.

Disposable - These Supplies can count as Kits if DP is added to the supplies. The Supplies must have TP spent on one of the available Secondary Tech Upgrades.

Inaccessible - If the CU of the Extra Supplies is greater than 2, then the contents are rarely immediately accessible. Using Extra Supplies in this case requires an extra 2d6 Moments

Limit - A character can only remove 1 Depletion point per CU of the Extra Supplies as an Action to a minimum of 1.

Replenish - A character can use Supplies to remove Depletion points on one non-Supplies piece of gear a character carries. This will count as a 'Use' of the Gear normally and will add Depletion Points to the Supplies. The number of Depletion Points this can remove is determined by the 'Limit' rule above.

Size - Extra Supplies are generally 1 CU unless enough TP are spent on upgrades to make it larger.

SUPPLIES SECONDARY TECH UPGRADES

- ***Ammunition*** - When the Replenishment rule is used to remove Depletion points, remove 1 extra Depletion point per TP than what is normally allowed by the 'Limit' rule. Ammunition has its own set of upgrades, as described in the Firearms section. What this represents is extra caches of ammunition of a character's weapon of choice, be they firearm magazines, energy cells, canisters of fuel or railgun bolts.
- ***Bait/Lure (Opponent)*** (EA)
- ***Barter*** - (EA) Use to grant 1x Multiplier per TP to 'Value'
- ***Crafting Supplies*** - (EA) Use to grant 1x Multiplier per TP as 'Crafting Tools'.
- ***Climbing Gear*** -(EA) Use to grant 1x Multiplier per TP as 'Climbing Gear'.
- ***Extra*** - (EA) Increase Capacity by 10. If Capacity is greater than 20, then increase CU by 1.
- ***Hunting/Trapping*** - (EA) Use to grant 1x Multiplier per TP as 'Trapping/Hunting Gear'.
- ***Medical Supplies*** - (EA) Use to grant 1x Multiplier per TP as 'Medical Supplies'.
- ***Reconnoissance Supplies*** - (EA) Use to grant +1 DLv. per TP to 'Stealth', 'Computing', and 'Research'. The number of TP spent will indicate the sophistication and usefulness of the supply, like a simple pen and paper to write down coded messages or a high-density data storage device.
- ***Spare Parts*** -(EA) Each use will count as providing 'Spare Parts' for the purposes of 'Repair Damage' and 'Routine Maintenance' Missions.
- ***Survival Supplies*** - (EA) Use to grant +1 DLv. per TP to 'Survival' and at least one other (Biome) Descriptor. This gear will likely not be simply "Survival Gear" it will certainly be something akin to survival food, fluid sustenance, firestarters, etc.

SAMPLE SUPPLIES

While there is an effort to keep science fiction references general so that this serves more as a template for a GM to create their own world, it helps to have examples.

Here are a few possible 'Supplies' and what varied Descriptors they could provide to a Kit as a temporary boost to DLv. Not all of these examples will be strict adherents to the 'Supply' or 'Kit' categories. They will, however still be a useful point of reference to a GM wanting to run a game with pre-made supplies. This will also be helpful to a GM who is looking for a point of reference in creating their own supplies.

Access Card
(Location) +10 DLv.
This is similar to a Keycard, but it gives full access to a certain location. It can be used to grant its DLv. bonus to any check used to generate Labor at the location. However, such is the clearance granted by this card is that it will also grant bonus Labor equal to the (Location) DLv. regardless of the result of any check used to generate Labor.

Antiseptic Foam
Medicine +10 DLv.
This powerful antiseptic and painkilling gel allows a character who is not trained in first aid or medicine to apply topical foam that kills infectious agents and dries into a protective second skin.
Consumable.

Dataslate
Research +5 DLv., Computing +5 DLv.
This invaluable device is a portable data processor. It sacrifices power for size and ease of use. Most people carry some version of this form of technology. Many versions are able to access broader networks, which vastly increases the dataslate's usefulness.

Special
Advanced Processor - By adding +1 TP, the CU is increased by 1 and will increase the Computing DLv. to +10.

Energy Cells
(Energy)
This portable energy source is able to remove Depletion Points from one piece of Powered gear. This cell will remove d5! Depletion Points from a gear that has a shared (Energy) Descriptor.
Consumable.

Foodstuffs
Sustenance +10 DLv., Survival +10 DLv.
Any number of supplementary nutrition can be the difference between life and death in a survival situation.
Consumable.

Keycard
(Location) +10 DLv.
This can be used on any check that is used to generate Labor at the named Location with the shared Descriptor. The keycard can potentially apply to more than a single location.

Lightstick
Dark +5 DLv.
This disposable illuminating stick is popular to mark locations in dark areas and provide illumination to everyone nearby. It uses a mixture of chemicals as opposed to electronics in order to produce light, so its use extends to nearly every environment.
Consumable.

Recorder
Research +5 DLv.
This small device can be used to record hundreds of hours of video and thousands of hours of audio. This can also be used to play standardized audio or video media or those that have the proper digital file type.

Soma
Psychosis, Vice
This mind-numbing substance is capable of inuring a person from psychological harm and stress. It is highly addictive, but its use will allow a character to resist Morale loss if taken. It will, however, depress the senses, so a character under the effect of Soma will reduce P_B and E_B to 0 and increase the Difficulty of all checks with Perception and Empathy as a primary attribute by 1. Soma will increase W_B by +10. Each Time the characters must take an Endurance check. If this check is passed, then the Soma will wear off. The character must make a 'Composure' check or they will take another Soma, spending Resource to purchase it at the first opportunity to do so if they do not currently have access to any. Reduces Fatigue by 1.
Consumable.

Syringe/Specimen Container
Add DLv. of Surgery and First Aid to the Labor towards any 'Gather Tissue Sample' mission in addition to any Labor generated by DoS in appropriate checks.

EQUIPMENT

For many players, the most exciting element comes from the ability to use and customize the futuristic gear this setting provides. In such a deadly setting, equipment a player chooses is often vital to their survival, regardless of the ingenuity and resourcefulness of the character.

HOW MUCH CAN A CHARACTER CARRY?

A character can carry 1 Cargo Unit (CU) per S_B without any problems. Any more than this will weigh the character down enough to hinder them. Each CU beyond their S_B will 'Encumber' a character by 1.

Each 'Encumbrance' will add:

- +1 Difficulty to all Actions that have Strength and Perception as Primary Attributes
- +1 Moment for all Actions that have Strength and Perception as Primary Attributes
- +1 Moment for Movement

TECH LEVEL

A gear's Tech Level is determined by the following:

Gear's Min. Tech Level + TP spent on additional upgrades.

Available TP that are not spent do not count towards Tech Level, as those represent potential for upgrades as opposed to actual upgrades.

PURCHASING EQUIPMENT

A character in any of the civilized worlds will be able to find a variety of gear that they can purchase and use, but even then, they are often restricted by rarity, specialty or the local laws.

PRICE

Gear can be purchased for the following price:

(Gear Tech Level + Rarity + remaining open TP for upgrades) x 100 Credits (Cr)

Each additonal EM will increase the price a further +25%

Note: Rarity, legality and other factors may artificially increase a Gear's Tech Level for purposes of determining price and are added to the Tech Level before multiplying it by 100 to get the price in Credits.

Barter: Characters who have sufficient 'Diplomacy - Barter/Bribe' can reduce the Tech Level and/or Rarity when determining price. A character can make a {D-BB%} and can reduce the Tech Level by 1 per DoS. Haggling for illegal or black market items can factor in DoF in the seller's favor, adding to total instead.

TECH POINTS AND PRICE

Gear breaks down into the following price structures: Civ-Spec, Pro-Spec, Mil-Spec and X-Spec. The Spec will determine the number of Tech Points (TP) that a piece of gear can utilize. Any "TP" entry of a gear that says "Determined by Spec" will use the "Base TP" entry of the Spec. Civilian or common examples may not have much sophistication as a professional or military equivalent, and will be reflected by an increase in price, availability and function.

SPEC AND AVAILABLE TECH POINTS

CIV-SPEC

Civilian issued. These are watered down versions of what was once top of the line decades ago. Either that, or the gear is so common that it doesn't have any additional barriers to obtain it other than its price... which is generally low.
Price Modifier: Rarity +0
Base TP: 2

PRO-SPEC

Professional quality. This represents the kind of gear that would be used by a professional in a certain field. There is generally a restriction in the ability to obtain such gear, which may just be cost that outstrips the purchasing power of most individuals, but it may be a legal or practical matter as to who has access to such gear.
Price Modifier: Rarity +5
Base TP: 3

Special

Shared Descriptors with the desired Gear will grant a discount based on DLv. in appropriate (Profession) Descriptors. The DLv. can reduce the Price Modifier by 1 per DLv. Purchases made on the black market will not be allowed to take advantage of this unless the character as an (Organization) Descriptor with an illegal supplier.

MIL-SPEC

Military and government-grade technology. Pockets lined with taxpayer money, the budgets for R&D for advanced technology is second to none. Understandably, there is reason to keep a tight rein on the distribution of

such equipment, lest it fall into the hands of operatives of rival agencies or governments. This represents the highest quality mass-production model of gear. Its price is reflective of its limited proliferation.
Price Modifier: Rarity+10
Base TP: 5

Special
Shared DLv. in 'Military' and '(Government Agency)' will grant a discount based on DLv. in appropriate Descriptors. The DLv. can reduce the Price Modifier by 1 per DLv. Purchases made on the black market will not be allowed to take advantage of this unless the character as an (Organization) Descriptor with an illegal supplier.

X-SPEC
This is either supremely difficult to find, use or make. It may even be a prototype or a one of a kind example of the item. As a result, it falls into its own category.
Price Modifier: Special
Base TP: Varies by cost

Special
R&D: Each TP added to X-Spec counts as a cumulative +1 Tech Level for purposes of cost and availability, i.e. +1 for the TP: 1, +2 for TP: 2, +4 for TP: 3, +8 for TP: 4, etc.
Prototype: Increase the Difficulty of all save throws or checks made using this gear's Descriptors to provide a bonus. This Difficulty increase will be 1 per Tech Level unless the character adds +d6 to the delay of Moments to use it.
Custom: If the Tech Level is 5 or less, it may not be a prototype, but it will represent a truly unique piece of gear. It can ignore the Prototype rule, but increase the Difficulty to do any modifications on the gear by +1 per Tech Level.

It's entirely possible that a specific manufacturer, origin or distributor of gear can have their own Price Modifier to replace the general ones presented here. Objects that act as a status symbol or of unusually high quality in addition to their normal function will doubtlessly add extra Rarity when determining price.

TECH BUILD

The "Tech Build" is designed to give players a general sense of what sort of sophistication any object exists at. A low Tech object is one that is barely more sophisticated than its physical composition, whereas a high Tech object is one that has tremendous hidden potential, complex hand held or man-portable devices that that can spit white hot plasma, have picobytes of processing power, or have a remarkable versatility. A mix of these things proliferate the civilized worlds and are all available, for a price.

TECH CHASSIS

The following are the chassis that a character can construct, purchase, modify and use. The entries read as follows:

NAME OF DEVICE
Flavor text
Min. Tech Level: This is the base level that this gear exists at. It represents the sophistication required for the most basic function of the gear. Each Tech Point spent will increase the Tech Level by 1. The most common function of Tech Level is to determine the market price and difficulty to modify more sophisticated gear.
Tech Points (TP): How many additional Tech Points can be spent on this device. Often determined by the "Spec" of the gear. Cannot be more than 3x Min. Tech Level
External Attachments (EA): How many Tech Points worth of upgrades can be External Attachments.
CU: How many CU a device takes up. This often determines how many Tech Points the Gear has
Durability: the Durability of the Gear
Type: Type of Kit(s) device can be used as
Descriptors: Descriptors
Multipliers or Lethality (weapons only): The amount of DLv. is multiplied to produce the Gear modifier to a check.
{SC%}: Checks this gear can be used to provide a gear bonus to.
Capacity: Threshold that a Depletion Roll must reach or beat before gear can no longer be used
Fire Control (FC): (Ranged weapons only) reduction in the Depletion Roll or number of Depletion Die re-rolls to reflect an efficient firing system.
Speed: Number of Moments or Time needed to use this Gear, generally represented by a number of Speed dice rolled.

Special Rules
Damage types, protective factors or other in-game effects that result with upgrades.
Primary Tech - prerequisite features, generally only noted if a device is being built from scratch. Most pre-made chassis will already factor in the required upgrades which will be described by their base Tech Level.
Secondary Tech - possible upgrades that can be made internally by using available TP.

UPGRADING/ MODIFYING GEAR

Each piece of gear has some flexibility in how it can be upgraded, it also has certain features that differentiate one model from the next while retaining the same general properties. A character will usually have a reasonable access to this variety of options. The way these differences are determined are by done by how the gear's available Tech Points (TP) are allocated.

INTERNAL UPGRADES

The Secondary Tech upgrades section is one that outlines the possible upgrades that can exist between models of the same examples of gear. Perhaps different brands of the same kind of product made by different companies or one model that has been specially modified by the trained hands of an engineer. Either way, these internal upgrades are ones that can only be accessed by either purchasing the appropriate models that have such features built in, or by making successful 'Engineering' or 'Science' checks with the right training, tools and modification kits. It is important to note that the same internal upgrade can be taken multiple times, providing that the gear has enough TP to assign to it. Most Internal Upgrades are factored in pre-market, with the spending of TP (which increases Cost) reflects a better model of this gear. Talented or experienced characters can replicate the same results by using appropriate upgrade kits and spending what remaining TP a piece of gear may have, but they are generally difficult undertakings.

MODIFYING GEAR

In order for a character to modify a Gear themselves instead of buying a new model, they must find (or purchase) a Mod Kit of the appropriate type or with a shared Descriptor between the kit and the gear to be modified. Like any Kit, this can be potentially used multiple times and generates Depletion points each time a modification is attempted.

Difficulty

The Difficulty of the SC% to modify a gear using a Mod Kit is equal to the Tech Level of the finished product they are attempting to create. So it will be the Gear's Tech Level + number of Tech Points being allocated to the new upgrades. Considering that most of the required SC% will be successes in Expert Skill checks, the chance of succeeding is extremely low, even before the Difficulty modifiers. There is a way to drastically reduce the Difficulty by way of a character's DLv., however.

Difficulty and DLv.

The DLv. of the character and the Mod Kit will reduce the Difficulty of the modification's required {SC%} by 1 per DLv. The gear must also share an appropriate Descriptor. If the DLv. can reduce the Difficulty to 0, the check is automatically successful and the modification is applied.

EXTERNAL ATTACHMENTS

Many times, Tech upgrades take the form of external attachments or External Attachments (EA) of the device. These independent devices can be removed and swapped at will, but will often carry with a TP cost that must still be factored in. Most External Attachments can be taken multiple times, providing that the gear they are attaching to has enough TP to assign to it and available EA. Removing an External Attachment will free up a Tech Point and also allow the External Mod to be used for a different External Attachment. External Attachments are generally post-market upgrades.

Unless otherwise noted, an External Attachment will only take up 1EA slot.

ADDING EXTERNAL ATTACHMENTS

The character adding an external attachment does not need to go through the challenge provided by modifying an internal feature. A physical attachment will only require a {Eng%} with no additional Difficulty added. If characters are under no duress, then no check would be required, as even the most technically inept would be able to utilize this given enough time. External attachments are generally meant to be easy to use, so many only take a short amount of time to switch out, add or remove.

MODULAR

Modular attachments are designed to be swapped easily and quickly, such as alternate ammunition magazine sizes, sight or light rails, MOLLE straps, etc. These are nearly always external attachments and they can be swapped out with no check required with 1d6 Moments per CU. This is especially important when factoring in reloads of ranged weapons, as many magazines or power sources can allow an exhausted weapon to be used again with a quick reload. Some gear, while modular, may require additional calibration before they are actually useful, such as laser sights and scopes, so generally can't be done in Encounters. It just means that they are easy to attach, even by normal External Attachment standards, so don't require a {Eng%} in order to apply it to their gear of choice

MELEE WEAPON

In the cramped quarters of ships or hostile alien worlds, a good melee weapon can be the difference between life and death, especially when your primary weapons' ammunition run dry. There is tremendous variety of weapons that fall under this category, as represented by the large number of secondary tech options that a melee weapon can take.

Melee Weapon Chassis Stats
Min. Tech Lv.: 1
TP: 2
EA: 1
Size: 1-2 CU

MELEE WEAPON SECONDARY TECH UPGRADES

- ***Bane*** - Successful hits inflict bonus Damage equal to the DLv. in the (Opponent) Descriptor. Adds (Opponent) Descriptor with DLv. equal to the TP spent on this upgrade.
- ***Ceramic*** - +1 Durability
- ***Complex*** - add an additional damage type, either [Bl, Pi, Sl]. Each additional TP spent will allow another damage type to apply.
- ***Concealment*** - This weapon is more easily hidden from immediate sight, either retracted into a compartment or disguised as something nondescript. Each TP will add a bonus DoS to any check made to conceal the weapon and forces opponents to make a {Sp/Li%} in order to identify an object as a weapon with 1 Difficulty per TP.
- ***Defensive*** - grant a bonus of +5 per TP spent to {Grpl%, MA%} when this is used as a Save Throw. Grants the Defensive descriptor and 'Defensive Weapon' kit type if it doesn't have it already.
- ***Enhanced Cutting Weapon*** - If the weapons inflicts [Pi, Sl] damage, then you can increase Deadly by +1 for [Sl] weapon and Armor Piercing +1 for a [Pi] weapon. Weapons that inflict both [Pi, Sl] can take advantage of both.
- ***Heavy*** - The weapon is weighted for extra striking power. A character using this weapon must increase Speed to use it by +2 and they can increase damage rolls by +2 per TP spent on this.
- ***Long*** - This melee weapon is long, providing reach to the normally close range needed to utilze the weapon. The weapon has +1 CU and gets 'Deadly: +1'. This upgrade can be selected multiple times, but for most characters, using anything greater than 2 CU is often very unwieldy.
- ***Modular*** - Allows the weapon to utilize an EA of another weapon or armor to be attached as an integrated weapon, bayonet or something similar. This will effectively add {MA} to the available checks the weapon or armor grants a gear bonus to.
- ***Security Blanket*** - Add a bonus DoS to checks with Willpower as a primary attribute. This weapon is personalized or of great personal significance. This will only take up the EA slot. Losing this weapon will require a {Cmps%} at 1 Difficulty per TP.
- ***Short*** - This weapon requires getting dangerously close in order to use it. This weapon adds {Grpl} to its available SC% but the Speed required to use it are reduced by 1d6 Moments.
- ***Stun*** - If the weapon inflicts [Bl] damage, then it can have a Stun setting which will count as inflicting [Bl, El] damage. A Stun attack will count as having Deadly 1 per TP spent. A Stun attack can only 'Knock Prone'. This setting will have Capacity: 10. The EA can be spent on a Modular battery upgrade to reload and use again if the charge is Depleted.
- ***Survival Tool*** - Adds the 'Survival' descriptor. Each TP spent will grant a bonus DLv. of 1 to Survival.
- ***Telescoping/Retracting*** - Reduces CU of weapon by 1. If this would reduce CU to 0, then the weapon is effectively concealed from sight or hidden in another piece of gear. This does not alter the Speed to use the weapon.

SAMPLE MELEE WEAPONS

BATON

A common piece of (generally) nonlethal armament. Used by police and riot control, some advanced versions deliver a powerful stun charge to render their targets prone with the slightest touch.

Min. Tech Level: 2
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: 3
Type: Melee
Descriptors: Bludgeon, Melee
Lethality:2x
{SC%}: {MA%}
Capacity: only if 'Stun' upgrade is taken
Speed: 2d6 Moments
Damage: [d6 Bl]

BLADE

From the simple penknife to the monomolecular cutting blade, these edged weapons are capable of causing long, deep wounds. In capable hands, a blade can cause incredible damage with a well placed strike. The striking distance required for this weapon is not ideal for those looking to avoid a fight, but most would rather have this sort of weapon handy, just in case.

Min. Tech Level: 2
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: 2
Type: Melee
Descriptors: Melee, Slashing
Lethality: 2x
{SC%}: {MA%}
Speed: 2d6 Moments
Damage: [d6 Pi, Sl]

Special
Complex - Inflicts both [Pi, Sl]

BUCKLER

This quasi-defensive weapon allows a block and a quick counterattack. It is not a common piece of gear, as this is rarely of any use outside of close quarters.

Min. Tech Level: 2
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: 3
Type: Melee
Descriptors: Defensive, Melee
Lethality: 1x
{SC%}: {Grpl, MA%}
Speed: 1d6 Moments
Damage: [d6 Bl]

Special
Defensive - grant a bonus of +5 per TP spent to {Grpl%, MA%} when this is used as a Save Throw. Grants the Defensive descriptor if it doesn't have it already. Also reduces the Moments required to use this weapon by 1 per TP.

IMPROVISED WEAPON

A character is using something that is only a weapon out of dire necessity, instead of using something that is, by design, a weapon.

Min. Tech Level: 1
TP: special
EA: 1
Size: special
Durability: 3
Type: Melee
Descriptors: (Damage Type), Melee
Lethality:1x
{SC%}: {MA%}
Speed: 2d6 Moments
Damage: [d6 Bl, Pi or Sl]

Special
Danger - On Difficulty dice, the roll of an [H] will inflict 1 damage to the user when using this as a weapon.
Damage - An improvised weapon will only inflict one kind of damage, either Bl, Pi or Sl.
Misuse - Any use of this object as a weapon will count as 'Misuse'.

FIREARMS

Even in the far future, the reliability of traditional arms makes them still widespread. Advances in technology make the weapons more accurate and deadly than their contemporary predecessors, but even modern examples produces durable weapons with more than decent stopping power.

Firearms General Rules

A character uses Firearms exactly like they use any other Kit. A firearm and any relevant upgrades made to it and its ammunition is what contributes Levels and Lethality Multipliers to the character's 'Firearm' checks the way any Kit will add to skill checks.

A character does not track individual shots, as firefights are heated and crazy, making shot tracking extremely difficult. Likewise, targets hit will sometimes need to be shot multiple times before they are brought down with a successful attack. So instead of tracking every bullet and shell, the Ammunition used has its own Depletion rating like other components to Kits that feature such entries. So a character may have a chance of using all the ammunition loaded in their weapon each time they use it, but the chance will be slim at first, but the chance increases as a character fires more shots.

FIRING

Using a Firearm counts as an Instant Action. The 'Speed' indicates required time to aim and fire again accurately.

FIREARMS AND DEPLETION

Other Kits have the option of conserving gear by not using certain components so as not to require Depletion Roll on their behalf. For firearms, this obviously is not an option in regards to their ammunition. A firearm must have un-depleted Ammo gear as one of the weapon's Kit components in order to use it. This represents the ammunition loaded into the firearm.

A firearm can sometimes have firing modes that increase the Depletion for the chance of inflicting extra damage. A firearm can also naturally have a low rate of fire, or have an exceptional ammo capacity which suppresses the amount of Depletion with each use. Likewise, a character can possess Abilities that can reduce the rate of Depletion as well.

It is important to remember that Depletion considers a firearm's "use" instead of a character declaring how many "shots" they will be taking. Each "use" will have a variable amount of actual rounds fired, which is why a Depletion Roll is necessary. While a character can, in theory, waste all their shots with the first use, it is uncommon. But, more importantly, it does acknowledge the fact that the majority of shots fired miss or are otherwise wasted or adrenaline rushes in and a character ends up firing far more shots than they intend. These are all very true to reality and are precisely the reason why Depletion is applied to firearms instead of individual shot tracking.

PANIC

A character that is 'Panicked' when using firearms will treat (H) or 6 on Depletion Rolls as 5 and require a re-roll, totaling the results.

RELOADING

A character that has a firearm with fully depleted Ammunition will be forced to reload if they want to use it again.

Full Reload

During Encounters, this will take d6 Moments per Depletion Point on the weapon. Many items of Gear like extra magazines and speedloaders will reduce this to a few Moments, however.

Partial Reload

A character may do a partial reload, only removing a few Depletion Points, but leaving others. The firearm can be used if a partial reload is done, but all the Depletion Points remaining will add to future Depletion rolls normally until removed.

SEMI-AUTOMATIC

A 'Semi-Automatic' weapon treats (H) results on Depletion rolls as 0. A 'Semi-Automatic' weapon will automatically need to be reloaded if the Depletion Points equal the weapon's Capacity.

TOPPING OFF AMMUNITION

During periods of Time, a character can 'Top Off' their ammo if they've only used a few shots. If they have additional CU worth of Ammunition for their firearm in reserve, they can transfer Dp by deducting Depletion Points from the Ammo of their loaded weapon and add them to the Depletion Points of any ammo they have in reserve.

Important note: Simply transferring Dp from a weapon to ammo stores will not require any Depletion rolls. Such

checks are only required when a Kit is used, not by virtue of gaining Dp. This includes transferring Dp in the form of reloading during Encounters.

Armor Penetrating (AP)
Some Ranged Weapons have increased ability to punch through defenses and cover. The Armor Penetration quality can either negate a point of Defense or each AP can be used to ignore 1 point of Structure used as cover. It will not ignore cover due to Environmental Modifiers. An AP must be used to ignore Structure first. If the AP value is sufficient to penetrate cover, then the remaining AP can reduce Defense.

Bolt-Action/Single Action
These firearms have a greatly reduced rate of fire, which means a character is restricted in how many shots per turn they can fire compared to semi and fully automatic weapons. This is not always bad, as it makes shot tracking much easier. Increase the Moments to use this firearm by d6, but a character does not need to make Depletion rolls. A 'Bolt-Action/Single-Action' weapon will automatically need to be reloaded if the Depletion Points equal the weapon's Capacity.

Noise
All Firearms generate Risk due to the noise they make when used. They will generate 1 Risk if used in an Encounter. Some models of firearm will be considerably louder, however. Such differences will be noted in the entry themselves. Whenever a new E% is required or after 24 Moments, this can again generate Risk.

Pump-Action
A 'Pump-Action' firearm will treat (H) results on Depletion Rolls as 0, but will require +2 Moments in order to use. A 'Pump-Action' weapon will automatically need to be reloaded if the Depletion Points equal the weapon's Capacity.

Firing Mode - 3 Round Burst
The attack made will get a bonus DoS, but will add an additional Depletion Point.

Firing Mode - Fully Automatic
The attack made will get d3 bonus DoS and will add the same number of Depletion Points..

Hunting
A firearm's ability to allow the user to hunt for food is one of the key benefits to owning one and knowing how to use it. Weapons built on the pistol chassis are largely useless for this purpose, so can't benefit. A character can make a Tracking or Survival check to generate Food instead of just foraging and finding shelter. This will take Time equal to 5 x Environmental Modifiers. The kind of game to be hunted will depend on the region and if it can be killed with the weapons a character carries. The categories of game a character can hunt are as follows: Fowl, Small Game, Game, Big Game, and Deadly. The ability to hunt these forms of game take the form of Levels, that a character's Ability tiers can add multipliers to as normal.

Firearms that cannot be used to bring down the appropriate kind of animal cannot be used to accomplish this mission.

Encounters
An animal that can be hunted for food can be encountered with an E%, in which case, combat with the animal will be resolved in order to see if the animal can be killed. This represents a chance encounter as opposed to a deliberate effort on the part of the characters to hunt the animals for food. An animal will flee immediately if they detect the characters unless the animal is 'Territorial' in which case, it will likely attack the characters.

Fire Control (FC)
Depletion in terms of using Ranged Weapons factor in a weapons rate of fire, or Fire Control (FC). Fire Control will allow a greater ability to manage the use of the finite supply of ammunition or energy that the weapon uses. Each Fire Control will allow either the character to reduce the Depletion roll made by that amount ***or*** will allow the re-roll of one Depletion Die. Depletion dice can be re-rolled any number of times so long as there are FC remaining to allow for it.

Firearm Training (X)
A firearm is not intuitive hardware and requires training in order to use. Some are more complicated and dangerous than others. The number in the X place will be the DLv. of 'Firearm' that a character must have to prevent the use of the firearm from counting as a 'Risky Action'. The difference between the X in this quality an a character's Firearm DLv. Will increase FC of the weapon by 1 and will delay a character the same amount in Moments.

Revolver
This firearm has a smaller ammo capacity and generally a reduced rate of fire, but they are sturdy and shot tracking is much easier. Revolvers follow the same rules as a 'Single Action' firearm but take an additional d6 Moments to reload.

Firearm Chassis Stats
Min. Tech Lv.: 2
FC: varies
Capacity: 10 per CU
Speed: 2d6 Moments per CU

Special

Damage Type - [Pi, Sl]
Deadly: 1
Depletion - Each uses produces a DP normally. Reloading removes one or more DP and requires a supply of ammunition from either 'Supplies, Ammunition' or a loaded Magazine (if the firearm supports a magazine).
Noise - Using this in an Encounter generates 1 Risk per CU. This resets whenever another E% is made
Magazines
Magazine-fed weapons will use Capacity provided by the ammunition.
Internal Chambers
Internal chambers that store ammunition treat ammunition like Internal Upgrades that have the Modular rule for purposes of reloading (like revolvers and most shotguns). They use the weapon's own Capacity entry and are slower to reload, so require d6+DP removed Moments to reload.

FIREARM SECONDARY TECH UPGRADES

- ***Increased Caliber:*** +1 Deadly. Increase the cost and availability of required ammunition by the same amount of TP as this upgrade. -2 Capacity.
- ***Magazine Loading:*** Can be loaded with a Magazine as an Action (d6+CU Moments)
- ***Magazine Fed:*** 1EA - Capacity: 10
- ***Magazine Fed, Extended:*** 1EA - Capacity: 15. Counts as +1 Tech for purposes of cost/avail.
- ***Suppressor:*** 1EA - Does not generate Risk. Counts as +d6 Tech for purposes of cost/avail and is often illegal.
- ***Illumination:*** 1EA - Add 'Dark' to the possible Active Descriptors.
- ***Reinforced Firing Mechanism:*** Can use AP Ammunition
- ***Extended Barrel Length:*** EA - Lethality -/+2x/+1x. Loses 'Defensive' Descriptor. Using this weapon requires an extra +1d6! Moments.
- ***Fire Control System:*** +1FC
- ***Firing Mode - 3 Round Burst*** - +1 DP, gain a bonus DoS in a {Fi-P, Fi-L%}. -2 to Speed.
- ***Firing Mode - Fully Automatic*** - +1d3 bonus DoS in a {Fi-P, Fi- L%}. Gain extra DP equal to the bonus DoS, -1d6 to Speed.
- ***Laser Sight:*** 1EA - Add +1x Lethality when using the 'Ranged' Descriptor.
- ***Rugged*** - +1 Durability per TP spent. Does TP spent does not count towards Tech Level.
- ***Scope:*** 1EA - If you make {Fi-L%} a Sustained or Held Action, add +1x Lethality.
- ***Shells:*** 1TP - Can be loaded with and fire Shells exclusively. Shells produce [Bl] in addition to the other damage types it can inflict. -2 Capacity.
- ***Single Action*** - Does not roll Depletion but will be need a reload when the DP = Capacity. Requires +d6 Moments to reload more than normal.

SAMPLE FIREARM CONFIGURATIONS

PISTOL

A standard sidearm, the pistol may not be as impressive as some more high-tech options available, but it can be customized to be a comparably deadly weapon. It is plagued with low capacity and general inaccuracy, but the pistol is a welcome friend when a primary weapon runs dry.

Type: Defensive, Firearm
Min. Tech Level: 2
TP: Based on Spec
EA: 2
Size: 1 CU
Durability: 2
Descriptors: Defensive, Pistol, Ranged
Lethality: 1x/0x/0x
{SC%}: {Fi-P%, Grpl%}
Capacity: 6
Fire Control: 1
Speed: 1d6 Moments
Damage: [d6 Pi, Sl]

Special Rules

Firearm

RIFLE

Long ranged and highly customizable, a rifle remains a popular primary weapon of most fighting forces across the civilized worlds. Its secondary systems have grown more sophisticated, but the mechanism itself remains largely unchanged across the ages.

Type: Firearm - Long Gun
Min. Tech Level: 2
TP: Based on Spec
EA: 3
Size: 2 CU
Durability: 3
Descriptors: Hunting, Ranged, Rifle
Lethality: 2x/1x/0x
{SC%}: {Fi-L%,Srvl%*}
Capacity: 10
Fire Control: 2
Speed: 2d6 Moments
Damage: [d6 Pi, Sl]

Special Rules

Firearm

SHOTGUN

This firearm has two advantages. Its is both deadly and capable of firing a variety of different shells without altering the general chassis. Its severe drawback comes back from its dismal range and its loud noise.

Type: Firearm - Long Gun
Min. Tech Level: 2
TP: Based on Spec
EA: 3
Size: 2 CU
Durability: 3
Descriptors: Hunting, Ranged, Shotgun
Lethality: 3x/1x/0x
{SC%}: {Fi-L%,Srvl%*}
Capacity: 10
Fire Control: 1
Speed: 2d6 Moments
Damage: [d6 Bl, Sl]

Special Rules

Firearm
Shells
Noise: +2 Risk instead of +1 Risk.

IVAN - LAST SURVIVOR OF PHOENIX COMPANY

Ivan creeps down the grated metal hallway, the red emergency lights bathing every surface in the crimson shade of blood, save for the sharp shadows thrown by their pulsing luminescence. The moment of darkness between the pulses he feels as if the denizens of the shadows moved from hiding place to hiding place. Ivan could scarcely tell before, but the hallway was slick with the gore of the former crew, their bodies long gone, but the evidence of their demise written on the walls and spilled on the floor, the color disguised by the red light.

Ivan reached the end of the hallway to a part he visited only once for inoculations, which given the recent events seem all the more laughable. He slides the door open and enters, hoping to find something to stem the flow of blood from the wounds his former crew gifted him with. He hears a noise.

Turning he sees there is only one other door open in the medical bay and the darkness in the portal did nothing to reveal what skittered and crawled inside. He glanced up and saw the lighted sign above the door: 'Nursery'

SUPPLIES, AMMUNITION

All ammo is Modular, provided the firearm is capable of firing it in the first place. Some firearms require certain Secondary Tech upgrades be taken in order to use special ammunition.

Magazines

Magazine-fed weapons will use Capacity provided by the ammunition. It will also allow a 'Reload' to be accomplished with a drastic reduction in Moments.

Internal Chambers

Internal chambers that store ammunition treat ammunition like Internal Upgrades that have the Modular rule for purposes of reloading (like revolvers and most shotguns). They use the weapon's own Capacity entry and are slower to reload, so require d6+DP removed Moments to reload.

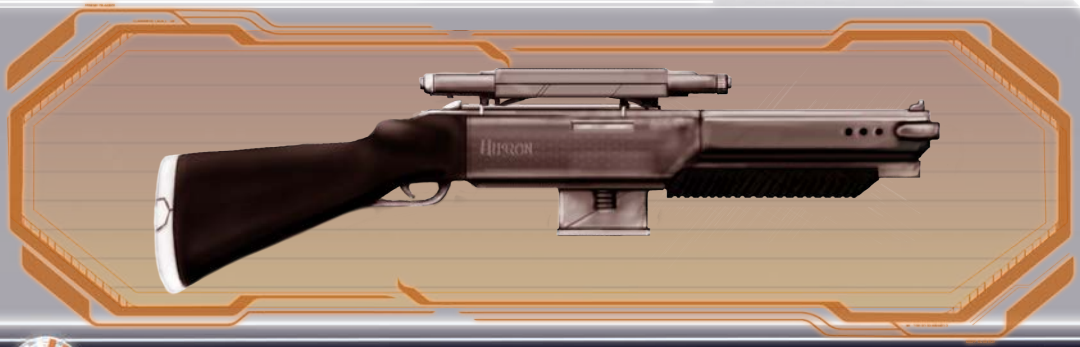
Type: Extra Supplies
Tech Level: 1
TP: 3
EA: 1
Size: 1 CU
Capacity: 10

Special

Reload - A character can make Depletion checks for 'Supplies, Ammunition' to remove all Depletion points of the firearm that the ammunition is used for. Each DP removed will require d6 Moments for the Delay.

AMMO SECONDARY TECH UPGRADES

- ***AP*** - Armor Penetrating +1
- ***Incendiary*** - Add [Th] to damage types.
- ***Increased Caliber*** - Allow this ammunition to be used for weapons that have the "Increased Caliber" upgrade. The TP spent on this upgrade must be equal to that of the intended weapon. -2 Capacity.
- ***Magazine*** 1EA - Capacity 10. This ammunition is loaded into a magazine, which allows a reload time of 1d6 per CU of the weapon instead of d6 Moments per DP removed from the weapon. This reload removes all DP on the weapon.
- ***Magazine, Extended*** 1EA - Same as Magazine, but with Capacity: 15. Increase cost and availability as if the Tech Level is 1 higher.
- ***Shells, Non-lethal*** - Replace all damage types with [Bl], +1 Extra Risk generated when used.
- ***Shells, Shot*** 1EA - Many smaller opponents have 'Bane' quality against hits from this ammunition. +1 Extra Risk generated when used.
- ***Shells, Slug*** 1EA - Using this ammunition grants Deadly: +1. +1 Extra Risk generated when used.
- ***Subsonic*** - Deadly +1. This upgrade can only be taken once.
- ***Tracer Rounds***- +1x Lethality if a character adds an additional DP. Add 'Dark' Descriptor. Using this grants opponents a bonus DoS in Ranged attacks against the user.



SAMPLE FIREARMS



GRYPHON
9MM MACHINE PISTOL
> *ACCURATE!*
> *RELIABLE!*
> *VERSATILE!*
A **HALCYON** CLASSIC!

HALCYON GRYPHON 9MM

The accurate and durable Gryphon 9mm from Halcyon Technologies is very widespread throughout the many colonized worlds. It's a favored sidearm by most military forces, as it has decent stopping power, has cheap ammunition and stray rounds rarely puncture even vulnerable spots in spaceships, making them safer to use by the space-faring navy.

Tech Level: 2
TP: 2
EA: 2
Size: 1 CU
Durability: 2
Type: Defensive, Firearm
Descriptors: Defensive, Pistol, Ranged
Lethality: 1x/0x/0x
{SC%}: {Fi-P%, Grpl%}
Capacity: 9
Fire Control: 1
Speed: 2d6 Moments
Damage: [d6 Pi, Sl]

Special Rules
Firearm

SECONDARY TECH UPGRADES

Laser Sight
Magazine Fed
Suppressor

HURON M-3 CARBINE (EXILE PATTERN)

This weapon is the smallest military rifle currently in service. It is often restricted to pilots, recon scouts and dropship troopers where weight and unwieldy size is disadvantageous. The M-3 Exile Carbine is also a famed weapon of insurgents and spies, as this can be disassembled into a much smaller size and easily transported, smuggled and modified. It is also highly modular which makes them popular in the hands of less trained forces.

Tech Level: 3
TP: 3
EA: 3
Size: 1 CU
Durability: 2
Type: Defensive, Firearm
Descriptors: Defensive, Rifle, Ranged
Lethality: 1x/0x/0x
{SC%}: {Fi-L%, Grpl%}
Capacity: 15
Fire Control: 1
Speed: 2d6 Moments
Damage: [d6 Pi, Sl]

Special Rules

Firearm

SECONDARY TECH UPGRADES

Magazine Fed
Suppressor
Illumination
Laser Sight
Reinforced Firing Mechanism
Extended Barrel Length

Huron D6 'Widowmaker' - SI
Ranged Rifle

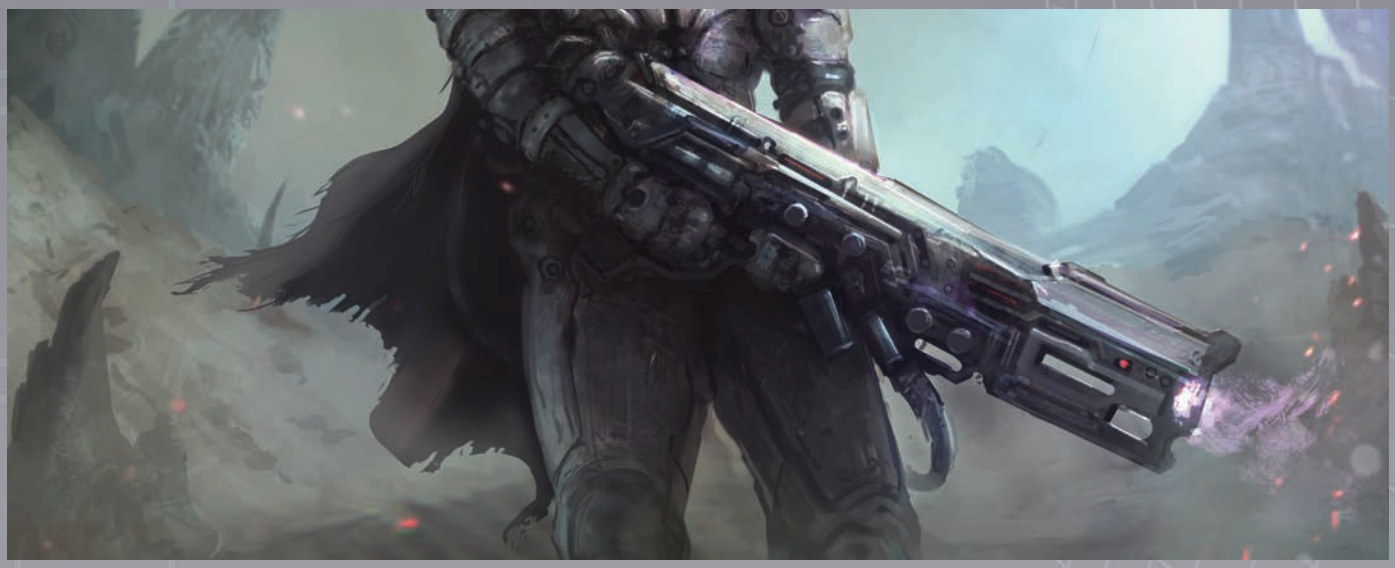
The Huron 'Widowmaker' achieved famed on the field for it's excellent range, ability to successfully deliver rounds on target reliably, and the stopping power of its 3 round burst fire mode. It is regularly selected by front line rifleman for these reasons, and is also a commonplace alternate weapon for snipers who anticipate going into close quarters or target rich environments.

Min. Tech Level: 3
TP: 4
EA: 3
Size: 2 CU
Durability: 3
Type: Firearm, Rifle
Descriptors: Hunting, Ranged, Rifle
Lethality: 2x/1x/0x
{SC%}: {Fi-L%,Srvl%*}
Capacity: 20
Fire Control: 2
Speed: 2d6 Moments
Damage: [d6 Pi, SI]

Special Rules

Firearm
3-Round Burst
Magazine Fed

SECONDARY TECH UPGRADES
Extended Barrel Length
Fire Control System
Firing Mode - Fully Automatic
Laser Sight
Scope



ENERGY WEAPONS

An Energy Weapon is one that uses non-physical means of inflicting damage. It can either take the form of bursts of force, arcs of electricity, plasma, jets of flame, intense heat or cold or any number of exotic energy types. This produces some spectacular displays of power, but the toll it takes on the user and their unpredictable energy consumption makes it a dangerous and fickle weapon.

Basic Energy Weapon Chassis Stats
Min. Tech Lv.: 3
Lethality: varies
{SC%}: {Enrg%}
FC: 0
Capacity: 10 per CU
Speed: 1d6 Moments per CU

Special Rules
Damage Type - An energy weapon inflicts one (or more) types of the following damage: [Bl*, El, Th]. Bludgeon is only an available Damage Type if the weapon emits a burst of force. The type of damage is based on what secondary upgrades are taken.
Power Source - (H) results on Depletion rolls will count as 5 and require a re-roll.
Danger - (H) results on Difficulty Dice will inflict 1 point of damage on the user of the same type that the weapon can inflict

ENERGY WEAPON SECONDARY TECH UPGRADES

- *Cryoweaponry* - 1TP - Add [Th] to damage types. Cryoweaponry requires that the {Enrg%} to use it be a Sustained Action. Targets hit with cryoweapnry are blasted with incredible cold, which can freeze flesh on contact. Any successful hit will cause the target to only take 1 [Th] damage per TP, however it will delay all their actions by 1 Moment per point of damage dealt by cryoweaponry. This means a target can be hit with continual blasts from cryoweapnry and possibly be denied any action by sheer number of Moments they will be delayed. While under this effect, the target will grant all [Bl] damage made against them the Bane quality. Targets taking actions while under the effect of this weaponry that are not all-enclosed or otherwise protected will take an additional 1 [Th] Damage per Moment delay they would normally need for their action. Cryoweaponry cannot share a gear chassis with 'Incendiary' upgrades.

- *Firing Mode - Overcharge*: 1TP Can add Deadly: +1, (H) results will inflict d3 damage to the user instead of just 1. Add additional DP if this setting is used.

- *Power Cell*: 1 EA. Replace 'Capacity' entry with whatever Capacity is provided by a Modular Power Source. This upgrade can be taken only once.

- *Enhanced Battery*: 1TP. Deadly +1

- *Firing Mode - Pulse*: 1TP. Sacrifice the Deadly quality for additional FC. Each Tech will improve FC by 1 + 1 per Deadly quality they wish to have sacrificed. If there is less FC produced than sacrificing all the Deadly quality, then the remaining Deadly quality is used normally. i.e. a character firing at Deadly: 3 can choose to only get an extra +2 FC from Deadly so that the attacks retain Deadly: 1. This firing mode can be used for 'Suppression Fire' Formations as a firearm could.

- *Improved Battery Capacity*: +10 Cap. Cannot be combined with Power Cell.

- *Thermal Vents/Shielding*: Grants FC: +1, reduce damage from 'Danger' rule by 1.

- *Enhanced Cutting Tool*: +1d6 to the Labor generated per DoS in a {Co/En%} check. Using it like this will count as a Use of this gear for purposes of Depletion.

- *Precision Cutting/Welding Tool*: +1x Lethality at Close Range and Medium Range. +1d6 to the Labor generated per DoS in a {Co/En%, D-Exp%} check to craft or make repairs.

- *Electromagnetic Arc*: Add "Ranged" as a Descriptor and {En-P%} as an available SC% this can be used with. Hits damage Powered gear as if it inflicted [El] damage as well. The weapon now uses Pistol range increments giving them at least a 0x Lethality at all ranges. This can only be added to a Plasma Energy Weapon.

- *Hall Thruster Anode Relay:* - 1TP - Add [Bl] to damage types and can hit all targets in a 45 degree angle. This weapon will only be effective up to Close Range. At Medium or Long range, the weapon will only be able to Knock Prone unless the target is Size 0. Each TP spent will grant 'Deadly: 1' to an attack.

- *Incendiary*: Add [Th] to damage types. Hits targets within 5' per TP of the original target for 1 DoS less worth of damage dice. The maximum damage dice that the additional targets can be hit for is equal to 1 per TP. This will continuously burn the target by inflicting 1 DoS less worth of [Th] damage each turn until reduced to 0 DoS. The target can attempt to extinguish themselves by making various Save Throws, each DoS in a Save Throw reducing the number of DoS worth of damage they take by 1 per DoS in the Save Throw. Incendiary weapnry cannot share a gear chassis with 'Cryoweaponry' upgrades.

- *Optical Resonator:* - 1TP - This light-focusing apparatus will allow laser weaponry to be used. Adds [Th] to available damage types.

- *Plasma:* Adds [Pi, Sl, Th] to damage types. Damages Powered gear like [El] but does not actually inflict such damage.

Flamethrower

Flamethrowers are relatively simple devices, designed to throw sheets of burning fuel at their target. Most advances to this weapon are to allow it to have both increased fuel capacity and added safety to the user. This weapon is very short ranged and has largely fallen out of favor in ground operations, but the flamethrower has a certain appeal in ship corridors and cramped quarters fighting, where a spray of liquid flame can deal incredible damage.

Min. Tech Level: 2
TP: 3
EA: 3
Size: 2 CU
Durability: 2
Type: Energy Weapon
Descriptors: Ranged, Energy, Fire
Lethality: 4x/1x/0x
{SC%}: {Enrg-Thermal%}
Capacity: 10
Fire Control: 1
Speed: 1d6 Moments
Damage: [d6 Th]

Special

Energy Weapon - Has Power Source and Danger rules normally.
Short Ranged - Uses 'throwing' range increments.
Area of Effect - Flamethrowers cannot have 'scopes', 'laser sights' or any kind of optic EA to enhance Lethality, but can take upgrades that add Lethality to take advantage of other effects the upgrade provides. This weapon also has additional rules against swarms and small targets.
Incendiary - See 'Energy Weapon Secondary Tech Upgrades'. Starts as if 1 TP had been spent on the upgrade, but more TP can be spent on it to upgrade it further.
Vacuum - This weapon requires oxygen and does not work in a vacuum.

Plasma Torch, Small

This man-portable pistol-gripped cutting torch has been popular with spacefaring engineers who often have to make deadly spacewalks to make ship repairs. Many engineers make customizing their tools of choice a cottage industry, and this is no exception. Despite its lackluster factory models and low battery efficiency, it makes up for its shortcomings with a surprising versatility of internal upgrades.

Tech Level: 3
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: 2
Type: Energy Weapon, Tool - Cutting/Welding
Descriptors: Cutting/Welding, Defensive, Energy, Plasma, Pistol
Lethality: 1x/-/-
{SC%}: {Enrg-Plasma%, Grpl%, Co/En%}
Capacity: 20
Fire Control: 0
Speed: 1d6 Moments
Damage: [d6 Pi, Sl, Th]

Special

Slashing, Energy Weapon, Piercing, Plasma, Powered

Plasma Pulse Rifle

Militarized use of plasma energy has met mixed results. The plasma rifleman is often viewed with respect, as their brothers in arms know the additional danger these weapons pose to the user, and are doubly appreciative of the blistering storm of energized matter that the weapon is capable of unleashing. Particularly ghastly models are capable of having multiple firing modes, which can either spray a large area with plasma or direct super-charged energy bolts... and to the especially brave or reckless, it will do both at the same time.

Min. Tech Level: 3
TP: Based on Spec
EA: 3
Size: 2 CU
Durability: 3
Type: Energy Weapon
Descriptors: Ranged, Energy, Plasma
Lethality: 3x/1x/0x
{SC%}: {Enrg-Plasma%}
Capacity: 10
Fire Control: 1
Speed: 2d6 Moments
Damage: [d6 Bl, Sl]

Special

Electromagnetic Arc, Firing Mode - Pulse, Plasma, Powered, Deadly: 1

RAILGUNS

Arguably the most dangerous man-portable weapon ever devised, this piece of technology uses electromagnetic pulses to propel sold ammunition towards a target with unbelievable force and little recoil. Their use is somewhat restricted as their dual needs of both energy and ammunition, which makes them an expensive weapon to maintain and field. Most modern examples feature powerful batteries in the magazines themselves so that a reload ensures not only a fresh supply of ammunition but a topped off power source. Even with this advance, it is not unknown to have leftover railgun bolts in a magazine unable to be fired due to insufficient power. Most of these instances are due to the abuse of alternate firing modes. Most soldiers are admonished for having too many "orphan" magazines after a conflict.

Special Rules

Armor Piercing - Each DoS in a {Fi-L or Fi-P} will reduce Defense by 1.

Damage Type - A rail weapon inflicts one (or more) types of the following damage: [BI, Pi, SI].

Power Source - (H) results on Depletion rolls will count as 5 and require a re-roll.

Deadly: 3

Railgun Chassis Stats
Min. Tech Lv.: 5
Lethality: varies
FC: 2
Capacity: 10 per CU
Speed: 2d6 Moments per CU



RAILGUN SECONDARY TECH UPGRADES

- ***Magazine Loading***: 1TP - Can be loaded with a Magazine as an Action (d6+CU Moments)
- ***Improved Solenoid Array***: 1TP - Deadly +1, Armor Piercing +1.
- ***Concussion***: 1TP - Can make a Concussion shot which will delay all opponents hiding behind cover by 1 per DoS in the attack roll. This shot will add an additional DP.
- ***Cooling Unit***: 1TP - +1FC
- ***Laser Sight***: 1EA - Add +1x Lethality when using the 'Ranged' Descriptor.
- ***Scope***: 1EA - If you make a {Fi-L%} a Sustained or Held Action, add 1x Lethality.
- ***Biometric Recognition*** - 1TP - Others taking the railgun will find themselves unable to use it, as some feature is keyed to the very genetics of the intended user.

RAIL AMMUNITION

Rail ammo is Modular, but still very expensive and difficult to come across. Depending upon the model, the bolts can be loaded into the gun via internal chambers and use a shared power source or it can have a special magazine that has a built in battery.

Tech Level: 4
TP: 2
EA: 1
Capacity: 10

- ***Chamber Ready:*** 1 TP. Allows bolts to be loaded in the weapon individually. Increase FC by 1. Cannot be combined with Magazine Loading models
- ***Magazine***: 1EA - Capacity: 10
- ***Magazine, Extended***: 1EA - Capacity: 15. Counts as +1 Tech for purposes of cost/avail.
- ***Magazine, Charged***: 1TP - Capacity: 10. Ignore "Power Source" rule.

SPIKE PISTOL

Even this handgun sized railgun is capable of inflicting incredible damage. It is often carried with great care, as impact can easily breach ship hulls and cause other collateral damage.

Min. Tech Level: 5
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: 2
Type: Defensive, Railgun
Descriptors: Defensive, Pistol, Ranged
Lethality: 2x/1x/0x
{SC%}: {Enrg-Electromagnetic%, Grpl%}
Capacity: 6
Fire Control: 1
Speed: 2d6 Moments
Damage: [d6 Pi, Bl, Sl]

Special

Railgun
Armor Piercing - Each DoS in a {Fi-L or Fi-P} will reduce Defense by 1.

Damage Type - A rail weapon inflicts one (or more) types of the following damage: [Bl, Pi, Sl].

Power Source - (H) results on Depletion rolls will count as 5 and require a re-roll.

Deadly: 3

RAILGUN

The prized railgun is able to accurately deliver solid supersonic ammunition that can punch holes in armored vehicles. They are fielded very carefully, as to not allow these dangerous weapons to become war trophies. To be allowed to carry a railgun (or to be able to afford one) is a tremendous sign of prestige. Where most firearms are personalized, and become prize possessions of their owners, a railgun is almost never molested with personal markings, such is the respect for the rarity and power of this awesome weapon of war.

Min. Tech Level: 5
TP: Based on Spec
EA: 3
Size: 2 CU
Durability: 2
Type: Railgun
Descriptors: Defensive, Pistol, Ranged
Lethality: 3x/2x/1x
{SC%}: {Enrg-Electromagnetic%}
Capacity: 10
Fire Control: 2
Speed: 4d6 Moments
Damage: [d6 Pi, Bl, Sl]

Special

Armor Piercing - Each DoS in a {Fi-L or Fi-P} will reduce Defense by 1.

Damage Type - A rail weapon inflicts one (or more) types of the following damage: [Bl, Pi, Sl].

Power Source - (H) results on Depletion rolls will count as 5 and require a re-roll.

Deadly: 3

GRENADES

A Grenade weapon is a thrown weapon that has a radius of effect upon any number of conditions. The payload can also vary tremendously.

Grenade Chassis Stats
TP: 3
EA: 1
Size: 1 CU
Durability: 2
Type: Explosive, Throwing
Descriptors: Ranged, Throwing
Lethality: 4x/3x/2x
{SC%}: {Thrw%}
Capacity: 1
Speed: 1d6 Moments
Damage: based on Secondary Tech Upgrades

Special Rules
Clutch - A character's Capacity for Grenades can be increased with upgrades to worn gear that allow for higher Capacity.

Single Shot- Do not make Depletion Rolls. Supplies are exhausted when DP = Capacity.

Area of Effect - The weapon hits the central target with the full impact, and each 5' beyond the central target will count as having rolled 1 DoS less in the {Thrw%} check. The maximum damage dice that the additional targets can be hit for is equal to 1 per TP spent on the secondary tech upgrade that provides the damage type.

Danger - Each (H) rolled on Difficulty will scatter the hit by 1d6 meters in a random direction.

Hit the Deck! - Save throws made to avoid the effects of grenade weapons will increase the Delay in Moments by 1d6 in addition to any other effects that the grenade may have.

Fuse Time - All Grenades have a fuse time (generally) known to the user. Upon activating the Grenade for a character's Intent, it will detonate in 6 Moments.

GRENADE SECONDARY TECH UPGRADES

- *Contact Detonation* - Instead of having a 'Fuse Time' the grenade detonates on contact, making using a Grenade an Instant Action that resolves immediately.
- *Corrosion* - Inflicts [Ac] damage.
- *Demo Charge* - Cannot be thrown. Using it will add a bonus DoS per TP to {AEng%} percentage chances in order to damage any object with Structure.
- *E.M. Pulse* - Inflicts [EI] damage that only damages Powered gear.
- *Flechette* - Inflicts [Pi] damage.
- *Fragmentation* - Inflicts [Bl, Sl] damage.
- *Incendiary* - Inflicts [Th] damage.
- *Launcher Ammo* - (EA) - Cannot be used as a Thrown weapon without rigging it with {AEng%}. This upgrade allows this grenade to serve as ammunition to Grenade Launcher weapons and secondary upgrades. This can share TP with other upgrades to launch the other kinds of grenades allowed by Secondary Tech Upgrades.
- *Poison Gas* - Inflicts [Po] damage. Vacuum or Environmentally Sealed armor will prevent this damage normally. The distance to effect additional targets is increased from increments of 5m to increments of 10m.
- *Programmed/Timed Fuse* - A character can determine how many Moments they wish to pass before Detonation. This is inexact, Roll a d6. On the roll of 1-3, it will detonate d5! sooner, on the roll of 4-6 it will detonate d5! later. The roll of an [H] will detonate on the Moment declared.
- *Remote Detonation* - The grenade is detonated by a command from a remote control. It is assumed that the throwing character has the detonator on their person. Detonation can be executed as a 'Held Action', otherwise detonation has Speed: 1d3.
- *Stun* - Use normally as a Throwing weapon, instead of inflicting damage normally, the amount of Damage inflicted will be the number of Moments the targets will be delayed. Save Throws can be made to reduce DoS, but only {Do%, Spt/Li%}.
- *Short Fuse* - Reduce Fuse time by anywhere from 1-3 Moments.
- *Tear Gas* - Those within the area of effect of tear gas will have the Speed of all actions increased in Delay by 1d6 per TP. The distance to effect additional targets is increased from increments of 5m to increments of 10m. Vacuum or Environmentally Sealed armor will prevent this.

WEARABLE GEAR

CLOTHES

This is worn by characters for most daily activities. It may have certain specialized features, but it largely ornamental or functional.
Min. Tech Lv.: 1
TP: Based on Spec
Defense: 0
Speed: +0
CU: 1

Special Rules:
Ornamental: This provides an obvious lack of protection. This cannot be used to provide any DLv. to Save Throws to resist any kind of Injury.

PROTECTION

This is worn by those who are in danger of having harm inflicted upon them routinely, but accidentally. Most professional engineers, construction workers, medical personnel, etc. wear some sort of 'Protection' that shields from the immediate hazards from the job they are undertaking.
Min. Tech Lv.: 2
TP: Based on Spec
EA: 1
Defense: 1
Speed: +1 Delay in Moments
CU: 2

Special Rules:
Save Throws: This will allow the DLv. provided by this gear to be used for Save Throws indicated in the entry.

ARMOR

Armor is anything that is worn when one expects to take lethal damage. The obvious intention is to prevent serious harm from befalling the wearer.
Min. Tech Lv.: 3
TP: Based on Spec
EA: 2
Defense: 2
Speed: +2 Delay in Moments
CU: 2

Special Rules:
Save Throws - This will allow the DLv. provided by this gear to be used for Save Throws indicated in the entry.

WEARABLE GEAR SECONDARY TECH UPGRADES

- *Air Recycling* - This will allow a character with All Enclosing to survive for 1 Time longer per TP than what would normally be allowed by 'All-Enclosing'.
- *All-Enclosing* - This allows a character to be isolated from their environment. Each TP spent on this will allow 1 Health Point to be lost without compromising the integrity of the environmental sealing. Partial exposure may be possible, however.
- *Active Camouflage* - This Tech can be built into Armor or as an independent Device to bend light around the wearer, rendering them nearly invisible. This reduces the Vision sense of opponents by 1 level per TP. This bonus cannot be used if the character moves faster than Running speed. During an Encounter this Tech grants a gear bonus to {Hide%, Snk%} checks if an E% is successful while the Active Camouflage was active during that period of Time. The bonus is equal to +5 per TP spent on this upgrade. Using this on a device will be a sheet of special cloth-like material or other independent object that can be draped over a character or object the sheet is large enough to cover. Alternatively, a light bending field can be projected from the device. Its method varies, but the results are the same, but keep in mind what manner your Device works, as it may not work in all situations if it's constrained to one form or another.
- *Armor Plating* - +1 Defense. +1 Moment Delay required of all Actions that have Strength as a Primary Attribute.
- *Augury Systems* - Increase the P_B of a character by 1 per TP.
- *Bandolier* - +1 Capacity to Grenade weapons or carry 1CU worth of 'Supplies' per TP.
- *Chem Injector* - (1EA) The character can add TP of Chemicals or Drugs to the gear that can be injected upon command to the wearer or as an Action administering it to another character.
- *Energy Shielding* - Capacity: 10 per TP. +2 Defense against any non [Bl, Pi, Sl] damage. Using this defensive measure will produce 1 DP and require a Depletion Roll.

- ***Firefighting Gear*** - +1 Defense per TP against [Th]. Can survive 1 Time per TP in otherwise lethal temperatures.

- ***Grenade Clutch*** - +3 Capacity to Grenade weapons.

- ***HazMat*** - Requires 'All-Enclosing'.+2 Defense against [Po] and +10 to the percentage chance of any Save Throw against 'Poisoned' Injuries with a +5 bonus per TP.

- ***Illumination*** - Add "Dark" to the available Descriptors at bonus DLv. equal to the TP.

- ***Impact Plating*** - +2 Defense against [Bl]. Allows Save Throw against 'Bone Injury' with a +5 bonus per TP.

- ***Integrated Weaponry (Energy)*** - 1EA - The armor has a built in weapon system that can deliver energy damage. The integrating process requires that the weapon utilize one of its EA. The integrated weapon cannot be switched, but its use requires 1 less Moment than normal. Energy weapons can draw from the armor's power source if appropriate (i.e. flame weapons will not be able to use the electrical power used by a suit of powered armor). The weapon is otherwise treated as a normal kit chassis of its type and can be given TP upgrades, etc. The weapon itself cannot be greater than 1 CU in size.

- ***Integrated Weapon (Firearm)*** - 1EA - The armor has a built in firearm that uses ammunition normally to deliver ranged attacks. The integrating process requires that the weapon utilize one of its EA. The integrated weapon cannot be switched, but its use and reload require 1 less Moment than normal. The weapon is otherwise treated as a normal kit chassis of its type and can be given TP upgrades, etc. The weapon itself cannot be greater than 1 CU in size.

- ***Integrated Weaponry (Melee)*** -1EA - Integrate a melee weapon to a suit of armor. The integrated weapon cannot be switched, but its use requires 1 less Moment than normal and can be deployed and retracted upon command. The integrating process requires that the weapon utilize one of its EA. The weapon is otherwise treated as a normal kit chassis of its type and can be given TP upgrades, etc. The weapon itself cannot be greater than 1 CU in size.

- ***Knuckledusters*** - This gear has hardened knuckles and greaves to allow "Defensive" to be an Active Descriptor for {Brl, MtlA} in addition to {Grpl}. Each TP spent will grant attacks made using those checks 'Deadly +1'.

- ***MicoMesh*** - +2 Defense against [Pi, Sl]. Allows Save Throw against 'Open Wounds' with a +5 bonus per TP.

- ***Modular Power Source*** - Capacity: 25 per TP. Other gear a character uses that has the ability to use a Modular Power Source to provide power. Powered Armor will instead get +25 Capacity per TP spent.

- ***Powered*** - Allows the following upgrades: Augury Systems, Modular Power Source, Scanner Array and Illumination. Each TP will count as having increased all of the TP of those upgrades if the armor has it. Each TP will also reduce the Speed delay of Protection and Armor by 1. This can potentially reduce the Speed of Actions if enough TP are spent on this upgrade to overcome the increased Speed requirement.

  This gear gains 'Capacity: 50' and each Action a character takes using the bonuses provided by this upgrade will count as a 'Use'.

- ***Scanner Array*** - This series of sensors detect changes in pressure, movement, sound, and heat signatures among other things. This series of sensors will add +5 per Tech to a character's 'Search, Spot' checks when active. It must be used for an entire period of Time in order to grant the bonus.

- ***Servos*** - Increase the S_B of a character by 1 per TP.

- ***Spacewalking Apparatus*** - Add {Bal, Clim, Do, J/L, LP, Nav} to available {SC%} when in zero gravity environments or when 'Space' is an Active Descriptor. Add the Biome 'Space' as a Descriptor this gear provides as well. This will add DLv. to 'Space' equal to the TP spent.

- ***Utility Harness***- (1EA) Allows 1 CU to be carried by the character. Still cannot exceed their normal carrying capacity for purposes of Encumbrance.

DRUGS AND CHEMICALS

Similar to 'Supplies', drugs and chemicals are disposable subsances that allow a temporary effect or benefit to the user. This can be a boost to ability scores or it can provide medical aid or it can be a chemical that disrupts or harms a target.

Drug and Chemcial Chassis Stats
Min. Tech Level: 1
TP: Based on Spec
EA: 1
Size: 1 CU
Durability: n/a
Type: varies
Descriptors: Special
Multipliers: Special
{SC%}: Special
Capacity: 3

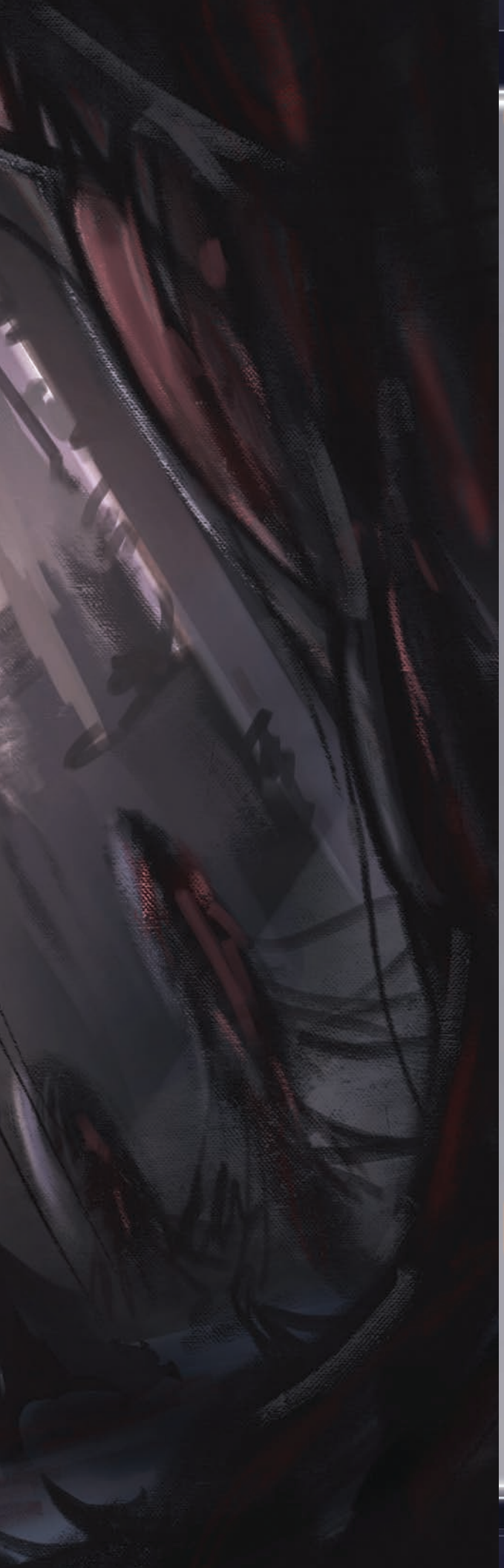
Special Rules
Capacity - Generally, a Drug or Chemical is one use only, hence the low Capacity rating. Although, larger quantities can mean that the Capacity can be large enough to allow multiple uses of the same Drug or Chemical, except they will likely take up more than 1CU. A general rule of thumb that for every 200% increase in Capacity, you increase CU by 1, unless another rule in the entry displaces it.
Ingestion - Unless otherise noted, the Drug or Chemical must be ingested to take effect.
Disposable - These Supplies can count as Kits if DP is added to the supplies. The Drug or Chemical must have TP spent on one of the available Secondary Tech Upgrades.
Limit - A character can only remove 1 Depletion point per CU of the Drug or Chemical as an Action.
Replenish - A character can use Supplies to remove Depletion points on one non-Supplies piece of gear a character carries. This will count as a 'Use' of the Gear normally and will add Depletion Points to the Supplies. The number of Depletion Points this can remove is determined by the 'Limit' rule above.

DRUG AND CHEMICAL SECONDARY TECH UPGRADES

- ***Antivirus*** - Drug - Reduce a character's Viral total by 1 per TP. If administered as a vaccine, it will prevent d6 worth of Viral from being inflicted.
- ***Adhesive*** - Chemical - Add +10 DLv. to (Engineering Materials) to any gear used to make repairs to restore lost Durablity to an item.
- ***Areosol*** - 1 EA - A drug or chemical is capable of being administered by a spray. It has an effictive distance of Melee range.
- ***Concentrated*** - Each TP will add +3 to the Capacity of the Drug or Chemical.
- ***Detox*** - Drug - Prevent 1 DoS worth of [Po] damage from harming a character per TP.
- ***Disinfectant*** - Add +5 Labor to any Mission that requires an {AMed%}
- ***NeuroStim*** - Drug - Add +10 to a character's Strength per TP. Also decrease all Speed rolls by 1 per TP while this drug is in effect. Each TP will inflict 1 point of [In, Po] damage to the user for the increased strain it puts on the body. This also grants an Adrenaline Pool of 1 per TP *(see pg. 95)*.
- ***Nutrient Solution*** - Allow a character to survive without food for 100 Time per TP. This is extended to to 5 years per TP if administered to a character as a part of cryosleep.
- ***Injector/Applicator*** - 1 EA - This takes an EA of either the worn gear of a character or to a weapon or dedicated applicator. Using the Injector or Applicator will add +2 Moments to any normal action to use it.
- ***Painkiller*** - Drug - Remove 1d6 damage points inflicted on a character if they have only taken up to one Health point of damage. This can be upgraded with multiple TP, but instead of increasing the damage it can reduce, it will allow a character to utilize this after taking 1 Health point per TP spent. Can also add +1 DLv. per TP to any 'Medical Supplies'.
- ***Pheromone Mask*** - Chemical - Scenarios that feature opponents utilizing 'Pheromone' Horror Traits and Hazards can prevent their effects by administering this. It can prevent the effects for 1 Time per TP.
- ***Poison*** - Chemical - This will either add [Po] to a weapon's damage types for the use of that weapon or it can be injected or ingested by means of the 'Aerosol' or 'Injector/Applicator' upgrades. The poison does [1d6 Po] damage.



CHAPTER 9
OPPONENTS



THE FOLLOWING IS CLASSIFIED. IF YOU ARE CAUGHT VIEWING OR DISTRIBUTING THIS MATERIAL WITHOUT AUTHORIZATION WILL BE PROSECUTED.

Now you are trained and equipped. The following entries are a list of encountered enemies that humanity has faced. Familiarize yourself with their tactics if you are to optimize your chance of survival.

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What Lurks in the Depths of Space?

The properties that gave our own planet life are indeed remarkable in just how fine-tuned they are to give us such biodiversity. It is possible to consider us unique in the universe for those reasons, but by no means can it be said for certain that we are absolutely alone in the universe. The far reaches of deep space can be home to any number of possible life forms from simple one-celled organisms to complicated muti-celled entities that defy description. They may have evolved under alarmingly different conditions than the ones we are familiar with here on Earth. It was stated earlier in this book that the setting we present in *Outbreak: Deep Space*, that the current understanding of the concept of life and death itself is challenged; as not only will the possibility of new life forms be introduced, but also a glimpse into a world potentially beyond our understanding of death itself.

INFESTATION HORROR

Far more akin to a survival horror scenario, the instinctual alien organism is simply acting out of biological need and nothing more. This emotionless determination to survive pits humans against a seemingly unstoppable and extremely deadly force of nature. For whatever reason, the alien organism behaves differently than its biological prerogative indicates, due to the introduction of human physiology to its environment. An even more frightening a prospect, is that it's behaving exactly in the manner to which it has evolved. Humans serve as some essential part of the alien's life cycle, most likely a host to an embryonic form of the alien, but the dominated host can easily be the final stage of development, playing a desired role both in body and mind. This either results in the death of the human as the alien matures, or the dominated human itself serves as the final stage in the life cycle of the species, or at least one adult role of an eusocial alien colony, i.e., Queen, Worker, Processor, Drone or Soldier.

ZOMBIES AKA "THE INFESTED"

In this setting, the definition of zombie is broadened significantly. In some cases, 'zombie' becomes an entirely inappropriate term, and what is being encountered is both biologically alive and purely alien instead of the undead. However, for this game to work, in most respects, there must be some sort of biological need for the alien that requires them to hunt human beings. For this reason, all pure alien or humans playing host to a zombifying alien infection are called simply "Infected".

ORIGINS

While it's not necessary to determine an entire history of the infectious agent's evolution, it does help to at least to determine a point of origin. This helps determine what sort of opponent is being faced and what, if anything can be done to stop it.

TERRESTRIAL HORROR

In this scenario, the zombie virus is a phenomenon of Earth that despite advances in medicine and weapons, humanity has yet to be able to eradicate utterly. The zombie virus has followed humanity into space. It is more likely that the virus is not a constant threat that has plagued humanity for this long, but a relatively recent one that manifested itself due to some unforeseen side effect of genetic experimentation or bioengineering.

BIO-ENGINEERED HORROR

In the case of a bioengineered zombie virus, it is assumed to have been developed for some benevolent function, such as to increase the durability of the human physique on some human colony on a planet with rich resources but a harsh climate. It seems much less likely that such a development would have been done deliberately for the sake of creating zombies. In this case, an infected colony or a remote research station provides a potential backdrop. The test subjects (willing or unwilling) provide the host that will inevitably erupt into an outbreak far from the reach of most human influence. In the case where the creation of such a virus was deliberate, likely being developed as a weapon, the colony itself unfortunately becoming the testing ground.

EXTRATERRESTRIAL HORROR

A frightening example of zombie origin is the idea that such a creature is extraterrestrial in nature. In this case, the human body plays host to an invasive organism that enslaves their mind and body. The nature of this enslavement and the extent to which it occurs seems dependent upon whether or not the organism is driven by a malevolent intelligence or a basic instinct to survive and reproduce.

VIRTUAL HORROR

A far more unusual adaptation of this setting is one where the virus is a digital one. It infects user avatars and causes them to behave in a manner that is dangerous to other users.

Setting

The Singularity War began when the promises of an eternal life as data proved to be false. The avatar copies with dead original users (called pejoratively 'Ghosts') began to

degrade and they reshaped their servers in their rage at the broken promises and lies they were fed. The living needed to infiltrate the servers and purge the system of the corrupted avatars. This proved to be a long, drawn out conflict across multiple servers held on multiple worlds. It was one of the primary reasons that Mars has such an aversion to integrating biotechnology too deep into the operations of the planet. It became clear that the Earth's Technocratic government was far more vulnerable than the aesthetic Martian Colonists because of the Terrans' blind adherence to materialist views. The PR campaign that Terra orchestrated in order to cover up their lies to the people have successfully allowed a clone of the Singularity to be reinstated, destined to repeat the mistake of the past.

Opponents

Virtual opponents will be similar to their dead originals, but they will display corruption and depravity to indicate their decayed psychosis. It is very likely that such a vastly different scenario will not be fully covered by this book. Look for the next publication: *Outbreak: System Failure* for a more comprehensive way to run and play in such a game. Until such time, use this following adaptation:

Ego Clone - A character is not playing their physical body, but their ego and mind will take damage after repeated 'jumps' into virtual territory where their avatar gets damaged or corrupted. Each time a character would lose enough Health points to die, their ego will destabilize, and they will get 'Ego Splinter' as a Disadvantage at +1 tier.

Risk - Risk takes the form of the characters' entry into corrupted servers and destabilizing it in an effort to purge it. Their actions will not only trigger internal firewalls, but will alert the Ghosts to the characters' presence, and trigger more hostile reactions.

MALEVOLENT INTELLIGENCE

An alien organism of malevolent intelligence willingly seeks to enslave a species to do their bidding. The alien hierarchy can vary greatly, as can their physiology and level of technological sophistication. In this scenario, the alien will likely have an established protocol used to enslave or conquer other races or species, and it is likely to have been perfected over a long period of time, similar to human domestication of the dog. This is an unattractive option for a quick game, as it involves creating an alien culture and history, as well as accommodating for their level of technology. It is not dissimilar to playing a campaign of *Outbreak: Undead* that has heavy emphasis on encounters with 'The Living'. That is to say, it's possible, but it is very much a different kind of scenario and requires much more planning.

It is also possible that this malevolent intelligence is, in fact, human. This would represent an invasion, rebellion or conventional war. In this case, the 'Horror' will indicate the all-too familiar horrors of war as opposed to a contrived horror scenario.

RISK

Risk is the means by which GM's are able to get more involved in the design of a players campaign. In the same way that SP acts as a type of currency that Players may use to obtain benefits and achieve certain outcomes, Risk allows players to put obstacles or 'Hazards' against the players. Generating risk happens when players take actions that generate a lot of attention to themselves. This can take many forms, and is not limited by what this book describes.

HORROR TRAITS

Any Opponent can potentially have access to a number of unique Horror Traits, some are inherent traits of the Opponents you are facing. Some, however, are upgraded versions of your Standard Opponents that are allowed with the spending of Risk.

HORROR TRAITS AND TIER

A GM may have access to upgrading their opponents by allowing a limited number of tiers' worth to apply. This is a very general framework, as the opponents presented in this book already have a selection of Horror Traits that can apply to each opponent specifically listed in their 'Special' section of the entries. Nevertheless, if a GM or a published scenario requires restriction by tier, then a GM can choose Horror Traits equal to the maximum tiers they are allowed.

Many Horror Traits have a "n/a" tier. This means that the Horror Trait isn't scaled in effectiveness by tier. If a GM wishes to take those such Horror Traits and they are restricted by a number of tiers, then "n/a" will count as 1. The second "n/a" Horror Trait will count as 2 and the third as 3 and so on in that fashion.

HORROR TRAIT ENTRIES

ACIDIC BLOOD

Tier: varies

The organism has a powerful acid for blood or their bodies are so filled with such a substance that they bleed when their skin is ruptured. Failed 'Melee Combat' or 'Grapple' checks when using Slashing [Sl] or Piercing [Pi] weapons will inflict 1d6 points of Acid [Ac] damage per DoF in the check to the character's weapon in addition to any other effects losing combat may have. A character must also make a {Do%} save throw or the acid will burn through their armor doing [1d6 Ac] damage to the armor per DoF in their Do%. If this blood ever touches bare skin, it will burn rapidly. Note that the strength of the acid can be something other than d6. It can be weaker ([d3 or 1 Ac] damage per DoF in an attack) or stronger ([d10 or multiple d6 Ac] damage per DoF in an attack). A higher tier may indicate such distinctions in acid strength.

ADVANCED WEAPONRY (MELEE)

Tier: equal to opponent's S_B

An opponent can wield close combat weapons and make attacks with them before entering a Grapple. They follow the same rules for landing blows as characters and inflict damage as normal for the damage type of the weapon (typically simple Piercing, Bludgeoning and Slashing weapons). An attack against a character with a Melee weapon by an opponent with this Horror Trait cannot roll damage for their attacks with DoS greater than the Tier of this Horror Trait, although any other effects due to rolling high DoS in an attack can still apply.

Speed: + 1x

ADVANCED WEAPONRY (RANGED)

Tier: equal to opponent's P_B

An opponent is skilled with or capable of using Ranged weaponry. Attacks made by this kind of opponent follow the same rules for landing hits as characters and inflict damage as normal for the ranged weapons they use. An attack against a character with a ranged weapon by an opponent with this Horror Trait cannot roll damage for their attacks with DoS greater than the Tier of this Horror Trait, although any other effects due to rolling high DoS in an attack can still apply.

Speed: +2 Moment(s)

ALIEN PHYSIOLOGY

Tier: 1 per 0L

The host organism's physiology is by and large unnecessary, or the anatomy of the parasitic organism is alien enough that standard headshot rules seem scarcely to apply. The organism has +3 Defense and counts as having an additional Health points per tier. The bonus Health pont can be reduced by 1 with a successful 'We Know This Much' mission or scoring a Headshot in combat to represent the learning curve inherent with combating such an alien threat.

The organism can potentially have bonus Defense and Size greater than or less than 1 per tier depending upon the desired outbreak scenario. For larger organisms, this can mean that the parts chopped or blasted off will scuttle around as independent creatures. Losing a Health point will not cause the opponent to have any increase in the Delay between their Intents.

Prerequisites: Biologically Alive

ARMORED

Tier: based on Hazard 'Risk' cost to upgrade only

An opponent is armored and this additional protection makes them harder to injure and kill. The opponent has +1 Defense per Tier in this Horror Trait.

BANE (DAMAGE TYPE/SUBSTANCE)

Tier: varies

An organism is especially vulnerable to a certain kind of damage or substance and will increase damage dice when rolling damage against them by rolling 1 extra Damage Die per Tier in this Horror Trait. The character then discards the lowest Damage Die results equal to the tier in this Horror Trait. Rolling an (H) on Damage Die will count as a 5 and allow a re-roll.

Prerequisites: Weakness

BIOELECTRIC DISCHARGE

Tier: Equal to Size

An organism is capable of delivering a powerful bio-electric shock. This attack has the range increments of Thrown weapons and will inflict d6 Electrical [El] damage per DoS in their Ranged Attack. This can also be used during a grapple, but it will simply count as having their Grappling attack count as both physical and electrical energy attacks at the same time. This is especially devastating against targets wearing 'Powered' gear and armor. This will rarely apply to 'zombie organisms' as they will likely not generate enough bioelectric energy in order to deliver so lethal a charge.

BIOLOGICALLY ALIVE

Opponents that are Biologically Alive (that is to say, all organisms except those with the 'Undead' Horror Trait) will have Health points and Damage Thresholds in the same way characters do. The Damage Threshold will be (S_B + Lv. of Perception + Defense). The number of Health points will be equal to the organism's Size.

They also get +5 to any attack checks per Lv. of Perception and Speed.

This Horror Trait represents a situation where the body playing host to an infestation still retains its own biological processes. The infestation in this case is akin to a mind-hijacking parasite.

BITE ATTACK

Tier: Basic Horror Trait, 1 per S_B + Size
The opponent possesses a 'Bite' attack which counts as Slashing [Sl, V*] damage when Grappling, but a character can make a Save Throw in order to prevent incoming damage from being the result of bites. If passed, the opponent will only do [Bl] damage with a successful attack in a Grapple. Some opponents are too small, or their morphology sufficiently different to prevent a true 'Bite' attack from being utilized during a successful Grapple. An attack against a character by an opponent with this Horror Trait cannot roll damage for their attacks with DoS greater than the tier of this Horror Trait.

*Viral damage will only factor in if the damage is enough for the target to lose a Health point. See the 'Viral' Horror Trait.

Speed: +1d6 Moments

CHITIN

Tier: varies
Bony plates of chitin grants +1 close range Defense per Size.

CLAWS

Tier: equal to S_B of opponent
The opponent has long, sharp claws or exposed bone that act as claws. They allow the opponents to make Melee Attacks that count as slashing [Sl] weapons for purposes of damage types. This replaces their normal Bludgeoning 'Unarmed' attack. An attack against a character by an opponent with this Horror Trait cannot roll damage for their slashing attack with DoS greater than the Tier of this Horror Trait.
Prerequisite: Unarmed Attack

Speed: +0 Moments

CLAWS - HARDENED

Tier: n/a
The opponent's claws are so sharp that they can rend armor. In addition to causing Slashing [Sl] damage, a Melee Attack will count as inflicting Piercing [Pi] damage as well. This increases the damage rolls by +1 per DoS in the attack as per normal Piercing weapon rules.
Prerequisite: Claws

CRUSH

Tier: Equal to Size
An opponent is incredibly deadly in close quarters, occasionally able to crush the life out of their targets. If a Grapple is successful with 5 DoS or more, the target will instead take 1 Health point of damage per Tier in this ability instead of rolling Damage Dice. Rules for taking multiple Health points from a single attack still apply.
Speed: +1d6 Moment(s) per Size

DISORIENTED

Tier: 5 - P_B.
An opponent cannot discern location very well and are easily confused. All checks made as a Save Throw to avoid Encounters get a bonus DoS per tier in this Horror Trait. However, opponents of this kind are also extraordinarily difficult to predict at close quarters. Having this Horror Trait will require that in order to move, an Opponent moves d5! feet a round during an Encounter as opposed to the normal 5. The result of a [H] will count as 5 + a re-roll.

ENDURANCE

Tier: equal to 5 - S_B
An opponent is ponderous and slow, but does not feel exhaustion and has a greatly reduced threshold of pain. They have +1 Defense per Tier in this Horror Trait and will increase the Difficulty of 'Navigation' after fleeing opponents with this Horror Trait by 1 per Tier.

ENTHRALLED

Tier: n/a
This Horror Trait indicates that the opponent is biologically alive but their mind is completely held captive. They behave much like opponents described in the 'Undead' Horror Trait, except the afflicted can be liberated from their mental enslavement sometimes without violence. Until this time, however, the opponent is charged with superhuman toughness and single minded determination and, most dangerously, a complete disregard for personal safety.

The Damage Threshold is their S_B multiplied by their Size + Defense+any relevant Horror Traits.
Incoming damage is still reduced by Defense.
At the end of every phase, reduce total Damage taken to 0 if not killed, but lost Health points will persist.
Can be targeted with any 'Diplomacy' in an attempt to free the opponent's mind. Any 'Diplomacy' check other than 'Barter' can be used unless the item being bartered with is of certain significance to the target or a known substance

that causes the afflicted opponent to react in such a way, but Value will likely not be a factor. The 'Diplomacy' check will be increased in Difficulty by Viral the character has.
Instead of the above situation, some other remedy can be administered to produce the same effect, as determined by the Outbreak Scenario.
Succeeding the 'Diplomacy' check will temporarily free the opponent's mind and they can either be counted as being defeated or they can be brought along as Survivors, albeit unstable ones.

EVACUATION
Tier: 1 per Size
An opponent will spontaneously vomit or defecate in combat, which is highly infectious... and disgusting. This attack is triggered by a successful Grapple check with 5 DoS - the Tier in this ability and will inflict [Po, V] damage equal to 1d6 per Size of the opponent. Save throws against this damage is not permitted. As per regular Viral [V] damage rules, a Health point must be lost in order to be inflicted.

EXPLOSIVE BIRTH
Tier: n/a
In a truly horrifying fashion, an alien organism reaches maturity in their human cocoon and emerges forcibly from the body (most likely the abdomen, through the soft tissues). The life cycle of the opponent varies tremendously. This may gestate within an infected host or be the very infestation that 'Viral' represents.

In the case of gestation within an infested organism...
Upon the death of a infested organism, 1d6 'Spawn' per Size of the zombie organism will be birthed from the corpse of the zombie organism. If the zombie organism is killed in Melee Combat, then the Spawn will immediately enter Grapple with the character that killed the infested organism and will get a surprise round of grappling before the character can retaliate.

In the case of gestation within The Living...
The Living will suffer 1 damage per Viral per Time (Viral, in this case, being a measure of time for the alien's gestation period). The character also counts as having Open Wounds that cannot be healed so long as the alien incubates in the body of The Living. This continues until a character's death or the alien embryo is removed with an 'Advanced Medicine - Invasive Surgery' mission or similar Infirmary Location feature.

FANGS
Tier: 1 per Size
The opponent's 'Bite' attack now inflicts Piercing [Pi] damage when Grappling, but a character can make a Do% check in order to prevent incoming damage from being the result of bites. If passed, the opponent will only do [BI] damage with a successful attack in a grapple. Unlike a normal 'Bite' attack, a bite with this Horror Trait will have the 'Deadly' quality equal to 1 per Tier in this Horror Trait. Any further DoS than those improved by the 'Deadly' quality will roll damage as regular 'Bite' attacks and there is no maximum to the amount of damage dice an opponent can roll for the excess DoS for the regular 'Bite' attack.
Prerequisites: Bite Attack

Speed: +0 Moments

GENE-SENSE
Tier: n/a
Similar to 'Lifesense' only that it can be either increased or decreased in level equal to the amount of Viral a character has instead of being based on the organism's level of Perception. This represents either the opponent recognizing their own kind and are more likely to leave a character alone or if the parasitic virus serves as a homing beacon. This can either be based on the combined Viral total of the entire party or can be just the highest among the party members. It depends upon the outbreak scenario.

If the E% is reduced by the amount of Viral, then the sense starts at a base of +25% per OL. This additional sense can be masked by 'Pheromone Mask' or wearing all-enclosing clothing.

HEMATOPHAGY
Tier: 1 per Size.
The opponent has a deficiency in their red blood cells that makes them hyper-efficient, but incredibly short lived. Their blood type becomes irrelevant and they are able to incorporate other blood types to replenish their rapidly dying blood cells. An opponent with this Horror Trait has +10 Strength and Perception per Tier of this Horror Trait but will prefer to take live captives for exsanguination. All Actions also require 1 less Moment than normal per tier.

HIGHLY INFECTIOUS
Tier: 1 per 2 Viral the opponent has
The opponent is highly septic and is capable of inflicting terrible infections with their unarmed or Bite attacks. If a character takes Viral damage from this opponent, they will take 1d3 [In] damage per Tier in this Horror Trait as

well. If this damage is sufficient for the character to lose a Health point, the character takes an additional Viral. If this is not sufficient for the character to lose a Health point then they just take the damage normally.

HITCHHIKER
Tier: n/a
The organism has adapted for travel by hitching onto space vessels. They can last there for extraordinary amounts of time, but are in a state of hibernation. This makes the danger of the organism's spread even more difficult to contain. These opponents are deployed as per 'Thanatosis', and can survive in the vacuum of space in this way. Encountering them also generates an additional point of Risk.
Prerequisites: Spacewalking, Thanatosis

HOLLOW
Tier: n/a
A parasitic alien organism does not require the use of some or all of its hosts organs, rendering them ineffective targets for an attack. This increases the Defense of the opponent by +3.

HORDE/PACK
Tier: 1 per OL
This opponent is generally found in large groups. An opponent deployed with this Horror Trait can have another example of it in the same Encounter if the GM pays an escalating Risk cost (1 for first, 2 for 2nd, 3 for 3rd, etc). This cost can be reduced by 1 per OL (min. 1). This means that at higher OL, certain additional opponents can be deployed for free.

Also, an Encounter that goes past 24 Moments, make another E%. This determines if another wave of these opponents are deployed at the boundaries of the Encounter or by some other point of entry.

HYPOSTOME
Tier: n/a
The organism has a drilling mandible in the place of jaws. This will have their successful 'Bite' attacks cause Piercing [Pi] damage instead of (or in addition to) Slashing [Sl] damage.
Prerequisite: Bite Attack

IMPROVED NAVIGATION
Tier: 1 per P_B.
Increase the Difficulty of 'Navigation' checks when fleeing these opponents by 1 per Tier. Each Tier will also add +10 to Breach checks. All opponents with this can also reduce their starting Moment in an encounter by 1 per Tier.

INCUBATION
Tier: n/a
The effect of a failed Do% and gaining Viral when Grappling will not manifest until several Time periods after contracting the virus. This will drain a party's Morale by 1 per Time if they are aware of the condition. This can be resisted with a 'Diplomacy' or Composure' check.

INDISCRIMINATE ATTACKER
Tier: n/a
Opponents are unable to distinguish friend from foe and will attack anyone who comes near indiscriminately. Opponents will always attack the nearest target.

LETHAL
Tier: n/a
This opponent has no maximum to the amount of damage dice they can roll for Unarmed, Bite, Melee and Ranged attacks. This Horror Trait can apply as a general rule or be triggered by certain circumstances, such as requiring the opponent be at a certain amount of Health points or by Swarms reaching a certain Size.

LIFESENSE
Tier: Cannot exceed the P_B of the opponent.
Each period of Time will generate 1 Risk per Per. Lv. if this opponent is the Standard opponent in addition to altering the percentage chance of E% by 10% per Tier.

LIGHTNING REFLEXES
Tier: varies
The reaction time of this organism is so fast that dodging them at close quarters is extremely difficult. Each tier will increase an organism's Melee Attack by +10 and increase the Difficulty of all Do% made to prevent entering a Grapple with them by 1. Combat actions require 1 less Moment per tier.

MUTATION
Tier: 1
The opponent has unchecked mutation that gives them unusual abilities. A mutation will take one of the following forms:

Mobility - The opponent has the means to move by means other than walking. This could be an unnatural flexibility to fit through tight places, burrowing or even flight. Active opponents can now ignore intervening obstacles during Encounters and generate +1 Risk each when fled from

during Encounters. All Movement also requires 1 less Moment during Encounters.

Projectile - The opponent launches poison or barbs of bone at the survivor. They use standard Ranged Attack and will do [Pi, Po] or [Ac, Po] damage.

Regeneration - The opponent can restore lost Health points between Encounters. Each Health point regenerated in this way will add +1 to their Viral. Only opponents with multiple Health points can take this mutation as a Horror Trait and it generally only applies to OBM opponents. Otherwise, it will prevent characters from ever combining damage rolls during combat with this opponent.

Resistance (Damage Type) - The opponent gains the 'Resistance' Horror Trait as described in the entry.

Strength - The opponent mutates and grows an incredible amount of muscle mass. This will increase Strength by 5 per Viral.

NEMATOCYSTS

Tier: 1

An organism has tendrils or limbs coated with stinging cells that can cause excruciating pain or even death. An opponent's Grapple check inflicts [Po] damage in addition to its other damage types. A successful Grapple will also delay the losing character by 1 Moment per DoS + tier.

Prerequisites: Tendrils

NOCTURNAL

Tier: 1 per P_B. of the opponent

The opponent is nocturnal. This opponent will not be encountered during 'Day' periods of 'Time'. At 'Night', this opponent will appear on an Encounter Chart at 1 DoS lower than normal per Tier in this Horror Trait. If this is an opponent deployed by spending of Risk, then it costs 1 Risk less per Tier to a minimum of 1 to deploy at Night.

OVAPOSITOR

Tier: n/a

This organism has a means of infecting Viral with their bite in the fashion of seeding their victim with their offspring. This implies that only a 'Bite' attack can spread Viral, and only under the right conditions or wound locations. A 'Bite' with 3 or more DoS or a 'Bite' attack that inflicts a point of Health damage will inflict 1d6 Viral. No Do% is allowed to prevent this. Possessing a 'Hypostrome' Horror Trait will reduce the DoS requirement from 3 to 2.

Prerequisites: Bite Attack, Hypostrome (optional)

PANICKED

Tier: 5 - 1 per OL

The opponent is highly irrational and is nearly impossible to relate to. Targeting them with any check that has 'Emp' as a primary attribute will have +1 Difficulty per tier. The number of opponents in the Encounter with this Horror Trait will add +1 Difficulty to any 'Navigation' checks to flee the Encounter. A 'Calm Other' check or a 'Diplomacy' check can be made to remove this Horror Trait from the opponents. They can also be fought normally. An Encounter escaped or ended by killing Opponents with this Horror Trait will require an Empathy check. If passed, the characters lose 1 Morale.

PHEROMONES

Tier: all Pheromone tiers vary by Outbreak Scenario

Organisms can function using chemical cues similar to eusocial insects such as bees or ants. These airborne chemicals are called 'Pheromones'. They are typically non-lethal, so escape the detection of most automated ventilation protocols. Any Horror Trait that includes 'Pheromone' in the title will require there be air in which to carry it and affect the targets. As a result, a vacuum or (depending upon the Pheromone) an all-enclosing suit will render Pheromones ineffective. In addition, a specific Pheromone can be masked with the appropriate 'Pheromone Mask', which is our catch-all for any chemical that just so happens to cover up or cancel the effects of these airborne chemical commands.

Some are potent enough to cover all Pheromones, but it is likely that a specific Chemical will only be able to cancel out one type of Pheromone. Such an item should include what kind of Pheromone it masks in the title, such as 'Pheromone Mask - Command'. If it is potent enough to cover any kind of pheromone, then it is simply called 'Pheromone Mask' or 'Pheromone Mask - All'.

PHEROMONE, ALARM

The opponent emits an Alarm Pheromone when startled or upon destruction. After an Encounter ends, add 1 Risk per Size of opponents killed that possess this Horror Trait. If the Encounter is fled from and the subsequent E% is successful, it counts as being part of the same encounter, so no Time will pass between Encounters.

PHEROMONE, BIOTOXIN

This Pheromone is little more than a chemical poison. Initial exposure to it will cause [1d5! Po] damage. If inflicted upon a character with an attack, the attack will inflict [Po] damage in addition to any other damage types the attack may inflict. Areas filled with this Pheromone will passively inflict [1d5! Po] damage per sTime to any character wandering through areas without all-enclosing gear. When exposed to poison in such a way, no healing can occur. Losing a Health point will count a character as being 'Poisoned' as per rules for losing a Health point to

an attack that inflicts [Po] damage.

Note that characters who are carriers of the parasite may be granted immunity by the organism that infests their bodies. Characters can reduce the passive damage taken by this Pheromone equal to their Viral total. The weakening of the host's natural metabolism will also increase Viral by 1 whenever damage is reduced in this fashion.

PHEROMONE, COMMAND

An extremely dangerous Pheromone that forces infected organisms to do the bidding of the opponent. The command must be a simple one and can range from "remain still" to "come closer". This has a far stronger effect on characters that are infected. This can be resisted the same way a 'Diplomacy (Command)' is resisted, but the 'Resist Command' Difficulty to resist the directive the pheromone indicates is equal to the Viral the character has. All-enclosing gear prevents this pheromone from being used on a character from external sources. A 'Pheromone Mask - (Command, Any)' can also prevent all Command Pheromones from issuing commands, but commands already in place may still be in effect.

It is important to note that a Pheromone of this potency will rarely be found on anything but a higher organism in a eusocial hierarchy and that each Pheromone will only allow 1 specific kind of command. Particularly important or dangerous varieties will be in possession of several Pheromones that can issue multiple commands. If an opponent has one or multiple Command Pheromones, then the specific command they will be able to issue will be stated in the 'Special' section after 'Command Pheromones'.

Opponents that possess multiple 'Command Pheromones' may select one to use at the beginning of their turn. This can be the same one used the previous turn or a different one. If it is a different one, than the earlier one is no longer in effect. A common use of this Pheromone is to command a character to stand still, which basically translates into them not being able to flee the Encounter and become unable to make any Dodge (Do%) checks as opposed to literally standing still, although a 'Catastrophe' in the 'Resist Command' check may indicate that they do, indeed stand still.

PHEROMONE, ENTHRALLING

The most devious Pheromone in an opponent's arsenal are those that confuse or enslave the mind. It functions like a Command Pheromone, only it uses a character's Empathy. It forces a survivor to make an Empathy check with a bonus of +5 per Viral the survivor has. Passing this check will allow the organism access to the information requested or will ask/command the survivor to do things for them. The methods of Diplomacy emulated by the Pheromone will be: Ask/Command, Plead, Determine Motives, Coax/Lie, Intimidate.

Note that since these are Pheromone cues, the behavior they produce in a character will be subconscious. A cunning GM should find a way to work such a forced motivation on a character. Either it serves as an integral part of the story, without them knowing they were being subject to an alien influence, or tricking the player into believing that it was their own idea to begin with.

GM NOTE REGARDING ENTHRALLING PHEROMONES

Because the effects of Enthralling Pheromones are mind-controlling, abusing them as a GM tool is remarkably easy. For this reason, their use and the scope of their effect on a character's decision making process is something not to be taken lightly. a character should be allowed to find ways to rid themselves of such an influence if they are aware of its existence. It will doubtlessly plague their mind, but it should not be so heavy handed as to directly influence their behavior by forcing actions out of a player's control.

PHEROMONE, FEAR

This Pheromone will require that a character make a 'Composure' check. Unlike most states of Panic, this Panic will persist so long as a character is in an area that is saturated with fear Pheromones. After exiting the area with the Pheromone, the Panic will persist for 1 Time per Time spent exposed to the Pheromone before it dissipates naturally. A 'Composure' check can be attempted, but the Difficulty is equal to the remaining Time spent under the Pheromone's influence before it fades normally. If exposed for too long, this will begin to inflict Morale damage.

PHEROMONE, PAROXYSM

This Pheromone will cause a violent resurgence of Viral symptoms caused by the infestation. In the presence of this Pheromone, a character will take 1d3 [In] damage per Viral they have. The frequency of this damage being dealt is based on the outbreak scenario.

PHEROMONE, PSYCHOSIS/ HALLUCINATION

This hallucinogenic Pheromone will either trigger intense psychosis or cause hallucinations or other derangements. Once triggered, this Pheromone will force a 'Willpower' check with a Difficulty equal to the character's Viral. Failing this check will cause the character to lose 1 Morale.

This powerful Pheromone only works once per Encounter or once per period of Time of exposure, regardless of the number of opponents that possess it or what is being done during that period of time (which can be either sTime or pTime, depending on the setting).

PHOTOPHOBIA

Tier: n/a

A photophobic opponent is highly active during the night partly due to their intense fear or aversion to light. Treat the opponents as being deployable as Standard opponents during Night. If this is an opponent deployed by spending of Risk, then it costs 5 less Risk to a minimum of 1 to deploy at Night or in the dark. A light source shined in the face of this opponent will count as them having 1 DoF against any check they attempt to make per Tier in this Horror Trait.

Prerequisite: Nocturnal at Tier 3+

RAPID REGENERATION

Tier: 1 per Size

The alien metabolism of the organism is capable of regenerating at such a rapid rate, that their ruptured flesh mends itself literally right before the eyes of their attackers. An organism is immune to the special rules for [Pi, Sl] damage.

Prerequisites: Alien Physiology

SPACEWALKING

Tier: 1

The opponent is resistant to the vacuum of space and is able to navigate it without penalty, either by biology or by some apparatus the opponent uses. They cannot stay there indefinitely, but will be able to withstand at least 1 pTime worth of vacuum. Although, there are some varieties of zombie organism that can survive the harsh vacuum of space for an indefinite amount of time, they have either a very slow metabolism or are hibernating in some fashion.

SPINY CARAPACE

Tier: n/a

The damage an opponent can do at close range is astounding. Even their skin is a living weapon, bristling with bony spines that can lacerate flesh with terrifying ease. This Horror Trait indicates that Grappling will cause Piercing [Pi] damage as opposed to normal Bludgeoning [Bl] damage.

Prerequisite: Chitin

SUICIDE BOMB

Tier: 2

The opponent is specifically evolved to explode a lethal combination of toxic gas and acid in the same way a bee sacrifices itself with its sting. The explosion will do 3d6/2d6/1d6 damage per Size of the detonating organism for Short/Medium/Long Range upon detonation. Use the range increments of Thrown Weapons. Size 0 varieties of organisms with this Horror Trait will do 2d6/1d6/1d3 damage upon detonation. The bomb does either Poison damage or Acid damage. The poison is almost always in gas form, so 'All-Enclosing' Tech upgrades may prevent [Po] damage from harming a character. Acid will have no effect at the longest range increment but ignores 'All-Enclosing' rules.

Attacks made against the opponent will also trigger the explosion. An attack that hits, but fails to roll high enough damage to cause a kill will cause the opponent to detonate. Inflicting enough damage to cause a kill will result in the opponent being killed without exploding in this way.

A character may make a called shot to attempt to detonate an organism with this Horror Trait with a targeted attack at +2 Difficulty. Succeeding in this attack by inflicting enough damage to cause a target to lose a Health point will trigger the explosion. The explosion will be centered anywhere along the path of the organism's movement that turn of the shooting player's choosing.

TENDRILS

Tier: 1

The opponent has long tendrils that they can use to ensnare their targets. Tendrils will grant a +5 Strength bonus per Size to an organism during a Grapple. When targeting the tendrils directly, Slashing weapons will have the 'Bane' quality against them.

THANATOSIS

Tier: 1

The organism has the ability to play dead to make characters think they have either killed them or that they

are already dead upon discovery. An E% that is successful by 4 or more DoS will have allow an opponent to alter deployment distance by 25' per P_B instead if the normal 10' per P_B. A 'Science (Biology)' check can identify the ruse or a 'Spot' check with +2 Difficulty can substitute the 'Science (Biology)' check. If the check is successful, the characters get a Surprise round on their sleeping opponents.

UNARMED ATTACK

Tier: basic Horror Trait, n/a

Without any weaponry or Horror Traits to grant special attacks such as 'Chitin' or 'Claws', an opponent's unarmed attack will inflict Bludgeoning [Bl] damage at Melee Range. They may inflict a 'Bite' attack during grappling, even if unarmed. Some opponents may not have the size or morphology to inflict a 'Bite' attack, however.

UNDEAD

Tier: 3

The organism is not truly biologically alive and are more accurately described as a 'zombie'. These opponents have the following properties:

- Reduced to 1 Health point per Size
- Empathy = 0 and cannot be targeted for any {SC%} that has 'Empathy' as a primary attribute.
- Willpower will be 0, but an undead opponent will automatically pass any check with Willpower as a primary attribute and will count W_B as 10.
- The Damage Threshold (DT) is their S_B multiplied by their Size + Defense + any relevant Horror Traits.*
- Incoming damage is still reduced by Defense even though it factors into their DT.
- At the end of every phase, reduce total Damage taken to 0 if not killed, but lost Health points will persist. Multiple characters making Ranged Attacks roll damage separately and are reduced to 0 if no Health point is lost from the attack.
- Reduce 'Deadly' quality of any weapon targeting it by 1 per Size of the undead opponent.
- Immune to 'Poison' [Po] Damage, Panic and Pain.
- Resistance to 'Electrical' [El] Damage.
- Has 'Resistance' to [Bl] Damage inflicted by attackers with an equal or smaller Size to the undead opponent.

Many opponents are referred to as 'zombie organisms' so automatically have this trait taken into account by having altered Damage Thresholds in their entries, so no additional conversions are necessary.

UNFEELING

Tier: up to 1 per S_B

An opponent losing up to 1 Health point per tier will not increase the Difficulty of subsequent actions. Each lost Health point will instead delay all Actions by 1 Moment, instead of the normal d6 moments.

VENOM

Tier: 1

The opponent possesses a potent venom that can slowly erode the health of even the most robust of individuals. One of an opponent's attacks will inflict Poison [Po] damage. Only one specific attack an opponent delivers will have this additional damage type. The options are: Melee, Ranged, or Grapple. Opponents can also carry poisoned weapons.

VICE GRIP/BITE

Tier: 1

If an opponent wins a Grapple check by 1 Degree of Success per Size, the organism has latched on to their victim and will refuse to let go. Each subsequent round of Grappling, the opponent will always inflict damage as if they had won a Grapple with an amount of DoS equal to the Size of the opponent. This will persist until the opponent is destroyed or until the character wins a Grapple by 1 DoS per Size. Tearing their attacker free will still inflict damage as normal this round as per the rule for this Horror Trait.

VIRAL

Tier: 1

Any attack by this opponenent that doesn't inflict [Bl] damage exclusively will cause their target to take 1 Viral if they lose a Health point to their attack. Save throws may be allowed based on the method of delivery. Opponents with 'Viral' statistics already count as having this Horror Trait.

WEAKNESS (DAMAGE TYPE/ SUBSTANCE)

Tier: 1

An opponent is especially vulnerable to one type of damage. Whenever damage dice are rolled in combat against the opponent with the appropriate 'Weakness', increase the damage dice rolled by one step (i.e. d3 to d6, d6 to d10, d10 to 2d6, etc). Defense is still subtracted as normal. This does not combine with the 'Bane' Horror Trait, but is a prerequisite for it.

THE INFESTED

Homeworld: Human Colonies

The first colony to fall to the Infestation was on the rim of colonized space. It is not known as to whether it was engineered or if it is a naturally occuring organism. The infestation is a parasitic creature that hijacks the host's brain and takes control of their mind. The host becomes a mindless cannibal that is controlled by an alien intelligence. The infested often are carriers in life completely unknowing of their condition until their health deteriorates. The host is unfeeling of pain and has no empathy. Colonies that are struck with this infestation often fall within days. If such an infestation were to strike a DeSEx Class ship or populous world the resut would be catastrophic.

A few different varieties have been known to exist, even some highly intelligent and dangerous strains. The rank and file infested are those whose bodies and minds are hijacked by the parasite and drive them to feed constantly. It is even possible that the mind is partially there, forcing them to witness what their bodies are doing, powerless to stop it. Unfortunately, the parasite latches onto the nervous system, and any attemtpt to extract it results in death.

INFESTED OBJECTIVES

The following are objectives that apply very well to a scenario featuring an infestation. Their entries can be found in the Gamemaster's Section

- Cleanse
- Evacuation
- Gather Specimens
- Gather Tissue
- Rally Point
- Rescue
- Self-Destruct

Because they are so ideal to the scenario, players taking the Objectives as Secondary Objectives will still be able to claim the Primary Objective SP reward.

INFESTATION RISK

There are a few ways that an infestation can cause Risk to be generated.

- Each point of Viral inflicted will increase Risk by 2d5!
- Each time Infested are fled from, add 2d5! Risk per OL.
- Each new Location entered, add +2d5! Risk per OL.

LOCATION INFESTATIONS

An area frequented by the Infested may feature alien growths and structures. Some produce unique Encounters and some have effects on the characters as they pass through. The alien infestation will result in any number of alien structures or habitats being stumbled upon.

Alien infestations are encountered much more frequently as the Outbreak Level increases. They are added as templates to other pre-existing locations, as they are rarely encountered in such a way that they are the only notable feature of the location. Think of it in the same way as adding a Template to a zombie subtype. Some alien infestations will alter the Encounter Table, while some are just applied as normal Hazards; simply adding a special rule or two to the location.

Digestion Pool

One large sunken area is dedicated to the digestion of biomass into a nutrient-rich protein slurry. The air will be highly toxic and there will literally be a pool of acid carved into the floor where half-digested corpses will be found floating.

- Pheromone, Bio-Toxin
- Add Standard to E% at 1 DoF or +1 Template if 'Standard' is already results from 1 DoF
- Add Processor to E% table at 2 DoS
- -1 Morale ('Composure' check to prevent)

Additional Objective Prerequisites:
'Cleanse Infestation' or *'Detonation' Objective*

Additional Reward:
+25 SP

Pheromone Cloud

The infected will likely have dense clouds of Pheromones to direct their actions. This may or may not have an effect on the characters passing through. This Pheromone Cloud may be so dense that 'Pheromone Mask' Tech could have little to no effect.

- Select one Pheromone to hang in the air of one location that is active at all times.

Additional Objective Prerequisites:
All-Enclosing Tech Upgrades, 'Open Airlocks' or *'Restore System - Life Support' Objective*

Additional Reward:
+25 SP

Reconstitution Chamber/ Spawning Pit

One location has been dedicated to the reconstitution of biomass into alien organisms, or dedicated to large scale multiplication.

- Increase the number of Standard Infested organisms by 1d3 per OL whenever it is rolled on the E% table.

Additional Objective Prerequisites:
'Cleanse' Objective

Additional Reward:
+15 SP

Sentry Organism

One location has alien growths that are dedicated to guarding passageways. They count as having the Alarm Pheromone and may possess projectile attacks. Their morphology can vary tremendously, but their function remains basically the same.

Additional Objective Prerequisites:
Make a successful 'Sneak' check or *'Cleanse' Objective*

Additional Reward:
+5 SP

Infested Hazards

Outbreak

Risk: 100 per current OL
Despite the best efforts of the characters, the infestation has spread rapidly. Increase the Outbreak Level by 1 to a maximum of 4.

Shapeless Horror

Risk: 10 per combined W_B of the characters
The characters encounter a howling mass of reconstituted body parts. This is either a creature unknown to the characters or it is a horrific by-product of the infestation's biological processes. Either way, it has every potential to shatter the mind of those who encounter it.

Characters can elect to destroy it, which will count as a 'Use' of all their weapons for purposes of Depletion, but will increase Risk by 5d6 as the characters are taking an unnecessary delay to destroy a creature that poses no physical danger to them.

Failing to destroy it, the characters must make a 'Composure' check or lose 1 Morale.

Shock and Awe

Risk: 25
This is exactly as the Hazard already presented, but when applied to an Infestation specifically, it will not describe a recurring OBM creature. It will only describe an extremely large, nameless infested horror.

The opponent will retreat once it has taken enough damage to lose a Health point, although the creature is so large and powerful, that it will likely not die due to the conventional weapons that the characters carry. Instead, it will drive the opponent off to search for less difficult prey.

The nature of this opponent will be a creature so large that characters are only fighting a limb or a tentacle of the monster that has managed to wedge into the location that the characters are inside. The variable Size indicates how much of the monster has managed to wedge itself into the location.

To represent this, deploy an opponent with the following profile:

Size: 1d3
Defense: 5
DT: 50 per Size

SC%/Attacks
Brawl [Special], Grpl 75% [Special]

Special
Attacks: Until the creature is fought off, it will attack and inflict [1d5! Bl, Pi, Sl] damage to one random character per Size. The same character can be targeted more than once.

Additional Objective Prerequisites:
Drive off the creature by inflicting the prerequisite amount of damage as described in the entry.

Additional Reward:
+25 SP or +100 SP (Finale Only)

Trail of Gore

Risk: 5
Characters must make a 'Spot/Listen' check. If they pass, the characters find an obvious trail of gore leading to where the characters would like to go. If characters wish to continue, add +5d5! Risk. If they wish to find an alternate route, they must make a Navigation check and will require extra Time to pass as they find another way

around. Characters that fail their 'Spot/Listen' check may not make a 'Navigation' check to avoid it. This can only be used once per Location.

VIRAL

Different options (symptoms) for types of viral infections. If the Viral total is greater than the Tens digit (or Bonus) of the SPEW stat it effects, then the character succumbs to the Virus and becomes an opponent with all the Horror Traits of the standard opponent of the outbreak scenario. If the Virus does not alter a SPEW stat, then the virus will simply damage a character until the virus is somehow removed or the character is killed. The following are a list of 'Symptoms' that work like Horror Traits that apply specifically to the Virus that serve as penalties to characters who are infected.

SUCCUMBING

Succumbing will require that the Viral total is equal to or greater than the SPEW attribute bonus the Virus affects based on its symptoms. If no attribute is affected, then the character will require they reach 0 - 1 Health points until they Succumb.

A Symptom may be determined by, or give insight into the Horror Traits that result from infection, for instance, Nausea/Diarrhea may indicate the early stages of the Virus that gives the standard zombie their 'Evacuation' Horror Trait.

A 'Symptom' will be a negative status affliction against characters that are infected and will serve as Horror Traits to those opponents that have succumbed or turned. In the Horror Traits section will be a section dedicated to 'Symptoms' of the Virus.

Some Horror Traits will not manifest unless the opponent is suitably infected. For instance, should a Virus have symptoms that have Endurance (S), and Undead (6), that means that upon succumbing, the opponent has the 'Endurance' Horror Trait, but only after the Viral: 6 is reached will the opponent count as being 'Undead'. If the Virus has a combination of symptoms that overlap in what sort of Horror Trait results, always use the lowest Viral total to determine when such a Horror Trait will manifest.

It is possible for Horror Traits to manifest before a character 'Succumbs'. They will take the form as Disadvantages or some other penalty. This situation arises if a character's Viral is high enough to manifest a Horror Trait, but they have not yet Succumbed.

If a character manages to be strong enough or medicated heavily enough to prevent Succumbing at a Viral total that normally indicates a Horror Trait manifests, the Horror Trait is ignored until a character actually 'Succumbs', although the other Symptoms will get noticeably more violent.

If opponents in an Encounter are randomly generated, a GM can automatically increase the Viral of the character's opponents by up to the current OL for purposes of determining what Horror Traits can be manifested without any Risk cost.

The Biologically Alive opponents that were once humans or animals that succumb to the Virus no longer suffer the debilitation that the Virus infected. They will become what opponent is considered 'Standard' along with any Horror Traits the Virus causes based on its Symptoms. The corresponding Horror Trait can be found in the following entries.

LIST OF SYMPTOMS

Delirium
The virus damages or suppresses the operation of the Cerebellum. Each Viral point adds 1 Difficulty to all skill checks with Will as a primary attribute and will not allow any **W**B to be claimed to determine the amount of damage restored by Natural Healing.
Advanced Weaponry (S), Panicked (4), Enthralled (6)

Hallucination
The virus wreaks havoc on the Occipital Lobe and Visual Cortex. Each Viral point adds 1 Difficulty to all checks with Per as a primary attribute and will not allow any **P**B to be claimed for any other checks.

- Advanced Weaponry - Ranged (S), Disoriented (4), Indiscriminate Attacker (7)

Hemorrhagic
When healing damage during Natural Healing, prevent the Healing of 1 damage per Viral point. No **W**B can be claimed to see how much damage is healed.

- Vicious (S), Hematophagy (4)

Mutation/Invasive Growth
This virus causes rapid mutation or invasive growths that is fueled by consuming biomass. The resulting monster may barely be recognizable as once being human and be capable of terrifying strength or other unnatural abilities. The mutation will actually augment their abilities until the

mutation becomes rampant. Nominate any two SPEW Attributes. The combined bonus of these two SPEW Attributes will be Viral needed for a character to Succumb. The remaining two SPEW Attributes will get a +1 Bonus per Viral until a character Succumbs.

- Mutation - Mobility, Projectile, Regeneration, Resistance (damage type), Strength (1 new mutation per 2 Viral points), OBM (S)

Nausea/Diarrhea

A character is constantly nauseous and will vomit up whatever they attempt to eat or drink. Each point of Viral will require that a character ingest an additional Food or they will begin to starve.This lack of nutrition will sap the Strength of a character, so all skill checks with Str as a primary attribute will have +1 to the required Moments per Viral point. Intravenous nutrition solutions and other medicines can prevent this to a certain degree.

- Evacuation (5)

Necrosis

The virus will kill and rot the cells of the body and erode the muscle tissue of the character and/or the Motor Cortex of the brain. Each point of Viral adds 1 Difficulty to all skill checks with Str as a primary attribute and will not allow any SB to be claimed for any other checks.

- Endurance (S), Tough (5), Undead (S)

Photosensitivity

A character is easily disoriented and dazzled by bright lights. While in normal or brightly lit areas, a character will add +1 to the required Moments for all Actions per Viral point to all checks with Per as a primary attribute.

- Photophobia (7)

Rage

The virus suppresses the functions of the Frontal Lobe and will cause a character to become irrational and full of blinding rage, gradually forgetting ties such as kinship or friendship. Each Viral point adds 1 Difficulty to all skill checks with Emp as a primary attribute and will not allow any EB to be claimed for any other checks.

- Vicious or Advanced Weaponry - Melee (S), Indiscriminate Targeting(4), Endurance (6), Toughness (8), Rage (S)

Septic

Each period of Time, characters take 1 damage per Viral point and any Environmental Modifiers for 'Unsanitary'. A Toughness check will reduce this damage by 1 per DoS. Antiseptic medicine will offset this to a certain degree.

- Highly Infectious (7)

INFESTED OPPONENTS

INFESTED

These human thralls to the zombie organisms appear somewhat normal, but have within their minds a bloodthirsty homicidal rage due to the infestation ravaging their bodies. They are distinguished by being able to wield weaponry and wear armor as their pre-infested selves were accustomed to doing but are just as dangerous completely unarmed.

Infested



Size: 1

Speed: 2d6

Skill Checks {SC%} Attacks
{Do 33%, MA 33% [1d5! Sl], Enrg 33%, Grpl 33% [1d5! Bl, Sl], Brl 33% [1d5!Bl]}

VITALITY

Health - 2	DT - 5
Defense - 5	Viral - 1

Special
Biologically Alive

Horde

Risk: 10 - 2 per OL (Upgrade)
The Infested are in such great numbers in this Encounter that they will cause additional opponents to be deployed if the characters spend too much time fighting. After 24 Moments has passed, make another E%. If this is successful, deploy additional Infested in the Encounter.

Pre-Infestation Armor

Risk: 1 per Infested (Upgrade)
The Infested has Armor still clinging to their infested host body. The organism can increase both their Grappling Defense and Ranged Defense by anywhere from 1-3. Armor will be molted and rendered useless if any opponent grows or shrinks one Size from that of the original host organism.

Pre-Infestation Weaponry

Risk: 1 per Infested (Upgrade)
The Infested carries weapons that the host was familiar with during their lifetime. The organism can make Melee and Ranged Attacks with weaponry that can be found in

the Armory. The Weaponry will become unusable by any opponent that grows or shrinks by one Size from that of the original host organism.

Familiar Face
Risk: special (Upgrade)
The infested is still recognizable as a close relation or dear friend of one or more of the characters in the Encounter. This will require them to fail an Empathy check or they will have a +2 Difficulty to all attacks made against them, also, killing this opponent will count as a Stressor and may result in the loss of Morale. If the characters pass the Empathy check, then the Difficulty is only +1. The Risk cost is based on the chance of actually running into someone the character knows. So in a largely populated world, this chance is extremely slim, but in a situation where there are only a few survivors left, then the chance is much higher. For this reason, Familiar Face is the only opponent upgrade where the Risk cost is entirely up to the GM.

Spontaneous Growth
Risk: 5 (Instant Action)
This opponent will randomly mutate or reshape their morphology to better suit a specific purpose. This can be a limb being turned into a spiked, bony appendage to impale their opponents, or it can allow an opponent to dislocate their joints to fit into a very narrow space. Regardless of the use, the effect is the same. Any action that requires a {SC%} will be granted a bonus DoS due to the 'Spontaneous Growth' horror trait.

Thanatosis
Risk: 10 (Upgrade)
The Infested lay dormant, awaiting those unwary to pass by. The Infested in this Encounter are deployed as per the Thanatosis horror trait.

Parasite
Risk: 10 (Upgrade)
The infested has so much of their body taken over by the invasive virus that the dismembered body parts can act as independent organisms. If an Infested loses a Health point (either voluntarily or by combat) and the Risk cost is paid, then the lost body part of the infested will become an independent organism that counts as a 'Spawn' opponent.

Grotesque
Risk: 5 (Upgrade)
If the E% is successful enough to allow a Template opponent, then one or more of the Opponents can be upgraded to a Grotesque. Such is their horrifying appearance that to fight them incurs an additional penalty of +1 Difficulty. This cannot be combined with "Familiar Face".

Alien Physiology
Risk: 10 (Upgrade)
The infestation is so advanced that the host body is rendered almost completely unnecessary. All Infested in this Encounter have the 'Alien Physiology' Horror Trait as described in the entry.

Shed Host
Risk: 15 (Sustained Action)
If an Infested loses their last Health point to any damage type that does not include [Th], then the GM can pay the Risk cost and the parasitic creature that took over the Infested's body will free itself from their host. Deploy a 'Parasite' where the dead Infested once was. The Parasite may make an immediate Intent.

Viral
Risk: 5 (Action)
With a successful Grapple check, the Infested can increase the Viral of their target by 1. This can be avoided if all damage from the Grapple check is avoided with an opposing Grapple check or if the target's Defense reduces the damage down to the minimum of 1.

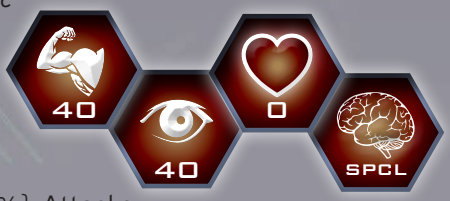
Brute
Risk: 10 (Upgrade)
The Infested's body has acquired additional muscle mass due to the parasite's effect on its host. Increase the Infected's Strength by 10.



Processor

Processors are larger and more heavily infested with large acid-filled sacs bulging from its body and significant alien growths to support and protect the host body. It processes corpses and other biomass by masticating and digesting it, reducing flesh and bone into the required nutrient slurry for reconstitution or to feed their own growth. They sometimes serve the purpose of the mouths and teeth of a body for their eusocial structure, delivering their cargo of masticated biomass to a Hydra organism, or vomiting into or hurling their bloated bodies into digestion pools once they have reached their required mass. In such a hierarchy, in absence of a digestion pool or Hydra organism, a Pheromone queue can cause a Processor to carve out a lair to become a Hydra organism, shedding almost completely the host form it once had in favor of its new, totally alien form.

Infested, Template



Size: 2

Speed: 3d6

Skill Checks {SC%} Attacks
{Do 34%, MA 44%, RA 44%, Grpl 54% [1d6 Bl, Sl], Brl 54% [1d6 Bl]}

VITALITY

Health - 2	DT - 7
Defense - 7	Viral - 1

Special:

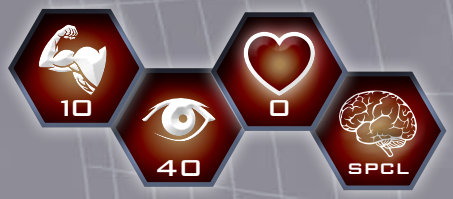
Birth Spawn - (1 Risk) - Each Risk spent can birth 1 Spawn from the Processor. The Spawn are deployed next to the Processor

Chitin
Suicide Bomb
Evacuation
Mutation: Acid Spray
Alarm Pheromone
Acid Blood
Viral

Spawn

These are smaller infested organisms that can take many forms, up to and including the highly infected dismembered body parts of those that succumbed to the virus that retain, or in a horrifying fashion, spontaneously produce a means of locomotion. Their main function seems to be the spreading of the virus and little else. They are not dangerous on an individual level but are rarely found as such. Rather, several dozen or more of them are often encountered, making up for their lack of size with numbers.

Infested, Template



Size: 1

Speed: 1d6

Skill Checks {SC%} Attacks
{Do 50%, MA 15%, RA 41%, Grpl 14% [1d6 Bl, Sl], Brl 14% [1d6 Bl]}

VITALITY

Health - 1	DT - 6
Defense - 10	Viral - 1

Special
Vice Grip/Jaws
Alien Physiology
Improved Navigation
Explosive Birth - Depending upon your Outbreak Scenario, a Spawn can be deployed upon an 'Explosive Birth' being triggered.



Chimera

The Chimera is a true horror. The body is nearly unrecognizable as once being human. It only has the barest resemblance of humanoid morphology. What makes this creature terrifying is its incredible speed and its ability to graft limbs and organs to its own body to either replenish its strength or to gain use of the new body part. It may have, as part of its makeup, pieces of the organs and limbs of hundreds of victims assembled to make up this composite monster. Because it can simply graft onto itself (or in a more terrifying case, graft itself onto) another organic host, most of the parts of its body can be damaged and destroyed with no discernible effect to it.

Infested, Unique, OBM

Size: 1

Speed: 2d6



Skill Checks {SC%} Attacks
{Do 44%, MA 44%, Grpl 44% [1d6 Bl, Sl], Brl 44% [1d6 Bl]}

VITALITY

Health - 4 DT - 7
Defense - 10 Viral - 1d5!

Special

Graft Biomass
Risk: 5 (Sustained Action)
The Chimera can take any available biomass and graft it onto itself in order to restore its health. This will remove a lost Health point and Injury that resulted from this lost Health point. The Chimera can perform no other action. This counts as a Sustained Action that takes 3d6! Moments.

Infest
Risk: 40 (Sustained Action)
The Chimera can attempt to infest a host completely, grafting itself to a new body. This must be declared before a Grapple. Each DoS in the attack will reduce the Risk cost by 10. If successful, the Viral of the opponent is increased



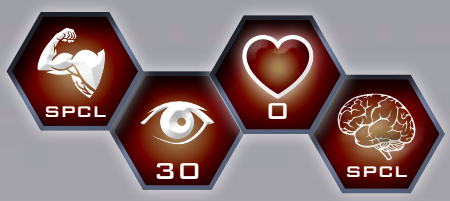
by 1d5! as indicated above. If this brings an opponent to more than 1 Viral per S_B + W_B + any special Viral resistances the character has, then the Chimera's target is completely infested. Infesting a target counts as a Sustained Action with 5d5! Speed. This means the process can be interrupted, but interrupting the process will still inflict 1 point of [Sl] damage per Moment spent Infesting. Defense cannot reduce this damage.

An infested target is considered dead for all intents and purposes. They will, however, be very much alive and their body will be visibly a part of the Chimera's new anatomy, hemorrhaging or shedding any damaged or old biomass in order to accommodate for their new form. Other characters witnessing this will require a Composure check or will lose 1 Morale. If a Chimera infests a target, it restores all lost Health points.

Lunge
Risk: 5 (Instant Action)
A Chimera will be able to add +10 to their Movement and will get a +25% bonus to any Grapple checks made during the same Intent.

Parasite
Risk: 25 (Sustained Action)
A Chimera can cause part of itself to become a parasite and attack a host body. The Chimera must lose 1 Health point. This lost Health point can be voluntary to create an independent organism OR it can be lost during the process of combat. In either case, the result is automatic whenever the GM has the ability to spend the required amount of Risk and the Chimera loses a Health point. This is the only discernible way the creature has been known to reproduce. The Parasite has the following profile:

CHIMERA PARASITE
Infested, Swarm



Size: Special

Speed: 2d6

Skill Checks {SC%} Attacks
{Do 50%, Hide 50%, Grpl 10% per Size [1d6 Bl, Sl]

VITALITY

Health -Special	DT - 4
Defense - 10	Viral - 1

Special:
Mitosis
Risk: 10 (Sustained Action)
The Parasite can divide into smaller, independent organisms. The Size can be divided in any way to preserve the total number of the Size of the Parasite (i.e. a Size 5 Parasite can divide into a Size 2 and a Size 3, a Size 1 and a Size 4 or 5 Size 1 Parasites). This will have a Speed of 2d5! Moments per new Parasite that is attempted to be created.

Swarm - A Parasite has a Size equal to the number of Health points of damage they inflict The Strength of the Parasite will be 10 per Size.

Smother - Parasites that get a Smother attack do not deal additional damage, rather they increase their opponent's Viral by 1 per Size of the Swarm.

Reanimation - If a Parasite swarm's attack brings a character to 10 Viral, then the character must make a 'Toughness' check or die and become whatever Size 1 Infested subtype that is is considered 'Standard' for this outbreak scenario.

Split
Risk: 5 (Instant Action)
The Parasite divides into multiple smaller versions of itself when struck. If the Parasite loses a Health point, this Risk cost can be paid to prevent it. Each time this is done, the resulting Parasite swarm will have 5 less Strength. Losing a Health point to an area of effect weapon, The Parasite cannot Split.



ORGANISM CLASS "HYDRA"

A massive, Semi-sentient organism that creates and controls Processors to collect additional biomass for them. They are highly regenerative and can spawn Processors from living hosts. They are also in possession of highly corrosive acids that they use to digest biomass into a protein slurry for reconstitution, as well as carve lairs into even the densest of materials.

Their morphology is difficult to determine, as they require almost total destruction in order to kill, and rapidly collapse into an amorphous pile of formless tissue and nerve bundles upon death.

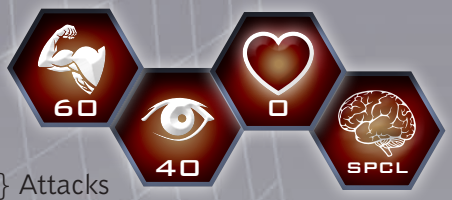
When alive, they are known to have multiple tendrils, severing of which does little to slow them, as they regrow them rapidly. The central mass is a preferred target, but is well protected and difficult to see.

HYDRA
OBM

Infested, Unique, OBM

Size: 1 per Tendril

Speed: 2d6



Skill Checks {SC%} Attacks
{Do 44%, MA 64%, Grpl 64% [1d6 Bl, Sl], Brl 64% [1d6 Bl]}

VITALITY

Health - 4	DT - 7
Defense - 10	Viral - 1d5!

Special

Acid Blood
Alien Physiology

Biologically Alive - A Hydra has Health points equal to their Size and a Hydra that loses a Health point will also lose a Tendril.

Pheromone - Alarm, Fear

Sedentary - A Hydra is an enormous organism and as a result is unable to pursue any character that flees an encounter with it.

Tendrils - A Hydra has 1d6+1 Tendrils to start at the beginning of the Encounter. Each one has a reach of 2d6+10 feet. At the beginning of each turn, a Hydra can either use its Rapid Regeneration in order to restore damage dealt to it or to grow or re-grow Tendrils. A Hydra cannot support more than 1 Tendril of per Size of the Hydra. A Hydra without Tendrils is unable to Grapple. Otherwise, the Tendrils have all the same rules as the Horror Trait with the same name.

Rapid Regeneration - A Hydra can use the 'Rapid Regeneration' Horror Trait normally or it can re-grow or grow a new Tendril.

Smother - Remaining in Grapple for more than (10 - Size) turns will drag the character into the Hydra's center mass. The character will take 1d6 damage from crushing [Bl], 1d6 damage from asphyxiation [Bl] and 1d6 damage from acid [Ac] per turn until they wrestle free.

Bane, Fire - A Hydra that takes one Health point of damage from a Flame Weapon will not be able to restore that damage due to Rapid Regeneration.

Command Pheromone - "Protect me", "Come closer/Stand Still/Go away", "Surrender your biomass to the digestion pool".

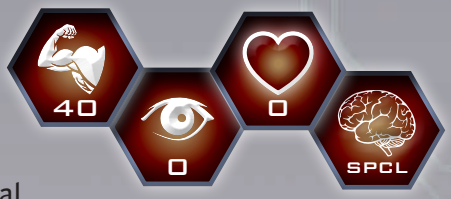
Reach - If a Hydra makes a single attack with only one of its tendrils, the Hydra may increase the range of a Tendril's grasp by an additional 2d6 feet.

HYDRA TENDRILS

Infested, Unique, OBM

Size: 1

Strength: 40
Perception: 40
Empathy: 0
Willpower: special



Speed: 2d6

Skill Checks {SC%} Attacks
{Do 44%, MA 44%, Grpl 44% [1d6 Bl, Sl], Brl 44% [1d6 Bl]}

VITALITY

Health - 1	DT - 5
Defense - 10	Viral - 1

Special

Grapple - The Tendrils will Grapple the nearest target, adding their Strength totals together as in normal Grapple. This counts towards the Weight of Numbers bonus as well.

Claws - During a single turn, each Tendril can either make a Melee Attack with its claw by making a quick swipe [d6 Sl, Ac] or it can attempt to ensnare a character and Grapple. It cannot do both, and an ensnared character cannot be targeted by another tendril's claw attack.

Bane, Slashing Weapons

Toss - Winning a Grapple check against a single Tendril with 0 Degrees of Success will cause the Tendril to hurl the character against the ground or wall before letting go. This will inflict [2d6 Bl] impact damage.

Constrict - 2 or more Tendrils Grappling the same target will add an additional [1d6 Bl] damage per Tendril if they win a grapple check. No Do% check is allowed to reduce damage taken from a Constricting attack.

Defend - One or more Tendrils can be utilized to defend the more vulnerable core. The Tendril cannot attack this turn but it will add +5 Defense as opposed to its normal +2 Defense.





ATHERIANS

Homeworld: Unknown

The Atherians are a savage, warmongering race that tragically was humanity's first contact with an extraterrestrial intelligent species. Because their homeworld is unknown, they are named for Atheria, the settlement they were first encountered on... before it was destroyed with all the inhabitants captured as slaves or killed. They travel the galaxy in spaceships so vast they have their own ecosystems, which leads some researchers to believe that they have no true homeworld and whatever world they came from was ripped apart and rendered uninhabitable by unceasing warfare. Knowing the Atherian's "salt the earth" military tactics, this is not as far fetched of a theory as it might initially sound. They are widely known to enslave other intelligent species by capture and by forcing planet-wide surrender by rendering their planet uninhabitable with orbital bombardments, forcing them to either starve on their own world or serve as slaves in the Atherian world-ships, factories and labor camps. The scale and complexity of their tactics indicate that they have likely been doing this for thousands of years. What is ironic is that most of humanity's knowledge of extraterrestrial species comes from the few slave labor camps that have been liberated, each liberation often revealing at least one new intelligent or semi-intelligent species previously unknown to the human race.

ATHERIAN INVASION OBJECTIVES

The following are objectives that apply very well to a scenario featuring Atherian invasions. Their entries can be found in the Gamemaster's Section.

- All-Out-Defense
- Breach/Demolish
- Evacuation
- Rally Point
- Rescue

Because they are so ideal to the scenario, players taking the Objectives as Secondary Objectives will still be able to claim the Primary Objective SP reward.

ATHERIAN INVASION RISK

The Atherians are straightforward in their goals, so there is not many ways that Risk is generated other than blundering into one of their traps or by prolonged encounters with them.

All [H] results on any Speed dice will add 1 Risk to the GM's Risk pool during Encounters with Atherians. In addition to this, fleeing an Encounter with them will grant d5! Risk to the GM's Risk pool.

Any Atherian that successfully captures a character or an escorted Survivor under the care of the characters will add 2d6 Risk to the GM's Risk pool if the characters make any effort to rescue them.

ATHERIAN INVASION HAZARDS

ARTILLERY STRIKE

Risk: 25

The characters come under fire from long range artillery. They take 10d6 damage, but reduce the number of dice rolled by 1 per DoS in a Dodge check and by the Structure of any building they occupy. This can only be used once per Time and cannot be used during Encounters.

Prerequisites: OL 3 or higher

ESCALATION

Risk: 100 per current OL

More reinforcements arrive to bolster the ranks of the Atherians. Increase Outbreak Level by 1 to a maximum of 4.

OUTPOST

Risk: 25

The characters stumble across an Atherian Outpost. The place is under heavy watch and guard. There are possibly Slaves there that can be rescued as per the 'Rescue' objective, but it is likely that all there will be are soldiers. All Encounters with Atherians in this area will give them 10 Risk per OL to spend on upgrades.

Any Risk left over can be added to the GM's Risk pool.

SLAVE CAMP

Risk: 50

The characters come across one of the many slave processing camps. Here is where the initial catalog of their living spoils are made and a record is kept of their captured prey. The characters are forced to make Empathy checks. If they pass, they must attempt to emancipate the slaves at the camp. If they do this, the GM may deploy a Slavemaster automatically and all Atherian Scouts and Warriors can take 10 Risk worth of upgrades. Failing the Empathy check will cause the characters to lose 1 Morale.

ATHERIAN SCOUT

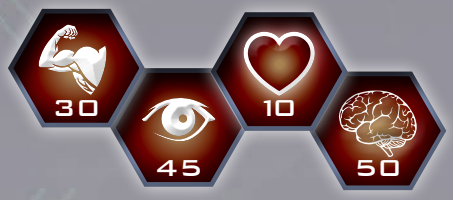
Armed with reconnaissance gear and long range weaponry, the lightly armored Atherian Scout is the first wave of an invasion force. They scout out weaknesses and are adept at concealment. The smallest of the Atherains are often recruited for this task, but even the smallest among them are often over 6 feet tall. They compensate with some of the most advanced technology the Atherians possess. It is rumored that they even utilize light-bending material that renders them almost invisible. This would allow them to maneuver into place to better utilize their high-powered precision rifles to sow terror, break cohesion or drive their enemies into a trap.

Once the main bulk of the soldiers are deployed, Scouts remain in service operating on the flanks and supporting the heavier armored Warriors with sniper fire.

Opponent - Atherian, Template

Size: 1

Speed: 2d6



Skill Checks {SC%} Attacks
{Do 47%, MA 34%, Enrg 49% [1d6 Th], Frm-L 49% [1d6 Bl, Pi, Sl], Grpl 35% [1d6 Bl], Brl 49% [1d6 Bl]}

VITALITY

Health - 3 DT - 10
Defense - 4

Special

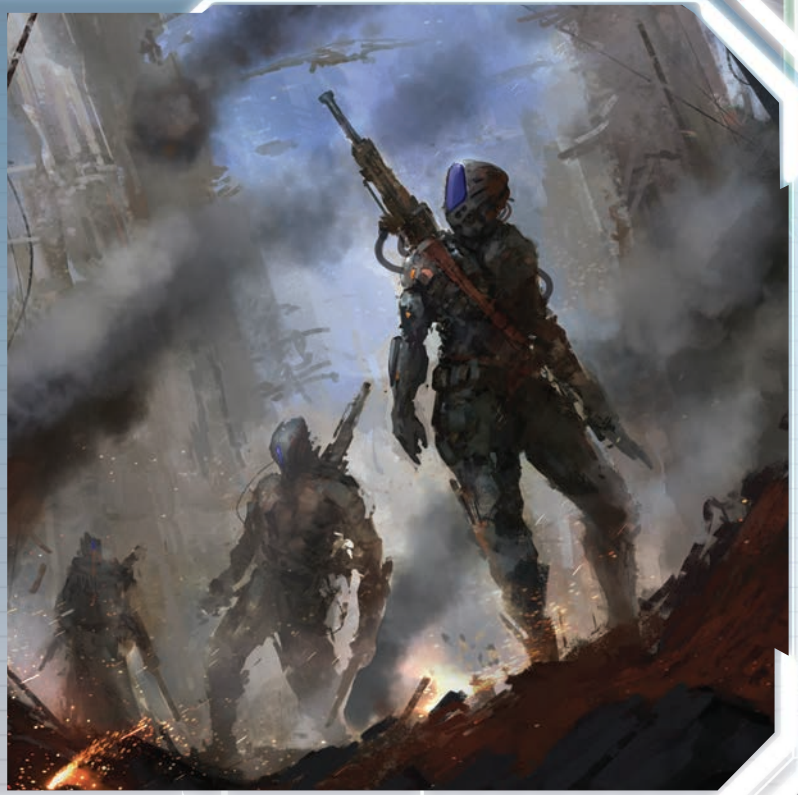
Suppressing Fire
Risk: 10 (Hazard)
During an Encounter with Atherian Warriors, nearby Scouts can make Ranged Attacks at their Long Range increment with their rifles. Environmental Modifiers apply when determining Difficulty. This counts as a Hazard, so can be played at any time, but has a Speed of 3d6! before it can be used again. Any [H] results on the Speed dice will prevent this from being used again this Encounter. This represents the Scouts being re-deployed or discovered and driven off.

Refracting Camouflage
Risk: 10 (Upgrade)
+2 Difficulty to all vision based detection, such as Spot and some optical surveillance methods. This penalty extends to all attacks that use the 'Ranged' Descriptor as well.

"Our team was down to 40% strength. Every time we poked our heads out, another barrage of suppressing fire would drive us back into our foxhole. I've seen the Atherians before. They normally take prisoners, but these ones are different. They seem to enjoy this. Keeping us in our damn shells, making us afraid of our own shadow.

There's only one path left for us and they have been mercifully poor shots every time we move closer to our pillbox bunker. I don't know if we're just lucky or if we're just being toyed with. It's hard to tell. They're in my head and I can't tell what's my own decision and which ones are being made for me by these monsters. We'll keep moving in the direction that kills the fewest of us in the meantime."

--Sergeant Thomas Rider
Last transmission before his squadron was captured. No recovery effort is possible.



ATHERIAN WARRIOR

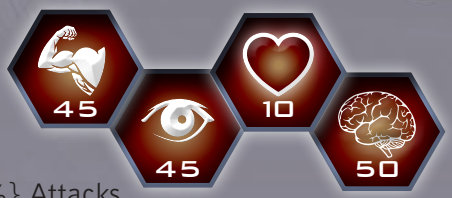
The Atherian Warrior is the rank and file soldier of their armies. They are skilled fighters and armed with accurate high-tech close to mid-range weapons. There are a few that prefer close combat, using long bladed weapons and short-range pulse energy pistols. Most of them, however, favor either carbines or rifles.

They wear all-enclosing powered battle armor that have many servo and sensory augmentations to help them detect hidden targets and fire more accurately. A few of the suits are upgraded with integrated weaponry as well, such as retractable wrist blades and short range energy weapons mounted in the arms or chest.

Opponent - Atherian

Size: 1

Speed: 3d6



Skill Checks {SC%} Attacks
{Do 49%, MA 49%, Enrg 49% [1d6 Th], Frm-L 49% [1d6 Bl, Pi, Sl], Grpl 49% [1d6 Bl], Brl 49% [1d6 Bl]}

VITALITY

Health - 3 DT - 10
Defense - 4



Special

Alarm
Risk: 5 (Sustained Action)
An Atherian Warrior does not fight, but rather sends a signal to nearby Scouts and Warriors that they are under attack. This is a Sustained Action that takes Speed: 4d5!, this will add +1 Risk per Moment the Warrior spends sounding the alarm. If the Alarm is not stopped before the number of Moments pass on the Speed roll, then a GM can roll another E% for free, without paying any Risk.

Assault
Risk: 10 (Upgrade)
The Atherian Warrior is built for speed and mobility. The Warrior's Speed is now 2d5!. They may not take any other upgrades.

Flash Grenade
Risk: 5 (Instant Action)
One Atherian Warrior throws a flash grenade that detonates with a blinding flash and deafening sound. This uses the 'Throw' of the Warrior { Thrw 50%}. Each DoS will allow the roll of 1d5! that will not inflict damage, but instead Delay their target's intent by that many Moments.

Melee Loadout
Risk: 10 (Upgrade)
The Atherian Warrior is outfitted for close combat. Their armor is heavier and their melee attacks are far deadlier.
+ 10% Melee Attack
+3 S_B
+2 Defense
Deadly +2 to Melee Attacks
Deadly +1 to Grapple and Brawl

Ranged Loadout
Risk: 10 (Upgrade)
The Atherian Warrior is outfitted for a mid-range offensive. They are given armor that is equipped with multiple targeting and sensory augmenting devices.
+ 10% Firearms - Long Gun, Pistol
+ 10% Energy
+3 P_B
Deadly +2 to Ranged Attacks

Leader
Risk: 25 (Upgrade)
Double the bonus of either Melee or Ranged loadout. Minimum 1 per Encounter. Enough DoS to allow for a Template opponent.

Slave Camp/Outpost
The Atherian Warrior may take any upgrade up to 10 Risk for free. However, that is because they are put in charge of a group of captives. A Rescue mission can be attempted by the characters as per the entry in the Gamemaster's Section.

Slam
Risk: 5 (Instant Action)
An Atherian Warrior can get an additional DoS in either their Melee Attack or Grapple.

Stun Net
Risk: 10 (Sustained Action)
An Atherain Warrior in Melee range deploys a Stun Net. It uses their 'Throw' against their opponents. If successful, it inflicts [1d5! El] damage. It will continue to do this damage each turn until the character throws the net off themselves with a Grapple check. While ensnared in this net, a character adds +2 Difficulty to all checks that are not involved with throwing the net off.

War Blade
Risk: 5 (Upgrade)
The Atherian Warrior has the honor of carrying a War Blade, a vicious curved blade that is very difficult to wield effectively. For those that can, the wielder becomes a spinning arc of death. All melee and grapple attacks of a Warrior with a War Blade will count as having Deadly: +1 if they add an extra +1 Difficulty to their attack rolls.

ATHERIAN SLAVEMASTER

A specialist in the Atherian armies, the Slavemaster is one who coordinates the efforts to minimize the unnecessary deaths of potential slaves. This gives them an ad-hoc commander role, as the normal 'war for its own sake' mentality of Atherians is given a greater (terrible) purpose within Atherian society by supplying their war machine with the slave labor to maintain its momentum. While most Atherains are single-minded warriors, the Slavemaster has tremendous tactical intelligence. Where a Warrior may blindly attack without hesitation, the Slavemaster may lure their prey into a trap to capture as many of them as possible alive.

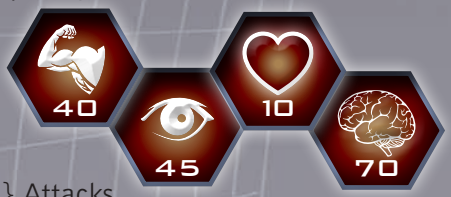
They appear very similar to Warriors, but their choice of weapons often include many non-lethal stun weapons in addition to their energy weapons. The tactical intelligence of Scouts often result in their promotion to Slavemasters, so they often are physically smaller than the Warriors they

command. This has left many to falsely to believe that the larger Warriors are in charge. Repeated engagements with them have identified the subtle differences that distinguish the Slavemaster from other Warriors and are often, rightly, targeted for assassination once found. The side effect is that the normal discipline that the Slavemaster demands of their Warriors is quickly shattered if they are killed, causing the Warriors to become temporarily more bloodthirsty until another Slavemaster is sent to bring them to heel.

Opponent - Atherian, Unique

Size: 1

Speed: 2d6



Skill Checks {SC%} Attacks
{Do 49%, MA 49%, Enrg 49% [1d6 Th], Frm-L 49% [1d6 Bl, Pi, Sl], Grpl 49% [1d6 Bl], Brl 49% [1d6 Bl]}

VITALITY
Health - 3 DT - 15
Defense - 5

Special

Break Will
The Slavemaster is excellent at breaking the willpower of those under their charge. No character may use their WB to modify the percentage chance of any checks they make against the Slavemaster.

Iron Discipline
The will of the Slavemaster is almost impossible to break. As a result, this instills confidence in all other Atherians. All Atherians in an Encounter with the Slavemaster can use the WB of the Slavemaster instead of their own.

Slave Driver
The slaves under the charge of the Slavemaster will obey him or her, even if it is to turn on their former friends. All slaves in the Encounter with the Slavemaster will add +3 Difficulty to all Empathy checks a character attempts to command or communicate with them while the Slavemaster is alive.

Stun/Subdue
Risk: 5 (Action)
The Slavemaster is an expert in attacks that stun or subdue, and carries multiple weapons specifically for this purpose. During the Slavemaster's Intent, they may declare that they are making a 'Subdue' attack to substitute any other kind of attack they are making. This will grant them a bonus DoS in their attack, but any Health points lost in the attack will instead mean the character is knocked unconscious.

Det-Collar
Risk: 10 (Upgrade)
The Slavemaster has deployed a devious anti-escape method. The captured slaves are fitted with detonating collars or 'Det Collars' that will detonate upon a command of the Slavemaster or when those fitted venture beyond certain clearly marked boundaries. The Emancipation objective cannot be taken without a 'Deactivate System - Det-Perimiter' or they remove the collar. Removing the collar requires Labor: 50 that is generated by either the passkey the Slavemaster carries or with 'DatSys' checks.

A Slavemaster can use the Det-Collar controller to voluntarily detonate one or more who wear the Det-Collar. Calibrating it to target an individual will take Speed: 4d5! Moments. Blanket detonation only has Speed: 2d5!. Despite what the players may think, Slavemasters are often loathe to use Det-Collars offensively. They take a twisted paternalistic pride in preserving the lives of those slaves under their care.

Lash Staff
Risk: 15 (Upgrade)
The Slavemaster carries a long 8' polearm that has wrapped up within the handle, a long, coiled, electrified lash that can, in a flash, be deployed with spectacular effect, appearing as a twisting lightning bolt expertly whipped by the Slavemaster. The lash when fully extended will have a range of 30' and inflicts [El] damage. The staff uses Melee Attack to deliver attacks. The lash will Delay an opponent equal to the damage it inflicts. If it inflicts a Health point of damage, then it will knock the target Prone. If it inflicts Massive Damage, it will knock the target unconscious. The staff can be used in Melee range as a [Bl, El] weapon.



HUMAN SOLDIERS

INFANTRYMAN

The armies of humanity are given standardized training and standard issue weapons and armor. Regardless of the side they fight for, the professional soldier will follow this description.

Human, Soldier, (Organization - Military)

Size: 1

Speed: 2d6



Skill Checks {SC%} [Attacks]
{Bal 39%, Brl 39%, Cmps: 43%, Hide: 44%, Frm - P 55% [d5! Bl, Pi, Sl], Frm - L 55% [d5! Bl, Pi, Sl], D-Int 50%, MA 45%, Throw 55%}

VITALITY

Health - 1 DT - 10
Defense - 2 vs.

Special

Combat Drugs
Risk: 5 (Upgrade)
The soldier has their S_B, W_B and P_B increased by d5!. Their Damage Threshold is also increased by the same amount. If an [H] result is made, re-roll and add the results together. If the bonus ever exceeds +10, then the soldier is in serious danger of cardiac arrest. The Soldier takes 1 Damage per Action they take if this happens. Some factions or squads do not allow the use of such unpredictable chemicals.

Cyborg
Risk: 10 (Upgrade)
The soldier has extensive cybernetic augmentations which grants them +3 Defense and +10 to P_B and S_B.

Rifleman
Risk: 5
{Fi - L 65% [d5! Bl, Pi, Sl]}

Grenadier
Risk: 5 (Upgrade)
+3 Defense.
GM can spend 3 Risk to allow a grenade to be thrown that has {Throw 55% [d5! Bl, Pi, Sl, Th} to all targets within 20' of their target.

Flashbang
Risk: 3 (Instant Action)
The soldier throws a flashbang grenade that has {Throw 55% [d5!]}. Instead of inflicting damage, the flashbang grenade will cause a Delay of Moments to all that are hit with this effect by 1 Moment per damage that would normally be inflicted.



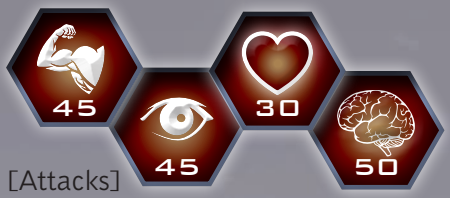
SPEC OPS

The highly trained elite of any armed force make up their Special Operations (or Spec Ops) unit. They are highly decorated with often close to a decade of service. They are highly trained and have access to some of the best gear available. This can be a companion force to a standing army or it can represent a self-sufficient unit that are called into action where their specific training is needed.

Human, Soldier, (Organization - Military)

Size: 1

Speed: 2d6



Skill Checks {SC%}, [Attacks]
Bal 45%, Brl 55%, Cmps: 45%, Hide: 45%, Frm - P 65% [d5! Bl, Pi, Sl], Frm - L 65% [d5! Bl, Pi, Sl], D-Int 50%, MA 45%, Throw 55%}

VITALITY

Health - 1 DT - 10
Defense - 5 vs.



Special

Aim
If the Spec-Ops execute their Ranged Attack as a Sustained Action, they may add +15% to the SC%.

Combat Drugs, Stable
Risk: 10 (Upgrade)
Unlike the mass produced and volatile chemical stimulants used by rank-and-file soldiers, the combat drugs the Spec-Ops have access to are stable and have proven effective in battle. These drugs add +5 to the S_B and P_B of the Spec-Ops and will decrease their Speed requirements to 1d6+2 Moments. The drugs last the duration of the Encounter.

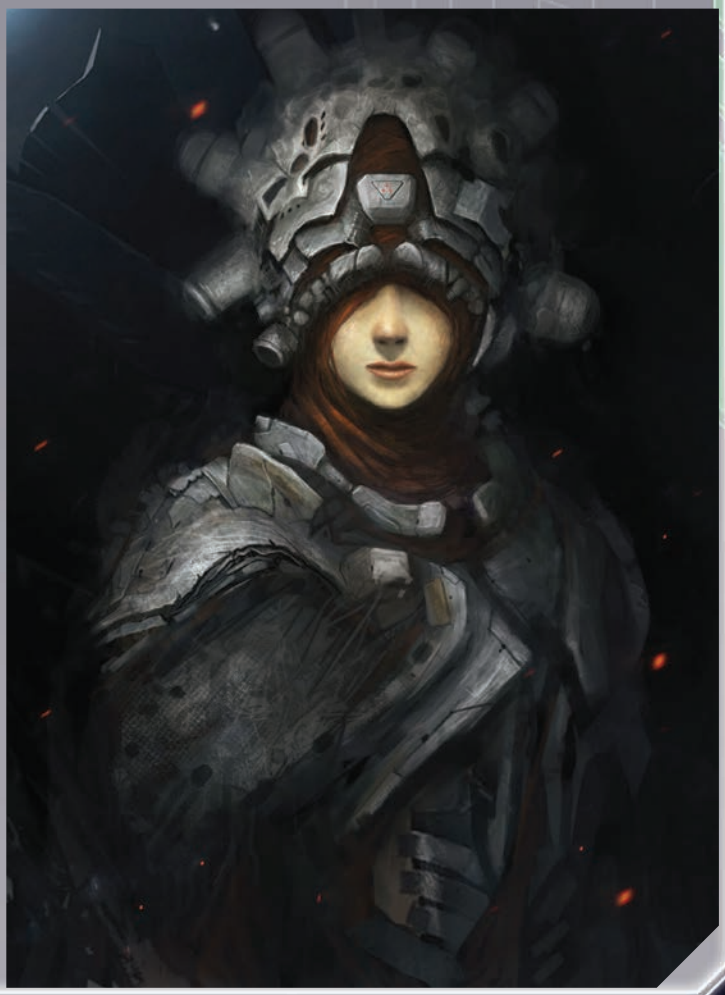
Combat Training
Risk: 5 (Upgrade)
Add a bonus DoS to any attack check.

Sniper
Risk: 10 (Hazards)
The Spec-Ops are snipers. Rather than be deployed, they harangue characters as they try to navigate to safety. During periods of Time, Spec-Ops can unleash a volley of sniper fire. This will allow them an attack with {Frm - L%}, so it is subject to Structure modifiers and Environmental Modifiers to difficulty.

Ambush
Risk: 20 (Hazard)
The Spec-Ops have maneuvered into a position that allows them to get the drop on characters. This will allow them to ignore normal minimum starting deployment distances and will allow them a Surprise Round before the characters roll Initiative.

Assassinate
Risk: 5 (Instant Action)
The Spec-Ops can make an attack against any opponent that hasn't detected them in range of their desired weapon. The Spec-Ops' subsequent attack against that opponent has Deadly: +1.

Recon
The Spec-Ops relay information in regards to the actions and status of the characters. An Encounter with Spec-Ops can be avoided. The GM instead adds d5! Risk per DoS in a {Hide%} to their pool. The characters are none the wiser, maybe having the distinct feeling that they are being watched.



FASTER THAN LIGHT TRAVEL (FTL)

The advent of faster than light travel has brought with it a whole host of unforeseen situations. Breaking the natural laws of the universe to achieve such extended travel at such fast speeds has caused ships to become lost to the depths of space only to reappear years later, wildly off course. Some of those ships would be counted among the lucky. There are many ships that are not as fortunate, as their temporal wakes have wild fluctuations in the time/space continuum. The results of these wakes have resulted in terrible consequences to the mind. There are numerous recorded instances of ships and entire nearby populations being driven to madness.

Those that trespass into these effected areas are turned into twisted nightmare realms where the rules of reality are bent and broken with impunity. These realms are often host to terrifying alternate dimensions or realties where those who trespass are in terrible danger of having their minds serve as a gateway through which their darkest nightmares are made manifest. The ability for alternate histories or timelines to become visible will drive most to utter madness as they see laid bare their lives and the decisions that brought them to where they are and what glorious or terrible futures could have or will await them.

TRANSDIMENSIONAL OBJECTIVES

The following are objectives that apply very well to a scenario featuring a breach in the barrier between dimensions. Their entries can be found in the Gamemaster's Section.

- Anathema
- Evacuation
- Gather Specimens
- Rally Point
- Rescue
- Self-Destruct

Because they are so ideal to the scenario, players taking the Objectives as Secondary Objectives will still be able to claim the Primary Objective SP reward.

TRANSDIMENSIONAL TERROR RISK

Unlike other opponents, the Transdimensional opponents rarely have any physical form to speak of. For this reason, they interact with the characters' native universe in a way that is entirely contrary to classical physics. As a result, Risk becomes a much more important resource, as the effects triggered by them is how this particular Terror functions as a danger to the characters. Each opponent will have their own means of generating Risk when the characters encounter them. Likewise, there may be many background effects that cause the generation of Risk.

The following can be used as potential Risk generators:

- The loss of Morale
- The characters' failure of any Composure check
- Encountering the victims of the compulsion abilities of a transdimensional entity (a gibbering madman, someone who scrawls otherworldly symbols on the wall in his own blood, etc)
- Hearing the telltale sounds of otherworldly wails
- Spending periods of Time in areas caught in a temporal wake

TRANSDIMENSIONAL LOCATION FEATURES

THE GATE

This special location feature is a device that seems to be a portal between worlds. They could be an ancient relic, or alien device that is an artifact of a long lost, highly advanced civilization. The Gate could also be a technological marvel, a brand new invention that is the jewel of quantum mechanics research. Labor to use this device is generated by 'Science - Quantum Mechanics' checks or by using specialized keys.

Activate The Gate
Labor: 50
The inert systems need to be activated in order for The Gate to be utilized. An inactive Gate will become Active and can be used to perform the variety of functions it is designed to do.

Open
Labor: 100
The Gate opens to the location or dimension it is already calibrated to open to. The Gate remains open until it is closed.

Re-Calibrate Destination
Labor: 200
The Gate has the destination it opens to changed. Any identifying coordinates or other such information must

already be known to the character.

Seal Gate
Labor: 500
The Gate is serving as a passageway to any number of undesirable elements and must be sealed from the characters' end. Passage is no longer possible from other similar portals or sister Gates.

Special

Gate Key
The Gate requires or has a key, either a device that has all the known destinations programed into it, or an ancient relic that serves as a crucial piece to the use or function of The Gate. Possessing this key will grant an automatic 100 Labor when using The Gate in any fashion. If the Gate Key doesn't grant enough Labor to do what the character desires to do immediately, then the Gate Key, when in its proper place (the "lock", if you will) then it will generate 5d10 Labor per Time until the appropriate Labor cost is met.

Unlike Labor generated by {Science - Quantum Mechanics%}, the Labor generated by the Gate Key does not carry over from turn to turn. The Gate Key being used in the above mentioned fashion to generate Labor over Time can have Labor carry over, however.

TRANSDIMENSIONAL HAZARDS

Areas that are saturated with transdimensional entities and anomalies will have a wide variety of reality-distorting effects. It could break the mind that witnesses something unnatural or it can twist matter in seemingly impossible ways. Either way, the character bears witness to the horrifying alternate realities of other dimensions.

AMNESIA
Risk: 10 per W_B
The character is struck with temporary amnesia. Their Empathy is reduced to 0 and a character is unable to use Gestalt Level for any checks. This effect lasts for 10 Time - 1 Time per DoS in a Willpower check used as a Save Throw.

Immunity, Dimension
Risk: 50
The opponent is completely immune to weaponry that is not from the creature's native dimension or an object that is infused with the properties of the opponent's native dimension.

IT AWAITS YOUR SLUMBER
Risk: 10
The characters are struck with an incredible soporific force, luring them into a deep sleep. Once asleep, the extradimensional terrors will run rampant through the characters' minds. All characters must make an 'Endurance' check or lose 1 Morale. If any characters resist, they can attempt to rouse the slumber of the other characters. This will prevent the loss of Morale, but the sleeping characters will wake violently and will viciously attack the character that woke them for d3 Rounds.

RESISTANCE, DIMENSION
Risk: 20
The opponent in this encounter is incapable of being truly harmed, let alone killed by any weapon that is not from the creature's native dimension. Characters possessed by transdimensional entities allow a character's Brawl, Grapple and Martial Arts to inflict damage normally against an opponent with 'Resistance, Dimension'.

The opponent will take Damage normally, but they can only be reduced to a single Health point and automatically pass any Save Throws to resist injuries.

THE COLOR OUT OF SPACE
Risk: 10
A beam of light hits a ship or a location and is slowly infesting the area. From the point of contact everything turns grey and washed out and slowly spreads. There is no way to fight this monster, the area must be cleansed. it becomes a race against time to escape the color. This beam will increase Risk by 10d5! if the characters do not flee the Encounter.

MALAISE
Risk: 10
The characters are struck with feelings of Malaise. All of their Actions require an extra Speed Die to be rolled during the Encounter.

MUSIC OF ERICH ZANN
Risk: 15
A radio beacon is putting out a song over and over again. It is very old and if its tampered with the music stops and a portal to something darker opens, unless the music is started again. Not exploring this will increase Risk by 5d5! per OL.

OTHERWORLDLY GUIDE
Risk: 50
The characters are visited by a strange guide. This takes

the form of either a crone, a young child or some sort of spirit being. This guide will increase the Empathy of the party by +30. This has the effect of making them much more susceptible to suggestion. This guide is hard to shake off, let alone harm or kill. Each Empathy check that the characters pass will grant 5 Risk to the GM. This is increased to 10 Risk if this strays the characters directly away from their goals or towards their certain doom. The Otherworldly Guide can actually be benevolent, in which case, it adds +20 to the characters' Perception. Despite being benevolent, the presence of the creature is still unnatural and has a strong destabilizing effect. Every 10 Time the guide accompanies the character, they either lose 1 Morale or the GM gains +5d5! Risk.
Prerequisite: OL 3 or greater

PREMONITION
Risk: 50 - 10 per E_B
The character has a startling premonition about their next Intent. It may or may not be true, but the outcome is not wholly out of the realm of probability. This requires a character to add +2 Difficulty. Failure will result in a Catastrophe. If the check has no rules for Catastrophe, then the GM can add Risk equal to the roll on the Difficulty dice. The character may be able to change their Intent before attempting the action that has the Premonition. The character will count as having taken an additional Action and the GM can still add Risk equal to the roll on the Difficulty Dice.

SCREAM FROM BEYOND
Risk: 10
The characters encounter a frightening apparition or a voice from nowhere (and everywhere) that torments the characters. Whatever form it takes, it erodes the will of those that hear or witness it. It will increase the Difficulty of all Willpower and Empathy checks by 5 - W_B. If any [H] is rolled on Difficulty dice for any of those checks then add +1 Risk per [H].

WHISPERS IN THE DARKNESS
Risk: 10
A being that is made of pure shadow is after the characters. It has no corporeal form and moves about the ship/location whispering in the character's ear and drives them mad. Add 'Mote' to the E% Table at 0 or more DoS. This can only be used once per Time and only if the characters were not in an Encounter the previous period of Time.

SPACE TITAN
Risk: 50
The characters realize very slowly that their location is actually a single, massive living creature that is large beyond comprehension and terrifying beyond description. One of the unnamed creatures, ancient beyond time, whose mere attention brings the devastation of worlds and the shattering of minds. There are those who doubtlessly (and foolishly) seek the attention of such beings as gods, but their heathen praise brings only death and madness to themselves and others. The characters will lose 1 Morale immediately and will lose 1 additional Morale if the characters have an Encounter at this location. The location, being alive will not take kindly to injuries made to it. Any time the characters miss a Ranged attack, use an area-of-effect weapon or are responsible for some other kind of structural damage, the creature will retaliate. The location will sprout tendrils or summon spectral limbs or mutate rapidly and convulse. This will increase the Delay of all characters by +2d5! Speed Dice. It will also cause a character to lose 1 Morale and/or take [2d5! BI, Pi, SI] Damage.

WHO AM I? I AM YOU.
Risk: 25
A mirror of a character's self appears and plays with their mind, even if inadvertently. They show an alternate self who made different decisions and may have a different personality. It is more likely that the reflection may be an uncomfortably close to the character's true self.

TEAR IN THE FABRIC OF REALITY
Risk: 100 per current OL
A massive rift in the fabric of reality has either opened or become wider. The strange effects become stranger and their influence is ever stronger. Increase the Outbreak Level by 1 to a maximum of 4.

TRANSDIMENSIONAL OPPONENTS

EYRINES
These creatures are pure anger and vengeance incarnate. They dominate host bodies and drive them to incredible violence. Such is their influence that even those nearby will be driven to a frothing rage. The true horror of these creatures is that they are strengthened and crave anger. This makes them very difficult to defeat, as violence against them generally makes them stronger.

Opponent - Transdimensional

Size: As Host

Speed: 2d6

{SC%} : As Host



VITALITY
Health - 1
Defense - as host
DT - 50

Special

Aura of Rage - Each Damage Die rolled by any character or opponent in an encounter with anyone possessed by the Eyrines will generate 1 Risk for the GM.

Sadism - Each point of damage the host of the Eyrines inflicts on a 'Prone' or otherwise helpless target will generate 1 Risk per point of Damage for the GM.

Psychopathy - If the character is at 0 Morale while possessed, the Eyrines has rendered the mind of its host completely oblivious to the human condition and full blown psychopathy sets in. All Empathy checks will have +4 Difficulty and any failed Diplomacy check will cause the character to go into a rage and attempt to attack those trying to reason with them.

Extradimensional - The Eyrines has no true stats of its own, as it exists in this dimension only through host bodies. As a result, it has only a Health stat and a Damage Threshold as its own stat. The rest rely upon its host. An Eyrines cannot perform actions other than spending Risk to trigger special effects unless they 'Dominate Host'. If a GM has no Risk, then the Eyrines remains dormant.

Fury Spirit
10 Risk (Instant Action)
The Eyrines can increase the DoS in any attack that uses the Melee or Defensive Descriptor by 1. The Eyrines generates 1 Risk per point of damage inflicted this round by the possessed character.

A character can voluntarily invoke the Fury Spirit, but it will generate double the amount of Risk and the character will lose 1 Morale.

Host Bound - The Eyrines takes damage whenever the host takes damage. The host's loss of a Health point will cause an extra 1d6 damage to the Eyrines. This does not apply to damage done to the host by the Eyrines itself by means of 'Restore Essence'. This also means that a host that is aware of the possession can injure themselves deliberately to attempt to harm or drive out the Eyrines.

Mortification
10 Risk (Hazard)
The Eyrines can compel their host to commit acts of ritualized mortification. This can take the form of carving obscene symbols into their body with a knife or otherwise injuring themselves to appease their master. The character rolls damage against him or herself equal to their own attack roll +d3 DoS. The damage can be reduced by 1 DoS per DoS in a 'Resist Diplomacy' check. The Eyrines will generate 1 Risk per point of damage inflicted on their host. This damage will not damage the Eyrines as per 'Host Bound' rules.

Sap Empathy - No character or opponent in an Encounter with anything possessed by the Eyrines will be allowed to use their E_B whenever making checks.

MOTE
The smallest manifestation of transdimensional anomaly, the Mote varies tremendously in appearance. The can appear as a small moving light, or can take the form a creature. The creature can be either appear as an aberration from another dimension or a native creature to the characters' dimension, with perhaps a small difference, such as extra eyes or limbs or exhibiting properties that are not typical. Their danger is due more to their unnatural nature than their size or material threat.

Opponent - Transdimensional

Size: 0

Speed: 4d6

{SC%} : none



VITALITY
Health - Special
Defense - 0
DT - Special

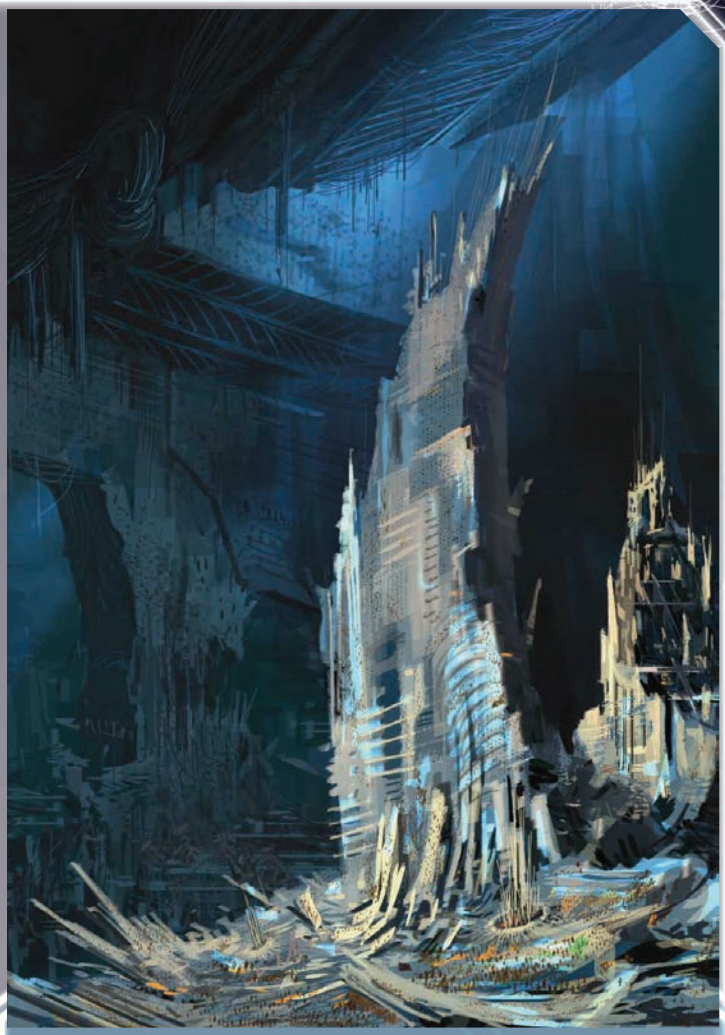
Special
Bend Reality - The Motes' presence will alter reality to better suit their natures. The Motes will be able to use their Intent to have their Speed Die roll added to the Risk pool

of a GM. This is the only Action that Motes can take, and they can be do so consecutively.

Induce Madness
Risk: 10 (Instant Action)
The group of motes conspire to strip the sanity of the characters. Characters must make a 'Composure' check or lose 1 Morale. The Difficulty of this check is equal to the number of Motes in the Encounter. It helps if the GM describes what the Motes are doing to induce madness.

Repulse - Motes are not very imposing and are easily chased off if the characters know what will repulse them. The alternative of actually destroying the Mote is a far more daunting task. The Mote will be repulsed by either a substance (likely with the 'Transdimensional' Descriptor) being used on them with an appropriate attack check or it can be a ritual or action in particular that chases them off. The ritual or action could be represented by success in feasibly any Basic or Trained Skill, but the GM is encouraged to keep the skill check consistent. Each DoS in either of these situations will drive off 1 Mote.

It is possible that there are multiple categories of Motes that have identifiable characteristics that differentiate them. These Motes may have different factors that 'Repulse' them and it would be up to the characters to determine what they are.

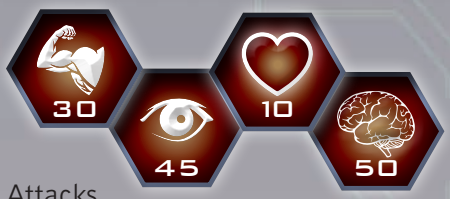


PHYLACTERION

The Phylacterion is a being that is cast off from their native dimension to ours by means of attachment to an intermediary object. It can be an object that is native to our own dimension that is somehow touched or altered by some quantum anomaly or supernatural phenomenon or it can be an artifact that is from another dimension. This object will have an an unnatural aura that can unravel the laws of the universe in the areas around it.

The Phylacterion itself is a unique creature in that, unlike other extradimensional entities, this creature is made of some kind of matter, although it may not be matter that is fully bound to the laws of physics in our universe, it is not immaterial the way some other transdimensional entities are. This material composition may give the false impression that it can be harmed, but the truth is that most attacks will frequently be rendered ineffective by the quantum fluctuations this creature causes. The only way to truly harm it, is to find the object that is infused with, or an artifact of the creature's native dimension. This object may not always be a weapon, but it is known that the presence of this object will either make the Phylactarion vulnerable or the object itself can be used to harm it. In either situation, orchestrating an event where the Phylactarion will be in the right place at the right time is extremely difficult. The creature seems to know about this strange weakness of theirs and will go to great lengths to avoid

Opponent - Transdimensional



Size: 1

Speed: 3d6

Skill Checks {SC%} Attacks
{Do 49%, MA 35%, Grpl 35% [1d6 Bl], Brl 35% [1d6 Bl], Dipl - Command 15%}

VITALITY
Health - 3
Defense - 0
DT - 35

Special

Bend Reality
Risk: 10 (Sustained Action)
The Phylactarion changes the laws of reality in a quantum fashion in a small area. One area that is 10' in circumference will no longer conform to the rules of classical physics. This will render most checks impossible to succeed. Until the Phylactarion's next Intent, all targets in that range that do not have the 'Transdimensional' applied to them will have +4 Difficulty to their checks.

Dimensional Lance
Risk: 5 (Instant Action)
The Phylactarion's melee attack is infused with whatever force allowed it the bridge the gap between dimensions. This attack inflicts damage normally, but it will disrupt the properties of inert matter. All worn gear or equipment struck with this attack (such as with a parry) will be destroyed if the DoS in their attack is greater than the Durability of the gear.

Physical Anomaly
This opponent will generate 1 Risk per turn when a character is in an Encounter with it. This is increased by +1 per DoS in any attack they make against a target.

Immunity, Dimension
The Phylactarion is immune to damage inflicted by weapons that are native of the player characters' dimension. They can be damaged normally by an object from the Phylactarion's own dimension or an object that has been exposed to or infused with properties of the Phylactarion's native dimension.

WIGHT
The Wight is one of many transdimensional terrors that have entered into our own dimension by some means. It is likely that within their own native dimension, they are seen as being completely normal. However, when they enter or are seen by inhabitants of our own dimension, they are seen as unnatural and terrifying beings. Their own story may be tragic and their desire to return home genuine, but their appearance in this dimension means that they are likely trapped or summoned as opposed to willing walkers between dimensions.

Opponent - Transdimensional

Size: 1



Speed: 2d6

Skill Checks {SC%} Attacks
{Do 49%, MA 29%, Grpl 29% [1d6 Bl], Brl 29% [1d6 Bl], Dipl - Command 15%}

VITALITY
Health - 2
Defense - 10
DT - 20

Special

Anguish - This creature is one of sadness and loss. It will feed upon the good nature of others. Every time the Wight has an Intent, it can latch mentally onto a target and the character will have +d6 to all Speed requirements, but will also grant the GM 1 Risk per E_B of the character.

Mental Assault
Risk: 10
A character is open to a mental assault that causes anguish and terror as they glimpse into the depths of an unknown dimension. The target loses a Morale.

Compel
Risk: 10
+45% to any Diplomacy method the Wight attempts.

Wight Grasp
Risk: 10
The wight channels some of their extradimensional essence into an attack that disrupts the fabric of this universe. If the Wight makes an attack that has any number of DoS, then the character takes 5d5! damage. Defense cannot reduce this damage. If this damage is enough to cause an injury, then it will not cause an injury, rather it will cause a character to lose 1 Morale.

Bane, Extradimensional Artifact - A Wight is an extradimensional being that has superb resistance to weapons of this dimension, but if a native artifact from their dimension were to be found and used, the Wight's Defense would be reduced to 0. A weapon gathered by an 'Anathema' Objective will often qualify for this sort of special vulnerability.

YITHIAN

The Yithian is a creature barely known to science and whose very existence challenges their most dogmatic views on the nature of the universe. It was inadvertently discovered in a host body (of a race now known as the Isarians) on Europa, having existed there for what an estimated 240 million years. The host body was preserved and found to be alive until the very moment the extradimensional entity jumped into the body of one of the researchers who found it. Free from the Yithian's grasp on his mind, the original host began to scream at the researchers in a terrifying, unknown tongue and was promptly killed in fear. His words were never known, as the human race had not yet encountered the Isarians and did not know their gutteral language. The word "Yithian" is a perversion of the phrase "y athri-ant" which is roughly tranlsated from Isarian to mean "I was not mine", which is a phrase the original host was screaming before the researchers killed him on Europa.

It was only centuries later when humans came in contact with Isarians did the full nature of the recorded encounter become revealed. The Isarian host was elected to serve as a living prison for the extradimensional being that had plagued his ship after a disastrous FTL jump brought the Yithian into our dimension and backwards in time. The host volunteered to be exiled to a nearby moon to prevent the Yithian from jumping to anyone else. Now, over 400 years later, the researcher that inadvertently took the Yithian off Europa has unleashed it into the populace. It is not known where the Yithinan currently is and none alive can divine its purpose. Only those whose minds have been dominated by this entity and released have been given a glimpse into its motives, driving them mad in the process.

Opponent - Transdimensional

Size: As Host

Speed: As Host

{SC%} : As Host



VITALITY
Health - 1
Defense - As Host
DT - 100

Special

Extradimensional - The Yithian has no true stats of its own, as it exists in this dimension only through host bodies. As a result, it has only a Health stat and a Damage Threshold as its own statistics. The rest rely upon their host. A Yithian cannot perform actions other than spending Risk to trigger special effects unless they 'Dominate Host'. If a GM has no Risk, then the Yithian remains dormant.

Chiral Anomaly

The Yithian is without a true parallel in this universe and as a result, is disrupts the atomic bonds and natural symmetry of matter, destabilizing it over time. The Yithian's presence will generate 1 Risk per Time, so long as it as in the host body of a character or someone interacting with the character somehow. It should be noted that given enough time, the universe itself breaks down if the Yithian stays in one place for too long. It imparts this knowledge to its host subconsciously, who then is struck with incredible wanderlust.



Host Bound
The Yithian takes damage whenever the host takes damage. The host's loss of a Health point will cause an extra 1d6 damage to the Yithian. This does not apply to damage done to the host by the Yithian itself by means of 'Restore Essence'. This also means that a host that is aware of the possession can injure themselves deliberately to attempt to harm or drive out the Yithian.

Restore Essence
Risk: 10 (Sustained Action)
The Yithian can restore their essence by consuming the essence of their Host or by someone touched by the Host which will count as [In] damage. A successful Brawl or Grapple check must be made to touch a target. The Damage Threshold is restored by 1 per damage inflicted. Consuming the essence of the host can be done automatically

Increase Host Resistance
Risk: Special (Hazard)
The Yithian can increase the resilience of their host to better protect itself. It can increase the Defense of the host by 1 per Risk spent. This can reduce incoming damage to 0.

Dominate Host
Risk: 1 per W_B of the host (Hazard)
The Yithian can take control of its host body and perform an action as the host would be able to do during the host's intent. The host can attempt to resist this with a 'Composure' check.

Psychological Weakness
The Yithian's presence will weaken a host's mental resolve, and as a result, the host will add +3 Difficulty to all checks with Willpower as a primary Attribute.

Jump Host
Risk: 50 - 5 per DoS in a non-Ranged attack (Sustained Action)
The Yithian jumps into a new host body. The old host loses 1d5! Morale and has their mind permanently scarred for being so close to a creature so utterly alien to this dimension.

Death
If the host dies while possessed, the Yithian will exit the body and with a mind-shattering wail find another host body which will cause all the characters in the Encounter to make a 'Composure' check or lose d3 Morale. Once finding a new host, the Yithian will be essentially powerless for a long period of time until it slowly 'Restores Essence' by leeching off their new host body slowly, as to not arouse suspicion. It is unknown as to how another host is chosen.





CHAPTER 10
GAMEMASTERING



RESTRICTED ACCESS. RANKED OFFICERS ONLY

This section is to go over advanced tactics for running simulations to train new recruits. It requires mechanical aptitude, creativity and a certain understanding of human psychology. Do not disclose these methods to subordinates.

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WHAT DOES A GAMEMASTER DO?

For those that have never run any kind of roleplaying game before, the role of the gamemaster can be somewhat daunting. A gamemaster, simply, keeps the game moving. They drive the narrative of the game and know the rules enough to make a decision when a discrepancy arises. Mechanically speaking, a GM makes rolls on behalf of the world around a character. They serve as every force that affects the characters, beneficial and not.

A GM can fall prey to the tempting abuse of godlike authority, but a good GM will see challenging the players, giving their actions a sense of accomplishment as their motivation. A GM does not need to abstractly punish a player for making poor choices. *Outbreak: Deep Space* has a mechanic that allows a GM to deploy additional threats against a particularly headstrong or foolish group of players called Hazards, which are deployed by spending Risk generated by the characters. More on this in the Risk section.

CHOOSE YOUR HORROR

A GM must decide what is the nature of the challenges the characters face. From where do the threats come? What is the relationship of the characters and where are they? These are the main points that will drive a campaign forward. Thankfully, the vast possibilities of setting will allow for any number of possible encounters.

RISK GENERATING

Aside from the normal roles of the GM as referee, they are expected to create unique challenges for their players. While this can be done narratively, there is a danger that a player may feel victimized by extraordinary circumstances that a GM can put them in. Based on the nature of *Outbreak: Deep Space* being generally a survival horror game, this seems more likely an outcome than in other games. For this reason, Risk is an important resource to the GM.

Risk is used to upgrade opponents and alter the game in some fashion as to make the session more challenging. What makes Risk unique is that it is mostly generated by player activity and where they choose to go and if they choose to fight or flee. So the GM is free to use Risk to trigger events that put characters in grave danger, but it will largely be enabled by the player's own actions. More brazen and risky actions will yield more Risk for the GM.

HORROR- SPECIFIC RISK GENERATING

In addition to the other means that a GM has at their disposal to generate Risk, each category of Opponent will also be able to generate Risk in different ways. Some are fairly direct, but some means are more abstract, especially if the nature of the opponent is not a native to our dimension. Such additional means of Risk generation will be listed in the entries of the different "Horrors". Some specific opponents will also be able to generate Risk. Such abilities will be listed in the "Special" section of the Opponent's entry.

AD-HOC RISK

While it defeats the purpose of Risk somewhat, a GM can generate Risk ad-hoc. A GM can also eschew Risk altogether and use the Risk cost of various Hazards and upgrades as a guideline as to how much of an additional challenge those would pose and add them narratively based on that information.

THE ENCOUNTER

ENCOUNTER CHECKS (E%)

This opposing forces characters face commonly takes the form of the Encounter check (E%). While this is a very sharp abstraction of all things that could potentially affect a character, if you are referring to a specific setting, having a standardized set of potential Encounter check results is possible. The GM has to, as part of their scenario construction, decide what will influence the Encounter. The strongest influential force will be considered the Standard opponent (which will be gone over in greater detail later). The Standard opponent is the one that has the greatest determining factor on the result of the E%.

For this reason, an Encounter Table is required for every scenario. This will determine what , if any, kind of challenges face the characters. Degrees of Success will result in the deploying of dangerous opponents, challenges or effects. Degrees of Failure will generally give something beneficial to the characters.

OPPONENTS

Characters can come across any number of opponents. Regardless of their category, an 'Opponent' would be any force in opposition to that of the characters. They may not always be outwardly violent, but they are almost certainly dangerous in one form or another. The type of

Opponent a character faces is based on the results of an E% combined with how much Risk a GM wishes to spend to augment the E% results or play an appropriate Hazard. It also requires that a GM nominate what opponent is 'Standard', as this will be the default opponent if no other Hazards are used to alter it.

STANDARD OPPONENTS

A 'Standard Opponent' will simply be the most common encounter possible. The definition of Standard, in regards to opponents, is otherwise completely flexible. It may even be an Environmental Feature that is deemed a Standard opponent, in either case, its rules apply each time the E% is successful. A GM can alter the Standard opponent from region to region or even location to location. The Opponents section will feature a number of opponents that can be nominated as Standard. Typically this takes the form of number of Standard opponents that are deployed in an Encounter.

TEMPLATE

An Encounter check result that indicates a 'Template' encounter is one where a GM can freely deploy Hazards and upgrades to the 'Standard' opponents. The threshold that will allow such Encounters is up to the GM, but it is recommended that it is at least 3 DoS in the E% check. Many Horror Traits that exist as Hazards require a certain amount of DoS in an E% before they can be used.

UNIQUE

A 'Unique' Encounter is just that, unique. They are rare and especially dangerous challenges that will allow for the most lethal of opponents to be deployed and the most deadly and perilous Hazards to be played. It is recommended that these cannot be deployed unless a GM rolls at least 5 DoS on an E% check. This can be pushed

OUTBREAK LEVELS

Outbreak Level 0
This is most peoples' frame of reference when it comes to what is normal. There is no disruption of normal commerce, business or trade. Citizens go about their day as if nothing is amiss.

Outbreak Level 1
The initial onset of a conflict. Many facilities will be intact and most familiar surrounings will be unscathed. Panic is setting in and the world that the characters know may change forever. The majority of the population could even be unaware that anything is awry.

Outbreak Level 2
It is apparent that this is severe crisis. Most people have at least heard that something is wrong. The threat is escalating and most people are abandoning their posts if not obligated by the military or government.

Outbreak Level 3
True panic sets in. Martial Law or war is formally declared an no non-essential business is in operation.

Outbreak Level 4
There is no turning back. History will remember this time as being one of conflict, seemingly without end. Even if the opponents were beaten off, the social conscience of the populace is forever scarred. There is no assurance whatsoever that things will ever be normal again.

THE ENCOUNTER CHECK (E%)

Probably the most common check a GM will make is the Encounter Check (E%). To determine the results of an Encounter check, you have to establish what the percentage chance is.

DETERMINING THE BASE E% PERCENTAGE CHANCE

The percentage chance of an E% success is equal to 10% per P_B of the 'Standard' opponent. Many opponent Horror Traits, such as 'Sense' and 'Improved Sense' as well as some Hazards will modify this further.

BASIC ENCOUNTER TABLE

1-5 DoF - No Risk can be spent on Opponents.
0 DoS - Standard Opponent
1 DoS - Standard Opponent, +1 Risk x OL
2 DoS - Standard Opponent, 1 Template, +2 Risk x OL
3 DoS - Standard Opponent, 1d3 Template +3 Risk x OL
4 DoS - Standard Opponent, 1d6 Template +4 Risk x OL
5+DoS - Standard Opponent, any number of Template, Unique+1d5! Risk x OL

Each Outbreak Level will add a bonus DoS to the E%. A GM can upgrade the DoS of any Encounter Check by 1 DoS per 10 Risk spent as well.

higher if you are playing campaigns that build up to or start at higher OL, as almost every successful E% would allow a unique opponent to be deployed.

OUTBREAK LEVELS

Many of the Hazards and potential encounters are dictated by the Outbreak Level (often abbreviated OL). Each OL will add one bonus DoS to any Encounter (E%) check. Many Hazards, Encounters and opponents are OL specific, or appear with altered frequently based on the OL.

An Outbreak Level determines the scale of the conflict that the characters face. Early on, many of societies facilities are available to a the characters but with each increasing OL, the world the characters know slips further and further away. Soon, the characters will barely recognize their surroundings and all the comforts they once knew are not only far gone, but it will become increasingly apparent that it may never come back.

FAILED ENCOUNTER CHECKS

A failed Encounter check can be a window of opportunity for a character or party of characters. Just like a successful E% check, there can be Standard, Template and Unique encounters that are of a benefit to characters... even if that benefit is simply not encountering anything at all... which could be a welcome change of pace depending upon your campaign.

It should be noted that at higher OL, getting multiple DoF in an E% will become increasingly rare. While this is true to the reality of increased danger, a party of characters will often have access to various Tactics that can alter an E% in their benefit to counteract the increased peril of higher Outbreak Levels.

STANDARD BENEFIT

A recommended Standard benefit is simply nothing. The characters encounter nothing and are free to take actions during the period of Time more or less at their leisure. This is the ideal result for most Tactics a character can attempt, as most of them require that anE% fail for the character to reap whatever reward the Tactic provides. A Standard Benefit is available at all DoF in an E%.

MODERATE BENEFIT

A Moderate Benefit is the characters being in an ideal situation in some fashion. This may alter the results of any Tactics a character is attempting, either yielding more reward or even be a requirement for the Tactics success to begin with, which is the case for particularly dangerous Tactics. A Moderate Benefit is available at 3 DoF or more in an E%.

MAJOR BENEFIT

A Major Benefit is a tremendous stroke of luck or the result of exceptional planning and execution. The most difficult and dangerous of Tactics will often require a Major Benefit result for the Tactic to apply. A Major Benefit is available at 5 DoF or more in an E%. At higher Outbreak Levels, it is important to note that with such high bonus DoS added, that these results will become almost impossible without the assistance of excellent planning, skill, intel or incredible luck.

DEPLOYMENT

When the characters encounter opponents it is generally up to the GM as to how they are deployed against the characters. However, it is useful to have some framework as to how an opponent may get the drop on characters or other such special circumstances.

The way Encounter checks operate, the characters are generally trying to avoid a fight unless it is absolutely necessary. This is especially true when the characters are facing unnatural monsters from another dimension or some highly infectious creatures. A successful Encounter check means that, despite the character's best efforts, the opponents spotted them or that a more close and personal encounter is inevitable

A general framework for deployment can be as follows:

Roll a d100. The result is the closest distance in feet from the character the opponent can deploy at. different opponents consider different ranges to be ideal for their style of combat. For this reason, a GM can alter deployment range by 10' per P_B.

It should be noted that without further special rules to allow otherwise, no opponent can be deployed closer than 10' per P_B the character has. It is assumed that even at a character's most dense moment, they will be able to see something that is so close. The environment can occasionally obscure opponents from view, such as water, smoke, fog or darkness, so this is not an absolute rule.

A character can counter this deployment range by attempting their own 'Spot/Listen' check to detect potential dangers early. A character can alter the distance an opponent is able to deploy by 10' per DoS in a 'Spot/Listen' check.

Deployment distance can be further modified by Horror traits such as 'Stalker', which allows an opponent to alter the distance further by 10 per DoS in a relevant 'Hide' or 'Sneak' check. It should be noted that most of those situations have some other contingencies or requirements, such as deployment in specific locations or a Risk cost. Some particularly dangerous opponents have this ability innately, however.

HIDE

Characters that have just begun an Encounter can attempt to Hide from their opponents. This will be an opposed check with the winner being able to alter their starting Moment to any Moment of their choosing after their opponents determine their starting Moment. It should be noted that there are many Difficulty modifiers to Hide checks in this situation, such as proximity and Environmental Modifiers. Some opponents are highly capable of finding characters that are attempting to hide.

If a character wishes, if they pass a Hide check, they can instead choose to 'Lay Low', which will allow them to avoid the Encounter entirely, but it will reduce SP by 1d6! per Outbreak Level.

CHARACTER MOVEMENT BETWEEN LOCATIONS

Just as periods of Time are relative, so is the distance they are able to travel from one period of Time to the next. For this reason, it truly only matters how quickly the characters decide to move in relation to the distance they need to travel and how fast it can be done without arousing too much suspicion.

Adjacent Locations and Confined Space

For the purposes of Movement between periods of Time, an 'Adjacent Location' needs to be properly defined. If this is done on the surface of a planet, moon or on some huge spaceship, this distance may be measured in miles. On cramped ship corridors, this could be a few hundred feet. For this reason, Gaining Fatigue is replaced with a GM adding more Risk to their pool. A GM can apply Risk for character Movement when not in a confined space, but this is up to GM discretion.

It is possible that the scale of the location the characters are in, that the ships can be comparable to large cities. Some can merely be the size of large buildings. For the purposes of *Outbreak: Deep Space*, a character can move to one adjacent area in the period of 1 Time without any additional penalties or special rules taking effect. It's when a character decides to move slower or faster that other events may come into play.

Laying Low - No Movement - Can remove 1d3 Risk per DoS in a Hide check. Characters can make 'Hide' checks opposing E% checks with +3 DoS.
Confined: n/a

Crawling Speed - One adjacent area takes 3 Time to move to - can remove 1 Risk per DoS in a Hide check. Characters can make 'Hide' checks opposing E% checks with +2 DoS.
Confined: n/a

Slow Speed - One adjacent area takes 2 Time to move to - Can make 'Hide' checks opposing E% checks with +1 DoS.
Confined: n/a

Normal Speed - One adjacent area takes 1 Time to move to - Can make 'Hide' checks opposing E% checks.
Confined: Add 1 Risk per party member

Doubletime - One adjacent area takes 1 Time to move to. If an E% is unsuccessful during this period of Time, the character instead may move to an additional adjacent location.
Confined: Add +1d5! Risk.

Fast Speed - One adjacent area takes 1 Time to move to. If an E% is unsuccessful during this period of Time, the character may instead move to an additional adjacent location. Characters have the option of moving to another adjacent location, but another E% is made. This will count as being done during the same period of Time, however. Add +1 Fatigue.
Confined: Add +2d5! Risk.

All-Out Sprint - The same as 'Fast Speed', however, the characters can continue moving to additional Locations during the same period of time if they continue to add points of Fatigue. Characters that have more Fatigue than their S_B or their W_B will require 'Endurance' checks in order to maintain this pace.
Confined: Add +3d5! Risk.

See page 102 for how movement rates are handled during Encounters and how it alters Risk.

POLITICAL INTRIGUE: RUNNING A STORY DRIVEN CAMPAIGN

The robust ruleset for this game provides a certain degree of storytelling that is beyond simply surviving an outbreak of zombie organisms or war with alien life forms. Political intrigue, rogue government agents, mad scientists, violent revolutionaries, galaxy spanning war and conspiracy can be as much a part of your campaign as the monsters that inhabit it.

CONFLICT AS A STORY ELEMENT

As any good story, the action serves the overall story and is not strictly an element in and of itself. The opponents simply destabalize a once peaceful situation, or exacerbates an already delicate one. In either case, the opponents serve as a backdrop over which another, more relatable drama unfolds. If your campaign features few opponents (if any at all) then this sort of attention to the nature and reasons for a conflict become more pronounced. If there are warring factions, why are they fighting? Is there a history of conflict or is this the first after a long, tense, period of troubled relations? What event triggered the conflict to begin with and how could it feasibly end? These are all questions that should be asked by a GM when they are developing a story for a campaign.

DEVELOP A CAST

This seems to be "Storytelling 101" but developing an interesting cast of characters (some of which the player characters may never meet in person) is crucial to making an interesting story driven campaign. An inter-personal drama can be the goal, or an epic space opera. Both of them require characters with some motivation and personailty. Neither of those two traits need to be immediately apparent, however. In fact, a hidden agenda is a good plot device if used properly.

FACTIONS/ALIEN RACES

The benefit of a story campaign is that you can include opposing sides in a confilct, each with their own (believable) agenda. Even making the 'villain' to your characters' side ones with believable motivations and legitimate point of view can make for a more interesting story. Likewise, a GM can introduce exotic alien races, playbale or not, to give a diversity of cast. The psychology and motivations of the alien race may run contrary to those of the player characters, but they may set aside difference to combat a mutually dangerous threat.

SURVIVAL HORROR

A character or party of characters can be part of a true survival horror scenario as opposed to a narrative campaign. In this kind of scenario, characters will be put against incredible odds and their resources are extremely scarce. In this method of campaign, Paradigms are very important. The reason being that the Injury and Death Penalties to SP that are inherent to Paradigms are utilized extensively.

To play a Survival Horror campaign, a GM sets an SP total that all the characters start with and share. The SP can be spent on Formations and Tactics, which can be lost with Injury and Death Penalties. The differences is that a player characters do not need to get injured or killed, they can elect to just lose SP.

SP cannot be spent on any sort of Gestalt Die purchases or Ability score advancements during a session.

In addition, A GM has access to a special Hazard:

DEUS EX MACHINA

Risk: 0

The character is capable of succeeding not by skill and planning, but luck. A character can reduce incoming damage by 1 per SP drained from the players' pool. This can also be used to increase a character's DoS in a check by 1 per 10 SP you drain. This can be done to a maximum of 1 bonus DoS or 10 damage per OL.

If this player's SP total is reduced to 0, then all bets are off. A character can be injured and killed normally. The GM is encouraged to have some event in-game signal that the characters' situation has taken a dramatic turn for the worse.

Should the player characters survive, the remaining SP is divided between characters that can now spend the SP on Gestalt Dice and Ability score advancements.

Additional Terror Tactics: Running a Survival Horror Campaign

A GM has many options in mission styles and literally a universe of potential settings. The plethora of available choices can prove a daunting challenge in designing a survival horror campaign in particular. The astonishing array of deadly weaponry and the exceptional protection options for armor can make a particularly well-equipped group of characters nearly invincible and make a mockery of the Defense of even the largest and most powerful threats. For this reason, we provide here a few tips for running a survival horror campaign in this setting.

Scarcity

While it's true that the weapons in this setting are the deadliest of any that we've included in *Outbreak: Undead*, their obvious limitation is their finite ammunition and power sources. Limiting available resources to your players makes them conserve their resources, allowing the paranoia to set in that greater threats can be just around the corner. This concept is the hallmark of the survival horror genre.

Zero Margin for Error

As strong a motivator as finite resources are, an even more powerful motivator is a potential consequence for failure. Establish early on that even a small mistake can sometimes have dire consequences. Small reminders such as forgetting to switch off a communicator will result in it unexpectedly going off while a character tries to sneak past a group of sentries, or some similar oversight that has a disastrous consequence. This will keep your players on their toes, not just for managing their few precious resources, but so they are constantly worrying about something trivial they overlooked that can have a terrible result later on.

Dummy Rolls

It seems silly, but a GM tool is not just the results of die rolls, but simply by virtue of rolling dice themselves it gives the impression that something very bad could happen. A simple tactic is asking a player to repeat to you what their character's action was so you can make a die roll. This roll can be ultimately meaningless, but it's a subtle psychological mind game that is especially effective if a character is doing something seemingly innocuous. It is important not to overuse this tactic though. The idea is to play a mind game to induce paranoia. If the players catch wind that you are just messing with them with dice rolls, they won't be quite as leery when you make any rolls.

A False Sense of Security

A surprise is most effective when a player feels that they have a comfortable setting violated somehow, especially if the player has reinforced in their mind that areas like this (mentally or physically) are a safe place. In visual mediums like film and video games, this is accomplished by camera angles, lighting, music queues and color. Since this game is not a visual medium, the sense of security must come from an identifable characteristic which is associated with a character's safety. This can be true for quite some time, but if you want to rapidly give the impression that nothing is safe anymore, create a "safe zone" early on. This can be a quarantined area of a ship or a recurring NPC hero that has faithfully guided and protected the characters. Then, to give the sense that all hope is lost, take those things away from the characters. They will feel that they are all alone and that no place is safe anymore. In basic Three-Act storytelling structure, this can be served as the catalyst that propels the characters into the Third Act to a dramatic conclusion.

Secret Initiative

If you were directed here by the page reference in the Combat chapter, then you have either a group of inexperienced players or you have a burning need to absolutely keep them terrified. After reading and understanding how Speed Dice work and how a character and their opponents move along the Initiative Tracker, it is entirely possible to remove players from the process of Initiative. A GM will roll Speed dice on behalf of the players and opponents. A GM will move and make checks for the player character's opponents when the opponent's Intent is and only telling the player characters when their Intent arrives.

The terror in this case comes from the players seeing their opponents move around them and make attacks, all the while wondering when their Intent will arrive and if they will be able to take actions in time to help their friends or save themselves. This makes Sustained Actions particularly harrowing. If a character has no idea how long their action will take in relation to those of others in the Encounter, then this allows a Gamemaster to play mind games with their players. If the characters are held up in actions that take several moments, a character may be tempted to abandon their intended action out of fear.

In this sense, it's a very valid way for new players who are not comfortable with this way of playing a role playing game. Also, being a sci-fi horror game there are many ways that *Outbreak: Deep Space* is served by having such a familiar element as "knowing turn order" being out of the player's grasp, but being able to play regardless.

SCENARIO CONSTRUCTION

RANDOMLY GENERATED SCENARIOS

Part of the excitement of role playing games is the element of mystery. This is not reserved for the players. This can just as much be a part of the Gamemaster's experience as well. A randomly generated scenario will enable a GM to try their hand at weaving a narrative using a series of randomly generated scenario milestones. This can be the seeds of a larger campaign or just be a means to add an element of surprise in the events that are about to unfold. This forces players to try new tactics and grants the GMs an opportunity to test their creative limits by trying to create a story out of randomly generated objectives. Even the setting can be randomly generated if the GM wants to start completely from scratch. See the table at the end of this section on pg. 227 in order to try this method of play.

OBJECTIVES

Each objective has a Survival Point (SP) award for their completion. There are two different awards: Primary and Secondary. A GM can also award Resource, Tech upgrade raw materials, extra weapons, ammo or any other appropriate rewards in addition to an SP reward.

A 'Primary' reward is the reward for having accomplished the objective if it is GM-determined or randomly determined.

A 'Secondary' reward is if the objective is accomplished by the player's own volition. The Secondary reward is usually substantially less than accomplishing an objective that is deemed 'Primary', but it still rewards proactive players and allows them some liberty in how they complete a scenario.

Some Objectives will have Prerequisites, which means that even if they were not selected randomly, other Objectives may need to be accomplished first. Either that or special requirements, such as a keycard, specific Tech upgrade, program or any number of other things will be required in order to even attempt to claim the reward for accomplishing an Objective.

OBJECTIVE ORDER

It is rarely to the advantage of the players or the Gamemaster to complete randomly generated Objectives in the order they are determined. The best manner of constructing a scenario with random Objectives is to roll all the elements that will make up the scenario and the Gamemaster will construct the narrative of the scenario in the manner that makes the most logical and exciting progression. Otherwise, the scenario can turn out disjointed and mechanical.

Alternatively, the Objectives can be made clear to the players from the beginning (keeping, perhaps, only Hazards and the finale a secret) and allow the players the freedom to choose the manner in which they feel best. They will be able to claim the S.P. rewards for Secondary Objectives while they work towards their Primary Objectives.

COMBINING OBJECTIVES

Objectives can and should be combined and have their requirements overlap to create unique scenarios. For instance, 'Spacewalk' and 'Activate System - Power' can combine into one mission that requires a character to spacewalk to an external power coupling in order to return power to a system.

SURVIVAL POINTS (SP)

The Survival Points are what indicate a character's progress throughout a campaign. Characters earn them from accomplishing missions. When SP is earned, all the players all get that numbers added to their total. With SP, a character can buy Gestalt Dice for character advances and spend them on special tactical advantages. The same number the characters earn for themselves the same number goes into an overall running total for the whole party. This overall SP total will determine campaign success or failure or the range of results in between.

Character injury and death as well as some Hazards will potentially penalize a character's SP, but more likely it will penalize the overall party progress. This will lead to gradually more disastrous results.

LADDER CAMPAIGN

A Ladder Campaign is one where the SP total of a scenario must be reached before the next 'rung' of the ladder can be reached. This is a linear campaign that has a fluctuating difficulty based upon the SP total earned at each 'step'. Penalties for not reaching the target SP will vary from campaign to campaign. Generally, it will mean that the characters start the next session with a severe disadvantage, but the mission of that session is otherwise unchanged. In published adventures, this sort of information will be spelled out for a GM. In a scenario of the GM's construction, it's up to the GM to spell out what those setbacks might be.

TREE CAMPAIGN

A Tree Campaign is one where the nature of each session depends upon how the previous session ended. Unlike a

Ladder Campaign, the Tree Campaign does not necessarily penalize the characters for a low SP total in the previous session. It simply dictates what sort of mission the characters participate in the following session as opposed to making the standard mission more difficult in some fashion. Generally a low SP total will mean that the following session is still one that has the characters at a disadvantage, but the mission is generally one where the characters are finding a way to earn their advantage back. Having high SP total will mean that the characters are leveraging an advantage that they earned in the previous session.

LABOR

A character accomplishing multiple Objectives may see that some require "Labor". Labor is the effort over time that a mission takes in order to complete. Labor often comes from the results of Checks that are either specifically stated as being necessary or one that shares a Descriptor with the mission itself. The amount of labor generated will be defined in the Check's description under the 'Labor' section. If no entry is given, then it will generate d6 Labor per DoS in the check + the DLv. of any Active Descriptors.

Many Survivors, dedicated crew or special equipment can boost the amount of Labor being generated. Such distinctions will be described in a relevant entry.

SAMPLE OBJECTIVES

ACTIVATE SYSTEM (NAME OF SYSTEM)

Characters need to activate the proper controls to bring a system back on line. The system is simply turned off and not damaged in this scenario.

Characters must reach a 'Terminal - Master Control' to bring a system back on line. The location of this terminal is typically in the same room or general area of the system that will be activated. Any of the following could qualify as a system that needs activation along with potential reasons as to why:

- Artificial Gravity - Navigation can prove much easier should the characters be able to move without fear of floating debris and opponents that are capable of maneuvering on a vertical axis.
- Life Support - Lacking all-enclosing gear, the life support system of an area needs to be activated to allow the characters passage.
- Security - Enemies breaching the location could easily be stopped if the automatic security measures were activated.
- Power - Any number of location functions such as security, automatic doors or terminals can be made accessible by restoring Powered systems.
- Distress Beacon - This will alert others nearby that characters are in need of assistance. Who answers this call may not be what the characters consider ideal, however.

Primary: +15 SP
Secondary: +3 SP

ANATHEMA

The characters are charged with the construction or use of an especially deadly weapon in order to combat their opponents. As the name implies, the weapon's use brings with it a terrible consequence and resorting to its use is an act of almost pure desperation.

Characters are required to create a weapon with a unique Tech upgrade that is specially geared towards the destruction of opponents or one kind of opponents specifically. This can be a 'Legendary' Tech upgrade or can be a generic 'Anathema' Tech that simply has the 'Bane' quality towards an opponent. However, the reason for not doing this at the onset of the outbreak is that this weapon, being truly an anathema, carries with it a consequence that will be catastrophic to the characters using it (such as destruction of the ship, permanent damage to critical systems, dead man's trigger, character death, etc). A GM is allowed to choose 3 Hazards without them granting any SP benefit for overcoming them. These Hazards must be directly related to the use or acquisition of this weapon.
Primary: +25 SP
Secondary: +5 SP

AWAIT REINFORCEMENTS

You are in a dire predicament, but there is hope for rescue if you hold out long enough.

There is now a time constraint on accomplishing your other Objectives. The GM sets the appropriate amount of Time that characters have to survive until they have the support to evacuate or reinforce their numbers or get drop off supplies. Each Time will add an additional d5! Risk to the GM's Risk pool, but it will also increase the reward for surviving by 1 per Time. This rarely applies to a Secondary Objective, as a secondary by nature is not one that is nearly as pertinent or time-sensitive as a Primary Objective.
Primary: Special SP reward , 1d3 Materiel
Secondary: n/a

BOUNTY HUNTING

The opponents the characters face is the backdrop of another vendetta that involves hunting and capturing a specific individual.

The characters are required to search out and find a

vigilante and escort them to the authorities to collect a bounty. The vigilante will likely not go quietly. They count as having a total of 20 Tech Points worth of gear.
Primary: +25 SP
Secondary: +5 SP

BREACH/DEMOLITION

The scenario requires that the characters breach either a hull or bulkhead or demolish a structure in order to accomplish their missions.

The characters must gain access to a ship by breaching the hull or (more preferably) a bulkhead. or demolish a Structure. This will be accomplished by a 'Breach/Demolition' mission or 'Engineering' check.

Primary: +25 SP
Secondary: +5 SP

CLEANSE

The scenario requires an extermination of a certain number or type of infested organisms.

Characters are required to accomplish a 'Cleanse' mission.
Primary: +10 SP
Secondary: +1 SP per OL

CONTRACT HIT

The characters are on a mission to assassinate a high-profile target. This target will likely be heavily protected, elusive or very well armed and armored.

The characters are required to search out and kill a Vigilante leader. This vigilante will either be armed with or will have bodyguards armed with 40 Tech Points worth of gear. At Outbreak Level 3 or greater, there is a strong chance the target may have been killed by opponents. In this case, confirming by encountering an opponents with 'Familiar Face' Template added to it and 'Pre-Infestation Weaponry/Armor' Horror Trait.
Primary: +25 SP
Secondary: +5 SP

DATA RETRIEVAL (TYPE OF DATA)

The characters must retrieve specific data. This may mean going to a special terminal or a laboratory in order to gather this data. This is of great importance to either the characters or to the scenario at large.

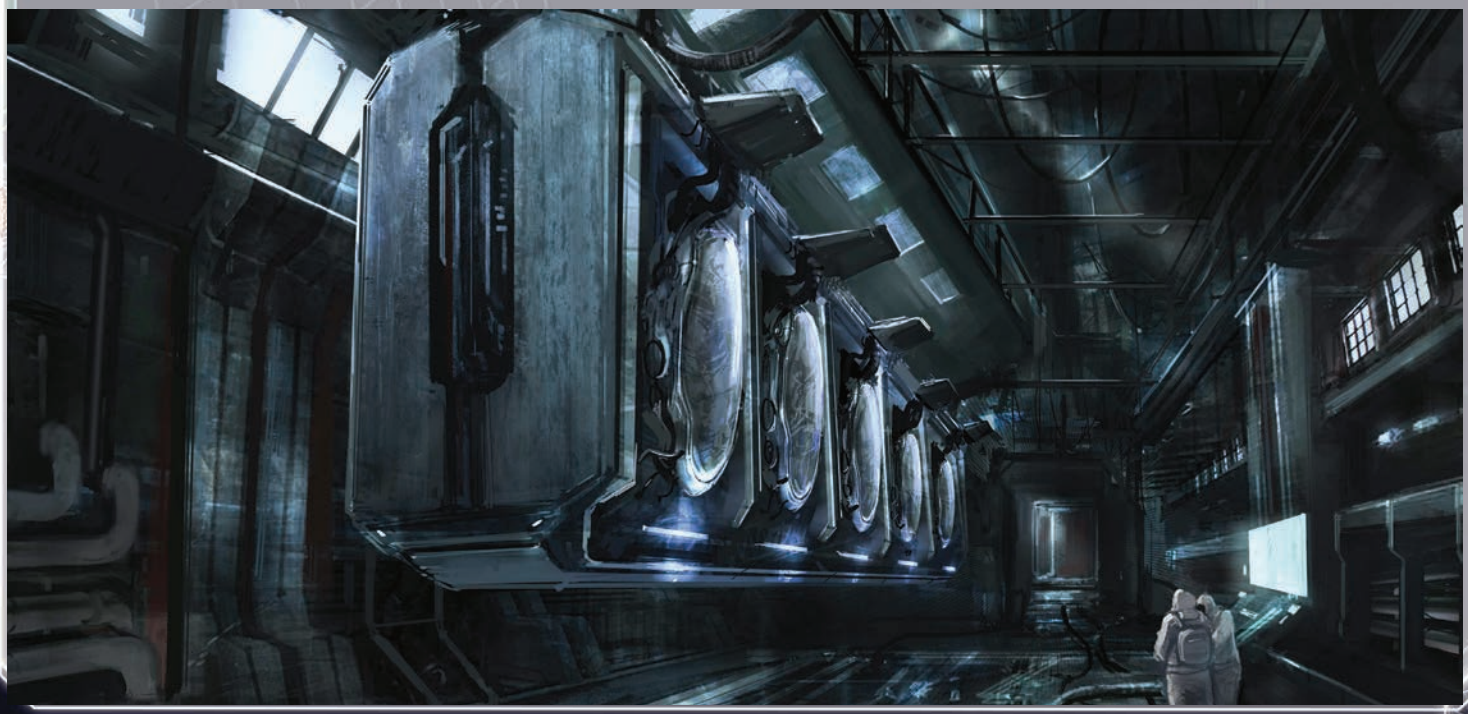
Characters must go to either an 'Engineering Bay', 'Bridge', or 'Laboratory' (determine ahead of time which). At this location, characters must accomplish a 'Data Retrieval' mission (25 Labor).
Primary: +25 SP
Secondary: +5 SP

DEACTIVATE SYSTEM (NAME OF SYSTEM)

In order to assure safe passage to the characters, a faulty or dangerous system must be shut down.

Determine which system requires deactivating. The following systems are options for deactivation:

- Artificial Gravity - This undoes any system tampering with natural gravitational forces (or lack thereof).



Whatever natural state of gravity exists, that is the effect of deactivating Artificial Gravity.
- Life Support - This is any number of systems designed to filter or process air, and maintaining pressure and temperature.
- Security - Deactivates 'Klaxon' or 'Predatory A.I.' Hazards.
- Power - Deactivates 'EMI Interference' and 'Radiation' Hazards.

Primary: +15 SP
Secondary: +3 SP

EVACUATION

The characters have to take it upon themselves to get out of the location as fast as possible.

There is typically a Time constraint, but a significant objective remains to get to an emergency exit or a hangar.
Primary: +30 SP
Secondary: +10 SP

FLIGHT RECORDER

The flight recorder needs to be salvaged or extracted from the bridge or cockpit.

Gathering the flight recorder can be accomplished one of two ways: It can either be copied or physically taken. The flight recorder will be 1CU in size if physically taken. To copy requires a 'Device' with 'Data Processing' at 4 or greater Tech.
Primary: +30 SP
Secondary: +15 SP

GATHER SPECIMENS

An even more regrettable task than gathering tissue samples is the capture of an entire alien organism.

Gathering samples can be accomplished by inflicting enough subdual damage in order to allow an organism's capture and by having appropriate restraints or containers to keep the organism in.
Primary: +30 SP
Secondary: +15 SP

GATHER TISSUE

An extremely dangerous mission has been given to the characters: gather tissue samples from the very monsters that are doing their absolute best to kill them.

Characters need to gather tissue samples of the infected. A 'First Aid' check and proper storage is required in order to extract an appropriate tissue sample. Each type of Standard and Special infested organisms will allow the SP reward to be claimed.
Primary: +10 SP
Secondary: +5 SP

KEY/KEYCARD

An additional requirement of getting a special key or keycard is needed to accomplish an Objective.

This is rarely an Objective in-and-of itself. Characters must obtain it by going to a certain location and making a 'Search' check, or the characters can take it off an opponent which will grant +100 Labor at a certain location. Alternatively, access can be gained by 'Hacking' with a {DgtlSys%} check, but it has +3 Difficulty in order to do so or has an extremly high Labor cost.
This can be played as a 'Hazard' for 15 Risk.
Primary: +25 SP
Secondary: +5 SP

MAG-TRAIN/TURBOLIFT

A distance too great for walking requires a functioning Mag-Train or high-speed elevator.

This can either be already active or require an 'Activate/Restore System - Power/Mag-Train, Turbolift' Objective be a part of a mission's success. This can also be a requirement of another Objective, requiring active transit in order to get to the required location.
Primary: +25 SP
Secondary: +15 SP

PASSWORD

One objective requires a password or passcode that only a few select people know.

Getting a password requires finding that individual via a 'Rescue' mission or by convincing someone to surrender it with an appropriate 'Diplomacy' check.
This can be played as a 'Hazard' for 10 Risk.
Primary: +30 SP
Secondary: +10 SP

THE ONE BIG MONSTER

A terrifying beast hunts the characters.

Destroying a One Big Monster is now a major part of the campaign. Some OBMs may grant more or less SP for their destruction.
Primary: +50 SP
Secondary: +25 SP

RALLY POINT

Characters must establish a rally point for other Survivors

to reach.

Creating a Rally Point requires an active communication line or broadcast channel and a secured location for others to reach.
Primary: +25 SP
Secondary: +5 SP

REBELLION/MUTINY

A rebellion has erupted on a ship or a system. The characters are either caught in the midst of it, sent to put it down or are required to start one.

This Objective can be accomplished by gathering intel, sabotaging supply lines or assassinating high-profile targets. On an Encounter table, all Survivors become 'Panicked' without any Risk cost to upgrade 'Panicked' become 'Vigilantes' without Risk cost to upgrade.
Primary: +50 SP
Secondary: +15 SP

REPAIR (GEAR, VEHICLE, TERMINAL OR SYSTEM)

A crucial piece of equipment needs serious repair in order to allow progress.

Characters are required to repair an important article of Gear, Vehicle or system in order to progress in the campaign.
Primary: +45 SP
Secondary: +15 SP

RESCUE

The characters have an opportunity or are charged with the rescue of innocent population or captives. This additonal complication to an existing mission may sideline a party's efforts, but it is often worth it.

The survivors under the characters' care will respond to Diplomacy. They will stay with the characters until they reach a safe zone. They will be deployed with the characters every Encounter until they are returned to safety. They count as having 1 Health point and DT: 15.
Primary: +20 SP
Secondary: +10 SP

RESEARCH

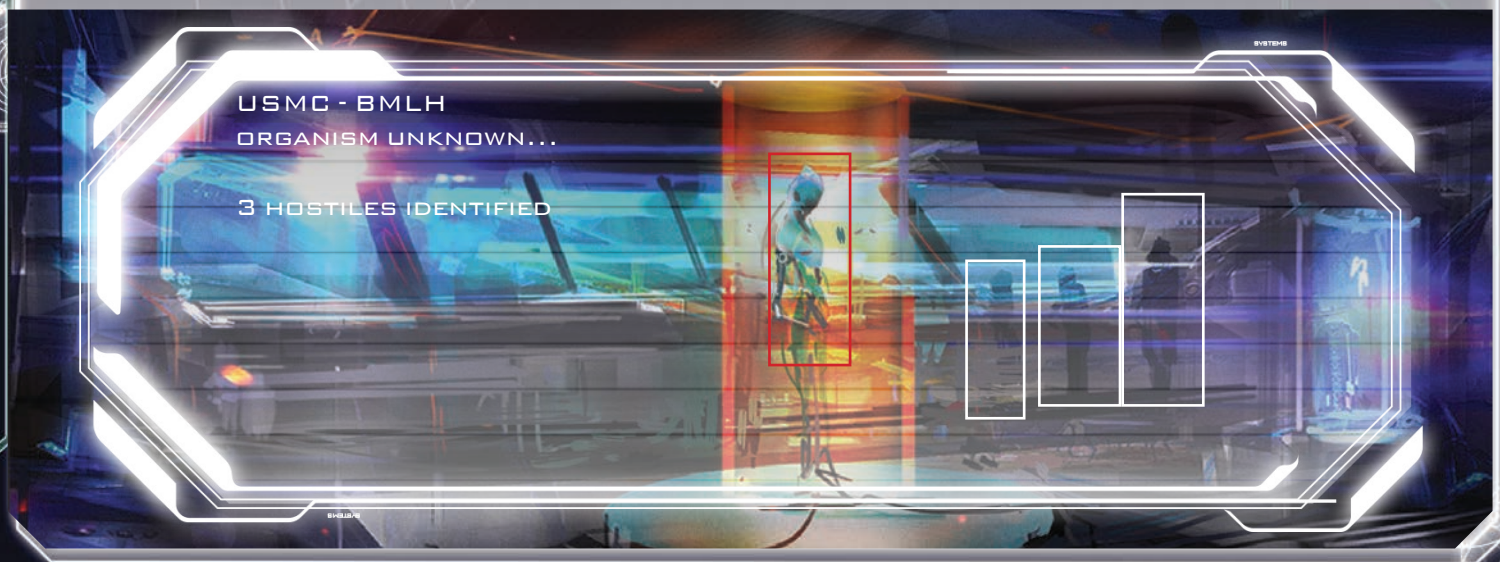
In order to intelligently proceed, some important research needs to be done.

Characters must accomplish a Scout mission or they can perform a 'We Know This Much' mission. Each time this mission is undertaken, the characters may claim the SP bonus. Whether or not they can piggyback the missions on each other to continue gaining SP is at the discretion of the GM. The research must involve at least 200 Labor.
Primary: +10 SP
Secondary: +3 SP

RESTORE SYSTEM (NAME OF SYSTEM)

Similar to 'Activate System', this Objective implies that the system itself has shut down either due to damage or it being compromised in some other fashion. More extensive methods are required in order to bring a system back on line than simply flipping a switch or pushing a button.

This Objective requires that characters make an 'Engineering' check at a 'Terminal - Master' or the compromised 'Terminal - Control' itself. This can be further made difficult by the 'Key/Keycard' Objective or Tech requirements.
Primary: +15 SP
Secondary: +3 SP



SALVAGE

An extremely rare or useful material must be salvaged from a wreckage or otherwise broken or useless vehicle or gear.

An object of Tech 4 or greater must be successfully salvaged as part of the campaign's progression.
Primary: +30 SP
Secondary: +5 SP

SEAL BULKHEAD

In order to contain an infestation or to keep an invader at bay, a crucial bulkhead must be sealed to prevent whatever threatens the characters from getting through easily.

This Objective is accomplished with an 'Engineering' check and the proper tools and Time.
Primary: +20 SP
Secondary: +5 SP

SELF-DESTRUCT

The most desperate of measures must be taken in order to contain an infestation, stage an attack or any number of extreme measures.

An 'Engineering' or 'Programming' check must be performed at a 'Terminal - Power Source, Master' in order to rig it to explode or an actual protocol to self-destruct must be initiated after getting the proper clearances. Alternatively, special access can be bypassed by Hacking, but the Difficulty is increased by +7.
Primary: +100 SP
Secondary: +50 SP

SPACEWALK

A crucial part of the scenario requires that the characters traverse open space.

The required amount of Time for the Objective to be accomplished is up to the GM and SP is rewarded for the minimum amount of Time required to spacewalk, regardless of how much Time is spent in space. As a Primary Objective, this means characters don't have much of a choice but to attempt a dangerous spacewalk, as a Secondary Objective, this means that it's merely a shortcut or a viable option.
Primary: +10 SP/Time
Secondary: +5 SP/Time

SPACE COWBOYS

In addition to the multitude of threats the characters must face, there are a group of privateers operating in the

RANDOM OBJECTIVE GENERATOR

A GM can determine objectives randomly as either a creative exercise or a way to liven up an existing section. The following table presents the objectives listed earlier and the d100 result that will require it to be a Primary Objective. The objectives in parenthesis often require additional elaboration as to what the objective refers to.

d100 Result - Objective

1-4 Terror Specifc objective. See Opponents section.
5-11 (Activate System)
12-14 Anathema
15-17 Atmospheric Pressure
18-20 Await Reinforcements
21-23 Bounty Hunting
24- 26 Breach/Demolition
27-29 Cleanse Infestation
30-32 Contract Hit
33-35 (Data Retrieval)
36-38 (Deactivate System)
39-41 Evacuation
42-44 Flight Recorder
45-47 Gather Specimens
48-50 Gather Tissue
51-53 Key/Keycard
54-56 MagTrain/Turbolift
57-59 Password
60-62 The One Big Monster
63-65 Rally Point
66-68 Rebellion/Mutiny
69-72 (Repair)
73-75 (Rescue)
76-78 Research
79-81 (Restore System)
82-84 Salvage
85-87 Seal Bulkhead
88-90 Self-Destruct
91-93 Spacewalk
94-96 Space Cowboys
98-100 Stockpile

same area or system that can sabotage the efforts of the characters.

Characters can now encounter space privateers that behave agressively and are intent to rob and kidnap. They use the stats of Human Infantrymen.
Primary: +25 SP
Secondary: +10 SP

STOCKPILE

Survival depends on the stockpiling of resources for the characters themselves and for those under their immediate care. Food, medicine and weaponry are among the most common resources to stockpile.

In order to claim this Objective, characters must gather 100 Tech worth of materials. These can be any supplies bulit upon Weapon, Armor, Device or Disposable Tech chassis. At least 10 Tech per chassis must be represented and at least 20 Tech for those built on a Disposable Tech chassis. This objective can be claimed multiple times in the same scenario, but it can only be claimed as a Primary Objective once. Subsequent times, characters only get the reward of a Secondary Objective.
Primary: +50 SP
Secondary: +25 SP

HAZARDS

Each new location moved to, roll an E%. The E% will either result in Encounters with opponents, Hazards, Survivors or nothing at all. The Hazards may appear on certain results of an E% or at a Gamemaster's discretion. They sometimes can be removed or avoided. Most Encounters with opponents can be avoided as described earlier, but Hazards must typically be dealt with before a character can progress. Some Hazards are more likely in certain areas of the outbreak scenario's setting. For instance, a 'Vacuum' will never naturally occur on the surface of a planet with an atmosphere.

A Hazard can also be randomly generated and applied to a specific Objective to alter the requirements in order to claim the Reward for completing it. The benefit to this additional danger is that the reward is typically much greater, granting either bonus Scenario Points (SP) or additional resources.

USING HAZARDS

A 'Hazard' is an additional figurative hurdle that players will have to jump in order to accomplish a mission. They are not things to be accomplished in-and-of themselves, but are rather applied to one or more Objectives and grant additional SP reward for the increase in difficulty.

An entry for Hazard on the table will read 'Hazard - Name of Hazard'. Consult the following entries to see what a specific Hazard does and what kind of additional reward can be expected.

SPENDING RISK TO TRIGGER HAZARDS

Some Hazards do not need to be selected randomly, but can come into play if the GM spends Risk on them. The amount of Risk required to trigger a Hazard will be the number after the 'Risk' entry beneath the Hazard's name. If there is no 'Risk' entry associated with a Hazard, then it cannot be played in this way, or requires a GM to determine what Risk value to assign to a Hazard based on their Outbreak Scenario.

HAZARDS AS OPPONENT ABILITIES AND UPGRADES

There are a whole set of options that opponents have a GM is willing to spend Risk. They can either boost their combat effectiveness, trigger a special ability or upgrade their stats in some fashion. Those Hazards that are opponent upgrades can only be purchased upon deployment, and not after. Any Hazards that are the result of an opponent's special traits, such as a special attack or other secondary effect, can be triggered whenever the entry allows it. Typically this means that the Opponent spends their Intent on some other ability, but not always. Such distinctions are in the entries of the opponents themselves. It's important to note that some opponents, especially those that are trans-dimensional, often only interact with the characters by spending Risk to trigger a multitude of supernatural or psychological effects.

SAMPLE HAZARDS

The following are a series of Hazards that can apply to most scenarios in *Outbreak: Deep Space*. Gamemasters are allowed to add more Prerequisites and Rewards in a manner that best suits the campaign. Alternatively, it is possible (and strongly encouraged) use this framework as inspiration for Hazards of their own design that are unique to a setting they are creating for their players.

ACCESS DENIED (#)

Risk: 10 +5 per numeral after 'Access Denied'

A character's normal 'Access Granted' skill Tier is reduced or eliminated entirely for a location. If there is a number associated with this Hazard, then that is the number of Tiers it reduces 'Access Granted' by. If a scenario presents no number, then no access is allowed at all. This is either standard emergency protocol or this access is intentionally blocked by an enemy or a Predatory A.I. All locations are capable of having this Hazard and it is the one most likely to be used by a Predatory A.I. Hazard before more lethal countermeasures against the characters are made.

Additional Objective Prerequisites:
Hacking, Password or *Keycard Objective*

Additional Reward:
+10 SP, Resource

AMPLIFIED SOUND

Risk: 5
All sound in this location is magnified several times over either due to acoustics or the eerie silence hangs in the air, which produces no competing noise. Characters moving through such areas at speeds greater than Crawling Speed will add bonus Degrees of Success an E% equal to the combined Size of all the characters moving through to a maximum equal to the Outbreak Level.

Additional Objective Prerequisites:
'Sneak' check

Additional Reward:
+5 SP

ATMOSPHERIC PRESSURE

The opposite of a vacuum, intense atmospheric pressure can be anywhere from Lv. 1 or greater (Lv. 0 being near the condition of human tolerance). The Difficulties for all actions are increased by the level of atmospheric pressure. A character must also make an 'Endurance' check to move at any speed other than Crawling Speed. Failing this check will cause a character to black out. Note that these are generic 'Levels' and not 'Atmospheres' of pressure, which is what is normally used. The reason being that the range of human tolerance plus the mixture and concentration of gasses make blanket 'Atmospheres' a difficult measure in game terms.

Additional Objective Prerequisites:
'All-Enclosing' Tech upgrades.

Additional Reward:
+5 SP

BIOHAZARD

Risk: 10
A biohazard exists and it will pose a serious threat to the health of characters that attempt to pass through without proper protection. Navigating such environments without armor with the 'All Enclosing' Tech upgrade will take [1 Po] damage per turn or [1d10 Po] per sTime. This cannot be resisted with an 'Endurance' check.

Additional Objective Prerequisites:
'All-Enclosing' Tech Upgrade or *'Restore System - Life Support' Objective*

Additional Reward:
+5 SP

COMPLICATION

Risk: special
The character's task is far harder than they thought it would be. Each Risk spent will increase the required Labor cost of any Mission by d5.

Additional SP reward:
1SP per extra Labor required.

DARKNESS

Risk: 10
In the vastness of space, nothing is more present than the darkness. Even dimly illuminated by distant stars, darkness is forever the companion of those who venture into the infinite depths of space. Darkness will be applied the same as the Environmental Modifier. Only absolute darkness will prevent any vision based checks from being utilized at all. Add 'Dark' to any Active Descriptors.

Additional Objective Prerequisites:
'Illumination' or *'Nightvision' Tech upgrades* or *'Restore System - Power' Objective*

Additional Reward:
+10 SP ('Restore System - Power' Objective only)

ELECTROMAGNETIC INTERFERENCE (EMI)

Risk: 15
All gear that is 'Powered' will not function. 'EMI Shielding' Tech can allow their use normally. Non-EMI shielded Powered devices have a cumulative 5% chance per turn exposed to this environment that it will become forever useless. This is reduced by 1% per level of Durability the item has. Powered Armor has its Weight increased by 1 to represent the resistance of the non-

functioning servos. This will inflict d6 damage per turn to any Powered gear. Particularly dangerous locations will be able to have stronger EMI, which would result in more damage than just d6.

Additional Objective Prerequisites:
'Deactivate System - Any'

Additional Reward:
+15 SP

GRAVITY (G)

Risk: 10
Changing the Gravity of locations can make an interesting twist on environments. A person at Zero-G will be weightless, thus all their Strength checks for Jumping or Leaping will be automatically successful, as will any Climb, Lift and Pull checks. Only opposed checks, 'Endurance', and any checks made factoring structrual integrity will require Strength checks. However, the tradeoff is that a character now needs to make 'Balance' checks with much more frequency. Ranged attacks of any kind are not altered, but Throwing Weapons now have the range of Pistol weapons.

Any Gravity forces greater than 1G will increase the Difficulty for all Strength, Perception, Melee and Ranged Attack checks by 1 and will inflict 1 damage per Time per G past the first.

Additional Objective Prerequisites:
'Balance' checks for all movement actions taken in addition to above mentioned Difficulty penalties or *'Restore System - Artificial Gravity' Objective*

Additional Reward:
+10 SP

HEAT/COLD

Risk: 5
Areas of intense heat or cold will be anywhere from Lv. 1 or greater. The intense energy transfer of extreme heat or cold will do [1d6 Th] damage per level of heat or cold. This damage causes Flesh Wounds. The damage is taken for each sTime spent in the environment. If in an Encounter where such damage would be taken, then a character takes d3 damage every round instead of each sTime to represent them staying in the environment much longer than they should. This damage is reduced by 'Thermal Shielding' Tech upgrades.

Additional Objective Prerequisites:
'All-Enclosing' Tech upgrades or *'Restore System - Life Support'*

Additional Reward:
+10 SP

THE HORROR

Risk: Combined WB of all affected characters
Character taking Point must pass a 'Composure' check or the party loses 1 Morale. This can only be used once during a period of Time and a GM is encouraged to describe what it is that is the cause for this mental trauma.

Additional Reward:
+5 SP

KLAXON

Risk: 30
The blaring security alarms provide aural cover for more noisy operations, but it also makes hearing anything next to impossible. If constant, the klaxons count as negating up anything that generates only 1 Risk when used. If the alarm is triggered by the actions of the characters, immediately increase the Risk by 1d10 + Outbreak Level and continually add +d6 Risk per sTime the Klaxon is active.

Additional Objective Prerequisites:
'Deactivate System - Security' Objective

Additional Reward:
+15 SP

MANUAL OVERRIDE

Risk: 10, 25 if applied to a Finale

A character cannot accomplish a mission by using 'Network - Wireless, Satellite' or by using a 'Terminal - Master' when they are normally able to do so. Increase Labor requirement by 100% for all remote attempts at generating Labor.

Additional Reward:
+25 SP, +30 SP for a Finale

PREDATORY A.I.

Risk: 25

Whatever Artificial Intelligence exists on the ship or location has turned against the characters for one reason or another. It can enact defense mechanisms, prevent access or expose characters to hazardous conditions. The effects of a predatory A.I. will be typically to trigger any non-Alien Infestation Hazard at the current location of the characters.

Generally, the A.I. sporadically alters E% checks, increase the Difficulty of 'Navigation' checks or artificially induce one or more Hazards in a specific location in an effort to kill or hinder the progress of the characters. This is represented by this Hazard generating d3 Risk per sTime.

Unlike other Hazards that sometimes only manifest in specific areas, Predatory A.I. is a Hazard that can be a part of any location. If a GM introduces a Predatory A.I., then they are encouraged to have it as a constant threat that follows the characters. It is also encouraged to introduce a means of evading, disrupting or eliminating a Predatory A.I. as, at the very least, a victory sub-condition.

This digital adversary will also increase the difficulty of all {Sci (Computers)%} checks to generate Labor to represent the firewalls the Predatory A.I. actively maintains.

Additional Objective Prerequisites:
Hacking check, 'Manual Override' or 'Deactivate System - A.I.' (Finale Only)

Additional Reward:
+10 SP or *+30 SP (Finale Only)*

RADIATION

Risk: 15
This is a severe Hazard to The Living. Characters in high-radiation will take 1 damage per round exposed. This functions the same way as Open Wounds. This can be prevented with Radiation Shielding, although extremely powerful sources of radiation can render even such protection useless.

Additional Objective Prerequisites:
'All-Enclosing' and 'Shielding - Radiation' Tech upgrades or *'Restore System - Life Support'*

Additional Reward:
+15 SP

SHOCK AND AWE

Risk: 15
An impossibly large threat makes an appearance and attacks, retreating once it takes enough damage. The creature (typically an OBM, but it can be an alien threat that is endemic to a specific area or habitat) will be all but invulnerable to whatever conventional weaponry the characters have at their disposal. The characters must inflict a certain amount of damage equal to the roll of d100 per Size of the creature before it retreats. This damage can be suitably increased if this Hazard is used as a 'Finale'. If not used as a Finale, the damage will not kill the creature, but its exit can allow a GM to utilize a Hazard of their choosing in order to cover the creature's escape.

Additional Objective Prerequisites:
Drive off the creature by inflicting the prerequisite amount of damage as described in the entry.

Additional Reward:
+25 SP or +100 SP (Finale Only)



SPACE DEBRIS

Risk: 15

This Hazard indicates a significant amount of space debris that poses a serious threat to both spacewalking characters an those that are flying in ships. When a character travels through an area with this Hazard, they will suffer 1d6 damage per DoS on an E% roll. Any All-Enclosing gear worn will likely be ruptured. A character's Defense will reduce this incoming damage. This can substitute an actual Encounter as determined by the successful E%. This also damages any opponents a character may be facing. When not in Encounters, a character suffers 1-3 d6 damage per Time exposed to these conditions.

For characters flying in ships, the Catastrophe Threshold can be reduced by anywhere from 1 for light debris (dust and small particles) to 5 for dense space debris (flying through the wreck of a recently destroyed ship/asteroid field).

Additional Objective Prerequisites:
'Gravity' Hazard (Zero-G), and potentially 'Spacewalk' with 'All-Enclosing' Tech upgrade for Hazards in locations exposed to space.

Additional Reward:
+15 SP

THIN HULL

Risk: 15

There are areas of a ship that are dangerously susceptible to being breached either by faulty design or by already being structurally compromised. Targeting it specifically with an attack or rolling a Catastrophe in any Ranged Attack, or any explosive weapon used in the area will result in explosive decompression. If the hull is breached, then all characters in the same room must make a 'Balance' check or be hurled out into space. Alternatively, being near a wall or a solid structure will allow a 'Strength' check instead. The room is now a 'vacuum' as described below. Depending upon the size of the room, the amount of time this takes can be anywhere from a single round to several. Once the pressure is equalized, the room will simply be a vacuum and 'Balance' checks or 'Strength' checks are no longer required to prevent a character from being sucked into space.

Opponents are allowed a Strength check to prevent themselves from being sucked out into space during explosive decompression.
Rather than being automatically destroyed, the Gamemaster can opt to give the hull a Durability and Damage Threshold as if it were an object or Vehicle.

Additional Objective Prerequisites:
'Reinforce - Hull' Objective

Additional Reward:
+15 SP

VACUUM

Risk: 15

Areas without any atmosphere are a great danger to those not protected or evolved to withstand such environments. In a vacuum, a character must have At least 1 Tech of All Enclosing upgrades to their armor or clothing in order to survive.

Each sTime spent without protection or if the gear has exhausted the amount of Time allowed to withstand such an environment will result in the loss of 1 Health point per round exposed. If the character makes it back in a pressurized environment, a 'Endurance' check can be made in order to restore 1 Health Point lost in this way, but the remaining must be regained normally. When making E% in a Vacuum, do not factor in the opponent's 'Listen' sense, as there is no air to transfer sound. Likewise, all Noise produced is reduced to 0.

Additional Objective Prerequisites:
'All-Enclosing' Tech upgrade and 'Restore System - Life Support' (optional)

Additional Reward:
+15 SP

THE FINALE

The scenario ends in a 'Finale' which is a suitably dramatic conclusion to whatever fantastic events the characters are thrust into. To trigger a Finale, the appropriate amount of Scenario Points (SP) must be accumulated as a Prerequisite (in addition to any other specific requirements listed or of a GM's design). This final stage of the scenario will end in either victory for the entire campaign or a substantial reward for an ongoing campaign.

Story Hooks

- Alien Artifact
- Distress Call
- Salvage Team
- Experiment Gone Awry
- First Contact

- Known infestation heading towards DS Ex

Victory Conditions

- Rescue set number of survivors or one VIP
- Destroy infestation source
- Escape alive (to Hangar)
- Detonate/prevent detonation of reactor
- Slay O.B.M.

Victory Sub-Conditions

- Restore power to enough systems to get ship back online
- Recover as much intel on the infestation as possible
- Disrupt or disable a Predatory A.I.

LEGENDARY TECH

In the Gear chapter, we introduced the conecpt of 'Legendary Tech'. A crucial story point can be the acquisition or utilization of an exotic piece of gear that is so special that it is literally unique, or at the very least extremely rare. It is up to the Gamemaster to determine what such Tech does and what role it plays in your campaign, but here are a few examples of what you can potentially use and what in-game properties it may have.

Argo

Originally created as espionage software, this is the most advanced form of A.I. ever created. Argo functions as the normal Tech 5 A.I. Tech upgrade, except it adds +50 to the Attribute of any checks Argo makes. This bonus is increased to +100 for any 'DatSys' checks.

palladium

Named for the wooden ward of Greek mythology, this super-resiliant ceramic has the following properties per Tech:

- Armor: +1 Defense, +5% Dodge, +2 Durability.
- Weapons, Melee: +2 Durability
- Weapons, Ranged: +2 Durability
- Device: +2 Durability
- Vehcile - n/a

helm of hades

This helmet has the network for processing light wavelength data that is used to make the most advanced form of active camouflage ever created. It likely is the result of adapting alien technology, but that may be pure speculation.

The helm will grant the character a 4x Multiplier to any check that uses the 'Movement' and 'Stealth' Descriptors . Characters with the Helm of Hades may also move faster than Running Speed and still allow the benefits for its use.

Evade - A character with the Helm of Hades also has the option of 'Evading'. This is an advanced form of 'Hide' check that requires 1 Time to be spent and will require (1d10+Tech) Power to be used. A subsequent successful 'Hide' check will reduce Risk by 1d3 per DoS with 1 bonus DoS per Tech in this upgrade. No other actions may be taken while Evading.

peleus' sword

This weapon is perfect against your opponents. It represents the application of in-depth research into the weakness of opponents you fight. This can take the form of any weapon built on a Melee Weapon chassis, but the effects are the same. Peleus' Sword will have the following properties:

- 2 CU
- Takes up 5 Tech slots on a Melee Weapon chassis. Other normal upgrades can apply so long the chassis has the ability to support more Tech upgrades.
- +2 Durability
- Damage type is same as base weapon, but will always roll d10 per DoS in an Attack
- Armor Penetration: 3
- Can be acquired by 'Anathema' Objective

A FINAL NOTE

While the setting has a staggering variety of potential locales and against any number of opponents, it is helpful from a narrative perspective to have at least one relatable element to the scenario. Your players are humans with human emotions (we suspect) and they will gravitate towards stories that remember these basic principles of storytelling.

Basic human emotions and experiences like love, greed, revenge, hope, loss, discovery, and yes, fear. can enable a GM to elicit the kind of response they were attempting in their campaign's narrative. The characters' motivations need to be in the player's realm of understanding. This is especially important in a horror campaign, as a player who has a character that they can relate to will make them more endearing. This will make the threat of them coming to harm a far more visceral experience.

Good luck!



CHAPTER 11
INDEX AND REFERENCE



INDEX

Please use this index to reference any term or game concept you wish to have clarified.

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THANKS TO ALL OF YOU FOR YOUR GENEROUSITY AND SUPPORT!

• CHRIS, IVAN AND ROB