Bounty Head BEBOP

The RPG

Written By JP deHénaut

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Bounty Head Bebop

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Chapter One:
The Basics

Welcome to the Bounty Head Bebop RPG, the game that lets you play the fast paced solar system-spanning anime-style adventures of the daring and brash bounty hunters of the "far modern" future.

The Bounty Head Bebop RPG is powered by the Inverted 20 system, which uses a single d20 for all rolls and offers a quick and easy resolution for all in-game actions and outcomes, providing a fun and cinematic feel to play.

Dice
The Inverted 20 System uses a single twenty-sided die (d20) for all die rolls.

The Inverted 20 System
The Inverted 20 system uses a single twenty-sided die with Target Numbers (TN) to roll under and is essentially a percentile-based game in increments of 5%.

Target Numbers are determined by adding a skill value to any situation modifiers that might apply and then rolling the die to see if the result falls within the TN. In some instances a Minimum Target Number (MTN) may be required, where the result of the die not only has to fall within the TN, but also has to meet or exceed the value set by the MTN.

As an additional element to each die roll, an X-Roll or X-Damage may be called for, which is determined by reading the one's digit of the die when it is rolled. This allows a secondary number (1-10) to be generated simultaneously with TN resolution; meaning damage and other factors of success can be figured without a second roll. This handy little mechanic speeds play and helps move combat along at a refreshingly brisk pace.

The Inverted 20 system also uses a Luck and Surge Point dynamic that gives the characters an advantage when needed and ensures the action never gets stale. Using Luck and Surge Points, a character can push himself past the normal effects of injury, succeed at a critically important roll, or even escape certain death.

In short, Inverted 20 is its own unique system, but with a familiar feel and a cinematic flair, which captures the grittier Anime genre after which it was modeled. See Chapter 7: Doing Things, for more information on the Inverted 20 system.

Abilities
The basis of any Bounty Head Bebop character is his or her Abilities, from which all other characteristics, traits, and attributes of the hero can be derived. In Bounty Head Bebop, each character is assigned six Abilities (in value from one to ten) that represent their physical and mental prowess.

Physical Abilities
Strength (STR)
Agility (AGI)
Constitution (CON)

Mental Abilities
Intelligence (INT)
Wisdom (WIS)
Presence (PRE)

What They Represent
Strength: Physical power, toughness, and muscle.
Agility: Dexterity, reflexes, and balance.
Constitution: Health, vigor, and stamina.
Intelligence: Knowledge, learning, and reason.
Wisdom: Willpower, common sense, and awareness.
Presence: Persuasiveness, leadership, and charisma.

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Other Character Traits

The following are other important character traits and abilities that will be addressed throughout the book in greater detail later.

Initiative and Movement

Initiative and Movement is used to determine how quickly the characters can react to danger and how fast they can move on foot in any given timeframe. Initiative is outlined in Chapter 8, Combat, while Movement is covered in Chapter 7, Doing Things.

Saves

Saves (Reaction, Endurance, and Willpower) are used to help the characters avoid or resist harm and are detailed in Chapter 7, Doing Things.

Vitality and Wound Points

Vitality and Wound Points are used to determine how much damage the characters can sustain before suffering the ill effects of pain, unconsciousness, or death. See the Chapter 8, Combat (Damage Section) for more information on Vitality and Wound Points.

Luck and Surge Points

Luck and Surge Points are what make the characters the stars of the show, setting them apart from 'Joe Average' and the rest of the unwashed masses. Luck and Surge Points are discussed in Chapter 7, Doing Things.

Skills and Languages

Skills and Languages determine the character's talents and expertise. See Chapter 2, Skills for more information.

Edges and Flaws

Edges and Flaws are the advantages and disadvantages that help to make each character unique and are explained further in Chapter 3, Edges and Flaws.

Psychic/Feng-Shui Powers and Psychosis

These apply only if the character is a Psychic or Feng-Shui Master and are set forth in Chapters 4 and 5, Feng-Shui and Psychic Powers respectively.

Weapons/Attacks, Armor, and Equipment

Sometimes the equipment makes the man. While not specifically character traits themselves, the right weapons (or equipment) can certainly be an extension of the character. See Chapter 6, Money & Equipment when you are ready to start decking out your character.

Carrying Capacity

Carrying Capacity (Normal Load, Encumbered, Limit, and Drag) determines how much weight the character can move under different levels of Encumbrance. Information on Carrying Capacity and Encumbrance can be found in Chapter 7, Doing Things.

Experience

Experience is gained as the game is played. See Chapter 1 or the Appendix, Experience for more information on how it is earned and spent.

Score Equivalents: Physical

0	**4**
STR Paralyzed	Athlete
AGI Convulsive	**5-6**
CON Dying	Olympian
1	**7-8**
Child	STR/CON Horse
2	AGI Cat or Snake
Adolescent	**9 -10**
3	STR/CON Elephant
Adult	AGI Octopus

Score Equivalents: Mental

0	**5-6**
Catatonic	INT Professor
1	WIS Sage
Child	PRE Idol
2	**7-8**
Adolescent	INT Genius
3	WIS Seer
Adult	PRE Ruler
4	**9-10**
INT Scholar	Supernatural
WIS Wiseman	
PRE Spokesman	

Character Creation Summary

Starting Abilities

Characters start with 20 Ability Points, which they allot between all six abilities. No ability may start below 1 or be raised above 5, though it is possible to raise an ability past 5 later, using Experience Points (See Experience p.4).

Initiative And Movement

Initiative = (Base 5 + AGI + WIS + Modifiers)
Movement = (Base 30' + Modifiers);
Run = (Movement Score x STR)

Saves

Reaction (Base 5 + AGI + Modifiers)
Endurance (Base 5 + CON + Modifiers)
Willpower (Base 5 + WIS + Modifiers)

Vitality And Wound Points

Vitality Points = (Base 5 + STR + CON + WIS + Modifiers)
Wound Points = (Base 5 + CON + Modifiers)

Luck And Surge Points

Luck Points = (Base 3)
Surge Points = (Base 3)

Starting Skills

Characters start with 60 Skill Points, which they allot to the skills of their choice. Initially, no skills may be raised above level 5, though it is possible to do so later using Experience Points (See Experience p.4).

Edges and Flaws

All characters start the game with 3 Edges. Characters do not have to start with Flaws, but doing so allows them to take up to 3 additional Edges (gaining one for each Flaw). No character can start with more than 3 Flaws and 6 Edges. Choose carefully, as very few Edges can be gained after character creation (see Experience p.4 for a complete list of Edges that can be bought later with XP).

Experience

Spending Experience

Players can spend a character's Experience Points to improve the character. The table below shows the XP Cost for each type of character improvement.

Area Of Improvement	Effect	XP Cost
Abilities	Improve Abilities (Up To 5)	(2 x New Level)
	Improve Abilities (Beyond 5)	(3 x New Level)
Skills	Gain New Skill	4
	Improve Old Skill by 1 Point (Up To 5)	2
	Improve Old Skill by 1 Point (Beyond 5)	4
Edges	Gain Any Combat Edge	4
	Gain Any Contact Edge	4
	Gain General Edge (Base of Operations)	4
	Gain General Edge (Exceptional Vehicle)	4
	Gain General Edge (Safe House)	4
	Gain General Edge (Skill Focus)	4
	Gain General Edge (Starship)	4
Languages	Gain An Additional Language	2
Feng-Shui/Psychic	Gain A Feng-Shui or Psychic Power Edge	4
	Psychotherapy to Reduce Psychosis by 4 (Only Available After a Psychotic Break)	2
Luck Points	Increase Luck Points by 1	8
Surge Points	Increase Surge Points by 1	8
Flaws	Buy Off A Flaw	4 (+ Role-Playing)

Experience (XP) is awarded at the end of each Session at the following suggested rates:

Experience Awarded For	XP
End Of Each Session	2
Role-Playing Bonus	1
Completion Of An Adventure	2
(in addition to Session XP)	

The Role-Playing Bonus is awarded only for Sessions where the players' interaction made it especially entertaining, or where the odds where stacked against them and they still prevailed.

Other Awards

When players do something extraordinary in-game, help the plot move along, role-play especially well, or come up with a good idea, they can earn a Temporary Luck Point (at the GM's discretion). Temporary Luck Points do not count against the character's Maximum Luck Point Total, but are only available for use during the remainder of the Session they are earned (they are lost at the end of the Session if not used).

Edges Option

The initial thought behind limiting the types of Edges that can be bought with Experience, was to reflect those Edges that one was born with and that were not something that could be learned. If this seems too limiting, feel free to open up all Edges to Experience purchase - It's your game, so have fun with it!.

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Chapter Two:
Skills

Skill Types

Combat Skills

Combat Skills are skills specifically designed for use in combat. A character's TN for a Combat Skill equals (Ability + Base 3 + Level + Modifiers).

General Skills

General Skills are skills inherent to all people (to some degree or another). A character's TN for a General Skill equals (Ability + Base 3 + Level + Modifiers).

Specialty Skills

Specialty Skills are skills that require training (at least one Level in the skill) to use effectively, although a person without training can still attempt to use one. A character's TN for a Specialty Skill starts with a base of 0 (3 with training) and equals (Ability + Base 0 (or 3) + Level + Modifiers).

Advanced Skills

Advanced Skills (or Sciences) represent the highest education, academic degrees, and expert knowledge in one of six scientific fields of study and cannot be used without training (use a MTN 15 General Knowledge roll instead). Each of the Sciences contains three related areas of knowledge associated with it. For simplicity, it is assumed that a character is equally proficient with all areas of knowledge in his chosen field of study. A character's TN for an Advanced Skill (if he has one) equals (Ability + Base 3 + Level + Modifiers).

Skill Descriptions

Combat Skills

Dodge (AGI)
This is the ability to avoid attacks. Dodge requires a Defense Action and is used to oppose incoming Attack rolls.

Feint (PRE)
This is the ability to mislead opponents in combat, making it harder for them to dodge attacks. Using Feint requires a Move Action and is opposed by the target's Sense Motive skill. If successful,

Skill Level Equivalent

0	4
Untrained	Above Average
1	5 - 6
Rudimentary	Exceptional
2	7 - 8
Fair	World Class
3	9 - 10
Average	Legendary

Use the above scale to determine relative ability between the various Skill Levels.

Skill List By Type

Combat Skills   ABILITY

Skill	Ability
Dodge	(AGI)
Feint	(PRE)
Grapple	(STR)
Melee	(AGI)
Ranged	(AGI)
Target	(INT)
Throw	(AGI)
Unarmed	(AGI)

General Skills

Skill	Ability
Balance	(AGI)
Bluff	(PRE)
Climb	(STR)
Conceal	(WIS)
Diplomacy	(PRE)
Disguise	(WIS)
Drive	(AGI)
Escape	(AGI)
Gamble	(WIS)
Gather Info	(PRE)
General Knowledge	(INT)
Hide	(AGI)
Intimidate	(STR or PRE)
Jump	(STR)
Listen	(WIS)
Move Silently	(AGI)
Ride	(AGI)
Search	(INT)
Sense Motive	(WIS)
Spot	(WIS)
Swim	(STR)
Taunt	(PRE)
Treat Injury	(WIS)

Specialty Skills

Skill	Ability
Appraise	(INT)
Artistry	(WIS)
Computers	(INT)
Construction	(INT)
Demolitions	(INT)
Disable Device	(INT)
Electronics	(INT)
Entertain	(PRE)
Forgery	(INT)
Gunsmith	(INT)
Handle Animal	(PRE)
Interrogation	(WIS)
Mechanics	(INT)
Open Locks	(AGI)
Operate Heavy Machinery	(AGI)
Pilot	(AGI)
Slight of Hand	(AGI)
Streetwise	(WIS)
Surgery	(AGI)
(requires Life Sciences skill)	
Survival	(WIS)
Track	(WIS)
Tumble	(AGI)
Weaponsmith	(INT)

Advanced Skills

Skill	Ability
Earth Sciences	(INT)
(Geography, Geology, Meteorology)	
Historical Sciences	(INT)
(Anthropology, Archeology, History)	
Life Sciences	(INT)
(Biology, Biotech, Medicine)	
Physical Sciences	(INT)
(Astronomy, Chemistry, Physics)	
Political Sciences	(INT)
(Economics, Law, Politics)	
Social Sciences	(INT)
(Philosophy, Psychology, Religion)	

Skill List By Ability

AGILITY (AGI)

Skill	Ability
Balance	(AGI)
Dodge	(AGI)
Drive	(AGI)
Escape	(AGI)
Hide	(AGI)
Melee	(AGI)
Move Silently	(AGI)
Open Locks	(AGI)
Operate Heavy Machinery	(AGI)
Pilot	(AGI)
Ranged	(AGI)
Ride	(AGI)
Slight of Hand	(AGI)
Surgery	(AGI)
(requires Life Sciences skill)	
Throw	(AGI)
Tumble	(AGI)
Unarmed	(AGI)

CONSTITUTION (CON)

NONE

INTELLIGENCE (INT)

Skill	Ability
Appraise	(INT)
Computers	(INT)
Construction	(INT)
Demolitions	(INT)
Disable Device	(INT)
Earth Sciences	(INT)
Electronics	(INT)
Forgery	(INT)
General Knowledge	(INT)
Gunsmith	(INT)
Historical Sciences	(INT)
Life Sciences	(INT)
Mechanics	(INT)
Physical Sciences	(INT)
Political Sciences	(INT)
Search	(INT)
Social Sciences	(INT)
Target	(INT)
Weaponsmith	(INT)

PRESENCE (PRE)

Skill	Ability
Bluff	(PRE)
Diplomacy	(PRE)
Entertain	(PRE)
Feint	(PRE)
Gather Info	(PRE)
Handle Animal	(PRE)
Intimidate	(PRE)
Taunt	(PRE)

STRENGTH (STR)

Skill	Ability
Climb	(STR)
Grapple	(STR)
Intimidate	(STR)
Jump	(STR)
Swim	(STR)

WISDOM (WIS)

Skill	Ability
Artistry	(WIS)
Conceal	(WIS)
Disguise	(WIS)
Gamble	(WIS)
Interrogation	(WIS)
Listen	(WIS)
Sense Motive	(WIS)
Spot	(WIS)
Streetwise	(WIS)
Survival	(WIS)
Track	(WIS)
Treat Injury	(WIS)

Feint causes the target to become Flat-Footed against the character's next Close Quarter Combat attack.

Grapple (STR)

This represents the character's skill at disarming, holding, pinning, tripping, shoving, throwing, and choking opponents. Using Grapple takes an Attack Action, but can also be used as a Defense Action to oppose an incoming Grapple attack or a Point Blank Ranged attack.

Melee (AGI)

This is the ability to make attacks with melee weapons. Using Melee takes an Attack Action, but can also be used as a Defense Action to oppose an incoming Grapple, Melee, or Unarmed attack (See Parry p.78).

Ranged (AGI)

This is the ability to make attacks with ranged weapons such as pistols and rifles. Using Ranged takes an Attack Action.

Target (INT)

This represents the character's skill using indirect-fire or computer guided weaponry such as mortars, ship guns, or shoulder-fired missiles. Using Target takes an Attack Action.

Throw (AGI)

This represents the character's skill at throwing things, like a rock, knife, or spear. Using Throw takes an Attack Action. The maximum range an object can be thrown equals its (Range Increment x STR).

Unarmed (AGI)

This is the ability to make hand-to-hand attacks with natural weapons, such as punches, kicks, head butts, claws, and bites. Using Unarmed takes an Attack Action, but can also be used as a Defense Action to oppose an incoming Unarmed attack.

General And Specialty Skills
[S] Indicates a Specialty Skill

Appraise [S] (INT)

This is the ability to tell an antique from old junk or a diamond from a piece of glass and to determine its value. It can also be used to spot artistic counterfeits, such as phony antiques or replicated paintings. Using the Appraise skill takes a few moments to closely examine the item in question.

Artistry [S] (WIS)

Artistry represents the character's creative ability and skill at producing works of art in areas such as painting, sculpting, poetry, songwriting, or composing. Using Artistry to create a work of art can take weeks or even months.

Balance (AGI)

Balance is the character's ability to keep his footing and remain upright under difficult circumstances. Using Balance is normally a Free Action.

Bluff (PRE)

Bluff is the ability to make the outlandish seem credible. It covers faking it, fast-talking, trickery, and subterfuge. Bluff is opposed by Sense Motive. Using Bluff can take a Free Action, a round, or an entire scene, depending on what the character is trying to accomplish with it.

Climb (STR)

This is the character's ability to climb. Climbing always takes a Movement Action. A character can climb 1/4 his Movement speed per Action with a successful Climb roll, but makes no progress on a failure and falls on a Botch. A character can also try to climb faster, going up to 1/2 his Movement speed per Action with a MTN 10 Climb roll.

Computers [S] (INT)

This skill represents the character's ability to write complex computer programs on the fly or to hack into secure websites or security systems in order to take control or steal information. Computers is also used to decrypt passwords or codes and to control R/C (remote control) vehicles or systems.

Conceal (WIS)

Conceal represents the ability to camouflage or hide objects from normal view or to make them appear as something else. By its nature, it can also be used to tail someone in a vehicle without them noticing. Conceal is opposed by Search (or MTN 10 Spot) for stationary objects and the Spot skill for objects that are moving. Using Conceal to camouflage, hide, or disguise objects normally requires at least a few minutes, if not hours or days. Using Conceal to tail someone is typically a Free Action when used in conjunction with a Vehicle's Movement.

Construction [S] (INT)

This is the ability and knowledge of building large non-mechanical structures such as roads, bridges, buildings, and the like. Using Construction can take a long time, depending on the structure to be built, ranging from a few hours for an interior wall to a year or more for a single large building.

Demolitions [S] (INT)

This is the ability to create and set explosive devices, whether to minimize or maximize their destructive force. Using Demolitions to create an explosive from scratch takes at least an hour to do safely. In this case, success yields a number of devices equal to the X-Roll and failure means the character can try again. A Botch means the batch is ruined with no harm to the character except that his ingredients have been consumed. The process can be rushed at personal risk to the character, taking only a minute, but

the yield is only half (possibly zero), and a failure consumes the ingredients. A Botch in this case blows the yield up in the character's face, doing appropriate damage by type, which the character cannot Dodge or Save against. The Difficulty to create explosive devices is as follows:

Device	Difficulty
Molotov Cocktail	Roll
Pipe Bomb	MTN 10
Dynamite	MTN 10
Thermite	MTN 15
C4	MTN 15
Enhanced Nitro	MTN 15
	(blows up on a failure)

Using Demolitions to maximize the destructive force of a set explosive requires a Demolitions MTN 10 roll. If successful, it doubles the X-Damage of the blast. This cannot be done with thermite or prefab explosives such as claymores, hand grenades, or mines.

Minimizing an explosive's destructive force is done by shaping the charge and directing the blast in only one direction, usually to blow out a wall but leave the rest of a building intact. Shaping a charge reduces the explosive's area to a 45° wedge with half the distance of the explosive's original radius. A shaped charge can also be maximized. C4 is easy to shape, but other explosive devices are not. The Difficulty to shape explosive devices is as follows:

Device	Difficulty
C4	Roll
Dynamite	MTN 10
Pipe Bomb	MTN 15

Explosives are typically detonated by remote control (as a Free Action), but can also be set with a fuse or tripwire. Fused explosives take one Action to light (although Slight of Hand can be used to turn the lighting Action into a Free Action) and are cut to a fuse length of 3 or 6 seconds when they are meant to be thrown (exploding one or two Actions afterwards). When setting an explosive to be triggered by a tripwire, use a Conceal roll opposed by Search (or MTN 10 Spot) to determine if the tripwire is detected before it is triggered.

Diplomacy [PRE]

Diplomacy is the skill of dealing with people, representing etiquette, grace, and influence. It is used to reach agreements, negotiate deals, and win people over. Diplomacy can also be used to influence an NPC's attitude with a few moments of interaction (see NPC Attitude and Interaction p.71). In most cases, Diplomacy is unopposed, but would be opposed by Diplomacy if two diplomats are trying to gain advantage over each other, or wish to sell a third party on opposing viewpoints. When used to reach an agreement, negotiate deals, or to win people over, Diplomacy normally requires at least a few minutes, if not hours or days.

Disable Device [S] [INT]

This represents the character's ability to sabotage, disable, or disarm various devices such as alarms, booby traps, or time bombs. It can also be used to rig a device to fail after a particular set of circumstances are met, such as having a tire fall off a car when it reaches 80 MPH, depressurizing a spacecraft after it enters hyperspace, or causing an elevator to drop after passing the 13th floor. Using Disable Device to disable a simple device only takes a round or two. Using it to disable a complex device can take a minute or more. Rigging a device to fail can take minutes or hours depending on the complexity of the device and what the characters is trying to make it do; longer if he needs to hide the sabotage to make it look like an accident. The Difficulty to disable devices is as follows:

Device	Difficulty
Disable Simple Device	Roll
Disable Complex Device	MTN 10
Rig Simple Device	MTN 10
Rig Complex Device	MTN 15

Disguise [WIS]

Disguise is the ability to change one's appearance (or someone else's) to hide his identity or impersonating someone else. Doing so requires at least 10 minutes of work and a professional disguise kit. Disguise is opposed by Spot.

Drive [AGI]

This is the character's ability to perform dangerous driving maneuvers, avoid hazards, and regain any loss of a vehicle's control. It is opposed by Drive when trying to out-drive an opponent or lose a tail and can be used like the Dodge skill to oppose any incoming attacks against the vehicle. Using Drive is typically a Free Action when used in conjunction with a Move Action or to avoid a hazard or regain control.

Electronics [S] [INT]

This is the ability to modify, build, or repair electronic devices. When used to repair Systems Point Damage on vehicles and spacecraft, it restores a number of Systems Points equal to the X-Roll (at the rate of one point per hour).

Entertain [S] [PRE]

Entertain represents the character's ability to perform for others or put on a show. It encompasses singing, dancing, acting, and playing musical instruments.

Escape [AGI]

This is the character's ability to escape from bonds and restraints or to squeeze through tight spaces. Escape can also be used to oppose a Grapple Hold, Pin, or Choke. Using Escape takes a Movement Action.

Forgery [S] (INT)

Forgery is the ability to create fake documents, IDs, artworks, or websites and is also used to recognize fakes made by others. Forging documents and IDs usually takes only a few minutes and is opposed by Forgery when examined by others. Duplicating artworks can take hours, days, or weeks, depending on the medium and is opposed by either Appraise or Forgery. A character must have at least 3 levels of the Artistry skill to forge artworks. A counterfeit website can be whipped up in a few minutes by a proficient computer user and is opposed by either Computers or Forgery. A character must have at least 3 levels of the Computers skill to forge websites. The Difficulty to forge specific items are as follows:

Item	Difficulty
Document or Signature	Roll
ID or Permit	MTN 10
Money	MTN 15
Typical Artwork	MTN 10
Famous Artwork	MTN 15
Typical Website	Roll
Well Known Website	MTN 10
Secure Website	MTN 15

Gamble (WIS)

Gamble represents a character's luck and skill at betting on games of chance. Using Gamble represents an hour or an entire evening of gaming. There are two types of gambling: games against The House like slots, roulette, blackjack, and horse racing; and games against a group (or single opponent), like poker, craps, and penny pitching.

Games against The House are resolved by first determining a Stake (the maximum amount the character is willing to risk), and then making a MTN 10 or Crit Gamble roll opposed by The House, which typically has a Gamble skill of 17 (WIS 6 + Skill 8 + Base 3). The character must succeed to win, even if the House does not. Needless to say, playing against The House stinks, but the payoff is greater than playing against a group should a character win. In this case the character wins (X-Roll x Stake). If the character wins with a Crit he gets back (20 x Stake). If the character loses, there goes the Stake.

When playing against a group, first determine a Minimum Bet for the group, then multiply the Minimum Bet by the number of players to determine how much is at Stake. Once a Minimum Bet has been agreed upon, everyone makes an opposed Gamble roll and the results are tallied. The lowest roll pays the highest roll (Minimum Bet x Number of Players). The next lowest roll pays the second highest roll (Minimum Bet x One Less Player) and so on, paying (Minimum Bet x One Less Player) each time, until everyone has either paid out or received. In the case of a middleman, he is considered to have broke even.

For example: a group of 7 are playing poker. When it comes time to settle the bets, the players' Gamble rolls are lined up in value from highest to lowest. For simplicity, we'll say player 7 is the highest and player 1 is the lowest with everyone else falling neatly in line. When the game started the Minimum Bet was set at 100w, so player 1 pays player 7 700w, player 2 pays player 6 600w, player 3 pays player 5 500w, and player 4 breaks even.

Gather Info (PRE)

This is the ability to collect information from people, such as rumors, gossip, and the general goings on of a particular locale. Doing so requires at least an hour and a few small bribes or drinks to "work" the area.

General Knowledge (INT)

This skill represents the character's knowledge of current events and the ability to answer general academic questions or trivia. Using General Knowledge is always a Free Action, as the character either knows the info or doesn't.

Gunsmith [S] (INT)

This is the ability to modify or repair firearms and to manufacture them (given the proper parts, equipment, and GM approval). The Difficulty to create a particular weapon is equal to its Availability, provided the character has the proper tools and equipment for the build. This skill is also used to manufacture prefab explosive devices such as claymores, hand grenades, mines, and missiles (but not the explosive component itself: C-4, which must be acquired separately). A character must have at least 3 levels of the Electronics skill to manufacture Shoulder-Fired Missiles or Vehicle-Mounted Weapons. Using Gunsmith to create a weapon takes twice the Delivery time associated with the weapon's Availability (See Availability p.32). Note that this skill does not cover the manufacture of ammunition.

Handle Animal [S] (PRE)

This represents the character's ability to train and push animals, such as teaching a dog to guard or getting a mule to climb up a particularly steep cliff. It is also used to domesticate wild animals so that they can be trained as well. The Difficulties for using Handle Animal are as follows:

Task	Difficulty
Push Animal	Roll
Train or Teach Tricks	MTN 10
Domesticate Wild Animal	MTN 15

Hide (AGI)

This is the ability to duck out of sight or blend into the surroundings and to move unobserved or to tail someone on foot without being noticed. Hide can be opposed with either Search or Spot, depending on whether the opponent is actively searching for (or just passively happens to notice) the character. Using Hide is a Free Action, but must be tied to a Move Action when movement is

involved.

Interrogation [S] (WIS)

Interrogation is used to extract information from an unwilling target through subtle questioning, trickery, and psychology. It is opposed by the Willpower Save and can take minutes or hours, depending on the target.

Intimidate (STR or PRE)

Intimidate can be used with either Strength or Presence to threaten others into cooperation and to overawe them during combat, or to influence an NPC's attitude (see NPC Attitude and Interaction p.71). Intimidate is opposed with the Willpower Save and takes one Action. When used in combat, successfully intimidated targets suffer a -1 penalty to all die rolls that directly oppose the character or his actions. More than one person can be intimidated at a time, but doing

so is much harder than working-over an individual. Against groups larger than 8, only the leader can be intimidated, as there is just too much strength in numbers beyond that point. The Difficulty is as follows:

Number of Targets	Difficulty
1 Target	Roll
2-4 Targets	MTN 10
5-8 Targets	MTN 15

Jump (STR)

This is the character's ability to jump for distance or height, or to make a desperate dive through a window, doorway, or over some obstacle. It takes a Move Action to use Jump. Use the following Difficulties to determine how far or high a character can jump:

Jump	Difficulty
Long Jump	
Distance Equals (STR X 5')	Roll
To Jump An Extra 5'	MTN 10
To Jump An Extra 10'	MTN 15
High Jump	
Distance Equals (STR X 1')	
(Vertical Reach Not Included)	Roll
To Jump An Extra 2'	MTN 10
To Jump An Extra 4'	MTN 15

Listen (WIS)

This is the ability to hear faint sounds or to eavesdrop on someone else's conversation. Using Listen is a Free Action.

Mechanics [S] (INT)

This is the ability to modify, build, or repair mechanical devices. When used to repair Structure Point damage on vehicles and spacecraft, it restores a number of Structure Points equal to the X-Roll (at the rate of one point per hour).

Move Silently (AGI)

This is the ability to move quietly without being heard; useful for sneaking up to someone or slinking away without being noticed. Move Silently is opposed with Listen and requires a Move Action.

Open Locks [S] (AGI)

This skill represents the ability to defeat both manual locks (called hard locks) and electronic locks. Using the skill against electronic locks requires that the character have at least one level of the Electronics skill. The Difficulties for using Open Locks are as follows:

Lock	Difficulty
Simple Hard Lock	Roll
Handcuffs (on another)	Roll
Handcuffs (on self)	MTN 10
Complex Hard Lock	MTN 15 or Crit
Electronic Lock	MTN 10
Discount Electronic Lock w/ Scanner	MTN 10
Electronic Lock w/ Scanner	MTN 15

Operate Heavy Machinery [S] (AGI)

This is the ability to operate or drive heavy machinery and vehicles such as trains, earth movers, rock crushers, cranes, bulldozers, or tanks.

Pilot [S] (AGI)

This is the character's ability to perform dangerous flying maneuvers, avoid hazards, and regain any loss of an aircraft or spacecrafts' control. It is opposed by Pilot when trying to out-fly an opponent or to lose a tail and can be used like the Dodge skill to oppose any incoming attacks against the vehicle. Using Pilot is typically a Free Action when used in conjunction with a Move Action or to avoid a hazard or regain control.

Ride (AGI)

This is the ability to ride an animal (usually a horse), to stay in the saddle when bucked, and to get it to do tricky maneuvers such as jumping an obstacle or running down a pedestrian. Ride is normally a Free Action used with the mount's own Move Action. A mount can also be pushed with a successful Ride roll, allowing the mount to use a Surge Point for its actions that round (with the associated Fatigue afterwards).

Search (INT)

Search represents the skill to actively look over an area and find clues, hidden items, traps, and other details not readily apparent. Using Search takes a few Actions to go over a small area, such as a single desk or body, but can take minutes or even hours to cover a larger area such as room or building.

Sense Motive (WIS)

This is the character's ability to tell when someone is trying to bluff or mislead him by picking up on subtle tells or by simple intuition. It can also be used to sense a person's general trustworthiness and to gauge social situations. Sense Motive is a Free Action when someone is actively trying to trick the character, but takes a few minutes of interaction to get a sense of an individual's general trustworthiness or to gauge a social situation.

Slight of Hand [S] (AGI)

This skill represents a subtle or quick hand and can be used to pick pockets, palm small objects (making the seem to disappear), or for quickly reloading a firearm when necessary. Sleight of Hand requires a Move Action and is opposed by Spot when picking pockets or palming small objects. A successful roll as a Free Action when quickly reloading a firearm cuts the reload time in half.

Spot (WIS)

This is the ability to notice movement, realize that something is out of place, or to spot someone in a crowd. Using Spot is always a Free Action; otherwise use the Search Skill.

Streetwise [S] (WIS)

This is the ability to get along on the

street, to recognize bad areas, to avoid likely ambush spots, and to know where to look for certain 'street services'. Typical 'street services' include prostitutes, drug dealers, suppliers, fences, information brokers, street doctors, hit men, and underworld contacts. Using Streetwise to recognize a likely ambush spot is a Free Action, but using it for anything else first requires a few hours to familiarize oneself with an area. Once an area has been familiarized, other aspects of the Streetwise skill can be used as a Free Action.

Surgery [S] (AGI)
(Requires Life Sciences skill)
This is the ability to perform Surgery on another (not oneself) in order to stop internal bleeding and repair injuries. Surgery may only be preformed once per wounding and restores a number of lost Wound Points equal to the X-Roll if successful. Because of its invasive nature however, anyone undergoing Surgery (successful or otherwise) is considered Disabled (even with full Wound Points) for a minimum of 12 hours afterwards.

Survival [S] (WIS)
This is the ability to survive in the wilderness, find shelter, food, and direction. Using Survival to find direction is a Free Action. In a wilderness situation, Survival is rolled twice every 24 hours. First to find shelter (if the characters are moving from previously found shelter) and second to find food. On a successful Survival roll to find food, the X-Roll determines how many people the food will sustain for that day.

Swim (STR)
This is the character's ability to swim and maneuver underwater. Using Swim is a Move Action. A character can tread water or float without a roll, swim 1/4 his Movement speed per Action on a successful roll, or can try to sprint, swimming up to 1/2 his Movement speed per

Action with a MTN 10 Swim roll. In this case, failure indicates normal swim speed, while the character becomes Fatigued on a Botch.

A character can swim for a number of hours equal to his CON before he needs to make an Endurance Save or become Fatigued. This process is repeated with a cumulative -2 penalty to the Save each interval, until the character stops swimming or passes out from the accumulating Fatigue.

Taunt (PRE)
This is the ability to taunt and egg-on an opponent in order to irritate him into doing something foolish (the target must be able to hear and understand the character for it to work). Taunt is opposed with either the Sense Motive or Taunt skills and takes one Action. When successful, the target either does something the character was encouraging him to do (such as releasing a hostage or 'coming over here to say that') or suffers a -2 penalty to all die rolls for the next round due to the distraction. The choice is up to the character. However, anytime Taunt is successfully opposed with the Taunt skill and the roll is not a failure, the target has out-taunted the character, who then suffers one of the effects above instead of his target.

Track [S] (WIS)
This is the ability to follow trails left by others across most types of terrain. When tracking, only one roll is made each day for any particular trail. The Difficulty to follow tracks depends on how faint they are (which can be effected by weather, age, or intentional covering by those who left the tracks). In the case where someone is covering his trail, the Track roll also (in addition to MTN) is opposed by Conceal. Below are some simple guidelines:

Terrain	Difficulty
Obvious (Snow Or Dessert Sands)	No Roll
Easy To Spot (Wet Ground Or Across Dirt)	Roll
Typical Tracks (Outdoors, Weathered Snow Or Weathered Dessert Sands)	MTN 10
Very Faint (Hard Ground, Streambeds, Indoors)	MTN 15

Treat Injury (WIS)
This is the ability to administer first aid and bind wounds. A successful roll will Stabilize a Dying character and restores a number of lost Vitality Points equal to the X-Roll. Using this skill to restore Vitality is only effective once per wounding. Provided one is conscious, it is possible to use this skill on oneself, but the difficulty is MTN 10.

Tumble [S] (AGI)
Tumble represents the character's acrobatic ability. It can be used to dive through narrow openings, land on one's feet after a fall, or tumble past an opponent trying to block the way. It can be used once as a Free Action during a fall to reduce the damage of the fall by 10 points. Using it to tumble past an opponent is a Move Action and is opposed by the opponent's Grapple skill (as a Free Action). Success allows the character to move through the opponent's space as if he wasn't there, while failure means the character stops movement in the square directly in front of the opponent.

Weaponsmith [S] (INT)
This is the ability to create or repair any of the following weapons: bayonet, bow, brass knuckles, club, combat knife, crossbow, foil, hand crossbow, nunchaku, sap, sling, small blade, spear, staff, stun baton, sword, or whip. The Difficulty to create a particular weapon is equal to its Availability, provided the character has the proper tools and equipment for the build. Using Weaponsmith to create a weapon can take a few minutes to weeks, depending on the weapon and quality

the character is going for. Generally, this is equal to half the Delivery time associated with the weapon's Availability (See Availability p.32).

Advanced Skills

Earth Sciences (INT)

The study and knowledge of geography, geology, and meteorology.

Historical Sciences (INT)

The study and knowledge of anthropology, archeology, and history.

Life Sciences (INT)

The study and knowledge of biology, biotech, and medicine.

Physical Sciences (INT)

The study and knowledge of astronomy, chemistry, and physics.

Political Sciences (INT)

The study and knowledge of economics, law, and politics.

Social Sciences (INT)

The study and knowledge of philosophy, psychology, and religion.

Languages

The languages presented below are the most universally spoken throughout the Solar System. A character starts the game knowing only his native language (chosen by the player), unless he takes the Linguist Edge (although new languages can be bought with Experience later). A character is able to read, write, and speak any of his languages fluently, unless he has the Illiterate Flaw. In this case the character is unable to read or write any of his languages, until the Flaw is bought off with Experience (See Experience p.4 or the Appendix). A common language must be shared for two or more people to communicate with each other. In the cases where there is no shared language, the characters must make MTN 10 or Crit Sense Motive rolls to understand each other effectively.

Languages

Below is a list of the most frequently spoken languages throughout the Solar System (in descending order) and where they are most commonly used.

Order	Language	Where Prevalent
1	English	Everywhere
2	Japanese	Everywhere
3	French	Venus
4	Spanish	Earth
5	Chinese	Mars
6	Russian	Mars
7	German	Mars
8	Arabic	Mars
9	Sioux	Titan
10	Inuit	Arctic Circle, Earth
11	Sign Language	Everywhere
12	Latin	Academies of Higher Learning or Religious Institutions

Chapter Three:
Edges & Flaws

Edge Descriptions

Combat Edges

Agile
The character is skilled at avoiding attacks. +1 Dodge skill.

Blind Fight
The character can engage in Close Quarter Combat without having to see his opponents. He suffers no penalty for vision when using Grapple, Melee, and Unarmed skills.

Combat Reflexes
The character reacts faster than normal to combat situations. +4 Initiative.

Evasion (Agile)
The character has superior agility and grace when dodging attacks. He can use the Full Defense Action (Defend + Defend) without spending Surge Points during combat.

Grappler
The character is an accomplished grappler. +1 Grapple skill.

Gunner
The character has an affinity for targeting computer guided weapons and missiles. +1 Target skill.

Marksman
The character knows how to handle a gun. +1 Ranged skill.

Martial Artist
The character can focus the energy of his attacks, causing Lethal damage instead of Stun, when using Grapple, Melee, and Unarmed skills.

Martial Throw (Martial Artist)
The character knows how to use the ground against an opponent. He can cause unarmed damage on any successful Grapple Trip and +5 damage on a successful Grapple Body Slam attack.

Power Attack
The character can put all his might into an attack at the expense of accuracy. When making a Grapple, Melee, or Unarmed attack, the character can take a penalty to his Attack roll, up to his STR, in exchange for an equal amount of additional damage should the attack succeed.

Quick Draw
The character can draw a weapon and have it ready for use as a Free Action rather than the normal Move Action.

Rapid Shot (Marksman)
The character has superior speed and grace with a gun. He can use back-to-back Attack Actions (Attack + Attack) when using the Ranged skill, without spending Surge Points during combat.

Rapid Strike (Combat Reflexes)
The character is lightning quick in Close Quarter Combat. He can use back-to-back Attack Actions (Attack + Attack) when using the Grapple, Melee, and Unarmed skills, without spending Surge Points during combat.

Rapid Targeting (Gunner)
The character has a quick eye and fast fingers for targeting computer guided

Edge List

NAME	Prerequisite
Combat Edges	
Agile	
Blind Fight	
Combat Reflexes	
Evasion	(Agile)
Grappler	
Gunner	
Marksman	
Martial Artist	
Martial Throw	(Martial Artist)
Power Attack	
Quick Draw	
Rapid Shot	(Marksman)
Rapid Strike	(Combat Reflexes)
Rapid Targeting	(Gunner)
Rapid Throw	(Throwing Specialist)
Scrapper	
Sharpshooter	(Marksman)
Sniper	(Marksman)
Stunning Attack	(Martial Artist)
Surprise Strike	(Combat Reflexes, Rapid Strike)
Throwing Specialist	
Weapons Specialist	
Whirlwind Attack	(Combat Reflexes, Martial Artist, Rapid Strike)
General Edges	
Academic	
Ace Pilot	
Acrobatic	
Acute Hearing	
Acute Vision	
Alert	
Ambidextrous	

Animal Affinity	
Athletic	
Base of Operations ❖	
Born Leader	
Charismatic	
Common Sense	
Computer Geek	
Concentration	
Crack Driver	
Craftsman	
Creative	
Exceptional Vehicle ❖	
Fast	
Feng-Shui Master	
Feng-Shui Power ❖	(Feng-Shui Master)
Gearhead	
Great Fortitude	
Hard to Kill	
High Pain Threshold	
Indomitable Spirit	
Instant Stand	
Internal Compass	
Iron Will	
Light Sleeper	
Lightning Calculator	
Lightning Reflexes	
Linguist ❖	
Low Profile	
Lucky	
Mobility	
Photographic Memory	
Physician	
Poker Face	
Popular	
Psychic	
Psychic Power ❖	(Psychic)

Psychic	
Superfluous Power	(Psychic)
Quick Healing	
Rugged	
Saboteur	
Safe House ❖	
Skill Focus ❖	
Spacer	
Spacecraft, Fighter ❖	
Spacecraft, Freighter ❖	
Spacecraft, Frigate ❖	
Spacecraft, Scout ❖	
Speed Reader	
Spirited	
Stealthy	
Technician	
Thorough	
Threat Assessment	
Time Sense	
Toughness	
Well Informed	
Contact Edges	
Arms Dealer ❖	
Corporate Ties ❖	
Fence ❖	
Information Broker ❖	
Judicial Ties ❖	
Media Ties ❖	
Minions ❖	
Political Ties ❖	
Religious Ties ❖	
Scientific Ties ❖	
SSPB Ties ❖	
Street Doc ❖	
Underworld Ties ❖	

❖ Indicates an Edge that can be taken multiple times.

weapons and missiles. He can use back-to-back Attack Actions (Attack + Attack) when using the Target skill, without spending Surge Points during combat.

Rapid Throw (Throwing Specialist)
The character has coordinated and quick arms for throwing. He can use back-to-back Attack Actions (Attack + Attack) when using the Throw skill without,

spending Surge Points during combat.

Scrapper
The character is a natural born fighter. +1 Unarmed skill.

Sharpshooter (Marksman)
The character has a dead aim and suffers no penalties for Small or Tiny Size; opponents with Partial Cover; who are Prone; or when firing into opponents engaged

in Close Quarter Combat. For targets of Miniscule Size the penalty is reduced to MTN 10 or Crit.

Sniper (Marksman)
The character is skilled at making impossibly long shots. The character doubles the Range Increment when using a rifle.

Stunning Attack (Martial Artist)
The character knows how to make dis-

abling strikes to vulnerable pressure points. Whenever the character makes a successful Unarmed attack that causes damage, the target must make an Endurance Save or be Stunned for one round.

Surprise Strike (Combat Reflexes, Rapid Strike)

The character knows how to take advantage of off-guard opponents. He does +5 damage on a successful Grapple, Melee, or Unarmed attack against a Flat Footed opponent. He may use Surprise Strike only once per target each round.

Throwing Specialist

The character has a knack for pitching things at a target. +1 Throw skill.

Weapons Specialist

The character has an affinity for 'up close and personal' combat weaponry. +1 Melee skill.

Whirlwind Attack (Combat Reflexes, Martial Artist, Rapid Strike)

The character can unleash a flurry of rapid strikes, sweeping over every opponent within 5'. First, make one attack roll at a -2 penalty. Check it against the first target, then add +1 to the total for each consecutive target. Damage is figured from the original die roll.

General Edges

Academic

The character has an affinity for higher learning and an advanced education. +2 Any one Sciences skill.

Ace Pilot

The character is a flying ace. +2 Pilot skill.

Acrobatic

The character is exceptionally nimble and light on his feet. +1 Balance, Escape, and Tumble skills.

Acute Hearing

The character has exceptionally sharp hearing. +2 Listen skill.

Acute Vision

The character has exceptionally keen eyesight. The character suffers no penalties in twilight conditions and can see as twilight in darkness. +1 Spot skill.

Alert

The character is in tune with his surroundings and those around him. +1 Listen, Sense Motive, and Spot skills.

Ambidextrous

The character is equally adept using either hand and suffers no penalty while performing a task with his off hand. +1 Sleight of Hand skill.

Animal Affinity

Animals seem to like the character, cuddling up when friendly and hesitating to attack when hostile. The character is always the last target of choice when they do attack. +1 Handle Animal

Athletic

The character has a knack for athletic endeavors. +1 Jump, Climb, and Swim skills.

Base of Operations ❖

The character has a well-known base of operations on a planet, moon, or space station, where he can relax or attend to his own affairs (as long as no one is after him).

Born Leader

The character has the natural ability to encourage, motivate, and push others beyond their normal limitations. The character gains a second set of Surge Points (equal to his own), which he can give to others within the sound of his voice. Unlike his personal Surge Points, these are not limited to being spent just one per round.

Charismatic

The character has a natural appeal that people seem to trust in. +1 Bluff, Diplomacy, and Gather Info skills.

Common Sense

The character always looks before he leaps. Whenever he is about to do something particularly foolhardy (even if there are no perceptible clues present) the GM should warn him, noting that perhaps the course of action isn't such a good idea.

Computer Geek

The character has a natural affinity for computers. +2 Computers skill.

Concentration

The character can razor focus his mind on a single task, shutting out all distractions. As long as he does nothing else, he suffers no penalties for environmental distractions while concentrating on the task at hand.

Crack Driver

The character is a natural behind the wheel. +2 Drive skill.

Craftsman

The character is a resourceful and skilled builder. +2 Construction skill.

Creative

The character is imaginative with a flair for creativity. +1 Artistry, Conceal, and Disguise skills.

Exceptional Vehicle ❖

The character owns an unusual or heavily modified vehicle, such as a tank, hovercraft, or spy satellite. Choose any single vehicle with an Availability of MTN10 or higher, or take a common vehicle and modify it with weapons, armor, and gadgets (subject to GM approval). This feat can also be taken twice for the same

vehicle, in order to more heavily modify an already Exceptional Vehicle.
Exceptional Vehicles bought with this Edge can always be repaired or replaced if damaged, lost, stolen, or destroyed during the course of the game (though it can take a few months in some cases).

Fast
The character is fleet of feet. +10 Movement.

Feng-Shui Master
The character is a practitioner of Universal Feng-Shui and has access to Feng-Shui Powers (see Feng-Shui Powers p.24).

Feng-Shui Power ❖ (Feng-Shui Master)
The character can use one of the Feng-Shui Powers. He must take the next available Feng-Shui Power according to the Order of Advancement (see Feng-Shui Powers p.24).

Gearhead
The character is mechanically inclined. +2 Mechanics.

Great Fortitude
The character has exceptional resilience. +2 Endurance Save.

Hard to Kill
The character is tough to put down. +5 Wound Points.

High Pain Threshold
The character has a high tolerance for pain. He only suffers a -1 penalty to all die rolls when Wounded.

Indomitable Spirit
The character has extraordinary mental tenacity. Any time the character fails a Willpower Save, he gets a second Save on the next round to try again.

Instant Stand
The character can quickly regain his feet after being thrown, tripped, or knocked down, doing so as a Free Action rather than the normal Move Action.

Internal Compass
The character has the uncanny ability to retrace his steps exactly, knowing the correct direction to any point he has been to during the day. He will never get lost, unless moved while unconscious.

Iron Will
The character has an unusually strong sense of will. +2 Willpower Save.

Light Sleeper
The character can wake from sleep instantly at any sign of trouble or danger.

Lightning Calculator
The character can instantly perform complicated mathematical calculations in his head. +1 Computer and Physical Sciences skills.

Lightning Reflexes
The character has quick reflexes and reacts fluidly to danger. +2 Reaction Save.

Linguist ❖
The character has a natural aptitude for languages. He knows a number of extra languages (in additional to his native tongue) equal to his Intelligence.

Low Profile
The character easily blends into a crowd or has a forgettable face. Opponents suffer a -4 penalty when trying to recognize the character through the Spot skill (nice for those with a bounty out on them).

Lucky
Lady Luck seems to smile on the character. Increase the character's Luck Points by one.

Mobility
The character is skilled at dodging past opponents and can move through an opponent's space when taking back-to-back Move Actions.

Photographic Memory
The character can remember things seen and heard with near perfect detail. +1 General Knowledge and all Sciences skills.

Physician
The character has a natural affinity for the medical arts. +1 Treat Injury, Surgery, and Life Sciences skills.

Poker Face
The character is skilled at hiding his excitement and emotions. +1 Gamble, Interrogate, and Intimidate skills.

Popular
The character has a group of dedicated fans. +2 Entertain skill.

Psychic
The character has Psychic abilities and access to one of the Psychic Spheres (see Psychic Powers p.26).

Psychic Power ❖ (Psychic)
The character can use one of the Psychic Powers within his chosen Psychic Sphere. He must take the next available Psychic Power according to his Sphere's Order of Advancement, paying the Psychosis Cost as normal (see Psychic Powers p.26).

Psychic Superfluous Power (Psychic)
The character gains what Psychics refer to as a Superfluous Power; the ability to use a Psychic Power from a Psychic Sphere not his own. This is very rare and is limited to the first (and only the first) available Power within any particular Sphere.

Quick Healing
The character recovers quickly from injury, gaining double the normal Vitality Points per hour and one additional Wound Point per day.

Rugged
The character is a hardy outdoorsman. +1 Handle Animal, Ride, and Survival skills.

Saboteur
The character has a knack for disrupting the normal operation of things. +1 Demolitions, Disable Device, and Open Locks skills.

Safe House ❖
The character has a secret safe house hidden on a planet, moon, or space station, where he can lie low and recover when necessary.

Skill Focus ❖
The character has dedicated himself to the mastery of a particular skill. +2 any skill.

Spacecraft, Fighter ❖
The character owns a fighter spacecraft. A Fighter Spacecraft bought with this Edge can always be repaired or replaced if damaged, lost, stolen, or destroyed during the course of the game (though it can take a few months in some cases).

Spacecraft, Freighter ❖
The character owns a space freighter. A Freighter Spacecraft bought with this Edge can always be repaired or replaced if damaged, lost, stolen, or destroyed during the course of the game (though it can take a few months in some cases).

Spacecraft, Frigate ❖
The character owns a frigate spacecraft. A Frigate Spacecraft bought with this Edge can always be repaired or

replaced if damaged, lost, stolen, or destroyed during the course of the game (though it can take a few months in some cases).

Spacecraft, Scout ❖
The character owns a scout ship. A Scout Spacecraft bought with this Edge can always be repaired or replaced if damaged, lost, stolen, or destroyed during the course of the game (though it can take a few months in some cases).

Spacer
The character is accustomed to space travel and suffers no Situational Modifiers for actions in Zero-G.

Speed Reader
The character can read text incredibly fast, tearing through a single page in about three seconds and a 200 page book in about ten minutes.

Spirited
The character can push himself beyond his normal limitations when needed. Increase the character's Surge Points by one.

Stealthy
The character knows how to be subtle. +1 Hide, Move Silently, and Slight of Hand skills.

Technician
The character has a natural aptitude for building and repairing electronic devices. +2 Electronics skill.

Thorough
The character takes the time to do the job right. +1 Forgery, Search, and Track skills.

Threat Assessment
The character knows how to assess an opponent's skill in comparison to his own. By spending one Action, the char-

acter can try to make a Sense Motive roll to determine whether the opponent is less skilled, about the same, or more skilled in a particular area than the character.

Time Sense
The character always knows what time it is and how much has passed from any particular reference. Additionally, he can 'set himself' to wake from sleep at any predetermined instant.

Toughness
The character doesn't let scrapes, bumps, or bruises slow him down. +10 Vitality Points.

Well Informed
The character stays ahead of current events, keeping himself in the loop. +1 Appraise, General Knowledge, and Streetwise skills.

Contact Edges

Arms Dealer ❖
The character has a supplier (on a single planet or moon) for arms and armaments, legal or otherwise.

Corporate Ties ❖
The character has contacts and limited influence in a major corporation of a single planet or moon.

Fence ❖
The character has a buyer (on a single planet or moon) for hot or questionable goods.

Information Broker ❖
The character has a source available (on a single planet or moon) to buy and sell information.

Judicial Ties ❖
The character has contacts and limited influence in the judicial system of a single planet or moon.

Media Ties ❖
The character has contacts and limited influence in the major media of a single planet or moon.

Minions ❖
The character has a number of paid lackeys or loyal followers under his direction. The base is 3 for each time the edge is taken +/- the following modifiers:

Edge or Flaw	Modifier
Base of Operations	+3
Born Leader	+6
Bounty Head	-5
Charismatic	+3
Feng-Shui Master	+3
Kid	-5
Moves Around A lot	-2
Popular	+3
Psychic	-2
Ties (Any)	+3 ea.

Political Ties ❖
The character has contacts and limited influence in the politics and bureaucracy of a single planet or moon.

Religious Ties ❖
The character has contacts and limited influence in a major religion or cult of a single planet or moon.

Scientific Ties ❖
The character has contacts and limited influence in the scientific community of a single planet or moon.

SSPB Ties ❖
The character has contacts and limited influence in the SSPB (Solar Systems Policing Bureau) of a single planet or moon.

Street Doc ❖
The character has a medical professional available on a single planet or moon, who can patch him up or perform elective surgery, no questions asked.

Underworld Ties ❖
The character has contacts and limited influence in a major syndicate or go-gang of a single planet or moon.

Flaw Descriptions

Absent Minded
The character is constantly forgetting or misplacing minor information or small items. -3 General Knowledge skill.

At the start of each game session, the GM secretly rolls a die to determine if the character is going to misplace some important item (such as ship keys, a firearm, the bounty head, etc) during the course of the game. If so, the GM may spring it on the character at anytime, usually in the most inconvenient way possible (like informing the character that he has misplaced his gun, just as combat starts...).

Roll	Result
1-15	Doesn't come into play
16-20	Flaw comes into play

All Thumbs
When it comes to building or repairing things, the character is all thumbs. -2 on Construction, Mechanics, and Electronics skills.

Allergies
Sometimes the character's allergies flare up making life miserable.

At the start of each game session, the character must make an Endurance Save or suffer a -1 penalty to all die rolls during the session.

Animal Antipathy
There is something about the character that animals don't like. In general, animals will avoid the character with a bark or hiss, but if cornered or trained to guard, the animals will attack. Those animals that do attack, tend to ignore other threats until the character with Animal Antipathy is taken care of.

Big 'Un
The character is big, really big. Whether grossly overweight or just a giant among men, the lumbering character has a hard time fitting into a smaller man's world. He is too big to move through any space that would normally require an Escape roll to do so, and must make an Escape roll or get stuck anytime he tries to get into or out of a normally confining space (such as a vehicle, airlock, or doorway). -2 Hide skill and -5 Movement.

Big Spender
The character has a hard time keeping money, spending it like water or gambling it away. No mater how much money passes through his hands, he always ends up broke and hungry.

Blabber Mouth
The character is a habitual gossip with a big mouth, always speaking before thinking. He's likely to blurt out secret plans or inadvertently tell the bad guys exactly what they want to know. Opponents get a +4 on Interrogation skill rolls against the character.

Bounty Head
The character is wanted for some crime (real or not) and has a large bounty placed on his head.

At the start of each game session, the GM secretly rolls a die to determine if bounty hunters are going to crash the party sometime during the course of the game.

Roll	Result
1-10	Flaw Doesn't come into Play
11-15	No, But Add +5 To Next Roll
16-20	Bounty Hunters Show Up
21-25	SSPB Shows Up

Flaws List

FLAWS		
Absent Minded	Enemy	Outlaw
All Thumbs	Geezer	Phobia: Being Alone
Allergies	Greedy	Phobia: Cats
Animal Antipathy	Hasty	Phobia: Crowds
Big 'Un	Heavy Drinker	Phobia: Darkness
Big Spender	Heroic	Phobia: Deep Water
Blabber Mouth	Hothead	Phobia: Dogs
Bounty Head	Illiterate	Phobia: Enclosed Places
Bum Leg	Impaired Hearing	Phobia: Heights
Chain Smoker	Impaired Vision	Phobia: Snakes
Clean Freak	Impulsive	Rotten Liar
Clumsy	Intolerant	Scrawny
Cocky	Kid	Short
Code of Honor	Klepto	Soft
Compulsive Gambler	Klutz	Space Sickness
Coward	Lazy	Squeamish
Cry Baby	Lecherous	Superstitious
Dark Secret	Mistaken Identity	Tell
Deep Sleeper	Night Blindness	Uncouth
Dependant	Obligation	Uninformed
Distinctive Features	Oblivious	Uninspired
Distracted	Obvious	Unlucky
Ego Signature	One Arm	Vengeful

Bum Leg
One of the character's legs is lame or false (not a flaw if the character uses a cybernetic replacement). -10 Movement and -3 Climb, Jump, Swim, and Tumble skills.

Chain Smoker
The character has to have his cigarettes and everyone knows it, cause he's never seen without one hanging from his lip. He must make a Willpower Save to resist any offers of a smoke; something an enemy might take advantage of. If denied smokes for more than an hour, the character suffers a -1 penalty to all die rolls until he gets some.

Clean Freak
The character has a compulsion to clean and tidy up, hating filth and disarray. He must make a Willpower Save to resist the urge to do so when confronted with a mess.

Clumsy
Like a bull in a china shop, the character tends to drop things or knock them over. Don't trust him with hand grenades and watch your back if he has a gun.

Once per session, the character must make a Reaction Save to avoid dropping something important or knocking into something causing unwanted noise. The GM decides when the roll must occur, carefully choosing the most inopportune time.

Cocky
The character is severely overconfident and never turns down a challenge.

Code of Honor
The character has a personal set of rules that he will not break, no matter what. Typical codes are against killing, harming women or children, attacking from behind, never suffering an insult without

answering in blood, etc.

Compulsive Gambler
The character has a weakness for games of chance and may not be able to control himself when the opportunity to gamble arises. He must make a Willpower Save to resist gambling and can only attempt to stop (re-roll Willpower Save) when he wins or his money runs out.

Coward
Cowards try to avoid combat and do a lot of ducking when it comes their way. When forced into combat, the first round must always be spent finding cover or moving away from the area. -1 Grapple, Melee, and Unarmed skills and -3 Intimidate skill.

Cry Baby
The character has a low tolerance for pain or an exaggerated sense of injury.

He suffers a -1 penalty on all die rolls whenever he is Injured and a -2 penalty when Wounded.

Dark Secret

The character has a dark secret or identity that would cause all sorts of problems if revealed.

At the start of each game session, the GM secretly rolls a die to determine if some aspect of the dark secret will come up during the game.

Roll	Result
1-15	No
16-19	Yes, Small Hint
20	Yes, Secret Revealed

Deep Sleeper

The character sleeps so soundly that nothing short of a solid kick to the head can awake him. In a combat situation, this means a strike that reduces Vitality Points or causes a Wound (whether delivered by a friend or enemy). Needless to say, he never makes a morning appointment.

Dependant

The character has someone that depends on him for protection and support, whether a child, family member, or friend.

At the start of each game session, the GM secretly rolls a die to determine if something will threaten the character's dependant during the game. Losing a dependant is a traumatic experience. Should it happen, the character receives no XP for that game session, and drops the Dependant flaw.

Roll	Result
1-15	Doesn't come into play
16-20	Flaw comes into play

Distinctive Features

Something about the character's physical appearance stands out, making him easily identifiable (whether cybernetic implants, a disfigurement, unique mode of dress, etc). Opponents get a +4 on Spot skill rolls when used to recognize the character in disguise.

Distracted

The character easily misses fine details or gets hung up on red herrings. -2 Forgery, Search, and Track skills.

Ego Signature

The character cannot perform any anonymous covert act, compelled to leave some identifying mark at the scene. Typical ego signatures might include a silver bullet, a playing card, a cryptic message, initials carved into furniture, etc.

Enemy

The character has an enemy (whether an individual or group) actively seeking to do him harm. More powerful enemies such as corporations and syndicates will usually put a bounty on the character (see Bounty Head) to help rope him into their clutches.

At the start of each game session, the GM secretly rolls a die to determine if the character's enemy shows up sometime during the course of the game.

Roll	Result
1-10	Doesn't come into play
11-15	No, But Add +5 To Next Roll
16-20	Enemy's Goons Show Up
21-25	Enemy Shows up

Geezer

The character has been around the block a few times and is starting to slow down. Though he's not as spry as he once was, he's picked up a lot of experience along the way. -2 all Physical skills, +1 all Mental skills.

Greedy

The character loves money and will do almost anything he thinks he can get away with to get it. He must make a Willpower Save to resist any offers of a bribe; something an enemy might take advantage of.

Hasty

The character has little patience for tedious work. -2 Demolitions, Disable Device, and Open Locks skills.

Heavy Drinker

The character likes to have a nip of courage now and then (mostly now). Though not necessarily drunk, the character drinks like a fish and everyone knows it. He must make a Willpower Save to resist any offers of a drink; something an enemy might take advantage of. If denied alcohol for more than an hour, the character suffers a -1 penalty to all die rolls until he gets some.

Heroic

The character is a sucker for those in need. He hates to see anyone suffer and can never turn down a sincere plea for help.

Hothead

The character is easily provoked and tends to become reckless when frustrated. Opponents get a +4 on Taunt skill rolls against the character.

Illiterate

The character can't read.

Impaired Hearing

The character is hard of hearing or deaf in one ear. -3 Listen skill.

Impaired Vision

The character is blind in one eye, has no depth perception, is myopic, or suffers a lazy eye. -2 Spot, Ranged, and Throw skills.

Impulsive

Impulsive characters act before they

think; opening doors to see what's inside, pushing buttons to see what they do, running off alone to see what made the horrible scream...

Once per session, the character must make a Willpower Save to avoid doing something that will get him into trouble. The GM decides when the roll must occur, carefully choosing the most inopportune time (need someone to set off a trap?).

Intolerant
The character dislikes and does not get along with certain types of people (by Race or Profession) avoiding them if possible and insulting or provoking them when forced together.

Kid
The character is a child, 8-15 years old, which most people won't take very seriously. Typical kids are also undersized (see Short) and are restricted by age from certain activities, wherever such laws are actually enforced. -2 Bluff, Diplomacy, Gather Info, and Interrogate skills and -4 Intimidate skill.

Klepto
The character has a compulsion to steal and hoard away small items, usually of little monetary value.

Once per session, the character must make a Willpower Save to avoid stealing something that might get him into trouble. The GM decides when the roll must occur, carefully choosing the most inopportune time.

Klutz
The character is uncoordinated and without grace, barely able to walk and chew gum at the same time.   -2 Balance, Escape, and Tumble skills.

Lazy
The character has little motivation to do anything strenuous; letting others do any grunt work and heavy lifting. -2 Climb, Jump, and Swim skills.

Lecherous
The character is a sex-crazed pervert and everybody knows it, especially those he continually hits on. He must make a Willpower Save to resist any offers for sex; something an enemy might take advantage of.

Mistaken Identity
For some unknown reason, the character is constantly being mistaken for someone else. Perhaps he just has a really common face.

At the start of each game session, the GM secretly rolls a die to determine if someone is going to mistake the character for someone else at some point during the course of the game.

Roll	Result
1-5	No Mistaken Identity
6-12	Mundane Identiy
13-18	Mistaken For A Bounty Head
18-20	Mistaken For A Deadly Enemy

Night Blindness
The character has very poor eyesight in lowlight conditions. In twilight conditions the character suffers the same penalties for darkness. In darkness, he is effectively blind.

Obligation
The character is obligated in some way to his family, his profession, a corporation, the SSPB, a syndicate, or by some other duty or promise.

At the start of each game session, the GM secretly rolls a die to determine if his obligation comes up sometime during the course of the game.

Roll	Result
1-5	Doesn't Come Into Play
6-12	PC Must Report In
13-18	Obligation Needs A Minor Favor
18-20	Obligation Needs A Major Favor

Oblivious
The character is an airhead, prone to spacing out at times. -2 Listen, Spot, and Sense Motive skills.

Obvious
The character has no sense of stealth, being loud or awkward at inappropriate times. -2 Hide, Move Silently, and Slight of Hand skills.

One Arm
The character has only one arm (not a flaw if the character uses a cybernetic replacement). -3 Climb and Swim skills and -2 Drive and Pilot skills in unmodified vehicles.

Outlaw
The character is on the wrong side of the law, possibly wanted for petty crimes, but is still a small fry as far as bounty hunters go. Even so, outlaws can't risk using their own ID's and are likely to be harassed by the SSPB even when there is no bounty on their heads.

Phobia
The character has a particular phobia or irrational fear. Anytime the character is exposed to his phobia, he must make a Willpower Save or become Panicked, doing everything he can to immediately leave the area. If he Saves, he may stay in the fearful situation, but becomes Shaken and suffers a -1 penalty to all die rolls until the situation is resolved. Note that characters with the Fear of Deep Water Phobia cannot swim and sink strait to the bottom if they become Panicked while in water over their heads. Chose one of the following Phobias:

* Fear of Being Alone
* Fear of Cats
* Fear of Crowds
* Fear of Darkness
* Fear of Deep Water
* Fear of Dogs
* Fear of Enclosed Places
* Fear of Heights
* Fear of Snakes

Rotten Liar

The character cannot mislead, deceive, or even omit the truth without giving himself away in some manner. Whether a moral qualm, obvious tell, or unbelievable stories, people just seem to know when he's lying. -4 Bluff skill.

Scrawny

The character is a lightweight or petite. -5 Vitality Points.

Short

The character is well below average height, having trouble looking over high objects and moving quickly. +2 Hide skill, -4 Jump skill, and -5 Movement.

Soft

The character enjoys the comforts of home and isn't very interested in roughing it or getting back to nature. -2 Handle Animal, Ride, and Survival skills.

Space Sickness

Like seasickness, the character can't handle the rigors of space travel, quickly becoming sick to his stomach and suffering a -1 penalty to all die rolls for as long as he remains in space.

Squeamish

The character can't handle the sight of blood and gore. Anytime he sees any (especially his own), he must make a Willpower Save or becomes Shaken, suffering a -1 penalty to all die rolls until he leaves the area or binds up his wounds.

Superstitious

The character lives by signs and omens; sometimes for good, sometimes for bad. Heeding the signs brings peace, while ignoring them brings misfortune.

At the start of each game session, the GM rolls a die to determine the signs and omens. If they are good, the character may act normally. If they are bad, the character must make a Willpower Save or suffer a -1 penalty to all die rolls during the session.

Roll	Result
1-10	Good Omens
11-20	Bad Omens

Tell

The character has some kind of tell that gives away his hand, so to speak. -2 Gamble, Interrogate, and Intimidate skills.

Uncouth

The character has some kind of habit that others find off-putting, such as rudeness, cussing, crotch scratching, or nose picking. -2 Bluff, Diplomacy, and Gather Info skills.

Uninformed

The character doesn't keep up on current events or is out of the information loop. -2 Appraise, General Knowledge, and Streetwise skills.

Uninspired

The character has no creative flair. -2 Artistry, Conceal, and Disguise skills.

Unlucky

The character is cursed with bad luck.

Once per session, the character must re-roll an important successful roll, taking the worst of the two (Luck cannot be spent on this re-roll). The GM decides when the re-roll occurs, but should mix it up each session between combat rolls, Saves, and skill checks.

Vengeful

The character always keeps score and must attempt to right any perceived wrong committed against him.

Feng-Shui Powers

Feng-Shui is the 'science' of the placement and arrangement of space, which is claimed to allow one to achieve harmony with the environment. True Feng-Shui Masters however, can accomplish much more, being able to read and even manipulate the forces of fate, luck, and Chi.

To have access to Feng-Shui Powers, a character must first purchase the Feng-Shui Master Edge. After that, he can begin purchasing Feng-Shui Powers as Edges or through Experience. Each Feng-Shui Power listed has an Order of Advancement and is a requirement of the Feng-Shui Power that follows it. All Feng-Shui Powers must be taken (or learned) in this order.

In order to use Feng-Shui Powers, the character needs to study a Lopan; the traditional Feng-Shui dial. It is through the reading and interpretation of the Lopan that the Feng-Shui Master attunes with (and manipulates) the forces of fate, luck, and Chi, making chance and fortune bend to his will. For the most powerful Feng-Shui Powers, a Lopan is not enough, and a Gatestone is also required (which can be placed in the receptacle carved into in the center of all Lopan dials).

Gatestones are actual pieces of the Gatestone Comet that smashed into the Earth's moon fifty years ago. These stones radiate an intense mystical energy, allowing the Feng-Shui Master the ability to learn and use the highest forms of Feng-Shui (see below).

Feng-Shui Powers

Order	Power	Notes
1	Read Aura	
2	Danger Sense	
3	Divine Location	
4	Alter Chance	
5	Harmony	Gatestone Required
6	Summon	Gatestone Required
7	Chart Fate	Gatestone Required

Feng-Shui Power Descriptions

Alter Chance

Alter Chance allows the Feng-Shui Master to alter the die result (the actual number rolled on the die) for a single roll by +/-1. Doing so requires one Action of Lopan study and must be declared before the die roll in question, although it can be used to affect anyone's roll (including the GM's - who does not have to roll openly, but should take the result in the character's best favor). Note that the die roll does not have to be adjusted if the natural result is better than an adjustment up or down.

Chart Fate

Chart Fate and a Gate Stone allows the Feng-Shui Master to cause things to happen to himself and others, bending chance and destiny to his own will, through the ultimate knowledge and study of the Lopan. This can allow anything to happen, from all of his enemies dying one-by-one in various accidents in the home, to the Feng-Shui Master (or anyone he chooses) becoming ruler of a planet by popular vote of the people. This power is very much wish fulfillment - and as such, must be carefully abdicated by the GM. The simpler things usually happen in a short amount of time, but the greater the demand on fate, the longer it will take to happen (and sometimes with unexpected results).

Danger Sense

Danger Sense gives a Feng-Shui Master advanced warning of any imminent danger to himself (like an ambush), although it doesn't give him specific information about what the danger is or where it will originate. While in effect however, the Feng-Shui Master gets a +2 bonus to Initiative and Reaction Saves, and cannot be caught Flat-Footed except on a Botched Initiative roll. Danger Sense lasts as long as the Feng-Shui Master has his Lopan in hand.
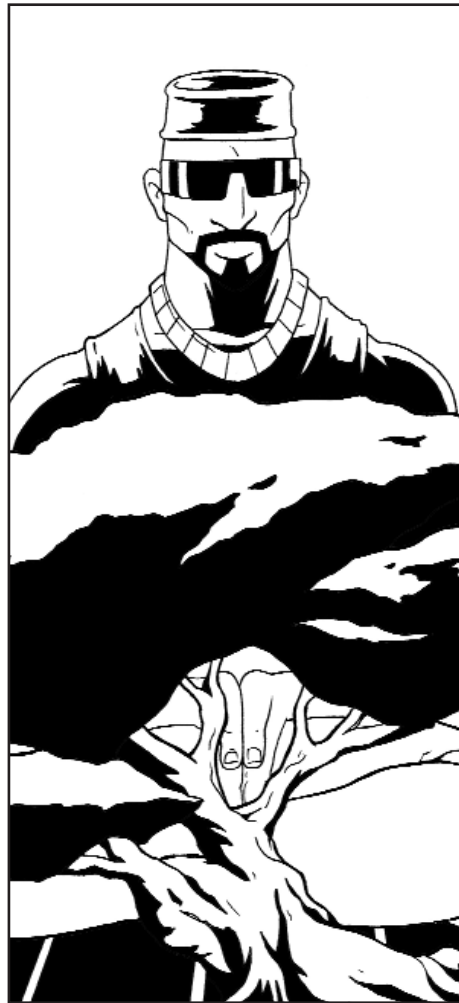
Divine Location

Divine Location allows the Feng-Shui Master to concentrate on his Lopan, in order to determine the direction to and vector (direction of movement) of any object or person he has ever touched. This ability does not provide information about the target's range, although the Feng-Shui Master could triangulate a more exact position by using the ability from several different locations, charting each reading to the point they intersect.

Harmony

Harmony and a Gatestone allow the Feng-Shui Master to attune himself more keenly than ever to the forces of fate and destiny, increasing his Total Luck Points by +4 for as long as a Gatestone remains in his possession. In addition, the Feng-Shui Master can now spend one Action (when desired) to give one of his own Luck Points to another for immediate use.

Read Aura

Read Aura allows the Feng-Shui Master to spend a Round to study the Lopan in such a way as to reveal the nature and condition of anyone he concentrates on. Information gleaned from the Lopan includes whether the target has a good heart or is evilly inclined; what the target's three highest skills are (but not their level); whether the target has Psychic or Feng-Shui Powers; the target's current health status, including internal injuries, diseases, common mental disorders (including Psychosis), drug use, poisons, radiation, implants, and memory loss; and when the target is lying.

Summon

Summon and a Gate Stone allows the Feng-Shui Master to cause people to come to him (or a specific location) through happenstance and chance, completely unaware that they are going to arrive, unless they themselves are also looking for the Feng-Shui Master or location. How long it takes, or the circuitous course of events that will lead the person to arrive is up to the GM, although the closer a person is when summoned, the faster he will arrive. This can be a few days to weeks, months, or even years, depending on distance and countless other factors. Both non-specific persons and individuals can be summoned, such as the closest hacker in the area, or 'Mean Joe' the current Bounty Head. In order to summon a specific individual however, it must be someone the Feng-Shui Master has seen before and is familiar with.

In the case where the target of a Summons cannot get to the Feng-Shui Master, or is intentionally hiding, then the Summons works in reverse and the Feng-Shui Master is led to them in the same manner as outlined above.

Chapter Five:
Psychic Powers

There are seven known Spheres of Psychic Power in the world of Bounty Head Bebop: Awareness, Biokinesis, Psychokinesis, Psychometabolism, Pyrokinesis, Telekinesis and Telepathy. Each Sphere encompasses five related Psychic Powers, allowing a Psychic to accomplish amazing or seemingly impossible feats.

A single Psychic Sphere is chosen when the Psychic Edge is initially taken. After that, the character can start learning the Psychic Powers within his chosen Sphere, purchasing each Power as an Edge or through Experience. Only one Psychic Sphere can ever be chosen (although the Psychic Superfluous Power Edge allows a single additional Psychic Power to be taken outside of the character's chosen Sphere).

Each Psychic Power listed within a Psychic Sphere is a requirement of the Psychic Power that follows it. This is referred to as the Order of Advancement for each Sphere. All Psychic Powers must be taken (or learned) in this order.

All Psychic Powers are either Instantaneous (their effects happen, are resolved, and that's that); last a Scene (functioning automatically throughout the duration); or can be Maintained (with minimal thought). Psychic Powers that must be Maintained however, shut off whenever the character is Nauseated, Stunned, Unconscious, or KO'd.

Psychic Power Descriptions

Clairvoyance
Clairvoyance allows a Psychic to see and hear what is going on in a remote location as if he were standing there. The Psychic can view any area he has actually been to (regardless of distance), or perceive roughly 30' beyond his direct line of sight. For example, a Psychic standing on a hill a mile from a particular building could look at the building and concentrate on the 20th floor window to see and hear what was going on within the room on the other side of the window, but could not use his Clairvoyance to 'walk his sight' out of the

Psychic Spheres

Awareness
Awareness is the ability to sense things that cannot be seen with normal sight.

Biokinesis
Biokinesis (sometimes referred to as Faith Healing) is the ability to heal others (but not oneself) through touch.

Psychokinesis
Psychokinesis is the ability to control sound and light.

Psychometabolism
Psychometabalism is the ability to mentally control and enhance the function of one's own body.

Pyrokinesis
Pyrokinesis is the ability to create and control fire.

Telekinesis
Telekinesis is the ability to manipulate the movement of physical objects with the mind alone.

Telepathy
Telepathy is the ability to sense and even manipulate another's mind.

Psychic Powers By Spheres

Awareness

Order	Power	Psychosis Cost
1	Danger Sense	2
2	Clairvoyance	3
3	Divine Location	4
4	Postcognition	5
5	Precognition	6

Biokinesis "Faith Healing"

Order	Power	Psychosis Cost
1	Restore Vitality	1
2	Suppress Toxins	3
3	Close Wounds	4
4	Heal	5
5	Regeneration	6

Psychokinesis

Order	Power	Psychosis Cost
1	Tone	1
2	Mote	2
3	Sound Manipulation	3
4	Light Manipulation	4
5	Illusions	5

Psychometabolism

Order	Power	Psychosis Cost
1	Suspended Animation	1
2	Heightened Senses	2
3	Suppress Toxins	3
4	Physical Boost	5
5	Regeneration	6

Pyrokinesis

Order	Power	Psychosis Cost
1	Ignite	2
2	Control Flames	3
3	Heat Sink	4
4	Radiate	5
5	Fireball	6

Telekinesis

Order	Power	Psychosis Cost
1	Light Touch	2
2	Heavy Hand	3
3	Fling	4
4	Flight	5
5	Deflection	6

Telepathy

Order	Power	Psychosis Cost
1	Send Thoughts	2
2	Read Minds	3
3	Mental Invisibility	3
4	Psionic Blast	5
5	Mind Control	6

can cause a fire to move in any direction (even against the wind) a number of feet per round equal to (5 x WIS) or to increase or decrease the overall diameter of the fire by a like amount. The fire must move across some surface, but the surface does not have to be flammable (the Psychic could move a fire across water for example). In addition to controlling movement, the Psychic can increase or decrease the amount of heat generated by a fire, up to doubling its Base Damage or reducing the heat down to nothing. Note however that unless the heat of a fire is reduced down to nothing, it will still cause other flammables in its path to ignite as normal (See Fire Hazards p.69).

Danger Sense

Danger Sense gives a Psychic advanced warning of any imminent danger to himself (like an ambush), although it doesn't give him specific information about what the danger is or where it will originate. While in effect however, the Psychic gets a +2 bonus to Initiative and Reaction Saves, and cannot be caught Flat-Footed except on a Botched Initiative roll. Danger Sense lasts one Scene.

Deflection

Deflection allows the Psychic to stop dead (or deflect to the side) any incoming attack or blast, as long as the attack is coming at him from the front. This includes all Close Quarter Combat attacks and Ranged Combat attacks, as well as vehicle Ramming attacks, and Area Attacks that originate within 45° to either side of his facing (although it does not prevent poison gas or Fire Hazards from effecting him after the initial blast).

Divine Location

Divine Location allows the Psychic to concentrate on any object previously handled by a person, in order to determine the direction to and vector (direction of

room and down the hall (unless he had previously been in that part of the building before).

Close Wounds

Close Wounds instantly restores 5 Wound Points each time it is used, Stabilizing Dying characters and taking

Disabled characters back to Wounded.

Control Flames

Control Flames allows the Psychic to manipulate existing flames within his line of sight. By concentrating, the Psychic

movement) of said person. This ability does not provide information about the target's range, although the Psychic could triangulate a more exact position by using the ability from several different locations, charting each reading to the point they intersect. Any mundane object handled by the target within the last 24 hours is usable by the Psychic. Those objects that hold some personal or sentimental value to the target are usable anytime, even if the target is dead.

Fireball

Fireball causes a superheated inferno of flames to erupt at any desired point within line of sight. The attack does not travel from the Psychic to the target, but rather bursts into being wherever the Psychic desires, doing 18L PA20'r Damage. Note that the fiery burst is handled as a Passive Area Attack and acts as an incendiary (see Fire Hazards p.69).

Flight

Flight allows the Psychic to fly through the air (as long as he concentrates) at a Base Movement of 30'. He may also 'Run' his flight if desired going up to (30' x WIS).

Fling

Fling allows the Psychic to telekinetically pick up any object (or person) up to 5000 pounds and hurl it through the air with great force. Objects are treated as if they had fallen 100' (30SL) whether they are thrown strait up or into another object (Tumble may be used as normal to reduce this damage). Objects or people may also be targeted by something telekinetically hurled at them. In this case, resolve the attack as a Targeted Area Attack that only effects the individual targeted (defend against the attack as per the standard Area Attack rules p.77).

Heal

Heal instantly restores a character to full Vitality, Wound, and Ability Points. In doing so it also counters the Conditions of Blinded, Deafened, Disabled, Diseased, Dying, Exhausted, Fatigued, Poisoned, Stabilized, Unconscious, and Nauseated.

Heat Sink

Psychics with this ability are immune to all forms of heat and fire (but not their clothing and equipment) for as long as they are conscious, independent of whether they activate this power or not.

When overtly activated however, the Heat Sink Power allows the Psychic to draw out and absorb the heat from any object or creature by touch, which can be used to instantly cool any hot object, or to prevent something from catching fire. If used on a person, the target must make an Endurance Save MTN 15 or Crit, or become Fatigued (consecutive attacks stack). Touching a victim that is intentionally avoiding contact with the Psychic requires a normal Unarmed or Grapple Attack.

Heavy Hand

Heavy Hand allows the Psychic to telekinetically pick up and move any object (or person) up to 5000 pounds, within line of sight. The object moves at a Base Movement of (5' x WIS) and can be double moved (two Actions) if desired, but not 'Run'. People caught with this ability can still change facing and attack (if in range), but have no control over their own Movement. Heavy Hand can be maintained over multiple rounds with concentration.

Heightened Senses

Heightened Senses allows the Psychic to greatly increase one of his normal senses for a Scene as follows:

Hearing

Increasing this sense gives the Psychic a +6 bonus to all Listen rolls, but makes him susceptible to loud noises and sound based attacks. Anytime the character is caught in an explosive based Area Attack, he must make an additional Endurance Save or be Stunned. The Psychic also suffers a -4 penalty when making a Save against the Psychic Power Tone.

Sight

Increasing this sense gives the Psychic night vision and a +3 bonus to all Search and Spot rolls. It also makes him susceptible to any attacks specifically targeting sight, imposing a -4 penalty to any Saves rolled against such effects.

Smell

Increasing this sense allows the Psychic to identify objects and beings by smell (provided he is already familiar with them) and to identify those who have handled an object or been in a particular area within the last 8 hours. It also allows the Psychic to identify poisons and other impurities in food or drink and to detect (or 'see') invisible gases in the air (allowing him and those he warns, to stay clear of poison gas clouds).

Touch

Increasing this sense allows the Psychic to tell the exact weight of any object he can lift and to unerringly determine whether an unconscious person is alive or dead. It also gives him a +6 bonus to all Open Locks rolls used against hard locks.

Ignite

Ignite allows the Psychic to start a one foot diameter fire anywhere within his line of sight by simply concentrating on the desired area. Once created, the fire acts as normal (see Fire Hazards p.69).

Illusions

Illusions allows the Psychic to create perfect audio-visual holograms of anything he can imagine, anywhere within his line of sight. There is no limit to the number of holograms the Psychic can produce at one time, nor to the actions the holo-

grams can take. Each hologram is indistinguishable from the real thing by sight or hearing alone, although other senses like touch, or close interaction where some aspect of the hologram is missing (such as heat from a holographic fire), will reveal the hologram as a fake. This ability also allows the Psychic to alter someone's speech as they talk, or to make it appear and sound as if they are talking when they are not. The Psychic can see through his holograms at will, allowing him to observe both the real world and his illusory creations simultaneously.

  This ability can also render objects and persons invisible, by covering their presence with holograms of empty space.

Light Manipulation

Light Manipulation allows the Psychic to control all light within a 100' radius, increasing or decreasing it as desired. He can keep all light out, creating an area so pitch black that even night vision cannot penetrate, or increase the light to a intense white-out glare blinding everyone within. He can also create bubbles of light or dark of any number or size within the 100' radius, controlling not only the amount of light within each, but also how much light escapes. Because of this, it is possible to have an area of blinding white light or pitch dark hidden in plain view (although the light or dark within is intense, the Psychic is not allowing any of it to leave the area, so those outside perceive only the conditions they are already in).

Light Touch

Light Touch allows the Psychic to telekinetically pick up and move any object (or creature) up to 50 pounds, within line of sight. The object moves at a Base Movement of (5' x WIS) and can be double moved (two Actions) if desired, but not 'Run'. Creatures caught with this ability can still change facing and attack

(if in range), but have no control over their own Movement. Light Touch can be maintained over multiple rounds with concentration.

Mental Invisibility

Mental Invisibility allows the Psychic to block his presence and actions from the minds of everyone within his line of sight, effectively becoming invisible. People and animals will not notice the Psychic or anything he is doing (including opening and closing of doors), unless he causes a ruckus, or directly interacts with them by touching or attacking them. When such is the case, the victim and those nearby become aware of the Psychic's presence, but still cannot see him, unless they make a MTN 10 or Crit Willpower Save.

Mind Control

Mind Control allows the Psychic to mentally control the actions of anyone within his line of sight or to instill a task in the target's subconscious that he will unwittingly do his best to carry out. Only one target can be directly controlled or given a task with each activation of the power, but there is no limit to the number of targets the Psychic can control or have car-

rying out tasks at any given time, so long as each was the result of a separate Mind Control activation. Targets directly controlled can make a MTN 15 or Crit Willpower Save to resist the control each round, while those instilled with tasks can make a MTN 10 or Crit Willpower Save to ignore the task completely.

Mote

Mote allows the Psychic to cause small dazzling motes of light to appear and move about anywhere within his line of sight, each about as bright as 100 watt bulb. Once created, the Motes remain in existence until dismissed or the Psychic moves more than 100' away, at which point they flicker out. There is no limit to the number of Motes the Psychic can bring into being, although an excessive amount can obscure vision (see Concealment p.78).

  This ability also allows the Psychic to release a sudden blinding flash of brilliant light from his body if desired, visible up to 10 miles. All those facing the Psychic's direction with an unimpeded line of sight when this happens must make a MTN 10 or Crit Reaction Save or be Blinded a number of rounds equal to

the X-Roll of their Save. A Botch on the Save means the character temporarily gains the Impaired Vision Flaw for 24 hours after his sight returns.

Physical Boost

Physical Boost allows the Psychic to double his STR, CON, AGI, and Base Movement for one Scene. Vitality and Wound Points are recalculated from the new totals, but are lost (as Damage) when the effect wears off.

Postcognition

Postcognition allows the Psychic to look back into the history of any object or person he can touch, requiring a few minutes of uninterrupted contact. The quality of the information is left up to the GM, but should be such as to allow the Psychic to easily pick out anything of interest or relevance, provided such exists.

Precognition

Precognition allows the Psychic to meditate for a few hours each day in order to look into the future, gaining a glimpse of what might come, for himself or others. Unlike the past, the future is never set, so things the Psychic sees with Precognition are only things that are most likely to happen, but are not guaranteed. The GM decides what hints or clues to give, based on his knowledge of where the adventure might go or people the characters are likely meet. He can even give retroactive hints, such as 'reminding' the Psychic that the scene the characters are currently in, was one that he saw in his meditation, even though the GM never mentioned it before (he's mentioning it now retroactively).

This ability also gives the Psychic a supernatural awareness of the flow of things around him for the next 24 hours after its use, immediately warning him of impending danger or harm, revealing what the danger is and where it will come from. During this time, the Psychic can not be caught Flat-Footed and gains a +4 bonus to all Initiative rolls and Reaction Saves.

Psionic Blast

Psionic Blast allows the Psychic to unleash a savage burst of his own Psychosis into the mind of anyone within his line of sight. Those targeted must make a MTN 10 or Crit Willpower Save or take a number of Points of SL AP Damage equal to the Psychic's Psychosis Score. Those that Save reduce the amount of damage by their X-Roll, and take no damage on a Crit.

Radiate

Radiate allows the Psychic to exude a staggering heat, or to wrap himself in billowing flames, affecting anyone (save himself) that comes within a 5' radius. Anyone that comes into the staggering heat must make an Endurance Save each round or become Fatigued, while the billowing flames cause 8L Damage per round and are a fire hazard (see Fire Hazards p.69).

Read Minds

Read Minds allows the Psychic to read the surface thoughts of anyone within his line of sight. Doing so reveals what a target is currently thinking, allowing the Psychic to detect lies and bluffs instantly and prevents the target from surprising the Psychic in any way. If the Psychic questions the target in conjunction with this ability, he can manipulate what the target thinks about by simply bringing it up in conversation. Targets actively trying not to think about (and thus reveal) something must make a MTN 10 or Crit Willpower Save to do so, although the Psychic will instantly know that they are hiding something, and can re-roll the Power again to force another Save out of the target.

Regeneration

Regeneration does everything Heal does but also allows the restoration of lost limbs and organs, instantly re-growing them all in a matter of seconds.

Restore Vitality

Restore Vitality instantly restores 10 Vitality Points each time it is used and counters the Conditions of Fatigued, Exhausted, Unconscious, Nauseated, and the special Disabled status induced by Surgery.

Send Thoughts

Send Thoughts allows the Psychic to open a mental line of two-way communication with anyone he can see or with anyone he knows personally, as long as they are in planetary range (on the same planet, in orbit, or within a similar distance while in space).

Sound Manipulation

Sound Manipulation allows the Psychic to control all sound within a 100' radius, increasing or decreasing its volume as desired. He can keep all sound out, creating an area of dead silence, or increase the volume of an area to such an intensity as to deafening all within. He can also create bubbles of sound or silence of any number or size within the 100' radius, controlling not only the amount of sound within each, but also how much sound escapes. Because of this, it is possible to have an area of deafening blare hidden from the hearing of those standing nearby (although the sound within is intense, the Psychic is not allowing any of it to leave the area, so those outside perceive only the conditions they are already in).

Suppress Toxins

Suppress Toxins instantly counters the effects of all poisons or diseases, reversing any Condition change, Ability Point, or Wound Point loss imposed by the toxin.

Suspended Animation

Suspended Animation allows the Psychic to shut down the functions of his body, enabling him to survive indefinitely without food, water, air, or warmth (and even in the vacuum of space). While in Suspended Animation, the Psychic appears as dead but is actually aware of his surroundings and the passage of time, allowing him to awaken instantly whenever he desires.

Tone

Tone allows the Psychic to cause individual tones of sound to be heard at varying volumes that move about anywhere he desires within his line of sight. Once created, the Tones remain in existence until dismissed or the Psychic moves more than 100' away, at which point they fade out. There is no limit to the number of Tones the Psychic can bring into being, although an excessive amount can drown out normal hearing.

This ability also allows the Psychic to create a sudden and intense sonic boom (centered on himself), which can be heard up to 10 miles away. All those within a 50' radius (excluding the Psychic) must make a MTN 10 or Crit Endurance Save or be Stunned and then Deafened a number of rounds equal to the X-Roll of their Save. A Botch on the Save means the character temporarily gains the Impaired Hearing Flaw for 24 hours after his hearing returns.

Psychosis

Psychic Powers can make things happen beyond the normal bounds of perceived reality, but delving past these limits can take a toll on one's sanity. A character has to start worrying about Psychosis the moment he takes the Psychic Edge. Initially, Psychosis starts at zero, but the more a Psychic learns, the more Psychosis he gains - and every time he uses a Power, he risks increasing his Psychosis score even more and losing control.

All Psychic Powers have an associated Psychosis Cost. Whenever a character gains a new Psychic Power, he increases his Psychosis score by this amount.

To use any Psychic Power, the Psychic must roll an opposed Willpower Save against his Psychosis score (rolled by the GM). If the character wins, the power works as expected. If he fails, the Power fails and he immediately gains a point of Psychosis and suffers a Psychotic Break based on the GM's X-Roll (see below).

When a character's Psychosis score reaches 20 the character goes insane and becomes an NPC under the control of the GM (who's Psychic Powers now work without rolls). If the rest of the characters (or the authorities) can catch the crazed maniac and get him to a Psychotherapy clinic, then he can come back as a character again (with a new Psychosis score of 16), after six months of intense treatment.

Psychotic Break
(1-10 Off GM's X-Roll)

X-Roll	Result
1	Stunned
2	Backlash
3	Gain Flaw
4	Psychotic Rapture
5	Nausea
6	Exhaustion
7	Unconscious
8	Catatonia
9	Berserk
10	Psychosis Storm

Backlash
Backlash causes a powerful surge of uncontrolled Psychic energy to slam through the Psychic's body, searing him from the inside out and doing 8SL AP Damage.

Berserk
The Psychic goes berserk (see Berserk p.81).

Catatonia
The Psychic's Wisdom drops to zero (see Catatonic p.81).

Exhaustion
The Psychic's becomes exhausted (see Exhausted p.81).

Gain Flaw
The Psychic permanently gains one of the following Flaws (if the Flaw rolled is one already possessed by the character, he gains no new Flaw):

Roll	Flaw
1-2	Animal Antipathy
3-4	Phobia: Being Alone
5-6	Phobia: Cats
7-8	Phobia: Crowds
9-10	Phobia: Darkness
11-12	Phobia: Deep Water
13-14	Phobia: Dogs
15-16	Phobia: Enclosed Places
17-18	Phobia: Heights
19-20	Phobia: Snakes

Nausea
The Psychic becomes nauseous (see Nauseated p.82).

Psychosis Storm
The area trembles and small objects and debris raise a foot off the ground, as rippling waves of distortion cascade off the Psychic. This is the dreaded Psychosis Storm, an uncontrolled vortex of chaotic Psychic energy centered on the Psychic that ravages the minds of every living creature within a 20' radius (including the Psychic himself). Those caught in the Psychosis Storm must make a Willpower Save or take 8SL AP Damage for each round of exposure. The Psychosis Storm lasts a number of rounds equal to the Psychic's Psychosis Score.

Psychotic Rapture
Psychotic Rapture fills the Psychic's head with a powerful euphoria, impairing judgment and imposing a -4 penalty to all Wisdom Based die rolls for a number of hours equal to (15 - WIS).

Stunned
The Psychic is stunned for one round (see Stunned p.83).

Unconscious
The Psychic loses consciousness (see KO'd p.82).

Chapter Six:
Money & Equipment

Money As A Plot Device

The standard currency of the game is Writs (w), however money itself in the game is a plot device. The characters will always be able to get it, so rather than keep track of grossly inflated numbers, it is assumed that the characters have what they need to maintain their lifestyles and to make equipment and weapons purchases. The GM should keep an eye on this to make sure it's not abused, and of course should feel free to throw in money problems as needed to further the plot - especially when considering those with the Big Spender Flaw!

Prices listed for items and equipment are there to establish comparative value between each item, but may be used if players prefer not to use the Money As a Plot Device rule.

Just because characters have plenty of money doesn't mean they'll always get what they want. To reflect this, the game incorporates the rule of Availability (see below).

Availability

Some items are not readily available, are restricted, or are hard to find. Each item has an TN/Delivery value, which indicates how hard it is to get the item in question.

TN And Delivery

TN

TN is the Target Number for the Arranged Deal role. Sometimes required to obtain an item. There are five levels as follows:

TN	Restrictions
N/A	These are items so common that one can be picked up virtually anywhere. No Roll
Always	These items are widely available for sale to the public. No Roll
Roll	These items are available for sale, but with restrictions as to who may purchase them.
MTN 10	These items are not generally available or are heavily restricted.
MTN 15	These items are very heavily restricted, very rare, or illegal.

Delivery

Delivery is the time it takes to receive an item after a successful Arrange Deal roll is made. Note that deals made with the Computers skill always take a minimum of one week for Delivery. Items with a Delivery of On Hand (or 0) means the item is available immediately without wait, except as noted above.

Process

Find Supplier

Before any item that requires a roll can be obtained, a willing supplier must first be found, then a deal must be set. Use an Arms Dealer, Information Broker, or Underworld Ties as appropriate to initially find a supplier - or make a skill roll

using one of the following skills: Gather Info (to find a supplier by asking around); Computers (to search for a supplier on the web); Streetwise (to know where to look for a supplier); or Intimidate/Interrogate (but only if the target knows where a supplier can be found, but is not talking).

Arrange Deal

Once a supplier has been found, the supplier's attitude must be Indifferent or better to begin negotiations. Use one of the following skills to reach a deal (this is the Arrange Deal roll): Bluff (to fast talk the supplier into deal); Diplomacy (to arrange an equitable deal); Intimidate (to bully the supplier into a deal - only good if the item is On Hand); or Computers (to hack an order off a website).

Degrees of Success

Roll	Result
Faulty Success	Double Delivery Time
Success	As Delivery
Extra Success	Reduce Delivery Time By Half (Excludes Items with a MTN 15 Availability)
Crit	Item On Hand, No Wait

Repercussions of Failure

Repercussions of Failure depend on the skill used to arrange the deal (see below). In all cases, failure means the character must wait a month before trying again (for the same item) with the same supplier.

Skill Used	Result
Bluff	No deal and supplier's Attitude drops 2 steps; Botch means supplier becomes Hostile.
Diplomacy	No deal is reached, but Attitude remains the same. Botch means Item not available through this supplier.
Intimidate	No deal and supplier's Attitude becomes Hostile; Botch means supplier unfazed, but might set up the character or put a hit out on him.
Computers	Character fails to hack an order and the authorities investigate the incident. Botch means Security Counter-measures fry character's computer and authorities investigate the incident.

Selling Hot Items

The process for selling hot items is similar to the rules of Availability. First the character must find a willing buyer, and then a deal must be set. It is assumed that once the character finds a buyer, an equitable deal is made and both parties go their separate ways. However, if it is important to the plot (or if the players are not using the Money As a Plot Device rule), then the rest of the process can be rolled out using the optional rules below.

Find Buyer

Use Fence, Arms Dealer, Information Broker, or Underworld Ties as appropriate to find a buyer - or make a skill roll using one of the following skills: Gather Info (to find a buyer by asking around); Computers (to search for a buyer on the web); Streetwise (to know where to look for a buyer); or Intimidate/Interrogate (but only if the target knows where a buyer can be found, but is not talking).

(Optional) Arrange Deal

The buyer's attitude must be Indifferent or better to begin negotiations. Use Bluff (to fast talk the buyer into a deal); Diplomacy (to arrange an equitable deal); or Intimidate (to bully the buyer into deal).

(Optional) Degrees of Success

Roll	Result
Faulty Success	Item sells for 1/10th value
Success	Item sells for 1/2 value
Extra Success	Item sells for full value
Crit	Item sells for 1.5 times value

(Optional) Repercussions of Failure

Repercussions of Failure depend on the skill used to arrange the deal (see below). In all cases, failure means the character must wait a month before trying again (for the same item) with the same buyer.

Skill Used	Result
Bluff	No deal and buyer's Attitude Drops 2 steps; Botch means buyer becomes Hostile.
Diplomacy	No deal is reached, but Attitude remains the same. Botch means buyer has no interest in the item and never will.
Intimidate	No deal and buyer's Attitude becomes Hostile; Botch means buyer unfazed, but might set up the character or put a hit out on him.

Discount Merchandise

Characters can spring for the good stuff and wait for delivery, or buy the cheap stuff, taking whatever is available at the time. Discount Merchandise represents the cheap stuff, where stolen bootleg and knock-off versions of just about anything can be had, if the buyer isn't too picky.

Unfortunately, Discount Merchandise is always flawed or incomplete. Anything bought as the cheap stuff inevitably suffers some sort or permanent penalty involved with its use.

On the plus side, Discount Merchandise

is a lot easier to get than the good stuff. When buying the cheap stuff, the item's Delivery time is reduced by half and the characters get +2 to their Arrange Deal roll.

When purchasing Discount Merchandise, Degrees of Success and Repercussions of Failure for the Arrange Deal roll are the same as above, except when rolling a Faulty Success. In this case, the item is On Hand, but is of exceptionally poor quality and suffers double the normal penalty involved with its use (which can render some items use-less).

The penalty for using Discount Merchandise is listed with the item's description. Discount Merchandise is not available for Medical, Drugs, Fung-Shui, Services, Permits, Animals, or Lifestyles.

Weapons Information

❖ Special, See Description

Accuracy Modifier (Acc)
Add this modifier to all Attack rolls made with the weapon.

Base Damage and Type (Dmg)

S	Stun Damage
L	Lethal Damage
SL	Special Lethal Damage
A	Standard Area Attack
PA	Passive Area Attack
AP	Armor Piercing
+	Add STR

Range Increment (Rng)
In Feet For Personal Weapons
x Indicates Maximum Range Determined As Thrown Weapon
v Indicates Vehicle Combat Range
§ Indicates Starship Combat Range

PB	Point Blank
S	Short
M	Medium
L	Long

Ammo Capacity (Cap)

i	Internal Magazine
r	Revolver
c	Clip
b	Belt
t	Tank
x	External Mount

Rate of Fire (Rate)

ST	Standard
DF	Double Fire
BF	Burst Fire
AF	Autofire
SF	Saturation Fire
SW	Sweep
SX	See Vehicle and Starship Combat: Strafing
A1	See Vehicle and Starship Combat: Area Vs. One

Availability (Avail)
The Availability listed with each item is the Difficulty for obtaining a single item, unless otherwise noted. Below is an explanation of abbreviations used for noting Availability.

TN Abbreviation		Delivery Abbreviation	
N/A	N/A	On Hand	0
Always	A	1 Week	1w
Roll	R	2 Weeks	2w
MTN 10	M10	1 Month	1m
MTN 15	M15	1 Year	1y

-P means 'With Permit.'
-IO means 'on the Jovian moon, IO'
-Edge means 'with the applicable Edge.'
-Flaw means 'with the applicable Flaw.'

Cost
Cost is the price of the item in Writs (w)

Weapon Descriptions

Unless otherwise noted, all Discount firearms impose a -2 penalty on all Ranged rolls.

Air-to-Air Missile

Vehicle-mounted missiles designed to intercept and destroy flying targets. Normally a military weapon, Air-to-Air Missiles are allowed limited civilian use (with the proper permits) for spacecraft defense. When fired in space, Air-to-Air Missiles are treated as Spacecraft until they are within Point Blank range. Use the Target skill when firing Air-to-Air Missiles.
Discount Air-to-Air Missiles impose a -2 penalty on Target rolls.

Air-to-Surface Missile

Vehicle-mounted missiles designed to intercept and destroy targets on the ground. When fired in space, Air-to-Surface Missiles are treated as Spacecraft until they are within Point Blank range. Use the Target skill when firing Air-to-Surface Missiles. If fired at flying targets, the Target roll for Air-to-Surface Missiles is MTN 10. Air-to-Surface Missiles are considered military grade weapons and are illegal to possess outside of authorized military use.
Discount Air-to-Surface Missiles impose a -2 penalty on Target rolls.

Animal Control Netgun

This is a short bazooka-like tube designed to shoot a net at relatively short range. The net expands when fired and will completely cover a Medium-sized target, making it very easy to use. Anyone hit by the net is considered Held, but can escape the net with a single Escape roll. Small animals must roll MTN 10 or Crit to escape.
Discount Animal Control Netguns impose a -2 penalty on Ranged rolls.

Anti-Personnel Mine

The Anti-Personnel Mine can be set to detonate by either pressure or proximity (up to 20'). Use a Conceal roll opposed by Search (or MTN 10 Spot) to determine if the mine is detected before being triggered. As a military grade weapon, the Anti-Personnel Mine is illegal to possess outside of authorized military use.
Discount Mines are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Anti-Vehicle Mine

The Anti-Vehicle Mine is specifically designed to punch through the bottom of vehicles where the armor is usually weaker (doing 2X-Damage vs. Hard Targets). They can be set to detonate by either pressure or proximity (up to 5'), but only by the pressure or proximity of a Large-sized or bigger target. A MTN 10 Demolitions roll can be used to override this safety feature if desired. Use a Conceal roll opposed by Search (or MTN 10 Spot) to determine if the mine is detected before being triggered. As a military grade weapon, the Anti-Vehicle Mine is illegal to possess outside of authorized military use.
Discount Mines are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Bayonet

This is a long knife blade that attaches to the end of a rifle so the rifle can be used like a spear. If taken off the rifle, the bayonet is treated as a combat knife.
Discount Bayonets break off their fittings on a Botch and permanently become combat knives.

Bottle

Any common bottle can be used as a weapon, but most will break (become small blades) after the first hit. Large heavy bottles (like a Champaign bottle for example) rarely break, unless stuck against a hard target.

Bow

A common hunting Bow. Bows can be fired once per Action as long as there is a supply of arrows to shoot.

Brass Knuckles

Brass Knuckles are used to increase the amount of damage done with a punch.
Discount Brass Knuckles tend to hurt the user's hand more than the intended target. On a Botch, the user breaks his hand and temporarily gains the One Arm Flaw until healed.

C-4

C-4 is military grade plastic explosives, which is very stable and won't go off without explosive force (usually delivered through a small blasting cap). It is malleable like clay and can be added to itself to increase its explosive potential (+1L/+5'r. for every ounce beyond the first). Note that while the damage increase is unlimited, the blast radius of C-4 cannot increase beyond 100'. As a military grade explosive, C-4 is illegal to possess outside of authorized military use (although limited civilian use is sometimes granted with the proper permits).
Discount C-4 is a little more dangerous to work with. It will detonate if exposed to open flame or is hit by weapons fire.

Chaff Defense

Chaff Defense is a vehicle defense that can be used with a Defense Action against incoming missile fire within Point Blank range. When used, it allows the vehicle or spacecraft targeted by missile fire to add its Target skill level (as a bonus) to its Pilot roll to oppose the attacker's Target roll. A successful Crit rolled in this case means one of the missiles was re-polarized and turns against the attacker. If the attacker is within Point Blank range, he has to spend a Defense Action (no roll required) or be hit.
Discount Chaff rarely works correctly, requiring a MTN 10 Pilot roll to oppose the attacker's Target roll.

Chainsaw

A common everyday chainsaw available in any hardware store. Used as a weapon, it is a bit awkward and very messy.

Weapons

Melee Weapons

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Bayonet	0	3+L	N/A	N/A	N/A	R/1w	300
Bottle	0	1+S	N/A	N/A	N/A	N/A	N/A
Brass Knuckles	0	1+S	N/A	N/A	N/A	R/0	100
Chainsaw	-3	4+L	N/A	N/A	N/A	A/0	1400
Chair	-3	1+S	N/A	N/A	N/A	N/A	N/A
Club	0	1+S	N/A	N/A	N/A	N/A	N/A
Combat Axe	-1	3+L	N/A	N/A	N/A	R/0	400
Combat Knife	0	2+L	N/A	N/A	N/A	R/0	300
Foil	+1	2+L	N/A	N/A	N/A	R/0	600
Gun Butt	-1	2+S	N/A	N/A	N/A	N/A	N/A
Heavy Tool	-2	1+S	N/A	N/A	N/A	N/A	N/A
Large Heavy Tool	-3	2+L	N/A	N/A	N/A	N/A	N/A
Nunchaku	0	2+S	N/A	N/A	N/A	R/0	400
Pistol Whip	0	1+S	N/A	N/A	N/A	N/A	N/A
Sap	0	0+S❖	N/A	N/A	N/A	R/0	100
Small Blade	-1	0+L	N/A	N/A	N/A	N/A	N/A
Spear	0	3+L	N/A	N/A	N/A	R/1w	400
Spray Tranquilizer	+2	❖	N/A	N/A	N/A	M10/2w	2500
Staff	0	2+S	N/A	N/A	N/A	A/0	300
Stun Baton	0	1+S❖	N/A	N/A	N/A	M10/2w	1500
Sword	0	3+L	N/A	N/A	N/A	R/0	2000
Whip	-2	0S❖	N/A	N/A	N/A	R/0	600

Thrown Weapons

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Bottle	0	0+S	10x'	N/A	N/A	N/A	N/A
Chair	-2	1+S	10x'	N/A	N/A	N/A	N/A
Club	0	1+S	10x'	N/A	N/A	N/A	N/A
Combat Knife	0	2+L	20x'	N/A	N/A	R/0	300
Concussion Grenade	0	0S❖ A10'r	40x'	N/A	N/A	M10/1m	Doz. 3600
Dynamite	0	8L A15'r❖	20x'	N/A	N/A	M10(R-P)/1w	Doz. 1200
Enhanced Nitro	0	14L PA30'r❖	10x'	N/A	N/A	M15/1m	10 Oz 20,000
Foil	0	3+L	10x'	N/A	N/A	R/0	600
Heavy Tool	-1	1+S	10x'	N/A	N/A	N/A	N/A
Large Heavy Tool	-2	2+L	10x'	N/A	N/A	N/A	N/A
Military Hand Grenade	0	16L A20'r	40x'	N/A	N/A	M15/1m	Doz. 3600
Molotov Cocktail	-1	6L A5'r❖	30x'	N/A	N/A	Not Sold	N/A
Nunchaku	-1	2+S	10x'	N/A	N/A	R/0	400
Pipe Bomb	0	10L A20'r	30x'	N/A	N/A	M15/2w	Doz. 2400
Rock	0	0+S	40x'	N/A	N/A	N/A	N/A
Sling	0	2+S	80x'	N/A	N/A	R/0	100
Small Blade	0	0+L	10x'	N/A	N/A	N/A	N/A
Smoke Bomb	0	0 A30'r❖	40x'	N/A	N/A	M10/2w	Doz. 1800

Chair

Chairs make a handy (if unwieldy) weapon in a pinch.

Claymore

The Claymore is a shaped explosive, usually set to defend a position. When one explodes, it only effects the area directly in front of the claymore in a 50' long, 45° cone. Claymores can be remotely detonated or set to go off by proximity (up to 30'). Use a Conceal roll opposed by Search (or MTN 10 Spot) to determine if the Claymore is detected before the target gets in range. As a military grade weapon, the Claymore is illegal to possess outside of authorized military use.
Discount Claymores are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Cloud Defense

Cloud Defense is a unique Spacecraft defense that only works in space against targets within Point Blank range. When used, it creates a massive IR/Radar blocking, instrument jamming, smoke cloud that completely fills Point Blank range and grants everything within Full Concealment. Typically, it is used to cover an escape, as actually staying and flying within the cloud is quite dangerous. Those within the cloud (except for the user) must make a Pilot roll to fly out without harm. Failure on this roll indicates the character's instruments are crippled and he has become disoriented in the cloud (though he can try again on the next round). A Botch means he has collided with any obstacles in the area (or another spacecraft, should another Botch as well). (See Ramming p.85 for the effects of a collision in space). Intentionally staying within the cloud requires a Pilot roll each round (including the user) with effects as above should the roll fail.
Discount Cloud Defense does not effectively jam instruments. In the case of its use, only a Botch is relevant when piloting within the cloud.

Club

Almost any short solid object qualifies as a club, whether a stout piece of wood, a chair leg, the broken handle of some tool, or a nightstick.

Combat Axe

This is a hand axe or hatchet.

Combat Knife

This is any large bladed knife.

Concussion Grenade

The Concussion Grenade is a hand-thrown cardboard-cased explosive designed to knock down and stun a target, rather than seriously injure. Each can be set to detonate either on impact, or by a 3 or 6 second timer (one or two Actions after being thrown). Anyone in the blast radius of a Concussion Grenade must make an Endurance Save or be Stunned. A target directly hit by a Concussion Grenade is automatically Stunned (no Save) and takes 0S (X-Damage only) from the proximity. On a Crit, the direct target is also KO'd. Concussion Grenades are used primarily by the SSPB's Special Operations Force, but are sometimes seen in use by local police for crowd control. They are illegal to possess outside of authorized SSPB use (although limited civilian use is sometimes granted with the proper permits).
Discount Grenades are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Crossbow

A common hunting Crossbow. Crossbows shoot crossbow bolts and take one Action to reload after firing.

Deck Pistol, 9mm

The 9mm Deck Pistol is the most common firearm made. It gets its name due to its prolific use aboard spacecraft to fend off looters and pirates.

Dynamite

These are common sticks of Dynamite, used for commercial demolitions, mining, and construction work. New Dynamite is fairly stable and will burn rather than explode if exposed to open flame, requiring explosive force (or a blasting cap) to set off. Tying together multiple sticks of Dynamite increases its explosive potential (+1L/+5'r. for every stick beyond the first). Note that while the damage increase is unlimited, the blast radius of Dynamite cannot increase beyond 50'.
Discount Dynamite is usually the old stuff and is a little more dangerous to work with. It will detonate if exposed to open flame or is hit by weapons fire.

Enhanced Nitro

Enhanced Nitro is a volatile and dangerous form of a highly unstable liquid explosive. It is usually chemically separated into two components, which by themselves are stable, and then remixed at the moment of use. In its volatile state however, it only takes a jolt to set it off. The more of it there is, the bigger the destructive force (+1L/+5'r. for every ounce beyond the first). Note that while the damage increase is unlimited, the blast radius of Enhanced Nitro cannot increase beyond 100'. It is illegal to make or possess Enhanced Nitro.
Discount Enhanced Nitro is not available as it blows up the moment it is created.

Flamethrower

The Flamethrower shoots a stream of flaming napalm up to 150', setting alight everything in its path (see Fire Hazards p.69). A backpack harness holds the fuel tank, which contains 25 shots, spent at one shot per Range Increment (shooting the Flamethrower up to 30' takes one shot, while shooting out to 150' takes 5 shots). The Flamethrower can also Sweep over a 90° area, spending 3 shots per Range Increment as a Standard Area Attack (see Area Attacks p.77). Using a Flamethrower is not without its own hazards however. There is always the danger of getting caught in a fire set by the weapon and should the tank get hit by

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Spear	0	3+L	50x'	N/A	N/A	R/1w	400
Staff	-2	2+S	10x'	N/A	N/A	A/0	300
Stun Baton	0	1+S❖	10x'	N/A	N/A	M10/2w	1500
Sword	-1	3+L	10x'	N/A	N/A	R/0	2000

Ranged Weapons

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Bow	0	3+L	300x'	N/A	N/A	A/0	2500
Crossbow	0	9L	300'	N/A	N/A	A/0	3500
Hand Crossbow	0	5L	40'	N/A	N/A	R/0	1500
Spray Mace	+3	❖	10'❖	N/A	N/A	R/0	1000

Netgun

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Animal Control Netgun	+2	0❖	10'	1i	ST❖	Roll(A-P)/2w	1800

Pistols

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
9mm Deck Pistol	+1	8L	40'	12c	ST	M10(A-P)/1w	5000
9mm Police Revolver	0	8L	40'	6r	ST	M10(R-P)/2w	3500
12mm Military Sidearm	0	10L	50'	8c	ST	M15/1m	8000
12mm Magnum Revolver	-1	10L	50'	6r	ST	M10(R-P)/1w	5500
12mmL Super-Magnum Revolver	-2	14L	60'	3r	ST	M10(R-P)/1m	12,500

Sub-Machineguns

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
9mm Machine Pistol	-1	8L	40'	33c	ST,BF,AF	M10/2w	6000
9mm Sub-Machinegun	0	8L	60'	33c	ST,BF,AF	M10/2w	8000

Shotguns

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
20mm Sport Shotgun	+1/Slug -1	10L/Slug 16L	100'/Slug 200'	2i	ST,DF	M10(A-P)/1w	2500
20mm Sawed-Off Shotgun	+2/Slug -2	10L/Slug 16L	20'/Slug 60'	2i	ST,DF	M10/1w	4000
20mm Police Riot Gun	+1/Slug -1	10L/Slug 16L	100'/Slug 200'	8i	ST	M10(R-P)/2w	5000
20mm Military Auto-Shotgun	+1/Slug -1	10L/Slug 16L	100'/Slug 200'	12c	ST,BF	M15/1m	9000

Rifles

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
9mmL Sport Rifle	0	12L	300'/vS	10i	ST	M10(A-P)/1w	2500
12mmL Hunting Rifle	+1	14L	400'/vS	5i	ST	M10(R-P)/1w	4000

weapons fire (a Crit on an Attack will do it) it will explode. Exploding Flamethrower tanks do 10L PA10'r. (+1L/+5'r. for every 5 shots left in the tank). Unfortunately, the user cannot Dodge or Save against the Area Attack and is considered set Ablaze by the flaming napalm (see Fire Hazards p.69). As a military grade weapon, the Flamethrower is illegal to possess outside of authorized military use.

Discount Flamethrowers are dangerous, overheating the fuel tank and causing it to explode on a Botch.

Foil

A Foil is a long thin fencing sword with a round hand guard meant more for thrusting than slashing. When needed, it can be thrown like an oversized dart.

Gun Butt

The butt of a large weapon such as a rifle or shotgun can be used as a heavy club.

Hand Crossbow

The Hand Crossbows is a pistol-sized version of the hunting crossbow. It shoots a slightly smaller crossbow bolt and takes one Action to reload after firing.

Discount Hand Crossbows impose a -2 penalty on Ranged rolls.

Harpoon Line

The Harpoon Line is used to impale vehicles or spacecraft and reel them in. Use the Target skill when firing a Harpoon Line, which can fire once before needing to be reeled in. Reeling in a Harpoon Line and resetting it for fire takes 2 Rounds.

Discount Harpoon Lines impose a -2 penalty on Target rolls.

Heavy Tool

This is any common tool with some heft, useful (but not specifically made) for clubbing someone over the head. Examples include a large heavy book, a fire extinguisher, a flashlight, a frying pan, a toolbox, or a wrench.

Hunting Rifle, 12mmL

A powerful civilian rifle designed for hunting game.

Large Heavy Tool

This is any large common tool that could conceivably be picked up and used as a weapon (though an unwieldy one at best). Examples include an axe, a crowbar, a large monkey wrench, a pickaxe, a shovel, or a sledgehammer.

Machine Pistol, 9mm

The 9mm Machine Pistol is a fully automatic pistol, capable of emptying its clip in a single Round. Unfortunately, its compact size makes it a bit squirrelly, affecting its accuracy when fired. The 9mm Machine Pistol is illegal, but easy enough to get if one wants one badly enough.

Magnum Revolver, 12mm

The 12mm Magnum Revolver is a popular civilian weapon, although its recoil makes it a bit hard to handle for some.

Military Assault Rifle, 12mmC

The 12mmC Military Assault Rifle fires caseless armor piercing ammunition and is the standard issue military assault weapon. It comes equipped to accept an under-barrel 40mm Grenade Launcher, although this must be obtained separately. As a military grade weapon, the 12mmC Military Assault Rifle is illegal to possess outside of authorized military use.

Military Auto Grenade Launcher, 40mm

The 40mm Military Auto Grenade Launcher is a tripod mounted belt-fed grenade launcher capable of burst fire, which has a variable effect depending on the ammunition fired (see Ammunition Descriptions p.47). Although very heavy by itself, it can be separated into three components (the gun, tripod, and ammo box) for troop deployment. As a military grade weapon, the 40mm Military Auto Grenade Launcher is illegal to possess outside of authorized military use.

Military Auto-Shotgun, 20mm

The 20mm Military Auto-Shotgun is a clip-fed shotgun capable of burst fire. As a military grade weapon, the 20mm Military Auto-Shotgun is illegal to possess outside of authorized military use.

Military Field Gun, 60mm

The 60mm Military Field Gun is a vehicle-mounted weapon (usually in a turret) designed to fire 60mm artillery shells. The weapon is capable of burst fire, which has a variable effect depending on the ammunition fired (see Ammunition Descriptions p.47). Use the Target skill when firing the 60mm Military Field Gun. As a military grade weapon, the 60mm Military Field Gun is illegal to possess outside of authorized military use.

Discount 60mm Military Field Guns impose a -2 penalty on Target rolls.

Military Hand Grenade

The Military Hand Grenade is a hand-thrown explosive that can be set to detonate either on impact, or by a 3 or 6 second timer (one or two Actions after it is thrown). Military Hand Grenades can also be set as booby traps, triggered by a tripwire. Use a Conceal roll opposed by Search (or MTN 10 Spot) to determine if the tripwire is detected before being triggered. Multiple grenades set in a booby trap increase the damage, but have little effect on the blast radius (+1L/+1'r. per additional grenade with a blast radius limit of 30'). As a military grade weapon, Military Hand Grenades are illegal to possess outside of authorized military use.

Discount Grenades are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Military Heavy Support Gun, 20mmC

The 20mmC Military Heavy Support Gun is a bipod mounted, belt-fed, fully auto-

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
12mmL Sniper Rifle	+1	14L	400'/vS	20c	ST	M15(M10-P)/1m	9000
12mmC Military Sniper Rifle	+2	16L AP	400'/vS	20c	ST	M15/1m	15,000

Assault Rifles

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
12mmL Police Assault Rifle	0	14L	200'/vS	33c	ST,BF,AF	M15/1m	8000
12mmC Military Assault Rifle	0	16L AP	200'/vS	33c	ST,BF,AF	M15/1m	12,000

Machineguns

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
12mmL Police Light Support Gun	0	14L	400'/vS	200b	BF,AF	M15/1m	15,000
12mmC Military Man-Portable Chaingun	-1	16L AP	400'/vS	600b	BF,AF,SF	M15/1m	80,000
20mmC Military Heavy Support Gun	0	18L AP	500'/vM	200b	BF,AF	M15/1m	100,000

Grenade Launchers

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
40mm Police/Military Under-Barrel Grenade Launcher	0	By Ammo	200'/vS	1i	ST	M15/1m	5000
40mm Police/Military Pump Action Grenade Launcher	0	By Ammo	200'/vS	5i	ST	M15/1m	8500
40mm Military Auto Grenade Launcher	0	By Ammo	200'/vS	50b	ST,BF	M15/1m	50,000

Other Military Weapons

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
Flamethrower	+2	6L❖	30'	25t	ST,SW	M15/1m	4000
60mm Mortar Launcher	-2	By Ammo	600'	1i	ST	M15/1m	50,000
Shoulder-Fired Surface-to-Surface Missile Launcher	0	26L A40'r	1 Mile/vM	1i	ST	M15/1m	12,000
Shoulder-Fired Surface-to-Air Missile Launcher	0	20L A30'r	3 Miles/vM	1i	ST	M15/1m	9000

Set Explosives

Weapon		Dmg				Avail	Cost w
Anti-Personnel Mine		16L PA30'r				M15/1m	800

matic heavy machinegun that fires caseless armor piercing (or detonating) ammunition. Because it is bipod mounted, it must be fired from the prone position. As a military grade weapon, the 20mmC Military Heavy Support Gun is illegal to possess outside of authorized military use.

Military Laser Beam Generator

The Military Laser Beam Generator is a vehicle-mounted weapon that fires an intense beam of focused light, melting through almost anything it hits. It runs off a special energy capacitor that provides the weapon with 10 shots before becoming depleted. A drained laser capacitor can be recharged the rate of 2 shots per hour. Use the Target skill when firing the Military Laser Beam Generator. As a military grade weapon, the Military Laser Beam Generator is illegal to possess outside of authorized military use.

Discount Military Laser Beam Generators impose a -2 penalty on Target rolls.

Military Main Gun, 115mm

The 115mm Military Main Gun is a vehicle-mounted turret weapon designed to fire 115mm artillery shells. Use the Target skill when firing the 115mm Military Main Gun. As a military grade weapon, the 115mm Military Main Gun is illegal to possess outside of authorized military use.

Discount 115mm Military Main Guns impose a -2 penalty on Target rolls.

Military Man-Portable Chaingun, 12mmC

The 12mmC Military Man-Portable Chaingun is a miniature six-barreled rotary gatling gun, fed by a belt track connected to a 600 round ammo backpack. It fires caseless armor piercing ammunition and is capable of saturation fire, but is heavy and a bit hard to handle. As a military grade weapon, the 12mmC Military Man-Portable Chaingun is illegal to possess outside of authorized military use.

Military Plasma Cannon

The Military Plasma Cannon is a vehicle-mounted weapon that fires a devastating beam of superheated plasma. It runs off a special energy capacitor that provides the weapon with 6 shots before becoming depleted. A drained plasma capacitor can be recharged the rate of 1 shot per hour. Use the Target skill when firing the Military Plasma Cannon. As a military grade weapon, the Military Plasma Cannon is illegal to possess outside of authorized military use.

Discount Military Plasma Cannons impose a -2 penalty on Target rolls.

Military Rail Gun, 40mm

The 40mm Military Rail Gun uses magnetic energy to fire a special armor piercing projectile at hypervelocity speeds, allowing it to punch through almost anything. The weapon can be fired only once per round however, due to its need to charge momentarily after each shot. The weapon gets its magnetic energy from a special energy capacitor that provides the weapon with 10 shots before becoming drained. A drained rail capacitor can be recharged the rate of 2 shots per hour. Use the Target skill when firing the 40mm Military Rail Gun. As a military grade weapon, the 40mm Military Rail Gun is illegal to possess outside of authorized military use.

Discount 40mm Military Rail Guns impose a -2 penalty on Target rolls.

Military Rotary Ship Guns, 20mmC

20mmC Military Rotary Ship Guns are vehicle-mounted six-barreled rotary gatling guns that fire caseless armor piercing (or detonating) ammunition at an incredible rate, capable of sustaining saturation fire for up to a full minute. Use the Target skill when firing 20mmC Military Rotary Ship Guns. As a military grade weapon, 20mmC Military Rotary Ship Guns are illegal to possess outside of authorized military use.

Discount 20mmC Military Rotary Ship Guns impose a -2 penalty on Target rolls.

Military Ship Guns, 20mmC

20mmC Military Ship Guns are vehicle-mounted heavy machineguns that fire caseless armor piercing (or detonating) ammunition. Use the Target skill when firing 20mmC Military Ship Guns. As a military grade weapon, 20mmC Military Ship Guns are illegal to possess outside of authorized military use.

Discount 20mmC Military Ship Guns impose a -2 penalty on Target rolls.

Military Sidearm, 12mm

The 12mm Military Sidearm is the standard issue sidearm for military use, although SSPB's Special Operations Force uses them as well. As a military grade weapon, the 12mm Military Sidearm is illegal to possess outside of authorized military (or SSPB) use.

Military Sniper Rifle, 12mmC

The 12mmC Military Sniper Rifle fires caseless armor piercing ammunition and is used by the military's Special Forces when an assassination or surgical strike is required. As a military grade weapon, the 12mmC Military Sniper Rifle is illegal to possess outside of authorized military use.

Mini Missiles, 60mm

General purpose vehicle-mounted missiles in a self contained launcher. Normally a military weapon, 60mm Mini Missiles are allowed limited civilian use (with the proper permits) for spacecraft defense. Use the Target skill when firing 60mm Mini Missiles. Unlike normal missiles, pods of Mini Missiles can be fired one at a time, or all remaining in the pod at once. When firing Mini Missiles all at once, make a single Target roll for the attack, but add a +1 Bonus for each missile fired beyond the first (to a maximum Bonus of +5 for all six missiles) and then Double the X-Damage on a successful hit.

Discount 60mm Mini Missiles impose a -2 penalty on Target rolls.

Molotov Cocktail

A Molotov Cocktail is simply a bottle full of fuel with a rag stuffed in the opening, which is then lit before the Molotov Cocktail is thrown. When the Molotov Cocktail lands, the bottle breaks, splashing flaming liquid everywhere (see Fire

Weapon	Dmg					Avail	Cost w
Anti-Vehicle							
Mine	20L PA20'r 2X-Damage vs. Hard Targets					M15/1m	1200
C-4	14L PA10'r❖ (+1L/+5'r. per additional ounce; limit 100'r.)					M15(M10-P)/1m	10 Oz 25,000
Claymore	16L PA50'45°c.					M15/1m	Doz 960
Dynamite	8L PA15'r❖ (+1L/+5'r. per additional stick; limit 50'r)					M10(R-P)/1w	Doz 1200
Enhanced Nitro	14L PA30'r❖ (+1L/+5'r. per additional ounce; limit 100'r.)					M15/1m	10 Oz 20,000
Military Hand Grenade	16L PA20'r❖ (+1L/+1'r. per additional grenade; limit 30'r.)					M15/1m	Doz 3600
Pipe Bomb	10L PA20'r❖ (+1L/+1'r. per additional bomb; limit 30'r.)					M15/2w	Doz 2400
Thermite	30L PA5'd./6L PA5'r❖					M10/1m	¹/₂ Doz 1800

Vehicle Mounted Weapons

Weapon	Acc	Dmg	Rng	Cap	Rate	Avail	Cost w
12mmL Police Vehicle-Mounted Chaingun	0	14L	400'/vS/§PB	1,000b	BF,AF,SF	M15/1m	100,000
20mmL Police Ship Guns	0	16L	vM/§PB	2,000i	BF, AF, SX, A1	M15(M10-P)/1m	120,000
20mmC Military Ship Guns	0	18L AP	vM/§PB	2,000i	BF, AF, SX, A1	M15/1m	150,000
20mmC Military Rotary Ship Guns	0	18L AP	vM/§PB	4,000i	BF,AF,SF,SX,A1	M15/1m	300,000
40mm Military Rail Gun	0	26L AP	vL/§M	50i/10❖	❖,A1	M15/1m	550,000
60mm Military Field Gun	0	By Ammo	vL/§S	100i	ST,BF, A1	M15/1m	200,000
60mm Mini Missiles	0	20L A30'r	vS/§PB	6i	ST❖	M15(M10-P)/1m	¹/₂ Doz 120,000
115mm Military Main Gun	0	By Ammo	vL/§S	50i	ST,A1	M15/1m	400,000
Military Laser Beam Generator	+2	22L	vL/§M	0/10❖	ST,A1	M15/1m	500,000
Military Plasma Cannon	0	24L AP	vL/§S	0/6❖	ST,A1	M15/1m	450,000
Air-to-Surface Missile	0	30L A50'r	vL/§L	6i or 6x	ST	M15/1m	120,000
Air-to-Air Missile	0	26L A40'r	vL/§L	6i or 6x	ST	M15(M10-P)/1m	120,000
Space Mines	N/A	30L PA50'r	❖	6i	ST,BF	M15/1m	¹/₂ Doz 400,000
Harpoon Line	0	18L	vPB/§PB	1i	❖,A1	M10(R-P)/2w	25,000
Sunflare	N/A	❖	§PB	6i	ST	M10(R-P)/1m	¹/₂ Doz 90,000
Chaff Defense	N/A	❖	§PB	6i	ST	M15(M10-P)/1m	¹/₂ Doz 60,000
Cloud Defense	N/A	❖	§PB	1i	ST	M15(M10-P)/1m	15,000

Ammunition Types

Size	Type	Dmg	Avail	Cost w
Arrows and Bolts	Standard	By Weapon	A/0	Doz. 240
	Explosive	8L A5'r	M15/1m	Doz. 15,000
9mm Standard	Standard	8L	M10(A-P)/0	Box (100) 200
	Armor Piercing	8L AP	M15/1m	Box (100) 750

Hazards p.69). It takes one Action to light a Molotov Cocktail and another to throw it (although Slight of Hand can be used to turn the lighting Action into a Free Action). Molotov Cocktails do not lend themselves well to storage and are only made moments in advance of use. It is illegal to make or possess Molotov Cocktails.

Mortar Launcher, 60mm

The 60mm Mortar Launcher is used to lob mortars in a high arc so they come at a target from above. Although this indirect fire is a little hard to aim, it allows for fire over walls and other forms of cover. Once the Mortar Launcher is set and positioned, a mortar is dropped in the top, which fires off a moment later. It takes one Action to adjust the Mortar Launcher and another Action to fire it. If the target is a fixed position (not moving) then the Mortar Launcher only needs to be adjusted once. Use the Target skill when firing the 60mm Mortar Launcher. As a military grade weapon, the 60mm Mortar Launcher is illegal to possess outside of authorized military use.

Discount 60mm Mortar Launchers impose a -2 penalty on Target rolls.

Nunchaku

Your common everyday Bruce Lee style Nunchakus.

Pipe Bomb

Pipe Bombs are crude explosive devices made from commonly available materials. They are not particularly safe, exploding if exposed to open flame or if hit by weapons fire. Wrapping multiple Pipe Bombs together increases the damage, but has little effect on the blast radius (+1L/+1'r. per additional Pipe Bomb with a blast radius limit of 30'). It is illegal to make or possess Pipe Bombs.

Discount Pipe Bombs are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Pistol Whip

The handle of a pistol can be used as a club.

Police Assault Rifle, 12mmL

The 12mmL Police Assault Rifle is the SSPB's Special Operations Force assault weapon. It comes equipped to accept an under-barrel 40mm grenade launcher, although this must be obtained separately. The 12mmL Police Assault Rifle is illegal to possess outside of authorized SSPB use.

Police Light Support Gun, 12mmL

The 12mmL Police Light Support Gun is a belt-fed, fully automatic, light machine-gun with a collapsible bipod that can be fired from either the standing or prone position. It is used exclusively by the SSPB's Special Operations Force and is illegal to possess outside of authorized SSPB use.

Police Revolver, 9mm

The 9mm Police Revolver is the standard issue sidearm for local police use. Normally a police weapon, it is allowed limited civilian use (with the proper permits).

Police Riot Gun, 20mm

The pump action 20mm Police Riot Gun is the standard issue longarm for local police use. Normally a police weapon, it is allowed limited civilian use (with the proper permits).

Police Ship Guns, 20mmL

20mmL Police Ship Guns are vehicle-mounted heavy machineguns that fire armor piercing (or detonating) ammunition. Normally a police weapon, 20mmL Police Ship Guns are allowed limited civilian use (with the proper permits) for spacecraft defense. Use the Target skill when firing 20mmL Police Ship Guns.

Discount 20mmL Police Ship Guns impose a -2 penalty on Target rolls.

Police Vehicle-Mounted Chaingun, 12mmL

The 12mmL Police Vehicle-Mounted Chaingun is a vehicle-mounted six-bar-reled rotary gatling gun capable of saturation fire. For ground vehicles, the weapon is typically fixed on an external mount and fired manually, while a spacecraft would rely on computer targeting. Use either the Ranged or Target skill when firing 12mmL Police Vehicle-Mounted Chaingun, depending on the platform. The weapon is used exclusively by the SSPB's Special Operations Force and is illegal to possess outside of authorized SSPB use.

Discount 12mmL Police Vehicle-Mounted Chainguns impose a -2 penalty on Ranged/Target rolls.

Police/Military Pump Action Grenade Launcher, 40mm

The 40mm Police/Military Pump Action Grenade Launcher is a pump action grenade launcher similar in appearance to an over-sized shotgun. It is used by both the SSPB (for non-lethal operations such as crowd control) and by the Military (as a tactical support weapon). It is a strictly controlled weapon and illegal to possess outside of authorized military or SSPB use.

Police/Military Under-Barrel Grenade Launcher, 40mm

The 40mm Police/Military Under-Barrel Grenade Launcher is designed to fix under an assault rifle. It is used by both the SSPB (for non-lethal operations such as crowd control) and by the Military (as a tactical support weapon). It is a strictly controlled weapon and illegal to possess outside of authorized military or SSPB use.

Rock

Any first-sized rock or hard object.

Sap

The Sap is a leather club, filled with lead shot, designed to knock a person out without seriously injuring him. Double the X-Damage (Stun Damage only) of any successful attack made with a Sap.

Size	Type	Dmg	Avail	Cost w
9mmL Long	Standard	12L	M10(A-P)/0	Box (100) 350
	Armor Piercing	12L AP	M15/1m	Box (100) 1000
12mm Standard	Standard	10L	M10(A-P)/0	Box (100) 500
	Armor Piercing	10L AP	M15/1m	Box (100) 1000
	Tranquilizer Round	0S❖	M15/1m	Box (50) 1000
12mmL Long	Standard	14L	M10(A-P)/0	Box (100) 750
	Armor Piercing	14L AP	M15/1m	Crate (1000) 12,500
	Tranquilizer Round	0S❖	M15/1m	Box (50) 1000
12mmC Caseless	Armor Piercing	16L AP	M15/1m	Crate (1000) 20,000
20mm Shotgun	Shot	10L	M10(A-P)/0	Box (100) 500
	Slug	16L	M10(R-P)/0	Box (100) 750
	Thumper	16S❖	M10(R-P)/0	Box (50) 500
20mmL Long	Armor Piercing	16L AP	M10(R-P)/1w	Crate (1000) 15,000
	Detonating	16L❖	M15/1m	Crate (1000) 17,500
20mmC Caseless	Armor Piercing	18L AP	M15/1m	Crate (1000) 30,000
	Detonating	18L❖	M15/1m	Crate (1000) 32,000
40mm Grenade Round	Concussive	0S❖ A10'r (0S❖ A15'r)	M15/1m	Doz 4200
	High Explosive	16L A20'r (19L A30'r)	M15/1m	Doz 7200
	Grape Shot	16L A50'45°c	M15/1m	Doz 3000
	Incendiary	8L A30'r❖ (10L A35'r❖)	M15/1m	Doz 6000
	Smoke	0 A30'r❖ (0 A40'r❖)	M15/1m	Doz 3600
	Suppression Gas	❖ A20'r (❖ A30'r)	M15/1m	Doz 3600
	Thumper	18S	M15/1m	Doz 1200
40mm Rail Gun	AP Hyperdart	26L AP	M15/1m	Crate (50) 25,000
60mm Mortar	High Explosive	18L A30'r	M15/1m	Doz 7200
	Illumination	0	M15/1m	Doz 3600
	Incendiary	10L A30'r❖	M15/1m	Doz 6000
	Lethal Gas	❖ A40'r	M15/1m	Doz. 180,000
	Smoke	0 A40'r❖	M15/1m	Doz. 3600
60mm Field Gun	Armor Piercing	20L AP	M15/1m	Crate (50) 35,000
	High Explosive	18L A30'r (21L A40'r)	M15/1m	Crate (50) 40,000
115mm Main Gun	Armor Piercing	26L AP	M15/1m	Crate (25) 50,000
	High Explosive	18L A40'r	M15/1m	Crate (25) 60,000
	Incendiary	10L A40'r❖	M15/1m	Crate (25) 45,000
	Lethal Gas	0 A50'r❖	M15/1m	Crate (25) 375,000

Equipment

Armor

Armor	Armor Value	Initiative Penalty	Avail	Cost w
Police Armored Vest	10	-2	M10(R-P)/2w	5000
Police Riot Shield	+2 Dodge skill	N/A	M10(R-P)/2w	4000
Military Flak Jacket	15	-4	M15/1m	9000
Armored Vac Suit	12	-4	M15(M10-P)/1m	50,000

Clothes and Style

Outfit	Avail	Cost w
Street Punk Wear	A/0	500

Sawed-Off Shotgun, 20mm

The 20mm Sawed-Off Shotgun is a modified 20mm Sport Shotgun, where the barrels have been cut down and the stock changed into a handgrip, in order to make it concealable and more devastating at close range. It is illegal to make or possess a Sawed-Off Shotgun.

Shoulder-Fired Surface-to-Air Missile Launcher

Shoulder-fired missiles designed to intercept and destroy flying targets. Use the Target skill when firing Surface-to-Air Missiles.

Discount Shoulder-Fired Surface-to-Air Missiles impose a -2 penalty on Target rolls.

Shoulder-Fired Surface-to-Surface Missile Launcher

Shoulder-fired missiles designed to intercept and destroy targets on the ground. Use the Target skill when firing Surface-to-Surface Missiles. If fired at flying targets, the Target roll for Surface-to-Surface Missiles is MTN 15.

Discount Surface-to-Surface Missiles impose a -2 penalty on Target rolls.

Sling

The Sling is a long leather strap used to hurl rocks with more power and range than throwing alone can achieve.

Small Blade

A Small Blade is any small edged weapon or object such as a steak knife, a broken bottle, box cutters, scissors, or throwing stars.

Smoke Bomb

A Smoke Bomb fills an area with a thick smoke, obscuring vision and blocking Infrared Detection (see Smoke p. 70 and Concealment p.78).

Sniper Rifle, 12mmL

The 12mmL Sniper Rifle is a modified 12mmL Hunting Rifle, used by SSPB's Special Operations Force for "terrorist suppression and hostage negotiations". It is illegal to make or possess a 12mmL Sniper Rifle outside of authorized SSPB use.

Space Mines

Space Mines are special Air-to-Air Missiles deployed from a spacecraft that can be detonated by remote control or set to wait for a target to come within proximity (anywhere from Point Blank to Long range). When a spacecraft (excluding any carrying a special code beacon provided with the mines) comes within the set proximity, it activates the mine, which then rockets towards the target. Because Space Mines are 'fire and forget' weapons, they make a single attack with a Target skill of 11 (Base 3 + INT(AI) 3 + Target 5).

Discount Space Mines have a Target skill of 9 (Base 3 + INT(AI) 3 + Target 3).

Spear

A bladed weapon on a long shaft (or a javelin), thrown or used for thrusting attacks.

Sport Rifle, 9mmL

A common civilian rifle designed for sport shooting or small game hunting.

Sport Shotgun, 20mm

A double-barrel breach loaded shotgun designed for sport shooting or small game hunting.

Spray Mace

Spray Mace incapacitates its target by overpowering the senses. Each canister of Spray Mace has a flat range of 10' and can be used for 5 shots. On a successful hit, the target must make an Endurance Save or become Nauseated for a number of rounds equal to the X-Roll. If used with a successful Headshot (see Called Shots p.76), the target must make an additional Endurance Save to avoid being Blinded as well.

Spray Tranquilizer

Spray Tranquilizer incapacitates its target by knocking them Unconscious. Unfortunately, the effective range of Spray Tranquilizer is so short that it requires a MTN 10 Melee roll to administer, unless the target is completely oblivious to the attack (sleeping for example). Anyone hit by a Spray Tranquilizer attack must make an Endurance Save or go Unconscious. A Crit on the Attack roll makes the Endurance Save MTN 10. Each canister of Spray Tranquilizer can be used for 5 shots. It is illegal to make or possess Spray Tranquilizer.

Discount Spray Tranquilizer is less potent than normal, giving targets a +2 on their Endurance Saves to resist its effects.

Staff

Any long wooden weapon.

Stun Baton

A Stun Baton is an insulated club with an electric capacitor at the end (much like a cattle prod) that can incapacitate a target upon contact. Those struck by a Stun Baton take regular damage from the strike and must make an Endurance Save or be Stunned.

Sub-Machinegun, 9mm

The 9mm Sub-Machinegun is a fully automatic weapon designed to fire pistol ammunition. Most Sub-Machineguns are about half the size of a rifle and come with a fold-out shoulder stock. 9mm Sub-Machineguns are illegal, but are easy enough to get if one wants one badly enough.

Sunflare

The Sunflare is a special flare fired from a spacecraft that bursts with such a brilliant radiance as to Blind anyone facing its direction, unless they make a successful Reaction Save to avert their eyes in time. Only those looking out of (or near) a cockpit, bridge, or cabin window can be effected, as the Sunflare's effect is dampened by electronic optical systems. Sight returns to those Blinded by the flare

Outfit	Avail	Cost w
Casual Wear	A/0	1000
Business Wear	A/0	2500
High Fashion Wear	A/0	5000
Cold Weather Clothing	A/0	1000
Camouflage	A/0	500
IR Camouflage	M15/1m	5000
Hazmat Suit	M10/1m	5000
Heat Reflecting Hazmat Suit	M10/1m	10,000

Space Gear

Item	Avail	Cost w
Magnetic Boots	A/0	3500
Skinsuit	A/0	10,000
Vac Suit	A/0	30,000
Zero-G Harness	A/0	3500

Weapon Accessories

Item	Avail	Cost w
Laser Sight	M10(R-P)/1w	1000
Electronic Scope	M10(R-P)/2w	25,000
Optical Scope	R(A-P)/0	750
Silencer	M15/2w	2000
Spare Clips	As Weapon	20% Weapon
Revolver Speed-Loader	As Weapon	500
Military Grade Targeting Computer	M15/1m	130,000

Tools

Item	Avail	Cost w
Breaking and Entering Kit	A/0	3000
Construction Tools	A/0	8000
Demolitions Kit	M10(R-P)/2w	7500
Electronics Tools	A/0	65,000
Gasmask	R/0	1500
Handcuffs	R(A-P)/0	500
Lock Pick Set	M10/1w	1200
Mechanics Tools	A/0	12,000
Optical Binoculars	A/0	500
Outdoor Gear Kit	A/0	8000
Professional Disguise Kit	R/1w	2000
Signal Flare	A/0	300
Sports Equipment	A/0	35,000
Vehicle-Mounted Cable Winch	A/0	300

Electronics

Item	Avail	Cost w
Audio Recorder	A/0	500
Bullhorn	A/0	750
Cell Phone	A/0	1000
Computer Workstation	A/0	8000

in a number of rounds equal to the X-Roll of their Save. A Botch on the Save means the character temporarily gains the Impaired Vision Flaw for 24 hours after his sight returns.

Super-Magnum Revolver, 12mmL

The 12mmL Super-Magnum Revolver is a massive handgun designed to fire 12mmL long rifle ammunition. Its three round capacity and tremendous recoil make it an impractical weapon at best, although it's still a popular weapon among collectors.

Sword

Any long edged weapon designed for slashing, like a katana or machete.

Thermite

Thermite is a chemical compound that burns with such tremendous heat, that it can melt through almost anything when ignited. It is manufactured into foldable two-foot diameter pads with peel off sticky backs that can be stuck to the surface of an object or wall to be melted. The heat from Thermite will ignite anything flammable within range of its heat (see Fire Hazards p.69) and does 30L PA in a 5' diameter space and then 6L PA in a 5' radius beyond. One pad of Thermite can melt through up to 4" of metal, stone, or glass, although it will not melt metal, stone, or glass treated with a special heat dissipating graphite, commonly used in the outer hull and windows of spacecraft to protect them during reentry into atmosphere.

Whip

This is a 12' leather bullwhip, which can be used to make a Melee Attack against anyone within 15'. It can also be used to make the following special Melee Attacks:

• **Whip Disarm**: MTN 15. On a successful Disarm, the target's weapon is thrown to the ground. On a Crit, the weapon can be pulled back and taken if desired. The Whip Disarm can be opposed with a Dodge or Parry roll.

• **Whip Trip**: MTN 10. If Successful, the target is forced Prone. The Whip Trip can be opposed with a Dodge, Grapple, or Parry roll.

Ammunition Descriptions

Ammunition is not interchanged by size. For example, 12mm pistol ammunition will not fit into a rifle, nor will 12mmL rifle ammunition fire in a weapon designed to take 12mmC casseless ammunition. Unless otherwise noted, all Discount Ammunition imposes a -1 penalty on Ranged rolls.

Armor Piercing

Armor Piercing ammunition ignores armor, but is illegal to possess outside of authorized military use.

Armor Piercing Hyperdart

The Armor Piercing Hyperdart not only ignores armor, but does 2X-Damage vs. Hard Targets (buildings, vehicles, and objects). It is illegal to possess Armor Piercing Hyperdarts outside of authorized military use.

Discount Armor Piercing Hyperdarts impose a -1 penalty on Target rolls.

Concussive

The Concussive round is a cardboard-cased explosive round, designed to knock down and stun a target, rather than seriously injure. Anyone in the blast radius of a Concussive round must make an Endurance Save or be Stunned. A target directly hit by a Concussive round is automatically Stunned (no Save) and takes 0S (X-Damage only) from the proximity. On a Crit, the direct target is also KO'd. (Burst Firing Concussive rounds increases their blast radius by +5'.) It is illegal to possess Concussive rounds outside of authorized military or SSPB use.

Detonating

Detonating ammunition explodes on impact, doing 2X-Damage against Soft Targets (animals and personnel), but is too small to have an affect on anything beyond the direct target. It is illegal to make or possess Detonating rounds.

Explosive

Explosive arrows and bolts are fitted with an impact detonated half-ounce C-4 charge. It is illegal to make or possess Explosive arrows and bolts.

Grape Shot

Grape Shot is basically a giant shotgun round for grenade launchers, except that the round exits the barrel before exploding into a cone-shaped blast. It is illegal to possess Grape Shot outside of authorized military use.

High Explosive

High Explosive rounds are designed to explode on impact with a devastating blast, sending deadly shrapnel over a wide area. (Burst Firing High Explosive rounds increases their damage by +3L and their blast radius by +10'.) It is illegal to possess High Explosive rounds outside of authorized military use.

Discount High Explosive rounds are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Illumination

Illumination rounds send a large neutral buoyancy balloon flare into the air, illuminating a 300' diameter area below for up to two minutes (20 Rounds). Because of its nature, the balloon flare stays at a preset height (anywhere from 50 to 300'), only descending many hours after the flare burns out. Wind affects the balloon flare normally, which can reduce its usefulness, should it be blown away too soon. It is possible to shoot a balloon flare down, but because the flares are suspended below the virtually invisible balloons on long lines, the shot is MTN

Item	Avail	Cost w
Diagnostic Scanner	M10/1m	15,000
Diagnostic Workstation	M10/1m	80,000
Electronic Binoculars	A/0	2500
Electronic Compass	A/0	500
Emergency Beacon	A/0	2000
Laser Uplink	R/2w	40,000
Micro Comlink	R/2w	1500
Notebook Computer	A/0	50,000
Pocket Secretary	A/0	500
Radio Uplink	R/2w	4500
SOL Phone	A/0	6500
Super Computer	M15/1m	5,000,000
Universal R/C Link	M15/1m	20,000
Video Recorder	A/0	4000
Video Screen	A/0	2500
VR Goggles	M10/2w	15,000
Walkie-Talkie	A/0	500
Walkman	A/0	300

Security

Item	Avail	Cost w
Bug	M10/2w	500
Bug Detector	M10/2w	4500
Electronic Lock (Card or Code Key)	A/0	1000
Electronic Lock Decryptor	M15/1m	15,000
Electronic Lock w/ Print Scanner	R/1m	15,000
Electronic Lock w/ Retina Scanner	M10/1m	50,000
Electronic Lock w/ Voice Scanner	M10/1m	8000
Hard Lock, Complex	A/0	2000
Hard Lock, Simple	A/0	500
Hidden Video Recorder	M10/2w	6000
Jamming Transmitter	M15/1m	120,000
Laser Microphone	R/2w	2000
Line Tap	M10/2w	2000
Motion Detector	R/2w	500
Tracking Device	M10/2w	500
Voice Mask	M10/2w	2500
Voice-Stress Analyzer	M10/2w	4000
White Noise Generator	R/2w	1000

Medical

Item	Avail	Cost w
Cloned Limb	M15/6m	5,000,000
Cloned Organ	M15/6m	2,500,000
Cryogenics Tank	M10/1m	1,000,000
Cybernetic Limb	M10/1m	100,000
Cybernetic Organ	M10/1m	50,000
Day In Hospital	A/0	3000

10 (plus any penalties for low light and range). It is illegal to possess Illumination rounds outside of authorized military use.

Discount Illumination rounds are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Incendiary

Incendiary rounds are designed to send burning phosphorus over a wide area when they explode, starting large fires (see Fire Hazards p.69). Burst Firing Incendiary rounds increases their damage by +2L and their blast radius by +5'. It is illegal to possess Incendiary rounds outside of authorized military use.

Discount Incendiary rounds are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Lethal Gas

Lethal Gas rounds contain an Inhaled Poison gas (see Poisons p.70) that is released upon detonation (usually an air burst 10 to 20' off the ground). A deadlier version of the Lethal Gas round (containing a Contact Poison gas) is available, but costs five times as much. It is illegal to make or possess Lethal Gas rounds.

Discount Lethal Gas rounds are dangerous at best. They are always duds, and require a MTN 15 Demolitions roll to fix for use without exposing oneself to the poison.

Shot

Shot is the standard ammunition for shotguns. Each round fires a small cluster of metal pellets that spread into a narrow cone as they leave the barrel, making it easier to hit with a shotgun than most other weapons.

Slug

A Slug is a solid metal projectile designed to be fired like an over-sized bullet from a shotgun. Due to their size and shape, Slugs are not very accurate but do pack a tremendous punch.

Smoke

Smoke rounds release a huge cloud of thick smoke when detonated, obscuring vision and blocking Infrared Detection (IR) (see Concealment p.78). Burst Firing Smoke rounds increases their blast radius by +10'. It is illegal to possess Smoke rounds outside of authorized military or SSPB use.

Discount Smoke rounds are always duds, but can be fixed for use with a MTN 10 Demolitions roll.

Standard

These are the Standard rounds intended for each weapon.

Suppression Gas

Suppression Gas rounds release a cloud of invisible irritant gas (similar to Spray Mace) when detonated, incapacitating its targets by overpowering their senses. All those in the Area must make two Endurance Saves; one to avoid becoming Nauseated and another to avoid Blindness, each for a number of rounds equal to the X-Roll of the saves. Burst Firing Suppression Gas rounds increases their blast radius by +10'. It is illegal to possess Suppression Gas rounds outside of authorized SSPB use.

Discount Suppression Gas rounds are always duds, but can be fixed for use with a MTN 10 Demolitions roll, although failure means exposure to the irritant gas.

Thumper

The Thumper round is basically a ballistic version of the sap, consisting of a soft projectile designed to knock down and stun a target, rather than seriously injure. Thumper rounds do 2X-Damage against Soft Targets (animals and personnel) and a Crit on the Attack roll KO's the target. Thumper rounds for shotguns are uncommon, but legal. A larger caliber version, designed to be fired from a Grenade Launcher is also available, but is illegal to possess outside of authorized SSPB use.

Tranquilizer Round

The Tranquilizer Round is a saboted non-penetrating dart that contains a small amount of Tranquilizer, designed to inject the target as it slaps against the skin and bounces off, leaving only a superficial wound. While the Tranquilizer Round is capable of penetration clothing, it is completely defeated by Armor (although damage is still applied from the hit). Anyone injected by a Tranquilizer Round must make an Endurance Save or go Unconscious. A Crit on the Attack roll makes the Endurance Save MTN 10.

Equipment

Ambulance Service

This is an ambulance ride to a hospital.

Antibiotic

Each dose of Antibiotic gives the user a +4 bonus on his next Endurance Save to resist the effects of a disease. If the disease is in Incubation when the Antibiotic is taken, the character gets to make an additional Endurance Save to immediately recover from the disease before the Damage effect kicks in (see Diseases p.69).

Antirad

Each dose of Antirad protects the user from the effects of radiation for up to 12 hours. The drug is most commonly used on the Jovian moon IO, where any travel outside the protective city domes will expose one to lethal levels of magnetic radiation. Prolonged use of Antirad (a week or more) causes the trademark yellowing of the pupils known as 'IO Eye'.

Antitoxin

When administered immediately after exposure to poison (within 30 seconds or 6 rounds), each dose of Antitoxin gives the user an additional Endurance Save with a +4 bonus to resist the poison's effects. It can also be used to Stabilize a character who is Dying due to a failed Endurance Save, regardless of how long

Item	Avail	Cost w
Day in Intensive Care	A/0	10,000
False Limb	A/1w	5000
First Aid Kit	A/0	150
Glasses	A/0	500
Medical Diagnostic Table	M15/1m	8,000,000
Memory Vid	M10/1m	120,000
Surgical Tools	R/2w	10,000
Trauma Pack	R/1w	2000

Drugs

Item	Avail	Cost w
Antibiotic	R/1w	(4X-Roll Doses Available) Per Dose 1000
Antirad	R/2w(A/0-IO)	(3X-Roll Doses Available) Per Dose 1000
Antitoxin	R/1w	(3X-Roll Doses Available) Per Dose 1000
Black Hole	M10/1m	(X-Roll Doses Available) Per Dose 20,000
Gamma Green	M15/1m	(X-Roll Doses Available) Per Dose 30,000
Lightspeed	M15/1m	(X-Roll Doses Available) Per Dose 35,000
Oblivion	M15/1m	(X-Roll Doses Available) Per Dose 20,000
Pain Killer	R/1w	(3X-Roll Doses Available) Per Dose 1000
Poison Gas, Contact	M15/1m	(X-Roll Doses Available) Per Dose 50,000
Poison Gas, Inhaled	M15/1m	(X-Roll Doses Available) Per Dose 15,000
Poison Liquid, Contact	M15/1m	(X-Roll Doses Available) Per Dose 20,000
Poison Liquid, Ingested	M15/1m	(X-Roll Doses Available) Per Dose 5000
Poison Liquid, Injected	M15/1m	(2X-Roll Doses Available) Per Dose 3000
Poison Powder, Ingested	M15/1m	(2X-Roll Doses Available) Per Dose 2500
Recall 13	M10/1m	(X-Roll Doses Available) Per Dose 15,000
Snapdragon	M10/1m	(X-Roll Doses Available) Per Dose 35,000
Stimdose	R/1w	(3X-Roll Doses Available) Per Dose 1000
Super-Coag	M10/2w	(2X-Roll Doses Available) Per Dose 10,000
Tranquilizer	R/1w	(3X-Roll Doses Available) Per Dose 2000
X-88	M15/1m	(X-Roll Doses Available) Per Dose 25,000

Feng-Shui

Item	Avail	Cost w
Lopan	R/0	4000
Gatestone	M15/1m	100,000

Services

Item	Avail	Cost w
Fortune Read	R/0	200
Diplomat For Hire	R/2w(0-Edge)	7500/d
Feng-Shui Master For Hire	M10/2w	7500/d
Lawyer For Hire	R/2w(0-Edge)	10,000/d
Mechanic For Hire	R/1w	6000/d
Mercenary For Hire	M10/2w(1w-Edge)	3000/d
Private Investigator For Hire	R/1w(0-Edge)	6000/d
Professional For Hire	M15/1m(1w-Edge)	20,000/d

the character has been poisoned, although it will not work on someone who is Dead (see Poisons p. 70).

Armored Vac Suit

The Armored Vac (vacuum) Suit is a self-sealing heavy space suit with built-in magnetic boots and armor plating designed for use in space combat or work in hazardous areas such as an asteroid belt. It acts as a Heat Reflecting Hazmat Suit and is equipped with an eight-hour chemical rebreather pack. It takes a minimum or 10 rounds (half with a successful Escape roll) to don an Armored Vac Suit and wearing one imposes a -4 penalty to the user's Initiative rolls.

Discount Armored Vac Suits suffer a -5 penalty to their Armor Value.

Audio Recorder

A small Audio Recorder that is easy to conceal.

Black Hole

Black Hole was once an experimental combat drug, but was abandoned due to its side effects, which have now made it a favorite among psychotic or suicidal terrorists. When used, Black Hole grants +10 Wound Points for 1 hour, but causes incoherent speech (-5 penalty to all Presence skills). When it wears off, 10 Wound Points are lost as damage (whether the additional Wound Points granted by the drug or the character's own). Those not killed coming down from the drug are Disabled. It is illegal to possess or use Black Hole.

Mixing Drugs is not recommended as the side effects of each stack. Two Exhausted effects cause Unconsciousness. Three Exhausted effects or an Exhausted and Disabled effect cause Dying.

Breaking and Entering Kit

The Breaking and Entering Kit consists of tools and items useful for intruding into a secured area. It typically contains a crowbar, cutting torch, duct tape, flash-light, grapple gun with auto-winch, rope, and wire cutters.

Bug

The bug is a small easily concealed device that transmits everything it hears on a hidden frequency, allowing someone dialed into that frequency to listen in on any conversations held nearby.

Bug Detector

The Bug Detector is a small handheld electronic device that detects bugs, by scanning for their relay signal. It can pinpoint any bug within 50', but will not detect Audio Recorders (as they do not relay a signal.

Discount Bug Detectors can only detect and pinpoint bugs within 10'.

Bullhorn

The Bullhorn amplifies the users voice, making it clearly audible over a wide area.

Business Wear

Typical corporate or formal wear such as a suit and tie, modest dress, or uniform.

Camouflage

Camouflage is designed to blend in with its surroundings (Arctic, Dessert, Urban, or Wilderness) giving the user a +2 bonus to Hide rolls when wearing the appropriate type.

Car Rental

This is the cost for one day's rental of a car, motorcycle, or utility vehicle.

Casual Wear

Casual Wear is typical everyday clothing.

Cell Phone

Cell Phones are the most common means of communication, but only work while on a planet, moon, or satellite with Cell Service. Cell Phones do not work in space or while traveling through Hyperspace.

Charter Boat

This is the cost for one day's rental of a hovercraft, speedboat, submarine, or yacht.

Charter Jet

This is the cost for one day's rental of a cargo copter, helicopter, jet fighter, jumbo jet cargo transport, or jumbo jet passenger transport.

Charter Starship

This is the cost for one day's rental of a spacecraft, such as fighter, scout, freighter, frigate, or transport.

Cloned Limb

A Cloned Limb is a replacement limb, grown from the user's own DNA in about six months. Once attached, a Cloned Limb is indistinguishable from the user's original.

Cloned Organ

A Cloned Organ is a replacement organ, grown from the user's own DNA in about six months. Once attached, a Cloned organ is indistinguishable from the user's original.

Cold Weather Clothing

Cold Weather Clothing consists of heavy or artificially heated clothing, such as coats, parkas, and heatsuits, designed to protect a person from exposure to extreme cold.

Commercial Air Travel

This is the cost of Commercial Air Travel across the surface of a planet or moon.

Commercial Ground Travel

This is the cost of Commercial Ground Travel across the surface of a planet or moon.

Commercial SOL Travel

This is the cost of Commercial SOL (Solar System) Travel from planet to planet. It is

Item	Avail	Cost w
Psychic For Hire	M15/1m	9000/d
Street Doc For Hire	M10(A-Edge)/0	5000/d
Tech Op For Hire	R/2w(1w-Edge)	9000/d
Ambulance Service	A/0	3000
Car Rental	A/0	500/d
Charter Boat	R/1w	5000/d
Charter Jet	R/1w	50,000/d
Charter Starship	M10/2w	100,000/d
Commercial Air Travel	A/0	50/mile
Commercial Ground	A/0	30/mile
Commercial SOL Travel	R/1w	6000/gate
Limousine Service	A/0	2000/d
Taxi Ride	A/0	50/mile

Permits

Item	Avai	Cost w
Permit to Arm Spacecraft	M10(M15-Flaw)/1m	20,000
Permit To Carry A Firearm	M10(M15-Flaw)/1m	5000
Permit to Carry Explosives	M10(M15-Flaw)/1m	8000
Permit to Hunt Bounty	M10(M15-Flaw)/1m	5000
Permit to Pilot Spacecraft	R(M10-Flaw)/2w	5000
Permit to Transport Arms	M10(M15-Flaw)/1m	30,000
Permit to Wear Armor	M10(M15-Flaw)/1m	10,000

Animals

Animal	Avail	Cost w
Guard Dog	A/0	10,000
Pack Mule	A/0	12,000
Pet	A/0	2000
Riding Horse	A/0	40,000

Lifestyle

Lifestyle	Avail	Cost w
Concert or Sports Event	A/0	4000 - 8000
Fast Food	A/0	60
Family Restaurant	A/0	100
Fine Restaurant	R/0	400
Exclusive Restaurant	M10/1w	1000
Sleep Coffin	A/0	200/d
Hotel Room	R/0	1000/d
Slum Apartment	A/0	5000/m
Modest Apartment or Home	R/0	10,000/m
Upscale Apartment or Home	M10/1m	30,000/m
Penthouse or Mansion	M15/1m	300,000/m

important to note that no commercial carrier will go farther than Saturn, so a private carrier or charter must be used to go as far as Uranus, Neptune, or Pluto.

Computer Workstation

The Computer Workstation is the standard computer system of the day. All Computers have wireless SOL Phone connectivity to the World Net (the Solar Systems wide internet), which is available in both space and while traveling through Hyperspace.

Concert or Sports Event

This represents a night out at a concert, sporting event, or other form of mass entertainment.

Construction Tools

Construction Tools consists of tools and items useful for building or repairing things using the Construction skill. A good set will usually include a wide collection of common construction tools, a fire extinguisher, protective goggles, and a respirator.

Cryogenics Tank

The Cryogenics Tank deepfreezes anyone (or anything) placed inside, putting them into a suspended animation until released and thawed, either manually from outside or by a timed program. While in deepfreeze, the person or object does not age or change in condition, so a Dying person will not die, nor will food spoil. Even electronics and chemical reactions are affected, so a watch or time bomb placed in deepfreeze will stop counting and a volatile chemical (such as enhanced nitro) will stay stable until thawed.

Cybernetic Limb

The Cybernetic Limb is a biomechanical replacement limb that (aside from appearance) functions for the user much like his original, granting a full range of motion and an artificial sense of touch.

Cybernetic Organ

The Cybernetic Organ is a biomechanical replacement organ that (aside from appearance) functions for the user much like his original, granting artificial senses as appropriate (sight for an eye, hearing for an ear, etc).

Day In Hospital

This represents a day's stay in a hospital, where life support is not required.

Day in Intensive Care

This represents a day's stay in a hospital, where life support is required or surgery is preformed.

Demolitions Kit

The Demolitions Kit contains all the necessary tools and equipment needed to successfully use the Demolitions skill. It is illegal to possess a Demolitions Kit without the proper Permit.

Discount Demolitions Kits always contain a few dud detonators. Make a MTN 10 Demolitions roll to fix them all, (or the GM will choose a critical moment, when one of them will fail).

Diagnostic Scanner

The Diagnostic Scanner is a handheld electronic sensing device that can be used as to detect explosives, poison, or radiation up to 50' away. It can also detect and tune in radio signals, including the relay signals of a bug, but because its not specifically designed to find bugs, it only pinpoints them when within 10'.

Discount Diagnostic Scanners are not user friendly. They require a successful Computers roll each time they are used to detect something. Failure indicates that the character makes no progress or misreads a false signal.

Diagnostic Workstation

The Diagnostic Workstation is a larger and more powerful version of the handheld diagnostic scanner. Items or samples placed within its diagnostic bay are analyzed down to the molecular level (which may for uncommon items require an Earth, Life, or Physical Sciences roll to understand, or a Computers roll to cross-reference over the Net).

Discount Diagnostic Workstations are not user friendly. They require a successful Computers roll each time they are used to analyze something. Failure indicates that the character makes no progress or misreads a false signal.

Diplomat For Hire

This is the cost of hiring a diplomat or negotiator for a day. Those with the Political Ties Edge can usually find a diplomat or negotiator in a matter of minutes (although the Availability roll still determines whether they are willing to work for the characters).

Electronic Binoculars

In addition to providing sight magnification (doubling the range at which Spot rolls can be made), Electronic Binoculars also show range to a target and provide both night vision and Infrared Detection (IR).

Electronic Compass

The Electronic Compass not only shows direction, but also overlays global positioning on a digital map of any planet or moon desired. It also works in space and during Hyperspace travel, showing position in relation to the Solar System and the Sun.

Electronic Lock

The Electronic Lock is the most common lock in use, filling the security needs of most homes and common businesses. They come in both code key and swipe card operated models.

Electronic Lock Decryptor

The Electronic Lock Decryptor is a special electronic device used to defeat electronic locks. It gives a +2 bonus to the Open Locks skill when used against electronic locks.

Discount Electronic Lock Decryptors only give the

user a +1 bonus to the Open Locks skill when used against electronic locks, and short circuit completely on a Botched Open Locks roll.

Electronic Lock with Print Scanner

The Electronic Lock with Print Scanner is a high security electronic lock that opens only after the code key or card swipe is verified with a thumbprint scan of the user.

Discount Electronic Locks with Scanners are easier to defeat (see Open Locks skill p.11).

Electronic Lock with Retina Scanner

The Electronic Lock with Retina Scanner represents the highest security in electronic locks. It will only open after the code key or card swipe is verified with a retina scan of the user.

Discount Electronic Locks with Scanners are easier to defeat (see Open Locks skill p.11).

Electronic Lock with Voice Scanner

The Electronic Lock with Voice Scanner is a high security electronic lock that opens only after the code key or card swipe is verified with a scan of the user's voice.

Discount Electronic Locks with Scanners are easier to defeat (see Open Locks skill p.11).

Electronic Scope

In addition to providing sight magnification (doubling the range at which Spot rolls can be made), the Electronic Scope also shows range to a target, provides both night vision and Infrared Detection (IR), and adds an additional +1 bonus to the standard +2 bonus gained from taking an Action to Aim.

Discount Electronic Scopes are easily broken when dropped and completely short circuit on a Botched Attack roll.

Electronics Tools

Electronics Tools consists of tools and items useful for building or repairing things using the Electronics skill. A good set will usually include a wide collection of common electronics tools, a fire extinguisher, protective goggles, and a portable generator.

Emergency Beacon

The Emergency Beacon sends an emergency distress signal through space out to a range of the nearest planet or Hyperspace gate.

Exclusive Restaurant

This represents the finest dining available, where getting reservations may be problematic for anyone not associated with high society.

False Limb

The False Limb is a simple prosthetic replacement for those who cannot afford better. It does little to alleviate the difficulties of missing a limb, although it can hide the loss from casual observation.

Family Restaurant

Common family dining.

Fast Food

Poor quality, unhealthy, but oh so cheap and tasty!

Feng-Shui Master For Hire

This is the cost of hiring a Feng-Shui Master for a day (when one can be found).

Fine Restaurant

This represents fine dining where a reservation is required.

First Aid Kit

A First Aid Kit contains basic medical supplies, useful for treating minor injuries.

Fortune Read

This is the cost of having one's fortune read. Although most fortunes read like a simple horoscope, they can occasionally (at the GM's discretion) be a source for small clues, or even foreshadow certain events that will occur during the adventure.

Gamma Green

Also known as Hulk Candy, Gamma Green grants a +4 Strength bonus while imposing a -4 penalty to all Wisdom based rolls for 1 hour. When the drug wears off, it causes Exhaustion (and sterilizes the user for 1-20 months). It is illegal to possess or use Gamma Green.

Mixing Drugs is not recommended as the side effects of each stack. Two Exhausted effects cause Unconsciousness. Three Exhausted effects or an Exhausted and Disabled effect cause Dying.

Gasmask

The gasmask provides protection from inhaled contaminants and poisons.

Gatestone

A Gatestone is a piece of the Gatestone comet that smashed into the Earth's Moon some fifty years ago. Containing a focus of mystical energy, a Gatestone can be placed in the center of a Feng-Shui Lopan, giving the user access to the higher powers of Feng-Shui.

Glasses

When worn, Glasses reduce the penalty from the Impaired Vision Flaw to -1.

Guard Dog

The Guard Dog is a large dog trained to bark at and attack intruders when instructed to do so.

Handcuffs

Standard Handcuffs.

Hard Lock, Complex

The Complex Hard Lock is a combination-style lock, commonly used on wall safes or bank vaults.

Hard Lock, Simple

The Simple Hard Lock is a padlock-style lock, typically used to secure gates, sheds, and toolboxes.

Hazmat Suit

The Hazmat Suit comes with its own gas-mask and protects the wearer from contact contaminants, radiation, acid, and poisons.

Discount Hazmat Suits do not protect against radiation and are prone to tear open when any movement other than a walk is required.

Heat Reflecting Hazmat Suit

The Heat Reflecting Hazmat Suit is identical to the Hazmat Suit except that it has also been treated with a reflective surface and a special heat dissipating graphite coating, rendering the wearer invulnerable to heat, flames, and Fire Hazards. Due to the added insulation however, the Heat Reflecting Hazmat Suit is extremely bulky and imposes a -4 penalty to the user's Initiative roll when worn.

Discount Heat Reflecting Hazmat Suits do not protect against radiation and are prone to tear open when any movement other than a walk is required.

Hidden Video Recorder

A small easily concealable video recorder used for security or espionage work. The Hidden Video Recorder can be set to either passively record, or to transmit a live signal for recording and retrieval elsewhere. When set to passively record, the device only records up to the last 8 hours (overwriting older video) but can be accessed later via a remote signal, which causes it to transmit all of its recorded video to the user's location. Whenever the device transmits however (whether set for live signal or while video is being remotely accessed), the device can be detected as if it were a bug.

Discount Hidden Video Recorders cannot be accessed remotely and must be physically retrieved to get the recorded video, when set to passively record.

High Fashion Wear

High Fashion Wear represents the best clothing available in both style and quality.

Hotel Room

This is the cost of a night's stay at a typical hotel.

IR Camouflage

Like standard camouflage, IR Camouflage is designed to blend in with its surroundings (Arctic, Dessert, Urban, or Wilderness) giving the user a +2 bonus to Hide rolls when wearing the appropriate type. In addition, IR Camouflage also hides the wearer from Infrared Detection. As a military grade item, IR Camouflage is illegal to possess outside of authorized military use.

Discount IR Camouflage does not completely hide the wearer from Infrared Detection, instead giving only a +2 bonus to Hide rolls against it.

Jamming Transmitter

The Jamming Transmitter sends out a powerful signal that interferes with other signals in a 300' radius, blocking all radio, cell phone, SOL phone, R/C, and Net Connection signals. Due to its own signal however, it is very easy to trace if specifically looked for. It is illegal to operate a Jamming Transmitter in a public area.

Discount Jamming Transmitters are not user friendly and require a Computers roll to successfully tune to the right frequencies and are only able to jam one particular type of signal at a time (radio, cell, SOL, R/C, or Net).

Laser Microphone

The Laser Microphone beams an invisible laser up to 300', measuring the vibrations of any surface it is focused on, relaying the information back to the user along the beam as audible sound. Beamed against a window or other flat sound-reflecting surface, the Laser Microphone allows the user to listen in on any conversation held nearby.

Laser Sight

The Laser Sight attaches to a firearm and beams red dot of light onto a target, indicating where fired shots will hit. While invisible in full daylight, the beam itself can be seen at night or as it passes through fog or smoke, potentially giving away a shooter's position. The Laser Sight gives a +1 Bonus to Ranged rolls when used within 100'.

Discount Laser Sights are only accurate up to 50'.

Laser Uplink

The Laser Uplink provides a secure (cannot be tapped) line of communications between a planet or moon's surface and any orbiting spacecraft or satellites.

Lawyer For Hire

This is the cost of hiring a lawyer for a day. Those with the Judicial Ties Edge can usually find a lawyer in a matter of minutes (although the Availability roll still determines whether they are willing to work for the characters).

Lightspeed

Lightspeed grants a +3 Agility bonus, a +3 Wisdom bonus, and a +10 Movement bonus for 10 rounds. It permanently increases Psychosis by 1 (even for those without Psychic ability) and Exhausts the user after the effects wear off. It is illegal to possess or use Lightspeed.

Mixing Drugs is not recommended as the side effects of each stack. Two Exhausted effects cause Unconsciousness. Three Exhausted effects or an Exhausted and Disabled effect cause Dying.

Limousine Service

This is the cost or renting Limousine Service for a day.

Line Tap

The Line Tap is a type of bug that allows others to listen in on conversations or to intercept data sent over various lines of communications. In order to work, the Line Tap must be placed somewhere between all points of communication to be tapped. Landlines, such as those used for phones in an office or building complex can be tapped at the phone itself, or

anywhere along the line's physical path, such as at a junction box or even a telephone pole. Radio communications, such as Cell and SOL phones can be tapped at the phone itself or from a local transmitter or relay tower. Planting a Line Tap at the source of communications is easy, but tapping into the middle requires the proper tools and a MNT 10 Computers roll to find the appropriate line. It is illegal to possess or use a Line Tap.

Discount Line Taps only work if placed at the source of the communications line to be tapped.

Lock Pick Set

The Lock Pick Set is a collection of tools and picks, used to defeat hard locks.

Discount Lock Pick Sets tend to break off inside hard locks (making them impossible to open) on a Botched Open Locks roll.

Lopan

The Lopan is the Feng-Shui Master's spiritual focus and the tool he uses to interpret and influence the powers of Feng-Shui. It is impossible to use the powers of Universal Feng-Shui without a Lopan.

Magnetic Boots

Magnetic Boots are used to adhere to the metal deck or hull of a spacecraft in Zero-G, allowing the wearer to move around without fear of accidentally drifting off.

Mechanic For Hire

This is the cost of hiring a mechanic for a day. Mechanics are always busy and hard to schedule on short notice.

Mechanics Tools

Mechanics Tools consists of tools and items useful for building or repairing things using the Mechanics skill. A good set will usually include a wide collection of common mechanics tools, a fire extinguisher, protective goggles, welding equipment, cutting torches, and a chain hoist.

Medical Diagnostic Table

The Medical Diagnostic Table is designed to analyze the medical condition of anyone placed on the table. It scans a patient and projects 3-dimentional images and readouts of their current health, physiological, and basic psychological status onto a control screen. It is capable of detecting any abnormality, including internal injuries, diseases, common mental disorders (including Psychosis), drug use, poisons, radiation, implants, memory loss, and (incidentally) can even tell when the patient is lying.

Memory Vid

The Memory Vid is a special virtual reality interface that allows a person to replay his memories onto a video screen for others to see. Typically, the Memory Vid can capture only fresh memories, but older memories are still possible, with intense concentration. The accuracy of the memories depend on perception rather than truth; the user will project things how he believes them to have been, even if his beliefs are inaccurate. Because of this, playback from the Memory Vid is considered circumstantial evidence when used in a court of law. Using the Memory Vid to project memories beyond 24 hours requires a Willpower Save with the following difficulties:

MTN	Result
No Roll	Up To 24 Hours
Roll	Up To Week Old Memories
MTN 10	Up To Month Old Memories
MTN 15	Up To Year Old Memories
Crit	Memories beyond One Year

Mercenary For Hire

This is the cost of hiring a mercenary or professional bodyguard for a day. Those with the Arms Dealer Edge can usually find mercenaries or professional bodyguards faster than the average Joe (although the Availability roll still determines whether they are willing to work for the characters).

Micro Comlink

The Micro Comlink is a short range (10 miles) encrypted radio communications device built into a small patch that is stuck behind the ear, allowing its user hands free communication with others tuned into the link. Communications received on the Micro Comlink are sent by tiny vibrations into the user's skull, which are picked up by the inner ear and 'heard' by the user. The device makes no actual sound, so those standing nearby hear nothing. Conversely, the device also reads and transmits the tiny vibrations created in the skull by the user's voice, able to pick up and transmit even a whisper.

Military Flak Jacket

The Military Flak Jacket is the standard military body armor, protecting the chest, back, and lower torso, while an included helmet with bulletproof visor protects the head and neck. It is illegal to possess a Military Flak Jacket outside of authorized military use.

Discount Military Flak Jackets suffer a -5 penalty to their Armor Value.

Military Grade Targeting Computer

The Military Grade Targeting Computer is faster more accurate version of the standard targeting computer that comes (by default) with the purchase of a vehicle-mounted weapon. When installed on a vehicle-mounted weapon, the Military Grade Targeting Computer gives the user a +2 bonus to all Target rolls involving the weapon's use. It is illegal to possess a Military Grade Targeting Computer outside of authorized military use.

Discount Military Grade Targeting Computers only give the a +1 bonus to all Target rolls and completely short out on a Botched Target roll.

Modest Apartment or Home

This is the monthly cost associated with owning a Modest Apartment or Home (note that Availability is only rolled once).

Motion Detector

The Motion Detector is a small easily concealable device designed to detect motion that passes in front of it, triggering a signal or alarm when set off.

Notebook Computer

The Notebook Computer is a small hand-held version of the computer workstation.

Oblivion

Oblivion permanently erases memory at 5 hours per dose from the time of administration back. It is illegal to possess or use Oblivion.

Optical Binoculars

Optical Binoculars provide sight magnification, doubling the range at which Spot rolls can be made.

Optical Scope

In addition to providing sight magnification (doubling the range at which Spot rolls can be made), Optical Scopes add an additional +1 bonus to the standard +2 bonus gained from taking an Action to Aim.

Outdoor Gear Kit

The Outdoor Gear kit consist of common survival and camping gear supplies including a backpack, sleeping bag, tent, flashlight, lantern, signal flares, 150' rope, climbing gear, and a survival kit.

Pack Mule

The Pack Mule is a useful animal for carrying equipment and supplies across ground where normal vehicular travel is limited.

Pain Killer

Pain Killer reduces all Wound Penalties by 1 for the next 8 hours, but imposes a -2 penalty to all Intelligence rolls while in effect. It is illegal to possess or use Pain Killer outside of authorized medical prescription.

Penthouse or Mansion

This is the monthly cost associated with owning a Penthouse or Mansion (note that Availability is only rolled once).

Permit to Arm Spacecraft

This is a Permit to arm a spacecraft with legal vehicle-mounted weapons for self-defense. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit To Carry A Firearm

This is a Permit to own, carry, and use legal firearms for self-defense. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit to Carry Explosives

This is a Permit to own, carry, or transport legal explosives associated with the legitimate use of the Demolitions skill. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit to Hunt Bounty

This is a Permit to hunt and collect on Bounty Heads. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit to Pilot Spacecraft

This is a Permit to own and pilot a spacecraft. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit to Transport Arms

This is a Permit to transport or warehouse excessive amounts of legal weapons, armor, and ammunition for sale to others. Doing so without a Permit is considered stockpiling and is illegal. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability).

Permit to Wear Armor

This is a Permit to wear legal body armor or to carry a police riot shield for self-defense. It is harder for those with the Outlaw or Bounty Head Flaw to get a Permit (as indicated by Availability). Note that wearing armor in public (even legally) is generally frowned upon by polite society.

Pet

Any type of pet animal.

Pocket Secretary

The Pocket Secretary is the standard 'wallet' of the day. It is an electronic device with a Net connection to the owner's bank accounts, allowing instant Writ transfers over the Net or between another's Pocket Secretary. Additionally, it contains a day planner and other useful scheduling tools.

Poison Gas, Contact

This is a terrible blister agent that eats away flesh, causing severe burn-like symptoms. Anyone exposed to the gas must make a MTN 15 or Crit Endurance Save for each round of exposure, or become Dying. Those that do make their Save lose 10 Wound Points (or none on a Crit). A gasmask only partially protects a user from the effects of the blister agent, but does give a +2 bonus to the Endurance Save. Each dose contains enough of the compressed gas to create a cloud 60' in diameter (See Smoke p.70, for an explanation of cloud movement and dissipation). Unlike other poison gases, this one also contaminates anything the cloud moves across, covering everything in its path (including victims) with liquid Contact Poison (See Below for further effects). It is illegal to make or possess any type of poison.

Poison Gas, Inhaled

This is an invisible toxic nerve gas that affects anyone who breathes it in. Those exposed to the gas must make a MTN 10 or Crit Endurance Save for each round of exposure, or lose a number of points of Constitution equal to the X-Roll. Those that do make their Save lose 1 point of Constitution (or none on a Crit). A gasmask will protect a user from the effects of the nerve gas, as will holding one's breath (assuming one knows the gas is there before it's too late). Each dose contains enough of the compressed gas to create a cloud 60' in diameter (See Smoke p.70, for an explanation of cloud movement and dissipation). It is illegal to make or possess any type of poison.

Poison Liquid, Contact

This is a toxic blood agent absorbed through the skin that causes a thinning of the blood to the point where a victim will actually bleed to death from the inside. While easy to detect when wet (unless dropped into a drink), Liquid Contact Poison becomes invisible when dry, but remains just as deadly. Anyone exposed to an object coated in liquid contact poison, must make an Endurance Save (standard Roll) for each round of exposure, or become Dying. Those that do make their Save become Exhausted (no effect on a Crit). A hazmat suit, or other heavy clothing (such as leather gloves) will protect a person from Liquid Contact Poison, but will become contaminated itself on contact (it is possible to inadvertently transfer the poison to other objects or food in this manner). A complete wash down or heavy rain is required to remove the poison from contaminated objects or an area. Each dose contains enough poison to coat a single small object. It is illegal to make or possess any type of poison.

Poison Liquid, Ingested

This is a potent nerve agent that must be ingested through food or drink. Those exposed to the poison must make a MTN 10 or Crit Endurance Save or lose a number of points of Constitution equal to the X-Roll. Those that do make their Save lose 1 point of Constitution (or none on a Crit). Each dose contains enough poison to affect a single meal or drink. It is illegal to make or possess any type of poison.

Poison Liquid, Injected

This is a potent nerve agent that must be introduced into the bloodstream through injection or by some kind of wound. It is typically used by assassins to coat arrows, crossbow bolts, and edged melee weapons for use in their work. Those exposed to the poison must make a MTN 10 or Crit Endurance Save or lose a number of points of Constitution equal to the X-Roll. Those that do make their Save lose 1 point of Constitution (or none on a Crit). Each dose contains enough

poison to coat a single arrow, crossbow bolt, or edged melee weapon for one use. It is illegal to make or possess any type of poison.

Poison Powder, Ingested

This is a toxic blood agent that must be ingested through food or drink. While easy to detect by itself, it becomes invisible when dropped into a drink or is sprinkled lightly over food. Anyone exposed to the poison, must make an Endurance Save (standard Roll) or become Dying. Those that do make their Save become Exhausted (no effect on a Crit). The poison will contaminate a person's hands if touched, which could be a means of inadvertently transferring the poison to their food, unless thoroughly washed off. Each dose contains enough poison to affect a single meal or drink. It is illegal to make or possess any type of poison.

Police Armored Vest

The Police Armored Vest is the standard issue body armor for the SSPB and locale police. It protects the chest, back, and abdomen, while an included helmet with bulletproof visor protects the head and neck. It is illegal to possess a Police Armored Vest outside of authorized SSPB use (although limited civilian use is sometimes granted with the proper permits).
Discount Police Armored Vests suffer a -5 penalty to their Armor Value.

Police Riot Shield

The Police Riot Shield is a transparent bulletproof shield used by the SSPB and local police for special operations or crowd control. Wielding a Police Riot Shield grants the user a +2 bonus to his Dodge skill. It is illegal to possess a Police Riot Shield outside of authorized SSPB use (although limited civilian use is sometimes granted with the proper permits).
Discount Police Riot Shields shatter on a Botched Dodge roll.

Private Investigator For Hire

This is the cost of hiring a Private Investigator for a day. Those with the SSPB Ties Edge can usually find a Private Investigator in a matter of minutes (although the Availability roll still determines whether they are willing to work for the characters).

Professional Disguise Kit

The Professional Disguise Kit contains disguises, makeup, and appliances for use with the Disguise skill.

Professional For Hire

This is the cost of hiring a spymaster or hit-man for a day. Those with the Underworld Ties Edge can usually find and arrange a job with a Professional faster than the average Joe (although the Availability roll still determines whether they are willing to work for the characters).

Psychic For Hire

This is the cost of hiring a Psychic for a day, although finding one (much less a sane one) can be pretty challenging.

Radio Uplink

The Radio Uplink provides a line of communications between a planet or moon's surface and any orbiting spacecraft or satellites.

Recall 13

Recall 13 grants a +4 Intelligence bonus, while imposing a -4 penalty to all Wisdom based rolls for 1 hour. It is sometimes used as a truth serum due to its effects on Willpower Saves. It is illegal to possess or use Recall 13.

Revolver Speed-Loader

The Revolver Speed-Loader holds six pre-loaded bullets in a circular clip, so they can all be inserted into a revolver's cylinder in a single action. Preloading a Revolver Speed-Loader takes as long a loading the revolver itself.

Riding Horse

A Riding Horse with saddle.

Signal Flare

The Signal Flare is a handheld flare with a pull-tab at both ends. Pulling the tab at one end will shoot three signal flares 200' into the air, while pulling the tab at the other end will cause it to flare brightly for 10 minutes - equally in atmosphere, under water, or vacuum. Both ends of the same flare may be used only once. Signal Flares can also be used to start fires (See Fire Hazards p.69) or as an improvised ranged weapon. In this case, the Signal Flare suffers a -4 penalty to the Attack roll and does 0S damage.

Silencer

The Silencer dampens the sound of Pistol, SMG, or Rifle fire. When using the Silencer, anyone who might hear the gunfire suffers a -4 penalty to his Listen roll. It is illegal to make or possess a Silencer.
Discount Silencers degrade quickly after use, becoming ineffective after only 10 shots.

Skinsuit

The Skinsuit is a skintight spacesuit with helmet, designed to offer maximum mobility in both zero-G and gravity. Unlike a vac suit, Skinsuits do not act as Hazmat Suits, nor come with built-in magnetic boots (although magnetic boots can be worn over a skinsuit), and are not self-sealing, but do come with a dozen quick-seal patches, which can be used in an emergency. Each Skinsuit is equipped with a miniature two-hour chemical rebreather pack (built into the back of the helmet). Typically, Skinsuits are worn by flight crews in dangerous or hostile space, with the helmet strapped to the shoulder on a lanyard, where in an emergency situation, all they need to do is put on the helmet to be protected from the vacuum of space. It takes 3 rounds (1 with a successful Escape roll) to don Skinsuit.

Sleep Coffin

This is the cost of a night's stay at a coffin hotel, where the rooms are literally stacked sleeping compartments barely bigger than a coffin.

Slum Apartment

This is the monthly cost associated with owning a Slum Apartment or Home (note that Availability is only rolled once).

Snapdragon

Snapdragon temporarily reduces a character's Psychosis Score by 10 points for 24 hours. Unfortunately, it permanently increases Psychosis by 1 after the effects wear off. It is illegal to possess or use Snapdragon.

SOL Phone

The SOL Phone (Solar System phone) works throughout the Solar System, whether on a planet or moon, or while in space or during Hyperspace travel.

Spare Clips

These are spare clips for firearms, useful for preloading and swapping out with spent clips during combat.

Sports Equipment

Sports Equipment includes such things as diving gear, hang gliders, parachutes, skis, and jet skis. To keep things simple (once Sports Equipment is purchased), it is assumed that the character will have access to any of these as needed.

Stimdose

Stimdose instantly counters Unconsciousness and reduces Fatigue by one step (Exhausted to Fatigued; Fatigued to Normal), but causes the shakes and imposes a cumulative -1 penalty to all Agility based skills per dose, until after eight hours of rest.

Street Doc For Hire

This is the cost of hiring a Street Doc for a day. Street Docs are willing to patch up the battle wounded (no questions asked) or to perform Identity Surgery, both extremely useful for an outlaw or bounty head. Identity Surgery changes a person's physical appearance (sort of like a permanent disguise) and requires a MTN 15 Spot roll to see through (assuming someone is actively looking for the deception).

Street Punk Wear

Street Punk Wear is grunge, torn clothing, leather jackets, spikes, and chains.

Super Computer

The Super Computer represents the most powerful computing system of the day, giving its user a +2 bonus to all Computers rolls.
Discount Super Computers are a fraction slower, only giving a +1 bonus to all Computers rolls.

Super-Coag

Super-Coag is a powerful coagulant agent. Each dose instantly stops blood loss through open wounds and restores 5 Wound Points (Stabilizing Dying characters and taking Disabled characters back to Wounded). Using Super-Coag more than once for a single wounding (or within 24 hours of a previous dose) is dangerous, as the drug can inadvertently cause deadly blood clotting in the heart and brain. If taken more than once within a 24 hour period, the user must make a MTN 10 or Crit Endurance Save (each dose) or become Dying (which cannot be Stabilized with further use of this drug). Two doses per wounding are the maximum, as no more than a total of 10 Wound Points may be restored for any one wounding through the use of this drug.

Surgical Tools

Surgical Tools are the tools and equipment necessary to perform surgery.

Taxi Ride

This is the cost per mile for travel by Taxi.

Tech Op For Hire

This is the cost of hiring a hacker or net-diver for a day. Those with the Scientific Ties Edge can usually find and arrange a job with a Tech Op faster than the average Joe (although the Availability roll still determines whether they are willing to work for the characters).

Tracking Device

The Tracking Device is a small easily concealed device that transmits its location on a hidden frequency, allowing someone dialed into that frequency to track its movement. Hidden Tracking Devices are detected in the same manner as bugs.

Tranquilizer

Tranquilizer is a drug designed to knock out its target, causing deep unconsciousness. Anyone injected with Tranquilizer must make a MTN 15 or Crit Endurance Save or go Unconscious for a number of minutes equal to (10 times the X-Roll). After this amount of time, the target recovers as per normal Unconsciousness.

Trauma Pack

The Trauma Pack is a specialized bandage pack that instantly stops blood loss through open wounds when applied, Stabilizing a Dying character without a Treat Injury roll.

Universal R/C Link

The Universal R/C Link is a handheld transmitter that works through the Net and allows a person to hack into and control any vehicle or spacecraft (regardless of range) with an active ship's computer (see Vehicles and Spacecraft p.61), or any device specifically rigged for remote control operations. Using the Universal R/C Link is done with the Computers skill (opposed if another is actively trying to keep or regain control). It is a MTN 15 Computers roll to hack into a vehicle or spacecraft not specifically rigged for R/C; a MTN 10 Computers roll to hack into any vehicle

already rigged for R/C, but protected by encryption; and a Computers roll to hack into an unencrypted R/C vehicle or device. Users do not roll to control their own R/C vehicles and devices (except to avoid obstacles or target weapons).

Upscale Apartment or Home

This is the monthly cost associated with owning an Upscale Apartment or Home (note that Availability is only rolled once).

Vac Suit

The Vac (vacuum) Suit is the standard spacesuit of the day, also acting as a self-contained Hazmat Suit. Though bulky, the Vac Suit is self-sealing and comes with built-in magnetic boots. Each is equipped with two eight-hour chemical rebreather packs (which can be changed independently). Getting into a Vac suit takes a minimum or 10 rounds (half with a successful Escape roll) and wearing one imposes a -2 penalty to the user's Initiative rolls.

Vehicle-Mounted Cable Winch

The Vehicle-Mounted Cable Winch provides a 150' steel cable that can be used to reel-in any vehicle lighter than the vehicle it is mounted on. If the winch vehicle is tied down first, the winch can reel-in anything up to three times as heavy (otherwise the winch vehicle will be reeled into whatever it is trying to winch).

Video Recorder

A simple hand held video recorder.

Video Screen

The basic television/video/playback/ computer monitor of the day.

Voice Mask

The Voice Mask changes a person's voice as they speak through the mask, allowing someone to disguise their voice or to mimic someone else's. Using a Voice Mask to mimic another's voice first requires recording a sample of their voice into the Voice Mask. After that, the voice can be dialed up and mimicked at will. Those hearing the mimicked voice can make a MTN 15 Listen check to notice the deception. When used with the Open Locks skill, a Voice Mask (with the proper prerecorded voice) gives the user a +2 bonus to defeat electronic locks with voice scanners.

Voice-Stress Analyzer

The Voice-Stress Analyzer measures the stress in a persons voice caused by lying. It will detect a person's untruths as they speak them, unless they make a MTN 15 Bluff roll for every lie they tell.

VR Goggles

VR Goggles are electronic goggles designed to provide the user with a virtual-reality link to the Net. Additionally, they can be plugged into a diagnostic scanner to provide night vision or IR detection; and can run face recognition software or record everything they see when connected to a computer. Face recognition software gives the user a +4 bonus to Spot rolls used to see through a disguise (or Identity Surgery) or to recognize a person in a crowd.
Discount VR Goggles are not compatible with diagnostic scanners and cannot be used for night vision or IR detection.

Walkie-Talkie

A handheld short range (10 miles) two-way radio. Though not encrypted, it can be tuned to multiple frequencies, offering semi-private communications (provided no one else is tuned into the same frequency).

Walkman

A small portable radio and music player.

White Noise Generator

The White Noise Generator is a small easily concealed device that emits inaudible 'garbage' signals to confuse and defeat bugs and laser microphones. Due to its own signal however, it is very easy to trace if specifically looked for.

X-88

X-88 focuses a Psychic's power for 8 hours, granting a +2 on Willpower Saves used against Psychosis while in effect. It is illegal to possess or use X-88.

Zero-G Harness

The Zero-G Harness is a lightweight harness with an attached bottle of compressed air, worn outside clothing, skin-suits, and Vac suits. Controls on the harness allow the user to jet compressed air out various nozzles along the harness, giving the user basic movement and maneuverable flight while in Zero-G.

Vehicles And Spacecraft
Vehicle And Spacecraft Traits

Vehicle
This is the vehicle in question.

Size (Sz)
The vehicle's general size (see Size p.78).

Passengers (Ps)
The number of passengers (including the driver or pilot) the vehicle is designed to accommodate.

Cargo (Cg)
Cargo is the space provided for equipment, vehicles, or additional passengers, and shows the maximum number and size of objects that can be carried. Larger cargo capacities can be filled with objects of smaller size, as follows:

Cargo Size Will Hold
Huge
2400 Small or 600 Medium or 12 Large or 1 Huge

Large
200 Small or 50 Medium or 1 Large

Medium
4 Small or 1 Medium

Small
1 Small

Range (Rn)
Range is the distance in miles that a vehicle can travel before needing to refuel. In the case of spacecraft and vehicles designed for live in (such as the submarine or yacht), it is the number of days it can support life (food/air) during non-stop travel, before needing to refuel or re-supply. A Spacecraft that runs out of fuel during flight through space does not slow down or stop, it simply loses the ability to control its course and speed. It will keep going in a strait line until it hits something, or gets caught in the gravitational pull of a planet.

Speed (Sp)
Speed indicates top Travel Movement in MPH for the vehicle or spacecraft. All piloted spacecraft can be pushed to go even faster than the listed speed, (up to twice as much) but the process is hard to sustain for more than a few moments.

Handling (Hn)
Handling represents the vehicle's overall speed and maneuverability when using Tactical Movement. Add a vehicle's Handling as a bonus (or penalty) to any Drive or Pilot rolls made with the vehicle.

Armor (Arm)
Vehicle Armor protects a vehicle's Systems from damage (see Vehicle and Starship Combat p.83).

Structure Points (Str)
Structure Points represents the vehicle's general mass and the strength of its superstructure.

Systems Points (Sys)
Systems Points represents the durability of a vehicle's controlling systems and internal components.

Availability (Avail)
The Availability listed with each item is the Difficulty for obtaining a single item, unless otherwise noted.

Cost w
Cost is the price of the vehicle in Writs (w).

Notes
Starships, regardless of size, only need one person to crew, as long as their ship computers are functional. If the need arises to operate and maintain a ship manually, then a full crew is needed, as follows: One person for any ship smaller than a Frigate; A crew of four is required for a Frigate, Transport, or Gig; and a crew of eight for a Capitol Ship.

Vehicle Descriptions

Armor
This is hidden armor built into a standard vehicle to give it extra protection. It may not be added to an already armored vehicle or a spacecraft.

Armored Carrier
A six-wheeled armored personnel carrier. Comes with a mounted turret to accept a 12mmL Police Light Support Gun, a 20mmC Military Heavy Support Gun, a 40mm Military Auto Grenade Launcher, a 12mmL Police Vehicle-Mounted Chaingun, or 60mm Military Field Gun (all purchased separately).

Cargo Copter
A large helicopter designed to carry cargo and freight.

Cargo Transport
Any land-based vehicle designed to haul cargo and freight, such as a delivery van or tractor-trailer.

Heavy Machinery
Any piece of heavy equipment or machinery, such as a crane or bulldozer.

Helicopter
Any typical helicopter.

Hovercraft
Any large multi-passenger or cargo carrying hovercraft.

Jet Fighter
Any armed jet aircraft, but limited to atmospheric or low orbit space travel.

Standard Jet Fighters come pre-equipped with 20mmL Police Ship Guns. These can be removed however, and swapped with 20mmC Military Ship Guns, 20mmC Military Rotary Ship Guns, 60mm Mini Missiles, a Military Laser Beam Generator, or a Military Plasma Cannon (all purchased separately). Mounts on the wings accept Air-to-Surface and Air-to-Air Missiles.

Jumbo Jet Cargo Transport
A large aircraft designed to carry cargo and freight, but limited to atmospheric or low orbit space travel.

Jumbo Jet Passenger Transport
A large aircraft designed to carry passengers, but limited to atmospheric or low orbit space travel.

Luxury Car
Any luxury car.

Motorcycle
Any motorcycle.

Passenger Transport
Any large passenger transport, such as a bus.

Skimmer Car
A Skimmer Car is a luxury vehicle that rides on an antigravity cushion, instead of having tires or tracks. It can hover up to 12 feet off the ground and can cross water as easily as land.

Speedboat
Any small watercraft built for speed.

Sports Car
Any common automobile.

Submarine
A large submarine, built for long-term underwater deployment.

Tank
A heavily armored tracked vehicle with a turret mounted 115mm Military Main Gun and a secondary weapons mount, built to accept a 12mmL Police Light Support Gun, a 20mmC Military Heavy Support Gun, a 40mm Military Auto Grenade Launcher, a 12mmL Police

Vehicle-Mounted Chaingun, or 60mm Military Field Gun. The 115mm Military Main Gun be removed and swapped with a 40mm Military Rail Gun, a Military Laser Beam Generator, or a Military Plasma Cannon (all purchased separately).

Terrain Crawler
A six-wheeled, multi-passenger, off road vehicle designed to handle the roughest of terrain with the ability to float and cross water as well.

Utility Vehicle
Any small utility vehicle, such as a pickup truck or delivery van.

Yacht
Any large live-in watercraft such as a pleasure ship or houseboat.

Spacecraft Descriptions

Air to Surface and Air to Air Missiles
These are treated as vehicles (see Vehicle And Starship Combat p.83) as they close in on their targets and may be attacked as such, while en route.

Vehicles

Vehicle

Craft	Sz	Ps	Cg	Rn	Sp	Hn	Arm	Str	Sys	Avail	Cost w
Armored Carrier	L	8	2M	200	60	0	20	30	20	M15/1m	5,000,000
Cargo Copter	L	2	1L	400	200	0	0	50	10	M10/1m	6,000,000
Cargo Transport	L	2	1L	1000	80	-1	0	60	10	R/1m	1,200,000
Heavy Machinery	L	1	1M	10	10	-2	10	40	10	R/1m	800,000
Helicopter	L	6	1M	500	250	2	0	20	10	M10/1m	9,000,000
Hovercraft	H	12	2L	400	150	1	0	80	20	M10/1m	2,000,000
Jet Fighter	L	1	1M	1000	1200	3	10	30	20	M15/1m	10,000,000
Jumbo Jet Cargo Tran	H	4	10L	5000	500	0	0	80	10	M15/1m	35,000,000
Jumbo Jet Passenger Tran	H	200	200M	5000	500	0	0	60	10	M15/1m	35,000,000
Luxury Car	L	4	1M	250	150	0	0	20	10	A/0	800,000
Motorcycle	M	1	1M	500	150	3	0	10	10	A/0	120,000
Passenger Transport	L	50	50M	500	80	0	0	30	10	R/1m	1,000,000
Skimmer Car	L	4	2M	500	250	1	0	20	10	M10/1m	7,000,000
Speedboat	L	4	1M	100	150	3	0	15	10	A/0	100,000
Sports Car	L	2	1M	300	200	2	0	20	10	A/0	600,000
Submarine	H	12	2L	30d	20	0	10	80	30	M10/1m	5,000,000
Tank	L	3	1M	100	60	-1	25	60	30	M15/1m	8,000,000
Terrain Crawler	L	6	2M	400	60	0	0	30	10	M10/1m	2,500,000
Utility Vehicle	L	2	2M	250	100	0	0	20	10	A/0	200,000
Yacht	H	50	4L	30d	40	-1	0	100	30	M10/1m	5,000,000
Armor (Ground Vehicle)							+20			M15/1m	1,000,000
Armor (Air Vehicle)							+10			M15/1m	1,000,000

Spacecraft

Craft	Sz	Ps	Cg	Rn	Sp	Hn	Arm	Str	Sys	Avail	Cost w
Air to Surface Missile	M	N/A	N/A	N/A	120K	5	0	N/A	10	See Weapons	See Weapons
Air to Air Missile	M	N/A	N/A	N/A	120K	5	0	N/A	10	See Weapons	See Weapons
Robot Ship	M	N/A	N/A	1h	60K	4	15	20	10	M15/2m $^1/_2$Doz.	14,400,000
Fighter	L	1	1M	3d	60K	2	20	40	20	M15/1m	30,000,000
Scout	L	6	2M	14d	60K	1	15	50	20	M15/1m	80,000,000
Freighter	H	2	12L	21d	60K	-1	15	80	40	M15/1m	120 Million
Frigate	H	8	4L	21d	60K	0	25	100	40	M15/6m	500 Million
Transport or Gig	H	200	4L	3d	60K	0	20	80	40	M15/6m	350 Million
Capitol Ship	C	600	2H	30d	60K	-2	25	200	80	M15/2y	2 Billion
Spy Satellite	L	N/A	N/A	N/A	N/A	N/A	15	30	10	M15/2m	20,000,000

Robot Ship
Robot Ships are medium-sized remote-controlled fighter craft, deployed from a ship to provide close-in combat support. They are flown from a centralized R/C unit, using the Computers skill to Pilot, and fire their weapons with either the Computers or Target skill. Each comes equipped with 20mmL Police Ship Guns. These can be swapped out with 20mmC Military Ship Guns (purchased separately), but the vehicles are too small to support any other type of weapons system.

Fighter
The fighter starship is built around a single ejectable cockpit called the control pod. When necessary, the control pod can separate from a ship, acting as a lifeboat in space. Fighters can accept a wide array of weapons systems, but are too small to carry Robot Ships. They fly equally well in both space and atmosphere.

Scout
The Scout ship is the primary spacecraft employed by the SSPB. It comes with a two-person cockpit and a four-person internal cabin, typically used to transport captured criminals or bounty heads.

Scout ships can accept a wide array of weapons systems, but are too small to carry Robot Ships. They fly equally well in both space and atmosphere.

Freighter
The Space Freighter is the backbone of the Solar System, hauling anything and everything between the planets and colonies; if you have it, chances are it came by way of Space Freighter. The Space Freighter is actually composed of two parts: a huge open cargo container and a tractor ship with a two-person cockpit and small sleeping cabin. Each cargo container is designed to link up with other cargo containers, which can be drawn along behind a single tractor ship like a string of train cars. Space Freighters are not typically armed, but are large enough to accept a wide array of weapons systems if desired. They are not designed for atmospheric flight and cannot land on a planet. Instead, they unload their cargo in the gigantic truck stops and transfer stations that orbit each planet, where it is then moved to the surface by specially modified cargo Transports.

Frigate
The Space Frigate is a huge ship designed for long-term space travel and typically contains a separate control bridge, artificial-gravity living spaces, some cargo holds, and a starship hanger (or two) for smaller support spacecraft. They are large enough to accept a wide array of weapons systems and can fly through atmosphere, allowing them to take off and land on a planet's surface when needed. Most Frigates are designed to land in water and will sustain significant damage when forced onto dry ground (unless modified with the Exceptional Vehicle Edge).

Transport or Gig
The Transport is a huge passenger spacecraft primarily designed for travel between the Hypergates and to ferry personnel between a planet's surface and an orbiting space station or ship. The Gig does the same thing; only it is actually a detachable part of a bigger vessel or Capitol Ship. Transports and Gigs are not typically armed, but are large enough to accept a wide array of weapons systems if desired. They can fly equally well in both space and atmosphere.

Capitol Ship
The Capitol Ship is a massive spacecraft, typically a corporate owned research vessel, or some multi-millionaire's space plaything. Capitol Ships are much too big to enter atmosphere and usually have an attached transport called a Gig, which is used for landing on a planet's surface.

Spy Satellite
The Spy Satellite is useful for keeping aerial tabs on a planet's surface and is capable of reading a newspaper from orbit, monitoring the movements of a tracking device on the surface, and logging every ship that enters or leaves the planet's surface (even triggering an alarm when a specific vessel is noted). It can be left to do these tasks on its own or can be manually controlled through an encrypted Net link. Spy Satellites are big enough to accept a wide array of weapons systems, but are too small to carry Robot Ships.
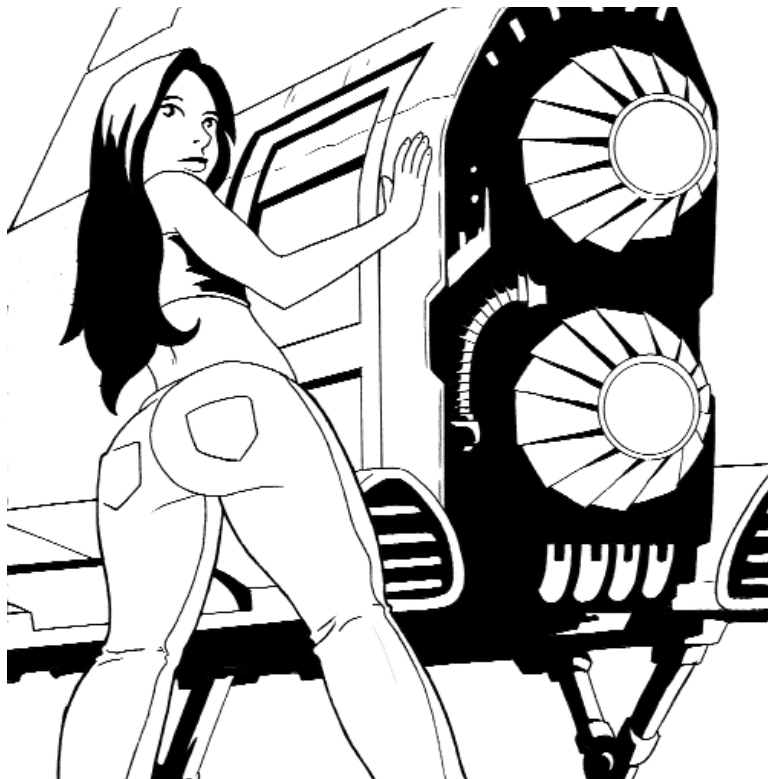
Chapter Seven:
Doing Things

Target Number

Target Number (TN) represents the character's chance of success for any given task. It is determined before rolling the die to resolve any task, by adding together the Total Value of an appropriate skill with any Situational Modifiers that might apply. If the die roll is equal to or under the TN, the task succeeds, while rolls going over the TN fail. Rolling the TN exactly is considered a Critical Success (Crit) and a success with a die roll higher than 10 is considered an Extra Success. Rolling a 20 is a really bad failure called a Botch, while rolling a 1 is a bare-minimum success called a Faulty Success.

The basic premise is to roll as high as you can without going over the Target Number and the higher the value of the die roll, the better the success.

When to Roll And Difficulty

There are five levels of Difficulty used for resolving die rolls: No Roll, Roll, MTN 10, MTN 15, and Crit. Each sets a level of Difficulty that will effect how the task is resolved in comparison to the character's Target Number. Use the following guidelines when determining which Difficulty to use for any particular die roll.

Difficulty	When To Use
No Roll	Don't roll if the task is easy or impossible.
Roll	If the task has a moderate chance of failure. This is the default Difficulty, where the character needs only roll TN or less to succeed.
MTN 10	If the average person would fail. In this case, the character must not only succeed, but also do so with a die roll of 10 or higher.
MTN 15	If practically everyone would fail. In this case, the character must not only succeed, but also do so with a die roll of 15 or higher.
Crit	If failure is almost assured, but dumb luck could apply. The character can only succeed if he rolls his TN exactly.

Minimum Target Number

Minimum Target Number (MTN) represents a difficult task where only the most skilled can succeed. If the character's TN (after modifiers) is less than the MTN, he has zero chance of success and doesn't even get to roll, unless the Difficulty also involves a Crit. As noted in the table above, to succeed when dealing with a MTN, the result of the die not only has to fall within the TN, but also has to meet or exceed the value set by the MTN.

Examples of Difficulty: A typical security lock is MTN 10; Decrypting bank security is MTN 15; Shooting a grenade, as it is thrown, so that it is knocked back to the person who threw it would require a Crit.

Degrees of Success

Botch

20 = Botch. A Botch is a really bad failure that somehow makes the situation worse than it was before. The GM will decide the effects of a Botch, usually to the detriment of the character or his allies. Examples of Botches include friendly fire during combat; a guard walking by just as the alarms go off while the character is trying to break into a secured area; a character not only falling while trying to climb up a cliff, but starting a rock slide on the way down.

Failure

Rolling over your TN (or failing to meet a MTN) = Failure. The character fails to do what he was trying to accomplish.

Faulty Success

1 = Faulty Success. A Faulty Success barely qualifies as a success and usually has some element of failure to dampen it. Examples of Faulty Success include hitting with a Melee attack during combat, but overextending and becoming Flat-Footed for a round; having security reset itself moments after a character breaks into a secured area; making it to the top of a cliff, but starting a rock slide below, endangering anyone else still climbing and spoiling any attempts at stealth.

Success

Rolling under your TN = Success. The character succeeds at what he was trying to do.

Extra Success

Rolling a 10 or more and still succeeding = Extra Success. The character succeeds with style and flourish, making the task look easy. In some cases Extra Success will grant the character a small bonus beyond normal suc-cess (depending on the task at hand).

Crit

Rolling your TN exactly = Crit. A Critical Success is the best success possible, above and beyond what could be normally be expected. Crits always grant some additional bonus for success depending on the task at hand. Examples include KO'ing an opponent with a single punch during combat; a character who not only breaks into a secured area, but hacks control over the entire security system; a character who not only climb's up a cliff, but finds a hidden trail that allows him and his allies to go up and down at will, without the need for further Climb rolls.

X-Roll

Sometimes a die roll will have a secondary value called the X-Roll, depending on the task at hand. When called for, the X-Roll is determined by reading the ones digit on a successful die roll (generating an X-Roll of 1-10).

Doubling X-Roll

Sometimes the X-Roll of a roll will be doubled (or more) by specific modifiers. When stacking multiple doubling effects, each additional doubling increases the multiplier by one, rather than truly doubling it. For example: Two doubling effects equal a tripling effect; three doubling effects (or a tripling effect and a doubling effect) equal a quadrupling effect, etc. Note that the X-Roll can never be more than Quadrupled (x4).

Straight Rolls

Anytime a die roll is called for and is unopposed, it is called a Straight Roll. This is the standard die roll of the game, where only the Target Number (TN) or less must be rolled to succeed.

Opposed Rolls

Sometimes someone (or something) will directly oppose a character trying to accomplish a task, like resisting a Bluff attempt with Sense Motive, or opposed Drive or Pilot rolls to see if one vehicle can outrace another. In this case, the highest successful roll wins, or in the case where neither roll is successful, the highest failure wins. The values of particular die rolls descend in the following order:

- **The Highest Crit wins**
- **The Highest Success Wins**
- **The Highest Failure Wins**
- **Ties mean no progress either way.**

Opposed Straight Rolls

This is an Opposed roll where the task cannot succeed on a failed roll, regardless of the success or failure of the Opposing roll. An example would be rolling an Attack opposed by a Dodge - the Attack will fail if a Success is not rolled, regardless of the effectiveness of the Dodge. In the case of Opposed Straight rolls, Ties always go to the defender.

Cooperation

Sometimes one or more persons can help another with a task, making it easier to succeed. In the cases where extra help would have an effect, choose one character to be the Leader and the rest to be Helpers. The Leader rolls for the task, but gets a +1 bonus for each Helper who's skill level equals or exceeds his own.

Situational Modifiers

Sometimes a task can be easier or harder, depending on the situation (such as trying to disarm a bomb in the dark, or

with makeshift tools - or both). Situations that make the task easier grant a Bonus to the roll, while situations that make the task harder impose a Penalty. When adding up Bonuses and Penalties to any roll, remember the following:

- *Penalties Reduce TN (cannot be reduced below 1)*
- *Bonuses Increase TN (cannot be increased above 19)*

To keep things simple for non-Combat related tasks, consider the conditions that would affect the task as a whole (in other words, don't add up a bunch of modifiers, just decide whether everything going on together is going to make the task easier or harder) and apply the following Bonus or Penalty:

Impact	Modifier
None	No Modifier
Minor	+/-2 Modifier
Major	+/-4 Modifier
Monstrous	+/-8 Modifier

For Example: Say a character is trying to disarm a bomb that he designed, in the dark with makeshift tools, while holding his breath because the room is full of poison gas. We consider that having designed the bomb would give him a Bonus to disarm it, but does the bonus outweigh the fact that he's in the dark? Alone that would probably balance out, but he's also using makeshift tools and is in a dangerous situation, so we'd have to say that overall, the situation is going to have a Major negative impact (a -4 Penalty to the die roll). If the poison gas were not there (or he had the right tools), then the impact would be Minor (or a -2 Penalty to the die roll).

Off Hand Penalty

A character forced to use his off hand suffers a -2 penalty to all die rolls involving the use of that hand, unless he has the Ambidexterity Edge.

Time

Time in the game is handled in one of two ways, depending on the amount of detail necessary for the actions taking place, either by Scene or by Round.

Scene

A Scene can be of any length of time, but generally takes place in one location (or during travel between two), like the scene in a movie. Once everything has been done in one Scene, you move onto another and so on.

Rounds

When greater detail is required, the scene can be broken into Rounds. A Round is six seconds long (10 Rounds equal one minute) and is composed of two Actions. Actions are used to accomplish a variety of things during each Round (see Combat Actions p.73).

In addition to handling time within play, the following terms are used to help distinguish the overall progress of the game as it unfolds.

Session

A Session is one sitting of the game where the players come to play.

Adventure

An Adventure is a single complete story that may take one or more Sessions to complete.

Campaign

A Campaign is a collection of Adventures.

Movement

Movement outside of combat is usually handled abstractly. If a character wants to go somewhere, then the scene cuts to his arrival (or to some portion of his travel where something interrupts it), but how long it takes to get there and exact distance is generally not important (an esti-

mation will usually do).

Where more detail is required, Movement can be resolved using either Travel Movement or Tactical Movement.

Travel Movement

Travel Movement is handled in miles per hour (MPH).

A character's Movement speed in MPH roughly equals his (Movement / 10). A character can run at top speed (Movement x STR) a number of miles equal to CON before he needs to make an Endurance Save or become Fatigued. This process is repeated with a cumulative -1 penalty to the Save each interval, until the character stops running or is Fatigued.

For distance in feet covered in one minute, simply multiply (Running Speed x 10).

To determine how long it takes to run a mile (5280 / (Running Speed x 10)). For simplicity, round to the nearest whole or half minute.

Tactical Movement

Tactical Movement is handled in feet per round.

The character's speed is (Base 30' + Modifiers) for every Move Action taken in each round. A character may also Run (Movement x STR), which requires spending two consecutive Move Actions (Move + Move) to go more or less in a strait line. A character may stack multiple Move Actions together, but can only Run once each round (although a character does not have to Run when taking two consecutive Move Actions).

A character cannot normally move through an area occupied by an opponent.

Hampered Movement

Certain terrain can hamper movement, reducing the character's speed as he travels through it. Use the following terrain modifies:

Terrain	Movement
Rough or uneven ground, loose sand, light snow	2/3
Thick vegetation, knee-high snow, waist-high water, slippery surface, steep slope	1/2
Thick mud, deep snow, neck-high water, swimming, climbing	1/4

Carrying Capacity

The following table lists the amount of weight a character can carry (based on Strength) before it starts to hamper his movement.

STR	Normal	Encumbered	Limit	Tip or Drag
1	10	20	30	120
2	25	50	75	300
3	50	100	150	600
4	75	150	225	900
5	100	200	300	1200
6	150	300	450	1800
7	200	400	600	3000
8	300	600	900	3600
9	400	800	1200	4800
10	500	1000	1500	6000

Encumbrance

There are four levels of encumbrance as follows:

Normal

The character can carry up to this weight without penalty.

Encumbered

The character suffers the following penalties:

- *-2 All STR and AGI skills*
- *-10' Movement*
- *-10' Long Jump/-2' High Jump*
- *Cannot swim while Encumbered*

Limit

This is the maximum a character can lift over his head. A character can carry his Limit a number of hours equal to his CON before becoming Fatigued. Carrying this much weight imposes the following penalties:

- *-4 All STR and AGI skills*
- *-10' Movement*
- *Cannot Jump*
- *Cannot Run*
- *Cannot Swim*

Drag

This is the maximum amount of weight the character can move, although such movement is restricted to tipping it up (lifting one end up to waist-high) or dragging it a flat 5' per round.

Hazards

Sometimes even the environment can be hazardous to a character's health. Below are some common hazards and how they impact the game.

Acid

Very powerful acid can be splashed on someone to cause severe burns. Those targeted by an acid attack can make a Reaction Save to reduce the amount of Damage by the X-Roll. Typical acid does

Below is a list of random disease effects:

Roll	Save	Incubation	Damage
1-2	Roll	3 Days	1 STR
3-4	Roll	1 Day	1 CON
5-6	Roll	1 Day	2 WIS
7-8	MTN 10 or Crit	3 Days	1 CON
9-10	MTN 10 or Crit	1 Day	2 STR
11-12	MTN 10 or Crit	1 Day	1 CON
13-14	MTN 10 or Crit	1 Day	2 AGI
15-16	MTN 15 or Crit	3 Days	1CON + 1AGI
17-18	MTN 15 or Crit	1 Day	1 STR
19-20	MTN 15 or Crit	1 Day	1 CON

10L Damage or 30L/round with immersion. Note that armor only protects against acid immersion damage for the first round, after which the damage is considered Armor Piercing.

Blizzard

A blizzard obscures vision like heavy smoke and causes 5SL Damage/Minute to those exposed without proper protection or cold weather clothing.

Disease

Unsanitary conditions or exposure to the sick can carry the risk of disease. The GM decides if and when a character is exposed to a disease and what its particular effects are. When doing so, the GM must determine the disease's Save, Incubation, and Damage effect as outlined below:

Save

Each disease has an Endurance Save associated with it. At the time of exposure, the Endurance Save must be rolled to avoid contracting the disease. Failure indicates the character has contracted the disease, which then goes into Incubation.

Incubation

This is the delay from time of exposure to the time when symptoms (Damage) start to occur. If a character thinks he has been exposed to a disease, he can use the Incubation time to seek help or to take an Antibiotic.

Damage

This is the disease's debilitating effect. After Incubation, the character takes the Damage effect indicated, and then gets another Endurance Save to try to recover from the disease. The process of taking Damage and making a Save is then repeated every day until the character recovers or dies.

Falling

Characters falling up to 10' can make a Reaction Save to avoid damage completely. Damage from falls, as follows, depends on height and whatever they are falling onto or into (Hard or Soft).

Height	Hard Surface	Water
Up To 10'	5SL	0
Up To 20'	10SL	0
Up To 50'	20SL	0
Up To 100'	30SL	15SL
Beyond 100'	60SL	30SL

Fatigue

Strenuous actions, long-term activity, and other effects can tire a character to the point of exhaustion or even death. When something causes fatigue, the character becomes Fatigued, unless he spends a Surge Point to avoid the condition. A Fatigued character who suffers additional Fatigue becomes Exhausted, while an Exhausted character who suffers additional Fatigue becomes Unconscious, and an Unconscious character who suffers additional Fatigue becomes Dying.

- *After one hour of complete rest, Exhausted characters become Fatigued.*

- *After eight hours of complete rest, Fatigued characters are no longer Fatigued.*

- *Characters who are Fatigued cannot Run and suffer a -2 penalty to all Strength and Agility based skills.*

- *Characters who are Exhausted get only one Action per round, cannot Run, and suffer a -6 penalty to all Strength and Agility based skills.*

Fire Hazards

Normal fire causes 6SL Damage/round (includes smoke inhalation) and will continue to burn or spread if left unchecked. A character who takes fire damage must make a Reaction Save or become Ablaze, continuing to take the fire's Base Damage for a number of rounds equal to the X-Roll. Note that armor only protects against exposure to fire for the first round, after which the damage is considered Armor Piercing. A character that is Ablaze can spend an entire round attempting to smothering the fire by

Fire Hazards

Wind Conditions	MPH	Fire Spreads
Calm	No Wind	Up to 1' Per round
Light Breeze	Up to 5 MPH	5' Per round
Steady Breeze	Up to 10 MPH	10' Per round
Windy	Up to 15 MPH	20' Per round
Gusty	Over 15 MPH	30' Per round

dropping Prone and making another Reaction Save.

Fire spreads as long as there are combustibles to fuel it, spreading faster in the direction the wind is blowing. Some combustibles will burn quicker than others, which the GM is free to take into account, but for general purposes use the Fire Hazards table to track a fire's spread.

Hot and Cold

Extremes of hot and cold can sap a person's strength. To reflect this, a character can go a number of hours in extreme hot or cold equal to CON before becoming Fatigued (a Surge Point can be used to avoid this as normal).

Poison

It is possible for characters to be exposed to various types of poison during the game, whether manmade or biological. Poisons come in a gas, liquid, or powder, and are delivered through contact, ingestion, inhalation, or injection. Each poison has an associated Endurance Save (rolled when exposed to the poison) and two Damage Effects; one for a successful Save and one for failure. Poisons typically come in one of the following types - though other effects are certainly possible (See also sample poisons in Equipment Descriptions p.58):

- *Blister Agent MTN 15; Dying/10 Wound Points (zero on Crit)*
- *Blood Agent Roll; Dying/ Exhausted (zero on Crit)*
- *Nerve Agent MTN 10; -X-Roll CON/-1 CON (zero on Crit)*

Radiation

Those exposed to Radiation must make a MTN 10 or Crit Endurance Save for each round of exposure, or lose a number of points of Constitution equal to the X-Roll. Those that do make their Save lose 1 point of Constitution (or none on a Crit).

Sandstorm

A Sandstorm obscures vision like heavy smoke and causes 5S Damage/Minute to those without proper shelter.

Smoke

Smoke and clouds of gas last a number of rounds equal to (20 - Wind Speed in MPH) moving with the wind at the rates shown on the smoke table below.

Space

The vacuum of space is a dangerous environment for those who need to breath air. Anyone exposed to space (or any true vacuum) without a pressurized spacesuit can act a number of rounds equal to CON before passing out. After that, the character becomes Dying, then Dead on the following rounds.

Suffocation and Drowning

A character can hold his breath (outside of a true vacuum) a number of minutes equal to CON before passing out. After that, the character becomes Dying, then Dead on the following rounds.

Wind

High winds can have a detrimental effect on Ranged Combat and certain Skill rolls such as Balance or Listen. Their impact as Situation Modifiers are as listed on the wind table below.

Zero G

Zero G (weightlessness) can be a bit disorienting and is hard to maneuver in without handholds or the proper equipment to deal with it. In such a case, all movement is limited to available handholds or strait jumps by pushing off available surfaces and catching onto others to stop. Outside a spacecraft, there is the danger of losing one's grip and drifting off into space. Overall, Zero G is considered a Minor Situational Modifier (-2 Penalty) for those without the Spacer Edge.

Saves

Saves are used to avoid some hazard or to resist or reduce the effects of something harmful to the character. Unless noted in the effect's description, Saves are normally pass or fail, where Degrees Of Success are not important. There are three types of Saves used in the game: Reaction, Endurance, and Willpower.

Reaction (React)

Reaction Saves are used to react quickly and avoid imminent danger, such as jumping behind cover right before a grenade goes off.

Endurance (Endure)

Endurance Saves are used to resist anything that would physically drain or weaken the body, such as poisons or disease.

Willpower (Will)

Willpower Saves are used to resist mental effects, such as Psychosis or Mind Control.

Smoke			
Wind Conditions	**MPH**	**Cloud Lasts**	**Cloud Moves**
Calm	No Wind	20 rounds	0
Light Breeze	Up to 5 MPH	15 rounds	20' Per round
Steady Breeze	Up to 10 MPH	10 rounds	40' Per round
Windy	Up to 15 MPH	5 rounds	80' Per round
Gusty	Over 15 MPH	1 round	160' Per round

Wind			
Wind Conditions	**MPH**	**Impact**	**Penalty**
Windy	Up to 15 MPH	None	0
Gusty	Up to 35 MPH	Minor	-2
Storm Winds	Up to 70 MPH	Major	-4
Hurricane	Over 70 MPH	Monstrous	-8

Luck and Surge Points

Luck

All characters start with a Base of 3 Luck Points. The character's Base Luck Points can be increase later with experience, but never higher than (3 + the character's PRE). Certain Edges and Powers can add additional Luck Points to the Base, but these do not count against the maximum.

Luck Points can be spent for the following Luck Options:

- *Reduce a MTN by 4 (declared before the roll)*
- *Add a +4 Bonus to one die roll (before or after the roll)*
- *Take a Faulty Success instead of rolling the die (only if rolling is an option)*
- *Negate a Botch or an opponent's Crit*
- *Lucky Break (for inspiration from the GM to help move the game along or for a plot twist in the character's favor)*
- *Escape Death (to Stabilize a Dying character and ignore further damage for the rest of the Scene)*

Surge

All characters start with a Base of 3 Surge Points. The character's Base Surge Points can be increase later with experience, but never higher than (3 + the character's CON). Certain Edges and Powers can add additional Surge Points to the Base, but these do not count against the maximum.

Surge Points can be spent for the following Surge Options:

- *+2 STR for one round*
- *Take an Extra Action*
- *Interrupt another's Action (changes character's Initiative Order for the combat)*
- *Make back-to-back Attack or Defense Actions without the Rapid or Evasion Edges*
- *Shake off Stunned Condition*
- *Shake off KO'd or Unconscious Condition*
- *Shake off one level of Fatigue*
- *Overcome Injury (take an Action while Disabled without going to Dying)*

Both Luck and Surge can be spent each round as Free Actions.

Luck can be spent as many times per round as the player wants, though it is advised not to use up all your Luck in one round.

Surge can only be used once per round, no exceptions. Unlike Luck, Surge can also be used without spending Surge Points, at the cost of Fatiguing the character afterwards (see Fatigue p.69).

Recovering Luck And Surge

Luck and Surge Points completely refresh at the start of each game session.

Luck And Surge Point Option

Want more anime-style over-the-top action in your game? Use this option to increase Base Luck and Surge Points from 3 to 5. While this might not seem like a lot, you'd be surprised how much this little bump can change the tone of the game.

NPC Attitude and Interaction

How much a character can influence an NPC is determined by the NPC's attitude, which begins at a level set by the GM. Character's can attempt to use skills such as Bluff, Diplomacy, Entertain, and Intimidate as an Interaction roll to improve the NPC's attitude, although a good attitude is no guarantee that the NPC will give the characters what they want. A Helpful guard isn't going to let the characters rob the bank he's guarding, but may let them get away without shooting them in the back.

This is done by finding the NPC's Starting Attitide on the NPC Interaction table below and making an Interaction roll. The result of the roll determines the NPC's New Attitude.

When making the roll, Bluff and Intimidate are Opposed as normal, while Diplomacy and Entertain (when they can be worked in) are unopposed. Note that Botched rolls actually make the NPC's attitude worse. The Attitude Levels are as follows:

Hostile
Hostile NPCs will take risks to harm or oppose the characters, such as attacking, berating, interfering, or fleeing.

Unfriendly
Unfriendly NPCs wish the characters harm, but won't take risks to see it done themselves. They are likely to avoid, insult, mislead, or watch the characters suspiciously.

Indifferent
Indifferent NPCs are neutral to the characters and will interact with them on a socially acceptable level.

Friendly
Friendly NPCs wish the characters well and are likely to advise, chat with, speak well of, or offer limited help to the characters.

Helpful
Helpful NPCs will take risks to aid the characters, such as healing, protecting, standing up for, or fighting for the characters.

Amorous
Amorous NPCs are willing to get romantically involved with the characters ('nuf said). *Only use the Amorous Column when specifically using the Diplomacy or Entertain skills to seduce.

NPC Attitude				(NEW)		
(Starting)	Hostile	Unfriendly	Indifferent	Friendly	Helpful*	Amorous
Hostile	Fail	Success	X Success	Crit	-	-
Unfriendly	Botch	Fail	Success	X Success	Crit	
Indifferent	-	Botch	Fail	Success	X Success	Crit
Friendly	-	-	Botch	Fail	Success	*X Success
Helpful	-	-	-	Botch	Fail	*Success
Amorous	No Roll Needed					

Chapter Eight:
Combat

Getting Started

Ambush

Characters may try to set an Ambush in order to get the jump on opponents. Doing so uses a Cooperation Hide roll opposed by individual Spot rolls. Those who fail their opposed Spot rolls are considered Surprised and cannot act normally during the first round of combat (See Initiative Below).

Initiative

Initiative = (Base 5 + AGI + WIS + Modifiers)

* Roll Initiative only once at the start of each combat to determine the order in which each participant will act each round until combat is resolved.
* When combat begins, all characters start Flat-Footed and only get one Action until after their first turn, at which point they are no longer Flat-Footed and may begin taking standard two Action rounds.
* Anyone Surprised by a successful Ambush is considered Stunned for the first round and must wait (Flat-Footed) until the second round before taking their first single Action round (characters can spend Surge to avoid being surprised with the Shake Off Stun option).
* Initiative is broken into abstract phases called Waves, used to establish the order of actions during each round. There are two Waves every combat round; a First and Second.
* Resolve the First Wave first, then the Second; highest Initiative rolls going first in each Wave, starting at 20 and counting down.

Initiative Degrees of Success

Roll	Result
Botch	The character starts in the Second Wave, but hesitates and is considered Stunned for the first round and must wait (Flat-Footed) until the second round before taking his first single Action round (note Stunned stacking rules). Characters can spend Surge to avoid hesitating with the Shake Off Stun option.
Fail	The character starts in the Second Wave.
1	The character starts in the First Wave, but no one is considered Flat-Footed against the character for his first round.
Success	The character starts in the First Wave.
Crit	The character starts in the First Wave and gains an Extra Action for his first round.

Delay

A character can choose to not take any Actions on his turn, waiting to act later in the round. He cannot interrupt another's Actions with a Delayed Action, but can choose to act after any other character's completed turn. The character's Initiative order changes to the moment he acts and becomes his new order throughout the rest of the combat.

Interrupt And Initiative

Using the Interrupt Option of Surge changes the character's order in Initiative to the moment of the Interrupt and becomes his new order throughout the rest of the combat.

Close Quarter Combat

Close Quarter Combat can occur when two or more hostile opponents are standing within 5' of each other.

Unarmed Attacks

Unarmed Attacks do (0+S) Stun Damage and are made with natural weapons, such as punches, kicks, head butts, claws, and bites. For animals of medium-size or larger, claw and bite attacks do Lethal Damage. All incoming Unarmed Attacks can be opposed with Dodge, Unarmed, or Parry rolls.

Grapple Attacks

Grapple Attacks are initiated with the open hand (at least one hand needs to be free) and can be opposed with Dodge, Grapple, or Parry rolls. The following Grapple options are available:

Body Slam

MNT 10 Grapple Attack. On a success-

Combat Actions

Action Type	Typical Use
Attack Action	Attack
Two Consecutive Attack Actions	Making back-to-back Attack Actions requires the Rapid Attack Edge or spending a Surge Point for an Extra Attack Action.
Defense Action	Dodge, Counter, or Parry.
Two Consecutive Defense Actions	Making back-to-back Defense Actions requires the Evasion Edge or spending a Surge Point for an Extra Defense Action.
Free Action	Drop Prone, Talk, Spend Luck or Surge Points, Make a Reactive or Opposed Roll, Make a Save.
Misc. Action	Some Skill rolls, Anything that can be done in 6 Seconds.
Move Action	Move, Run, Climb, Jump, Swim, Tumble, Stand Up from Prone.
Full Round Action	Special Actions that require a full round to accomplish, like Coup de Grace.

ful Body Slam, the target is picked up and thrown as an improvised weapon (see p.77 Improvised Weapons), landing Prone and taking normal Stun Damage (0+S). A thrown target can make a Tumble roll to avoid all damage and land on his feet, unless the initial Grapple roll was 15 or higher. Throwing a person into another requires an additional Attack Action (using the Throw skill) and does Stun Damage to both if successful. A Crit made on a Body Slam attack KO's the target (see Stun Damage p. 79).

Bumrush

A Bumrush requires a Movement Action before the Attack Action, covering at least 10'. Make a normal Grapple Attack. If Successful, the target is pushed back 5', with the character ending up in the target's originally position. On a roll of 10 or higher, the target is pushed back 10' and the character chooses whether to stay in the target's original position or follow. On a roll of 15 or higher, the target is pushed back 15' (again the character chooses whether to stay or follow). On a Crit, the target also falls Prone. If unsuccessful, the character stops in the space directly in front of the target.

Choke

MTN 10 Grapple Attack to establish (then standard Roll to oppose escape attempts). If Successful, the target is Held and takes an initial (0+S 2X-Damage) Stun Damage. A Crit made on a Grapple Choke KO's the target (see Stun Damage p. 79). Once a Choke is established, it can be maintained as a Hold each round without the need of another Grapple roll, simply by spending an Action. Note however, that the character would still need to make any Free Action Opposing rolls to prevent the target's escape. Unlike a normal Hold, a Choke Hold successfully held for a number of rounds equal to the target's CON KO's the target (although it does no additional damage each round beyond the initial application). Characters Grappling or Held are considered Flat-Footed to those they are not Grappling.

Disarm

MTN 10 Grapple Attack. On a successful Disarm, the target's weapon is thrown to the ground 10' away; with a roll of 15 or higher, the weapon can be taken if desired; on a Crit, the weapon is turned

on the target before being taken, doing the weapon's base damage to the target.

Hold

Make a normal Grapple Attack. If Successful, the target is Held. Once a Hold is established, it can be maintained each round (without the need to make another Grapple roll) simply by spending an Action. Note however, that the character would still need to make any Free Action Opposing rolls to prevent the target's escape.

A Held character cannot move or take any Actions other than: Trying to break free or making a Close Quarter Combat Attack with empty hands, a small weapon, or a pistol. Breaking free requires a successful opposed Grapple or Escape roll. Characters Grappling or Held are considered Flat-Footed to those they are not Grappling.

Pin

MTN 10 Grapple Attack to establish (then standard Roll to oppose escape attempts). If Successful, the target is Pinned. A Crit on a Pin allows the character to apply normal Stun Damage (0+S) against the target if desired. Once a Pin is established, it can be maintained each round (without the need to make another Grapple roll) simply by spending an Action. Note however, that the character would still need to make any Free Action Opposing rolls to prevent the target's escape.

A Pinned character cannot move or take any Actions other than trying to break free from the Pin. Breaking free requires a successful opposed Grapple or Escape roll. A pinned character is considered Helpless to those not pinning him. The Grappler holding the Pin is considered Flat-Footed to those he is not Grappling.

Trip

Make a normal Grapple Attack. If Successful, the target is forced Prone.

Melee Attacks

Melee Attacks are made with melee weapons. All incoming Melee Attacks can be opposed with Dodge or Parry rolls.

Point Blank Ranged Attacks

Point Blank Ranged Attacks are considered Close Quarter Combat (although they are still rolled as Ranged Attacks), and as such, can be opposed with Dodge or Grapple rolls (See Point Blank Attacks below).

Ranged Combat

Ranged Attacks

Ranged Attacks include any attack made with a ranged weapon such as a pistol, shotgun, or rifle. Normally incoming Ranged Attacks can only be opposed with Dodge.

Targeted Attacks

Targeted Attacks include any attack by indirect-fire or computer guided weaponry such as mortars, ship guns, or shoulder-fired missiles. Because Targeted Attacks are typically designed to strike large targets, they are less effective at pinpointing individual personnel. Any personnel targeted by a Targeted Attack can defend against it as an Area Attack, even if the attack itself doesn't have an area (See Firing Vehicle-Mounted Weapons At Personnel p.87).

Thrown Attacks

Thrown Attacks include any attack with a thrown weapon such as a knife, spear, or hand grenade. Normally incoming Thrown Attacks can only be opposed with Dodge.

Weapon Scatter

When a Thrown Attack misses, it may be important to know where the weapon actually lands, especially for things like grenades, where a missed target (or even

Combat Maneuvers

Close Quarter Combat
* Unarmed Attacks
* Grapple Attacks
    Body Slam
    Bumrush
    Choke
    Disarm
    Hold
    Pin
    Trip
* Melee Attacks
* Point Blank Ranged Attacks

Ranged Combat
* Ranged Attacks
* Targeted Attacks
* Thrown Attacks

Special Attacks
* Called Shots
* Coup de Grace
* Area Attacks
* Improvised Weapons
* Breaking Things

Defense
* Dodge
* Counter
* Parry

Unless otherwise noted, Offensive Combat Maneuvers and Attacks are always Straight or Opposed Straight Rolls, depending on whether or not the target uses a Defense Action against them.

the thrower) can still be caught in the blast radius. Use the Weapon Scatter Chart (5' squares) and a d20 roll to determine Weapon Scatter.

Range

Throwing Range
The maximum Range an object can be thrown equals (the Object's Range Increment x STR).

Weapon Range
The Maximum Range (or Limit) for Ranged Weapons equals (the Weapon's Range Increment x 5)

Range Increments
There is a -1 penalty on Attack rolls per Range Increment after the first (Short Range), plus MTN 10 for any Range beyond the third (Long Range).

Range Increments	Penalty
x1 Short	0
x2 Medium	-1
x3 Long	-2
x4 Extreme	-3 MTN 10
x5 Limit	-4 MTN 10
Beyond Limit	-5 MTN 10

Point Blank Attacks
Ranged Attacks that occur within 5' are called Point Blank Attacks and qualify as Close Quarter Combat. As such, Point Blank Attacks can be opposed with either Dodge or Grapple. Point Blank itself is not a Range Increment, but does impose certain bonuses and penalties depending on the Attack and whether the target is actively opposing the attacker. These bonuses and penalties are as follows:

Situation	Bonus Or Penalty
Attacker is not actively being opposed (target not taking a Defense Action).	+1 Bonus To Attack Roll
Attacker is using a pistol and is engaged in or being opposed with Close Quarter Combat.	+/-0
Attacker is using a SMG or sawed-off shotgun and is engaged in or being opposed with Close Quarter Combat.	-2 Penalty To Attack Roll
Attacker is using any other weapon or Throwing and is engaged in or being opposed with Close Quarter Combat.	-4 Penalty To Attack Roll

Shooting

In combat, there are multiple rates of fire (depending on the weapon) available during each Attack Action. Each rate of fire has a shot requirement (1-200 shots) and may not be used if there are not enough shots left in the weapon to meet the requirement. Characters do not have to use the same rate of fire across back-to-back Attack Actions.

Rate	Requirements/Effect
Standard	1 Shot / 1 Target: Standard Attack Roll.
Double Fire	2 Shots / 1 Target: Double X-Damage of the Attack.
Burst Fire	3 Shots / 1 Target: +2 Bonus to Attack Roll.
Sweep	3 Shots Per Range Increment / Multiple Targets: Up to a 90° Sweep as a Standard Area Attack (See Area Attacks p.77).

Weapon Scatter:

			1		
	5	6	7	8	9
	20				10
4	19		T	11	2
	18			12	
	17	16	15	14	13
			3		

Autofire	30 Shots / Variable: +3 To Attack Roll against a single Target (Or) Against multiple Targets in Up to a 45° Sweep. When making an Autofire Sweep, roll one Attack at a -2 Penalty. Check it against the first Target, then add +1 to the Total and re-compare to the TN for each consecutive Target. Damage is fig ured from the original Die roll.
Saturation Fire	200 Shots / Variable: +4 To Attack Roll against a single Target (Or) Against multiple Targets In up to a 90° Sweep as a Standard Area Attack (See Area Attacks p.77).

Reloading

Weapons need to be reloaded when they run out of ammo. The time it takes to reload a weapon depends on its capacity and how it feeds ammo into its firing system; as follows:

Reload	Time
Internal	3 rounds per Action
Load Clip	3 rounds per Action
Change Clip	1 Action
Load Revolver	3 rounds per Action
Speed-Load Revolver	1 Action
Belt	2 Actions
Flamethrower Tank	2 rounds

The Slight of Hand skill can be used to Reload in half the time (Reducing 1 Action to a Free Action). It is impossible to reload while engaged in Close Quarter Combat, unless the character first makes a Slight of Hand roll.

Special Attacks

Called Shots

Aiming an Attack
Aiming takes one Action and gives a +2 bonus to an Attack Action that directly follows, or allows a Called Shot to be taken instead.

Called Shots
Called Shots take an Aiming Action to line up (without the +2 bonus) and an Attack Action to execute.

Headshot
MTN 10 Attack roll; A Headshot allows damage to go directly to Wound Points, although Armor still provides protection (unless the helmet is off for some reason).

Handshot
MTN 10 Attack roll; A Handshot causes normal damage and temporarily imbues the One Arm Flaw until healed (weapons or objects carried in the targeted hand are dropped immediately on a successful Handshot).

Legshot

MTN 10 Attack roll; A Legshot causes normal damage and temporarily imbues the Bum Leg Flaw, until healed. The target of a successful Legshot must also make an Endurance Save or be knocked Prone.

Other

MTN 10 Attack roll; Other called shots might include cutting a rope or chain with a single shot, picking a grenade off an opponent's bandoleer, or trick shots such as shooting the center out of a flipped playing card. Note that any Called Shots that target an object held or carried by a person can be opposed with that person's Defense Actions.

Coup de Grace

A Full Round Action (Close Quarter Combat attack) may be taken to perform a Coup de Grace on a Dying or Helpless character. Since a Dying or Helpless character cannot move or Defend, no Attack roll is needed and the Coup de Grace automatically kills the target at the end of the round (unless a Luck Point is used for the Escape Death option, to be left for dead).

Area Attacks

To make tactical map use easier (where one square equals 5'), all Area Attacks effect a given area, radiating out from a 5' center (or 1 square). For example, an Area Attack with a 5' radius actually has a 15' diameter (radiating 5' out on all sides from the 5' center).

Area Attacks that require an Attack roll (Standard Area Attacks) do base damage + X-Roll to the primary target, then base damage to everything else within the blast radius. Area Attacks that don't require an Attack roll (Passive Area Attacks) do only their base damage to everything within their blast radius. Characters can choose one of two options to avoid damage from Area Attacks:

- *Use a Defense Action to make an Opposed Straight Roll against the attack; taking no damage if successful, but suffering the full force of the blast should it fail. This is an all or nothing approach, representing a character's mad dive for cover, just ahead of the attack. Against an Area Attack that does not require an attack roll, the character's Defense roll is unopposed.*

- *(Or) Make a Reaction Save, reducing the damage of the attack by the X-Roll of a successful Save and taking no damage on a Crit.*

Improvised Weapons

Sometimes a character will pick up some object and use it as an improvised weapon. For lighter objects, just use the stats for the closest match (or a similar weapon) from the Melee or Thrown Weapons lists. For large heavy objects (like an opponent) use the following, plus a -4 penalty to the Attack roll:

Object's Weight	Range	Damage
Up to Normal Load	15' Flat	0+S
Up To Encumbered	10' Flat	0+S Soft Object
		2+L Hard Object
Up To Limit	5' Flat	0+S Soft Object
		4+L Hard Object

Attacking An Object

Breaking Things

Sometimes a character will want to attack an object in order to break it. Objects held by another person must be attacked normally and can be defended against attacks using the holder's Defensive Actions. For objects not moving or held by another, an Attack roll is made, but only for the purpose of obtaining X-Damage. A miss in this case means the Attack hits but only does base damage, while a Botch indicates a miss and possibly a broken weapon if one is being used to attack the object directly.

Objects have two qualities that determine how hard they are to break: Hardness and Structure.

Hardness

Hardness represents the object's ability to resist damage. It acts like armor, in this case absorbing all incoming damage up to its rating. Any Damage beyond the object's Hardness (that not absorbed) goes against its Structure.

Structure

Structure represents an object's strength of construction and overall integrity (its ability to remain in one piece, even when some part of it is damaged). Whenever an object receives Damage beyond its Hardness, that Damage is compared to the object's Structure. If the Damage is less than the Structure, the object receives only superficial damage, and its Structure is reduced by one. If the Damage is equal to or greater than the Structure, the object is destroyed (or for very large objects, receives a hole in it big enough to allow anything Medium-sized or smaller to squeeze through).

Attack Types

Some types of attacks or damage will not affect certain objects, such as trying to cut a rope with a club, or attempting to burn through a steel bulkhead with cigarette lighter. Conversely, some objects are more susceptible to particular attacks, such as paper to fire or fragile glass to loud noises. It is up to the GM to

determine which (if any) forms of attack are more better or poorly suited to damage a specific object. In general though, inadequate attacks cause no damage, while more effective attacks reduce or ignore the object's Hardness.

Object	Hardness	Structure
Easily Broken	0	1
Sensitive Equipment	0	5
Interior Wall or Wooden Door	5	10
Small Weapon	5	10
Sturdy Equipment	5	10
Handcuffs	10	10
Large Weapon	10	10
Bulletproof Glass	10	15
Concrete Wall or Steel Door	15	20
Heavy Machinery	15	20
Steel Bulkhead or Airlock Door	20	30
Vault Door	25	40

Defense

A Defense Action can be taken out of turn in response to another's attack, but counts against the number of Actions the character gets when his turn comes up again. A Crit rolled on a Defense Action counters a Crit rolled on an Attack Action, even if the Attack Action wins. There are three types of Defense Actions that may be taken, depending on the attack. They are Dodge, Counter, and Parry.

Dodge

The character can make a Dodge roll to

Defense Actions Taken	Effect
No Defense Action Taken	Opponent rolls to attack character with normal modifiers.
Single Defense Action Taken	Character opposes a single incoming Attack roll.
Defense + Defense Actions Taken ('Full Defense')	Character opposes all incoming Attack rolls until his next turn.

oppose any incoming attack.

Counter

Certain attacks can be opposed with other Skill rolls (in place to Dodge). The attack description will specify if a Counter skill applies. If so, the character can choose to Counter the attack with the appropriate Skill roll, rather than using Dodge.

Parry

A Parry is a special type of Counter, where the character can oppose an incoming Close Quarter Combat Attack with a Melee roll instead of Dodge. Successful Parries against incoming Grapple or Unarmed Attacks cause damage to the attacker equal to the X-Roll of the Parry.

Size

It is easier to hit the broad side of a barn than to shoot a fly off your partner's nose. The size of things progresses as follows:

Size	Example
Miniscule	Fly
Tiny	Rat
Small	Dog
Medium	Man
Large	Vehicle/Fighter
Huge	House/Freighter/Frigate
Colossal	Sky Scraper/Capitol Ship

Cover and Concealment

Cover is getting behind something that

attacks cannot penetrate, while Concealment is getting behind something that makes it harder to pinpoint the target. The GM determines whether the particular situation provides Cover or Concealment, but never both.

Full Cover

Objects or persons with Full Cover are completely hidden behind cover and cannot be seen from those they have the cover against (unless transparent). They lose Full Cover if they look out or make an attack from their covered position. In order to hit a person with full cover, the cover must first be circumvented or destroyed (See Attacking An Object p.77).

Partial Cover

Objects or persons with Partial Cover are behind cover, but are looking out or making attacks from their covered position. Any attacks made against a target with Partial Cover suffer a -2 penalty to the Attack roll.

Full Concealment

Objects or persons with Full Concealment cannot be seen and are very difficult to attack or defend against. Full Concealment imposes a MTN 10 or Crit on all Close Quarter Combat Attacks and Defense rolls; a MTN 15 or Crit on all Ranged or Thrown Attack and Defense rolls; and requires a Crit to hit when using the Target skill.

Partial Concealment

Objects or persons with Partial Concealment, such as that granted by foliage, smoke, or darkness are hard to see. Any attacks made against a target with Partial Concealment suffer a -2 penalty to the Attack roll.

Other Modifiers

A variety of factors can affect the difficulty of an Attack roll. When adding up Bonuses and Penalties to any roll,

remember the following:

- **Penalties Reduce TN (cannot be reduced below 1)**
- **Bonuses Increase TN (cannot be increased above 19)**

Two-Weapon Use

Due to the cinematic nature of the rules, there is no advantage or disadvantage to using a weapon in each hand (except perhaps for greater ammo capacity). The character gets no additional Attacks and suffers no penalties, but can describe the Attacks as coming from one, the other, or both weapons when multiple attack Actions are taken.

Damage
Stun Damage

Stun Damage represents blunt force and non-lethal attacks meant to subdue. Stun Damage that causes Vitality Points to drop below zero KO's the target, as does any Crit made with a Stun Damage attack.

Lethal Damage

Lethal Damage represents crushing force, slashing, chopping, and puncturing attacks meant to kill. A Crit made with Lethal Damage has a variable effect, chosen by the player (see below).

Lethal Crit Options

When a character gets a Lethal Crit on an attack, the player gets to choose the effect from the following options.

Attack Roll Modifiers

Circumstance	Close Quarter Combat	Ranged Combat	Targeted
Target is Miniscule	MTN 15 or Crit	MTN 15 or Crit	MTN 15 or Crit
Target is Tiny	MTN 10 or Crit	MTN 10 or Crit	MTN 10 or Crit
Target is Small	-1	-1	-1
Target is Medium	0	0	0
Target is Large	+2	+2	+2
Target is Huge	+4	+4	+4
Target is Colossal	+8	+8	+8
Target has Full Concealment	MTN 10 or Crit	MTN 15 or Crit	Crit
Target has Partial Concealment	-2	-2	-2
Target has Full Cover	Special	Special	Special
Target has Partial Cover	-2	-2	-2
Target is Prone	+2	-2	0
Target is Sitting or Kneeling	+1	0	0
Target is Climbing	+2	+2	0
Target is Running	0	-2	0
Target is Stunned	+2	+2	0
Target is Flat-Footed	+2	+2	0
Target is Helpless	Miss on Botch	+2	0
Target in Close Quarter Combat	0	-2	0
Target is Holding A Pin	Flat-Footed	Flat-Footed	0
Target is Held	Flat-Footed	Flat-Footed	0
Target is Pinned	Helpless	Helpless	0
Attacker is Prone	-4	0	0
Attacker Flanks Target	+2	0	0
Attacker Has Higher Ground	+1	+1	0
Attacker Has Full Concealment	**MTN 10 or Crit	**MTN 15 or Crit	0
Attacker Blind	MTN 10 or Crit	MTN 15 or Crit	Crit
Darkness	-2	-2	0
Uneven or Slippery Footing	-2	-2	0
Zero G	-2	-2	0

** Indicates Defense roll rather than Attack roll.

- *Damage goes directly to Wound Points (armor still functions normally)*
- *Normal Damage + Bypass Armor*
- *Normal Damage + Disarm*
- *Normal Damage + Knockdown*
- *Normal Damage + Stunned*

Special Lethal Damage

Special Lethal Damage represents Lethal Damage that KO's like Stun Damage when it drops Vitality Points below zero.

Rolling Damage and X-Damage

A weapon or attack's Base Damage is not rolled separately from the Attack roll. Instead, it is added to an amount of Extra Damage (X-Damage) equal to the X-Roll of the attack, to determine the attack's Total Damage Value.

Armor And Damage

Armor blocks any damage that would reduce Wound Points, reducing the amount of damage going against Wound Points by its Armor Value. Armor does not stop damage going against Vitality Points.

Damage Flow And Condition Change

Damage Flow: *Vitality Points (to) Wound Points (to) Disabled (to) Dying (to) Dead.*

- *Damage first goes against Vitality Points.*
- *When Vitality Points drop to zero, all remaining damage goes into Wound Points.*
- *Stun Damage that causes Vitality Points to drop below*

zero also KO's the target.
- *When Wound Points drop to zero, the character is Disabled*
- *A Disabled character who takes further damage is Dying*
- *A Dying character who takes further damage is Dead*
- *A Crit that causes Wound Points to drop below zero also maims the target (see below)*

What Is Vitality Point Loss?

Minor injuries such as bruising, strains, sprains, scrapes, cuts, grazes, and more serious wounds to the extremities.

What Is Wound Point Loss?

Major injuries such as broken bones, heavy bleeding, horrific burns, and internal injuries.

Maimed Characters

Characters maimed in combat permanently gain one of the following Flaws, determined randomly (if the Flaw rolled is one already possessed by the character, he gains no new Flaw):

Roll	Result
1-4	Bum Leg
5-7	Distinctive Features (Scar)
8-10	Impaired Hearing
11-13	Impaired Vision
14-16	Night Blindness
17-20	One Arm

Wound Penalties

A normal character suffers a -2 penalty to all die rolls whenever he has lost Wound Points. Those with the High Pain Threshold Edge only suffer a -1 penalty. Characters with the Cry Baby Flaw also suffer a -1 penalty whenever they have

lost Vitality Points.

Reconstructive Surgery

Characters can buy cloned body parts to replace lost limbs and organs. The replacements are grown from their own DNA in about six months (which requires Buying Off any associated Flaws, such as Bum Leg or Impaired Vision). A second option is to buy cybernetic replacements, which are almost as good as the real thing. These may also be used as a reason to Buy Off associated Flaws, though it is not necessary if the character is willing to take the Distinctive Features Flaw instead (characters who already have the Distinctive Features Flaw cannot take it again).

Condition Summary

Conditions

Ability Drained
The character has temporarily lost 1 or more Ability points, which has an impact on all Stats and Skills related to the lost Ability. An Ability reduced to zero causes the following effects: Strength zero causes the character to become Paralyzed; Agility zero causes the character to become Convulsive; Constitution zero causes the character to become Dying; Intelligence, Wisdom, and Presence zero cause the character to become Catatonic.

Ablaze
The character is on fire and taking damage (see Fire Hazards p.69). A character that is Ablaze can spend an entire round attempting to smothering the fire by dropping Prone and making a Reaction Save.

Berserk

The character is out of control and attacks anyone and everyone within sight, using his most effective attacks to do so. He may not use Defense Actions and can only use Move Actions to get closer to potential targets. He will spend Surge Points when beneficial (including for Extra Attacks), but will not use Surge where it will cause Fatigue. Berserk characters never bother to reload, going for Close Quarter Combat after expending all Ranged Combat capabilities.

Blinded

The character cannot see, treats everyone as if they had full concealment, and must move at half speed to avoid injuring himself on obstacles in his path. Additionally, he cannot read or use the Spot skill, needs outside guidance to use the Drive, Pilot, or Operate Heavy Machinery skills, and suffers a -2 penalty to all die rolls.

Catatonic

The lights are on, but nobody's home. The character is lost in his own mind and unable to interact with the real world, except to stare blankly and drool a lot. If left alone, the character will sit unmoving until he starves to death. Catatonic Characters are considered Helpless.

Convulsive

The character loses all motor control functions and can do nothing more than lie in a limp, twitching heap, unable even to speak. He does not lose cognitive ability however, and may use purely mental based powers if he has them. Convulsive characters are considered Helpless.

Dead

Enough said; if you let your character get this far down on the Damage Flow, it's time to roll up a new one!

Deafened

A Deafened character cannot hear or use the Listen skill, suffers a -4 penalty to Initiative, and a -2 penalty to all Presence based skills from the distraction.

Disabled

A Disabled character is conscious and able to act, but is terribly wounded. He can take a single Action per round if desired, but doing so changes his Status form Disabled to Dying after completion of the Action, unless he uses the Overcome Injury option of Surge. Disabled characters are not considered Helpless.

Diseased

The character is suffering the effects of some type of disease and may (at the GM's discretion) be contagious (See Disease p.69).

Dying

Dying characters are unconscious and easily killed by further damage. After a number of rounds equal to the character's CON, he must make an Endurance Save or die. Further rolls are required at the same interval until he dies, is Stabilized by an ally, or spends a Luck Point for the Escape Death option. Dying characters are considered Helpless.

Exhausted

Characters who are Exhausted get only one Action per round, cannot Run, and suffer a -6 penalty to all Strength and Agility based skills.

Fatigued

Characters who are Fatigued cannot Run and suffer a -2 penalty to all Strength and Agility based skills.

Flat-Footed

A character who is Flat-Footed is off balance or has not yet reacted to a combat situation. Characters get a +2 Situational Modifier when attacking those who are Flat-Footed.

Held

A Held character cannot move or take any Actions other than: Trying to break free or making a Close Quarter Combat Attack with empty hands, a small weapon, or a pistol. Breaking free requires a successful opposed Grapple or Escape roll. Characters Grappling or

Healing

Characters heal naturally from Conditions and Damage at the following rates.

Damage or Condition	Rate
Ability Damage	Heals 1 Point Per Week For Each Ability
Vitality Points	Heals A Number Of Points Per Hour Equal To CON
Wound Points	Heals 1 Point Per Day
Disabled	Requires a Surgery Roll + 12 Hours (Or) a MTN 10 or Crit Endurance Save after a number of weeks equal to (10 - CON). The roll may be made each week thereafter, should it fail.
Stabilized	See KO'd Condition
Dying	Treat Injury or Surgery Roll

Held are considered Flat-Footed to those they are not Grappling.

Helpless

Helpless characters cannot move or Defend against incoming attacks. Opponents get +2 to hit Helpless characters with Ranged Attacks and can only miss a Close Quarter Attack on a Botch. Opponents may also use the Coup De Grace Attack on Helpless Characters if desired.

Injured

The character has lost Vitality Points and suffers any applicable Wound Penalties to all die rolls.

KO'd

A KO'd character is knocked Unconscious and is Helpless for at least a minute (10 rounds). After one minute, the character can make an Endurance Save each round to regain consciousness (with a +1 bonus each additional round until he succeeds).

Nauseated

Nauseated characters are unable to attack, use powers, or even concentrate on anything other than their roiling stomach distress. They may only take a single Action each round for either Movement or Defense, although they can still use surge for an additional Action (even an Attack Action) if desired.

Normal

The character is unharmed and may act normally.

Panicked

The character is overcome with fear and must do everything in his power to immediately leave the area. Once the character is at a safe distance (GM's discretion), he regains his composure and may once again act normally.

Paralyzed

The character loses all Strength and can do nothing more than lie unmoving, barely able to speak. Although unable to move, a Paralyzed character may still use purely mental based powers if he has them. Paralyzed characters are considered Helpless.

Pinned

A Pinned character cannot move or take any Actions other than trying to break free from the Pin. Breaking free requires a successful opposed Grapple or Escape roll. A pinned character is considered Helpless to those not pinning him. The Grappler holding the Pin is considered

Flat-Footed to those he is not Grappling.

Poisoned
The character is suffering the effects of some type of poison (See Poison p.70).

Prone
The character is lying on the ground. He receives a -4 penalty to all Close Quarter Combat Attack rolls, while those attacking him with such receive a +2 bonus to their Attack rolls. Prone characters are harder to hit with Ranged Combat Attacks however; those targeting Prone characters with such attacks suffer a -2 penalty to their Attack rolls.

Shaken
The character experiences extreme anxiety over a particular situation, suffering a -1 penalty to all die rolls until the situation is resolved.

Stabilized
The character is no longer Dying, becomes Disabled, but remains Unconscious. Stabilized characters are still considered Helpless.

Stunned
The character is confused or knocked senseless for a moment (but not out) and must take a round to regain his bearings. Stunned characters lose all concentration and get no Actions for one round, also losing the benefit of any prior Defense Actions taken. Stunned characters are not considered Helpless however.

Stunning effects do not stack. No one can accumulate more than a 1 round loss of action over the course of a single round. For example, a character who is surprised at the start of combat, Botches his initiative roll and hesitates, then gets hit with a successful stunning attack before his turn only loses one turn, not three.

Unconscious
The character is KO'd and Helpless for at least a minute (10 rounds). After one minute, the character can make an Endurance Save each round to regain consciousness (with a +1 bonus each additional round until he succeeds).

Wounded
The character has lost Wound Points and suffers any applicable Wound Penalties to all die rolls.

Extras

Extras are normal everyday people, innocent bystanders, and the untrained lackeys or thugs of important NPC's. The difference between Extras and important NPC's is that Extras don't have Luck or Surge Points and go strait from zero Wound Points to Dying (no Disabled status).

Vehicle and Starship Combat

Combat and chases between vehicles or spacecraft are handled abstractly, based on the ranges between the vehicles in question, as outlined below. Note that very few starship battles occur in open space, because the hypervelocity speeds involved make it very hard to safely match another ship's course. The majority of combat (or ambushes) occur when a ship comes out of a Hypergate or within the gravity of planets or moons, where it must slow down to maneuver into an orbit.

The Chase

When one vehicle or starship is trying to outrun another, the drivers or pilots make opposed Drive or Pilot rolls each round to determine the outcome. Depending on the range between the participants, a chase can also involve combat actions such as firing onboard weapons or having pas- sengers shoot out of open windows.

At the beginning of a chase, the GM sets the starting range between all vehicles involved and determines what degree of separation is necessary for the pursued vehicle(s) to escape pursuers. When a chased vehicle obtains this range (Escape Range), it has lost its pursuers and, for it, the chase ends.

Vehicle and Starship Combat Range

Vehicle and Starship Combat use abstract Range Increments rather than exact measurements. There are two Range Increment scales used: One for combat on the ground or within an atmosphere (Vehicle Range); and one for combat in the vast vacuum of space (Starship Range).

Vehicle Point Blank
Vehicle Point Blank Range is just that - tailing another vehicle close enough to ram, or for someone to try jumping from one vehicle to another.

Vehicle Short
Vehicle Short Range is when a vehicle can be seen clearly and its passengers can be made out inside (provided there is a way to see inside) - not more than a few hundred feet ahead.

Vehicle Medium
Vehicle Medium Range is the limit of normal sight, where the vehicle can just be made out a mile or more ahead.

Vehicle Long
Vehicle Long Range is beyond normal sight where some kind of image magnification or targeting computer is required to pinpoint the target.

Vehicle Sensor
Vehicle Sensor Range is the limit of detec-

tion, using radar, IR, or other advanced electronic devices to track a far distant target.

Vehicle Escape Range

Vehicle Escape Range is determined primarily by sight. Environments that limit sight or offer plenty of places to hide, such as a city full of tall buildings or a winding road through a heavily forested area, reduce the amount of distance needed to lose a pursuer. Additionally, vehicles forced to chase other vehicles across the ground are easier to lose than aircraft flying overhead. With this in mind, use the following charts to determine Escape Range:

Ground - City or Heavily Covered Area

Point Blank	Tailing
Short	Visual
Medium	Escape Range

Ground - Rural or Open Area

Point Blank	Tailing
Short	Visual
Medium	Visual Limit
Long	Escape Range

Ground vs. Air - City or Heavily Covered Area

Point Blank	Tailing
Short	Visual
Medium	Visual Limit
Long	Escape Range

Ground vs. Air - Rural or Open Area

Point Blank	Tailing
Short	Visual
Medium	Visual Limit
Long	Imaging
Sensor	Escape Range

Air vs. Air

Point Blank	Tailing
Short	Visual
Medium	Visual Limit
Long	Imaging
Sensor	Sensor Tracking
Beyond Sensor	Escape Range

Starship Point Blank

Starship Point Blank Range is close enough to harpoon, ram, enter a dogfight with, or to dock with another spacecraft.

Starship Short

Starship Short Range is when a starship can be seen in the distance and its type can be made out visually - within a hundred miles.

Starship Medium

Starship Medium Range is the limit of normal sight, where the starship appears only as a speck or a dot of reflected sunlight - within two hundred miles.

Starship Long

Starship Long Range is beyond normal sight where some kind of image magnification or targeting computer is required to pinpoint the target - within three hundred miles.

Starship Sensor

Starship Sensor Range is the limit of detection, using radar, IR, or other advanced electronic devices to track a far distant target - beyond 300 miles.

Starship Escape Range

Escape Range for starships is always beyond Sensor Range.

Initiative

Once starting range and Escape Range have been determined, Initiative is rolled and followed as normal, except for the addition of a Movement Phase.

Movement (And Obstacle) Phase

Movement

The Movement Phase determines the relative positions of all vehicles for each round, before Initiative Order is resolved. As long as at least one vehicle is moving, there will be a Movement Phase. When all vehicles have stopped (or are no longer capable of movement), then the Movement Phase can be ignored.

During the Movement Phase, each driver or pilot decides whether he will try to Close with, Separate from, or Maintain range with another vehicle. Once decisions have been made, opposed Drive or Pilot rolls are made to determine the outcome (See Movement Phase Table).

Obstacles

In addition, the Movement Phase is also used to resolve maneuvering through any obstacles that are present during each round of combat. These include such things as driving over rough terrain or through heavy traffic and dogfighting in an asteroid field or flying through a Hypergate toll at combat speeds.

After relative position has been set, the GM determines whether any obstacles are present in the new round and has the characters make Drive or Pilot rolls where appropriate. Use the following guidelines to determine the outcome of such rolls:

Success

A Successful Drive or Pilot roll indicates the obstacle has been avoided without mishap.

Fail

A Failed Drive or Pilot roll indicates the obstacle has caused a minor mishap, such as throwing the vehicle slightly off course or threatening to send it into a spin. In this case, the pilot or driver loses

all of his Actions for that round, using them to wrestling back control of the vehicle (no roll is needed).

Botch

A Botched Drive or Pilot roll indicates a crash. The vehicle rams the obstacle, flips over, or loses a wing, tire, etc. Assuming a vehicle has not attained Escape Range during the Movement Phase, the rest of the round is resolved as normal.

Dogfighting

When two or more hostile flying vehicles or spacecraft are within Point Blank Range of each other and not trying to flee the area, they are assumed to be dogfighting; maneuvering around each other in a generalized area, each trying to blast the other out of the sky. Although dogfighting vehicles are still moving, they are considered Stopped for the purposes of determining any vehicle's moment (outside of the dogfight) against them during the Movement Phase.

Combat Actions

During a driver or pilots' turn, the following actions can be performed as applicable:

Attack Actions

Targeted Attacks

The driver or pilot may make attacks against other vehicles using onboard weapons using his Target skill. Remember that Attack Roll Modifiers, such as the target's Size still apply.

Running Someone Down

The diver of a ground vehicle can try to run down anyone his vehicle can reach that round. To do so, the driver makes an Opposed Straight Drive roll against by the target's Tumble skill or Reaction Save. If the driver wins, he has struck the target, who takes Damage as if Rammed (see below). The vehicle also takes damage; in this case flat Stun Damage equal to the target's original Wound Points.

Ramming

Vehicles in Point Blank Range may try to ram each other. This is done by making an opposed Drive or Pilot roll, where the winner determines the outcome (whether the ram succeeds or fails). Ramming causes damage to both vehicles and can be suicidal at higher speeds (such as those reached by spacecraft). To reflect this, when a vehicle rams another vehicle first thing out of attaining Point Blank Range (that is, has just Closed from a greater range in the Movement Phase of the same round) then each vehicle takes the smaller vehicle's original Structure Points plus X-Roll as Lethal Damage. When a vehicle already engaged in Point Blank Range (or Dogfighting) from the Movement Phase of the previous round rams another vehicle, both vehicles take 1/10th of the smaller vehicle's original Structure Points plus X-Roll as Lethal Damage. Armor does not apply against ramming damage, except vs. Stun Damage as normal. Soft targets, such as personnel, take 2 times the X-Roll when Rammed by a Vehicle.

Defensive Actions

Dodge

A vehicle or starship uses the controller's Drive or Pilot skill for any Defensive Actions taken, such as Dodging an attack.

Miscellaneous Actions

There are many other actions a driver or pilot might take, such as stopping or landing a vehicle, picking up or unloading passengers, docking with another vessel, maneuvering into an orbit, etc. It

Movement Phase	Outcome by Winner	Both Fail Or Tie	No Roll
Close vs. Close Or Close vs. Stopped	N/A	N/A	Range Decreases By 2 Increments
Close vs. Maintain	Range Decreases By 1 Increment (Or) Is Held	Range Held	N/A
Close vs. Separate	Range Decreases (Or) Increases By 1 Increment	Range Held	N/A
Maintain vs. Maintain Or Maintain vs. Stopped	N/A	N/A	Range Held
Maintain vs. Separate	Range Is Held (Or) Increases By 1 Increment	Range Held	N/A
Separate vs. Separate Or Separate vs. Stopped	N/A	N/A	Range Increases By 2 Increments

Note that missiles automatically close one Range Increment per Movement Phase

is up to the GM to arbitrate these as they arise.

Damaging Vehicles

Damage

Damage is applied against a vehicle's Structure and Systems Points, much in the same way a person takes hits to his Vitality and Wound Points. For vehicles however, Crits caused by Stun Damage do Lethal Damage instead of KO'ing the target.

Lethal Crit Options

When a character gets a Lethal Crit on an attack against a vehicle, the player gets to choose the effect from the following options.

- *Damage goes directly to Systems Points (armor still functions normally)*
- *Normal Damage + Bypass Armor*
- *Normal Damage + Decompression*
- *Normal Damage + Systems Short (Stunned)*
- *Normal Damage + Take Out A Weapon*

Vehicle Armor

Vehicle Armor blocks any damage that would reduce System Points, reducing the amount of damage going against them by its Armor Value. Armored vehicles are also immune to Stun Damage.

Damage Flow And Condition Change

Damage Flow: *Structure Points (to) Systems Points (to) Disabled (to) Destroyed*

- *Damage first goes against Structure Points.*
- *When Structure Points drop to zero, all remaining damage goes into Systems Points.*
- *When Systems Points drop to zero, the vehicle is Disabled*
- *A Disabled vehicle that takes further damage is Destroyed*
- *A Crit that causes Systems Points to drop below zero Destroys the vehicle outright.*

What is Structure Point Loss?

Structure Point loss represents damage to the body of the vehicle and external components, such as a smashed fender, a scorched hull, or a cracked windshield.

What is Systems Point Loss?

Systems Points loss represents damage to the vehicle's internal components or control mechanisms, such as a hit to an engine, a wing or wheel being torn off, or the hull being breached.

Repairing Damage

Damage to vehicles and spacecraft can be repaired using the Electronics and Mechanics skills. As noted in the Skills section, Electronics is used to restore System Points, while Mechanics is used to restore Structure Points. For more information, see each skill respectively.

Vehicle Condition Summary

Conditions

Banged Up
A vehicle that has taken Structure Point Damage is considered Banged Up until the damage is repaired. Although this has no impact on the vehicle's performance, it may reduce the vehicles value or cause its owner some grief, should the vehicle have been 'borrowed.'

Damaged
A vehicle that has taken Systems Point Damage is considered Damaged and imposes a -2 penalty to all Drive or Pilot rolls involved with its use, until the damage is repaired.

Decompressed
A Decompressed vehicle loses its air, exposing its passengers to the vacuum of space (see Space p.70). To fix the problem requires one hour and a successful Mechanics roll.

Destroyed
A destroyed vehicle explodes, causing the following damage by Size to all within the blast radius (note that passengers inside exploding vehicles cannot Dodge or Save against the damage).

Size	Damage
Medium	5L PA 20'r
Large	10L PA 30'r
Huge	20L PA 40'r
Colossal	30L PA 50'r

Disabled
A Disabled vehicle comes to a stop when on ground; plummets to the earth when flying; and drifts uncontrollably when in space. All systems shut down (including weapons systems and life support) until an hour is spent bringing them back online with a successful Electronics roll. Any further Damage to a Disabled vehicle causes it to be Destroyed.

Systems Shorted
A vehicle with Systems Shorted is considered Stunned, forcing its driver or pilot to lose all of his Actions for the next round while he wrestles to regain control of the vehicle (no roll is needed). Further, the vehicle suffers a -2 penalty to all Movement and Obstacle rolls during the next Movement Phase.

Vehicle Weapons Notes

Fire-Linked Weapons

Vehicle mounted guns, laser generators, and plasma cannons can be linked together in double or quadruple gun banks called a Dual or Quad-Links. Each Fire-Linked gun bank concentrates the fire of all weapons in the link to a single point, increasing the amount of damage the guns can do. Dual-Link gun banks double the X-Damage (2X-Damage) rolled on all successful attacks, while Quad-Link gun banks triple it (3X-Damage).

Firing Vehicle-Mounted Weapons At Personnel

Strafe
Strafing is how flying vehicles handle Autofire and Saturation Fire against human targets on the ground. Both types of fire are resolved as a Targeted Area Attack with a 10' wide by 100' long line-shaped area. Usually, only one strafing pass can be made each round, requiring that both a Miscellaneous Action (lining up the vehicle) and an Attack Action be used.

Area Vs. One
Some weapons are not designed to target personnel directly (as noted in Weapon Description p.35). When these weapons are used in such a way, the attack is resolved as a Targeted Area Attack that effects only the individual target, who may defend against the attack as per the standard Area Attack rules.

Chapter Nine:
Setting Notes

The year is 2073 AD. Fifty years ago, a strange comet of unknown composition slammed into the Earth's moon, shattering both the comet and the moon in a cataclysmic explosion that opened an unstable wormhole to the Sun. Debris from the comet and moon rained down on the world and spread out into orbit, surrounding the Earth in a field of lunar asteroids that, even now, continue to bombardment the Earth on a daily basis.

The devastation caused by the event forced mankind to retreat underground, or to the far north and south, where the asteroids fell with less frequency. During this time of chaos, pieces of the comet were recovered and found to possess new and amazing energies. These were christened 'Gatestones' in lieu of the wormhole still open above the broken moon. Intensive study revealed that the energies of the Gatestones could be harnessed in a variety of ways, including the generation of unstable wormholes through space. Using this knowledge, mankind went into space and created a gate around the wormhole above the moon, allowing them to direct its other end to any point in the Solar System. A team of brave (and some say insane) scientists then traveled through - their control ship coming out in orbit above Mars. There they built another gate, finding that a gate at both ends stabilized the wormhole. It wasn't long before other gates and wormholes were created and mankind began to spread out into the Solar System, using other technologies developed from the Gatestones to begin terraforming other planets and moons.

Now, with mankind spread across the Solar System and the section-by-section collapse of the former nations following the destruction of Earth's moon, space has become as lawless as the Wild West of old. Planets and moons are ruled (some overtly) by the Mega-Corps and Underworld Organizations that financed their colonization. Only the presence of the SSPB (Solar Systems Policing Bureau) keeps a semblance of order, but corruption and indifference run rampant. Out in space, hijacking and piracy are the order of the day, where only your wits and a 'big stick' will see you safely home again.

The Hypergate System

The Hypergate system, as the network of stable wormholes is now called, was built by the Gatestone Corporation and links the planets and moons of the Solar System together, allowing quick travel between them, where conventional travel would take much longer. Just how the gates work is proprietary information guarded closely by the Gatestone Corporation, but generally speaking, they are man-made wormholes between two points that reduce the space in between to 1/250th that of normal. Powered by the electromagnetic energy of each planet and the gravity of the Sun, the distance between each gate remains constant, regardless of the planets' current alignment in the Solar System. Further, objects traveling through the Hypergates (in Hyperspace) do not interact with things in the physical world, allowing safe passage at hypervelocity speeds between each gate without the worry of flying through asteroids, comets, or moons – though two objects

Hypergate Travel Times

	Mercury	Venus	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Pluto
Mercury	0	4	6	9	30	55	110	170	225
Venus	4	0	6	9	30	55	110	170	225
Earth	6	6	0	9	30	55	110	170	225
Mars	9	9	9	0	30	55	110	170	225
Jupiter	30	30	30	30	0	55	110	170	225
Saturn	55	55	55	55	55	0	110	170	225
Uranus	110	110	110	110	110	110	0	170	225
Neptune	170	170	170	170	170	170	170	0	225
Pluto	225	225	225	225	225	225	225	255	0

both in Hyperspace do interact with each other as normal).

In the event that a Hypergate would shut down, that end of the wormhole, without the gate to stabilize it, would instantly jump back to the Sun. Ships in Hyperspace at the time of a wormhole jump (known as a Gatecrash) usually stay in the wormhole, with a corresponding change of location, depending on the new vector of the wormhole from the functioning Hypergate to the Sun. In this event, all ships in the wormhole would be given time to travel to, and evacuate out of, the function Hypergate end of the wormhole, before the failed Hypergate would be brought back online.

While ships in Hyperspace at the time of a Gatecrash usually stay in the wormhole, they can also, on rare occasion, be thrown out as the wormhole shifts, instantly reentering real space at hyper-velocity speeds (up to thirty million miles per hour). Depending on where a ship was along the wormhole when thrown out, the danger of colliding with anything that might be in the ship's trajectory could also present itself, before the ship could slow to sane speeds. It is because of this risk that Hypergates are never restarted until all ships have evacuated the wormhole that any particular Hypergate will refocus.

In the event that both of a wormhole's Hypergates would be shut down (one on each end), then all ships in the wormhole would instantly be dropped out of Hyperspace as noted above.

Theoretically, though it has never been proven, it is also possible for a ship to be thrown out of a wormhole, yet remain in Hyperspace. It is unknown how such an unfortunate vessel could return to real space after such an event, though it is theorized that a wormhole could be penetrated from the side, allowing a ship to enter the wormhole, then exit the Hypergate at its end as normal. The problem with this theory however, is that the sides of the wormholes are charged with such tremendous energy, that contact with them is known to damage even the most heavily armored spacecraft – how one could pass through and remain intact then, has yet to be determined.

The Solar System

Mercury

1 Orbit of Sun - About 88 Days
1 Rotation - About 59 Days
Diameter - 3030 Miles
Gravity - 100 lbs = 38 lbs (.38)
Escape Velocity - 9,600 MPH
Distance From Sun - 36 Million Miles
Maximum Temperature - 870° F
Minimum Temperature - -300° F
Native Atmosphere - Hydrogen, Helium

Designation: Outpost Planet, weak defenses

Economy: Mercury has no economy, as this would be unsustainable. The planet cannot be terraformed. Rations, supplies and water are brought in through the hypergate to supply the miners who strip mine the planet for valuable metals and radioactives.

Environment: Weak gravity and potentially explosive hydrogen atmosphere means that all planetary travel is conducted in armored vac suits, and all mining is done in controlled environment domes. Overmining the crust has, on various occasions, caused dome collapses due to the weakening of the planet's crust.

Social: Indentured and penal miners known as "mercs" and dome administrators, themselves usually sent to Mercury for some failure of duty, conduct themselves as efficiently as possible. There is some smuggling of pleasure servants and contraband drugs to the planet, but little crime, as there is little of value to be had without a major exploitation operation.

Hazards: Dome collapses, solar flares, a resident form of cabin fever known as "Merc Madness."

Venus

1 Orbit of Sun - About 225 Days

1 Rotation - About 243 Days

Diameter - 7,523 Miles

Gravity - 100 lbs = 90 lbs (.9)

Escape Velocity - 23,300 MPH

Distance From Sun - 67 Million Miles

Average Temperature - 85° F

New Atmosphere - Earthlike but Helium Heavy

Designation: Nation State (Franco-Venusian), Formidable defenses

Economy: (From the tourist brochure: Beautiful sunny Venus is the ideal stop for the care worn traveler. Come to the First Colony, where the days are longer than the years! Avail yourself of the always sunny, rolling paradise: Venus Vegas, the Sunset Kingdom(r)! Try your luck at our games of chance, or enjoy our fine dining and galaxy class entertainment. For the more discerning customer, we have accommodations to suit the most exotic tastes. "What happens on Venus, stays on Venus(tm)")

While Venus may indeed be a fine stop for the weary traveler, it is more often sought for its excellent reputation in weapons trade, in the fine French tradition. If you can't meet your needs for reliable or even exotic ordinance on Venus, your problem is probably connections, not availability.

There is also a considerable trade in Intrusion Counter Electronic (ICE) specialists, who can hack into any system. Usually, such systems specialists are tied to one of the many syndicates, and are happy to help the less-than-scrupulous customer.

Therefore, all visits to the casinos and pleasure dens should be taken with the aforementioned facts in consideration. If something bad happens on Venus, you aren't likely to leave Venus.

Environment: Near Earth gravity ("for your comfort and convenience"). Moderate tectonic slip and volcanic activity. Weather and biosphere is heavily terraformed, with an enormous, acidic (pH+ 5.8), ocean that was formed of the massive cloud cover the first colonists encountered. pH+ balanced inland seas are kept for fish and kelp farming. Helium in the atmosphere causes a slight raise in pitch of voice, ("which makes the French language that much more beautiful").

Social: While the French are oft noted for their rudeness, it is born mostly of pragmatism. A tremendous amount of their cultural identity is tied to the subtleties of the language, and so it is best for visitors to speak French. If you cannot, Venus Vegas will accommodate any language, for a price.

Venusian politics and society is largely run by criminals. The "legitimate" criminals are quasi-legal, corporate entities known as Syndicates (e.g.: Le Messuer). Such Syndicates control the planet's manufacturing and businesses, as well as the major population centers. They are all heavily armed, and coexist in a precarious balance of power.

Venusian government is essentially an oligarchy, controlled by a "Parliament" made up of the heads of the various Syndicates, both major and minor. The leader of the Parliament is known as the "Sun King," and he serves an eight-year term, after which a new Sun King is elected by the Parliament. The populous petitions the courts and representatives of their own contracted Syndicate in all matters. It amounts to little more than Feudalism in practice.

The less-than-legitimate criminals, who tend to run afoul of the SSPB whist dealing in Venus' more exotic tastes, are almost universally associated with Venus Vegas. Venus Vegas itself is an enormous, flying party town, catering to epicurean delights of all manners. Vegas itself is run by clans, mobs (e.g.: Serpent Vert), and flamboyant entrepreneurs of all kinds. Through a Venusian engineering marvel, it hovers a few hundred feet off the ground, slowly floating along and always keeping itself aligned with the setting sun. It is referred to by the Syndicates as "The Sunset Kingdom" (A registered trademark of Le Messuer).

Hazards: Volcanoes and Venusquakes claim the unwary traveler, but the greatest hazard is usually to your wallet. Beyond that, be sure of the political connections of the Venusians you contract with. Problems are notoriously solved with sudden and overwhelming violence.

Earth

1 Orbit of Sun - About 365 Days

1 Rotation - About 24 Hours

Diameter - 7,926 Miles

Gravity - 100 lbs = 100 lbs (1)

Escape Velocity - 25,000 MPH

Distance From Sun - 93 Million Miles

Average Temperature - 45° F

Atmosphere - Nitrogen, Oxygen, Argon

Designation: Tribal Planet, Weak defenses

In the mid-21st century, a comet of unknown composition struck Luna, the Earth's moon. It shattered, surrounding the planet in a field of lunar asteroids, which make up the Earth's ring. Lunar meteors rain down upon the homeworld daily, and this prompted the Great Migration into the inner and outlying Solar System. The remaining inhabitants of Earth live near the poles, where strikes are less common, or deep underground, and are collectively called "Terrans" or "Earthers."

Economy: The besieged planet has, in most cases, a basic subsistence economy. There are three separate economics zones that do not routinely interact with

one another:

The most powerful of these economies is the Inuit Nation of the northern latitudes. These peoples trade in agricultural products, synthetic whale oils and blubber, and low to moderate level technology. Inuit trackers are renowned for their ability to find and navigate without the aid of NavSats, relying instead upon their keen senses, and a little Feng-Shui. They also have amazing, if somewhat exotic and primitive, medical expertise available and are rumored to brew potions and concoct balms and salves of renowned, or even unique, potency. Synthetic skins and scrimshaw are also available for the tourist.

The few factories of the Inuit are quick pre-fab installations imported from Mars, and manufacturing in the Nation is based upon a decentralized and redundant production infrastructure, which prevents loss of production in the event of meteor strike.

Off-world trade with the Nation is mostly with explorers, all of them expert trackers, who venture to the south to recover Gatestones and carve Lopans. The Nation is a deeply spiritual people, and a reliable place to pick up a Feng-Shui Master, if needed.

The other major economy is the Southlanders, which consists of a small group of states, prominently Argentilé (Ar-djen-tee-lay), which runs a booming cattle, slavery, and opium business (poppy fields), and Tasmania-Zealand, which runs, alongside the ubiquitous subsistence agriculture, several crude shipyards and military installations. Off-world trade is not common with the Southlanders as the hardscrabble economy offers little to the sophisticated traveler or connoisseur, and the entire region is somewhat xenophobic.

The remaining Earthers live entirely underground and deal in little more than glorified junk trade and fungus farming. These forgotten peoples subsist upon the wreckage of human civilization. It is wise to avoid them altogether if possible, as years of hardship and isolation have turned these humans into feral barbarians. They are rumored to be unusually skilled with human-electronic interfaces.

Environment: The Earth is surrounded by a ring of asteroids and dust, greatly lowering surface temperatures. Agricultural conditions are generally maintained through greenhouses and water purification systems. Most of the climate is arctic to sub-arctic, with narrow temperate zones near the equator, and a pockmarked desert across the equatorial band. Animal populations are largely mammalian. The oceans are in a state of multiple species collapse from overfishing prior to the Great Migration, except near the Inuit Nation, where careful management maintains moderate fish and whale populations. The Earth has mild tectonic and volcanic activity, which can produce rare hazardous conditions.

Social: The Inuits are now the golden race of the Earth. Hardship and scarcity have strengthened the Inuit peoples, polished their culture to a gentle glow, and the Inuit spirit has produced the entire discipline of Feng-Shui, and its greatest Masters. Despite their primitive appearance, it is advised that all Inuits be treated with the utmost respect.

The Inuit political system is authority based, and authority is determined by age. Despite the appearance of a singular political entity, the Inuit Nation is in fact a complex network of families, each with a Kaskae (chief) elder, and each family has interlocking responsibilities to the Nation as a whole. It takes a generation of native living to understand Inuit politics, and so respect, care, and, above all, deference is advised in any political dealings. Certain social situations and services may require the use of the native Inuit tongue, so a translator is paramount for close dealings.

Luckily, the Inuit are a gentle and patient people, and generally find the time for suinnak (fools). Failure to realize this fact will result in much greater prices for goods and resources.

The Southlands is a fragmented feudal/mercantile "Empire" supposedly run by the Tazmania-Zealanders, who are militaristic and style themselves to be the new British Empire of the southern hemisphere. In fact, the Argentiléan government does not recognize the authority of the Locobarcas (crazy boat people), but does appreciate their ability to make and deliver naval vessels. In all Southland nations, corruption is manifest down to the smallest household. The authorities are as officious as they are crude and cowardly. The average Southlander's idea of a good time is brawling and/or wenching, often enjoyed at the same time. When they aren't busily stealing from each other, or whipping their slaves, they're fathering bastard children. Avoid.

The underground peoples (lovingly known "terrats") are apparently feral, bad tempered, and when rarely seen, are often hallucinating after consuming the fungi upon which they subsist. Despite their barbaric appearance, they are known to have some startlingly advanced technology at their fingertips. They are dedicated scrappers, but apply little of the finesse of its creators in its application. Terrats are said to let their nails grow long and some may have merged with whatever technology may be at hand. Some terrats are fearfully adept in this cyborg tech application, and are never to be underestimated. Avoid at all costs.

Hazards: Meteor strike, shanghai in the Southlands, ritual mutilation in trog caves, and angering an Inuit elder or Feng-Shui Master. Stick to the Inuit Nation and you should be safe. Great care should be taken to follow traffic con-

trol instructions when departing or landing, as the Earth's lunar debris ring has claimed more than a few careless pilots.

Those trying to fly through the ring without such assistance must make a successful Pilot roll to avoid serious impacts, capable of dealing the X-Roll times 10 in Lethal Damage to the ship on a failed roll. Note that armor does protect against such impacts as normal).

Mars

1 Orbit of Sun - About 687 Days
1 Rotation - About 25 Hours
Diameter - 4,222 Miles
Native Gravity - 100 lbs = 38 lbs (.38), Artificial Gravity 100 lbs. = 100 lbs.(1)
Escape Velocity - 11,200 MPH
Distance From Sun - 142 Million Miles
Average Temperature - 72° F
Native Atmosphere - Earthlike but Carbon Dioxide Heavy

Designation: Nation State (Pan-Humanae), Formidable defenses, 1 moon (Deimos)

Economy: Mars, despite the claims of the French, was the first planet to be colonized by humanity during the Great Migration. It is the most populous planet in the solar system, when the orbital population is included. The urban sprawl of Mars is sustained by all manner of industry, banking and other commerce. Industry flocks to Mars, as industrialists are allowed to vent their waste products without restriction. Settlements are contained within the larger craters, and sustain all manner of entertainment, consumer, and biological needs.

Mars, as the central hub of all human intellect and information, is perhaps best known for its technology and knowledge based products. Most human industry is administered on Mars, and nearly all corporations maintain at least a token presence on Mars. Mars is the most trafficked transport hub of the solar system.

Mars features substantial hydroponics, protein synthesis, and synthetic fiber production to sustain its vast population. Agriculture is mostly contained in unpopulated "green zones" on the Martian surface, where the waste chemicals produced by manufacturing are used to supply the plant-life with necessary sustenance.

Synthetic petroleum is produced on vast "carbon farms," which suck in carbon waste products from both the air and the urban waste removal systems and synthesize petroleum, plastics, and oxygen. These carbon farms also serve as recycling plants. They turn waste into new raw material ready to be shipped to manufacturing centers and settlements. Reclamation workers are known as "smog farmers."

Beyond financial and industrial commerce, all the might of the Hollywood, Bollywood, and Hong Kong entertainment industries resides on Mars, providing the solar system with entertainment. The majority of the solar system's publications and news companies also publish from Mars, because of its central location. Almost all software, be it for a toaster or the latest SSPB Enforcer gunship, is likely to have been written in New Redmond on Mars. Madison City is an entire metropolis devoted to the advertising industry. Medical facilities on Mars are the state of the art, and jealously imitated.

The planet itself is only the core of a vast series of space docks, orbital habitats, transfer stations and vacation resorts. Ground transport is achieved through a network of oxygenated highway tubes, which connect the cities and provide access to natural gravity air transit depots, which operate at normal Martian gravity, to provide fuel-efficient transport from the surface to the orbital network.

But Mars is not the place to find high culture. Mars' sense of purpose is deeply rooted in its initial task of ensuring mankind's survival, as well as his most basic comforts. Martian products are known for their reliability and clever design, but are rarely "stylish" or "fashionable." Martian education revolves around the engineering institute and practical vocational training.

It is a gritty urban sprawl, full of people with "broad shoulders." The people of Mars know that what they lack in sophistication, they make up for in sheer productivity. Perhaps due to the lack of environmental restriction, and certainly the low taxation, business and jobs flourish on Mars (as does a certain degree of economic exploitation and petty abuses of power). On the whole, Mars' economy is second-to-none in the solar system, and this places Mars in a pivotal role in the future of humanity.

Environment: The Martian environment is traditionally seen (by Martians) as subject to humanity's needs. There are no Martian environmentalists. Mars is not considered to be "terraformed" by the locals, as all habitable and exploitable space is maintained artificially, although at this point the natural carbon dioxide heavy atmosphere has been rendered "very close" to breathable.

The entire planet is shrouded in a cloud of waste chemicals and mildly acidic water vapor, or covered in dirty ice and fog at the large polar caps. From a few miles up, you can't even see the planet. What extra-planetary observers see when they look at Mars is the industries and habitations orbiting the planet, and some of the dense soupy smog beneath. Surface dwellers live in settlements situated in canyons, caves, and craters. These are surrounded by either natural or artificial walls, and the walls are lined with atmosphere generators, which provide the breathable atmosphere for the settlement. Inside these enclosed cities, the skies are clear, allowing ships to come and go, and affording a view of the stars above. Travel outside of the oxygenated

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settlements and highway tubes requires the use of a gasmask to filter out the carbon dioxide and prevent slow death by hypoxia.

"Green zones" (farms) are also enclosed, to manage the environment, but the atmosphere is suited to rapid plant growth, and not hospitable to humans. Manufacturing zones and carbon farms are largely exposed to the "natural" Martian atmosphere, except in administrative buildings. Breathing units are a must.

Martian gravity is less than half that of Earth, but this is ideal for space transport, so artificial Earth gravity is only maintained in settlement areas and selected industrial zones. Otherwise, the beneficial properties of light Martian gravity are enjoyed in both manufacturing and aerospace transit zones.

Vast reservoirs of water, for both consumption and manufacturing utility, are kept not only underground in liquid form, but also simply in the atmosphere of Mars, as it is both cheap and economical to keep water in the atmosphere, and surplus is kept in the caps as ice. The Mars government closely monitors atmospheric water, which is not used for consumption. Cloud seeding for rain recovery is carefully administered. Moisture farming the atmosphere without a license and allotment is strictly prohibited. Water, being the critical element of life on Mars, is one of the most valuable commodities.

Mars now has a single moon, which hosts the Deimos observation post. Deimos was placed in a new, more distant orbit, to allow for development beneath. According to legend, Phobos was destroyed by the first Martian settlers, because its orbit was "unsettlingly low." Pieces of Phobos are eagerly sought by collectors. Though it is doubtful any of them are authentic, such stones are numerous.

Social: Mars, socially, is a densely populated, panhuman urban environment. Just about every nationality and creed coexists on Mars, often in their own local ghettos, speaking their own native tongues. English is universally spoken across Mars as the language of commerce.

Governmental power is mostly centered in the city-state, and each city has its own laws and traditions. Economic exploitation and resource management is handled by the Mars Economic Consortium (MEC). Each city-state has proportional representation on the MEC Board of Directors, in addition to representatives from the first families who colonized the planet.

The first families are revered on Mars. The hardscrabble peoples who paved the way for mankind's survival are considered as nobility, and their grit and resolve is legend amongst the Martian peoples. Each city can trace its roots back to a founder, whether it is an authentic history, or an adopted hero.

Mars has social unrest and crime like any other metropolitan environment. Mars' street gangs are notorious, as is the fierceness of its law-abiding peoples. Laws are few, and policing is weak, so most Martian settlers are required to take matters into their own hands, or hire out to someone who can.

Because resources are so tight, and the population vast, the greatest crimes on Mars involve resource theft (e.g.: oxygen, food, water). Squatting on another citizen's resources, or falsifying allotment records, is a one-way ticket to a penal smog farm, or Pluto.

Local crime lords are common, operating much like the Hong Kong Triads or the Mafia. In some cities, the government is the local crime lords. The MEC membership tends to look down on representatives from these cities, but does little to intervene when they do not interfere with the commerce and productivity of Mars.

Most non-Martians look down on Mars as a planet full of uncultured Philistines. Most Martians don't care about this, however, so long as they are paid well and left to their own tastes.

Hazards: Mars is a stable, entirely human managed environment. Your basic hazards involve getting shot, crashing your vehicle, or, on the planet's inhospitable surface, breathing the air. The crime bosses are not to be toyed with, nor is the average accountant for that matter. Martians are a very tough people. Most own firearms and are trained in their proper use.

Your greatest hazard on Mars is your own attitude. Never make a Martian feel as myopic and uncultured as he or she clearly is, and you should be safe. Act like a Venusian or European and you just might come home in a box.

Those caught without a gasmask in the carbon dioxide heavy native atmosphere of Mars can act normally for a number of minutes equal to CON before suffering a -4 penalty to all die rolls due to hypoxia. After a number of minutes equal to CON x 10, the victim loses consciousness and becomes Dying and then Dead on each consecutive minute.

Jupiter (Planetary System)

1 Orbit of Sun - About 4333 Days
1 Rotation - About 10 Hours
Diameter - 88,846 Miles
Gravity - 100 lbs = 260 lbs (2.6)
Escape Velocity - 133,100 MPH
Distance From Sun - 777 Million Miles
Average Temperature - -244° F
Atmosphere - Hydrogen, Helium, Methane

Designation: System - wide

Confederation (Jovian, Neo-Humanae), Mixed defenses (weak to moderate), 62 moons, ranging in size from large, irregular asteroids to dwarf planets.

The habitable moons of Jupiter, in order of orbital distance, are Io, Europa, Ganymede, and Callisto. Natives sometimes call their home "The Galleys" in honor of the discoverer of the moons: Galileo Galilei. Each of them is larger than Pluto, though Io is a volcanic wasteland, and used mostly for resource exploitation.

Economy: The Jupiter system is a political and economic confederation, with a highly structured, regulated, and somewhat inefficient socialist economy, designed to serve the political ends of the Jovian People's Confederacy (JPC), as well as the business and consumer needs of the Jovian system. Jovians are fiercely proud of their relative independence from the rest of the solar system in meeting their economic needs. Indeed, the Jovian economy is an economic microcosm of the larger solar system.

Io is a collection of mining colonies, similar in function to Mercury, but far more hazardous. Raw materials and radioactives are mined there, and from other moons and asteroids, and sent to production plants located on Ganymede. Ganymede is the largest population center in the system, and contains not only most of the manufacturing infrastructure, but also considerable fisheries and ocean farms.

Europa, with its lush green landmasses and islands, is a major producer of oxygen and organic materials for the Jupiter system.

Callisto shines as a cold jewel in the night, and few outsiders have seen it. It houses a sparse population, mostly the wealthy aristocracy of the Jupiter system. Callisto is a strictly controlled wildlife reserve (The Calisto Planetary Wildlife Refuge (CPWR)), and its primary export

is lumber, a genetically enhanced ponderosa pine which is able to survive the frigid climate.

The entire system is protected by a strict set of environmental and socio-economic laws, though governmental enforcement is universally corrupt and unevenly applied. The economy is carefully monitored and regulated by the Ministry of Banking and Finance on Europa, and newcomers must apply to the Ministry for approval to do business with Jupiter.

Prospective Bounty Hunters must apply for a special license to operate within the Jovian Confederacy. There can be a considerable wait time, but careful application of bribes and contacts can procure a license within a few days to a month. The legendary wait for a Jovian operator's license is outstripped only by its cost.

Environment: *Jupiter* itself is a massive gas giant, and is uninhabitable. It has no known solid surface, and its atmosphere grows denser as one travels inward, until it becomes an ocean of liquid hydrogen and water. Flying into Jupiter's atmosphere is a one-way trip. The gravity is so strong that few ships can escape its grip (Should the need arise, it takes an MTN 15 Pilot roll to escape the gravity well, and the atmosphere itself can only be skimmed in a MTN 10 slingshot maneuver).

The dwarf planet moons are all terraformed to varying degrees:

Io is a beautiful world of color and radiance—and more than enough radiation to kill a person. Located in a dangerous part of Jupiter's magnetic field, Io is constantly bathed in deadly radiation that brings the colors and lights of Io to life. The innovative Iovites have developed a drug, Anitrad, which temporarily protects its users from radiation sickness. There is a notable side effect of the drug however: it causes the eye to turn a disturbing shade of yellow, a condition

known as "Io eye," so few outside the system are willing to take Antirad. There is also considerable tectonic and volcanic activity, but the planetoid's active volcanoes spew sulfuric acid rather than lava. Io's limited population is enclosed in heavily domed colonies. There are complex, airlock-based docking stations at each dome. It is recommended that only large craft approach Io orbit, as smaller craft tend to have difficulty absorbing the ubiquitous meteors, acid, and radiation that hazard Io's orbital space.

Europa and Ganymede are maintained in largely Earthlike terraformed conditions, but are mostly oceanic (Europa is 90% ocean, Ganymede is 98%), with few contiguous landmasses and a myriad of broken islands. Both have rich, full biospheres of marine and terrestrial life forms, some of which are unique to the system.

Ganymede consists of a series of floating factories and cities, and its fisheries are renowned. Islands are owned by the super-rich, and are used to house wildlife refuges. They are also used as anchor points for the teeming network of floating settlements on the planetoid.

Europa is the most Earthlike of the Jovian moons, and has stone cities mined from the asteroids surrounding Jupiter. Its landmasses support lush, green rainforests and temperate forests. Poaching is a capital offense on Europa, and punishable by lifetime servitude on Io, so it is advised to get a hunting license, because even accidentally killing a hostile animal can land you in a heap of trouble.

Callisto is not as heavily terraformed as Europa and Ganymede. It is a cold and vast wilderness moon (avg. temp.: 40° F and below), with most of the Callistan settlements being small privately owned resort towns or logging facilities. Callisto houses imported arctic and sub-arctic wildlife, and is covered with forests of ponderosa pine trees, specially modified to withstand the unremittingly

chilly temperatures. Its constant night skies are one of the most beautiful sights in the solar system. It is illegal to harvest lumber without a difficult-to-obtain logging exploitation license, and the wildlife is protected game, with severe official sentences for poaching, though not as severe as Europa. However, if you are caught poaching, you are very likely to be "unofficially" shot in the back by the landowner, as there is little law enforcement on Callisto.

Social: Disgusted with the laissez faire, naked capitalism of Mars, and employing the more advanced complete terraforming technologies that were pioneered by the Franco-Venusians, a wealthy group of Mars elites, political radicals, intellectuals, and impoverished settlers looking for a better deal, set out to found the NHPR, the Neo-Human Peoples' Republic. Of course, as with all such principled endeavors, the unity of the Republic fragmented, and eventually became the Jovian Peoples' Confederacy (JPC).

The JPC is a decentralized confederate government of peoples who put their principles before most anything else, and this adherence to the founding principles of the Neo-Humanae is at the root of every accomplishment, and every intractable problem, that the modern-day JPC faces.

The intellectuals and radicals who first settled in the system did so with a political purpose: to create a new, Earthlike settlement, dedicated to an aesthetic ideal, true Earthlike conditions and ecosystems, and freedom of thought and religion unlike anywhere else in human history.

As a result, the most intractable radical groups, militants and fanatics, eco-terrorists, and all manner of corruption and extremism nestles comfortably beneath the relatively weak confederate oversight agencies of the JPC.

Beyond that, the JPC is renowned for governmental corruption. Unlicensed outsiders can expect to be harassed by pampered, corrupt officials who make a livelihood of bribes and favors. The heads of state are often so focused on their ideals that they fail entirely when it comes to overseeing an effective, judicious, and competent bureaucracy.

Europa is the seat of government and culture for the Jovian Confederacy. It houses all governmental institutions, and is the primary contact most people have with the system. As a result, Europa draws a disproportionate amount of the profits and wealth of the confederacy, in order to maintain appearances and provide a "beacon of light" to the larger, ostensibly corrupted, solar system.

In truth, travelers should be especially wary of Europa, and the "Europeans" who reside there. Years of corruption and heavy-handed economic edicts have created a volatile human jungle, amidst the lush tropical vegetation and beautiful, if worn, stonework cities. The SSPB will do little to interfere in Jovian matters, given the navigational hazards of the system, and the intensely inbred nature of the socio-political system. Most outsiders refer to these people as "Galleycrats," and see them as snobbish, elitist demagogues.

Callisto is approachable by invitation only (to protect the environment), and is the private wildlife refuge of a sparse group of the JPC's wealthiest aristocrats. It is said that the powerful landowners lure innocents to the planet, only to be shanghaied and made to work as mining slaves on Io, or worse, used for a "Martian Hunt," where the dupe is released into the wilderness and hunted as prey.

There are also populations of "Mountain Men" on Callisto. These consist of pockets of rebels, who are fed up with the tyranny of the JPC, and survivors of the aforementioned "Martian Hunts."

They are hardy and live in a survivalist manner, armed to the teeth and able to withstand any challenge. Occasionally, they perform raids on the Callistan aristocracy for necessary resources, and because they enjoy harassing them.

There are constant rumors of political turmoil and acts of shocking violence and insurgency trickling into the Mars newsrooms, but little is known about the true status of the Jovian system, due to a tightly controlled, propagandistic press.

Hazards: Outside of the political and social considerations, it is of utmost importance to come to Jupiter well armed, and with an agile ship and a crack pilot. Only large craft should approach the Io mining colonies, due to the density of the meteors in the inner orbits.

Despite the fact that many Jovians are peaceful and principled neo-humans, the political unrest, ubiquitous corruption, and SSPB indifference/impotence can lead to appalling crimes and instability. Those without extensive Jovian contacts are taking a grave risk when traveling beyond the usual tourist and cultural spectacles of the Jovian system. Travelers should take precautions when dealing with the JPC, and it is advisable to make preparations with government contacts for any excursions or operations within the Jovian system.

Beyond this, the system also still has all of its moons, owing to the fanatic environmental leanings of the JPC. Despite extensive navigational tagging, this continues to pose a hazard to anyone venturing into the inner orbits of Jupiter (such voyages require a successful Pilot roll to avoid serious impacts, capable of dealing the X-Roll times 10 in Lethal Damage to the ship on a failed roll. Note that armor does protect against such impacts as normal).

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Saturn (Planetary System)

1 Orbit of Sun - About 10,759 Days
1 Rotation - About 10 Hours
Diameter - 74,898 Miles
Gravity - 100 lbs = 120 lbs (1.2)
Escape Velocity - 79,400 MPH
Distance From Sun - 888 Million Miles
Average Temperature - -300° F
Atmosphere - Hydrogen, Helium, Methane

Designation: Gas giant with lunar colonies, moderate defenses, 30 moons, including Rhea and Titan

Economy: Most of the Saturn system's economy centers around the New Sioux Nation (NSN) on Titan. Titan is the second largest moon in the solar system (larger, in fact, than Mercury). **Titan** is rich in valorium, a rare isotope necessary to the production and maintenance of hypergates, and it is therefore vital to the continuing economy of the solar system. Most food and materials are imported by the Sioux, as the moon is arid and not well suited to agriculture or hydrocarbon synthesis. Even with their largely import-based economy, there is no trade deficit because of their prized export.

Titan's natives also produce fine reposado tequila from their desert cacti, and alcoholism amongst the Sioux is said to be a problem.

Rhea has been lightly colonized by the NSN for resource exploitation, and also has some small refining plants. Its docking stations serve as a waypoint for any armed ship that wishes to transit the system. The fees are modest, and the accommodations Spartan.

Environment: **Saturn** has several hundred rings reaching out over 169,800 miles wide, but amazingly are less than a football field thick. Saturn's 30 moons are largely unsuitable for colonization, with the exception of Rhea and Titan. Saturn is a gas giant, and its gravity well is a formidable foe (MTN 10 Pilot roll to escape a descent into Saturn's gravity, and an MTN 15 to escape a flight into Saturn's atmosphere, should the matter present itself).

Rhea contains lightly domed mining colonies only, and the moon's environment remains mostly unchanged, though the Rhean refineries have created a light carbon dioxide, sulfuric acid atmosphere. Some of the waste chemicals are exported to Titan to aid in biospheric maintenance.

Titan was colonized by the Sioux and a Venusian consortium, some time after the French terraforming efforts on Venus, but before the establishment of the Jupiter colonies. The pioneers ran into significant trouble converting Titan's super-thick atmosphere, and the result is an arid, desert environment. The consortium was happy to leave this terraforming "accident" to the Sioux as their new homeworld, much as Oklahoma was left to the Native Americans, until a large vein of valorium was discovered.

Valorium is a rare isotope necessary to the construction and maintenance of hyperspace gates. Without steady supplies, the hyper gate system will eventually fail. To date, most of the supplies have been exhausted in the creation of the current gate system. The profits from valorium mining have allowed the Sioux to create a comfortable homeworld for the NSN.

The Sioux carefully ration valorium exploitation, in accordance with their Feng Shui principles of balance.

Social: Not to long ago the New Sioux Nation (NSN) was at war with both Venus and the Jovian People's Confederacy (JPC). After the Venusian consortiums left the Sioux to colonize the moon of Titan, the NSN discovered rich valorium deposits. In fact, the only known significant deposits left in the solar system. When the Venusians learned of their discovery, and of the NSN's refusal to fully exploit the vein in the name of "balance" and "harmony," they funded and equipped the newly formed JPC with enough weapons and capital to reclaim the system by force.

The conflict that ensued is known as the Titan Wars.

The NSN managed to fight the aggressors to a standoff by mining the Saturn hypergate with explosives. Once the Sioux had threatened to blow the gate, the Jovian and Venusian governments were more amenable to buy the valorium on the fair market. The war was ended by the Treaty of Titan, after only Two years of hostilities.

The treaty stipulates that no armed ship is ever allowed to land on or approach Titan. All armed transports must register and land on Rhea, where it is possible to obtain transit to the Titan moon. Unarmed ships, such as cargo haulers, may pass at will. The SSPB, with the backing of the Martian governments, patrol the Saturn Demilitarized Zone (SDZ), and make sure that all foreign ships are either unarmed, or docked on Rhea. The SSPB patrol ships are armed with Harpon Lines and 20mmL Police Ship Guns only, but more heavily armed ships are just a hyper jump away should hostilities resume.

The Sioux are a modest, peace-loving people, who are less renowned for their skill in the ways of Feng Shui than the Inuits, but still quite attuned in the way of the third eye, and harmony. It is said that the idyllic Rainbow Desert of Titan brings them this peace and insight, as well as the beauty and balance of Saturn's exquisite rings.

The leading family of the NSN is the Amitola, and they strive to enforce bal-

ance in all things. They have a principled stance that they will only take what valorium is needed for the survival of humanity, and leave the rest to Titan's bosom, to maintain the balance. These beliefs are what started the war, as virtually any other governing force in the solar system would be happy to strip mine the planetoid.

The Saturn peace is full of tension, and fraught with the possibility of betrayal, and a return to war.

Hazards: Few. As mentioned above, the planet is a gas giant, and therefore the gravity well should be avoided (MTN 10 Pilot check to escape gravity well, MTN 15 to escape Saturn's upper atmosphere). The rings of Saturn are also a navigational hazard, and are known to emit strange radiations that can hamper electronic equipment. Heavily shielded observation posts are now studying this effect.

Do not violate the treaty when traveling in Saturn space. Encroachment into the SDZ with an armed craft is a severe capital offense that carries a sentence of life on Pluto.

At the very least, don't get caught.

Uranus

1 Orbit of Sun - About 30,684 Days
1 Rotation - About 17 Hours
Diameter - 31,763 Miles
Gravity - 100 lbs = 120 lbs (1.2)
Escape Velocity - 47,600 MPH
Distance From Sun - 1,784 Million Miles
Average Temperature - -300° F
Atmosphere - Hydrogen, Helium, Methane

Designation: Hypergate waystation, orbital research outpost, mostly harmless, 21 moons

Economy: Several non-profit research outposts orbit Uranus, but there is little of interest or value to a bounty hunter on these scientific stations. More than a few prospectors have landed on Uranus in an attempt to recover diamonds that are believed to have formed in the tremendous pressure at its rocky core. All such attempts have failed, though there are some claims staked on the surface, and these are often fortified against "claim jumpers." It is important to get a current map of these territories before landing.

A minimal orbital supply post provides comestibles and equipment at the next greater level of Availability to normal. The manned Hypergate is poorly maintained, and suffers frequent downtime, so it is important to call ahead to traffic control.

Environment: Unlike all the other planets, and most of the moons in the Solar System, Uranus spins on its side. It is believed that long ago a very large object smashed into Uranus and changed the direction of its spin. Uranus has a large rocky core buried under a thick ocean of ice. It has not been terraformed or colonized. Uranus has twenty-one moons, none of which are suitable for colonization.

Social: Uranus is a true backwater of the Solar System with no government, scant SSPB patrols, and few visitors. It is therefore an ideal hiding place for the scum of the Solar System, and a common waypoint for smuggling and trafficking operations. It's the Wild West out here.

Hazards: Owing to the high escape velocity, setting down on the surface of Uranus requires a Pilot roll to avoid a hard landing, capable of doing 1/10th of the vessel's original Structure Points in Lethal AP damage. Tricky maneuvers, such as a slingshot maneuver, may garner an MTN 10 Pilot skill check to complete, as Uranus' gravity can be a formidable foe to the unwary.

Neptune

1 Orbit of Sun - About 60,190 Days
1 Rotation - About 16 Hours
Diameter - 30,775 Miles
Gravity - 100 lbs = 120 lbs (1.2)
Escape Velocity - 52,600 MPH
Distance From Sun - 2,794 Million Miles
Average Temperature - -370° F
Atmosphere - Hydrogen, Helium, Methane

Designation: Hypergate waystation, minimal defenses, 8 moons

Economy: None.

Environment: Neptune is a frozen water planet, very similar to Uranus, with six rings and eight moons. Though uninhabited, this far off planet does maintain an unmanned Hypergate outpost in far orbit. Interestingly, Neptune's largest moon, Triton, was not formed from Neptune and is believed to have been captured into orbit as it passed by long ago.

Because of Neptune's size and gravity, Triton's orbit is degrading, and it will eventually crash into the planet.

Social: None.

Hazards: Slightly smaller than Uranus, Neptune presents an equal hazard upon close approach, but since the Hypergate is in such distant orbit, planetary approach or landing is an unlikely scenario. MTN 10 Pilot rolls may be called for in a tricky maneuver (such as a slingshot maneuver), due to the high escape velocity.

Pluto

1 Orbit of Sun - About 90,465 Days
1 Rotation - About 6 Days
Diameter - 1,485 Miles
Gravity - 100 lbs = 10 lbs (.1)
Escape Velocity - 9,600 MPH
Distance From Sun - 3,647 Million Miles
Average Temperature - -390° F
Native Atmosphere - Methane, Nitrogen

Designation: Prison world, with a heavily fortified and defended Hypergate, one moon (Charon)

Economy: Martial law, with a highly rationed economy. Taxes levied by all major planetary governments provide the capital to maintain fortifications and supplies for the prison colony.

Environment: Pluto is the smallest planet in the Solar System, dwarfed even by several of the other planets' moons. Its "moon," Charon is only slightly smaller than Pluto itself. Pluto is therefore only considered a planet by long-standing tradition, and both Pluto and Charon are technically classified as dwarf planets, along with the distant planetoid, Eris. In that context, Pluto is the second largest "dwarf planet" in the Solar System, after distant Eris.

Pluto is not terraformed, and much of the prison colony is cryogenic storage, with only minimal quarters maintained for administrative and prisoner health purposes.

Social: Prisoners are woken up in shifts for regular exercise and "parole hearings." The latter is a grim joke as no one, to date, has ever been paroled from a Pluto sentence, all of which are life long. Pluto is an inhospitable, barren rock full of frozen reprobates, which could well outlive most citizens of the inner worlds in their icy cells.

Despite this, there is a persistent rumor that "parole" can be purchased with the right contacts and enormous bribes judiciously applied. Spreading such rumors can get you a life sentence on Pluto.

Hazards: The Hypergate itself is heavily armed with all the best in weaponry and electronic countermeasures. Additionally, Charon is a Class A military base filled with elite troops. However, a posting to Pluto is often a punishment, rather than a promotion, so the alleged quality of the troops may be overrated, and their loyalties may be pliable.

Despite this, assaulting Pluto is generally seen as a suicide mission best attempted with a small army, an armada and no less than a case of Titanian tequila shooters.

Just leave Pluto to its frozen denizens; they certainly aren't complaining.

The SSPB and YOU

The Solar Systems Policing Bureau (SSPB) is chartered to apprehend and process criminals in the Sol system. If the crime is minor, the perpetrator might be fined. If major, he might be sentenced to indentured servitude on a work camp, or even life cryo-suspension on Pluto. In recent years, the Bureau's jurisdiction has been expanded to include an interplanetary peace keeping force in the Saturn Demilitarized Zone (SDZ).

The SSPB is usually well equipped, and highly trained, but also highly jurisdictional, and the individual planetary branches tend to work at cross-purposes, and concern themselves only with crimes that occur within their planetary system. The heads of the SSPB from each major system, Earth, Mars, Venus, and Jupiter, meet annually on Charon, but this meeting is often little more than a junket, and talks frequently degrade into bickering, especially in light of the Sioux home-world controversy. The overall bureaucracy of the SSPB is based in individual favors, and base political concerns.

On Venus, the SSPB is basically a protection arm of the various syndicates. On Mars, it is mostly concerned with the defense of the wealthy, and their property, to the exclusion of the common people. In the JPC, the SSPB takes the form of a regulatory secret police, fraught with corruption, and ever watchful of its regulated citizenzry.

Earth remains the least corrupt, mainly due to their lack of influence, of the SSPB sections. However, due to their limited importance, they have become the most beurocratic and jurisdictional of all the SSPB sections.

Good citizen, you are the arm of justice when the SSPB will not, or can not, act. When criminals flee from system to system, the SSPB would rather hire out to bounty hunters than deal with the bureaucracy of another planet. When claim jumpers strike on Neptune, enterprising individuals such as yourself are the common man's only defense. When one consortium has leveraged an unfair advantage, you are the equalizer, the gun-for-hire that makes justice in the Solar System a reality.

The SSPB does their best to prevent calamity and war, but you are mankind's last, best defense against oppression and corruption. Best of luck, pardner.

Appendix:
Sample Character Creation

The following is a sample of the process that goes into creating a Bounty Head Bebop Character. In this sample, we will create a psychic of questionable sanity, named 'Louis le Foom'.

Louis le Foom

First, we think about the concept – We envision a character of extraordinary psychic power riding the dangerous edge between his amazing abilities and insanity. Hopefully, our character's sanity will hold up long enough for him to be a useful character. This is a risk to consider however, when choosing to play a psychic; such a character can soak up a lot of XPs; but the payoff is incredible and often earth shaking powers.

Step One:

Abilities

**Str 0; Agi 0; Con 0;
Int 0; Wis 0; Pre 0**

All characters start with 20 points to allot to their Abilities. No Ability may start below 1 or above 5. For Louis le Foom, we want a greater than average Wisdom (in this case a 5), to support his psychic powers and give him as much protection from Psychosis as possible. We also can envision a somewhat sedentary gentleman, who is much more intellectual than physical, so we'll take Intelligence at 4, settling for a sub-average Constitution of 2 to do so.

We come up with the following:
**Str 3; Agi 3; Con 2;
Int 4; Wis 5; Pre 3**

The idea is that beginning characters

start out pretty average (except in one or two areas) and slowly rise to higher levels through experience.

Step Two:

Initiative and Movement

Init 0; Move 0 ft (Run 0)

Initiative (a Base of 5 + Agi + Wis + Modifiers)
Movement (Base 30' + Modifiers)
Run (Movement score x Str)

• Note that Modifiers (if any) will be added in a later step (see Edges and Flaws below).

We come up with the following:
Init 13; Move 30 ft (Run 90)

Step Three:

Saves

React 0; Endure 0; Will 0

Reaction (Base 5 + Agi + Modifiers)
Endurance (Base 5 + Con + Modifiers)
Willpower (Base 5 + Wis + Modifiers)

• Note that Modifiers (if any) will be added in a later step (see Edges and Flaws below).

We come up with the following:
React 8; Endure 7; Will 10

Step Four:

Vitality and Wound Points

**Vitality Points (0) 0
Wound Points (–2) 0**

Vitality Points (Base 5 + Str + Con + Wis + Modifiers)
Wound Points (Base 5 + Con + Modifiers)

• Note that Modifiers (if any) will be added in a later step (see Edges and Flaws below).

The values in parentheses represent Wound Penalties. The default values are 0 for Vitality and –2 for Wounds. These values can be changed through Edges and Flaws.

We come up with the following:
**Vitality Points (0) 15
Wound Points (–2) 7**

Step Five:

Luck and Surge

**Luck Points 0
Surge Points 0**

Both start at 3, though both values can be changed through Edges and Flaws.

We come up with the following:
**Luck Points 3
Surge Points 3**

Step Six:

Combat Skills

Dodge 0; Feint 0; Grapple 0; Melee 0; Ranged 0; Target 0; Throw 0; Unarmed 0

General and Specialty Skills

Balance 0; Bluff 0; Climb (0') 0; Conceal 0; Diplomacy 0; Disguise 0; Drive 0; Escape 0; Gamble 0; Gather Information 0; General Knowledge 0; Hide 0; Intimidate 0; Jump (0'l/0'h) 0; Listen 0; Move Silently 0; Ride 0; Search 0; Sense Motive 0; Spot 0; Swim (0') 0; Taunt 0; Treat Injury 0

Advanced Skills

None

Characters start with 60 Skill Points, which they allot to the skills of their choice (Combat, General, Specialty and Advanced). When allotting Skill Points, no Skill Level may start above 5 (Skills may be left at 0 however).

The Total Value of any skill equals (Base 3 or 0 + Level + Ability + Modifiers)

• Note that each skill has a base value of either 3 or 0; Combat skills and General skills all have a base value of 3; Specialty and Advanced skills all have a base value of 0 when the Skill level is 0 and a base value of 3, when the Skill level is above 0 (see Skills, p.5).
• Note that each skill has an associated Ability added into the Total – (Str, Agi, Con, Int, Wis, or Pre).
• Note that Modifiers (if any) will be added in a later step (see Edges and Flaws below) or are added during play by a variety of factors.
• Note that all General skills have been bolded on the character sheet included with the game.
• Note that in text-based character write-up, The Total Value of each skill is shown, followed by the actual Skill Level in parenthesis (where greater

than 0). This may also be followed by a +/– value, representing the total value of all static Modifiers, such as those gained by Edges and Flaws (these values are already included in the Total Value and should not be added in again).
• Note that in the text-based character write-ups, Climb, Jump and Swim also include (in parentheses) a Movement speed or the base Jump values associated with those skills.
• Note that in the text-based character write-ups, all of the Combat skills and General skills are included with each character by default, while Specialty and Advanced skills are only included when they have a Skill Level greater than 0. Just because a Specialty skill may not be noted on a character write-up, does not mean the character cannot attempt to use it – though this is not the case with Advanced skills (See Skills, p.5).

For Louis le Foom, we know he will eventually have some pretty offensive psychic powers at his disposal, so we don't need to focus on too many Combat skills – though he does need some ability, as using psychic powers too much is a one-way ticket to Psychosis.

Dodge is a valuable skill for anyone that might see combat, so we'll put 4 points into that. We'll also give him 3 points for Ranged, so he can use a firearm with some effect. As an intellectual man, we can see him being pretty savvy with computer-controlled weaponry, so we put 4 points into Target.

For General and Specialty Skills, we envision someone comfortable around computers (though perhaps not an expert hacker), a bit of a diplomat with a way of getting people to open up to him, and when need arises, someone with a knack for stealth.

So we put 4 points into Computers, 5 points into Diplomacy, 5 points into Gather Info, 5 points into Hide, and 5 points into Move Silently. We'll also round him off by putting 3 points into General Knowledge, 3 points into Listen, 3 points into Search, and 3 points into Spot.

For Advanced Skills, we'll put 5 points into Life Sciences, to reflect his intellectu-

al side. In fact, we could use this to extrapolate a little on Louis le Foom's background. Perhaps he was a doctor or surgeon, before his psychic powers manifested. To reflect this, we'll go back and put 4 points into Treat Injury and 4 points into Surgery.

Totaling up everything, we see that we have now allotted all 60 of our Skill Points. Next, we determine each skill's Total Value:

Dodge 4 + Base 3 + Agi 3 = 10
Ranged 3 + Base 3 + Agi 3 = 9
Target 4 + Base 3 + Int 4 = 11
Computers 4 + Base 3 + Int 4 = 11
Diplomacy 5 + Base 3 + Pre 3 = 11
Gather Info 5 + Base 3 + Pre 3 = 11
General Knowledge 3 + Base 3 + Int 4 = 10
Hide 5 + Base 3 + Agi 3 = 11
Listen 3 + Base 3 + Wis 5 = 11
Move Silently 5 + Base 3 + Agi 3 = 11
Search 3 + Base 3 + Int 4 = 10
Spot 3 + Base 3 + Wis 5 = 11
Surgery 4 + Base 3 + Agi 3 = 10
Treat Injury 4 + Base 3 + Wis 5 = 12
Life Sciences 5 + Base 3 + Int 4 = 12

All other 0 level Combat and General skills at are determined at (Base 3 + Ability).

We come up with the following:

Combat Skills: Dodge 10 (4); Feint 6; Grapple 6; Melee 6; Ranged 9 (3); Target 11 (4); Throw 6; Unarmed 6

General and Specialty Skills: Balance 6; Bluff 6; Climb (7.5') 6; Computers 11 (4); Conceal 8; Diplomacy 11 (5); Disguise 8; Drive 6; Escape 6; Gamble 8; Gather Information 11 (5); General Knowledge 10 (3); Hide 11 (5); Intimidate 6; Jump (15'l/3'h) 6; Listen 11 (3); Move Silently 11 (5); Ride 6; Search 10 (3); Sense Motive 8; Spot 11 (3); Surgery 10 (4); Swim (7.5') 6; Taunt 6; Treat Injury 12 (4)

Advanced Skills: Life Sciences 12 (5)

Step Seven:

Edges and Flaws

All characters start the game with 3 Edges. Characters do not have to start with Flaws, but doing so allows them to take up to 3 additional Edges (gaining one for each Flaw). No character can start with more than 3 Flaws and 6 Edges. Choose carefully, as very few Edges can be gained after character creation (see Experience p.4 for a complete list of Edges that can be bought later with XP).

In order for Louis le Foom to be a psychic, we need to select the Psychic Edge as one of our three Edges. Note that this only allows him to be a psychic, and in itself does not convey any psychic powers; for that, we also need to select the Psychic Power Edge – once for each power we wish to have.

The Psychic Edge allows us to pick a single Psychic Sphere for our character, which we have decided will be Telekinesis.

For each Psychic Power Edge we take, we get a power from the Telekinesis Sphere – taking them in the order of advancement shown in the table on p.27. For this character, we specifically want the Fling power, so that he will be dangerous – but to get it, we must first purchase Light Touch and Heavy Hand. While Flight would also be within our reach, it is something that can be bought later. For now we also want to consider buying Edges that cannot be later bought through Experience (though your GM may choose not to limit which Edges can be bought later with Experience, see Edges Option, p.4).

For these we will purchase the Iron Will Edge, to help him resist the effects of Psychosis, and the Lucky Edge to give him an extra luck point (he'll probably need it on some of those Psychosis rolls).

We now have the following Edges:
Psychic (Telekinesis)
Psychic Power (x3)
Iron Will

Lucky

This brings us to six Edges, which is three more than the basic allotment. We must therefore take three Flaws to balance things out.

For these we envision someone slightly off his rocker with a low tolerance for pain. To reflect this in our character, we'll select the Flaws Phobia: Fear of Cats and Cry Baby. We still need one more flaw, so we take Soft, to reflect Louis le Foom's sedentary lifestyle.

We now have the following Edges and Flaws:

Psychic (Telekinesis); Psychic Power (x3); Iron Will; Lucky

Cry Baby; Phobia: Fear of Cats; Soft

The next step is to update any character stats effected by the chosen Edges and Flaws. Lets look at each one individually.

Psychic (Telekinesis) – This is recorded in the Edges section of the character sheet. It also brings Psychosis into play (see below).

Psychic Power (x3) – This is recorded 'as is' in the Edges section of the character sheet, then more detailed notes are put in the Psychic/Feng-Shui Powers section. For our character, that would look like this:
Psychic/Feng-Shui Powers
Light Touch; Heavy Hand; Fling

We also need to record the character's Psychosis Score (see p. 31), which is determined by adding the Psychosis Cost of all purchased Psychic powers. In this case Light Touch 2 + Heavy Hand 3 + Fling 4 = 9. We would record this as:
Psychosis 9

Iron Will – This is recorded in the Edges section of the character sheet and gives

+2 to all Willpower Saves, so we would add it into the Willpower section of Saves:
React 8; Endure 7; Will 12

Lucky – This is recorded in the Edges section of the character sheet and gives us an additional Luck point, so we would add it into Luck Points:
Luck Points 4
Surge Points 3

Cry Baby – This is recorded in the Flaws section of the character sheet and imposes a –1 penalty to the character whenever he loses any Vitality Points. It would be recorded as such:
Vitality Points (–1) 15
Wound Points (–2) 7

Phobia: Fear of Cats – This is recorded in the Flaws section of the character sheet.

Soft – This is recorded in the Flaws section of the character sheet and imposes a –2 to the Handle Animal, Ride, and
Ride 4 (–2)

• *Note that since Handle Animal and Survival are Specialty skills not possessed by our character, it is not necessary to add them just to display the low value. Just remember that there is a penalty associated with them, should the character ever need to attempt to use one.*

Step Eight:

Finishing Touches

Name: every good character needs a good name – we already have ours – Louis Le Foom

Stats
Age ?; Gender ?; Height ?'?"; Weight ?; Eyes ?; Hair ?; Skin ?

For Louis Le Foom, we want an older professional but out of shape-looking man:

Age 56; Gender Male; Height 6'1"; Weight 250; Eyes Brown; Hair Bald; Skin Pale

Languages
English

English is the setting default, but you are free to choose any from the list on p.13. Other languages are gained through the Lindquist Edge or by buying them later through Experience.

Equipment
Generally, this is anything you want that does not have a Minimum Target Number for Availability, and even a few of these (like a Permit and weapon or two) with the GM's approval. Once you have all your gear recorded, figure out and record the Carrying Capacity of your character. Below is the value for the average Strength of 3:

Normal Load 50; Encumbered 100; Limit 150; Drag 600

If your character has a spacecraft or other vehicle, record its stats in the following format, noting weapons systems below the main entry (here is a Fighter for Example):
Spacecraft – Fighter: Handling +2; Armor 20; Structure 40; Systems 20
20mmL police ship guns 11/16L/PB
Mini Missiles 11/20L A30'r/PB (6)
Chaff Defense (6)
And a Sports car:
Sports car: Handling +2; Armor 0; Structure 20; Systems 10

If the character wears Armor, record its Armor Value in the appropriate section of the Character Sheet. The Default Armor Value is 0.

Next, record any of the character's Attack options, using the following format for example:
Attacks
Unarmed Strike 6/3S (This is TN followed by Damage)
9mm Deck Pistol 10/8L/40' (12) (this is TN followed by Damage, then Range, then Ammo in parenthesis)

Finally, determine your character's personality and background. This can be as detailed or simple as you like, but the more you add to it, the more you add to the game.
So our finished Character Write-up looks like this:

Louise le Foom

Stats - Age 56; Gender Male; Height 6'1"; Weight 250; Eyes Brown; Hair Bald; Skin Pale
Vitality Points (–1) 15 • Wound Points (–2) 7 • Armor Value 0
Abilities - Str 3; Agi 3; Con 2; Int 4; Wis 5; Pre 3
Saves - React 8; Endure 7; Will 12
Luck Points 4 • Surge Points 3
Psychosis 9
Movement - Init 13; Move 30 ft (Run 90)
Attacks - Unarmed Strike 6/3S
9mm Deck Pistol 10/8L/40' (12)
Combat Skills - Dodge 10 (4); Feint 6; Grapple 6; Melee 6; Ranged 9 (3); Target 11 (4); Throw 6; Unarmed 6
General and Specialty Skills - Balance 6; Bluff 6; Climb (7.5') 6; Computers 11 (4); Conceal 8; Diplomacy 11 (5); Disguise 8; Drive 6; Escape 6; Gamble 8; Gather Information 11 (5); General Knowledge 10 (3); Hide 11 (5); Intimidate 6; Jump (15'l/3'h) 6; Listen 11 (3); Move Silently 11 (5); Ride 4 (–2); Search 10 (3); Sense Motive 8; Spot 11 (3); Surgery 10 (4); Swim (7.5') 6; Taunt 6; Treat Injury 12 (4)
Advanced Skills - Life Sciences 12 (5)

Languages - English
Edges - Psychic (Telekinesis); Psychic Power (x3); Iron Will; Lucky
Psychic/Feng-Shui Powers - Light Touch; Heavy Hand; Fling
Flaws - Cry Baby; Phobia: Fear of Cats; Soft
Equipment - Deck pistol with one extra clip, cell phone, business wear, pocket secretary, notebook computer, first aid kit, surgical tools, trauma packs 4, antibiotics 8, antitoxins 21, pain killers 9, tranquilizers 6
Normal Load 50; Encumbered 100; Limit 150; Drag 600
Luxury Car: Handling 0; Armor 0; Structure 20; Systems 10
Notes - Louis le Foom is a somewhat intellectual and detached individual, with no family or anyone he can really get close to. He values his privacy and feels that others can't relate to him anyway, so he tends to avoid purely social gatherings.
He was once an up and coming surgeon, until his psychic powers unexpectedly manifested in the middle of a surgery and drove him temporarily mad. Since the embarrassing dismissal and loss of his medical license, Louis has taken to performing illegal street surgery for many of the bounty hunters and criminals alike that pass through his home city.

Experience

Spending Experience

Players can spend a character's Experience Points to improve the character. The table below shows the XP Cost for each type of character improvement.

Area Of Improvement	Effect	XP Cost
Abilities	Improve Abilities (Up To 5)	(2 x New Level)
	Improve Abilities (Beyond 5)	(3 x New Level)
Skills	Gain New Skill	4
	Improve Old Skill by 1 Point (Up To 5)	2
	Improve Old Skill by 1 Point (Beyond 5)	4
Edges	Gain Any Combat Edge	4
	Gain Any Contact Edge	4
	Gain General Edge (Base of Operations)	4
	Gain General Edge (Exceptional Vehicle)	4
	Gain General Edge (Safe House)	4
	Gain General Edge (Skill Focus)	4
	Gain General Edge (Starship)	4
Languages	Gain An Additional Language	2
Feng-Shui/Psychic	Gain A Feng-Shui or Psychic Power Edge	4
	Psychotherapy to Reduce Psychosis by 4 (Only Available After a Psychotic Break)	2
Luck Points	Increase Luck Points by 1	8
Surge Points	Increase Surge Points by 1	8
Flaws	Buy Off A Flaw	4 (+ Role-Playing)

Experience (XP) is awarded at the end of each Session at the following suggested rates:

Experience Awarded For	XP
End Of Each Session	2
Role-Playing Bonus	1
Completion Of An Adventure	2
(in addition to Session XP)	

The Role-Playing Bonus is awarded only for Sessions where the players' interaction made it especially entertaining, or where the odds where stacked against them and they still prevailed.

Other Awards

When players do something extraordinary in-game, help the plot move along, role-play especially well, or come up with a good idea, they can earn a Temporary Luck Point (at the GM's discretion). Temporary Luck Points do not count against the character's Maximum Luck Point Total, but are only available for use during the remainder of the Session they are earned (they are lost at the end of the Session if not used).

Edges Option

The initial thought behind limiting the types of Edges that can be bought with Experience, was to reflect those Edges that one was born with and that were not something that could be learned. If this seems too limiting, feel free to open up all Edges to Experience purchase - It's your game, so have fun with it!.

NAME _____ PROFESSION _____

ID No. _____ PLACE OF BIRTH _____ NATIONALITY _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

DISTINCTIVE FEATURES _____

Bounty Head BEBOP

	SCORE	TEMP
STR		
AGI		
CON		
INT		
WIS		
PRE		

	TOTAL		BASE		MODS		(AGI+WIS)
INIT		=	5	+		+	

	TOTAL		BASE		MODS		RUN (M x STR)
MOVE		=	30	+			

	TOTAL		BASE		ABILITY		MODS
REACT		=	5	+		+	
ENDURE		=	5	+		+	
WILL		=	5	+		+	

	PENALTY	BASE	(STR+ CON+WIS)	MODS	TOTAL	CURRENT
VITALITY		5	+	+	=	

	PENALTY	BASE	CON	MODS	TOTAL	CURRENT
WOUNDS		5	+	+	=	

EXPERIENCE

TOTAL	CURRENT

LUCK

TOTAL	CURRENT

SURGE

TOTAL	CURRENT

COMBAT SKILLS

	KEY	TOTAL		ABILITY		BASE		LEVEL		MODS
DODGE	AGI		=		+	3	+		+	
FEINT	PRE		=		+	3	+		+	
GRAPPLE	STR		=		+	3	+		+	
MELEE	AGI		=		+	3	+		+	
RANGED	AGI		=		+	3	+		+	
TARGET	INT		=		+	3	+		+	
THROW	AGI		=		+	3	+		+	
UNARMED	AGI		=		+	3	+		+	
			=		+		+		+	

WEAPONS / ATTACKS

ARMOR

EQUIPMENT CARRIED

LOAD

TOTAL WEIGHT CARRIED			
NORMAL	ENCUMBERED	LIMIT	TIP OR DRAG
UP TO	UP TO	UP TO	UP TO

FLAWS

EDGES

LANGUAGES

PSYCHIC / FENG-SHUI POWERS   PSYCHOSIS

SKILLS

SKILL	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
APPRAISE	INT					
ARTISTRY	WIS					
BALANCE	AGI			3		
BLUFF	PRE			3		
CLIMB SPEED ( )	STR			3		
COMPUTERS	INT					
CONCEAL	WIS			3		
CONSTRUCTION	INT					
DEMOLITIONS	INT					
DIPLOMACY	PRE			3		
DISABLE DEVICE	INT					
DISGUISE	WIS			3		
DRIVE	AGI			3		
ELECTRONICS	INT					
ENTERTAIN	PRE					
ESCAPE	AGI			3		
FORGERY	INT					
GAMBLE	WIS			3		
GATHER INFO	PRE			3		
GENERAL KNOWLEDGE	INT			3		
GUNSMITH	INT					
HANDLE ANIMAL	PRE					
HIDE	AGI			3		
INTIMIDATE	✳			3		
INTERROGATION	WIS					
JUMP L ( ) H ( )	STR			3		
LISTEN	WIS			3		
MECHANICS	INT					
MOVE SILENTLY	AGI			3		
OPEN LOCKS	AGI					
OPERATE HEAVY MACHINERY	AGI					
PILOT	AGI					
RIDE	AGI			3		
SEARCH	INT			3		
SENSE MOTIVE	WIS			3		
SLEIGHT OF HAND	AGI					
SPOT	WIS			3		
STREETWISE	WIS					
SURGERY	AGI					
SURVIVAL	WIS					
SWIM SPEED ( )	STR			3		
TAUNT	PRE			3		
TRACK	WIS					
TREAT INJURY	WIS			3		
TUMBLE	AGI					
WEAPONSMITH	INT					

ADVANCED SKILLS

SKILL	KEY	TOTAL	ABILITY	BASE	LEVEL	MODS
EARTH SCIENCES	INT					
HISTORICAL SCIENCES	INT					
LIFE SCIENCES	INT					
PHYSICAL SCIENCES	INT					
POLITICAL SCIENCES	INT					
SOCIAL SCIENCES	INT					

PROFILE

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Bounty Head Bebop

Small Fry

By JP deHénaut

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Small Fry

By JP deHénaut

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Inverted 20

Session One:
SMALL FRY

Bounty: 450,000w for Genny Putkoff
Wanted For: Stealing "Milk Homogenization Equipment"
Bounty Posted By: The LifeCyclon Corporation,
Guiliairmo City, Venus

Background

Genny worked for LifeCyclon as a Secret Research Scientist on 'Project Rewrite' developing a process for breaking down and rebuilding heavily modified DNA threads. It was his understanding that such developments would lead to great advancements in the health industry, providing a way to correct genetic defects in human subjects as well as to create gene-based enhancements both physically and mentally. It was after he and his team began to have success that he realized the company was duping him. Though his technologies could be used for the betterment of mankind, the company intended to sell them to the highest bidder for military type 'super-soldier' applications.

Refusing to have anything more to do with the company, Genny destroyed his research records and stole the prototype; a large autoclave-like device nicknamed the 'Gene Washer'. He hoped to lay low until he could find a company (or a group) that he could trust with such technologies; one that would use it for the good of mankind.

Genny managed to escape undetected to Mars, were he contacted his estranged brother Tesla in the city of Little Jersey, who is the leader of a local gang called the Redjacks. Tesla agreed to hide Genny, who then began to do online research into the many Medical Corporations throughout the Solar System. To his dismay, he found none

that he could trust with the prototype and decided that it had to be destroyed before it fell into the wrong hands. Using one of Tesla's Arms Dealers, Genny has collected a significant amount of C-4 and has begun setting it in the prototype for destruction...

Meanwhile, LifeCyclon wants to recover Genny and the prototype without drawing too much attention to itself. It concocted the "Milk Homogenization Equipment" theft and has posted the current bounty, which is small enough to generate interest, while not seeming overly important. In order to further separate itself from Genny, it has scrubbed all records connecting LifeCyclon with Genny Putkoff. LifeCyclon wants everything to appear as a simple theft by a lowly small fry looking for some easy cash. It has its own Corporate Goons out looking as well, which it would prefer made the collar rather than some dumb bounty hunters.

The Hook

Read Bonnie and Clyde Episode 1 to the players.
One of the PCs has a connection with Genny Putkoff that will make it easier to start picking up leads on him.

(General Knowledge roll) The highest roll: The PC remembers Genny winning some kind of science award for his work with a Venus-based company called LifeCyclon. It stands out because one of his past relations had once commented on being excited about some new after school science program Mr. Putkoff was going to be running for the kids in his/her nephew's school district.

What Next:
Investigate Genny Putkoff
            (go to Genny Putkoff)
Investigate the LifeCyclon Corporation
            (go to LifeCyclon Corp)

Bonnie & Clyde Ep. 1
Read The Following to the Players
The new bounty hunting show, 'The Solar System's Most Wanted' comes on.

Clyde - "Hello to all 350,000 bounty hunters in the system. This is 'The Solar System's Most Wanted and the Bounty Hunters That Catch 'Em' with your favorite hosts, Bonnie and Clyde!"

Bonnie - "Today we have footage of the capture of Evil Ned by the ever-popular Cold Rock Johnston" (swoon).

Clyde - "But first, lets see who's still out there (reviews a list in hand). Bushwa, Bonnie, pickins are slim today - just this one cake-eater: Genny Putkoff."

Bonnie - "You mean the one wanted for stealing Milk Homogenization Equipment Clyde?"

Clyde - "The very same. The bounty on him is 450,000."

Bonnie - "Not a lot of Jack on that one."

Clyde - "Yes, well I guess you could do worse. And remember fly-boys, if you get footage of your capture, send it in and we'll show it on the air!"

Bonnie - "You could win a dream vacation to the Floating Vegas on Venus."

Clyde - "Thank you Bonnie. And now, let's watch Cold Rock Johnston do his thing!"

Bonnie - "Oh Cold Rock" (swoon).

What follows is a series of "Cops" style clips featuring documentary-like interviews with Cold Rock Johnston - It's all very riveting.

Genny Putkoff

(Computers roll) Genny Putkoff is wanted for stealing Milk Homogenization Equipment from the Venus-based LifeCyclon Corporation in Guiliairmo City, Venus.

He lived in Guiliairmo City working as a fast food cook for a local diner called "Soy Boy Quick Bites."

He has no living relatives, but there is a picture in the records of him standing with a large balding black man in BCGs (thick black rimmed glasses) and a tweed suit. The information along with the picture indicates the man as Genny's "life partner" Carlton Jenkins.

Extra Success: The above info appears to have been altered recently. There's no telling if any of it is true. After a little digging however, the PC uncovers another site with the same picture of Genny and the large balding black man in BCGs and a tweed suit. The site is for a Community Outreach Center in Guiliairmo City, Venus. The caption with the picture reads: Henry Croy honors local Science whiz Genny Putkoff for after school programs.

Crit: The PC discovers and interesting

tidbit: Genny had a younger brother by fourteen years, Tesla Putkoff, who ran away when he was fifteen (nine years ago).

What Next:
Investigate Carlton Jenkins
(go to "Carlton Jenkins")
Investigate Soy Boy Quick Bites
(go to Soy Boy)
X Success: Investigate Henri Croy
(go to Henri Croy)
Crit: Investigate Tesla Putkoff
(go to Tesla Putkoff)

LifeCyclon Corp

(Computers roll) The company's own databases are in French but a push of a button runs a translation program if necessary - The LifeCyclon Corporation designs and manufactures sterilization equipment and centrifuges for medical and industrial purposes.

Delving into the company's databases shows no record of Genny Putkoff having ever worked there, only that The LifeCyclon Corporation has put the bounty out on Genny for stealing Milk Homogenization Equipment.

Extra Success: There is trace evidence that the company records have recently been scrubbed. A corollary search of local websites reveals the same thing; someone is trying awfully hard to erase any connection between LifeCyclon and Genny Putkoff.

Crit: The PC finds reference to a secret undertaking called "Project Rewrite", but the encryption guarding it is laced with Black Ice, which would fry the PC's computer and trace him if he failed to hack through it. Unfortunately it's top quality Ice (MTN 15). There is nothing about "Project Rewrite" anywhere else on the Net.

What Next:

Investigate another lead, this one's dead.

"Carlton Jenkins"

(Computers roll) The name is a fake, but running a face recognition routine on the large balding black man in BCGs and a tweed suit brings up a match - Henri Croy. A link from there leads to a site is for a Community Outreach Center in Guiliairmo City, Venus with the same picture as before, only this time the caption with the picture reads: "Henry Croy honors local Science whiz Genny Putkoff for after school programs".

What Next:
Investigate Henri Croy (go to Henri Croy)

Soy Boy

(Computers roll) There is no record of Genny Putkoff having ever worked at Soy Boy Quick Bites.

What Next:
Investigate another lead, this one's dead.

Henri Croy

(Computers roll) Henri Croy is a Guiliairmo City social worker, who is somewhat well known (locally) for his anti-gang stance and the after school programs he runs at his Community Outreach Center. A web site to the Community Outreach Center provides Henri Croy's contact information.

If the PCs try to contact him, he will agree to speak with them, but only if they come to his Community Outreach Center on Venus for a private meeting.

(Diplomacy roll) When the PCs arrive, Henri Croy can tell them that Genny Putkoff worked for the LifeCyclon Corporation up until his recent disappearance three weeks ago. He doesn't know why LifeCyclon would try to hide or cover up his past employment with them.

Genny was actively involved with Henri Croy's after school programs, running a

science club at a local high school. It was because he hated what gangs had done to his younger brother Tesla.

Tesla was Genny's younger brother by fourteen years, but ran away when he was fifteen and joined a gang (nine years ago). Genny said he had found Tesla some years later, but the gang had changed him and there was no going back to the way things were. He wanted to encourage other children to avoid gangs by getting involved with other more wholesome activities, like science.

What Next:
Investigate Tesla Putkoff
(go to Tesla Putkoff)

Tesla Putkoff

(Computers roll) Tesla Putkoff, AKA Wingman, runs with a gang called the Redjacks in the Mars city of Little Jersey. He has quite a police record, filled with a plethora of arrests and some jail time. He is currently under investigation by local police for his suspected involvement with a local weapons smuggling ring.

What Next:
Find Tesla Putkoff

(go to Scene Two)

Scene Two

The PCs should be heading to the Mars city of Little Jersey to find Tesla Putkoff, AKA Wingman.

While in Hyperspace (or somewhere else along the way), The Solar System's Most Wanted show comes on again. Read Bonnie & Clyde Ep. 2

Why The Change Of Heart

If the PCs think about it, they can try to

find out why the bounty suddenly shot through the roof.

(Computers roll) It appears that the SanSobe Corporation, a rival medical supply company that designs and manufactures Medical Diagnostic Tables and equipment recently posted a 1,000,000w bounty for Genny Putkoff, claiming he had just stolen sensitive medical equipment from a their lab in Solmont City, Venus. Almost immediately following SanSobe's post, the LifeCyclon Corporation raised its own bounty to 5,000,000w.

GM INFO: The SanSobe Corporation has found out what Genny Putkoff has in his possession (through information provided by Genny himself in his search to find a worthy company) and wants it. They posted a false bounty on Genny in a bid to be the first to collect him once he is captured, but LifeCyclon trumped them by raising the bounty beyond their current means.

If the PCs go to Solmont City Venus to investigate alleged theft from the SanSobe Corporation lab, they will be met by SanSobe Corporate suits who refuse to cooperate with them in any useful way. Even to the point of forcful removal from their property. Time to follow a different lead.

Little Jersey

Little Jersey Mars is a massive rundown sprawl ruled by an excess of local street gangs. It will take some footwork and a little finesse to find the Redjacks without stirring up trouble with a rival gang.

(Streetwise roll) A suitable contact is found to offer information.

(Diplomacy roll) The informant directs the PCs to the Redjacks territory, which is on the other side of town. Once in Redjacks territory, a gang member should be easy enough to find, which the PCs could use to arrange a meeting with Wingman.

The Tail

While crossing town, the PCs will be tailed by two LifeCyclon goons trying to find Genny. They hope the PCs will lead them to him, where they can call in a hit squad to get rid of the PCs while they snatch Genny.
If the opportunity arises, they will try to tag one of the PCs vehicles with a tracer.
If detected, they will run, offering a chase scene.

If cornered they will fight while calling for the hit squad on their micro comlinks. The hit squad will not respond however, as they goons have not yet found Genny and are considered expendable:

Goon - "Bring down the rain! I repeat, bring down the rain!"

(Inaudible Voice responds)

Goon - "No we do not have the package, we are taking heat! Damn it, bring down the rain!"

(Inaudible Voice responds)

Goon - "Expendable! Damn you fat bastards!" (Throws down comlink) ...

Goon - "Uh, guys - (talking to the PCs) you wouldn't want to talk this over?"

The goons (feeling betrayed by the corporation) are willing to trade information to the PCs if they agree to let them go. If the PCs are good sports about it, the goons will reveal who they work for, explain their objective, and warn them about the hit squad.

Meet The Redjacks

(Streetwise roll) Once in Redjacks territory, gang members are easy to find. They each have a small heart tattooedt under their left eye.

(Diplomacy roll) A member of the Redjacks gang agrees to relay a message to Wingman. If Wingman agrees to meet the PCs, it will be under the Long Avenue and 113th Street overpass sometime after 10:00pm tonight.

The Overpass

At the bridge (before the meeting with

Wingman) the characters will be "ambushed" by the Steel Rats, the Redjacks most hated rivals, known for their love of climbing, spelunking, and general mischief making.

They rappel down from the top of the overpass on either side; nine gang members in all. They are armed with an assortment of knives and small pistols, but are not currently brandishing them. Their leader, a leather catsuit wearing Goth with super-long black hair, has a pair of SMGs holstered across his chest.

Leader - "The name's Black Ace. We're members of the "community watch" and are a little concerned for your personal safety."

"You realize that standing under a bridge in the dark is just asking for trouble, especially when those dirty dealing Redjacks are involved."

"You see, we know about your meeting with them, but unlike yourselves, we know what they are going to do to you when they arrive. Any deal you think you have with them is a farce."

"We also know they're hiding someone. Someone worth quite a bit of Writ - see, you're not the first to come. Some suits came around a few days ago. Met the Redjacks right under this bridge. Things didn't go quite like they planned. They lost their money and their skins. Now the Redjacks got more Writ than any other gang, which is bad for everyone else."

"We propose a trade of sorts. You give us money, weapons, or money for weapons, and we'll watch your back. See, we'll hide up under the bridge and when the Redjacks try to jump you, we'll come down and help you put the hurt on them. We'll even help you beat any info you need out of Wingman - free of charge."

GM INFO: Black Ace is right; the Redjacks are planning to jump the PCs.

Wingman is not willing to give up his brother's location and will come to the bridge with his gang to finish off the PCs.

Whether the PCs make a deal with the Steel Rats is up to them. If they can't come to an agreement, the Steel Rats will climb back up on top of the overpass where they will wait hidden in the shadows. They plan to jump the Redjacks if the PCs can make a dent in their numbers, otherwise they will help the PCs openly, climbing up into the bridge support beams to set an ambush for the Redjacks.
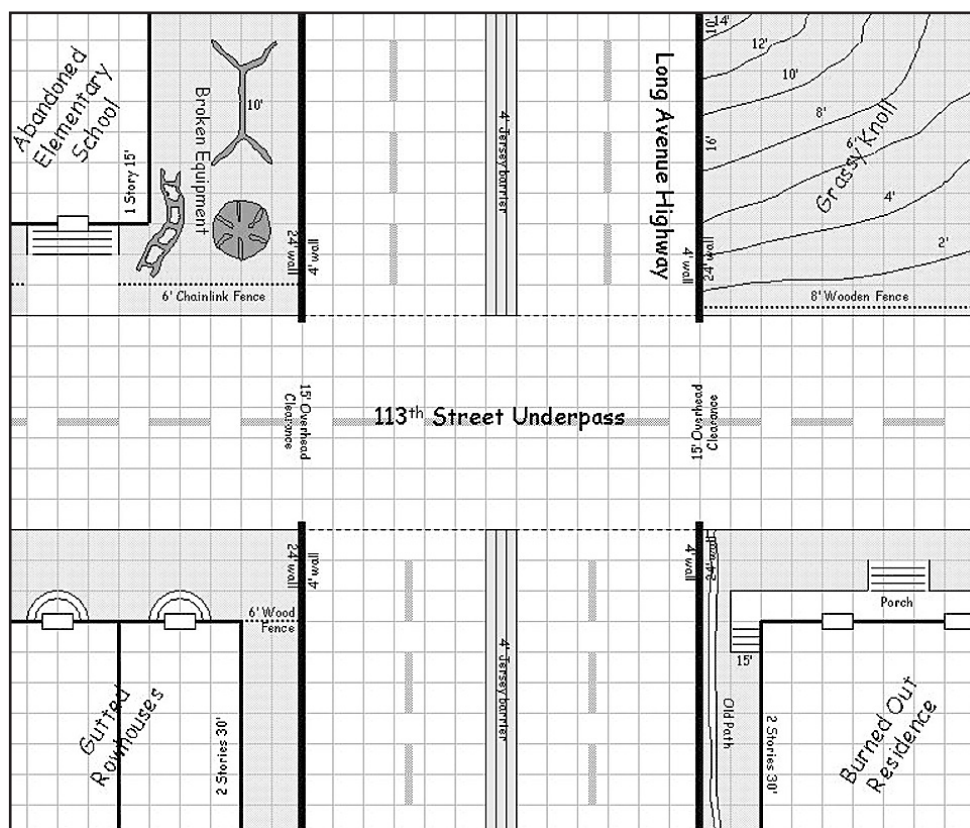
Enter Wingman

When the Redjacks finally show up, they arrive on both sides of the underpass at once. To the front, Wingman and two other gang members ride up on motorcycles; each armed with a holstered pistol and police riot guns resting across their laps. Wingman (a large bleach white haired Russian) also wears a police armored vest and has a string of four military hand grenades hanging from a bandolier across his chest. To the rear, two vans drive up and screech to a stop blocking the road. Six gang members emerge from each, toting pistols and baseball bats.

Wingman and his crew stop about 50 feet from the PCs, while the gang members behind the PCs slowly advance to about 20 feet.

Wingman - "Well, what do you want?"

Wingman and his gang will each try to Intimidate the PCs while they speak. He fully intends to kill them, but wants to play with them a little first, seeing what they are willing to give him for the information they seek. When he gets bored, he simply grabs a grenade off his bandolier and tosses it at the PCs. Since the characters are wary, roll Initiative as normal to see if he can throw it before the PCs can act. Combat Time!

Map labels: Abandoned Elementary School · 1 Story 15' · Broken Equipment · 10' · 6' Chainlink Fence · 24' wall · 4' wall · 4' Jersey barrier · Long Avenue Highway · 14' · 12' · 10' · 8' · 16' · Grassy Knoll · 4' · 2' · 8' Wooden Fence · 15' Overhead Clearance · **113th Street Underpass** · 15' Overhead Clearance · 24' wall · 4' wall · 6' Wood Fence · Gutted Rowhouses · 2 Stories 30' · 4' Jersey barrier · 24' wall · Old Path · 15' · Porch · 2 Stories 30' · Burned Out Residence

Wingman will fight to the death and will not give up any information to the PCs no matter what. Some of his men aren't so stubborn however. Once Wingman and the majority of his gang members (eight or more) are taken down, the rest will flee. One of the defeated gang members (Dying) coughs up blood and croaks out an offer:

Gang Member - "Argh! (Cough) Help me and I'll tell you what you want to know. (Gasp) Get me a street doc - I don't want to die - I don't want to die! (Passes out) (Bleeds profusely)."

If the characters save the dying gang member, he'll be able to tell them the information they need when he regains consciousness.

Otherwise, the characters will need another clue to get them on the trail again.

Searching any of the Redjacks' bodies reveals that they all carry black matchbooks with their smokes, depicting a white moon silhouetting a sleek pussycat. Wingman carries one as well, but his has a note written on the inside cover reading: "I get off at midnight - want to help me? - Roxanne."

What Next:
Save the dying Redjack for the information he can give (go to The Stoolie)
Investigate the matchbook logo
(go to The Logo)
Investigate the name Roxanne
(go to Roxanne)

The Stoolie

If the characters save the dying gang member he offers the following information:

Gang Member - "Yea, Wingman was hiding his brother in the basement of The Friendly Kitty. The guy had a large washing machine, or something, and was lugging it around. Don't know why, but Wingman called in an order of 20 ounces of C-4 for his bro. What's that guy - some kind of terrorist? You don't think he's got a nuke do ya? Would that much C-4 set one off? Damn! I got to get out of this town..."

The gang member can also tell the PCs that The Friendly Kitty is a triple X strip bar in Little Jersey's red light district, not too far from the overpass.

If asked about Roxanne, he'll groan with perverted lust and say that she's the headliner at The Friendly Kitty. Seems Roxanne and Wingman had something going on.

What Next:
Capture Genny Putkoff (go to Scene Three: The Friendly Kitty)

The Logo

(Computers or Diplomacy roll) If the PCs investigate the matchbook logo, they will find out that it is for The Friendly Kitty, a triple X strip bar in Little Jersey's red light district, not too far from the overpass.

What Next:
Check Out The Friendly Kitty (go to Scene Three: The Friendly Kitty)

Roxanne

(Computers or Diplomacy roll) If the PCs investigate Roxanne, they'll find out that she's the headliner at The Friendly Kitty, a triple X strip bar in Little Jersey's red light district, not too far from the overpass. She has a minor police record, mostly for violating a number of prostitution regulations and for rolling drunken Johns.

What Next:
Check Out The Friendly Kitty (go to Scene Three: The Friendly Kitty)

Scene Three

The Friendly Kitty

The Friendly Kitty is located in a rundown section of Little Jersey's red light district between the burned-out shell of an old warehouse and a fenced off self-storage facility. Behind The Friendly Kitty sits a large auto junkyard, accessible from a side street. When the PCs arrive, they will see the parking lot full of motorcycles and a few vans.

(Streetwise roll) The PCs may notice the colors and insignia of the Redjacks on many of the motorcycles. It seems The Friendly Kitty is a popular hangout for the gang.
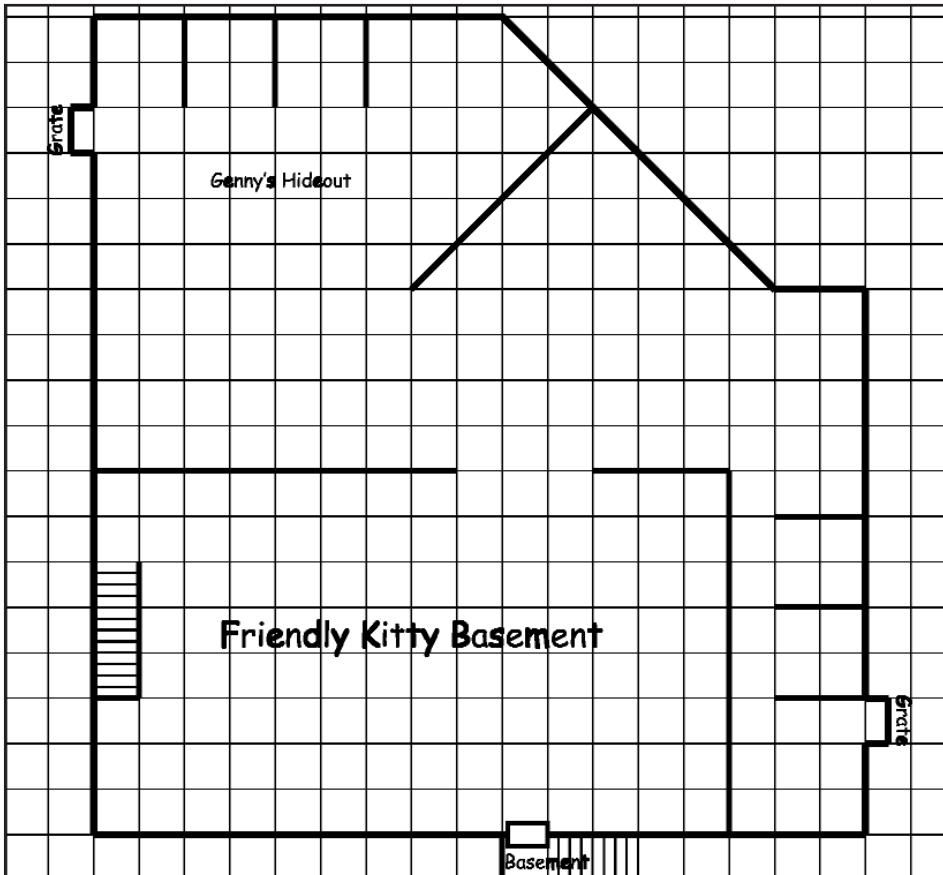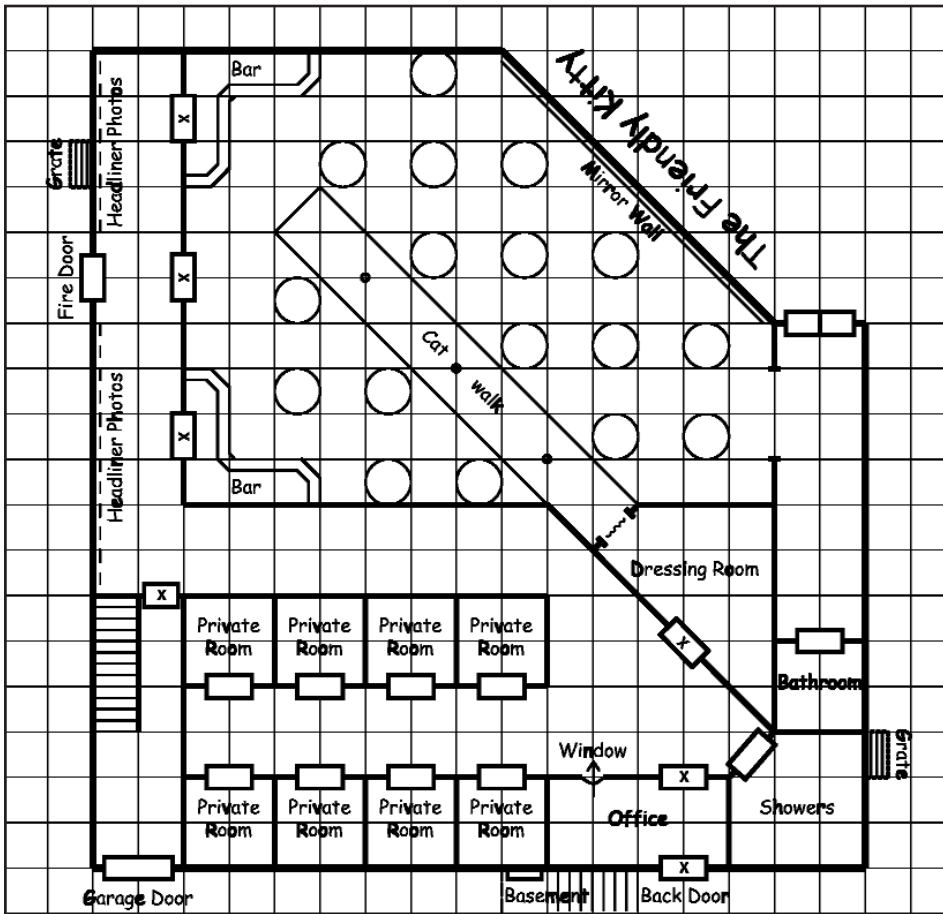
Inside are about 20 gang members (both male and female) who party at night and sleep it off during the day. Depending on the when the PCs arrive, they may get treated to The Friendly Kitty's show, or will be rudely welcomed for busting in and waking everyone up.

Unfortunately for the PCs, if any of the Redjacks escaped from the meeting at the bridge, they'll have returned here and will recognize the PCs if they enter. In this case, prepare for all hell to break loose.

Get Genny Putkoff

Genny Putkoff is holed-up in the basement, where a cot and table have been set up near a large washing machine-shaped device. When the characters finally enter the basement, they will see him just finishing up some work on the device, which now has a red digital timer counting down from 60.

Genny will see the PCs and bolt out of the basement by another way, climbing out one of the windows under the ventilation grates (they open from the underside) if necessary. From there he'll run into the parking lot in an attempt to get to his van.

The Friendly Kitty

Headliner Photos — Grate — Bar — X — X — X — Cat walk — Mirror Wall — Fire Door — Headliner Photos — Bar — X — Dressing Room — X — Bathroom — Grate — Private Room — Private Room — Private Room — Private Room — Window — X — Private Room — Private Room — Private Room — Private Room — Office — Showers — X — Garage Door — Basement — Back Door — X

Friendly Kitty Basement

Grate — Genny's Hideout — Friendly Kitty Basement — Grate — Basement

Anyone staying to disarm the bomb will miss the action outside, but at least they'll save The Friendly Kitty from an untimely demise.

(MTN 10 Disable Device roll) If the PC can make the roll, he can disarm the bomb. Failure does not cause the bomb to go off, but does advance the timer down by an extra 10 seconds until it does. A Botch causes the bomb to go off, which will literally blow The Friendly Kitty sky high.

Uninvited Guests

When the PCs get back up to the street to chase down Genny, they will see Cold Rock Johnston running at him from the other end of the parking lot. If they hurry, they may get to Genny first, but it will be close. A helicopter with a camera crew hovers a few hundred feet away, filming the chase, while a black corporate-looking helicopter races towards the scene from the southwest.

When someone finally gets to Genny and tackles him, the bomb goes off (unless disarmed previously) blowing the Friendly Kitty to smithereens just as the black corporate helicopter swoops in overhead for a landing in the parking lot. The blast engulfs the helicopter, which loses control and careens into the pavement, exploding on impact (so much for the LifeCyclon hit squad).

If the bomb was disarmed, then the corporate helicopter swoops in and lands in the parking lot, where six heavily armed goons in police riot armor jump out and start firing on everyone with police assault riffles. Cold Rock Johnston will jump behind the cover of a car while the camera crew copter pulls back to a safe distance. Any gang members still in The Friendly Kitty will come outside and start firing on the corporate goons. When three or more goons are taken out, the others will retreat back into the black copter, which will then take off and fly away.

Once Genny is captured, Cold Rock Johnston will come over to the PCs, slap them on the back and compliment them on their fine capture. He'll ask them their names and shake their hands (or at least try to) before giving them a salute and heading over to a limousine that has pulled along the curb to pick him up.

Epilog

The character's collect their bounty and gather together at a fancy bar in a nice section of town to relax, when The Solar System's Most Wanted comes on: Read Bonnie & CLyde Ep. 3

The scene changes to an aerial view of The Friendly Kitty. The PCs see themselves caught on tape as their last adventure is played out, right up to where Cold Rock came up to congratulate them. Only this time it is played off as if Cold Rock is congratulating them for a successful first mission under his protective wing - complete with faked voices dubbed in where the PCs' would be, sucking up to Cold Rock like witless roadies in the presence of their rock and roll idol.

When the show ends, the PCs notice a small crowd of teenage schoolgirls gathered around - "Hey aren't you Cold Rock Johnston's new trainees? (Swoon) Can we have your autograph?"

END

Bonnie & Clyde Ep. 3
Read The Following to the Players

Clyde - "Hey to all 350,000 bounty hunters in the system. This is 'The Solar System's Most Wanted and the Bounty Hunters That Catch 'Em' with your favorite hosts, Bonnie and Clyde!"

Bonnie - "Today we have footage of the capture of Genny Putkoff by the ever-popular Cold Rock Johnston" (swoon).

Clyde - "And how Bonnie, that's right, let's watch."

What follows is Cold Rock Johnston's documentary-style footage beginning with a shot of himself mugging the camera.

Cold Rock - "As I have started to hit the peak of what just one man can do in his pursuit of justice and decency for a cold and thankless world, I have decided to take in a few poor slobs and turn them into successful cowboys such as myself."

The scene changes to a boot camp-like training session with what looks like actors poorly dressed up to look like the characters. Cold Rock yells them down like a drill sergeant, while they kiss up to him in a manner that would make any professional bootlicker proud.

Cold Rock walks into the camera again, mugging like a ham at some second grade talent show.

Cold Rock - "It was hard, but I finally managed to instill my new trainees with what makes me the master cowboy I am; dedication, motivation, and integrity!"

Again the scene switches; this time to Cold Rock in a limo.

Cold Rock - "Well, we've had the chopper drop them off, lets see how they do with their first assignment. Going after the desperate and dangerous Genny Putkoff!"

LifeCyclon Goons
(2 Extras)

Abilities
Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 2;
Vitality 26; Wounds 14
Saves
React 8; Endure 9; Will 8
Movement
Init 11; Speed 30 Ft; Run 120 Ft
Attacks
Unarmed Strike 10/4S; Grapple Moves p.140; Deck Pistol 13/8L/40 Ft (12)
Combat Skills
Dodge 10; Feint 5; Grapple 11; Melee 11; Ranged 12; Target 10; Throw 9; Unarmed 10
Skills
Climb 10; Conceal 9; Disable Device 11; Drive 9; Gunsmith 10; Hide 9; Intimidate 12; Jump 10; Listen 6; Move Silently 9; Operate Heavy Machinery 9; Spot 9
Edges
Hard To Kill, Marksmen; Rapid Shot; Toughness
Flaws
Uncouth
Possessions
Luxury car, business wear, deck pistol with 3 extra clips, electronic binoculars, electronic compass, cell phone, micro comlink, laser microphone, tracking device

LifeCyclon Hit Squad
(6 Extras)

Abilities
Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 2;
Vitality 26; Wounds 14 (Armor 10)
Saves
React 8; Endure 9; Will 8
Movement
Init 9; Speed 30 Ft; Run 120 Ft
Attacks
Unarmed Strike 10/4S; Grapple Moves p.140; Police Assault Rifle 12/14L/200 Ft (33)
Combat Skills
Dodge 10; Feint 5; Grapple 11; Melee 11; Ranged 12; Target 10; Throw 9; Unarmed 10
Skills
Climb 10; Conceal 9; Disable Device 11; Gunsmith 10; Hide 9; Intimidate 12; Jump 10; Listen 6; Move Silently 9; Operate

Heavy Machinery 9; Spot 9
Edges
Hard To Kill, Marksmen; Rapid Shot; Toughness
Flaws
Uncouth
Possessions
Business wear, police armored vest, police assault rifle with 3 extra clips, micro comlink

Black Ace

Abilities
Str 3; Agi 5; Con 3; Int 3; Wis 3; Pre 3;
Vitality 14; Wounds 8
Saves
React 10; Endure 8; Will 8; Luck 3; Surge 3
Movement
Init 13; Speed 40 Ft; Run 120 Ft
Attacks
Unarmed Strike 11/3S; SMGs 12/8L/60 Ft (33)
Combat Skills
Dodge 13; Feint 11; Grapple 6; Melee 12; Ranged 12; Target 6; Throw 8; Unarmed 11
Skills
Balance 14; Bluff 9; Climb 12; Escape 14; Gamble 9; Gather Info 9; Hide 13; Intimidate 9; Jump 12; Listen 9; Move Silently 13; Sense Motive 9; Spot 9; Streetwise 11; Taunt 9
Edges
Acrobatic; Athletic; Base of Operations; Fast; Minions; Mobility; Safe House; Underworld Ties
Flaws
Distinctive Features (Goth style and super-long black hair); Enemy (RedJacks); Outlaw
Possessions
Street punk wear, 2 sub-machineguns, breaking and entering kit, walkie-talkie, walkman

Steel Rats
(8 Extras)

Abilities
Str 3; Agi 3; Con 3; Int 3; Wis 3; Pre 3; Vitality 14; Wounds 8
Saves
React 8; Endure 8; Will 8
Movement
Init 11; Speed 30 Ft; Run 90 Ft
Attacks
Unarmed Strike 9/3S; Deck Pistol 10/8L/40 Ft (12); Combat Knife 9/5L
Combat Skills
Dodge 9; Feint 6; Grapple 6; Melee 9; Ranged 9; Target 6;

Throw 6; Unarmed 9
Skills
Balance 12; Bluff 9; Climb 12; Escape 12; Hide 11; Intimidate 9; Jump 12; Listen 9; Move Silently 11; Sense Motive 9; Spot 9; Streetwise 9; Taunt 9
Edges
Acrobatic; Athletic; Underworld Ties
Flaws
Enemy (RedJacks); Outlaw
Possessions
Street punk wear, deck pistol, combat knife, breaking and entering kit, walkie-talkie, walkman

Wingman

Abilities
Str 5; Agi 3; Con 4; Int 3; Wis 3; Pre 3;
Vitality 27; Wounds 14 (Armor 10)
Saves
React 8; Endure 9; Will 8; Luck 3; Surge 3 / 3
Movement
Init 9; Speed 30 Ft; Run 150 Ft
Attacks
Unarmed Strike 10/5S; Grapple Moves p.140; Military Sidearm 11/10L/50 Ft (8); Police Riot Gun 12/10L/100 Ft (8); Military Hand Grenade 12/8L(20'r)/40 Ft (4)
Combat Skills
Dodge 10; Feint 6; Grapple 12; Melee 11; Ranged 11; Target 10; Throw 9; Unarmed 10
Skills
Climb 11; Demolitions 11; Drive 11; Gather Info 11; Gunsmith 11; Hide 9; Intimidate 13; Jump 11; Listen 9; Move Silently 9; Operate Heavy Machinery 9; Sense Motive 11; Spot 9; Streetwise 11; Taunt 11
Edges
Base of Operations; Born Leader; Hard To Kill, Minions x3; Safe House; Toughness; Underworld Ties
Flaws
Enemy (Steel Rats); Outlaw
Possessions
Motorcycle, urban camouflage, police armored vest, military sidearm with 1 extra clip, police riot gun, 4 military hand grenades, cell phone

Redjack Lieutenants (2 Extras)

Abilities
Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 3; Vitality 26; Wounds 9
Saves
React 8; Endure 9; Will 8; Luck 3; Surge 3

Movement
Init 11; Speed 30 Ft; Run 120 Ft
Attacks
Unarmed Strike 10/4S; Grapple Moves p.140; Deck Pistol 12/8L/40 Ft (12); Police Riot Gun 12/10L/100 Ft (8)
Combat Skills
Dodge 10; Feint 6; Grapple 11; Melee 11; Ranged 11; Target 10; Throw 9; Unarmed 10
Skills
Climb 10; Demolitions 11; Drive 10; Gather Info 10; Gunsmith 10; Hide 9; Intimidate 13; Jump 10; Listen 9; Move Silently 9; Operate Heavy Machinery 9; Sense Motive 9; Spot 9; Streetwise 11; Taunt 11
Edges
Minions; Power Attack; Toughness; Underworld Ties
Flaws
Enemy (Steel Rats); Outlaw; Uncouth
Possessions
Motorcycle, urban camouflage, deck pistol with 1 extra clip, police riot gun, cell phone

Redjacks (12 Extras)

Abilities
Str 3; Agi 3; Con 3; Int 3; Wis 3; Pre 3; Vitality 14; Wounds 8
Saves
React 8; Endure 8; Will 8
Movement
Init 11; Speed 30 Ft; Run 90 Ft
Attacks
Unarmed Strike 9/3S; Deck Pistol 10/8L/40 Ft (12); Baseball Bat 9/4S
Combat Skills
Dodge 9; Feint 6; Grapple 6; Melee 9; Ranged 9; Target 6; Throw 6; Unarmed 9
Skills
Appraise 9; Bluff 9; Climb 9; Drive 9; Gather Info 9; Hide 9; Intimidate 9; Jump 9; Listen 9; Move Silently 9; Operate Heavy Machinery 9; Sense Motive 9; Slight of Hand 9; Spot 9; Streetwise 9; Taunt 9
Edges
Underworld Ties
Flaws
Enemy (Steel Rats); Outlaw
Possessions
Street punk wear, deck pistol, baseball bat, cell phone

Genny Putkoff

Abilities

Str 3; Agi 3; Con 3; Int 6; Wis 4; Pre 3; Vitality 14; Wounds 8

Saves

React 8; Endure 8; Will 9

Movement

Init 12; Speed 30 Ft; Run 90 Ft

Attacks

Unarmed Strike 6/3S

Combat Skills

Dodge 6; Feint 6; Grapple 6; Melee 6; Ranged 6; Target 9; Throw 6; Unarmed 6

Skills

Bluff 9; Computers 19; Conceal 10; Diplomacy 9; Hide 6; Life Sciences 20; Listen 10; Move Silently 6; Physical Sciences 14; Search 12; Sense Motive 10; Spot 10; Streetwise 10; Treat Injury 12

Edges

Academic (Life Sciences); Arms Dealer; Computer Geek; Corporate Ties; Skill Focus (Computers); Skill Focus (Life Sciences); Scientific Ties; Underworld Ties

Flaws

Bounty Head; Code of Honor; Soft

Possessions

Business wear, notebook computer

Cold Rock Johnston

Abilities

Str 6; Agi 3; Con 5; Int 3; Wis 3; Pre 4; Vitality 19; Wounds 15 (Armor 10)

Saves

React 8; Endure 10; Will 8; Luck 3; Surge 3

Movement

Init 15 (13); Move 30 ft (Run 180)

Attacks

Unarmed Strike 9/6S or L; Grapple Moves p.148; Military Sidearm 11/10L/50 Ft (8); Spray Mace 14/Endurance Save or Nausea a number of rounds equal to X-Roll p.96/10 Ft flat (5)

Combat Skills

Dodge 12 (5+1); Feint 6; Grapple 15 (5+1); Melee 9 (3); Ranged 11 (5); Target 9 (3); Throw 9 (3); Unarmed 9 (3)

Skills

Balance 9 (3); Bluff 12 (5); Climb (7.5') 14 (3+1); Conceal 9 (3); Diplomacy 12 (5); Disable Device 11 (5); Disguise 6; Drive 9 (3); Electronics 7 (1); Entertain 12 (5); Escape 6; Forgery 11 (5); Gamble 10 (4); Gather Info 12 (5); General Knowledge 6; Hide 11 (5); Intimidate 12 (3); Jump (30'l/6'h) 13 (3+1); Listen 9 (3); Move Silently 11 (5); Open Locks 11 (5); Pilot 9 (3); Ride 3; Search 9 (3); Sense Motive 11 (5); Spot 11 (5); Streetwise 11 (5); Swim (7.5') 10 (+1); Taunt 7; Treat Injury 6

Edges

Agile; Combat Reflexes; Evasion; Grappler; Martial Artist; Martial Throw; Rapid Strike; Athletic; Base of Operations; Hard to Kill; Information Broker; Media Ties; Popular

Flaws

Dark Secret; Enemy (Previous Bounties); Greedy; Phobia (Fear of Deep Water)

Possessions

Limousine, high fashion wear, police armored vest, military sidearm, spray mace, handcuffs, micro comlink, breaking and entering kit, electronic binoculars, electronic compass, SOL phone, permit to carry a firearm, permit to hunt bounty, permit to wear armor