

SAVAGE



Science Fiction Roleplaying
for Savage Worlds

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Requires *Fading Suns Second Edition* and *Savage Worlds Deluxe Edition* for use.

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CHARACTER CREATION

Races

Human

Bonus Edge: All humans get one free Edge of their choice (provided they meet the requirements).

Faction Edge: Humans also start with one free Faction edge. Alternately, you can choose the Connections edge. You could be connected to a major faction (such as a noble house) or some less influential group (such as a psychic coven, alien race, pirate band, military legion, or secret society).

Ruling Class: Humans don't have all the strange abilities of alien races, but they do hold all the power in the Known Worlds. Human player characters begin with a d4 in Knowledge (Known Worlds; player's choice of specialty) and Persuasion.

Languages: Human player characters speak Urthish plus the dialect of their home planet.

Gannok

Agile: Gannok start with a d6 in Agility.

Short: Gannok are size -1, reducing their Toughness by 1.

Acrobatic: All Gannok have the Acrobat edge, even if they don't meet the requirements.

Prehensile Tail and Feet: A Gannok can grasp and hold things with their tail and feet. They can even perform fine manipulation with their feet as easily as their hands, although this doesn't grant them extra attacks because if they are using their feet to attack they must be standing on or hanging by their hands. Their feet also suffer an off-hand penalty unless they have the Multidextrous edge.

Rapid Healing: Gannok get a +2 bonus on Natural Healing checks and checks against poison and disease.

Stench: Gannok skin excretes an oil that aids in the healing process, but kind of stinks. This gives them Charisma -2 against non-Gannok.

Languages: Gannok player characters speak both Gannok and Urthish.

Etyri

Graceful: Etyri start with a d6 in Agility.

Hollow Bones: Etyri are frailer than most, and have -1 to Toughness.

Weak: Etyri can't start with a Strength higher than d6.

Keen Senses: Etyri get a +2 bonus to Notice.

Wings: Etyri can fly with a flight speed of 12" (run +1d6"). An Etyri who tries to carry aloft more than a light load, or who hovers in place (moves less than 2"), becomes Shaken while flying.

Languages: Etyri player characters speak both Etyri and Urthish.

Obun

Spiritual: Obun start with a d6 in Spirit.

Frail: Obun can't increase Vigor beyond d6 at character creation.

Occult Ability: All Obun begin with Arcane Background: Psi or Arcane Background: Theurgy (even if they don't meet the requirements), and a d4 in the respective arcane skill.

Laser Tech: Obun laser technology is ahead of most of the Known Worlds. Any laser weapons purchased at character creation are automatically High-Quality at no extra cost.

Languages: Obun player characters speak both Obun and Urthish.

Oro'ym

Fit: Oro'ym begin with a d6 in Vigor.

Aquatic: Oro'ym start with a d6 in Swimming. They can swim at a speed equal to their Swimming die size, can breathe in water, and don't suffer penalties for underwater environs (such as due to cold or pressure).

Dehydration: Oro'ym must spend at least one hour each day submerged in water or gain a level of Fatigue. This can cause death. Most Oro'ym wear a WET suit to prevent this.

Regeneration: Oro'ym can make a Natural Healing check each day, instead of every 5 days. Once all their wounds are healed, they start making Natural Healing checks to heal permanent injuries.

Languages: Oro'ym player characters speak both Oro'ym and Urthish.

Ukar

Nimble: Ukar start with a d6 in Agility.

Frail: Ukar can't increase Vigor beyond d6 at character creation.

Occult Ability: All Ukar begin with Arcane Background: Psi (even if you don't meet the requirements), and a d4 in the Psi skill.

Darkness Adapted: Ukar ignore all penalties for dim and dark lighting, and ignore penalties for pitch blackness against adjacent targets.

Traditional Ukar live in near-total darkness, and frequently have the Bad Eyes hindrance.

Urge: Ukar start with an Urge rating of 1, instead of the normal 0.

Languages: Ukar player characters speak both Ukar and Urthish.

Vorox

Strong: Vorox begin with a d8 in Strength. They can increase it up to d12+2 through advances.

Tough: Vorox begin with a d6 in Vigor.

Savage: Vorox suffer -2 Charisma amongst non-Vorox.

Limited: At character creation, Vorox only have 3 Attribute points to assign, instead of the usual 5.

Not Deep Thinkers: Vorox can't increase Smarts beyond d6 at character creation.

Size +2: +2 to Toughness. Armor for a Vorox costs and weighs double, but a Vorox's carrying capacity is quadruple that of a human.

Scent: Vorox can identify creatures and objects by scent as well as a human can by vision. They get a +2 bonus when tracking or searching by scent, or detecting a hidden creature.

Extra Limbs: A vorox has six limbs.

- When standing on two limbs, he can use four of his limbs for actions. Three of them suffer an off-hand penalty. The Ambidextrous edge eliminates the penalty for one limb, and Multidextrous eliminates it for all limbs. The Two-Fisted edge reduces multi-action penalties for a Vorox by 2 points (so attacks with 3 or 4 limbs will still carry some penalty, it will just be 2 points less).
- When he is on four limbs, he is extra stable, and gets a +2 bonus to resist being Pushed or falling down or otherwise knocked about.
- When standing on six limbs, he gets this stability bonus, and his Pace increases by +2.

Languages: Vorox player characters speak both Vorox and Urthish.

Skills

Knowledge Skills and Specializations

This setting features only 5 useful knowledge skills. If you are trained in a Knowledge skill you get 1 free specialization in that type of Knowledge. The specialization is worth either a +2 or +4 bonus on checks where it applies (including Common Knowledge checks), depending on what the specialization is (narrower specializations carry a higher bonus). You can buy more specializations for 1 skill point apiece.

Knowledge (Battle): Military culture, fighting styles, weaponry, tactics (+2); fleet tactics, ground tactics, guerilla tactics, specific legions (+4).

Knowledge (Known Worlds): Culture, history, planets, jump routes, laws, politics, nobility, guilds, the Church (+2); specific planets, noble houses, guilds, church sects (+4). You can also make checks about barbarian worlds (-2) or lost worlds (-4).



Knowledge (Language): Urthish, Graceful Tongue, Latin, Scraver Cant, specific planetary dialect, Obun, Ukar, Vorox (+2); Kurgan, Vuldrok, Gannok, Oro'ym, Vau (+4). Your specializations for this skill are all the languages you know; the bonus applies when making checks on *related* languages which you don't know.

For example:

- You can understand similar languages or decipher archaic texts; you have a rough understanding of a few sentences' worth on a success, and have perfect (if temporary) understanding on a raise.
- You can learn a new language. With a success, you have a crude, childlike grasp of the language. With a raise, you become fluent, gaining the specialization for that language for free. You can retry as much as you want; each check takes a few weeks of dedicated practice, or a few months of part-time study.

Knowledge (Occult): Psychic powers, theurgy, pagan religions, legends, monsters (+2); demons, superstitions, Sathraism, symbiots, Vau (+4).

Knowledge (Tech): Spacecraft, think machines, energy tech, security systems, chemistry, physics, biology, medicine (+2); xenobiology, genetics, astrophysics, energy shields, comm. systems, sensors, golems, demolitions (+4).

Optional Skill Rule: Throwing

Thrown weapons and items aren't especially common or useful in Fading Suns. Grenades are a bit expensive and dangerous to rely upon as a primary attack form, and thrown melee weapons are not very damaging and rarely are found as artifact weapons.

Consider eliminating the Throwing skill. Instead, use Fighting for thrown hand weapons (daggers, spears, and such) and Agility for other thrown items (grenades, rocks, and glass vials full of deadly Second Republic plagues). This allows all characters to have a reasonable chance to throw items successfully.

All of the NPCs in this document use this rule.

Edges

Faction Edges

These are special edges that represent your membership in one of the main factions of the Phoenix Empire (a noble house, a Church sect, or a Guild). You can't ever have more than one Faction edge.

But, you are not required to take the Faction edge to be a member of a faction! For example, you may decide that your character is a member of the Guild, but that the benefits of the Guilder edge do not suit your concept well. Similarly, a character can be a priest without the Priest edge, or a noble without the Noble edge, etc.

AVESTITE [FACTION]

Requirements: Novice, Human, Vigor d6+, Spirit d6+

The monks of Temple Avesti are... not like other priests. You exist only to purge the worlds of sin, and everything is a sin. To aid you in this most holy quest, you gain the Strong Willed edge, even if you do not meet the requirements. You are also issued a flamethrower and spare cartridge and a suit of fireproof armor (plate armor or cheaper). You can speak Latin, but are functionally illiterate as per the hindrance.

BROTHER BATTLE [FACTION]

Requirements: Novice, Human, Spirit d8+, Strength d6+, Vigor d6+, Fighting d8+

Other priests are humble scholars and healers. You have been trained since childhood to kick infidel butt. As a warrior monk, you automatically gain the Martial Artist edge, plus one of the following edges: Adept, Arcane Background (Theurgy), Holy Champion, or Holy Artifact. Your training also included strict moral indoctrination, giving you the effect of the Heroic hindrance.

ENGINEER [FACTION]

Requirements: Novice, Smarts d8+, Knowledge (Tech) d8+, Repair d6+

You are a crafter with the Supreme Order of Engineers. Your amazing inventions or re-discovered tech can perform amazing feats. You gain the Arcane Background (Weird Science) edge, and a free d6 in the Weird Science skill. Unfortunately, most Engineers have a somewhat... "odd" demeanor, and they are viewed by the Church and common people as little better than demon worshippers, giving you a -2 penalty to Charisma.

GUILDER [FACTION]

Requirements: Novice

You are a member in good standing of the Merchants League. You have a license to practice your trade, and access to Guild records and lawyers. In effect, you have the Connections (Merchant League) edge, plus one of Cyborg, Luck, Mr. Fix-It, Rich, Starship, or Technologic Artifact. In return, you have the Obligations hindrance in respect to your guild.

KNIGHT [FACTION]

Requirements: Novice, Human

You are a wandering noble. You may have title and lands back planetside, but they are managed by other capable members of your family. Still, you have many privileges and rights that commoners lack.

You gain +2 Charisma, plus one of the following edges: Brave, Common Bond, Cyborg, Rich, Strong Willed, or Technologic Artifact. However, you must obey higher-ranking members of your house, giving you the Obligations hindrance. What's more, as a noble knight you must abide by a fairly strict and complex Code of Honor. If you deviate from the code too often and develop a dishonorable reputation, you lose your Charisma bonus.

NOBLE [FACTION]

Requirements: Novice, Human

This edge counts as a Faction edge, and other than the requirements is unchanged. (SWD p.33). For a noble who travels around rather than having an estate, see the Knight edge.

PRIEST [FACTION]

Requirements: Novice

As an ordained priest of the Universal Church of the Celestial Sun, you are expected to perform religious ceremonies and hear confession. In return, you have access to Church records and can be tried in Church courts. Priests are much better educated than most; you begin with Knowledge (Languages) d6 with a specialization in Latin, and two skill points to spend on Knowledge (Known Worlds, Occult Lore or Tech). You also gain the benefits of one of the following edges: Arcane Background (Theurgy), Healer, Holy Artifact, Holy Champion, Scholar, or Wizard. However, priests are not allowed to accumulate wealth, so you have the Poverty hindrance.



New or Modified Edges

ADEPT [PROFESSIONAL]

Requirements: Novice, Arcane Background (Theurgy), Theurgy d8+, Fighting d8+

This edge applies to Theurgy rather than Miracles. (SWD p.38)

ARCANE BACKGROUND (PSI) [BACKGROUND]

Requirements: Novice, Smarts d6+, Spirit d6+

Skill: Psi (Smarts)

Starting Power Points: 10

Starting Powers: 3

You are a psychic, able to use the power of your mind to lift objects, hear thoughts, or see the future. You also bear a psychic stigma, a physical deformity that reveals your occult nature. For full details see "Psychic Powers," below.

Urge: If you roll a 1 on your Psi die (regardless of your wild die), you awaken your urge. Your starting Urge rating is 0.

ARCANE BACKGROUND (THEURGY) [BACKGROUND]

Requirements: Novice, Smarts d6+, Spirit d6+

Skill: Theurgy (Spirit)

Starting Power Points: 10

Starting Powers: 3

You are a theurge, capable of invoking holy powers with your prayers. You also bear a theurgic stigma, a physical deformity that reveals your occult nature. For full details see "Theurgy," below.

Hubris: If you roll a 1 on your Theurgy die (regardless of your wild die), you cause a hubris effect. Your starting Hubris rating is 0.

CHANGED [BACKGROUND]

Requirements: Novice

Your ancestors were the subject of genetic engineering, granting you capabilities outside the range of normal humans. Select *two* mutations from the list on the next page. You can take this edge additional times, gaining *one* new mutation each time.

The downside is that the Changed are universally reviled. Essentially, you gain a variation of the Secret hindrance. You suffer -2 Charisma against anyone who knows you are Changed (except other Changed), and if your condition becomes widely known, Inquisitors with flamerguns might try to purify your bloodline the hard way.

CYBORG [BACKGROUND]

Requirements: Novice

You have received cybernetic implants at some point. Taking this edge gets you 5000 firebirds worth of cybernetic devices.

HOLY ARTIFACT [BACKGROUND]

Requirements: Novice

You possess a wondrous item of power from a past era. Select one of the following:

- *Adept Robes:* Only Brother Battle characters can select this artifact.
- *Battle Shield:* An energy shield that stacks with armor.
- *Psi Cloak:* Advanced shield technology that repels psychic assaults.
- *Saint's Lore:* Contains a single theurgic rite. It is activated using Spirit and has 10 power points. These recharge at a rate of 1 per hour.
- *Special Weapon or Armor:* A high-quality or superior item that costs between 2,000 and 10,000 firebirds. It can't be one of the other artifacts in this list.

- *Wireblade:* A monomolecular blade that can slice through ceramsteel.
- *Wyrd Tabernacle:* Theurgic device that holds 5 power points. It costs you 5 personal power points to recharge one of the tabernacle's power points.
- *Vestment:* Adds +2 to a single theurgic rite

HOLY CHAMPION [PROFESSIONAL]

Requirements: Novice, Arcane Background (Theurgy), Spirit d8+, Faith d6+

You gain the benefits of the Champion and Holy Warrior edges. (SWD p.39)

INTEGRATED CYBERNETICS [BACKGROUND]

Requirements: Novice, Vigor d6+

Your cybernetic devices are more advanced than most, much higher tech and less noticeable than the usual clanking monstrosities. This edge negates 4 points' worth of Charisma penalty from cybernetic devices. You can take this edge multiple times, each time negating 4 points of Charisma penalty.

MENTALIST [PROFESSIONAL]

Requirements: Novice, Arcane Background (Psi), Smarts d8+, Psi d6+

This edge applies to Psi rather than Psionics. (SWD p.40)

MR. FIX IT [PROFESSIONAL]

Requirements: Novice, Smarts d10+, Repair d8+, Knowledge (Tech) d8+

This edge is unchanged other than the requirements. (SWD p.40)

MULTIDEXTROUS [BACKGROUND]

Requirements: Novice; Gannok, Vorox, or Changed with Extra Arm; Ambidextrous; Agility d8+

You don't suffer an off-hand penalty with any of your limbs.

POISON CLAW [BACKGROUND]

Requirements: Novice, Vorox

You are either a noble vorox, allowed to retain a poison claw as a sign of status, or you are a feral who has somehow left the jungle. If your unarmed attack causes a wound, then the target must make a Vigor check or become paralyzed. The victim makes a Vigor check each round thereafter; on a success they recover from paralysis but can only take free actions that round, and on a raise they recover completely and can act normally right away.

Mutation	Appearance	Effect
Air Eater	Never eats or drinks	You never need to eat or drink
Aquatic	Gills, webbed fingers	Swimming d6, plus you can breathe water and don't suffer penalties for depth or cold or similar.
Chameleon	Skin changes colors	Stealth +2, +4 when not moving
Claws	Claws	Str+d6 damage
Dexterity	Elongated Fingers	+2 on tasks of fine manual dexterity, like lockpicking or surgery
Digestive Puke	You vomit on your enemies	Requires a touch attack (Fighting+2); deals 2d6 damage for 3 rounds, can only be used once every 5 minutes
Echolocation	Large ears or big forehead	Negate all non-auditory Notice penalties within a range equal to your Smarts
Extra Arm	Extra arm, prehensile tail, or tentacle	You have an extra limb that can be used to attack or take an action, with multi-action penalty and off-hand penalty (unless you get the Multidexterity edge); can be taken multiple times
Extra Legs	Extra legs	Pace +2; can be taken a second time for Pace +4
Eyestalks	Eyeballs on retractable stalks	You can see around corners from 1" away; others can Notice or Shoot your eyeball, but at -6
Footpads	Thick, soft feet	Stealth +2 when moving
Frog Tongue	Really long tongue	You can make unarmed and grapple attacks with reach 2", and can grab objects, but performing fine manipulation takes a -4 penalty
Glider Wings	Big freakin' wing flaps	Fly Pace 8" (Climb -1)
Immunity	Never sick	You are immune to poison and disease
Infravision	Oddly colored eyes, viper pits	Halve darkness penalties, and +2 to Tracking targets who passed by within the past 5 minutes
Low-Light Eyes	Cat eyes or large eyes	Negate penalties due to dim and dark lighting
Metonym	Shapeshifting	You can disguise yourself as someone of roughly the same height and build as an action; suspicious observers get a Notice check at -4 to see through the disguise (or -0 if you are disguised as someone they are familiar with)
Muscles	Ripped	Strength +1 (stacks up to +3), including melee damage and carrying capacity
Pheromones	Pleasant body odor	+2 to Persuasion checks on one gender (may be taken twice for both)
Poison	Stinger, fangs, small claws	Anyone Shaken by your unarmed attack or natural weapons must make a Vigor check or be paralyzed; victims get a Vigor check at -2 each round to recover
Scent	Large nose	You can identify creatures or objects by scent, and get a +2 bonus to Tracking or Noticing creatures by scent
Tough Skin	Scales, leathery hide, bony plates	Armor +1 (stacks up to +3)

STARSHIP [BACKGROUND]

Requirements: Novice, Debt (Major) Hindrance

You begin play with a starship of the frigate, lander, or freighter class. It is armed with a grapple gun, plus either a slug gun, laser, or blaster. The ship is legally yours, and you are the captain of it. It begins play fully functional and with one month's worth of provisions and fuel. Your starship does *not* come with a crew, however, so be sure to select one that you can manage on your own. For full details, see *Starships*, below.



TECHNOLOGIC ARTIFACT [BACKGROUND]

Requirements: Novice

You possess a wondrous piece of technology from a past era. Select one of the following:

- *Advisor:* A think machine that functions as an advisor, hierarchy, facial scanner and mapper.
- *Battle Shield:* An energy shield that stacks with armor.
- *Flux Sword:* An energy sword.
- *Mist Sword:* An energy sword that can be psychically bonded to the wielder.
- *Neural Disruptor:* A banned weapon that harms a victim's brain cells.
- *Psi Cloak:* Advanced shield technology that repels psychic assaults.
- *Soul Shard:* Holds 5 power points. One-time use to reduce Urge or Hubris. It costs you 5 personal power points to recharge one of the shard's power points.
- *Special Weapon or Armor:* A high-quality or superior item that costs between 2,000 and 10,000 firebirds. It can't be one of the other artifacts in this list.
- *Wireblade:* A monomolecular blade that can slice through ceramsteel.

UKARI TOUCH-FIGHTER [PROFESSIONAL]

Requirements: Novice, Human or Ukar, Agility d8+, Fighting d8+

You are trained in the traditional and deadly close-combat techniques of the Ur-Ukar. You get a +2 bonus to grapple checks, and your grappling damage gains AP 2. You only need one hand to grapple, and if you have a knife or dagger in your other hand, you can deal its damage instead of your unarmed damage when grappling.

WIZARD [PROFESSIONAL]

Requirements: Novice, Arcane Background (Theurgy), Smarts d8+, Knowledge (Occult Lore) d8+, Theurgy d6+

This edge applies to Theurgy rather than Spellcasting. (SWD p.40)

Hindrances

BARBARIAN (MINOR)

The term “Known Worlds” means something different to you, since you were raised in barbarian space. You take a -2 penalty on all Common Knowledge and Knowledge (Known Worlds) checks that pertain to the Phoenix Empire. On the plus side, you can make Common Knowledge and Knowledge (Known Worlds) checks which pertain to either Vuldrok or Kurgan space (your choice, at character creation) at no penalty.

CORRUPTED (MINOR or MAJOR)

Only psychics and theurges can take this hindrance. Your Urge rating or Hubris rating is higher than normal: 2 points for a minor hindrance, 4 points for a major hindrance.

DEBT (MINOR or MAJOR)

You owe the Reeves, big time. We are talking 10,000 firebirds for a minor hindrance, or 50,000 for a major hindrance! And they are coming to collect. You need to make regular payments equal to about 1/20 of your loan each month (500 for a minor hindrance, 2500 for a major hindrance) for two years (that includes all the interest). If you fail to do so, Reeve collection agents come after you, and you suffer the consequences of the Enemy (minor or major) hindrance.

OBLIGATIONS (MINOR)

You have responsibilities to some other organization, such as your duty to your noble house or guild, or maybe you are part of a psychic coven. Occasionally, the NPCs to whom you are obliged will require your aid, and withholding it may have repercussions.

PENITENT (MINOR)

To take this hindrance, you must have Arcane Background (Psi), Changed, or cybernetic implants. You’ve thrown yourself on the mercy of the Church, and are now a Penitent, officially sanctioned to use your special abilities in return for penance and indoctrination. The upside is that the Inquisition is no longer after you. The downside is that you are under Church control, effectively getting the Obligations hindrance.

SECRET (MINOR or MAJOR)

Maybe you are one of the Changed or are a spy from a Lost World or were involved in a plot to assassinate the Emperor. Maybe you’re just an escaped serf posing as a freeman. In any event, you have some dark secret that you don’t want anyone to find out. Discovery will cause problems for you; whether this hindrance is minor or major depends on the magnitude of the problems. In general, if the secret becomes widely known, this hindrance automatically gets replaced with another one, such as Enemy (minor or major) or Wanted (minor or major).

GEAR

All characters start with 1000 firebirds, unless they have the Rich edge. Rich characters start with 3000 firebirds, and Very Rich characters start with 5000.

Shield Penetration (SP): This works just like Armor Piercing (AP). Each point of SP subtracts from your foe's shield bonus to Toughness when calculating damage.

Called Shot: Slip Past Energy Shield: When making a melee attack against a character with an energy shield, you can move your weapon slowly and deliberately, in order to bypass their shield protection. You take a penalty on the attack roll, and gain an equal amount of Shield Penetration on the damage roll. This stacks with existing SP from your weapon. For example, if you are using your sword to attack someone with a dueling shield (shield bonus +4), you could take up to a -4 penalty on your attack to get SP 4 on your damage roll. If you were using a vibrating blade, which already has SP 2, then all you need is to take a -2 penalty to the attack in order to increase to SP 4 and negate the shield entirely.



Armor and Energy Shields

Armor

Type	Armor	Weight (*)	Cost (*)	Notes
Leather	+1	15	8	Covers torso, arms, legs
Synthsilk	+1	2	300	Covers torso, arms, legs; stacks with energy shield
Stiffsynth	+2	5	500	Covers torso, arms, legs
Space Suit	+2	60	100	Covers head, torso, arms, legs; contains 12 hours of air and thermal regulation
Chainmail*	+2	25 (15*)	20 (50*)	Covers torso, arms, legs
Breastplate*	+4	25 (15*)	40 (100*)	Covers torso
Plate armor*	+4	50 (30*)	80 (160*)	Covers head, torso, arms, legs
Ceramsteel	+6	120 (0 when powered)	1000	Covers head, torso, arms, legs; fusion cell lasts 24 hours
Adept Robes	+6	120 (0 when powered)	50,000 (black market only)	Covers head, torso, arms, legs; when powered, increases Strength by 1 die and Pace by +2; fusion cell lasts 24 hours
Helmet*	+4	6 (4*)	10 (25*)	Covers head

* This armor can be made of plastic instead of metal. Parenthetical values are for plastic.

Energy Shields

Type	Shield	Cost	Notes
Dueling Shield	+4	500	Stacks with synthsilk, subdermal plating cyber device, or tough skin mutation
Battle Shield	+4	2500	Stacks with leather, synthsilk, stiffsinth, chainmail, subdermal plating, tough skin
Assault Shield	+4	5000	Stacks with any armor
Psi Cloak	–	3000	+4 to any roll to resist Psi powers, and to Spirit to resist neural disruptors

Armor Upgrades

Type	Armor	Weight	Cost	Notes
High-Quality (armor or energy shield)	+1	-5 (min. 1)	x5 (min. 500)	–
Superior (armor or energy shield)	+2	-5 (min. 1)	x25 (min. 2500)	–
Frictionless Gel (armor)	+2 vs non-energy weapons	0	500	Takes 5 minutes to apply and lasts for 24 hours; -1 to Agility
Polymer Knit (armor)	+4 armor against slug guns	8	200	–
Fireproof (armor)	+4 armor against fire	0	100	–
WET Suit (armor)	–	4	400	Keeps the wearer's body moist, preventing Oro'ym dehydration

Ranged Weapons

Slug Guns

Type	Range	Damage	RoF	Shots	Cost (*)	Weight	Notes
Hold-Out	6/12/24	2d6-1, AP 1	1	2	50 (1*)	1	–
Autofeed	12/24/48	2d6, AP 1	1	15	150 (2*)	1	Semi-Auto
Revolver	12/24/48	2d6+1, AP 1	1	6	250 (6*)	3	Semi-Auto
SMG	12/24/48	2d6+1, AP 1	1-3	20	350 (3*)	5	Auto, 3RB
Imperial Rifle	24/48/96	2d8, AP 2	1-2	16	200 (3*)	8	Semi-Auto, Min Str d6
Assault Rifle	24/48/96	2d8+1, AP 2	1-3	30	500 (60*)	10	Auto, 3RB, Min Str d6
Machine Gun	30/60/120	2d8+1, AP 2	1-3	250	750 (100*)	20	Snapfire, Min Str d8
Sniper Rifle	50/100/200	2d10, AP 4	1	1	700 (15*)	10	Snapfire, Heavy Weapon, Min Str d8
Mounted Gun	50/100/200	2d10, AP 4	3-4	200	1000 (100*)	80	May Not Move, Heavy Weapon
Shotgun, shot	10/20/40	1-3d6	1	6	300 (3*)	5	+2 Shooting
Shotgun, slugs	10/20/40	2d8, AP 4	1	6	300 (6*)	5	–

* Cost for a single magazine worth of ammo.

Bows and Crossbows

Type	Range	Damage	RoF	Shots	Cost (*)	Weight	Notes
Hand Crossbow	10/20/40	2d4, AP 1	1	1	7 (15*)	2	Reload 1 action
Hunting bow	12/24/48	2d6	1	30	5 (7*)	1	Min Str d6
Crossbow	15/30/60	2d6, AP 2	1	1	10 (15*)	5	Reload 1 action
Longbow	15/30/60	2d6+1, AP 1	1	30	10 (7*)	2	Min Str d8

* Cost for a single quiver (30) of arrows or bolts.

Energy Guns

Type	Range	Damage	RoF	Shots	Cost (*)	Weight	Notes
Palm Laser	12/24/48	2d4-1, AP 1	1	7	200 (10*)	1	+2 Shooting, Scatter***
Laser Pistol	24/48/96	2d4, AP 1	1	15	300 (10*)	2	+2 Shooting, Scatter***
Laser Rifle	50/100/200	2d6, AP 2	1	23	500 (10*)	4	+2 Shooting, Scatter***
Assault Laser	50/100/200	2d6+1, AP 2	1-3	20	700 (10*)	7	+2 Shooting, Auto, Scatter***
Laser Sniper Rifle	60/120/240	2d6+1, AP 4	1	10	800 (10*)	7	+2 Shooting, Snapfire, Heavy Weapon, Scatter***
Cutting Laser	12/24/48	2d4, AP 8	1	5	50 (10*)	8	Snapfire, Scatter***
Blaster Pistol	12/24/48	2d8, AP 1, SP 2	1	10	700 (10*)	2	Semi-Auto
Blaster Rifle	24/48/96	2d10, AP 1, SP 2	1-3	15	1000 (10*)	5	Auto, 3RB
Blaster Shotgun	6/12/24	1-3d8 AP 1, SP 2	1	8	1200 (10*)	5	+2 Shooting
Flamegun	Cone	2d10, AP 10, SP 2	1	30	150 (5*)	12	Min Str d6
Stunner	10/20/40	2d6 AP 6	1	15	300 (10*)	2	Non-lethal damage
Neural Disruptor	10/20/40	2d8 vs Sprit	1	6	3000 (10*)	2	Non-lethal damage; compared to Spirit die size instead of Toughness

* Cost for a single magazine worth of ammo.

*** Scatter: Attack penalties from range, fog, smoke, or dust, also apply to damage.

Heavy Weapons

Type	Range	Burst	Damage	RoF	Shots	Cost (*)	Weight	Notes
Grenade	5/10/20	Medium	3d6	1	–	25	1	Thrown
Grenade Launcher	15/30/60	Medium	3d6	1	1	500 (25*)	12	Snapfire
Rocketeer	12/24/48	Medium	4d8, AP 8	1	5	400 (125*)	15	Snapfire, Heavy Weapon
Missile Launcher	24/48/96	Large	4d8+2, AP 20	1	1	800 (100*)	20	Snapfire, Heavy Weapon

* Cost for a single magazine worth of ammo.

Ranged Weapon Upgrades

Type	Damage	Weight	Cost	Notes
High-Quality (ranged weapon)	+1	-1 (min. 1)	x5 (min. 1000)	–
Superior (ranged weapon)	+2	-2 (min. 1)	x25 (min. 5000)	–
Slapper Ammo (slug guns)	+0	–	(x2*)	Non-lethal damage
Vorox Claw Ammo (slug guns)	+1	–	(x2*)	–
Needler Ammo (slug guns)	AP 2	–	(x3*)	–
Blast Capsules Ammo (slug guns)	+2, SP 2	–	(x6*)	–

* Cost for a single magazine worth of ammo

Melee Weapons

Hand Weapons

Type	Damage	Weight	Cost	Notes
Small Shield (Buckler)	Str	4	3	+1 Parry
Medium Shield	Str	6	4	+1 Parry, +2 Armor to ranged shots that hit
Large Shield (Kite, Pavise)	Str	10	15	+2 Parry, +2 Armor to ranged shots that hit
Dagger	Str+d4	1	1	Throw range 3/6/12
Main Gauche	Str+d4	1	5	Increases main-hand weapon Parry by +1
Club	Str+d4	1	–	–
Brass Knuckles	Str+d4	1	3	Considered an unarmed attack
Whip	Str+d4	1	3	Reach 2
Staff	Str+d4	2	–	Parry +1, Reach 1, 2 hands
Rapier	Str+d4	2	10	Parry +1
Suresnake Whip	Str+d4	1	100	Parry -1, Reach 2, +1 attack
Short Sword	Str+d6	2	4	–
Axe	Str+d6	2	5	Throw range 3/6/12
Flail	Str+d6	4	4	Ignores held shield Parry and Cover bonus
Spear	Str+d6	2	1	Parry +1, Reach 1, 2 hands, Throw range 3/6/12
Bayonet	Str+d6	rifle + 1	2	Parry +1, Reach 1, 2 hands
Katana	Str+d6	3	100	+1 damage if wielded in 2 hands
Long Sword	Str+d8	4	15	–
Bastard Sword	Str+d8	4	35	Parry -1, +1 damage if wielded in 2 hands
Glinkesh Sword	Str+d8	4	25	Cost only 10 for Vorox
Great Sword	Str+d10	6	30	Parry -1, 2 hands
Great Axe	Str+d10	7	25	Parry -1, 2 hands

Artifact Hand Weapons

Type	Damage	Weight	Cost	Notes
Wireblade	Str+d4+2, AP 10	2	10,000	Parry +1
Flux Sword	Str+d6+4, AP 2, SP 2	1	15,000	–
Mist Sword	Str+d6+4, AP 2, SP 2	1	30,000	+2 to activate Psi powers involving the sword

Hand Weapon Upgrades

Type	Damage	Weight	Cost	Notes
High-Quality (weapon)	+1	-1 (min. 1)	x5 (min. 100)	–
Superior (weapon)	+2	-2 (min. 1)	x25 (min. 500)	–
Shocker (non-artifact weapon)	+1, AP 2	+1	+30	Requires an action to activate; fusion cell lasts 10 rounds
Vibrating Blade (non-artifact bladed weapon)	+1, SP 2	+1	+100	Requires an action to activate; fusion cell lasts 10 rounds

Equipment

Common Gear

Item	Cost	Notes
Elixir	10	Using elixir requires an action and a Healing check. One dose allows the target to make a single natural healing check at the start of their next turn. Multiple doses don't stack; they must be administered over multiple turns. Elixir can also heal incapacitation, but this takes 10 minutes.
Fusion Cell	20	High-tech energy storage device.
Fusion Cell recharge	5	(Cost to recharge a fusion cell.)
Fusion Torch	5	It's just a flashlight.
Immunization Kit	100	Vigor +2 against the common diseases of one particular planet.
NanoTech MedPac	1000	This can be used to heal an injury. Using the MedPac requires a Healing check (at -2 if the injury is permanent). On a result of 1 or less, you <i>gain</i> an injury! On a raise, the nanites are recovered and the MedPac can be used again. This takes 1 hour.
Squawker	50	A walkie-talkie with a range of 25km and a fusion-cell life of 24 hours.
Tools	10	Required to use Healing, Lockpicking, or Repair skills. (Each must be purchased separately.)
Whisper Pin	100	Concealed squawker with a 5-hour lifespan.

Think Machines

The following are portable think machines. Multiple functions can be combined into one machine (just combine the costs). These functions can access each other (for example, a Mapper/Facial Scanner remembers *where* you saw someone; a Library/Advisor can offer advice on the subject of the library).

Type	Cost	Function
Mapper	700	+2 to checks involving navigation.
Facial Scanner	1500	Remembers faces and information about them.
Hierarchy	1500	Perfect information storage and retrieval.
Library	2000	+2 to one type of Knowledge.
Advisor	3000	AI which offers advice and "wisdom."



Cybernetics

In addition to the firebird cost, cybernetic devices carry a Charisma penalty. Most cybernetics are bulky, noisy, or ugly, leaking strange fluids or otherwise granting an inhuman appearance. The Integrated Cybernetics edge reduces this penalty.

Device	Cost	Cha	Effect
Artificial Organ	1200	+0	One of your internal organs has been replaced with a mechanical substitute. This can cure a permanent injury that had been dealt to that organ.
Cyber Limbs	100 per limb	-1	You have replaced one of your limbs with a machine. The firebird cost is per limb, but the penalty only applies once regardless of how many limbs you have replaced.
Engineer's Eye	1800	-1	You gain infravision, microscopic and telescopic vision. This gives you a net +2 to Notice checks, plus the opportunity to see things others might be unable to.
Ether Ear	1000	-1	You can hear radio signals, and intercept transmissions by using Knowledge (Tech).
Goliath Skin	1000 per bonus	-1 per bonus	Artificial musculature gives you incredible lifting power. You gain a +1, +2, or +3 bonus to Strength, including calculations of melee damage and carrying capacity.
Jonah	750	-1	A harpoon launcher in your forearm can not only shoot people (range 6/12/24, damage 2d6), but also reel them in on a metal cable. Reeling in the cable requires an action and an opposed Strength roll; you pull the victim 3" towards you per success and raise. You can also use the cable-and-winch system to pull yourself up a wall or swing across a chasm or the like, using an unopposed Strength check.
Lithe Wire	1000 per bonus	-1 per bonus	Electronic cabling enhances your nervous system, giving you a +1, +2, or +3 bonus to Agility checks.
Movement Boost	1000	-1	Your legs contain artificial joints and servos for faster speed. Pace +2. Your jumping distances double, and for each raise on a jump check you go a further 2".
Oxy-Lung	4000	+0	You don't need to breathe.
Second Brain	500+	-1	You have an embedded think machine (price not included) inside your skull.
Subdermal Plating	1000 per bonus	-1 per bonus	High-tech materials just under your skin give you a +1, +2, or +3 bonus to armor. This stacks with energy shields but not with other armor.
Synthskin	3500 per bonus	+1 per bonus	Aesthetic restructuring grants you a +1, +2, or +3 bonus to Charisma, instead of the usual penalty most cybernetic devices bear.
Tool Implant	50+	+0	A hidden compartment conceals some sort of tools (price not included).
Viper Sword Arm	1600	+0	You have a concealed telescoping blade in your forearm. It takes an action to extend or retract, and has the stats of a rapier which can't be disarmed.

PSYCHIC POWERS

The power of the mind is a feared and mysterious phenomenon. All psychics must begin with a psychic stigma, a physical deformity or strange trait (such as glowing eyes, six fingers on each hand, two different colored eyes, sparks when you use your powers, or a short tail) that indicates they are psychic.

Psychic Paths

Psychic powers are organized into paths. Each path has a starting power, which you must learn before any other powers. (Two special paths, Visioning and Turning, have additional requirements to learn their powers.)

If you have the starting power for a path, you can spend 1 benny to use a power you don't know from that path, for a single use. The power can't be of a higher rank than you.

Bedlam

Starting Power (Novice):

Prana: You channel energy into your melee attacks. [*smite; self only*]

Novice:

Blur: You become hard to see. [*deflection*]

Confuse: Your opponents stagger about in disarray. [*stun*]

Nerve Burn: You degrade your opponent's nervous system. [*boost/lower trait; lower only*]

Prana Burst: A blast of energy damages your enemies. [*burst*]

Seasoned:

Whirling Dervish: You act with amazing speed and grace. [*quickness; self only*]

Far Hand

Starting Power (Novice):

Lifting Hand: This works just like *telekinesis*, except that you can only lift light objects, with a weight equal to at most your Spirit (or Spirit x5 on a raise). You can't wield weapons or drop things on people with this power. [*telekinesis; lifts 1/10 the normal amount; Power Points: 1*]

Novice:

Force Shield: Deflect attacks against you. [*deflection*]

Throwing Hand: You telekinetically throw small objects at opponents to cause damage. [*bolt*]

Seasoned:

Far Arms: You lift and manipulate objects. [*telekinesis*]

Force Wall: An invisible wall of telekinetic energy. [*barrier*]

Veteran:

Air Stride: You move through the air. [*fly*]

Psyche

Starting Power (Novice):

Mind Sight: You can detect intelligent creatures.

This works just like *detect/conceal arcana*, except that it detects thinking minds instead of supernatural powers, and can penetrate solid barriers. You also learn the emotional state of anyone you detect. Any character who is hiding can attempt to hide their presence or their emotional state from you with an opposed Psi or Smarts check, even if they aren't aware of you and have no psychic ability. [*detect/conceal arcana; Range: Smarts x10*]

Novice:

Brain Blast: You cause a psychic disturbance that incapacitates your foes. [*confusion*]

Mind Search: You can read the thoughts of another creature, against its will. [*mind reading*]

Mind Speech: You can communicate telepathically with any creature you are aware of, exchanging thoughts, images, emotions, and memories. With a single power point and a successful check, you can communicate with a number of targets equal to your Smarts, for up to 10 minutes. Targets can send you thoughts, and you can send them thoughts, until the duration ends or you break contact. Unwilling targets can resist contact by beating your Psi check with a Psi or Spirit check. [*Power Points: 1; Range: Smarts x10; Duration: 10 minutes*]

Veteran:

Puppetry: You control the mind of another. [*puppet*]



Soma

(Powers of the Soma path only target yourself, never another character)

Starting Power (Novice):

Enhance Body: You increase one of your characteristics. [*boost/lower trait*; only boosts Agility, Strength, Vigor, Climbing, or Swimming; self only; *Duration*: 1 minute (1/minute)]

Novice:

Closing: You can survive in harsh conditions. [*environmental protection*; self only]

Hardening: Your skin toughens. This is treated as armor that stacks with energy shields but not with worn armor (use the best armor value). [*armor*; self only]

Long Stride: You move faster than normal. [*speed*; self only]

Recovering: You begin to heal. [*healing*; self only]

Seasoned:

Masking: You change your physical features to resemble another. [*disguise*; self only]

Quickening: You act faster than normal. [*quickness*; self only]

Sixth Sense

Starting Power (Novice):

Sensitivity: Your awareness of your surroundings increases. You don't suffer any Notice penalties for darkness, obscurity, loud noises, and the like. You still can't see through solid objects, hear in a vacuum, smell something odorless, etc. [*dark sight*; also negates penalties for other sorts of concealment; self only]

Novice:

Premonition: You become aware of danger the moment before it occurs. [*deflection*; self only]

Subtle Sight: You can detect psychic auras. [*detect/conceal arcana*; detection only]

Seasoned:

Far Sight: You can project your senses remotely, listening and hearing as though you were present somewhere else. Make a Psi check to sense an area you are familiar with, like your own home. If you're not very familiar with the area, but have been there before or studied it or are in communication with someone who is there, you take a -2 penalty on the check. If you have no information about the area but suspect it exists (e.g., "There must be a room beyond that wall" or "The kidnapper must have hidden her nearby"), you take a -4 penalty. You can only observe one area at a time, and can't see your own surroundings while observing someplace else. If the area you are scrying upon is dark or foggy, your vision is restricted as normal. You can activate sensory powers through *far sight* as though you were present in the other location. A character in the area can use *subtle sight* to detect your spying. [*Power Points*: 5; *Range*: Special; *Duration*: 3 (1/round)]

Heroic:

Omen: You can get glimpses of the future. [*divination*]

Vis Craft

Starting Power (Novice):

Vis Eye: You can sense, or hide, the flow of energy around you. This works like Detect/Conceal Arcana, except that it detects items using electrical, chemical, or heat energy (but not living organisms), and can penetrate solid barriers. [*detect/conceal arcana*; *Range*: Smarts x10]

Novice:

Vis Bolt: You hurl a bolt of flame at an opponent. [bolt]

Vis Flow: You can transfer energy from one device to another, recharging dead batteries and temporarily boosting a device's energy output. In general this can increase or decrease the damage die size of an energy weapon, or affects the trait of a person using the device. For example, draining a think machine reduces the Knowledge (Tech) checks of anyone using it. [boost/lower trait; powered devices only; with a single activation, you can simultaneously lower one device and boost another; lowering is opposed by the Repair check of the person using the device, or who created it]

Vis Shield: You project an energy shield. This doesn't stack with a worn energy shield, but stacks with all forms of armor. [armor]

Vis Shock: You channel electrical energy into a melee weapon. [smite; self only]

Seasoned:

Vis Storm: A swirling vortex of heat and electricity damages enemies. [blast]

Visioning

A character who scrutinizes one of your illusions can see past it. This requires an action and a Smarts check opposed by your Psi check. Powers that work this way are marked "illusory."

Starting Power (Seasoned; requires Sensitivity and Mind Sight):

False Sensation: You create a simple illusion, including visual, auditory, and tactile elements. The exact effect is up to you, but it can't replicate the effect of any other power. What it can do is give a bonus to your Persuasion checks and your Smarts tricks (+2 to both, or +4 on a raise) provided the illusion is somehow related. The illusion can be any size you like, although anyone who pierces part of the illusion pierces all of it, and you can't block passage or line of sight (that requires the *false objects* power). You also can't make anything invisible or silent – you can create or alter sensations, not eliminate them. [boost/lower trait; Persuasion and Smarts trick bonus only; *Duration:* 1 minute (1/minute); self only, illusory]

Seasoned:

False Creatures: You conjure lifelike, animated creatures or people. These can't affect the physical world directly or cause any real damage, although their attacks can Shaken characters who aren't aware of the illusion. [summon ally; illusory]

False Face: You disguise your own features, and those of others, via an illusion. [disguise; illusory]

False Objects: An illusionary wall or other object, which blocks sight and passage. This works just like the *barrier* power, except that you can't climb over it. Someone who pierces the illusion can pass through the wall freely. [barrier; illusory]

False Scenery: You create illusionary terrain that block sight, such as thick foliage, fog, darkness, or even a crowd of people. The practical effect is that no one can see in, out, or through the area. [obscure; illusory]

False World: You completely control a single target's senses, allowing you to manipulate their actions. [puppet; illusory]

Turning

Starting Power (Seasoned; requires Sensitivity and Vis Eye):

Veil: You disguise supernatural auras. [detect/conceal *arcana*; conceal only]

Seasoned:

Cloaking: You become hidden from sight. [invisibility; self only]

Diffusion: You create a psychic disturbance that scatters wyrd energy, canceling supernatural effects. [dispel]

Refraction: Occult powers "bounce" off of you. This works just like deflection, but applies to any Psi or Theurgy rolls made to attack you. [deflection; applies penalty to hostile occult powers which target you]

Veteran:

Redirection: You can reflect a supernatural power towards a different target. This works like the active use of *dispel*, except the power is not canceled, but rather deflected at another target of your choice. The power's other parameters are unchanged, as though the original user had chosen your target. [dispel; reflects powers as they are being used]

Urge

Everyone has two sides to their personality – the person they want to be, and their shadow, representing all of the dark desires and base emotions that they must keep under control. For a psychic, these suppressed personality traits may begin to emerge as a Doppelganger, or Dark Twin. You may find yourself saying things you don't mean, or even using your powers against your allies...

Urge Rating

Your Urge rating starts at 0 (except for Ukar, who start at 1).

Each time you commit some horrible act, you must make Spirit check. You get a -2 or -4 penalty on the check for particularly horrible acts (murder, rape, torture). On a failure, increase your Urge rating by 1. If your total is 1 or less, increase your Urge rating by 2!

You also gain 1 point of Urge by critically failing a Psi roll.

Various types of therapy can reduce the Urge, but each typically works only once.

If your Urge rating ever reaches 10, your Urge can create a Dark Twin. This reduces your Urge all the way down to 0, but may cause other problems for you...

Awakening the Urge

Each time you roll a 1 on your Psi die – regardless of your wild die – your Urge awakens, and can take 1 action per point of your Urge rating. On a critical failure, you also increase your Urge rating by 1 (this takes effect immediately, so your Urge gets the extra action right away).

The Urge can make you do anything you are capable of, except suicidal actions, and knows everything you know. You can take actions as well, although you suffer a multi-action penalty unless the Urge is taking a free action. The Urge doesn't need to take its actions right away, and can save them up indefinitely. The Urge can act normally when you are shaken (although this costs it actions).

Giving In to the Dark Side

When you make a Psi check, you can get a bonus equal to $\frac{1}{2}$ your Urge rating. However, this awakens your Urge automatically. Actually rolling a 1 on the Psi die is treated as a critical failure!

THEURGY

Not only is God real, He grants His faithful followers awesome supernatural powers. All theurges must begin play with a theurgic stigma, a physical deformity (such as crying blood, fast-growing hair, bleeding scars, or a jumpgate birthmark) which indicates your holy powers.

Theurgic Rites

Theurgic rites are organized by sect, and learning a power from a different sect requires you to be one rank higher than normal. For example, if an Eskatonic priest wanted to learn an Orthodox ritual of Novice rank, he would need to wait until he was Seasoned. Unordained characters who know theurgy are not considered part of any sect, and so must wait until one rank later to learn any ritual other than church rituals. You can learn the powers in any order; you don't need to learn a starting power first.

All theurgic rites require gestures and speech (liturgy). The power point cost of performing a ritual increases by 1 if you are bound or gagged (2 for both).

Church Rituals

Every character with theurgy has access to these rituals.

Novice:

The Laying On of Hands: You can heal the wounded with a touch. [*healing*, SWD p.114]

The Prophet's Censure: Your condemnation hinders your enemies. [*boost/lower trait*; lower only]

The Prophet's Holy Blessing: Your prayers can aid your allies in their tasks. [*boost/lower trait*; boost only]

Shield of Faith: You are mystically protected from harm. This counts as an energy shield, but does not stack with worn armor or energy shields. [*armor*; self only]

The Tongues of Babel: You can speak and read other languages. [*speak language*]

Seasoned:

The Righteous Assigation of Penance: You can lower a character's Urge or Hubris by 1 rank. However, this comes with a price. The Game Master must come up with an appropriate quest or restriction for the character. If the character violates the restriction or fails to complete the quest, the Urge or Hubris comes back.



Alternately, this power can be used to negate a Hindrance, provided the character has enough advancement points to buy off the Hindrance. [*boost/lower trait*, SWD p.110; only lowers Urge or Hubris and is opposed by Urge or Hubris; *Duration*: Permanent]

Veteran:

Commandment: In the name of the Pancreator, you force the target to take a single action. [*puppet*, SWD p.115; only a single command may be issued per casting]

Orthodox Rituals

Novice:

Armor of the Pancreator: The target is mystically protected from harm. This counts as an energy shield, and stacks with worn armor but not with energy shields (thus making it strictly better than *shield of faith*). [*armor*]

Congregation: You can communicate telepathically with other intelligent creatures. [*mind speech*; see "Psyche," above]

Exorcism: This power can be used to cancel demonic, psychic, or alien possession. [*banish*, SWD p.109]

Faithful Heart: The target is protected from occult powers. This works like Deflection, except it applies to occult powers used against the target. [*deflection*; applies penalty to hostile occult powers which target you]

Empyrean Glow: You create a glowing orb of light. This dazzling light can even be made bright enough to obscure all vision in an area. [*light/obscure*]

Seasoned:

Conflagration: Holy fire covers an area, damaging enemies. [*blast*]

Sanctuary: Enemies cannot reach you or your allies, protected by an invisible wall. [*barrier*; creates four times as many sections, but they must form a perimeter around you]

Brother Battle Rituals

Novice:

Armor of the Pancreator: The target is mystically protected from harm. This counts as an energy shield, and stacks with worn armor but not with energy shields (thus making it strictly better than



shield of faith). [*armor*]

Fearsome Majesty: You strike fear into the hearts of your foes. [*fear*]

Smiting Hand: You channel the Holy Flame through your melee attacks. [*smite*; self only]

Soul's Vessel: You increase your physical capabilities. [*boost/lower trait*; only boosts Agility, Strength, Vigor, Climbing, and Swimming; self only; *Duration*: 1 minute (1/minute)]

Seasoned:

Righteous Fervor: You can act and attack much faster than normal. [*quickness*]

Eskatonic Order Rituals

Novice:

All-Seeing Eye: You can sense a remote location, like a use of *far sight*. [*far sight*; see "Sixth Sense," above]

Rending the Veil of Unreason: You can sense the presence of intelligent creatures, like a use of *mind sight*, except that instead of sensing their present emotional state, you sense their main personality traits. [*mind sight*; see "Psyche," above]

Second Sight: You can sense supernatural auras. [*detect/conceal arcana*; detect only]

Seasoned:

Dispel: You cancel the use of an occult power. [*dispel*]

Heroic:

Divine Revelation: A prayer for guidance regarding a specific dilemma. [*divination*]

Temple Avesti Rituals

Novice:

Fault of the Soulless: You cause technology to fail, inflicting damage on devices, robots, and vehicles. [*bolt*, SWD p.110; only against electronics; deals 2d8 damage on up to 3 targets, or 3d8 for one target; *Range*: Smarts x2]

Fearsome Majesty: You strike fear into the hearts of your foes. [*fear*]

Scent of Evil: You can sense evil or unholy creatures, artifacts, and effects, similar to the way *detect/conceal arcana* can detect supernatural effects. [*detect/conceal arcana*; only detects evil or unholy presences]

Torchbearing: You create and control fire; you can even hurl it at your enemies. [*elemental manipulation (fire)*; can also be used as a single 2d6-damage bolt]

Tortures of the Damned: You fill your enemies' minds with visions of hell. [*stun*; but resisted by a Spirit check instead of a Vigor check]

Seasoned:

Conflagration: Holy fire covers an area, damaging enemies. [*blast*]

Sanctuary Aeon Rituals

Novice:

Calming: This power calms the angry, making it harder to perform aggressive actions. [*boost/lower trait*; only lowers Fighting, Intimidation, Shooting, and Taunt, but lowers all four at once for the price of one]

Cleanse: You can purify water and poisons, and even extract pure water from the air. This can even cleanse a living creature, removing fatigue. [*elemental manipulation (water)* or *succor*]

Faithful Heart: The target is protected from occult powers. This works like Deflection, except it applies to occult powers used against the target. [*deflection*; applies penalty to hostile occult powers which target you]

Hearth: The target is protected from hostile environments. [*environmental protection*]

Knowing Heart: You can detect other intelligent beings and learn their emotional state. [*mind sight*; see "Psyche," above]

Seasoned:

Sanctuary: Enemies cannot reach you or your allies, protected by an invisible wall. [*barrier*; creates four times as many sections, but they must form a perimeter around you]

Veteran:

Healing Hand of Saint Amalthea: You can heal terrible wounds and diseases, even after the golden hour. You can even revive the recently deceased. Using the rite in this way takes a single action, costs 20pp, and carries a -2 penalty per round that the victim has been dead (so there is no penalty if the victim died on the current round). [*greater healing*]

Hubris

The power to wield miracles should not be used lightly, lest pride consume the unwary. As the universe rejects your lack of humility, your body becomes corrupt and twisted, and fate frowns on you and your allies.

Hubris Rating

Your Hubris rating starts at 0.

Each time you commit some horrible act, you must make Spirit check. You get a -2 or -4 penalty on the check for particularly horrible acts (murder, rape, heresy, excommunication). On a failure, increase your Hubris rating by 1. If your total is 1 or less, increase your Hubris rating by 2!

You also gain 1 point of Hubris by critically failing a Hubris roll.

Various types of penitence can reduce Hubris, but each typically works only once.

Effects of Hubris

Each time you roll a 1 on your Theurgy die – regardless of your wild die – the mystical energies you wield backfire. The GM immediately gets 1 benny per point of your Hubris rating to spend on behalf of your opponents. On a critical failure, you also increase your Hubris rating by 1 (this takes effect immediately, so your opponents get the extra benny right away).

Hubris also has a constant effect. The blemishes and physical deformities impose a Charisma penalty. Hubris also stunts growth and healing of living things around you, imposing a penalty on checks made to recover from wounds or disease. In both cases, the penalty is equal to your ½ your Hubris (round down).

If your Hubris reaches 10, a far worse effect occurs: all living creatures within 1000 kilometers of you contract a terrible wasting disease, becoming Exhausted and then dying in 2d4 days. Any increase to your Hubris rating increases the radius by 1000km. This disease is not contagious, but it can't be cured except by Theurgy. Wild Cards are entitled to a Vigor check to avoid this fate, although they become Fatigued for 2d4 days unless they succeed with a raise.

Giving In to Corruption

When you make a Theurgy check, you can get a bonus equal to ½ your Hubris rating. However, this causes a backfire effect automatically (your opponents gain 1 benny per point of Hubris). Actually rolling a 1 on the Theurgy die is treated as a critical failure!

STARSHIPS

Ship Stats

Class	Tough (Shields)	Speed (AUs/day)	Land	Guns	Crew (Pass)	Cargo, tons	Cost (Maintenance)
Shuttle	16 (2)	4% (7)	Yes	2	1 (5)	10	10,000 (100)
Frigate	20 (4)	8% (14)	Yes	4	3 (10)	4,000	40,000 (400)
Lander	22 (4)	6% (10)	Yes	6	5 (20)	8,000	80,000 (800)
Cruiser	24 (6)	8% (14)	No	8	9 (30)	12,000	240,000 (2400)
Freighter	22 (4)	4% (7)	No	4	5 (60)	300,000	180,000 (1800)
Dreadnaught	28 (8)	6% (10)	No	15	20 (60)	50,000	500,000 (5000)

Class: The general size and shape of the ship determines its typical function and base stats. For carriers and luxury liners, both of which are fairly rare, use the Freighter-class stats but with double the crew, cost, and maintenance cost.

Toughness: All ships have Heavy Armor.

Speed: Speed is the maximum speed at full thrust, as a percentage of *c*. The parenthetical number is the number of Astronomical Units (AUs) the ship travels in 24 hours. Most jumpgates are about 70 AUs out.

Land: Whether or not the ship is capable of landing and taking off again. For this, the ship needs to be able to fly in the lower atmosphere, reduce its speed gradually, and then reaching escape velocity from a planet's gravity well. This is prohibitively difficult for larger ships, which must stay in orbit.

Guns: How many weapons the ship can carry, barring upgrades. Weapons must be purchased separately.

Crew: How many crew members are required for proper operation. All ships need at least 1 pilot. Remaining crew include at least 1 engineer, plus sensor operators, navigators, copilots, bridge crew, and more engineers. If a ship is short-staffed, all ship operations take a -1 penalty for every missing crew member. Skilled crew can double-up for a time by making a check with a multi-action penalty for each additional crew position they are manning.

The parenthetical number is the amount of passengers that can be transported comfortably. Additional passenger space can be converted from cargo space (1 passenger per 10 tons converted).

Sensors: Although not listed on the table, all ships have sensors. Using these is a Knowledge (Tech) roll. They are used primarily to spot enemy ships in combat, but can also scan ships. On a success, you get a basic idea of the ship (its class and how many weapons it has). On a raise, you know all of the enemy ship's stats. Sorry, but you can't scan for "life signs;" such a technology does not exist.

Cost and Maintenance: The base cost of the ship (not including weapons or upgrades). In addition, each month you must pay the maintenance cost listed. This covers fuel, replacement parts, routine maintenance, life support, and supplies (including food and water). Maintenance cost is not increased by upgrades.

If you fail to pay, the ship becomes unmaintained. Each time you fly it, the engineers must make a Repair check or the ship takes a wound. For each additional month, this Repair check suffers a cumulative -1 penalty.

Additionally, unmaintained ships can't be repaired, and are assumed to be out of indirect fire ammo.

Ship Upgrades

Gun Mounts	Cost	Notes
Gun Mounts +1	10,000	
Gun Mounts +2	20,000	
Gun Mounts +3	40,000	
Gun Mounts +4	80,000	
Probes	Cost	Notes
Probe, single-use	50	Robotic chemical/material/biological sensors. Range 10 AU.
Probe, returning	200	Robotic chemical/material/biological sensors. Range 10 AU.
Sensors	Cost	Notes
Sensors +1	1,000	Bonus to Knowledge (Tech) skill rolls to operate sensors.
Sensors +2	2,000	Bonus to Knowledge (Tech) skill rolls to operate sensors.
Sensors +3	4,000	Bonus to Knowledge (Tech) skill rolls to operate sensors.
Sensors +4	8,000	Bonus to Knowledge (Tech) skill rolls to operate sensors.
Shields	Cost	Notes
Shields +1	10,000	Max speed +1% (max 8%)
Shields +2	20,000	Max speed +2% (max 8%)
Shields +3	40,000	Max speed +3% (max 8%)
Shields +4	80,000	Max speed +4% (max 8%)
Think Machine	Cost	Notes
Gunnery d4	3,000	Fires turret guns automatically. Fills gunner crew slot.
Gunnery d6	6,000	Fires turret guns automatically. Fills gunner crew slot.
Engineering d4	4,000	Makes Repair checks. Fills engineer or assistant engineer crew slot.
Engineering d6	8,000	Makes Repair checks. Fills engineer or assistant engineer crew slot.
Navigation d4	3,000	Makes Knowledge (Known Worlds) checks about jumproutes. Fills navigator crew slot.
Navigation d6	6,000	Makes Knowledge (Known Worlds) checks about jumproutes. Fills navigator crew slot.
Piloting d4	5,000	Flies the ship on autopilot. Fills pilot or copilot crew slot.
Piloting d6	10,000	Flies the ship on autopilot. Fills pilot or copilot crew slot.

Cost: When improving an upgrade, pay only the difference. For example, if you have Shields +1 and want to upgrade to Shields +3 it would cost 30,000 firebirds. Upgrades do NOT affect the ship's monthly maintenance cost.

Installation: Installing or improving an upgrade takes 6 hours and a Repair check.

Think Machines: Treat as Extras. In combat, they can be damaged as "crew" if your ship suffers a Critical Hit (below); assume their Toughness is equal to their skill die size.

Ship Weapons

All ship weapons are considered Heavy Weapons. Armor Piercing has no effect on ship exteriors (the ships' Toughness is based largely on size and structure), but is provided in case ships fire on other vehicles or characters.

Type	Ranges	Damage	RoF	Cost (per)	Notes
Slug Gun	0/-2/-4	3d10 AP 4	1	3000	
Gatling Laser	0/-/-	2d6 AP 2	1-3	3000	Can fire upon marines
Laser	0/-1/-2	3d6 AP 4 SP 2	1-2	3000	
Blaster	0/-3/-6	3d8 SP 4	1	3000	
Heavy Meson Canon	0/-2/-4	3d20 SP 10	1	20,000	Takes up 10 gun mounts; is always a fixed gun
EM Pulse Gun	0/-3/-6	–	1	3000	Reduces target shields by 4 for 1 turn. Multiple hits stack.
Gremlin Gun	0/-3/-6	3d12+4	1	3000	Can't wound; can only Shaken. -2 to recover from Shaken.
Grappling Gun	0/-/-	–	1-2	1000	Pulls ship to boarding range
Boarding Tube	0/-/-	–	1	1000	Can only be used on a grappled ship; see "Boarding," below
Rocket	-/-1/-2	4d6 SP 12	1-2	2000 (200)	Indirect fire (evasion -0)
Missile	-/-2/-4	4d8 SP 12	1	3000 (300)	Indirect fire (evasion -2)
Torpedo	-/-3/-6	4d10 SP 12	1	4000 (400)	Indirect fire (evasion -4)

Ranges: Due to the abstract nature of the chase rules, range is based on card draw rather than distance. So instead of distance-based weapon ranges, each weapon suffers penalties at short, medium, and long range. A dash ("–") indicates that the weapon can't fire at that range.

Fixed Mounts vs. Turrets: When a gun is mounted, it must be either fixed mount or a turret. A turret is manned by a gunner, while a fixed mount gun is fired by the pilot. The pilot can fire multiple fixed guns with a multi-action penalty.

Cost: The parenthetical number is the cost per shot. If a ship's maintenance cost is paid, then as an abstraction, you can pay the cost for ammo when you fire the weapon. If a ship is unmaintained, it has no ammo unless you buy individual units while in port.

Indirect Fire and Evasion: For indirect fire weapons, use the Missile rules (SWD p.51). When making a Piloting check to evade the incoming missile, instead of a flat -4 penalty, the penalty varies per projectile type. The target ship can also attempt to shoot down incoming ordinance; the evasion penalty applies to this Shooting roll as well.

Starship Combat

Starships travel incredibly fast. If ships fly past each other at a mere 1% of the speed of light, their occupants won't even *see* each other, let alone be able to shoot!

However, the ship's *acceleration* is not great. It may take a ship *days* to achieve top speed. The travel time rules gloss over this, but it has a practical application in combat. If two ships can match velocity – one pulling alongside the other – they can exchange weapons fire, since they won't be moving that fast relative to each other.

Consequently, the early part of any space battle is a *pursuit*. Once the attacking ship matches velocity with the defender, the battle moves to *intercept*.

Pursuit

The two ships are still millions of miles apart, so they can't fire on one another. Run this as a Dramatic Task, but instead of making a check with a penalty, each side makes opposed Pilot checks.

- **Time:** Each round takes 6 hours to resolve! During this time, you can transmit messages to the other ship, but there's no guarantee they will

listen. Due to the time-lag, you can't really hold a proper conversation.

- **Speed Modifier:** Ships get a modifier based on their speed. +0 for travelling 6% of the speed of light, and ± 1 for each percentage point different (so +1 for 7%, -1 for 5%, etc.).
- **Surprise Round:** On the very first round of pursuit, the opposed check is different. The pursuer rolls the lower of Piloting or Stealth, and the defender rolls their Knowledge (Tech), modified by sensor bonus. Speed modifier does not apply.
- **Intercept / Break Away:** The goal is to be the first one to reach 5 successes and/or raises. If the attacker gets to 5 first, then the battle moves to intercept scale (below). If the defender gets to 5 first, then they break away; the attacker loses the pursuit and has no chance to intercept unless the defender changes course for some reason.
- **Evasive Maneuvers:** The lead ship can attempt to steer the chase through obstacles (space debris, asteroid fields, inconvenient gravity wells, etc.), if any are nearby. Both ships' Piloting checks are made at -2, and if either fails the check (does not hit the standard TN of 4) they suffer 4d6 damage. The ship in pursuit can choose to go "the long way around" the obstacle instead, taking a -4 penalty but risking no damage on a failure.
- **Crew:** Engineers, navigators, sensor operators and the like may be able to assist in the Dramatic Task using a cooperative roll.

Intercept

When two ships have velocity matched, they can exchange fire. Use the normal SWD chase rules. The battle lasts for 10 rounds. After that time, the combat returns to pursuit scale, unless the ships are grappled together. Skip the surprise round during the new pursuit.

Boarding

The ultimate goal of most space combat is to board the enemy ship and take it over. First, you must grapple the enemy ship (or they must grapple you) with a grappling gun. You may then send over marines, or use a boarding tube.

Marines: These brave men and women in space suits launch themselves at the enemy ship along grapple-lines. This requires an action and an Agility check; on a failure, they have to try again. Once attached to the other ship's hull, they can use cutting lasers and a Repair check to open a hole in the ship (also an action). Marines can usually cut the hole into

an airlock or bulkhead to prevent massive and inconvenient depressurization.

Boarding Tube: This pressurized tube connects with a porthole on the grappled ship, allowing a boarding party to simply walk on board. Extending the tube requires a total of 3 successes and raises on a Knowledge (Tech) check, so it may take a few actions.

Collateral Damage: When you fire any sort of gun inside of a ship – blaster, laser, slug gun, whatever – and miss, you always hit the ship itself! Worse, the interior of the ship is *not* considered to have Heavy Armor or shields. For this reason, most boarding parties prefer to use melee weapons.

Damage

Ship combat in *Fading Suns* isn't about blowing up the enemy ship – ships are too valuable for that, and too sturdy. Instead, it's about blasting enough holes in the enemy ship to make their life miserable (or in the case of a ship full of PCs, "interesting"). So the damage system works slightly differently, and revolves more around critical hit effects than about simply piling on wounds and forcing incapacitation checks.

All ships are considered to have Heavy Armor.

Shaken: If damage exceeds a ship's Toughness, the ship becomes Shaken. (A ship that is already Shaken takes a wound instead.)

When a ship is Shaken, the pilot takes a -2 penalty on Piloting checks and all gunners take a -2 penalty on Shooting checks.

This condition lasts until an engineer can succeed on a Repair check. Making this check is an action done at the start of the ship's turn. On a success, the Shaken condition goes away at the end of the ship's turn; on a raise, it goes away immediately.

Wounds: Each raise on a damage roll results in a wound. A success (with no raise) against a Shaken ship also results in a wound.

Each wound imposes a -1 penalty on all checks to operate the ship or its systems, including Piloting checks to fly, Shooting checks to fire guns, Knowledge (Tech) checks to use sensors, or Repair checks to recover from Shaken.

Each time a ship takes a wound, also roll on the Critical Hits table. The system damage effect lasts until the wound that caused it is repaired. If you get an invalid result on the critical hit table, re-roll with a cumulative +1 bonus on the re-roll.

Unlike characters, there is no limit to the number of wounds a ship can take.

Crew Damage: Whenever your ship suffers a critical hit, one or more crew members may also take 2d6 damage, according to the Critical Hits table.

Repairs

If your ship's maintenance is paid up, then you can assume it has spare parts on board. You can attempt to repair wounds mid-flight. Otherwise, you must find some other way to scavenge or steal replacement parts for your ship.

Repairing a ship takes 6 hours per wound it is suffering. At the end of this time, make a Repair check, without any wound penalty. For each success

and raise, one wound (your choice) is repaired, along with its critical hit effect.

Jury-Rigging: A ship's engineer can patch over a wound in the middle of a fight, with a single action! This takes a Repair check, minus the ship's wounds.

- On a success, the wound remains, but you can re-roll the critical hit effect! On this re-roll, don't subtract the ship's wounds from the roll. Essentially, you have fixed one ship system by cannibalizing another.
- On a raise, the wound wasn't that bad after all, and is completely repaired.
- If you fail with a total result of 1 or less, your ship suffers an additional wound!

Critical Hits

2d6 - wounds	System Damaged	2d6 Damage to...
10+	Interior Electronics: The lights go out, the intercom goes silent, the coffee machine stops working, etc. If the ship has some important cargo that requires power, it may lose power (GM's discretion).	1 random passenger
9	Communications: Your ship can only send and receive distress signals, hailing signals, and simple positional data. If you get this result a second time, your ship's communications systems don't work at all. In space, no one can hear you scream.	1 bridge crew
8	Sensors: You can't operate your sensors. You effectively can't detect any ship that you're not already in combat with, and you can't scan anything.	1 bridge crew
7	Artificial Gravity: The interior becomes a zero-G zone, with all the associated penalties. A crew member who is strapped into a chair doesn't suffer any penalties to actions they can activate from their console (like piloting, firing guns, operating the computer, etc.).	Pilot
6	Jump Drive: Your ship can't make jumps through a jumpgate.	1 engineer
5	Weapon: A random weapon is disabled. You can get this result multiple times, each time affecting a different weapon.	Weapon's gunner
4	Shields: The ship loses all shields.	1 bridge crew
3	Main Thrusters: Your top speed is reduced by half. If you get this result a second time, your main engines are disabled. (You can still use maneuvering thrusters to make maneuvering checks, although your reduced top speed will probably put you at a penalty.)	1d4 engineers
2	Power: The first time you get this result, your ship switches to auxiliary power, which lasts about 6 hours. The second time you get this result, you are out of juice. Every on-board system shuts down, including engines, weapons, shields, life support, communications... Your ship is now a ship-shaped chunk of metal drifting through space at a significant fraction of the speed of light. Good luck.	1d4 passengers
1	Hull: Air is leaking out of a gaping hole in the hull; you have about 1 minute until you start asphyxiating. If you get this result a second time, your ship now looks like Swiss cheese as all the air on board immediately vents into space; you have 1 round until you start asphyxiating.	1d6 crew members or passengers
0 or less	Reactor core rupture: At the end of the next turn, the ship explodes in a ball of white-hot plasma. This would be a great time for the ship's engineer to attempt to jury-rig a repair. It would be a really great time for everyone else on the ship to load into escape pods.	No one (you are in enough trouble already)

NPCs

☼ Alien, Behemoth

Agility d6, **Smarts** d4(A), **Spirit** d8, **Strength** d12+8, **Vigor** d12

Infravision Halve penalties for darkness

Combat Reflexes +2 to recover from Shaken

Skills Notice d6+2, Survival d8

Pace 6", run +1d10"; Climbing d8 (10"), Swimming d10 (5"); some may have Burrow 12", Swim 10", or Wall-Walker

Parry 7; **Toughness** 20 shaken, 24/28/32 wounded

Huge attackers get +4 bonus

Hardy a second Shaken result does not cause a wound

Immunity Aliens are often immune to fire, heat, cold, poison, pressure, vacuum, and/or suffocation

Size +8 **Toughness** +8

Tough Hide armor 4 torso, arms, legs, head

Fighting d10-4

Claws/Teeth/Spines d12+d8+8; reach 3"

Improved Frenzy 2 attacks with 1 Wild Die

Tail/Tentacle Sweep The behemoth can make a single melee attack against all creatures within its reach

Improved Grab When some behemoths hit with a raise, they can automatically grapple the target. The behemoth can only have one grabbed victim at a time, but can continue to make melee attacks against other targets while grappling.

Crush Some behemoths can leap up to 1d6" and land on their victims. Targets can make an Agility check at -2 to avoid this area effect. Those who fail take d12+8 damage and are pinned under the creature. Treat this as a grapple that ends if the behemoth takes any action other than maintaining the grapple and damaging its victims.

Projectiles Some behemoths can spew acid, poison gas, or sharp spines in a cone template; targets can make an Agility check at -2 to avoid this area effect or else suffer 2d10 damage.

Gear Remains of previous adventurers.

Any of a number of horrifyingly massive creatures can use these stats with minor modifications.

Alien, Predator

Agility d10, **Smarts** d6(A), **Spirit** d6, **Strength** d12, **Vigor** d8

Infravision Halve penalties for darkness

Skills Notice d8+2, Stealth d6+2, Survival d8+2, Tracking d6+2

Pace 8", run +1d8"; Climbing d6 (6"), Swimming d8 (4"); some predators may have Burrow 12", Swim 8", or Wall-Walker

Parry 6; **Toughness** 6 shaken, 10 wounded

Immunity Aliens are often immune to fire, heat, cold, poison, pressure, vacuum, and/or suffocation

Fighting d8

Claws/Fangs/Tendrils d12+d6

Pounce Some alien predators can leap up to 1d6" and execute a special variation on Wild Attack which grants them +4 to attack and damage and -2 to Parry

Shooting d8

Spines/Acid 2d8 AP 2; range 5/10/20

Gear Bones and exoskeletons of previous prey.

Deadly, nimble aliens that hunt in packs or lurk in the darkness.



Assassin

Agility d10, **Smarts** d8, **Spirit** d6, **Strength** d6, **Vigor** d8

Combat Reflexes +2 to recover from Shaken

Acrobatic +2 to acrobatic Agility checks

Chameleon Stealth +2 when not moving

Eyestalks Peek around corners up to 1" away

Infravision Halve darkness penalties, +2 to Tracking targets within 5 minutes

Theif Stealth +2 in an urban environment

Skills Lockpicking d6+2, Notice d8, Stealth d10+2,

Streetwise d6 Tracking d8

Pace 6", run +1d6"; Climbing d6+2 (3"), Swimming d4 (2")

Parry 7; **Toughness** 8 shaken, 12/16/20 wounded

Improved Dodge Ranged attackers are at -2

Acrobatic Parry +1

Stiffsynth armor 2 torso, arms, legs

Fighting d8

High-Quality Vibrating Dagger d6+d4+2 SP 2; throw range 3/6/12

Improved Frenzy 2 attacks with 1 wild die

Assassin +2 damage when hidden

Poisoned Blade The dagger has one dose of poison. The first time it strikes flesh (causes a wound) the victim must make a Vigor roll at -2 on their next action. They become Exhausted on a failure, or merely Fatigued on a raise.

Shooting d8+2

High-Quality Laser Sniper Rifle 2d6+2 AP 4; range 60/120/240, snapfire, heavy weapon, scatter

Marksman Aim (+2) when not moving

Gear Elixir x1, climbing gear, lockpicks, several dozen firebirds, a picture of the target.

A black-clad assassin, lithe and deadly, bearing secret genetic mutations.

Avestite Zealot

Agility d6, **Smarts** d4, **Spirit** d10, **Strength** d6, **Vigor** d8

Illiterate Avestite monks can't read or do arithmetic

Skills Knowledge (Occult) d4, Notice d6

Pace 6", run +1d6"; Climbing d6 (3")

Parry 5; **Toughness** 8 shaken, 12 wounded

Chain shirt armor 2 torso

Fighting d6

Axe 2d6; throw range 3/6/12

Shooting d8

Flamegun 2d10 AP 10 SP 2; cone

Gear Concealing robes, Omega Gospels.

Fanatical monks of Temple Avesti seeking to punish evil.

Barbarian Warrior

Agility d8, **Smarts** d8, **Spirit** d8, **Strength** d12, **Vigor** d10

Combat Reflexes +2 to recover from Shaken

Skills Intimidation d10, Notice d8+2, Survival d8

Pace 6", run +1d6"; Climbing d8 (6"), Swimming d6 (3")

Parry 7; **Toughness** 14 shaken, 18/22/26 wounded

Berserk When wounded, +2 to Fighting, Strength, and

Toughness; -2 to Parry; can't use Shooting

Greataxe Parry -1

Chainmail armor 2 torso, arms, legs

Battle Shield energy shield 4

Brawny Size +1

Fighting d12

Superior Shock Greataxe d12+d10+2 AP 2

Improved Sweep Attack all adjacent creatures at once

Shooting d8+2

Blaster Shotgun Greataxe 3d8+2 AP 1 SP 2; range 6/12/24

Gear Elixir x2; precious gems and metals; stolen technology; starship.

A fearsome Vuldrok berserker, carrying a combination axe/blaster.

Brother Battle

Agility d8, **Smarts** d6, **Spirit** d10, **Strength** d12, **Vigor** d10

Combat Reflexes +2 to recover from Shaken

Skills Knowledge (Known Worlds: the Church +2) d6,

Knowledge (Battle: Fighting Styles +2) d6, Notice d8

Pace 8", run +1d6"; Climb d6 (6"), Swim d6

Parry 9; **Toughness** 14 shaken, 18/22/26 wounded

Improved First Strike Free attack against any enemy who draws adjacent

Kite Shield Parry +2 or +2 armor to ranged attacks

Adept Robes armor 6

Brawny Size +1

Fighting d10

Flux Sword d12+d6+4 AP 2 SP 2

Martial Artist d12+d4

Improved Sweep Single attack roll against all adjacent creatures

Two-Fisted, Ambidexterity Attack with 2 limbs at no penalty

Shooting d8

Blaster Pistol 2d8 AP1 SP2; range 12/24/48, double tap

Theurgy d8; **Power Points** 15; **Hubris** 0

Armor of the Pancreator • 2pp, range touch, duration 3 (1/round)

Energy shield +2, or +4 on a raise. [*armor*, SWD p.109]

Fearsome Majesty • 2pp, range 12", Large Burst Template
Targets must make a fear check, at -2 on a raise. Extras are panicked, Wild Cards roll on the Fear table. [*fear*, SWD p.113]

Righteous Fervor • 4pp, range self, duration 3 (2/round)

Take two turns each round. On a raise, re-draw cards less than 8. [*quickness*, SWD p.115]

The Laying On of Hands • 3pp, range touch

Heals one wound on a success, two on a raise. The target's wounds apply as a penalty on the check. [*healing*, SWD p.114]

Gear Elixir x3, a few talons, jump gate symbol, *Omega* Gospels.

A monk of the Brother Battle: pious, highly-trained, and terrifying.

Commoner

Agility d6, **Smarts** d6, **Spirit** d6, **Strength** d6, **Vigor** d6

Skills Knowledge (Known Worlds; home world +4) d4,

Notice d6, Persuasion d4, Streetwise d4, Survival d4

Profession d8+2 for all skills relevant to their profession

Pace 6", run +1d6"

Parry 4; **Toughness** 5 shaken, 9 wounded

Fighting d4

Knife or club d6+d4

Gear A few talons; the tools of their trade.

An ordinary citizen or serf, skilled at some profession.

Coven Member

Agility d6, **Smarts** d8, **Spirit** d6, **Strength** d6, **Vigor** d8

Skills Knowledge (Occult: Psi +2) d6, Notice d8

Pace 6", run +1d6"

Parry 5; **Toughness** 6 shaken, 10 wounded

Deflect -2 to attackers or -4 on a raise

Fighting d6

Shooting d6

Revolver 2d6 AP 1; range 12/24/48, double tap

Psi d8; **Power Points** 10; **Urge** 0

Force Shield • 2pp, range self, duration 3 (1/round)

Distortion gives all attacks against you a -2 penalty, or -4 on a raise. [*deflection*, SWD p.111]

Throwing Hand • 1-3pp, range 20"

Small hurled objects deal 2d6 damage. Affects up to 3 targets for 1pp/target, or a single target for 2pp to deal 3d6 damage [*bolt*, SWD p.110]

Far Arms • 5pp, range 8", duration 3 (1/round)

Telekinetically lift 60 lbs, or 300 lbs. on a raise. [*telekinesis*, SWD p.118]

Gear A few talons, a slip of paper with an encoded message.

An ordinary person... secretly a member of a psychic coven.

Dervish

Agility d8, **Smarts** d6, **Spirit** d8, **Strength** d6, **Vigor** d8

Combat Reflexes +2 to recover from Shaken

Acrobatic +2 to acrobatic Agility checks

Skills Knowledge (Occult: Psi +2) d6, Notice d8

Pace 6", run +1d6"; Climbing d4 (3"), Swimming d4 (2")

Parry 8; **Toughness** 12 shaken, 16 wounded

Deflect -2 to attackers or -4 on a raise

Acrobatic Parry +1

Plastic Chain Mail armor 2 torso, arms, legs

Fighting d10

Improved Martial Artist 2d6

Improved Frenzy 2 attacks with 1 wild die

Smite +2 to damage or +4 on a raise

Shooting d6

Blaster Pistol 2d8 SP 1 AP 2; range 12/24/48, double tap

Psi d8; **Power Points** 15; **Urge** 1

Prana • 2pp, range self, duration 3 (1/round)

Channel damage into melee attacks for +2 damage, +4 on a raise. [*smite*, SWD p.116]

Confuse • 2pp, range 12/24/48

Targets must make a Vigor check (at -2 on a raise) or become Shaken. [*stun*, SWD p.116]

Blur • 2pp, range self, duration 3 (1/round)

Distortion gives all attacks against you a -2 penalty, or -4 on a raise. [*deflection*, SWD p.111]

Whirling Dervish • 4pp, range self, duration 3 (2/round)

Take two turns each round. On a raise, re-draw cards less than 8. [*quickness*, SWD p.115]

Gear Elixir x2, a few talons, spare fusion cells.

A member, or ex-member, of a psychic legion.

Dignitary

Agility d6, **Smarts** d10, **Spirit** d12, **Strength** d6, **Vigor** d6

Elan +2 to reroll with a benny

Improved Level Headed Draws 3 initiative cards and acts on the best

Inspire Allies within 10" gain a +2 to recover from Shaken

Strong Willed +2 on Tests of Wills

Skills Intimidation d6+2, Notice d8+2, Persuasion d8+4,

Streetwise d6+4, Taunt d10+2

Profession d12+2 for all skills relevant to their profession

Charisma +4 (Attractive, Charismatic)

Pace 6", run +1d6"; Swimming d4 (2")

Bennies +2 (Great Luck)

Parry 5; **Toughness** 9 shaken, 13/17/21 wounded

Energy Shield shield 4

Fighting d6

Dagger d4+d6; throw range 3/6/12

Shooting d8

Blaster Pistol 2d8 AP1 SP2; range 12/24/48, double tap

Gear Several dozen firebirds, fine clothes and jewelry, a personal Think Machine (Facial Scanner + Hierarchy)

A high-level diplomat, such as an earl, bishop, or guild consul, or a highly skilled professional.

Golem, Battle

Agility d6, **Smarts** d4, **Spirit** d4, **Strength** d12+4, **Vigor** d12

Construct +2 to recover from Shaken

Combat Reflexes +2 to recover from Shaken

Fearless Immune to fear effects

Sensor Package Halve penalties for darkness, fog, dust, precipitation, cover, etc. Even total cover allows a check, at -4.

Skills Knowledge (Tech: Counter-Hacking +4) d4, Notice d8

Pace 6", run +1d6"; some have Fly 12"; some wheeled

golems have run +2d6"

Parry 6; **Toughness** 20 shaken, 24/28/32 wounded

Large Attacks against the golem are at +2

Hardy a second Shaken result does not cause a wound

Construct No extra damage from called shots; immune to disease and poison

Ceramsteel Armor armor 6

Size +6 Toughness +6

Fighting d8-2

Metal Limb d12+d6+4; reach 1"

Two-Fisted, Ambidextrous Can make two attacks at no penalty

Shooting d10-2

Mounted Lasers (+2) 2d6 AP 1; range 24/48/96, ROF 3, scatter

Stabilizer No autofire penalty when not moving

Flamethrower 2d10; cone template, targets get an Agility roll (vs. the Shooting result) to dodge

Antimatter Cannon 2d12 AP 8; range 24/48/96, everyone within a Large Burst Template of the target can make an Agility roll at -2 to dodge, or else take 2d8 damage. The cannon takes 1d4 rounds to reset before it can fire again.

Gear Electronic components, power cells, Pygmalium.

A hulking mechanical monstrosity, a relic of Second Republic battlefields, equipped with devastating weaponry.

Golem, Defense

Agility d6, **Smarts** d4 (A), **Spirit** d4, **Strength** d8, **Vigor** d8

Construct +2 to recover from Shaken

Fearless Immune to fear effects

Linked Defense golems are in constant radio communication and share visual and threat data. If two or more golems have a line of sight to a character, they get a +1 bonus per two golems (max +4) on all Notice and Shooting checks against that character.

Sensor Package Halve penalties for darkness, fog, dust, precipitation, etc.

Skills Notice d8, Tracking d4

Pace 6", run +1d6"; some have Fly 8"

Parry 5; **Toughness** 10 shaken, 14 wounded

Construct No extra damage from called shots; immune to disease and poison

Armor armor 4

Fighting d6

Shock Prod 2d4 AP 2 electrical damage

Shooting d8+2

Mounted Laser 2d6 AP 1; range 24/48/96, scatter

Linked If two or more golems have a line of sight to a character, they get a +1 bonus per two golems (max +4) to Shooting checks against that character.

Gear Electronic components.

Many different models of defense golem were manufactured during the Second Republic; most were fairly dumb, and not much better than roaming laser turrets.



House Guard

Agility d6, **Smarts** d6, **Spirit** d8, **Strength** d6, **Vigor** d6

Combat Reflexes +2 to recover from Shaken

Skills Notice d6

Pace 6", run +1d6"; Climbing d4 (3"), Swimming d4 (2")

Parry 7; **Toughness** 7 shaken, 11 wounded

Spear Parry +1

Chain mail armor 2 torso, arms, legs

Helmet armor 4 head

Fighting d8

Spear 2d6; reach 1"

Shooting d6

SMG 2d6+1 AP 1; range 12/24/48, 3RB

Gear A few talons, maybe some keys.

Selected more for loyalty than any particular skill at arms, these guards have fancy uniforms and no concern for common riff-raff.

Inquisitor

Agility d6, **Smarts** d10, **Spirit** d10, **Strength** d6, **Vigor** d6

Combat Reflexes +2 to recover from Shaken

Strong Willed +2 on Tests of Wills

Skills Intimidate d10+2, Knowledge (Known Worlds; the Church +2) d8, Knowledge (Languages; Latin +2) d6, Knowledge (Occult; pagan religions +2) d4, Notice d6+2, Persuasion d6+2, Taunt d6+2

Charisma +2 (Charismatic)

Pace 6", run +1d6"

Parry 6; **Toughness** 9 shaken, 13/17/21 wounded

Energy Shield shield 4

Fighting d8

High-Quality Shocker Mace 2d6+2 AP 2

Shooting d8

Theurgy d10; **Power Points** 25; **Hubris** 1

Commandment • 3pp, range 10", duration 3 (1/round)

Target must beat the casting roll with a Spirit check or else obey a single command. [puppet, SWD p.115]

Exorcism • 3pp, range 10"

Target evil entity opposes with a Spirit check. Extras are Shaken on a success, banished on a raise. Wild Cards are wounded on a success, or banished if they already have 3 wounds. [banish, SWD p.109]

Fault of the Soulless • 1-3pp, range 20"

Inflicts 2d8 damage on a device, robot, or vehicle.

Affects up to 3 targets for 1pp/target, or a single target for 2pp to deal 3d8 damage [bolt, SWD p.110]

The Laying On of Hands • 3pp, range touch

Heals one wound on a success, two on a raise. The target's wounds apply as a penalty on the check. [healing, SWD p.114]

The Righteous Assignment of Penance • 2pp, range 10"

Can remove levels of Urge or Hubris in exchange for a quest. [boost/lower trait, SWD p.110]

Gear Several dozen firebirds, fine robes, jump gate symbol, Omega Gospels, inquisitorial seal, a few jumpkeys.

A member of the feared and powerful Inquisitorial Synod.

Muster Mercenary

Agility d8, **Smarts** d6, **Spirit** d6, **Strength** d10, **Vigor** d8

Combat Reflexes +2 to recover from Shaken

Skills Intimidation d6, Notice d6, Survival d4

Pace 6", run +1d6"; Climbing d4 (5")

Parry 6; **Toughness** 11 shaken, 15 wounded

Plastic Breastplate armor 4 torso

Brawny Size +1

Fighting d8

Shock Flail d10+d6+1 AP 2; ignores 1 point of shield or weapon parry bonus

Shooting d8

Assault Rifle 2d8+1 AP 2; range 24/48/96, 3RB

Marksman Shooting +2 when not moving

Gear Elixir x1, a few firebirds, hip flask, shackles.

A muster mercenary, sometimes employed as a guard or soldier... other times as a slaver.



Noble Duelist

Agility d10, **Smarts** d8, **Spirit** d6, **Strength** d6, **Vigor** d8

Acrobat +2 to Agility tricks

Combat Reflexes +2 to recover from Shaken

Quick Re-draw any initiative cards less than or equal to 5

Strong-Willed +2 on Tests of Wills

Skills Gambling d4, Intimidation d6+2, Knowledge (Known

Worlds; Nobility +2) d8, Notice d8, Persuasion d6+4,

Riding d6, Stealth d8, Taunt d8+2

Charisma +4 (Noble, Charismatic)

Pace 6", run +1d6"; Climbing d8 (3"), Swimming d6 (3")

Parry 11; **Toughness** 13 shaken, 17/21/25 wounded

Improved Counterattack Once per round, make a free attack against someone who misses you with a melee attack

Superior Dueling Shield shield 6

High-Quality Synthsilk armor 2 torso, arms, legs

Rapier Parry +1

Main-Gauche +1 to Parry with rapier

Improved Trademark Weapon +1 to Parry with rapier

Acrobat Parry +1

Fighting d10

Superior Vibrating Shocker Rapier (+2) d6+d4+4, AP 2, SP 2

High-Quality Main-Gauche d6+d4+1

Improved Frenzy Two attacks, share a Wild Die

Ambidexterity and Two-Fisted One attack with each hand at no penalty

Improved Trademark Weapon +2 to attack with rapier

Shooting d8

High-Quality Blaster Pistol 2d8+1 AP 1, SP 2; range 12/24/48, DT

Gear Elixir x5, several dozen firebirds, fine clothes and jewelry, family signet ring.

A proud noble, dangerously skilled with a blade, and wearing the best energy shield money can buy.

Raider

Agility d8, **Smarts** d6, **Spirit** d6, **Strength** d8, **Vigor** d8

Skills Intimidation d6, Notice d8, Stealth d8, Survival d6

Pace 6", run +1d6"; Climb d6 (4"), Swimming d6 (3")

Parry 6; **Toughness** 10 shaken, 14 wounded

Breastplate armor 4 torso

Leather armor 1 arms, legs

Fighting d8

Machete d8+d6

Shooting d8

Autofeet Pistol 2d6 AP 1; range 12/24/48

Gear Survival tools and cheap liquor.

Bandits, pirates, and outlaws who plunder and steal for survival.

Scraver Enforcer

Agility d8, **Smarts** d6, **Spirit** d6, **Strength** d10, **Vigor** d10

Quick Re-draw initiative cards lower than 5

Skills Gambling d6, Intimidation d8, Notice d6, Stealth d8

Pace 6", run +1d6"; Climb d6 (5")

Parry 8; **Toughness** 9 shaken, 13 wounded

Leather armor 1 torso, arms, legs

Brawny Size +1

Fighting d8

Knife d10+d4, throw range 3/6/12

Shooting d8

Revolver 2d6+1 AP 1; range 12/24/48

Gear A few firebirds and some playing cards.

A higher class of thugs, organized into a trade guild.

Soldier

Agility d6, **Smarts** d6, **Spirit** d6, **Strength** d8, **Vigor** d8

Skills Gambling d4, Knowledge (Battle) d4, Notice d6, Survival d4

Pace 6", run +1d6"; Climbing d6 (4"), Swimming d4 (2")

Parry 6; **Toughness** 10 shaken, 14 wounded

Bayonet Parry +1

Breastplate armor 4 torso

Fighting d6

Bayonet d8+d6; reach 1"

Shooting d8

Imperial Rifle 2d8 AP 2; range 24/48/96, Double Tap

Gear A few talons and a pair of dice.

A typical soldier from house or imperial legions.

Soldier, Elite

Agility d8, **Smarts** d8, **Spirit** d8, **Strength** d10, **Vigor** d10

Combat Reflexes +2 to recover from Shaken

Skills Healing d6, Knowledge (Battle) d6, Notice d10, Survival d6

Pace 6", run +1d6"; Climbing d6 (5"), Swimming d6 (3")

Parry 8; **Toughness** 12 shaken, 16 wounded

Bayonet Parry +1

Plastic Plate armor 4 torso, arms, legs, head

Brawny Size +1

Fighting d10

Bayonet d10+d6; reach 1"

Martial Arts d10+d4

Shooting d10

Blaster Rifle 2d10 SP 1 AP 2; range 24/48/96, 3RB

Grenade Launcher 3d6; range 15/30/60, medium burst, snapfire, 1 action reload

Marksmanship Shooting +2 when not moving

Gear Elixir x1, survival kit, first aid kit, spare fusion cells.

A special forces soldier, the cream of the crop. Also includes basic Grimson units.

Thug

Agility d6, **Smarts** d4, **Spirit** d6, **Strength** d10, **Vigor** d8

Skills Intimidation d8, Notice d4

Pace 6", run +1d6"

Parry 5; **Toughness** 8 shaken, 12 wounded

Leather Jacket armor 1 torso, arms

Brawny Size +1

Fighting d6

Mace d10+d6

Knife d10+d4, throw range 3/6/12

Gear A few talons and a some matches.

Hired muscle, paid to rough up meddlesome adventurers.

Ukari Criminal

Agility d8, **Smarts** d8, **Spirit** d6, **Strength** d6, **Vigor** d6

Quick Re-draw initiative cards less than 5

Theif Stealth +2 in an urban environment

Skills Lockpicking d8+2, Notice d8, Stealth d10, Streetwise d8

Pace 6", run +1d6"; Climbing d6+2

Parry 6; **Toughness** 6 shaken, 10 wounded

Vis Shield energy shield +2 or +4

Leather armor 1 torso, arms

Fighting d8

Dagger d6+d4; throw range 3/6/12

Ukari Knife Fighting Deal dagger damage when grappling

Shooting d8

Autofeed Pistol 2d6 AP 1; range 12/24/48, Double Tap

Psi d6; **Power Points** 10; **Urge** 3

Vis Shield • 2pp, range touch, duration 3 (1/round)

Energy shield +2, or +4 on a raise. [armor, SWD p.109]

Vis Shock • 2pp, range self, duration 3 (1/round)

Channel electricity into melee attacks for +2 damage, +4 on a raise. [smite, SWD p.116]

Gear A few talons, lockpicks, mild narcotics.

Ukari scum who inhabit the local underworld.

Vorox Commando

Agility d10, **Smarts** d6, **Spirit** d8, **Strength** d12+2, **Vigor** d12

Combat Reflexes +2 to recover from Shaken

Elan +2 to reroll with a benny

Skills Intimidation d10, Notice d8+2, Survival d6, Tracking d6+2

Charisma -2 (Savage)

Pace 8", run +1d10"; Climbing d10 (7"), Swimming d6 (3")

Parry 10; **Toughness** 15 shaken, 19/23/27 wounded

Improved First Strike Free melee attack against foes who draw adjacent

Improved Nerves of Steel Negate 2 points of Wound penalties

Polymer Knit +4 Toughness against slug guns

Plastic Plate armor 4 torso, arms, legs, head

Improved Block Parry +2

Brawny Toughness +1

Size +2 Toughness +2

Fighting d12

4x Glankesh Sword d12+d8+2

Two-Fisted May make two attacks at no penalty

Multidextrous No off-hand penalties

Shooting d8

2x Blaster Rifle 2d10 AP1 SP2; range 24/48/96, RoF 1-3, 3RB

Rock and Roll No autofire penalty when not moving

Grenades 3d6; range 5/10/20, medium burst

Gear Several dozen firebirds, trophies of previous kills.

A terrifying tower of fur and talons, the Vorox commando is an indestructible whirlwind of death.

PREGEN CHARACTERS

All characters are Seasoned rank with 25 XP.

Archetype Salient Abilities

- **Hawkwood Noble:** Leadership and social skills and some combat ability
- **Decados Noble:** Psychic cyborg with subterfuge skills and decent melee combat
- **Brother Battle:** Unstoppable melee combat
- **Amalthean Priest:** Healer, theurge, and some lore; weak in combat
- **Charioteer Pilot:** Piloting, starships, and some shooting
- **Ukari Scraver:** Stealth and thievery, with some psychic powers and melee combat
- **Legion Veteran:** Devastating ranged combat
- **Vorox Warrior:** Multi-limbed combat monster

Hawkwood Noble

Charismatic Charisma +2

Common Bond Can give bennies to allies

Great Luck +2 bennies

Knight Bonus abilities are marked with a *

Strong Willed* +2 on Tests of Wills

Arrogant You know you're the best and constantly prove your superiority over others

Code of Honor* You keep your word, avenge any insult, never back down from a challenge, and generally do not lie, cheat, or steal

Loyal Will not leave team mates behind

Minor Hindrance (Player's Choice)

Agility d8

Smarts d8 (+2 to resist Taunt)

Spirit d8 (+2 to resist Intimidation)

Strength d6

Vigor d6

Intimidation d6+2

Knowledge

Known Worlds d4 (Nobility +2)

Notice d6

Persuasion d6+4

Stealth d6

Streetwise d4+4

Taunt d6+2

Charisma +4 (Charismatic, Knight)

Languages Urthish, Delphi Dialect

Pace 6", run +1d6"

Carrying Capacity 30 lbs.

Rank Seasoned; **XP** 25

Bennies 5 (Great Luck)

Parry 7

rapier Parry +1

Toughness 10 shaken, 14/18/22 wounded

synthsilk armor 1 torso, arms, legs

dueling shield energy shield 4

Fighting d8

rapier d6+d4

Shooting d6

autofeed pistol 2d6 AP 1; range 12/24/48; RoF 1, DT, shots 15

Gear

Dueling Shield

Autofeed Pistol (1 lb.)

Rapier (1 lb.)

Synthsilk (2 lbs.)

15x Extra Pistol Bullets

2x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

\$18

Decados Noble

Arcane Background (Psi)

Cyborg* Free cybernetic devices

Integrated Cybernetics Negates cybernetic Charisma penalty

Knight Bonus abilities are marked with a *

New Power

Power Points

Code of Honor* You keep your word, avenge any insult, never back down from a challenge, and generally do not lie, cheat, or steal (or at least, don't get caught at it)

Corrupted Urge rating starts at 2

Vengeful (Major) You kill those who slight you.

Minor Hindrance (Player's Choice)

Agility d10+2

Smarts d10

Spirit d8

Strength d4

Vigor d6

Knowledge

Known Worlds d4 (Nobility +2)

Notice d4+2

Persuasion d4+2

Stealth d6

Streetwise d4+2

Taunt d6

Charisma +2 (Knight)

Languages Urthish, Severus Dialect

Pace 6", run +1d6"

Carrying Capacity 20 lbs.

Gear

Dueling Shield

Hold-Out Pistol (concealed) (1 lb.)

4x Extra Hold-Out Bullets

2x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

\$26

Rank Seasoned; **XP** 25

Bennies 3

Parry 7

force shield Attacks are at -2, or -4 on a raise

viper sword arm Parry +1

Toughness 9 shaken, 13/17/21 wounded

dueling shield energy shield 4

Fighting d8

viper sword arm 2d4

Shooting d6

hold-out pistol 2d6-1 AP 1; range 6/12/24; RoF 1, shots 2

Psi d10; **Power Points** 15

Force Shield • 2pp, range self, duration 3 (1/round)

Attacks against you are at -2, or -4 on a raise.

[*deflection*, SWD p.111]

Lifting Hand • 1pp, range 10", duration 3 (1/round)

You lift and manipulate up to 8 lbs. (40 lbs. on a raise). [*telekinesis*, SWD p.118]

Mind Search • 3pp, range 10", duration 1

You read a target's thoughts, gaining one truthful answer. They resist with Smarts. On a raise, you are undetected. [*mind reading*, SWD p.115]

Mind Sight • 2pp, range 100", duration 3 (1/round)

You detect thinking creatures and know their emotional state. Hidden creatures can resist with Psi or Smarts. [*detect/conceal arcana*, SWD p.111]

Urge 2

Cybernetics

Engineer's Eye Notice +2; telescopic, microscopic and infravision

Lithe Wire Agility +2

Viper Sword Arm Retractable rapier

Brother Battle

Adept Activate certain powers as a free action

Arcane Background (Theurgy)

Brother Battle Bonus abilities are marked with a *

Martial Artist* Bonus unarmed damage; never an unarmed defender

Holy Artifact* Adept Robes

Heroic* You can't turn down a plea for aid

Loyal You never leave a teammate behind

Stubborn You always get your way and never admit you're wrong

One Major Hindrance (Player's choice)

Agility d6

Smarts d6

Spirit d8

Strength d12 (d10 without Adept Robes)

Vigor d8

Climbing d6 (6"; 5" without Adept Robes)

Knowledge

Battle d4 (Fighting Styles +2)

Known Worlds d4 (Brother Battle +4)

Notice d6

Persuasion d6

Stealth d4

Swimming d6 (3")

Charisma +0

Languages Urthish, De Moley Dialect

Pace 8", run +1d6" (Pace 6" without Adept Robes)

Carrying Capacity 60 lbs. (50 lbs. without Adept Robes)

Gear

Adept Robes (120 lbs.; 0 lbs. when powered)

Armor +6. When powered, increases Strength die 1 size and Pace by 2. Fusion cell lasts 24 hours.

High-Quality Great Sword (6 lbs.)

Assault Rifle (10 lbs.)

4x Elixir

Requires a Healing check to use; target gets a Natural Healing check at the start of their next turn.

2x Spare Fusion Cell

4x Grenades (1 lb. each)

\$170

Rank Seasoned; **XP** 25

Bennies 3

Parry 6

martial artist You are never an unarmed defender

great sword Parry -1

Toughness 12 shaken, 16/20/24 wounded

adept robes armor 6 torso, arms, legs, head

Fighting d10

great sword d12+d10+1

unarmed d12+d4

Shooting d6

assault rifle 2d8+1 AP 2; range 24/48/96; RoF 1-3, 3RB, 30 shots

Agility d6

grenade 3d6; range 5/10/20, medium burst; shots 4, reload 1

Theurgy d6; **Power Points** 10

Fearsome Majesty • 2pp, range 12", Large Burst Template

Targets must make a fear check, at -2 on a raise. Extras are panicked, Wild Cards roll on the Fear table. [*fear*, SWD p.113]

Smiting Hand • 2pp, range self, duration 3

(1/round), free action to activate (Adept)

Channel the Holy Flame into melee attacks for +2 damage, +4 on a raise. [*smite*, SWD p.116]

Soul's Vessel • 2pp, range self, duration 1 minute

(1/minute), free action to activate (Adept)

Increase your Agility, Strength, Vigor, Climbing or Swimming by 1 die size, 2 on a raise.

[*boost/lower trait*, SWD p.110]

Adept Activate *smiting hand* and *soul's vessel* as free actions, but still only 1 power per round

Hubris 0

Amalthean Priest

Arcane Background (Theurgy)*

Healer +2 to all healing checks, including your natural healing rolls and those of up to 5 companions

New Power, Power Points

Priest Bonus abilities are marked with a *

Pacifist (Major) You avoid harming living creatures at all costs, although you can defend yourself and others with non-lethal means (such as your staff)

Loyal You never leave a teammate behind

Poverty You must donate half your wealth to Sanctuary Aeon

One Minor Hindrance (Player's choice)

Agility d6

Smarts d8

Spirit d10

Strength d6

Vigor d8 (+2 on natural healing)

Healing d6+2

Investigation d6

Knowledge

Known Worlds d4 (Universal Church +2)

Languages d6* (Latin +2)

Occult d4* (Theurgy +2)

Tech d4* (Medicine +2)

Notice d6

Persuasion d6

Stealth d4

Charisma +0

Languages Urthish, Artemis Dialect

Pace 6", run +1d6"

Carrying Capacity 30 lbs.

Gear

Staff (2 lbs.)

Synthsilk Robes (2 lbs.) \$300

8x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

Healing Tools

\$110

Rank Seasoned; **XP** 25

Bennies 3

Parry 6

staff Parry +1

Toughness 7 shaken, 11/15/19 wounded

armor of the Pancreator energy shield +2, or +4 on a raise

synthsilk armor 1 torso, arms, legs

Fighting d6

staff d6+d4; reach 1

Theurgy d10; Power Points 15

Armor of the Pancreator • 2pp, range touch, duration 3 (1/round)

Energy shield +2, or +4 on a raise. [*armor*, SWD p.109]

Calming • 2-6pp, range 8", duration 3 (1/round)

Opposed by the target's Spirit check. Lowers Fighting, Intimidation, Shooting, and Taunt all by 1 die size, or 2 on a raise, to a minimum of d4. Can affect up to 5 targets for +1pp per additional target. [*boost/lower trait*, SWD p.110]

The Laying On of Hands (+2) • 3pp, range touch

Heals one wound on a success, two on a raise.

The target's wounds apply as a penalty on the check. [*healing*, SWD p.114]

The Prophet's Holy Blessing • 2-6pp, range 8", duration 3 (1/round)

One of the target's Traits increases by 1 die size, or 2 on a raise. Can affect up to 5 targets for +1pp per additional target. [*boost/lower trait*, SWD p.110]

Hubris 0

Charioteer Pilot

Ace You can make a Piloting check at -2 to soak damage to a vehicle you pilot

Connections (Charioteers)*

Elan +2 bonus when you spend a benny to reroll

Guild (Charioteer) Guild abilities are marked with a *

Level-Headed Draw 2 initiative cards and play the best one

Starship* Begin play with a Frigate-class starship

Debt (Minor) You owe the Reeves \$500 per month

Greedy (Minor) You demand your fair share of wealth... and it's only fair that you get more than everyone else!

Obligations (Charioteers)* You must fulfill your duties to the Charioteers Guild

Major Hindrance (Player's Choice)

Agility d10

Smarts d8

Spirit d6

Strength d6

Vigor d6

Driving d4+2

Knowledge

Known Worlds d6 (Jumproutes +2)

Tech d4 (Starships +2)

Notice d6

Persuasion d4

Piloting d8+2

Repair d6

Stealth d4

Streetwise d4

Charisma +0

Languages Urthish, Ishtahkr Dialect

Pace 6", run +1d6"

Carrying Capacity 30 lbs.

Rank Seasoned; **XP** 25

Bennies 3

Parry 5

Toughness 9 shaken, 13/17/21 wounded

dueling shield energy shield 4

Fighting d6

dagger d6+d4

Shooting d8

SMG 2d6+1 AP 1; range 12/24/48; RoF 1-3, 3RB, shots 20

Starship

Class Frigate

Speed 8% (10 Aus/day)

Crew 3; **Passengers** 10

Cargo 4,000 tons

Toughness 20 (4)

Maintenance \$400/month

Weapons

Sensors +0

laser turret 3d6 SP 2 (AP 4); range -0/-1/-2; RoF 1-2

grapple gun turret pulls target to boarding range; range -0/-/-; RoF 1-2

Gear

Dueling Shield

SMG (5 lbs.)

40x Extra SMG Bullets

2x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

Repair Tools

\$124

Ukari Scraver

Ukar Racial abilities are marked with **

Acrobat Agility +2 on acrobatic maneuvers

Arcane Background (Psi)**

Connections (Merchant League)*

Darkness Adapted** You ignore all penalties for dim and dark lighting, and ignore penalties for pitch blackness against adjacent targets

Guild (Scraver) Guild abilities are marked with *

Luck* Bonus benny

Thief Skill bonuses

Ukari Touch-Fighter You only require 1 hand to grapple, and gain bonuses when grappling

Bad Eyes Without sun-goggles, you take a -2 to any task involving something more than about 5" (30 feet) away

Obligations (Scravens)* You must fulfill your duties to the Scravens Guild

Wanted (Minor) You committed serious crimes back on Kordeth and are wanted on al Malik worlds.

Major Hindrance (Player's Choice)

Agility d10 (+2 on acrobatic maneuvers)

Smarts d8

Spirit d6

Strength d6

Vigor d6

Climbing d6+2

Knowledge

Tech d4 (Security Systems +2)

Lockpicking d6+2

Notice d6 (+2 relating to traps)

Repair d4 (+2 relating to traps)

Stealth d8 (+2 in urban environments)

Streetwise d4

Charisma +0

Languages Urthish, Ukari

Pace 6", run +1d6"

Carrying Capacity 30 lbs.

Rank Seasoned; **XP** 25

Bennies 4

Parry 7

acrobat Parry +1

Toughness 9 shaken, 13/17/21 wounded

hardening armor 2, or 4 on a raise

dueling shield energy shield 4

Fighting d8

dagger d6+d4; throw range 3/6/12

Ukari touch-fighter +2 to grappling checks; when grappling can deal dagger damage with AP +2

Shooting d4

laser pistol (+2) 2d4 AP 1; range 24/48/96; RoF 1, shots 15, scatter

Psi d6; **Power Points** 10

Enhance Body • 2pp, range self, duration 1 minute (1/minute)

Increase your Agility, Strength, Vigor, Climbing or Swimming by 1 die size, 2 on a raise.

[*boost/lower trait*, SWD p.110]

Hardening • 2pp, range self, duration 3 (1/round)

You gain armor 2, or armor 4 on a raise. This stacks with energy shields but not mundane armor. [*armor*, SWD p.109]

Recovering • 3pp, range self

You heal one wound on a success, two on a raise.

[*healing*, SWD p.114]

Urge 1

Gear

Dueling Shield

Laser Pistol (2 lbs.)

4x Dagger (1 lbs. each)

3x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

Lockpicking Tools

Repair Tools

Sun-Goggles

\$150

Legion Veteran

Brawny +1 Toughness and increased carrying capacity

Combat Reflexes +2 to recover from Shaken

Connections (Imperial Legions)

Rock-and-Roll! Negate autofire penalty when still

Quick Draw Draw a weapon as a free action; +2 Agility to draw a weapon

Rich You were allowed to keep your valuable equipment upon leaving the armed forces.

Cautious Plans carefully and does not take risks

One Arm You lost a limb in the war, but have had it replaced with cybernetics

Major Hindrance (Player's Choice)

Agility d8 (+2 to draw a weapon)

Smarts d6

Spirit d6 (+2 to recover from Shaken)

Strength d8+1

Vigor d8

Climbing d4 (4")

Knowledge

Battle d4 (Tactics +2)

Known Worlds d4 (Planets +2)

Notice d6

Persuasion d4-2

Repair d4

Stealth d4

Charisma -2 (Cybernetics)

Languages Urthish, Vera Cruz Dialect

Pace 6", run +1d6"

Carrying Capacity 72 lbs.

Rank Seasoned; **XP** 25

Bennies 3

Parry 7

bayonet Parry +1

Toughness 12 shaken, 16/20/24 wounded

high-quality plate armor armor 5

brawny Toughness +1

Fighting d8

bayonet d8+d6+1; reach 1, 2 hands

dagger d8+d4+1; throw range 3/6/12

Shooting d10

blaster rifle 2d10 AP 1 SP 2; range 24/48/96; RoF 1-3, 3RB, shots 15

revolver 2d6+1 AP 1; range 12/24/48; RoF 1, DT, shots 6

rock and roll! no autofire penalty when not moving

Agility d8

grenade 3d6; range 5/10/20, medium burst; shots 4

Cybernetics

Cyber Arm Negates hindrance

Goliath Skin +1 Strength

Gear

High-Quality Plate Armor (45 lbs.)

Blaster Rifle with Bayonet (6 lbs.)

Revolver (3 lbs.)

Dagger (1 lb.)

4x Grenades (1 lb. each)

2x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

\$27

Vorox Warrior

Vorox Racial abilities are marked with *

Ambidextrous+Multidextrous No off-hand penalties

Multiple Limbs*

two legs up to 4 attacks, one with each hand

four legs +2 Strength to resist Push

six legs +2 Pace when moving on all six limbs

Scent* +2 to Tracking and Noticing creatures by scent

Two-Fisted Negate 2 points of multi-action penalty

when attacking with multiple limbs

Illiterate You can't read or do math

Loyal You would give your life for your friends

Savage* -2 Charisma amongst non-Vorox

Major Hindrance (Player's Choice)

Agility d8

Smarts d6

Spirit d6

Strength d12

Vigor d8

Climbing d4 (6")

Notice d6 (+2 by scent)

Stealth d6

Survival d6

Swimming d4

Tracking d4 (+2 by scent)

Charisma -2 (Savage)

Languages Urthish, Vorox

Pace 6", run +1d6"

*six legs** +2 Pace when moving on all six limbs

Carrying Capacity 240 lbs.

Rank Seasoned; **XP** 25

Bennies 3

Parry 6

Toughness 12 shaken, 16/20/24 wounded

plastic breast plate armor 4 torso

size +2* **Toughness** +2

Fighting d8

glankesh sword d12+d8

*two legs** 2 attacks at no penalty; 3 attacks at -2; 4 attacks at -4

Shooting d8

shotgun (+2) 1-3d6; range 10/20/40; RoF 1, shots 6

*two legs** 2 attacks at no penalty

Gear

Oversized Plastic Breast Plate (30 lbs.)

4x Glankesh Swords (4 lbs. each)

2x Shotguns (5 lbs.)

2x Elixir

Requires a Healing check to use; target gets a

Natural Healing check at the start of their next turn.

\$140