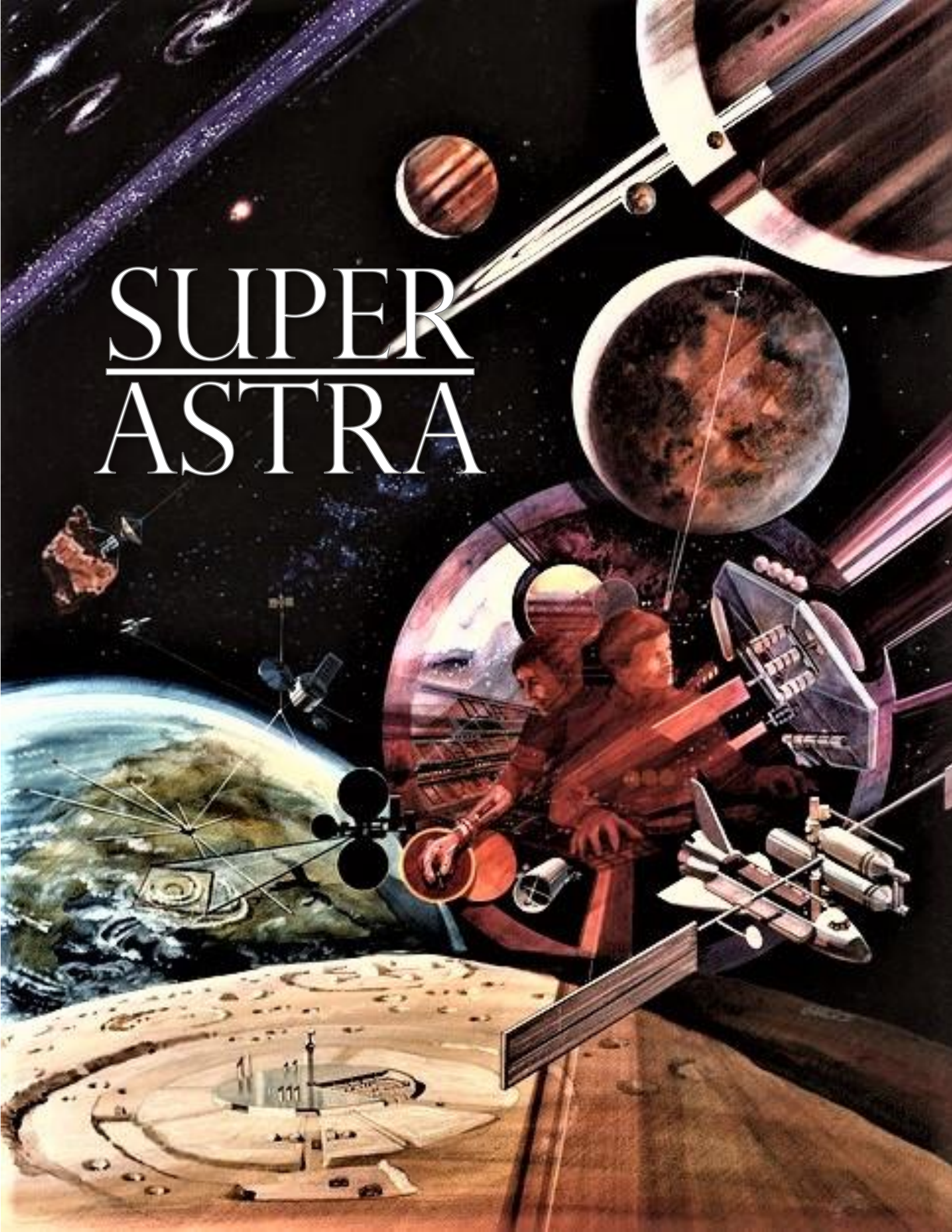


SUPER ASTRA



Super Astra

A Game of Action and Adventure in the Plausible Near-Future

2nd Edition

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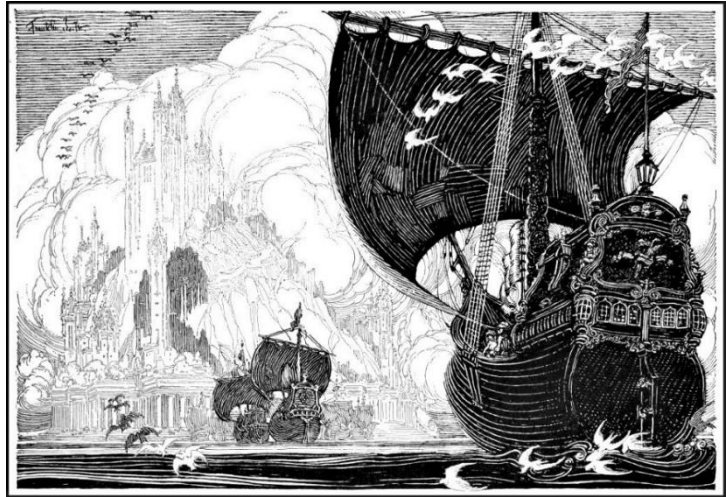
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Overview and Design Goals

Super Astra is a self-consciously old-school role playing game. It draws inspiration from Traveller and early editions of Dungeons and Dragons. Play rewards cleverness but doesn't leave players with homework. Most importantly character creation takes only a quarter of an hour but generates interesting individuals' that players are excited to play. If you're familiar with the term "Artpunk" this is that.

The Basic Mechanic

When Characters in S/A try to do something that is dangerous or outside their area of expertise. The Player rolls two dice and adds a relevant Ability. If this is at least the Difficulty Number, the Character succeeds, if they fail, Consequences may result. Difficulty Numbers may



be static, as in character creation below, or the Referee may generate them by rolling two, for challenging tasks, or three, for very challenging tasks, dice. The player's dice indicate how well the character has performed, while Referee's dice indicate how hostile the world is to the character's efforts. In general, tests should be called for only in cases where success would be unlikely for a normal person. They should not be called for often or lightly. Given time Tasks may be attempted multiple times against the same Difficulty Number. However, failures increase the Difficulty of subsequent attempts by 1.

Character Abilities

Characters have six numbers that represent their ability to tackle problems and overcome adversity. They are Physique, Awareness, Education, Charisma, Willpower and Luck.

Re-Rolling Tests

Outside of Character Creation, Downtime, and Luck tests, Characters may re-roll their dice before they hear the result. If they do so, they take 1 Stress for each die re-rolled.



Character Creation

Character Creation involves rolling Ability Scores, choosing a Career, making Career Rolls, and receiving Languages, Bonus Items, Bonus Skills, Trinkets, and Rumors.

To generate Abilities, roll on the chart in order for PYS, AW, EDU, CHA, WIL, and LUC. Luck is the negative of half, rounded to zero, the sum of the others.

Abilities	
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Possible Careers		
Academic	EDU +2	LUC +0
Companion	CHA +2	WIL +0
Officer	EDU +1	PYS +0
Soldier	PYS +0	AW -1
Corporate	CHA +0	EDU -1
Drifter	AW -1	WIL -1
Spacer	LUC -1	EDU -1
Barbarian	EDU -2 or less	

In order to enter a Career, a Character must have the appropriate minimum abilities. Players may stop rolling on their Career table at any time. Career results can be rolled multiple times, but only penalties are applied multiple times. Characters Setting Out begin with a Rumor, Starting Equipment from their last career, and any Bonus Skills or Equipment.

Followers

Followers abilities are generated by rolling two dice and adding two. Followers begin with the same Career starting equipment as the Character they follow but no Wealth, Trinkets, or Rumors, except as otherwise stated. Followers share one language with the Character they follow, plus one for each positive point of their Education.

They do not require payment and act at the discretion of their player just as Characters do. That said, they may still be required to make Moral tests, rolled by the associated player with no re-rolling, using Willpower to avoid fleeing or surrendering in extreme circumstances.

When a Character dies a follower of theirs may take their place. The newly promoted Character may immediately make a Learning test for each skill the deceased knew, as though the deceased Character had made a successful Tutoring test.

Not the best gentlepersons of fortune, but on occasion they are able to bring their talents to bear on matters of practical import.

Starting Skill	
1-2	Anthropology
3-4	Biology
5	Engineering
6	Roll again twice

Start with Plain Clothes, a Cellphone, a Bonus Item, a Large Trinket, a Special Rumor and 250 Wealth	
11	Porterhouse Blue: If you know more than 4 Skills, add 25 to your age, and test PYS against 4 to not die
12	Private Research Institute: If you know less than 5 Skills, learn Research, and roll for a Mega-Corp Affiliation
13	Fencing for Absolute Beginners: Test AW against 10 to learn Handgun Combat and gain a Holdout Pistol
14	Military Scholarship: If you know less than 4 Skills, gain a Combat Helmet, and roll thrice on the Officer table
15	Criminal Anthropology: If you know Anthropology and learn Forensics and gain a Forensics Kit
16	Lucky Jim: Lose 1 from your highest of AW and LUC to a min of -3, and learn Research
21	Lab Work: Studying discipline relevant samples in a laboratory generates wealth at five times the normal rate
22	Merkwürdigliebe: Lose 1 CHA to a min of -3, take +2 when explaining the horrific implications of your work
23	The Object: Learn Archeology, Research, and test LUC against 8 to gain a Post-Tech Artifact and Stop Rolling
24	It Belongs in a Museum: Institutions will purchase your discipline relevant finds at double market rate
25	Mensur: Learn Etiquette and Melee Combat, and test AW against 10 to not lose 1 CHA to a min of -1
26	Life Sciences: Learn Biology, if you know Biology, learn Zoology and Chemistry, and gain a Science Scanner
31	Prodigy: Test LUC against 8 to not lose 1 WIL and PYS to a min of -3, and subtract 10 from your age
32	Pretentious Affect: Lose 1 CHA and LUC to a min of -1, learn Etiquette, and gain Formal Clothes
33	Sessional Instructure: Lose 1 WIL to a min of -1, and learn Lecturer and Researcher
34	Trust Me, I'm a Doctor: If you know Biology, learn Medic and Surgery, and gain Surgeon's Tools
35	CS Depart: Test EDU against 8 to learn Computer Use and Cryptography, and gain a Hand Computer
36	Tenure Track: Learn Lecture and Research, and test EDU against 8 to roll again with the first digit a 6
41	Archivist: If you know Anthropology, learn Research and History, and gain an extra Large Trinket
42	Sedentary Lifestyle: Test WIL against 6 to not lose 1 from your highest among PYS, AW, CHA, and WIL
43	Physical Geography: If you know less than 6 Skills learn Geology, Geography, and Meteorology
44	Psych Department: If you know less than 5 Skills learn Psychology and gain 2 doses of 2 random Narcotics
45	Economics: If you know Anthropology, learn Lecture, Commerce, and gain an Erasable Marker
46	Better Living: If you know less than 6 Skills learn Chemistry, Medic, and gain 2 doses of a random Poison
51	Alpha Kappa Something Something: Lose 1 from your highest ability and gain 2 Bottles of Alcohol
52	Myopia: Lose 1 AW to a min of -2, learn Lecture, gain a Bonus Item, and add 15 to your age
53	Interdisciplinary: Learn Research and if you know 6 or more Skills, Stop Rolling and add 5 to your age
54	Mechatronics: If you know Engineering, learn Electrician, Drone Use, and Industrial French
55	It Is Rocket Science: If you know Engineering, learn Astronomy, Atomics, and Industrial French
56	Practical Engineer: If you know Engineering, learn Electrician, Mechanic, Radio Use, and Industrial French
61	Mandatory Christmas Party: Gain a Bottle of Alcohol and test CHA against 8 to not lose 1 WIL to a min of 0
62	Popular Lecturer: Lose 1 EDU to a min of 0, learn Lecture, and gain Formal Clothes and 200 Wealth
63	Field Work: If you know Anthropology, roll on the Barbarian table, re-rolling any results with first digit 6
64	Grad Students: Learn Lecture and test LUC against 6 to gain CHA plus 2 Followers with 1 EDU
65	Comparative Metaphysics: If you know Anthropology, learn Philosophy and Theology, and you can identify debilitating flaws in the worldviews of people with whom you converse, allowing you to force Moral tests
66	Mad Science: Lose 2 WIL to a min of -3, as a Downtime project you may pursue inhumane, illegal, expensive, and spectacular creations related to your discipline, make an EDU to remove one of the above adjectives

Companion

The Companions Guild is a strange institution. Its members are self-appointed guardians of Old Earth culture and professionals at things most people do without thinking. They master social niceties and psychology to an almost uncanny degree.

Start with 2 Sets of Fashionable Clothes, Expensive Formal Clothes, Luggage, and Jewelry worth 400 Wealth	
11	Poison Pen: Learn Calligraphy, Psychology, and Slander, and gain Expensive Stationary
12	Runaway: If you know more than 4 Skills, gain Disgraced, lose Jewelry worth 400 Wealth, and Stop Rolling
13	Sheltered: Lose 1 EDU to a min of -3, and roll once on the Barbarian table with the first digit a 3
14	Disgraced: If you know Etiquette, Stop Rolling and your peers will attempt to hinder you in your pursuits
15	Artist: If you know Classical Music, roll twice on the Music table taking the higher result, and Stop Rolling
16	Politics: Lose 1 LUC and 1 WIL both to a min of -2 and learn Commerce, Slander and Classical French
21	Intense Training: If you do not know Etiquette and Psychology learn them and lose 1 WIL to a min of 1
22	Gilded Cage: If you know Etiquette or Fashion, lose 1 from your highest ability that is not CHA
23	Melange Addict: If you know more than 2 skills, gain a 6-in-6 addiction to Spice and 6 doses of Spice
24	Other Worldly Grace: Test AW against 6 to learn Etiquette, Fashion, Classical Music, and Dance
25	Impractical Attire: Lose 1 AW, but take +1 on related tests when not wearing Formal or Fashionable clothes
26	Honored Elder: If you know more than 5 skills, gain a Full Body Shell, and add 60 to your age
31	Uncanny: If you have the Fascination, Prana-Bindu, or Serenity abilities, lose 1 CHA and LUC to a min of 0
32	Missionaria: Test EDU against 8 to learn Anthropology and roll on the Academic table with the first digit a 4
33	Spokesmodel: Learn Fashion and Etiquette, and roll for a Mega-Corp Affiliation if you have not done so
34	Refinement: Learn Fashion and Classical Music, and roll once on the Barbarian table with the first digit a 3
35	Cultivation: Learn Fashion, Slander, Classical Music, Classical French, and gain an Expensive Instrument
36	Help Me Help You: If you know less than 6 Skills, learn Psychology, and gain 2 doses of Fast Penta
41	Expensive: Learn Fashion and all Downtime living standards count as one category lower for you
42	Survival of the Primitive Instinct: Learn Fashion and roll once on the Barbarian table with the first digit a 3
43	Serenity: You and your allies can avoid taking Stress when you are wearing a new Set of Formal Clothes
44	Impeccable Host: Test LUC against 6 to roll twice on the Cuisine table and take the higher result
45	Human Lie Detector: If you know less than 5 Skills, learn Interrogation, Etiquette, and gain a Box of Candles
46	Chrome: If you know less than 5 Skills, learn Fashion, and gain a random Minor Cybernetic Enhancement
51	Taxi Dancer: Learn Dancing, and you may always act first when wearing a New Set of Fashionable Clothes
52	Composed: Lose 1 AW, learn Psychology and Etiquette, and role a Small Trinket with the first digit a 1
53	Mystic: If you know less than 5 Skills learn Theology and Psychology, and role on the Heresy table
54	Fete-Mods: If you know less than 6 Skills, learn Fashion and Etiquette, and gain a random Bio-Mod
55	Eternal Propriety: Lose 1 PYS to a min of -2 and learn Psychology, Etiquette, and Classical Music
56	Fascination: You can keep an audience spellbound for an hour when wearing a new Set of Fashionable
61	Apprentice: Test CHA against 8 to gain a Follower with 2 CHA, Etiquette, Fashion, Classical Music and Valet
62	Prana-Bindu: Learn Unarmed Combat and add WIL to related tests when wearing Formal Clothing
63	That Which is Most Pleasing: Learn Fashion and Psychology and role a Large Trinket with the first digit a 1
64	Chastisement: You can terrify those with a guilty conscience when wearing a new Set of Formal Clothes
65	Traditional Pursuits: If you know less than 6 Skills, roll twice on the Barbarian table with the first digit a 3
66	War By Other Means: If you know less than 6 Skills, learn Chemistry, and gain 2 doses of a Random Poison

OFFICER

Someone has to impose a veneer of civilization on the poor sods who do the actual fighting. As such, officers have a range of skills that can be used in other, more profitable, circumstances.

Rank	Wealth
Ensign	50
Lieutenant (j.g.)	200
Full Lieutenant	600
Commander	900
Captain	1600

Start with Formal Military Clothes, Formal Clothes, Luggage, Large Trinket, Auto Pistol, and Cellphone	
11	Just a Flesh Wound: Learn Handgun Combat and roll twice on the Starting Injuries table taking the lower
12	Honorable Discharge: If you know more than 6 Skills, gain a Starting Injury and one Rank, and Stop Rolling
13	The Front: If you know less than 5 Skills, roll on the Solder table with the first digit a 4
14	Keep Your Head Down: Learn Handgun Combat, lose 1 from your highest Ability, and gain a Combat Helmet
15	Punishment Post: Lose 1 WIL to a min of -2, learn Meteorology, and gain a set of Insulated Clothes
16	Mandatory Promotion: Gain one Rank, if you cannot, Retire immediately and roll a new Character
21	X Corps: If you know less than 6 Skills, Cryptography, and roll on the Drifter table with the first digit a 3
22	Temporarily Embarrassed: If you know Etiquette, learn Gambling, and gain 5000 Wealth in debt
23	Court Martial: If you know Etiquette, learn Melee Combat, gain a Sword, lose two Ranks, and Stop Rolling
24	Trigger Happy: Learn Long-Gun Combat and you also exhaust Ammunition on rolled 1s
25	Loyal Batman: Gain a follower who knows Handgun Combat and Valet, and rolls once on the Branch table
26	Insubordinate: Lose two Ranks, if you cannot, roll on the Drifter table 3 times then Stop Rolling
31	Staff Officer: Learn Bureaucracy and Etiquette, and gain a set of Formal Clothes and a Hand Computer
32	Tank Commander: Learn AFV Combat, Leadership, and Handgun Combat and gain one Rank
33	Swashbuckler: Learn Handgun Combat, gain one Rank, and test AW against 8 to not gain a Starting Injury
34	Planning Prevents Poor Performance: Learn Handgun Combat, Leadership, and Cryptography
35	The Colonel: Test CHA against 8 to learn Leadership and be able to hire loyal veterans as mercenaries
36	Outside The Box: If you know less than 5 Skills, roll twice on the Solder table with the first digit a 4
41	But by God, They Terrify Me: Learn Leadership and test CHA against 8 to not die, and gain one Rank
42	The Captain Goes Down with the Ship: Learn Etiquette, gain one Rank, and test PYS against 8 to not die
43	Ranger: If you know less than 4 Skills learn Animal Handling and Long-Gun Combat, and gain one Rank
44	Inspiring Leader: Test CHA against 8 to learn Leadership and take +1 on related tests with warriors
45	Universal Soldier: If you know less than 4 Skills, gain 1 AW and you never take untrained weapon penalties
46	Hero: Learn Leadership and Melee Combat, lose 1 LUC, and take +2 when trading on your, alleged, fame
51	Espatier: If you know less than 5 Skills, learn EVA, Hardsuit and Long-Gun Combat, and gain Magnetic Boots
52	Medical Officer: If you know less than 4 Skills learn Medic, Biology, Surgery, and gain Surgeon's Tools
53	Pearl Handled: Learn Handgun Combat and Fashion, and gain an Expensive Holdout Pistol
54	Space Force: If you know less than 6 Skills learn EVA and Astronomy, gain Magnetic Boots, and one Rank
55	Field Engineer: If you know less than 4 Skills learn Explosives, Engineering, and gain an Inertial Compass
56	Flight Officer: If you know less than 5 Skills learn Leadership, Air Pilot, Shuttle Pilot, and gain one Rank
61	Dress Whites: Learn Etiquette, re-roll Leadership tests when wearing a new Set of Formal Military Clothes
62	Martinet: Lose 1 CHA to a min of -1, learn Bureaucracy and Etiquette, and gain one Rank
63	Amateur: Roll a die to Learn, 1 History, 2 Biology, 3 Geology, 4 Philosophy, 5 Geography, 6 Bonus Skill
64	An Officer and a Gentlemen: Learn Etiquette and roll once on the Companion table with the first digit a 4
65	Charming Acquaintance: If you know less than 6 Skills, gain a Follower with 1 CHA who knows Etiquette, they start with only Formal and Fashionable Clothes, Luggage, and a Cellphone, if they die you lose 2 WIL
66	Political Connection: Learn Etiquette and Roll twice for your Patron, 1 Fanatical Admiral, 2 Disgraced Commander, 3 Scheming Politician, 4 Eccentric Scholar, 5 Meddlesome Aunt, 6 Mega-Corp Shareholder

Soldier

The war left a lot of good people, and a few not so good people, with the skills to make a living on worlds with relatively little polite society.

Branch		Gain
1-2	Army	Long-Gun Combat
3-4	Navy	Watercraft Pilot
5-6	Spacy	EVA and Magnetic Boots

Start with Work Clothes, Cellphone, Auto Pistol, Auto Pistol Ammunition, Small Trinket, and 40 Wealth	
11	Trench Mouth: Test LUC against 6 to know a handful of obscene imperatives in any given common language
12	Hard to Kill: If you know less than 6 Skills, you may lose 1 LUC to a min of -4, in place of taking a Wound
13	Adrenalin Rush: Test WIL against 6 to gain 1 PYS and AW so long as you have at least 1 point of Stress
14	Dead By Rights: Learn Handgun Combat and test AW against 6 to not die and gain a Special Rumor
15	Paranoia: Lose 1 WIL to a min of -2, and you can always take 1 Stress to spot any sources of imminent danger
16	Cross Fire: Learn Handgun Combat and Medic, gain a Combat Bracers, and test AW against 6 to not Die
21	Court Martialed: If you know more than 4 Skills, roll a Bonus Skill with the first digit a 3, and Stop Rolling
22	Honorable Discharge: If you know Handgun Combat, gain 80 Wealth, a Starting Injury, and Stop Rolling
23	Chuckwagon: If you know less than 4 Skills, roll on the Cuisine table and gain Cooking Implements
24	Motor Pool: Learn Mechanic, Driving, Handgun Combat, and if you know Long-Gun Combat learn AFV
25	Grudge: Learn Handgun Combat and take +1 when opposing the machinations of the enemy from the last war
26	Rookie: If you know less than 4 Skills, learn Medic and Armorer, and roll again with the first digit a 5
31	Rating: If you know EVA and less than 6 skills, roll twice on the Spacer table with the first digit a 3
32	Private Whatshisname: If you know less than 5 Skills learn Medic and a Bonus Skill and gain 2 Bonus Items
33	Combat Medic: If you know less than 6 Skills learn Handgun Combat and Medic and gain a First-Aid-Kit
34	Space Dog: If you know EVA, roll twice on the Spacer table with the first digit a 3, keeping the lower result
35	Spotter: Learn Radio Use and Artillery Combat, and Test LUC against 6 to not gain a Starting Injury
36	Demolitions Expert: If you know less than 4 Skills, learn Explosives, and take +2 on related non-combat tests
41	Training Accident: Test EDU against 6 to not die and learn Explosives, Medic, and Handgun Combat
42	Radioman: Learn Electrician and Radio Use, and test AW against 6 to not lose 1 PYS to a min of -1
43	Aged Out: If you know 6 or more Skills, learn Handgun Combat, Stop Rolling, and add 10 to your age
44	Patch Job: If you know less than 6 Skills, learn Handgun Combat and Armorer, and gain Armorer's Tools
45	Military Police: If you know less than 6 Skills, learn Melee Combat, Handgun Combat, and gain a Stun Baton
46	Logistics: If you know less than 5 Skills, learn Bureaucracy and roll on the Drifter table with the first digit a 5
51	Air Cavalry: If you know Long-Gun Combat and fewer than 5 skills, Learn Radio Use and Aircraft Pilot
52	Espatier: If you know EVA and less than 5 skills, Learn Long-Gun Combat, Hardsuit Combat, and Armorer
53	Marine: If you know Watercraft Pilot, learn Long-Gun Combat, Armorer, and Water Diving
54	Specialist: If you know Watercraft Pilot, learn Mechanic and Electrician, and gain Electrician's Tools
55	Ranger Corp: If you know Long-Gun Combat, learn Bushcraft, Handgun Combat, and Animal Handling
56	Commando: If you know less than 6 Skills, learn Unarmed Combat, and roll on the Obscure Weapons table
61	Assigned as a Batman: Lose 1 from your highest of PYS and AW to a min of -1 and learn Valet
62	Gunny: Test CHA against 8 to learn Leadership and Handgun Combat, and gain a Box of 6 Ammunition
63	Drill Sergeant: Test WIL against 8 to learn Lecture, Melee Combat, Handgun Combat, and add 5 to your age
64	Flashpoint: Roll on the Solder table with the first digit 5 and test PYS against 8 to not gain a Starting Injury
65	Mustang: If you know less than 8 Skills, test EDU against 6 to gain 1 EDU, learn Handgun Combat and Leadership, and start rolling on the Officer table as an Ensign, ignoring any results with the first digit a 6
66	Master Chief: Test LUC against 6 to learn Leadership and Handgun Combat, add 5 to your age, and by talking to a younger ally for 10 minutes you can heal them for any amount of Stress, taking half that amount yourself

Corporate

These people once had prospects within normal society, and yet they are often able to surprise co-conspirators with their connections, skills, and sheer desperation to survive.

Start with 2 Formal Clothes, Cellphone, Bonus Item, Large Trinket, a Briefcase, and 800 Wealth	
11	The Honed Reflexes of a Cubical Dweller: Learn Computer Use and lose 1 AW and 1 PYS to a min of -2
12	Business Degree: Learn Commerce, Computer Use, and test WIL against 8 to not lose 1 EDU to a min of -2
13	Head Hunted: If you know less than 5 skills, roll again twice with the first digit a 6, taking the higher result
14	Win Friends and Influence: Test CHA against 8 to roll once on the Companion table with the first digit a 4
15	Starlet: If you know less than 4 Skills, learn Pop Music and roll twice on the Music table, taking the lower result
16	ID Chip: If you have a Mega-Corp, Learn Bureaucracy and you can be remotely tracked by computer systems
21	Christmas with the Charleses: Lose 1 LUC to a min of -3, and Alcohol counts as a 5-in-6 Narcotic for you
22	Cold Reading: If you know less than 4 Skills, you can deduce parts of a person's biography with an AW test
23	Trouble Shooter: If you have no Mega-Corp, role one, and role on the Drifter table with the first digit a 3
24	City Driver: Lose 1 AW to a min of -3, learn Driving, and take +2 on related tests, and gain an Airbag Collar
25	High Alcohol Tolerance: Lose 1 AW to a min of -1, gain a Bottle of Alcohol, and take +4 to avoiding inebriation
26	Forensic Audit Team: Learn Interrogation, Computer Use, and Bureaucracy, and gain a Hand Computer
31	Whatever It Takes: Lose 1 WIL to a min of -1 and Gain a 1-in-6 addiction and 2 doses of a Narcotic
32	Meet My Associate: Gain a follower with +1 PYS, who knows Unarmed Combat, and a Bonus skill
33	The Coffee Is for Closers: Learn Commerce and Interrogation, and gain another set of Formal Clothes
34	The First Rule of Fight Club: If you know less than 5 Skills, learn Unarmed Combat and gain 1 PYS
35	Expert Negotiator: Learn Commerce and take +2 when you use money in a social interaction
36	The Cyber Horses: Learn Gambling and test LUC against 8 to gain 60 Wealth and not lose 600 Wealth
41	Market Development: If you have no Mega-Corp, roll for one, learn Commerce, and gain an Airbag Collar
42	Project Lead: If you have no Mega-Corp, roll for one, learn Lecture, and gain a Holo-Projector
43	Trend Setter: Role a Minor Cybernetic Enhancement, and if you know 5 or more Skills, Stop Rolling
44	Dress Code: If you have no Mega-Corp, roll for one, learn Bureaucracy, and gain Formal Clothes
45	Sales Representative: Learn Commerce and Bureaucracy and if you have no Mega-Corp, roll for one
46	Filing: If you know less than 4 Skills learn Research and Computer Use and gain a Hand Computer
51	Weak Stomach: Lose 1 from your highest of PYS and WIL, and gain 1 Dose of a random Medicine
52	Swag: If you have no Mega-Corp affiliation, roll for one and gain a Small Trinket with the first digit a 2
53	New Assignment: Learn Bureaucracy, Computer Use and if you have a Mega-Corp affiliation, Stop Rolling
54	Have You Tried Turning It Off and On Again: Lose 1 CHA to a min of -3 and learn Computer Use
55	Head Office's Special Project: If you have a Mega-Corp affiliation, gain a Special Rumor, and Stop Rolling
56	System Administrator: Test EDU against 8 to learn Computer Use, Cryptography, and Electronics
61	Upper Lower Middle Management: If you have a Mega-Corp affiliation, Retire and roll a new Character
62	Networking: If you have no Mega-Corp, roll for one, and test LUC against 6 to learn Etiquette and Slander
63	Fast Talker: Lose 1 AW and test CHA against 8 to always be able to act first if your action is talking
64	Annual Bonus: Learn Commerce and Bureaucracy, and test LUC against 6 to gain 600 Wealth
65	Expense Account: Test LUC against 6 to gain an Expense Account that covers Comfortable accommodation as well as justifiable expenses up to 1000 Wealth per week, and roll for a Mega-Corp if you have not done so
66	Master Merchant: Gain Important Documents, roll for a Mega-Corp if you have not done so, and when you discover opportunities for your employer to profit, you are empowered to sign mutually beneficial trade deals

Drifter

Drifters don't really fit-in anywhere, but they make their way well enough. They sometimes have hidden talents and often find themselves caught up in adventure through no fault of their own. Others are wondering known space for some larger purpose.

Start with Plain Clothes, Bonus Item, Small Trinket, 2 Large Trinkets, Cellphone, and 5 Wealth	
11	See The Worlds: If you know less than 4 Skills, roll once on the Branch table and twice on the Solder table
12	Gunsel: Test AW against 6 to not die and learn Handgun Combat, Driving, and gain a Holdout Pistol
13	The Blues: Learn Streetwise and Folk Music and if you know less than 5 Skills, roll on the Music table
14	Street Preacher: If you know less than 5 Skills, learn Theology and Streetwise and roll on the Heresy Table
15	Pizza Delivery: Learn Streetwise and Driving and gain a Money Card Reader and 20 Wealth
16	Message Runner: If you know less than 5 Skills, test PYS against 6 to learn Streetwise and Parkour
21	Unconventional Payment Structure: If you know more than 2 Skills, lose a Finger and 1 AW to a min of -3
22	Short Order Chef: Roll on the Cuisine table, and test PYS against 8 to learn Knife Combat
23	Hatchet Job: Lose 1 WIL to a min of -3, learn Streetwise, and gain a random Cybernetic Enhancement
24	Bad with Money: Every week you must make a WIL test to not lose half your wealth or fungible items
25	Jailbird: Lose 1 from your highest Ability, roll a Bonus Skill with the first digit a 3, and add 10 to your age
26	The Fugitive: If you know more than 4 Skills, Stop Rolling, and you are pursued by an agent of the law
31	The Big Score: Learn Streetwise and Locksmith, gain 200 Wealth, and roll again with the first digit a 2
32	Second Story Job: Test AW against 6 to learn Locksmith and gain Thief's Tools and a Grapple Launcher
33	Gunslinger: Lose 1 AW, learn Handgun Combat, take +2 on related tests, and gain an Auto Pistol and Holster
34	Master of Disguise: Learn Streetwise and Forgery, gain a Disguise Kit, and take +2 on related tests
35	Dixie Flatline: Test EDU against 8 to learn Computer Use, Cryptography, and take +2 on Hacking re-rolls
36	Safe Cracker: If you know less than 4 Skills, learn Locksmith and Explosives, and gain Thief's Tools
41	Blackbelt: Test AW against 8 to learn Unarmed Combat and add AW to unarmed combat rolls
42	Punk: Test CHA against 8 to learn Pop music, a Bonus Skill with the first digit 2, and roll on the Music table
43	Black Market: Test CHA against 8 to lose 1 WIL to a min of -2 and roll two Bio-Mods taking the lower result
44	Man's Best Friend: If you know less than 4 Skills, learn Animal Handling, and gain a Working Animal
45	Distracting: Test CHA against 8 to be able to re-roll social tests when wearing a new set of Fashionable Clothes
46	A Healthily Diet: Lose 1 from your highest of PYS and WIL to a min of -2 and gain an Instant Raman Pack
51	Deniability: If you know no Combat Skills, roll twice on the Obscure Weapons table, taking the lower result
52	Vagrant: Learn Streetwise and Locksmith, gain Thief's Tools, and roll again with the first digit a 2
53	Extra Pockets: Learn Streetwise and add the highest of your WIL or LUC or +1, to your Baggage Limit
54	Better Than the Original: If you know less than 4 Skills learn Forgery and Streetwise, and gain a Fake ID
55	The Organization: If you know less than 4 Skills, roll twice on the Corporate table with the first digit a 3
56	Card Shark: If you know less than 6 Skills, learn Gambling, Streetwise, and gain a set of Marked Cards
61	Street Samurai: Lose 1 EDU to a min of -2, learn Driving, and roll on the Solder table with the first digit a 1
62	Boomer: If you know less than 4 Skills, test PYS against 6 to learn Hardsuit Use, and Dangerous Tool Combat
63	Gear Head: Lose 1 AW to a min of -2, learn Locksmith, Mechanic, and Driving, and take +2 on related tests
64	Phantom Thief: Learn Pickpocket, roll Bonus Skills with first digit 4 until you know 6 total, and Stop Rolling
65	Fence: Lose 1 CHA to a min of -1, learn Streetwise and Commerce, and take +1 to dealing with illegal goods
66	Space Marshal: If you know more than 4 Skills, learn Handgun Combat and Interrogation, gain a Holdout Pistol, Handcuffs, and a Shiny Badge, also you heal 1 Stress when you rescue innocents, and Stop Rolling

Spacer

Spacers make their living between the stars. Most are members of the peripatetic Merchanter families, their home is their ship, and their native tongue is the interstellar pidgin Industrial French. They benefit from having a little Education and a lot of Luck.

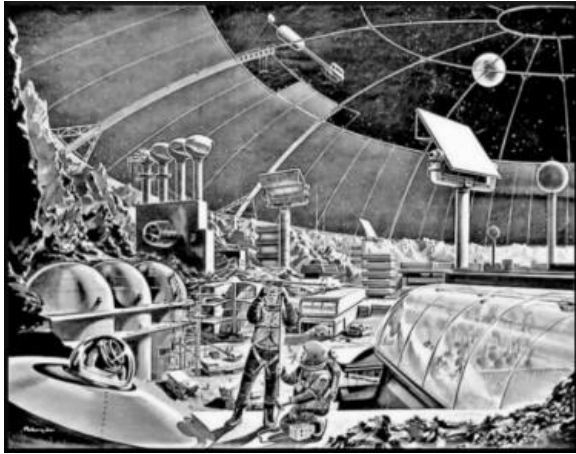
Start with a jumpsuit, Cellphone, Magnetic Boots, Shore Bag, Small Trinket, and a Random Dangerous Tool	
11	Space Legs: Lose 1 PYS and AW to a min of -2, learn EVA, and take +2 to physical tests in free-fall
12	Explosive Decompression: Lose 1 from your highest of PYS and EDU to a min of -3 and learn EVA
13	Ultranaught: If you know less than 5 Skills, gain a Full Body Shell, and roll 2 Major Cybernetic Enhancements
14	Astrogator's Assistant: If you know less than 5 Skills, learn Astronomy and Radio Use, and gain a Star Atlas
15	We Are but Specks: If you have a Cybernetic Enhancement, lose 1 from your highest of CHA and WIL
16	A Hyper Local Nano-Brewery Located in My Closet: Learn Chemistry, and gain a Bottle of Alcohol
21	Ancraophobia: Test WIL against 8 to not take 1 Stress every hour spent in a large unpressurised environment
22	Industrial Accident: Lose 1 CHA to a min of -3, learn Hardsuit Use, and roll a Major Cybernetic Enhancement
23	Marooned: Role 1d6 times on the Barbarian table ignoring results that begin with 6 and age that many years
24	Tools of the Trade: Learn Mechanic and Electrician, and gain Mechanic's and Electricians' Tools
25	Emergency Lithobraking: Learn Shuttle Pilot and EVA, and test AW against 6 to not die
26	Shuttle Jockey: Lose 1 AW, learn Shuttle Pilot, EVA, and Astronomy, and take +2 to piloting related tests
31	Missileer: Test EDU against * to Learn EVA, Artillery Combat, Radio Use, Computer Use, and Drone Use
32	Banned from Argo: Learn EVA and roll once on the Drifter table with the first digit a 2
33	Longshoreman: Roll a die to learn, 1-2 Rope Use, 3-4 Hardsuit Use, 5 Unarmed Combat, 6 Bonus Skill
34	Radiator Maintenance: Learn EVA, and Hardsuit Use, and test LUC against 6 to not gain a Starting Injury
35	It Just Sort of Followed Me Home: If you know less than 4 Skills learn EVA and gain a random Exotic Pet
36	Life Support Technician: Learn EVA, Mechanic, and Chemistry, and gain Mechanic's Tools
41	Brittle Bones: Lose 1 PYS to a min of -1, and you cannot recover Stress from Downtime in higher than .75G
42	A Few Upgrades: If you do not have any Cybernetics, gain 1 and learn Electrician
43	Songs of the Space Lanes: If you know less than 4 Skills, learn Folk Music, and Radio Use, and gain a Guitar
44	Vacc Suit Rating: Learn EVA and Hardsuit Use and gain an Oxygen Canister, and Atmosphere Mask
45	Salvage Crew: Lose 1 LUC to a min of -2, learn EVA and Electrician, and gain a Geiger Counter
46	Journeyman: If you know less than 4 Skills learn EVA, Hardsuit Use, and a Bonus Skill
51	Machine Sympathy: Test CHA against 8 to learn Mechanic and you can diagnose mechanical issues by ear
52	Routine Maintenance: Lose 1 AW to a min of -2, learn Mechanic and Chemistry, and gain a Science Scanner
53	Reactor Engineer: If you know less than 5 Skills learn Hardsuit Use and Atomics, and gain a Geiger Counter
54	Impressment: Learn EVA and roll twice on the Soldier table, ignoring any results that begin with 6
55	Militia: Test PYS against 6 to learn Medic and Improvised Weapon Combat and gain a Combat Helmet
56	Old Space Hand: Learn Electrician and Hardsuit Use, if you already know either add 25 to your age
61	The Face of the Family: Test CHA against 8 to learn Commerce and gain Formal Clothes and 100 Wealth
62	Apex: If you have more than 2 Cybernetics, learn EVA, Stop Rolling, and do not start with a Dangerous Tool
63	Well Known Family: Test LUC against 6 to learn Leadership and take +2 to Reaction rolls with Merchants
64	Programmer-at-Arms: Test EDU against 8 to learn Computer Use, and Melee Combat, and gain a Sword
65	Space Collectivist: You take 1 Stress whenever you refuse an ally's request for aid or material goods
66	Engine Room: Test EDU against 8 to learn Engineering and roll on the Academic table with the first digit a 5

Barbarian

From the last of the Slowships to the first of the Visser Gates. Many worlds forgot the niceties of modernity and remembered the virtues of iron.

	World	Climate	Language
1	Lou Xiu	Temperate	Mandarin
2	Kyknos	Cold	Amharic
3	Astarte	Temperate	Old-Japanese
4	Uexküll	Tropical	Persian
5	Vespea	Cold	Mericanx
6	Cormack	Tropical	Bahasa

Start with Traditional Clothes, a Short Blade, Flint and Steel, a Small Trinket with first digit 6, and 5 Wealth	
11	Literate: Learn Calligraphy, gain Writing Implements, and you can read and write the languages you speak
12	Code of Honor: If you know less than 5 Skills, learn Melee Combat, and roll again with the first digit a 6
13	Sparkly: Lose 1 from your highest of EDU and WIL to a min of -3, and gain a Leaded-Glass Bottle of Wine
14	The Pox: Lose 1 CHA to a min of -2, subtract 5 from your age, and test PYS against 6 to not die
15	Serving Wretch: Gain a Follower with -3 EDU, Animal Handling, and a 1-2 Cow, 3-4 Pony, 5-6 Pair of Goats
16	Auxiliary: If you know less than 4 Skills learn Long-Gun Combat and begin rolling on the Solder table
21	A Bastard Must Be Quick: Test AW against 8 to not die and learn Bushcraft and Animal Handling
22	Martial Valor: Learn Melee Combat and Hunting Combat, and gain an Antique Sword and Combat Bracers
23	Field of Honor: If you know Melee Combat, test PYS against 10 to not die and gain an Antique Sword
24	Songs of the People: If you know less than 4 Skills, learn Folk Music and roll on the Music table
25	The Hunt: Learn Animal Handling, Bushcraft, Bow Combat, and gain a Short Bow and Arrows
26	The Starving Season: Lose 1 PYS, learn Bushcraft and Animal Handling and test LUC against 6 to not die
31	Traditional Bindings: Lose 1 PYS to a min of -1, and take +2 to Reaction rolls with your people
32	Ritual Scarification: Lose 1 CHA to a min of -1 and take +2 on tests to intimidate and impress
33	Archery: If you know less than 6 Skills, learn Bow Combat and gain a Short Bow and Arrows
34	Mediation: If you know less than 4 Skills you can heal 1 Stress with a 10 minute ritual, and a WIL test
35	Wrangling: Learn Rope Use, gain a Hunting Whip and use it as a 1d8, Melee, Blunt, Inflicts Grapple, Weapon
36	Pet: If you know less than 6 Skills, learn Animal Handling, Rope Use, and gain a random Working Animal
41	Butcher: If you know less than 6 Skills roll on the Cuisine table re-rolling any results of 5 or 6
42	Polyglot: If you know less than 6 Skills, subtract 5 from your age and take +4 to languages learning tests
43	The Pack: Test CHA against 8 to Learn Animal Handling and gain your LUC plus 1 of a Working Animal
44	Hunter Gatherer: Learn Bushcraft and Bow Combat, and gain a Heavy Bag of Potatoes
45	Raider: Learn Bushcraft and Melee Combat and roll on the Trinkets table with the first digit a 6
46	Yeomen: Learn Bow Combat, gain a Long Bow and Arrows, and your PYS is always at least 1 for Bow use
51	Pastoralist: Learn Animal Handling and Animal Husbandry, and Test LUC against 8 to gain a Riding Animal
52	A Leader of Men: Test CHA against 8 to learn Melee Combat, Leadership, and gain an Antique Sword
53	Fire and Iron: If you know less than 5 Skills, learn Hunting Combat, and gain an Antique Hunting Rifle
54	Script of the Ancients: Test WIL against 6 to learn Calligraphy and gain Literacy and Writing Implements
55	Witch Doctor: If you know less than 4 Skills, learn Bushcraft, Medic, Meteorology, and Fortune Telling
56	Ancient Magic: If you know fewer than 3 Skills, subtract 5 from your age, and gain a Post-Tech Artifact
61	Hospitality: Learn Melee Combat and you take 2 stress if you betray those with whom you have shared food
62	Chivalry: Learn Melee Combat and you take 2 stress whenever you harm helpless opponents
63	Lords of the Plains: Learn Animal Handling and test PYS against 8 to gain a Riding Animal and Riding Kit
64	Natural Aristocracy: If you know less than 4 Skills, roll twice on the Officer table with the first digit a 4
65	Holy Symbol: If you know less than 6 Skills, gain a Holy Symbol, you heal 1 Stress every day you carry it
66	Men-at-Arms: Gain LUC plus 2 Followers who each know Melee Combat, Animal Handling, and a Bonus Skill with the first digit a 1, have +1 PYS, -3 EDU, and have Antique Swords and Antique Combat Bracers



Age and Languages

A Character's age is three times the number of skills they know plus the sum of two dice. Characters also know a language from their homeworld Fluently and as many languages as their EDU at a Simple level. If a Character Sets Out with less than four Skills, they may roll Bonus Skills until they know four Skills total.

Languages	
3	Classical French
4	Persian
5	Neo-Japanese
6	German
7	MS-Arabic
8	Russian
9	Industrial French
10	Anglic
11	Mericanx
12	Bahasa
13	Ref-Canto
14	Mandarin
15	Bengali
16	Brasilian
17	Amharic
18	Uni-Sign

Bonus Items	
2	Video Recorder
3	Handcuffs
4	Stun Baton
5	20 Meters of Rope
6	Bottle of Alcohol
7	Flashlight
8	Short Blade
9	Hand Computer
10	Geiger Counter
11	Pepper Spray
12	Infrared Goggles

Starting Injuries	
1	Scar: Lose 1 CHA to a min of -2, Learn Knife Combat, and gain a Short Blade
2	Eye Patch: Lose 1 AW to a min of -3, except for tasks that only require one eye
3	Chest Wound: Lose 2 PYS to a min of -4, take +2 to re-rolling PYS tests
4	Pronounced Limp: Baggage limit is reduced by 1, and gain an Artificial Leg
5	Head Wound: Lose 1 WIL to a min of -2 and gain a Small Trinket
6	Missing Hand: 1 Hand is unable to use items and gain a Simple Hook Prothesis

Luggage and Encumbrance

In addition to worn Outfits and held Items, Characters can carry their PYS score plus 5 Items in a Baggage List. Moving items from Baggage to the hands takes a Turn of fumbling. Holsters allows an item to be used the Turn it is retrieved from a Baggage List.

Excess loads double movement times, and thus Random Encounters. 6 of the same Light item takes 1 list slot, Heavy items take 2 list slots, and require two hands to use.

Containers take one slot in a Characters Baggage List and have their own Baggage List, usually 5 items. Containers must be held when accessed. Pack-Bots and Animals also have Baggage Lists, usually of 10 items.

Bonus Skills	
11	Bushcraft
12	Animal Handling
13	Rope Use
14	Folk Music
15	Dancing
16	Hunting Combat
21	Streetwise
22	Fashion
23	Beautician
24	Pop Music
25	Parkour
26	Handgun Combat
31	Pickpocket
32	Knife Combat
33	Gambling
34	Chemistry
35	Cooking
36	Forgery
41	Locksmith
42	Electrician
43	Magic Act
44	Water-Craft Pilot
45	Air Pilot
46	Explosives
51	Driving
52	Medic
53	Radio Use
54	Mechanic
55	Unarmed Combat
56	Water Diving
61	Meteorology
62	Fortune Telling
63	Computer Use
64	Slander
65	Researcher
66	Commerce

Trinkets

Small Trinkets		Large Trinkets
11	Cosmopolitan Monotheism Prayer Beads	Souvenir Bottle of Authentic KTM Olive Oil
12	Obscene Paper Fan	English Style Tea Set in Carrying Case
13	Antique Brass Frame Reading Glasses	Rolled Bamboo Mat 2 Meters Square
14	Authentic Earth Strain Ginger Root	Set of Common Shadow Puppets
15	Disposable Smart Paper Origami Umbrella	Paint Set and Brushes
16	Hologram of a Windswept Coastline on Earth	Cosmopolitan Monotheism Bible
21	Bulky Elaborate Multi-Tool	Traveler's Phrase Book in a Random Language
22	Complimentary Laser Pointer	"The Lord of the Rings"
23	Deck of Playing Cards	Bag of ridiculously small denomination coins
24	100% Authentic Cowboy Hat	Set of Costume Jewelry
25	5 Meter Tape Measure	"Thirty-Two Habits to Think Like a Special Citizen"
26	Set of Cheap Clone Ivory Dice	Stack of Trash Novels Bound Together with an Elastic
31	Deck of Sumptuously Illustrated Tarot Cards	Stack of Obsolete Technical Manuals
32	Empty Pocket Hookah with Skull Motif	Carved Walking Stick
33	Ski Mask	Cricket Bat with Forged Signature
34	Ring of Battered Mechanical Keys	Plastic Mahjong Set
35	Surgical Mask	Illustrated Beginner's Guide to a Random Bonus Skill
36	High Value Poker Chip from a Defunct Casino	Slightly Creepy Rag Doll with a Frayed Outfit
41	Grupo Nicobrahé Promotional Kerchief	Small Birdcage Filled with Paperback Books
42	Fistful of Ketchup Sachets, Expiry 2283 NC	Fishing Rod with Line and Sinker
43	Company Scrip from a Shady Asteroid Mining Firm	Empty Bottle of Fine Wine
44	Glow Sticks in Several Colours	Skull and Crossbones Flag
45	Trucker Cap with Slogan in Obscure Language	Thick Corporate Rulebook Pertaining to a Bonus Skill
46	Data Drive with Pirated AdventureWorks Film	Weighted Wooden Sword
51	Braid of Faded Red Hair with Ribbon	Fraying Election Poster for Hopeless Candidate
52	Publisher's Form Rejection Letter	Collapsible Ten Foot Pole
53	Smog Mask with Vampire Fangs Motif	Jar of Coloured Sand
54	Crystal Vespean Ikon of the Star Sailor	Preserved Human Skull
55	Bag of Hard Candy	Battery Powered Bamboo Deer Scare, with Basin
56	Expired Bartender Certificate	Nayam-La Prayer Wheel
61	Bright Silk Sash	Matched Set of Stalin, Putin, and Nicholas II Busts
62	Monster Tooth	Selected Esoteric Works of Plato
63	Bag of Marbles	Basic Writings of Kant, Preschool Edition
64	Block of Tea Leaves	Lightweight Collapsible Chicken Suit
65	Antique Spyglass	Automatic Alarm-Clock Rice Cooker
66	Pressed Exotic Flower	Wilting but not yet Dead Bonsai

Dangerous Tools

Dangerous Tools			Price
1	Flare Gun	2d6, Close-In, Light, One-Shot, Fire	25
2	Foam Extinguisher	3d4, Close-In, Non-Lethal, Bulky Ammo, Inflicts Trip	80
3	Grapple Launcher	2d4, Close-In, One-Shot, Retractable, Inflicts Grapple	650
4	Plasma Welder	2d8, Melee, Fire, Bulky Ammo, Armour Piercing	800
5	Automatic Riveter	3d6, Close-In, Heavy, Requires 3 PYS	800
6	Cargo Harpoon	1d12, Long-Ranged, Heavy, One-Shot, Armor Piercing, Inflicts Grapple	200

Note: The above values do not include the untrained combat penalty

Cybernetic Enhancements

	Enhancements	Strain
11	Neural Lace: Gain 1 EDU to a max of 2 and your brain counts as a computer Terminal	1
12	Risk Analysis Package: You can take 1 Stress to learn of any significant danger sources in an area	0
13	Drug Glands: Gain 2 WIL up to 5, and immediately develop a 5-in-6 addiction if removed	0
14	Translation Module: You can take 4 Stress to learn a language after only brief exposure	0
15	Hive Control Processor: Learn Drone Use and control double your WIL drones simultaneously	2
16	Smart Hair: Your hair can assume a range of styles and cuts instantly and gain 1 CHA up to 1	0
21	Ranging Laser: Increase number of combat dice by one in Long-Range and Line-of-Sight Combat	1
22	Echo-Location: You can perceive shapes and distances in the dark and underwater	1
23	Radio Pickup: You can concentrate to broadcast thoughts and hear radio signals	1
24	Safety Cut-Off: Lose 1 AW to a min of -1, and you are immune to visual and light based hazards	0
25	Wide-Spectrum Vision: You can see emotional states and in the dark, impeded by high temperatures	1
26	Enhanced Hearing: You can hear quiet and distant noises and gain 1 AW up to 2	1
31	Power Grasp: Your Unarmed attacks count as Weapons and you can easily crush small objects	0
32	Arm Cannon: You can use it as a Close-In 2d6 Weapon, also functions as a light source	2
33	Concealed Arm Blades: You can use both arms as a Melee 2d6 Weapons	2
34	Micro Tool Tips: Learn Electrician and Locksmith, and always act as with full tools	1
35	Field Sensors: You can feel electro-magnetic fields, learn Electronics, and take +1 on related tests	0
36	Micro-Injectors: Painlessly deliver medication by touch, learn Medic, and take +1 on related tests	0
41	Secondary Arms: Two extra hands, work on an additional task with a -2 penalty, collapsible	3
42	Hand Launcher: Fire hand as Grapple Launcher, maximum range 20 Meters	2
43	Tentacle Arms: Your arms can decompose into a dozen articulated 2 Meter tentacles	2
44	Electro Skin: Your Unarmed attacks inflict both Blunt and Non-Lethal wounds	1
45	Climbing Limbs: Multi-jointed limbs and retractable claws with gecko-grips, Melee 2d4 Weapons	2
46	Interface-Sockets: Gain +2 and full training with most advanced vehicles and terminals	0
51	Dynamic Stabilization Tail: You are impossible to knock over and have an extra hand	2
52	Lighting Kick: Gain 1 PYS up to 1, and you can kick as a Melee 1d12 Armor Piercing Weapon	2
53	Vernier Thrusters: You can propel yourself in Micro-G and take +1 to jumping and acrobatics	2
54	Charge Dynamos: You can take 2 Stress to act first in any situation	2
55	Reinforced Suspension: you can jump and fall four times normal distance	2
56	Bio-Feedback Loop: When you re-roll physical tests do not take Stress if the result is a 4, 5, or 6	1
61	Exoskeleton: Lose 1 CHA to a min of -3 and you can ignore pressure hazards	2
62	Full Body Shell: Your CHA is always 1 and you display no signs of aging, exertion, or distress	2
63	Fail-Safe Protocol: On unconscious or death, body follows a simple pre-determined set of actions	1
64	Storage Sections: You can conceal WIL, minimum of 1, sized items that can be retrieved instantly	1
65	Armor Plating: Lose 1 CHA to a min of -3 and you are always wearing a full set of Combat Gear	1
66	Sense-Net Rig: Full sensorium recorder, exotic experiences may be worth 1d6×1000 Wealth	2

For Wounds to Cybernetic body locations Electrician and Engineering are equivalent to Medic and Surgery. Minor Cybernetics rolls are arranged lowest die first and Major rolls highest first. Strain reduces the amount of Stress a Character can take before suffering an Outburst.

Bio-Mods

Most Bio-Mods grant +2 to Reaction rolls and heal normally.

	Bio-Mods
1	Fuzzy Animal Ears: Take +2 to listening and standing guard
2	Muscle Sculpting: Always roll at +2 or higher for feats of strength
3	Angel Wings: Halve fall distances and control position in freefall
4	Fast Healing: Wounds heal in half normal time, no Reaction bonus
5	Devil Horns: Grant 1d8 Unarmed and Reaction bonus is invertible
6	Venom Sacs: Saliva is a random Narcotic, no Reaction bonus

Animals and Exotic Pets

Riding and Working Animals can follow basic commands, Exotic Pets act as, rather dumb, Followers. Animals with significant natural weapons fight at 2d6 Melee, ridden Animals share the riders Combat Value, and can be targeted, taking a Critical Wound on a 2-in-6, and forcing a PYS test to remain mounted.

Animals require 50 wealth worth of weekly upkeep in unnatural environments.

Riding	Temperate (1-2)	Tropical (3-4)	Cold (5-6)
2-3	Riding Drake	War Cat	War Cat
4-5	War Cat	War Lizard	Dire Wolf
6-8	Horse	Camel	Horse
9-10	Riding llama	Horse	War Elk
11-12	Dire Wolf	War Ostrich	Riding Bear
Working	Temperate (1-2)	Tropical (3-4)	Cold (5-6)
1	Tame Fox	Dwarf Drake	Tame Bear
2	Rattlesnake	Pack Lizard	Giant Boar
3	Hunting Cat	Hunting Cat	Dire Cat
4	Hunting Dog	Hunting Dog	Tame Wolf
5	Eagle	Falcon	Hunting Owl
6	Falcon	Monkey	Dire Penguin

Exotic Pets	
1-2	Pseudodragon: Small birdlike flying reptile, greedy and fastidious
3-4	Drop Bear: Child sized, wicked climbing claws, slow to anger, adorable
5	Crystal Squid: Hand sized, sharp and quick, can survive hard vacuum
6	Telepathic Virus: Evil but dumb, infesting a 1-2 Cat, 3-4 Dog, 5-6 Rat

Obscure Weapons

	Obscure Weapons	Traits	Price	Heat
1	Buster Knuckles	2d4, Melee, Inflicts Both Blunt and Non-Lethal Wounds, Light	75	1
2	Ceramic Stiletto	2d6, Melee, Armour Piercing, Shatters on Rolled Double 1s	450	2
3	Shock Bolas	2d10, Close-In, Non-Lethal, Thrown, Inflicts Grapple	600	2
4	Weighted Mono-Line	3d4, Close-In, Easy to Conceal, Light, No Tripping Penalty	850	3
5	Razor Boomerang	2d6, Long-Ranged, Thrown, Returns on Miss	1050	3
6	Needler Gun	3d4, Long-Ranged, Uses Poison as Ammunition, Light	1200	4

Characters that Set Out with an Obscure Weapon also learn the Combat Skill for that particular Weapon.

Music and Performances

Music and Performances	
1-2	The Band: Gain 2 followers who have Instruments, Fashionable cloths, and your Performance Skill
3-4	Galactic Idol: You can calm or enflame listening mobs and armies with a successful Performance
5	Mauki Chant: You can produce a melody that deals 1 Stress to everyone who does not listen quietly
6	Sensory Syryn timer: Learn Syryn timer Performance, the mysterious instrument that projects compelling illusions

Characters rolling on the table above also gain an appropriate instrument, a Sensory Syryn timer in the case of result 6. Performances take at least ten minutes and attract a random encounter.

Cuisine and Cooking

Cuisine	
1-2	Feasting: Whenever your food is praised by a new group of friends, gain a free Ability Training roll
3-4	Invigorating Meal: Your meals cooked using novel ingredients grant +1 PYS or +1 WIL for 6 hours
5-6	Travel Writer: Your publisher will pay 500 Wealth for accounts of exotic and attractive culinary cultures

Characters rolling on the table above also learn Cooking and gain Cooking Implements.

Cooking a meal requires Cooking Implements, a heat source, ingredients, and an hour.

Heresies and Cults

Heresies	
1	Sallyridianism: Learn EVA, Shuttle Pilot, and you can perform a blessing to protect a space craft from bad luck
2	Star Sailor: Learn Beautician and use Makeup to give a person WIL 3, CHA 3, and unrecognizability for 1 hour
3	Sama-Core Evangelical: Learn Pop Music and Performances heal 5 Stress, 1-in-6 chance audience has Outburst
4	High Church Khawariji: Learn Melee Combat and the result of duels you witness is evidence of the Divine Will
5	American Reform Vudu: You may re-roll your abilities as 1d20 and your skills as Bonus Skills, this lasts 1 day
6	Crypto Papacy: Learn Cryptography and locate any friendly sleeper agents in a population with a LUC test

Medicines and Narcotics

	What Does This Pill Do?	Duration	Price	Addiction	Heat
11	Wide Awake: Block sleep and sleep deprivation effects	1 Week	10	1 In 6	0
12	Diet Drug: Lose weight faster and -2 on starvation rolls	6 Hours	20	0 In 6	0
13	Cordrazine: Stabilize Critical Wounds or gain 1 PYS	10 Minutes	50	1 In 6	0
14	Addiction Drug: Re-roll next failed addiction check	1 Test	50	0 In 6	0
15	Gate Drug: Prevents most ill effects of space travel	1 Hour	10	0 In 6	0
16	Selenine: Cancer vaccine	10 Years	3000	0 In 6	0
21	OblivX: Forget the last 6 hours	Permanent	250	0 In 6	4
22	Kat: Lose 2 WIL and take +6 on next Learning roll	6 Hours	200	2 In 6	1
23	Lethe: Erase all memories from last week	Permanent	1200	0 In 6	5
24	Fast Penta: Make a difficult WIL test to not tell the truth	10 Minutes	100	1 In 6	3
25	Dilaftin: Cures ordinary infections and makes body toxic	1 Week	40	0 In 6	0
26	Isoprovalyn: Prevents alien infections and lose 1 PYS	1 Week	100	0 In 6	0
31	Adrenochrome: Gain 1 PYS, WIL, lose 1 AW, CHA	1 Hour	150	2 In 6	2
32	Knockout. Make a difficult WIL test to not fall asleep.	6 Hours	50	1 In 6	1
33	Alprazaline: Ignore non-critical Wound effects	1 Hour	200	2 In 6	1
34	Hydronalin: Lose 1 PYS, heal 5 doses of radiation	1 Day	50	0 In 6	0
35	Babble: Lose 2 WIL, take +6 on next language test	6 Hours	150	1 In 6	0
36	Purge: Incapacitating Expels or kills most parasites	1 Hour	100	0 In 6	0
41	Bliss: Gain 2 EDU and lose 1 WIL and AW	1 Day	250	3 In 6	3
42	Altruizin: Gain 2 CHA, all Stress taken is doubled	1 Day	200	3 In 6	3
43	Adrenochrome: Gain 1 AW and PYS, take 1 Stress	1 Day	400	2 In 6	5
44	CalmX. Micro dose version of OblivX, heals 4 stress	Instant	50	2 In 6	2
45	Anti-Hallucinogen: Re-roll failed hallucination tests	6 Hours	100	0 In 6	0
46	Kalocin: Prevents and cures most common infections	1 Day	10	0 In 6	0
51	Crunch: Bitter tasting, gain 2 EDU and lose 1 AW	1 Hour	100	2 In 6	3
52	Bloody Eye: Gain 3 PYS and AW, Outburst as Berserk	10 Minutes	350	4 In 6	5
53	Glipheptin: Gain 1 WIL and ignore combat Stress	1 Hour	150	3 In 6	4
54	Crucifixation: Gain 1 WIL and ignore Strain	6 Hours	400	4 In 6	5
55	Zen-Ax: Lose 1 CHA and always act first	6 Hours	350	4 In 6	2
56	ComAid: Induce a coma, 1-in-36 chance fatal	1 Day	250	0 In 6	1
61	Spice: AW, EDU, WIL are all 5, CHA is -5	30 Minutes	1000	6 In 6	6
62	Mercero: Heal 2 Stress, test WIL to zone out	10 Minutes	10	2 In 6	2
63	Gage: Ignore Stress points, and lose 1 AW	6 Hours	10	4 In 6	2
64	Powerball: Lose 1 AW and act twice every Round	10 Minutes	650	4 In 6	3
65	Thionite: Lose 1 AW, take a Non-lethal Wound	1 Hour	50	6 In 6	4
66	Phenethylamine: Encourages Drowsiness, gain 1 WIL	1 Day	150	2 In 6	1

Random Narcotics rolls are arranged highest die first, random Medicine rolls lowest die first.

Some Pharmaceuticals have a chance of starting or increasing addiction after each use, beginning at 1-in-6. Addicts have an X-in-6 chance of withdrawal each day without a dose of a Pharmaceutical with at least an X-in-6 addiction chance. Withdrawal causes -1 to all stats for each week withdrawal since the last dose. Every week without a dose, characters can make a Willpower test to reduce their addiction by 1-in-6.

Mega-Corporations

	Conventional Name	Original Market	Starting Bonus
11	DaiMitsu Holdings	Industry, Consumer Goods	Follower with Melee Combat, Valet, and a Sword
12	Youmex-Westerling	Bio-Engineering, Industry	Roll on the Academic table with the first digit a 2
13	Genética Nacional	Bio, Civil Engineering	Biology, Science Scanner, and a Bio-Mod
14	ImoGene-Hurek	Genetics, Food Production	36 Nutri-Bars and roll on the Cuisine table
15	Oakwood-Locke Group	AI, Information, Legal	AI Software with equivalent 3 EDU and -4 CHA
16	Eastern Calculus	Social Engineering and AI	3 sets of disturbingly prescient Sealed Orders
21	Yoyodyne Propulsion	Aerospace, Defense	Follower with Shuttle Pilot, Air Pilot, and 1 AW
22	Technora Consolidated	Finance, Chemicals	Roll on the Corporate table with the first digit a 6
23	Blue Yonder Aerospace	Aerospace, Software	Fragile Smart Paper Origami Parachute
24	Ateliers et Chantiers	Orbital Industry, Defense	Industrial French, Mechanic, and Engineering
25	Von Ray-Redshift	Cybernetics, Software	2 Minor Cybernetics, neither imposes any Stress
26	Fowler-Schocken-Bakr	Advertising, Construction	Etiquette, Slander, Oratory, and Psychology
31	Athena Premium	Retail, Consumer Goods	Roll on the Companion table with the first digit a 5
32	Serendipity Alpha	Information, Software, AI	Always double the amount of Rumors gained
33	Seburo & Mephisto	Defense, Consumer Goods	Armorer and one of each type of Handgun
34	Major Penguins	Logistics, Acquisitions	Master Key for 4-in-6 shipping containers
35	General Products	Industry, Consumer Goods	6 each of 2 Bonus Items and a Pack Robot
36	Kitchen Table Mutual	Food Production, Security	Obscure Weapon and an Opto-Camo Cloak
41	Starlark Enterprises	Hospitality, Real Estate	2 Followers who know Valet and Cooking
42	Des Mondes	Information, Entertainment	Editors will pay 1000 Wealth for verified Rumors
43	Stellar Spice and Liquors	Beverages, Exploration	2 doses of Spice and 4 Bottles of Alcohol
44	Narabedla Management	Entertainment, Finance	Follower with Beautician and 2 Bonus Skills
45	AdventureWorks	Hospitality, Entertainment	Drone Use, 4 Camara Drones, 6 Powercells
46	Dream Park	Hospitality, Entertainment	Holo-Projector, Pack Robot, Field Generator
51	WayForward Solutions	Education and Software	Lecture, 4 Doses of Kat, and 4 of Knockout
52	Grupo Nicobrahé	Orbital Industry, Energy	Drone Use, 2 Gun Drones, 6 Powercells
53	A.I.C. Interplanetary	Construction, Aerospace	Hardsuit Use, EVA, and Magnetic Boots
54	Octan-Orotech Energy	Energy, Resources	Geology, Pack Robot, Ground Penetrating Radar
55	Exaxxion Extraction	Resources, Exploration	Driving, Mechanic, and Collapsible Motorcycle
56	DouglasBlake	Real-estate and Resources	You require only 1/10 th normal sleep time
61	Grimwood-Kashing	Healthcare, Legal Services	Medic, and Needle Gun with 2 doses of Paxilon
62	Kochanski-Annet Health	Security and Healthcare	Biology, Medic, Surgery, and Surgeons Tools,
63	Genterra Interstellar	Genetics and Exploration	Bushcraft, Science Scanner, and an Exotic Pet
64	Tokyo Fortwo	Healthcare and Robotics	Chemistry, Medic, and 6 Doses of CalmX
65	Demimode Cosmetics	Pharmaceuticals, Apparel	Follower with Fashion, 1 CHA, and a Bio-Mod
66	Stockhauser-Achebe	Industry, Pharmaceuticals	6 Doses of Zen-Ax and 6 Doses of Altruizin

Poisons

	Poisons	Effects	Price	Heat
2-3	Apotoxin	LUC test to not die but fall unconscious and lose 2 PYS	800	6
4	Paxilon	WIL test after each turn to not become calm and listless, lasts 1 hours	450	5
5	Hanahakium	Causes choking, suffocation in 10 minutes, resembles drowning	200	3
6	Lorenzax	LUC test after 1 hour to suffer a seemingly natural permanent coma	120	2
7	Horsekicker	PYS test after each turn to not fall unconscious, ends after 3 tests	75	2
8	Soltoxin	Slowly debilitates, PYS test after a day to not die, easily treated	80	3
9	Meta-Cyanide	Test PYS after 10 minutes to not die, undetectable prior to death	800	5
10	Cobalt Thorium	Take 1 dose of radiation per day, LUC test after treatment to recover	1200	6
11-12	Akpaloli	LUC test after 6 hours to not die, practically impossible to detect	4000	6

Equipment

Name	Tags	Price	Name	Tags	Price
3-D Printer	Heavy	2400	Lighter	Light	1
Alcohol: Cheap		10	Machete		10
Alcohol: Expansive		150	Magnetic Boots		50
Ammunition	(By Type)	20	Magnetic Clamp		10
Atmosphere Mask	Light	40	Memory Metal Cloth 1 Meter		100
Airbag Collar	Single Use	550	Metal Detector	Heavy	10
Binoculars		20	Mono-Wire 10 Meters	Light	200
Cellphone	Light	60	Motorcycle Collapsible	Heavy	2100
Change: Pyrotechnic		10	Opto-Camo Cloak		950
Charge: Demolition		50	Oxygen Canister, 1 hour		10
Climbing Equipment		40	Pack Robot	Heavy	2300
Clothes: Expensive		2400	Parachute		950
Clothes: Fashionable		120	Portable Cooler	Heavy	50
Clothes: Formal		280	Portable Heater		10
Clothes: Insulated	Heavy	100	Power Cell	Light	10
Clothes: Work		20	Primitive Trade Goods		10
Combat Bracers		150	Radiation Suit	Heavy	150
Combat Helmet		250	Radio Jammer		50
Combat Vest	Heavy	200	Rope, 20 Meters		10
Chef's Tools	Heavy	100	Science Scanner		450
Drone: Camara		460	Scuba Equipment	Heavy	2500
Drone: Gun	Heavy	950	Shovel		10
Field Generator	Heavy	200	Dose: Narcotics	Light	Varies
Field Radio	Heavy	250	Dose: Pharmaceuticals	Light	Varies
Flashlight	Light	10	Sleeping Bag		10
Geiger Counter		30	Sound System	Heavy	350
Glow Tape, 10 Meters	Light	10	Survival Rations Week		1
Grapple Launcher		250	Survival Tent	Heavy	250
Ground-penetrating Radar	Heavy	850	Tools: Armorer's	Heavy	300
Hacking Suite	Exhaustible	300	Tools: Electrician's		250
Handcuffs	Light	10	Tools: Engineering	Heavy	850
Hiking Boots		200	Tools: Gunsmith		350
Holo-Projector	Heavy	950	Tools: Mechanic's		200
Holster	Light	50	Tools: Surgeon's	Heavy	450
Hover Board	Heavy	1800	Tools: Thieves'		100
Inflatable Raft	Heavy	10	Translator	Light	650
Infrared Goggles		1850	Vacuum Suit	Heavy	3500
Kit: Disguise	Exhaustible	50	Vacc Suit: Long Endurance	Heavy	6500
Kit: First-Aid	Exhaustible	30	Video Recorder		50
Kit: Forensics	Exhaustible	50	Water Purifier		10
Kit: Illusionist's	Exhaustible	50	Water Purifier: Large	Heavy	50
Kit: Make-up	Exhaustible	10	Welding Strips, 1 Meter		50

Exhaustible items have a 1-in-6 chance of being exhausted when used.

Ammunition is Light expect when Bulky, as in the case of Shotguns and Flamethrowers.

Weapons

Bows	Dice	Range	Traits	Heat	Price
Hunting Bow	1d8	Close-In	Two-Handed	0	150
Long Bow	1d10	Long-Ranged	Heavy, Requires 1 PYS	0	250
Combat Crossbow	1d12	Long-Ranged	Heavy	1	700
Melee					
Short Blade	2d4	Melee	Light, Easily Concealable	0	10
Sword	2d6	Melee		1	250
Spear	2d6	Melee	Heavy, +2 Against Animals	1	50
Pepper Spray	4d4	Melee	Light, Easily Concealable, Less-Lethal	0	20
Stun Baton	2d6	Melee	Less-Lethal	1	50
Boarding Axe	1d12	Melee	Heavy, Armor Piercing, Requires 2 PYS	2	350
Handguns					
Holdout Pistol	2d4	Close-In	Light, Easily Concealable, Easily Serviced	1	250
Autopistol	2d6	Close-In	Light, Easily Serviced	2	350
Pain Ray	2d6	Close-In	Light, Less-Lethal, Recoilless	1	350
Machine Pistol	3d4	Close-In	Light, Spread, Extended Clip, Requires 1 PYS	2	500
Long-Guns					
Combat Shotgun	2d10	Close-In	Heavy, Bulky Ammo, Requires 1 PYS	3	750
Hunting Shotgun	3d4	Close-In	Spread, Easily Serviced	1	150
Military Rifle	3d6	Long-Ranged	Heavy, Spread, Extended Clip, Requires 1 PYS	3	850
Vacuum Rifle	2d6	Long-Ranged	Heavy, Recoilless	3	950
Hunting Rifle	2d6	Long-Ranged	Heavy, Easily Serviced	1	200
Sniper Rifle	1d12	Line-of-Sight	Heavy, Requires 1 PYS	4	900
Anti-Tank Rifle	1d12	Line-of-Sight	Heavy, Armor Piercing, Requires 3 PYS	4	2200
Carbine	3d6	Close-In	Two-Handed, Spread	2	750
Flamethrower	3d6	Close-In	Heavy, Bulky Ammo, Spread, Fire	3	950
Machine Gun	3d8	Long-Ranged	Heavy, Spread, Requires 3 PYS	5	1250
Grenade Launcher	N/A	Long-Ranged	Heavy and as Below	4	450
Explosives					
Fragmentation	3d6	Close-In only	Light, Spread, Thrown	3	50
Anti-Tank	2d6	Close-In only	Light, Armor Piercing, Thrown	3	100
Flashbang	3d6	Close-In only	Light, Spread, Less-Lethal, Thrown	2	50
Incendiary	2d6	Close-In only	Light, Spread, Fire, Thrown	3	50
Hardsuits					
Civilian Hardsuit	2d8	Melee	Armored, EVA	0	6500
Espatier Hardsuit	3d8	Long-Ranged	Armored, EVA, and Useable in Melee	6	38000
Vehicles				Daily	
Civilian Vehicle	1d12	Melee	Blunt	0	50
Military Vehicle	3d8	Long-Ranged	Armored, Spread, Armor Piercing	4	1000

Most Weapons take an action and an appropriate held item of Ammo to reload if any of the Combat Dice, including dice that are subsequently re-rolled, roll their highest value. Weapons with Spread attack all adjacent targets when used. Weapons with Extended Clip can be used to attack immediately after being reloaded once per combat. Weapons with One-Shot must be reloaded after every use. Hardsuits grant an effective PYS of 6 and double the wearer's ability to run and jump.



Fighting and Combat Procedures

Each Turn fighters can make a Combat Action using their weapon dice and adding Awareness, for ranged weapons and vehicles, or Physique, if they are fighting with thrown weapons or in melee. If the result is higher than the targets Combat Value, CV, the target takes a Wound. This result is also the attackers Combat Value until their next Turn. In all cases Fighters without the relevant Combat Skill or who do not meet a weapon's Physique requirement roll one fewer dice.

If a fighter has not yet made an attack or is unable to do so, they roll a Combat Value as though they were fighting Unarmed. This is 2d4 Blunt for Humans.

Common	
Guard	Attack normally and also transfer any amount of CV to a close ally until their next Turn
Maneuver	Roll one fewer dice and move 20 feet
Duel Wield	Make an attack with each held Weapon but keep the lowest result as your CV
Called Shot	Roll all dice as one size smaller, choose a Wound for the target to take
Ranged	
Covering Fire	Roll all dice as one size larger, instead of wounds, target must Test WIL to act next Turn
Fire from Cover	Roll one additional die and add it to your CV, only possible if you have cover
Long Shot	Roll all dice as one size smaller, increase range by one increment
Take Aim	Roll CV as Unarmed this Turn, roll an additional die against the target next Turn
Melee	
Trip	Roll all dice as one size smaller, target takes a Blunt Wound and is knocked prone
Pulled Strike	Roll one fewer dice, target rolls twice on the appropriate table and takes the lower result
Unarmed	
Above the Belt	Target ignores Crippling and Lethal results when rolling Wounds
Grapple	Target can only attack with Unarmed and Light weapons, opposed PYS test to escape

Melee Range is 5 feet, Close-In range is approximately 30 feet, Long-Range is out to 300 feet, and Line-of-Sight is beyond that.

Special Ranged Actions cannot be used if the character is in a Melee. Shots fired into a Melee from outside that miss their target are assigned randomly to other participants.

Wound Tables and Healing

If a Wound roll is of a severity the Character already has, they take the severity above it on the relevant list.

First-Aid only treats the effects of wounds. Surgery and a week of rest for each wound is required to heal entirely. Less-lethal wounds heal after a short rest.

Critically Injured Characters must make a PYS test after every

Wounds	
Critical	Test to not Die
Crippling	-2 AW and PYS
Painful	-1 AW and CHA
Non-Lethal	-1 AW and EDU

action and every ten minutes to not die. Wounds increase one level in severity per week if left totally untreated.



Weapons				Blunt Force			
20	Helmet	Head	Dead	20		Neck	Dead
19	Vest	Chest	Dead	19		Internal	Critical
18		Throat	Dead	18	Vest	Stomach	Crippling
17	Helmet	Face	Critical	17	Helmet	Head	Unconscious
16	Vest	Kidneys	Critical	16	Bracers	R Arm	Crippling
15	Vest	Lungs	Critical	15	Bracers	L Arm	Crippling
14	Helmet	Face	Crippling	14	Helmet	Concussion	Unconscious
13	Vest	Stomach	Crippling	13		Trunk	Painful
12	Bracers	R Arm	Crippling	12	Bracers	R Ankle	Painful
11	Bracers	L Arm	Crippling	11	Bracers	L Ankle	Painful
10		R Foot	Painful	10		R Shoulder	Take 1 Stress
9		L Foot	Painful	9		L Shoulder	Take 1 Stress
8		R Shoulder	Painful	8	Bracers	R Leg	Less Lethal
7		L Shoulder	Painful	7	Bracers	L Leg	Less Lethal
6		R Leg	Painful	6	Held Item	R Shoulder	Less Lethal
5		L Leg	Painful	5	Held Item	L Shoulder	Less Lethal
4	Held Item	R Arm	Painful	4	Held Item	R Arm	Less Lethal
3	Held Item	L Arm	Painful	3	Held Item	L Arm	Less Lethal
2	Held Item	Upper Back	Painful	2	Held Item	R Hand	Less Lethal
1	Held Item	Lower Back	Painful	1	Held Item	L Hand	Less Lethal
Less Lethal				Vehicles and Hardsuits			
10		Head	Critical	10	Destroyed	Massive explosion on 1 in 6	
9		Neck	Less Lethal	9	Disabled	All Systems Offline	
8		Chest	Unconscious	8	Damaged	Some Systems Offline	
7		Chest	Less Lethal	7	Halted	Cannot Maneuver	
6		Trunk	Less Lethal	6	Slowed	Halve Maneuver Speed	
5		Trunk	Less Lethal	5	Major	-6 CV next action	
4		R Arm	Take 1 Stress	4	Moderate	-4 CV next action	
3		L Arm	Take 1 Stress	3	Minor	-2 CV next action	
2		R Leg	Take 1 Stress	2	Scratched	No Effect	
1		L Leg	Take 1 Stress	1	Scratched	No Effect	



Combat Gear

Wound Table results can damage Combat Gear and Held Items in place of wounds. Damaged gear that is damaged again is destroyed. Combat Gear and Weapons can be repaired with the Armorer Skill and Tools, Easily Serviced Weapons requires only one.

Computer Use and Hacking

The Computer Use skill, the Cryptography skill, the use of a Hacking Suite, and any number of EDU tests each grant access to 1 additional security level of use. An education

Terminal Security Levels	
1	Use normal functions
2	Access private information
3	Use networked terminals
4	Access Protected Functions
5	Administrator Privileges

test requires ten minutes and failure results in a security response. A failed test can be re-rolled, but failure inflicts a random Less-Lethal Wound. Some terminals may allow the bypassing of security without

a test, as may the passwords and biometrics of legitimate users. Controlling a networked automaton requires an Education test or the Drone Use skill.

Clothing, Outfits, and Holsters

Wearing an audience appropriate outfit confers a +1 bonus to Reaction rolls with that audience. Outfits are considered New until used as the subject of an ability that requires a New Outfit. Outfits in reasonable condition can be Refreshed to New status with the use of the Valet Skill. Outfits beyond the first worn must be described by the Player before they have any mechanical effect. Holsters are Containers that hold one item and allow that item to be used immediately when the Holster is retrieved from a Baggage List.

Drones and Robots

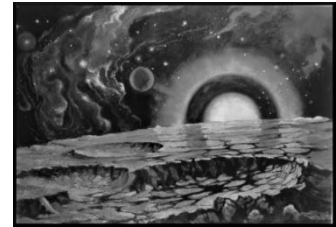
Pack Robots can carry 12 items as Luggage, require minimal supervision, and can handle any terrain that a human could traverse without using their hands. Drones require direct supervision. Gun Drones can be used as 2d6, Close-In weapons with Drone Use as their Combat Skill. Camara Drones defend at 2d4. All Drones require a new Power Cell after a day of intermittent operation.

Oxygen Deprivation and Hard Vacuum

Characters can go 60 plus 10 times their Willpower Score seconds without breathing. Preparatory breathing can double this. Each subsequent round requires a Willpower test. First-Aid is needed after five minutes and after twenty death is almost certain. Standard Atmosphere Masks last one hour. With masks characters in hard vacuum can last for thirty minutes before being incapacitated by temperature changes and pressure bruising. Without a Hardsuit or pre-breathing Characters will also suffer decompression sickness.

Falls

For each 10 feet fallen up to terminal velocity multiplied by the prevailing gravity, minus 10 if intentional and another 10 feet for a successful PYS Test a Character takes a Blunt Force Wound.



Dehydration and Starvation

Characters can go for three days without water and a week without food before suffering ill effects. For each further period without, Characters make a Willpower test to not take a Deprivation wound.

Deprivation	
Fatal	Dead
Starving	-2 CHA
Aching	-1 AW
Delirious	-1 EDU
Deprived	-1 PYS

Exposure and Overland Travel

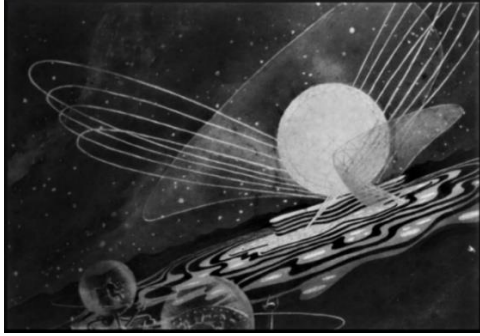
Without proper protections Characters must make a Physique test every hour to avoid being incapacitated, further failures will result in unconsciousness followed by death. For each 8 hours of overland travel each character must test Physique against 8 to not gain 1 Stress. hiking boots and each empty baggage slot grant a +1 bonus to this test.

Radiation Exposure

Each dose of radiation a Character takes, reduces all abilities by 1. Character's die if their LUC falls below -5. Abilities recover at 1 per week Medical care is required in severe cases. If a Character spends less than a full dosage period in the presence

Radiation source	Dosage
Light Contamination	1 per day
Heavy Contamination	6 per hour
Unshielded Reactor	16 per hour
Reactor Meltdown	16 per minute
Starship Drive Cone	31 per minute
Radiation Protection	
Geiger Counter	5 per hour
Hardsuit	20 per hour
Radiation Suit	30 per minute

of radiation, divide the dosage appropriately. If this would reduce the dosage to less than one, the Character may make a Luck Test to avoid taking one dose of radiation.



Stress and Outbursts

Horrific or taxing experiences can result in Characters taking Stress points. Players may also choose to take a Stress point to re-roll a die after any test but before hearing the result, Post-Tech Artifacts can also inflict Stress. If a Character has more than 5 plus their Willpower in Stress Points, they must make a WIL test to not suffer an Outburst. Cybernetics can give Strain which cannot be healed normally and lowers the Stress limit.

The effects of an Outburst depend on a roll on the Outburst table and persist for an hour

Outbursts	
1	Listless: Always roll the lowest result on tests
2	Vomiting: All allies take 1 Stress
3	Fainting: Immediately fall unconscious
4	Cowardice: Flee the current location and hide
5	Mania: Repeat current action indefinitely
6	Berserk: Attacks nearest in order, enemy, ally, self

or until the Character is Talked Down, over a turn with the Leadership skill or ten minutes otherwise, with a Charisma test or the Psychology Skill. An Outburst does not reduce Stress, and Characters

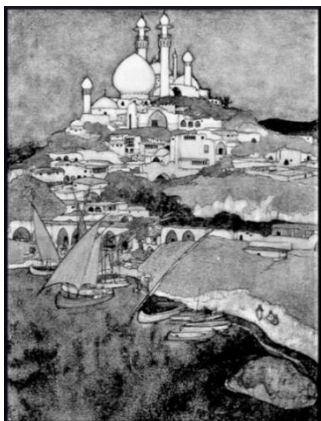
can take Stress points past the limit, with each taken point possibly triggering an outburst

Reaction Rolls

When ever the Characters meet a new person, the Referee will make a Reaction Roll on the table in Appendix 2. This roll is modified by the Reaction Bonus of the Character who initiates the encounter or is most prominent among the group. A high Reaction Bonus indicates that a Character generally appears friendly and approachable while a low Reaction Bonus indicates that they may appear unfriendly and intimidating.

The Reaction Bonus of a Character begins at 0. A Character with a positive Charisma score must apply it to either increase or decrease their Reaction Bonus. Characters may also have modified Reaction Bonuses in certain situations.

A Character can switch whether to use their Charisma score to increase or decrease their Reaction Bonus with 1 Hour and a Make-Up Kit or a change in Outfit. A Character with either the Fashion or Beautician Skills can reduce this time to 10 Minutes.



Downtime and Living Costs

Downtime is when play skips over mundane events to better focus on the action. For each week of downtime Characters must pay to maintain a lifestyle and can pursue a Project.

Destitute: The Character is reduced to sleeping rough and Meals are sporadic. Heals no Stress and each week there is a 3-in-6 chance to lose a point in a random ability. Price: 0

Basic: The Character is able to afford spartan living arrangements. Heals 1 Stress per day and each week there is a 1-in-6 chance to lose a point in their highest ability. Price 150

Comfortable: The Character is able to afford rooms and a few luxuries. This is often the best less developed worlds can provide. Heals 2 Stress per day. Price: 600

Luxurious: The Character spares no expense. Private suites, fine food, delightful company, and expert service. All the fruits of a modern technological civilization marshaled for their comfort. Heals 4 Stress per day and for each additional 2000 Wealth spent in a week an additional Project roll can be made. Price: 2000

Projects

Learn or Teach Skills and Languages: Test WIL against 5 plus the number of Skills or languages currently known. For each failure gain +1 to subsequent attempts. Learning a Skill without a teacher imposes a -2 penalty. Most Languages are learned at a Simple level and can be improved to Fluent with a second test. Industrial French can be learned Fluently with a single test.

Train Ability: Test WIL against 8 plus the level of the Ability.

Practice: Bank WIL plus 5 Practice points to cancel Stress from rerolls from a specific activity

Employment: Short-term employment pays 100 per week for normal Skills or 500 per week for rare and in-demand Skills.

Other options may also be given at the discretion of the Referee.



Mercenaries and Hirelings

Like Followers, Hirelings act at the discretion of the Player they are associated with. However, they are liable to desert given the right incentives. Hirelings test Moral whenever they would take Stress or see an ally die. Homogeneous groups make a single Moral test. A quarter, or even half, share of any treasure found can serve to greatly stiffen their resolve. Characters who possess the Leadership Skill and share a Language with the panicked Hirelings may automatically rally them after a failed Moral test, others must make a CHA test to do so.



Local Porter

Skills: Bonus Skill with first digit a 1

Cost: 5 Wealth per day

Availability: Undeveloped Worlds Only, 0 Heat

Equipment: Traditional Clothes, Improvised Backpack

Local Warrior

Skills: Melee Combat or Bow Combat, and a Bonus Skill with first digit a 1

Cost: 50 Wealth per day

Availability: Undeveloped Worlds Only, 2 Heat

Equipment: Traditional Clothes, Combat Helmet, and a Spear or Short Bow

Mercenary

Skills: Handgun Combat, Long-Gun Combat, and Bonus Skill with first digit a 5

Cost: 1000 Wealth per day

Availability: Developed Worlds Only, 4 Heat

Equipment: Plain Clothes, Hunting Rifle, Combat Vest

Expert

Skills: Any Two Skills or Languages, and a Bonus Skill with the first digit a 6

Cost: 2000 Wealth per day

Availability: Developed Worlds Only, 4 for illegal tasks, 1 otherwise

Equipment: Plain Clothes, relevant professional Equipment, if any

Trade and Money

Characters begin with Wealth denominated in the currency of their homeworld. Many organizations change Major Currencies into local money, they are less eager to do the reverse and will often charge around 50% to convert such currencies.

Major Currencies	
1	Terra Novan Dollar
2	Y'Barran Peso
3	Perseian Credit
4	Huayuan Nuyen
5	Driftglass G-Bonds
6	Hustian Time Slips

Law Enforcement and Heat

For each buying or selling of illegal goods, roll a complication. If the inquiring character passes a CHA test roll again and keep the lower result. Likewise, if the inquiring character knows Streetwise roll again and keep if lower.

Tight: All Weapons and Pharmaceuticals are controlled, Security Forces respond to petty disturbances, and any treasure is taxed at 50%.

Permissive: All Weapons and Narcotics with Heat greater than 1 are banned, police respond to most crimes, and treasure is taxed at 10%.

Minimal: All Weapons and Narcotics with Heat greater than 4 are banned. Security Forces respond to major crimes against the state and important individuals.

Complications	
1	Milk Run: No complications and the buyer or seller throws in a Rumor as a bonus
2	Job Offer: The seller doesn't want to deal with cash, but they offer a job in its place
3	Substitution: The buyer or seller doesn't have what was requested but a substitute
4	Police Surveillance: The Characters are now persons of interest to the authorities
5	Turf War: A rival operation arrives on the scene at an inopportune moment
6	Police Raid: As above but well-armed and legitimate government authorities



Interstellar Travel

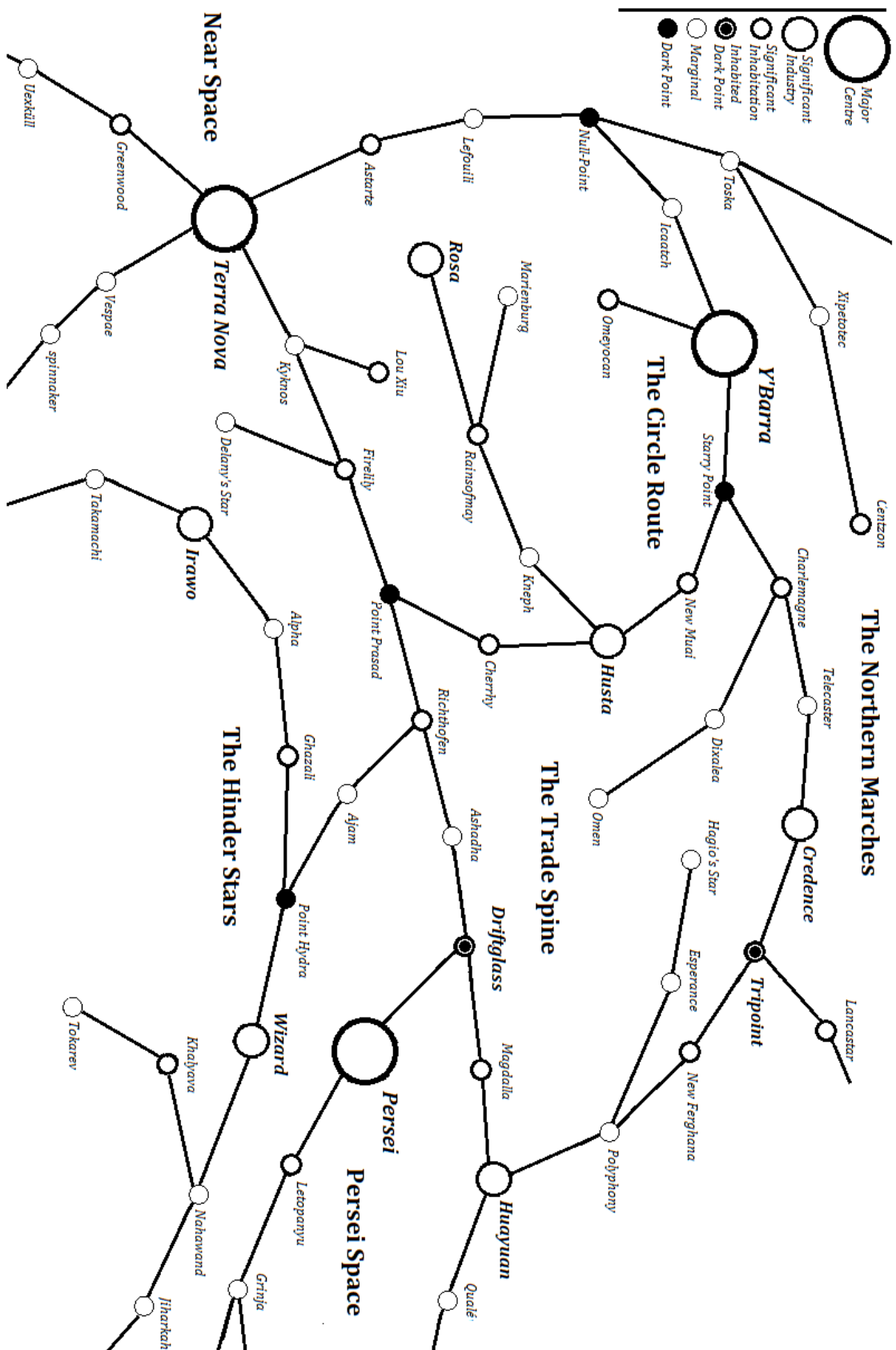
Passenger services are rare and count as comfortable living. More common are Merchant ships who take a few passengers and count as Basic living. Either costs several thousand Wealth. A working passage is free and counts as Basic living. For those unable to secure a working passage, and truly desperate, Cold Sleep is the sole remaining option. Cold Sleep costs one thousand Wealth and requires a LUC test against 4 to not die, and a LUC test against 6 to not lose one from the Character's highest ability.

Retirement Tables

Barbarous	God or Equivalent Status	Ruler or Equivalent Status	Noble or Equivalent Status
2-4	You are ritually mutilated and cast into the wilderness where you die in agony	You rule for 10 + 2 times your AW years before falling victim to an assassination plot	If you know the Medic, Surgery, Biology, or Chemistry Skills You live in opulence until you die a natural death, if you do not, you live for 10 + PYS years before dying from an ordinary preventable infection of a random body part
5-6	The omens are poor, and the crops have failed. If you know the Fortune Telling Skill roll again. Otherwise it would be a good time to return to play	Civil war breaks out in your kingdom, if you have the Leadership or History Skills or an invincible weapon you may roll again, if not you are killed	
7-9	The people carry your deified memory to the stars. If you have two of the History, Sociology, Leadership, or Folk Music this faith reflects your ethical preferences	Revolution, return to play with 2 + CHA Barbarian followers and as much treasure as you can carry, while running, at night	You violate local taboos and are forced to flee, return to play with a Barbarian follower with 3 CHA and Animal Handling
10-12		You unite the planet and usher in a golden age. Your enlightened descendants will play a pivotal role in the history of this world.	
Modern	100'000'000 Wealth	1'000'000 Wealth	100'000 Wealth
2-4	One Last Job. Gain a Special Rumor and you cannot retire until you resolve the Special Rumor, keep your wealth	Time and luxury drain you, age 1-6 years, lose 1 from your highest ability, and return to play with 20'000 Wealth	A violent robbery, Return to Play with 5000 Wealth and make an AW test against 8 to not gain a random Starting Injury
5-6	You develop a taste for high stakes gambling, if you do not have the Gambling Skill return to play as in the result above		You Develop an expensive addiction. Lose 1 from your highest ability and Return to Play with a 4-in-6 addiction to and 2 Doses of a Spice and
7-8	You are the target of fraud. Test both WIL and EDU against 8 to roll again. If you fail either test, then Return to Play with 100'000 Wealth. If you fail both Return to Play with 500 Wealth.		
9-10	A stock market crash If you have the Commerce Skill Roll again on this table. Otherwise, Roll on the 1'000'000 table	You retire to a life of luxury and find that it suits you. You live out your days with good friends and a loving family. you look back with fondness on your exploits but have no wish to relive them as you tend your garden and drink fine wine.	Make a WIL test against 10 to live your days in modest boring obscurity, if you fail Return to play with 10'000 Wealth
11-12	Securing a stake in a random Mega-Corp you live a life of vast power and opulence		Your unpretentious yet exciting autobiography is a surprise best seller on several worlds, roll again on the 1'000'000 table



Having achieved prosperity Characters tend to think about retirement. Retirees roll two dice adding their Luck and consult the Retirement table. Impending cataclysm or disaster may make retirement impractical at the discretion of the referee. Characters returned to play are healed of Wounds and Stress and possess their equipment but lose their Wealth, except as otherwise noted.



	Dangerous	Isolated	Civilized
2-3	Terrified , openly begs for mercy and willing to bargain, will soon flee	Obsequious , flattering, and willing to bargain, will loudly follow perceived safety	Nervous , wants to leave, will flee if over matched. Open to minor bargaining if trapped
4	Scared , open to bargaining, will flee if threatened and attack from ambush	Fearful , not open to bargaining, will attack if threatened and flee if facing resistance	Panicky , shouts threats and attempts to summon reinforcements.
5	Cautious , not open to bargaining, will follow from a distance without attacking	Erratic , not open to bargaining, reroll on Isolated Table each round	Distant , polite but only barely. Not open to bargaining except in exchange for solitude
6	Violent , brandish weapons and shouts threats. Roll on Dangerous Table next Round	Cowed , not open to bargaining, will attack if threatened and flee if overmatched	Bullying , demand tribute if not overmatched Roll on Dangerous Table if refused
7	Disciplined , attacks but will retreat in good order if facing stiff resistance	Ravening , attacks from ambush if reasonably possible, flee only if obviously overmatched	Irritable , Impolite, will begin being obstructive or forceful if desires not quickly catered to
8	Cunning , attacks from ambush if reasonably possible, flee if obviously overmatched	Greedy , demand tribute if not overmatched. Attack if refused retreat if facing resistance	Bored , wants to talk but not open to minor bargaining. Open to significant bargaining
9	Freebooting , demand tribute, attack if refused. Open to bargaining if defeated	Distant , open to minor bargaining, will attack if threatened, satisfied	Busy , wants to continue tasks. Open to minor bargaining for expediency
10	Focused , wants to continue agenda. open to minor bargaining for expediency	Bored , open to significant bargaining. Will provide minor aid to those in need	Friendly , open to talk and minor bargaining, Willing to provide extensive advice
11-12	Receptive , open to talk and minor bargaining. Willing to provide advice	Lonely , will freely provide minor aid and is open to significant bargaining	Helpful , will freely provide minor aid and is open to significant bargaining

Random Post-Tech Artifact

Powers		Stress
11	Petal Cascade: Can emit clouds of floating flower petals that obscure vision and stifle combustion	1
12	Warning System: Glows in the presence of intentions hostile to the bearer, must be actively consulted	0
13	Resonance of Opening: Opens any mechanical or electronic, but not purely digital, lock	0
14	Time Skip: The Artifact can move its Bearer forward in time, take 1 additional Stress for each decade	1
15	Glamour: The Bearer appears as an idealized version of themselves, they gain 2 CHA, up to 4	1
16	Keychain Sized: Can be reduced to a miniature version that is Concealable and Light	0
21	Star Beam: Can emit plasma jets, melts anything 4d8, Long-Ranged, Armor Piercing	2
22	Cutting Field: Generates planes of microscopically thin force, 4d6, Close-In, Spread	1
23	Air Bubble: Artifact maintains a habitable atmosphere within 10 feet of itself	0
24	Knife Drones: 6 micro-missiles can each inflict one lethal wound at any distance, exhausted on use	0
25	Cleaning Field: The Artifact can purge dirt, fluids, grime, and disease from targets	0
26	Quick Change: The Artifact can make any set of clothing appear as any other at a moments notice	1
31	Memetic Jukebox: Plays music that causes uncontrollable dancing, make AW test to act effectively	1
32	Barrier Jacket: Prevents non-Depravation Wound rolls by the Bearer, use must be declared before roll	2
33	Flight Unit: Bearer can fly as fast as their body can handle with perfect precision, Stress is per hour	1
34	Universal Translator: Bearer can communicate and sympathize with any culture, Stress is per culture	3
35	Weather Precipitator: Changes the weather and summons fog and lighting, conditions permitting	1
36	Marvelous Feast: Can turn any biomass into gourmet food, 1-in-6 dishes are random Narcotics	1
41	Invisibility: Artifact can conceal the Bearer from all forms of observation, also blocks airflow	0
42	Camping: Artifact can slowly transmute local matter into a luxury resort appropriate to the environment	0
43	Little Helpers: Artifact can up-lift animals in area, they are grateful but not bound to Bearer	2
44	Suppression Field: Artifact can block the functioning of advanced technology within 300 feet	0
45	Iron Form: Artifact can transmute 1 meter of matter into cast iron, Stress is proportional	1
46	Eternal Spring: Artifact is seemingly capable of producing large amounts of clean air and water	0
51	Healing Metal: Artifact can heal Wounds, target gains 1 permanent Stress per Wound healed	1
52	Dream Giver: Artifact can give targets a shared life-like hallucination controlled by the Bearer	2
53	A Wrinkle in Time: Artifact can rewind time by ten minutes, make a LUC test each time or it vanishes	0
54	Black Gate: Artifact can transport targets and projectiles in an area to an unknown location	1
55	Psychometry: Artifact can discover and display the recent history of touched objects	0
56	Brandish: Artifact can produce uncanny effects that will genuinely terrify any audience	1
61	Jaunt: The Artifact can transport its Bearer to familiar locations, make a LUC test to avoid mishaps	1
62	Doppelganger: Bearer can impersonate others up to the limit of supplied bio-metric information	3
63	Golem: Bearer can materialize a five meter tall construct with 6 PYS, 1 AW, 4 Wounds, and 2 Armor	1
64	Omega Virus: Artifact can infect computer systems with a super intelligent, but helpful, virus	0
65	Mind Transfer: Artifact can swap minds between two willing or helpless people, both take 8 Stress	4
66	Sympathetic Resonance: Gives the general direction of other artifacts within speed of light limits	0

Artifacts have one lesser power and one greater power. Lesser power rolls are ordered

Appearance	
1	Sword
2	Ray Gun
3	Familiar
4	Cybernetic
5	Amulet
6	Staff

lowest to highest, greater power rolls are ordered highest to lowest. Artifacts have a 2-in-6 chance of hosting a malevolent intelligence. Intelligent Artifacts possess an additional secret power. Artifacts inflict Stress every time they are activated unless stated otherwise. The Referee should generate the powers of newly discovered artifacts in secret.

Super Astra

A Game of Action and Adventure in the Plausible Near-Future