

OMEGA CHRONICLES

THE COMING OF CIMMERIAN

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OMEGA CHRONICLES:

**COMING OF
CIMMERIAN**

RPG RULEBOOK

Professor Chris Champagne

This is the Player's Guide. The GM's guide
(Storyteller's Guide) is at the end of this book.

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THE OMEGA CHRONICLES

Introduction

It is the year 2248. Humanity has been so technologically advanced that they have successfully colonized, not only half of the surface of the planet Mars, but also one of Saturn's moons, Titan. There are 12 international space stations built across the entire Solar System. And now, since the inter-species war, known as the Solar War that ended not too long ago, humanity has now unite themselves as never before throughout history and has resolute to repair and build from the damages they have done, and also to continue to exploring the outer reaches of the Solar System, and possibly, other star systems, using these space stations as the bases for such explorations.

You have entered the world of humanity as it would have been about 200 years in the future. In this world, things have just got to the point where humankind is at the apex of their enlightenment. The reasoning of science and established philosophy, based on the assumptions of man, has dominated over the presumably invented thoughts of religion, though there are still a handful of those faithful followers of the few religions that still remain. The humans have perceived to finally solve most of their own social problems and have the sheer determination to overcome many difficulties ahead of them while embracing the hopes of the advancement of technology at their hands. There can only be order, peace and prosperity for the human species. And with those problems out of their way now, they sought to focus their minds and resources on pursuing to discover the mysteries and wonders of the universe, as it has always been for the humans, which stems from their most powerful trait of all, curiosity. But nonetheless, something dark and dangerous does lurk in the deep depths and the outer reaches of space, and it is threatening the survival of the human species.

You play as one of the Heroes of the Omega era, who is responsible for saving the human species from extinction and this is the Chronicles, telling the stories of your adventures.

The Omega Chronicles is a table-top RPG science fiction game that is somewhat a loose hybrid of the d20 system which has a few elements of the Storytelling system. It combines the thrill of combat into a compelling and exciting story the players will experience. This book serves as a guide for the player who would like to seek out a memorable adventure out in space and in exotic locations throughout the Solar System in the distant future. The rules are pretty simple as it aims to quickly engage the player into this world easily more than to concern about the rules itself. The guide also serves to cater those who are new to table-top RPG games, or even those who have never played an RPG video game before. You can read the basic rules of the game in the first chapter and you can get fired up and all ready to delve immediately into it. You may also want to read the chapter about combat (Chapter 10 – Combat), which happens most of the time when playing this game. The other chapters elaborate the rules and stats into details which you have to apply in the game. But the most important thing to take note when playing this game is to have fun and get immersed in the story and your imagination rather than worrying too much about the rules.

Now, get going Soldier!

Chapter 1 - The Basics

This section is to provide fundamental yet crucial information for the players who are new to table-top RPG, who wants to get a good idea of how this game is played and get straight into the action as soon as possible. This book on its entirety however, would still serve as an important reference for both the players and the Storyteller as a whole anytime during any gameplay session. An example of a game session is given at the end of this section to summarise and demonstrate all the basic rules you have learnt in this chapter. What you (as the player) essentially need before you start this game is a 20-sided die, a map of the scene that the game is taking place and a figurine to represent your character.

The Omega Era

From the beginning of time since humans discovered fire, there have always been stories of the End of Days and the human species is bound to be annihilated one way or another either by their own undoing and devices, or by an external power beyond the unknown. But during this era, the humans are so arrogant now that they deemed those stories simply as myths. They have the consensus thinking that humankind are so advanced at this moment that the scientists concluded it would be only be many more thousands of millennia before humanity can really be extinct in a matter of a short period. They were finally proved wrong. An alien being, which is more technologically advanced and deemed dangerous, has now threatened the existent of the entire human race. This is the Omega Chronicles. These are the stories written and compiled by the Secret Chroniclers, in the hopes that other alien beings out there in this galaxy would find it, discover of their existent and learn of their plight should they be eliminated when the End of Days has finally come and human species have met its end. This is the final chapter of human history (thus, the symbolization of the last letter of the Greek alphabet).

This is the also the era where humanity has so advanced that they have evolved into four sub-species, they have discovered their inner psionic powers which was unknowingly (though it has been suspected of for a long time) laid dormant in their sub-conscious mind for all this time, they have colonized planets and even moons in the Solar System, they have built gigantic space stations located throughout the Solar System and have the ability to send robotic probes with intelligent AI to other star systems. It is a world where you are able to see, in your part of the night sky, many spaceships, which come in a variety of sizes and forms, zoom past through space at high speeds. And humanity has learnt to tap the nuclear energy from the Sun and use it as their main source of energy for most things. This is the science fiction world you are in.

At the moment, there is one story arc which both the players and the Storyteller can play with, which is only available in the Storyteller's Guide. Titled "**Omega-Alpha: The Antecedent**", this particular story arc, which describes the major events that started the Omega Chronicles, would introduce this world to the players and the Storyteller, and also will familiarize themselves to this kind of gameplay and its mechanics. It consists of six chapters and would provide them with about 2 hours of a game session. Based on this game system and its universe, other story arcs are bound to come out. From this story alone, the Storytellers would have a definitive idea of the futuristic environment they are in, and could create and share their own story arcs.

The Storyteller

In a roleplaying game like this, everybody playing the game is involved in an interactive story which is taking place alongside accomplishing missions and objectives. The players would be taking over the characters that they have created uniquely for themselves. These characters are the Heroes, and they are the main antagonists of the story and will determine how the story will progress. One player though on the other hand serves as the narrator, the director and the arbitrator. Apart from doing the obvious job of a Storyteller, like reading out the storyline aloud, describing the situations and detailing the environment while in the game, the Storyteller is also responsible for resolving the actions of the players according to the rules of the game. The Storyteller actually takes on the role of the enemies which the players have to kill and some NPCs (non-playing characters) which are generated by the Storyteller according to his discretion.

The Storyteller keeps the game going by providing challenges to the players according to the storyline given to them, or a story she created herself, from the other side of the table. If you are playing as the Storyteller, you should read about all the rules in this book, on top of going through the **Storyteller's Guide**. It not only covers all the rules that are already provided in this book, but it also covers the aspect of Storytelling, which is the core mechanic of this game. You do not have to memorise every rule in the guide but it is helpful to read through so as to have an idea of where to find certain rule once you start the game.

The Heroes

If you are a player, you take on the role as one of The Heroes in the Omega Chronicles who hold the fate of the humankind in his or her hands. This would be the opportunity for you to make believe to become someone you want to be with extraordinary abilities and powers and whom the whole of humanity would depend on. The Hero characters are created by the players according to the rules in this book.

These characters must be created before the game begins. The following chapter is dedicated to creating a Hero character "Chapter 2 – Character Creation". It will guide you with the process in a step by step procedure, but more information about the elements (**races, classes, abilities, skills**, etc.) that is comprised of a character is provided and explained in detail throughout the rest of this book.

Upon creation, the players have to decide how they want their Heroes to look like, what abilities and powers they have, what personalities they take on, what kind of personal background they have that would impact their motives in the game and so on. Your Hero is unique in his or her own way. The physical and background details of your Hero, along with all her relevant stats, in written down in a **Character Sheet**, a copy of which is provided at the end of the book. You will need the Character Sheet when creating your hero.

Though, there are usually some who are new to this table-top RPG business and are not able to intuitively decide what kind of characters they want. Have no fear! Provided at the end of this book are 4 pre-created Hero characters that comes with stats, characteristics and background story already determined for you so the players can pick one of them and start the game immediately.

Heroes play a major role in the plot development of the storyline. Their decisions would determine the outcome of an event in the story which would affect the following event or even events in the next chapter, and so on. Heroes become more powerful when they level up after completing objectives as the story progresses.

A Game Session

A particular game session would consist of the Storyteller and the Heroes who are at the other side of the table, playing together that tells a particular chapter in a story arc. In such a chapter, the Heroes will get opportunities to engage into combat with enemies they will encounter, interact with NPCs, explore futuristic locales with plenty of drama thrown in between, create weapons and other things (also known as **crafting**, which is covered in one of the chapters in the middle of this guide) and more. In fact, the Heroes are able to do anything (termed as **actions** during gameplay) as long as it fits the scenario the Storyteller has laid out for them according to what is described in the story arc they are playing in. The success of executing each action needs to be determined also through **skill checks** or **attack rolls** (to be explained in the later part of this section).

The Storyteller, on the other hand, has to describe the situation and the environment they are in while asking the players what their Heroes want to do. The gameplay can be quite a casual one unless, more often than not, the players get into combat with enemies, which would get more organised as players take turn to execute an action in an orderly fashion.

A game session would normally take about 1 – 2 hours but it may take even longer depending on how engaged the players are. Completing one chapter of the story arc may comprise of one game session but it could extend to other game sessions as it depends on the intensity of the chapter.

Sub-species and Classes

The human species in this era has evolved into four sub-species: The Big-Brained, the Giants, the Scrawnies and the Gifted. Each sub-species have their own special abilities, strengths and weaknesses. When creating a Hero character, you have to decide which sub-species your character is. And you also have to choose what class your Hero belongs to.

A class is defined as a kind of profession your character has undertaken during her whole life. Think of it in a way that your Hero character has voluntarily enrolled into a type of military school which specializes in certain disciplines she has always been affiliated with or has always been interested in all her life. So after she graduates from this school, she carries on with what she has studied by taking on that particular profession in the military which she specializes. There are four classes in this game: The Officer, The Specialist, The Guard and the Gifted.

A Hero character is also able to take on other classes as well if she wants (known as Multi-Classes). This and other information about the classes and their special abilities are detailed Chapter 6 “Classes”.

Levelling

Levels measure the relative amount of power a character has. It also indicates how far the character has advanced in the game. A 5th-level Hero character is more powerful than a 4th-level character. She is able to defeat a 4th-level enemy easily only if taking the right strategy. Your Hero

character will encounter enemies which have already attained to a certain level, but they never advance to a higher level in any circumstances. Different types of enemies all have a certain number of levels attached to them according to their type. All Hero characters begin with Level 1 at the beginning of the game. They advance to a higher level by accumulating enough **experience points** in the game by killing enemies, accomplishing objectives, completing a chapter in a story arc, etc. Advancing to a higher level would provide the Hero character with valuable improvements to important stats in abilities and skills, and also additional feats that could turn the tide in more difficult combats.

Experience Points (XP)

These points are crucial for characters to level up. There are a certain number of experience points you need to attain in order to level up. The details of how much experience points you need to advance to the next level is given in the table below. There are a number of ways to gain experience points, namely, killing enemies (in which the amount of XP gained depends on the level of the enemy killed), successfully attempting a difficult skill-related task, accomplishing objectives given to the team and participating the entire chapter in a story arc, among a few others. It is advisable for the players to track, with a pencil and a paper, how many XPs they have gained so far so as to know when they have reached enough XPs to level up. Usually, XPs earned in an event is shared among all the players equally. There may be unusual or unforeseen circumstances while playing the game and thus, it is the Storyteller's responsibility to decide and acknowledge how the experience points they gained is distributed to all the players in a team to their liking.

Level 1	1000 XP
Level 2	2500 XP
Level 3	5500 XP
Level 4	12500 XP
Level 5	27500 XP

Currency

Characters are able to purchase weapons, armor, special items and other equipment at a merchant's stall using a currency, termed as **credits** in the game. Each character starts the game with 1000 credits in her bank. Characters will find more credits while exploring and opening up chests, or when they complete objectives. Below is the list of denominations of credits.

Exchange Value	Cr.	TCr.	LCr.	SCr.
Credit (Cr.)	1	1/10	1/100	1/1000
Terra Credits (TCr.)	10	1	1/10	1/100
Lunar Credit (LCr.)	100	10	1	1/10
Solar Credit (SCr.)	1,000	100	10	1

Abilities

Abilities are qualities that a character possesses which would determine his strengths and weaknesses. Every character in this game has the same six abilities but the scores assigned to each of the abilities will personify the character in terms of its qualities. They are Strength, Constitution, Dexterity, Intelligence, Awareness and Willpower. There are scores assigned to each ability which you would determine yourself upon creation of your Hero character. An ability with a score of 10 or 11 is treated as average. Higher scores would frequently give your character *bonuses*, while lower scores would give *penalties* (known as **modifiers**, which you will determine for the Hero character you are going to create in the next chapter, Chapter 2 Character Creation). These abilities greatly influence how well you are able to do a particular task or action, even though these scores are rarely used directly for **checks** relevant to the task or action. With this in mind, it is advisable for you to put higher scores into the abilities which are more closely associated with your character's class.

Hit Points (HP) and Vitality Points (VP)

Your Hero can only withstand a certain amount of damage from enemy gunfire, melee attacks or other kinds of attacks before getting incapacitated either by being knocked unconscious or by dying in which case he is severely weakened. At this point, your Hero character is not able to do anything. This amount is represented by how much health you have at the start of the game. It is called the **Hit Points (HP)**. When your Hero's Hit Points becomes zero, he would become incapacitated but he would not be dead yet though. Enemies can still do damage to your incapacitated hero character, but when they do, your **Vitality Points (VP)** is now taken away. When your vitality points become zero, your Hero character officially dies. HPs and VPs are calculated using your Hero character's ability scores, upon the creation of your Hero (see Chapter 2 – Character Creation).

Skills and Feats

Skills represent how proficient your character is at performing a certain task or action. You have to select a number of skills, which are things you determine your Hero character to be especially good at based on her class and sub-species, when creating your Hero character. Skills are trainable so they may improve during the course of the game. Some skills have **pre-requisites** that have to be met if one wants to adopt it.

It is measured in **ranks**, which tells how much training your Hero has put to that particular skill. The higher the ranks for a particular skill, the easier your skill-related task or action will become. **Skill checks** (to be explained in greater detail towards the end of this section) have to be performed when using that skill to execute the related task or action. **Skills can be used untrained**, but there are penalties applied. The descriptions of all the available skills in the game are found in "Chapter 7 - Skills" dedicated to this topic.

Feats, on the other hand, are special traits or features that grant your Hero with new capabilities which are otherwise prohibited to her because they are outside her class's scope, or provide your Hero improvements and advantages to existing ones. Your Hero character will start the game with **two feats** but she is able to acquire new ones when she levels up. Feats have no ranks. They basically apply bonuses to any checks (**dice rolls**) made to perform the related task or action. There is also another chapter dedicated to the descriptions of all available feats in "Chapter 8 – Feats".

There is a separate set of skills and feats for **Psionic** powers. They are treated quite differently in terms of acquiring and using them (see Chapter 12: The Psionic).

Rolling Dice

Dice are essential to table-top role-playing game like this. It comes in a variety of different forms and there are many ways to use them. Luckily for you, the Omega Chronicles Roleplaying Game in most normal circumstances (with the exception of your Hero character creation process) require just one 20-sided die (denoted as **d20** in this book) to play.

Dice rolls (the rolling of dice or a die and discover what numbers come up) are the basic procedure which forms the core engine of this game. A die roll of a d20 is frequently used in this game, especially in **Initiative Checks**, **Skill Checks**, **Attack Rolls** and **Saving Throws** as part of determining the outcome of an action made by a Hero or an enemy, which is how the most part of this game is played (as explained before).

To determine the outcome of an action, the number that is resulted from the die roll itself is added to **modifiers** (bonuses or penalties based on your ability scores, as described earlier) and some other numbers, governed by a formula or rule for that specific action. There are exclusions to this rule when a “1” or a “20” is resulted from a d20 die roll (termed as **natural 1** and **natural 20** respectively). When this happens, the formula or rule normally applied to determine the outcome of that action is bypassed. A “1” would bring the character into a graver situation than usual, while a “20” would usually bring exceptional benefits to the character.

A d20 die roll can only be done once for any action, unless the Storyteller says otherwise. And not every action made by the Hero needs a d20 die roll, for example a **move action**.

The Core Mechanic

There is a central simple rule to this game that anyone should follow and base upon. It forms the core mechanic of this game. The most part of playing this game requires the players to decide what actions or tasks they want to undertake. A d20 die has to be rolled to determine if that action results in a success or failure. The result of the d20 roll is then compared with a target number relevant to the task or action at hand. This basic rule is presented in these steps.

1. Roll a d20.
2. Add any relevant modifiers or add any number according the task-related formula.
3. Compare the result to a task-related target number which is required to successfully complete the action.

If the result equals or exceeds the target number, the character succeeds at the task or action. If the result is lower than the target number, the character fails for the attempt of the action.

Both the players and the Storyteller should always keep this rule in mind when playing. It will come a time during gameplay in which neither the players nor the Storyteller are certain about a particular rule to be applied to an event. You should always keep calm and continue playing the game as long as you follow this basic rule and you should not go far off from playing the game correctly. In fact, the most important aspect of the game is to have fun and not worry so much about getting to play it right.

Skill Checks

Combining and incorporating all the knowledge that you have learnt thus far, you will now get a glimpse of how the core game mechanics work. A **skill check** is made whenever a character wants to execute a task or action. This will determine how much success or failure she has gained from completing the task or action. To make a skill check, you roll a d20 and add any of your character's ability bonuses for that particular skill. The result would then be compared to the **Difficulty Class (DC)** for the task or action at hand.

Difficulty class simply represents how hard or easy it is to successfully execute a task or action. It is represented by a number. If the result of the skill check made is equal or more than this number, it is considered a success. If the result is less than the DC of the task at hand, it is considered a failure.

Sometimes, you are executing in a task where you have to compare your skill check with another character's (or an opponent's) skill check. This is known as the **Contested Checks**. This check normally occurs when that opponent actively attempts to prevent your character from succeeding at the related task. In this case, your opponent's skill check becomes the DC of your own skill check. The opponent's skill check can be made using the same skill you have or a different skill that opposes your skill-related task. If your skill check is higher than your opponent's skill check, you win or succeed at the task or action being performed. If your skill check is lower than your opponent's skill check, you lose or fail at the attempt of that task. If it is a tie, skill checks of both characters have to be performed again until one gets a higher result than the other.

For example, your Hero wants to earn some credits by winning at an arm-wrestling competition. Your Hero is now up against a mean old champion (an NPC). You roll your skill check using the arm-wrestling skill you have (this is just an example!). The opponent rolls his skill check (the Storyteller would do this for him), also using the arm-wrestling skill he has. If your contested check is higher than the opponent's skill check, you win and take home all the credits. But if your contested check is lower than his, you lose and bring home only shame.

Attack Rolls

This roll is particularly used in combat, which constitutes another large part of this game. There is a chapter dedicated to combat, "Chapter 10 – Combat". It is also a step by step procedure of what to look out for when engaged in combat. This rule is just another rule based upon the core mechanic discussed earlier.

To make an attack on an opponent (it could be a **melee** attack, a **ranged** attack, an **area-effect** attack, a **Psionic** attack or any other kinds of attacks to be explained in Chapter 10), you roll a d20 and add whatever bonuses that applies. The result would then be compared to your opponent's **Defense Score** (a number that measures how difficult a character is to get hit during combat). If the result of your attack roll is equal or more than your opponent's Defense, there is a hit on your opponent. If the result is lower than your opponent's Defense Score, you miss. When there is a hit on your opponent, you will then roll again to determine how much damage you have caused on your opponent.

The amount of damage you caused depends on the weapons you used (see **Chapter 9 – Equipment**). Bonuses can be added to the amount of damage caused, depending again on the weapons used, your Hero's ability scores and any skills or feats which may be applied to it.

Damage reduces a character's **Hit Points (HP)** first. When the character's Hit Points reaches zero, any more damage applied then reduces the character's **Vitality Points (VP)**. When this reaches zero, the character is considered dead.

However, a **critical hit** (a successful attack that deals much more damage to an opponent than a normal hit) can bypass a character's Hit Points and strike directly on the character's Vitality Points. A critical hit is caused when you roll a "20" (or even lower numbers like 19 or 18, depending on the weapons used and any skills or feats applied) on your attack roll.

Saving Throws

There are times when playing the game your Hero is subjected to an unusual attack, deadly situation or dangerous effect that may weaken her in many ways, or even renders her unconscious or immobile. Your hero has a chance to negate or reduce its effect by rolling a saving throw. You roll a d20, add your related-ability modifiers and add whatever bonuses that may apply based on your Hero's level and feats. You succeed at your saving throw if your result is equal to or higher than the **Difficulty Class** of that attack or effect. The result often incorporates **modifiers** (bonuses or penalties) based on your relevant ability scores, like Dexterity, Constitution and Willpower.

You will succeed with greater advantages if you roll a natural 20, and fail with drastic consequences if you roll a natural 1. The key difference between saving throws and skill checks is that saving throws are used whenever your Hero wants to **avoid** something or get out of a difficult situation, while skills checks are used when your Hero wants to **accomplish** something.

There are 3 different types of saving throws; **Reflex**, **Fortitude** and **Will**.

- Reflex saves depict your ability to dodge the opponent's deadly attacks or a dangerous situation. This uses your Dexterity modifier as part of calculating your saving throw.
- Fortitude saves depict how well you are able to withstand attacks or effects on your physical body, for example if you are **poisoned**. Your Constitution modifier is involved.
- Will saves depict how well you are able to withstand mental effects, for example if you are **stunned**. Your Willpower modifier is used in here.

Movement and Maps

Characters will spend some time traversing from one place to another throughout the Solar System. Normally, movement is more important in combat situations than a casual one that it is worth measuring the movement of a character by the time taken and the distance covered. This measurement is known as the **movement rate (or speed)** and it is observed whenever a character makes a move action while engaged in combat. Characters have their own movement rates. Also, there is only one kind of movement rate for each character, which is the rate when a character **runs**, because frankly, nobody would want to walk during combat unless of course they intentionally want to be shot at. They have to rush from one point to another or from cover to cover, unless a character decides to be a long-distance runner and wants to run over a large distance to try and get out of combat but will eventually be blown to bits.

Essentially, another way to view this is that movement rate is a number which represents the **maximum** distance you can cover when you make a **move action** during a round in combat. Time during combat is broken down into **rounds**. Each round represents 6 seconds in the game. The

movement of your character is presented, on a physical **map** of the scene the combat is taking place (that consists of **square grids**) laid down on the table, by your figurine or miniature which symbolizes your character. Each square area on the grid of the map represents a **2 meters by 2 meters** area in the game world. The character must at least move to an adjacent square on the map to qualify as a move action. This means the character is not able to make a “run” of 1 meter or 1.5 meters in any direction as a move action.

Movement rate of a character would vary depending on situations like **Encumbrance** (how the weight of the all things you carry can bog you down and slow your movement), the type of terrain the character is moving on or a Psionic attack that slows down the character’s movement. This will be explained in more detail in “Chapter 10 – Combat”.

During non-combat situations, movement rates are not so important. If a character decides to take a stroll to enjoy the scenery in a space station, nobody would care to know how long he takes and how far he has walked. Nonetheless, it would give players a sense of realism if the Storyteller keeps track of the time taken when the party traverse from one location to another. There are 3 other types of **map scales** that affect how the movement rate is measured. There are maps which you will play on that adopts these scales in the game.

- Local: For exploring an area of a normal 2m by 2m grid map, it is measured in meters per minute.
- Planet: For getting from one place to another place on the other side of the planet, it is measure in kilometres per hour or per day.
- Space: For getting from one planet to another planet or from a space station to another space station within the Solar System, this is measured in astronomical unit per hour or per day (An astronomical unit is the distance between the Sun and Earth).

What You Need To Play

Before you start the game, you have to prepare yourself by having some things at hand. The things you essentially need to play this game are:

1. A set of dice. Namely and most importantly, 4 pieces of six-sided dice and a 20-sided die.
 2. A copy of your character sheet provided at the end of this book.
 3. A map of the scene that is taking place (normally the Storyteller will set this up).
 4. A figurine to represent your character.
 5. A pencil and a blank paper.
-

Example of a Game Session

There are four players who have rolled up 4 different Hero characters with a sub-species and a class of their own.

Chapter 2 - Character Creation

This chapter is dedicated to creating your Hero character and calculating all the stats that is needed for this game in a step by step procedure.

This chapter assumes you have already read Chapter 1 – The Basics. If not, you may want to take some time to read Chapter 1 first to get accustomed to some terms used in this chapter. You can also refer to it every now and then in case you forgot what a particular term means.

You have to occasionally refer to Chapters 4 to 9 while creating your Hero character for the first time as these chapters will provide tables or lists of things for you to choose from for a particular element of your character creation process. They will also elaborate each and every element that make up your Hero character. You may want a copy of the Character Sheet, a blank piece of paper and a pencil ready by your side so that as you go through the steps, you can immediately write it down on your character sheet. The Character Sheet is provided at the end of this book.

Step 1: Determine how you want your character to be.

Every Hero character that you create is unique among the other characters in the game, be it another Hero character or an NPC. The Chronicles revolve around your Hero and her team. Your Hero is one of the main protagonists who will make an impact on the people around her. It is crucial that you make up an interesting and compelling background story for her so that it would, one way or another, have a little impact on how the story is told and this would make the story more interesting.

You also have to determine how your character looks like. You have to give an age, his height and weight and his appearance. You can also provide a personality for her. Most of the time, this physical attribute would reflect your won physical attribute but you are free to make up however way you want your character to look like. More of this is covered in “Chapter 5 – **Human Characteristics**”.

You may also take a look at the four pre-generated characters, also provided at the end of this book, which are Hero characters already created with to give you an idea of how a Hero character is created.

Write down these details on the very top-most section you will be able to see on your character sheet.

Step 2: Roll up your Ability Scores.

You have to assigned numbers to each of the six abilities for your Hero character. But first, you have to generate this numbers through dice rolls. These scores (the numbers you generate), and the **modifiers** they create, affect nearly every aspect of your Hero’s skills and capabilities. This is also how you create a character that specialises in certain skills and attributes that is usually different from the other Heroes playing in this game (which you will have to reinforce yourself to have a well-rounded team).

Even though there are a lot of ways to roll your dice to generate your ability scores in other RPGs, we will only provide one way, which is the widely used and is tried-and-tested to be the best way so far.

1. You have to roll four six-sided dice.

2. Disregard the die with the lowest number.
3. Add up the numbers from the three remaining dice.
4. This total would be used for one of your ability scores. Write it down on a piece of paper.
5. There are six abilities for your Hero character. So you have to repeat the previous steps five more times until you have six numbers in total.

This method is known to be the standard method and is most popular because it creates less random (and therefore, more predictable) numbers and it normally gives characters above-average ability scores.

Each ability score generally ranges from 3 to 18, although racial bonuses and penalties can change this score. An average ability score is 10 or 11.

Once you have all six numbers written down, put them aside for the moment.

Step 3: Choose the sub-species and class for your Hero

Before you are to assign the scores to each of the abilities for your Hero character, you have to have an idea of what every one of the abilities does and what the sub-species and classes, which you want your Hero to be, are about. Every sub-species and class are more powerful in certain abilities and are weaker in others because of the physical nature of their sub-species and the things they learnt or specialised during their lifetime for a specific class. If you have not done so, you may want to read about the abilities, the sub-species and the classes in Chapters 3 to 6. But generally, it is more important to choose the appropriate class for your Hero based on your ability scores than to do so for the sub-species.

After you have reviewed those chapters, you should roughly get an idea of where to put your scores to maximise your hero's capabilities. After that, you have to adjust your ability scores according to the sub-species and the class you have chosen for your Hero. You can choose to assign the scores to any ability of your own liking but if you especially choose the **inappropriate** class, there are moments you will find yourself having a hard time playing your Hero character, or even keeping her alive, unless if you are a seasoned RPG player of course.

Step 4: Adjust any ability scores and define the modifiers for each abilities.

As mentioned earlier, after you have chosen the sub-species and class for your Hero, you have to either add or subtract some of your ability scores accordingly. A summary for these adjustments is provided in the table below. It is taken from the tables in Chapter 4 and Chapter 6. Write down the ability scores on your character sheet.

Sub-Species	Adjustments	Class	Adjustments
The Big-Brained	+2 Int, -2 Str	Officer	
The Giants	+2 Str, +2 Con, -2 Dex	Guard	
The Scrawnies	+2 Dex, +2 Per	Specialist	
The Gifted	+2 Will	Controller	

After you have determined the final scores for your abilities, you have to come up with the modifier for each of the abilities. **Modifiers** are either bonuses (which you add to a die roll) or penalties (which you subtract from a die roll) based on the score of the related ability. Below is a table to

determine your modifier for each ability, which you need to take note when rolling dice. Write down the modifiers on your character sheet.

While a character rarely rolls a check using just an ability score, these scores, and the modifiers they create, affect nearly every aspect of a character's skills and abilities.

Ability Score	Modifiers
5 and below	-3
6 - 7	-2
8 - 9	-1
10 - 11	0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18	+4

Step 5: Skills and Feats

These are traits and features which would enhance certain abilities or add special abilities to your Hero character (Chapter 1 → Skills and Feats).

As mentioned in Chapter 1, skills are measured in ranks. The higher the rank number of a particular skill, the better the Hero is at using that skill.

But first, you have to choose **four other skills** before you start the game, apart from the skills you automatically acquired when you choose your Class for your Hero. Each skill which you have chosen are automatically assigned two ranks (this is to encourage players to try out a variety of skills at lower levels as opposed to maxing out only one particular skill at the start of the game). More ranks are given to you upon levelling up and then you are able to assign them to skills you have already chosen so your Hero would perform better using that skill, or assigned ranks to new skills. The number of ranks you are able to get upon levelling up depends on your Hero's class level and Intelligence score.

Every rank in a particular skill represents a +1 modifier on skill checks using that skill. For example, if you have 4 ranks in your Lock-picking skill and your die roll for the skill check results in a 12, you add +4 to it, which is based on the skill's rank number, together with the ability modifier relevant to that skill.

Take a look at the list of skills available in this game in Chapter 7 – Skills, which also comes with a detailed description of each skill. You may want to choose skills that are powerful for your Hero character if it is relevant your Hero's class.

However, if you choose to be a **Psionic** wielder, acquiring the **Psionic Skills** is a bit different. If your Hero character is not from the Gifted sub-species, you must choose the **Psionic Affinity Feat** to

acquire any Psionic powers. The Gifted and those with the Psionic Affinity Feat are given **four** Psionic Ranks at the start of the game. These ranks are treated separately from skill ranks. In this case, you are able to assign all four Psionic Ranks to one Psionic skill. For more details about the Psionic, please see Chapter 12 – The Psionic.

Every Hero character starts with **two feats** which you can choose from a list of feats available in this game in Chapter 8 – Feats. Feats may have pre-requisites which your Hero have to meet before acquiring them. Your Hero will gain one additional feat upon levelling up.

**The next few steps require you to calculate certain statistics for your Hero character according to a formula given in each step. Use a calculator.*

Step 6: Calculate your Hit Points and Vitality Points

Hit Points and Vitality Points (see Chapter 1 → Hit Points (HP) and Vitality Points (VP)) are calculated based on your Hero's Constitution ability score. The following is the formula for you to calculate your Hero's Hit Points (HP):

$$\text{HP} = 10 + \text{Constitution Ability Score} + \text{Constitution Modifier} + \text{Class Level Bonus}$$

Class level bonuses are bonuses given to your Hero according to the level of her class. Therefore, HP (along with a few other stats) has to be re-calculated whenever your Hero levels up. These bonuses also vary from one class to another.

Your Hero's Vitality Points is the number of your Hero's Constitution score

$$\text{VP} = \text{Constitution score}$$

For example, your Hero's CON score is 12, thus your Hero's VP is 12.

Find the HP/VP section on your character sheet and write these numbers down.

Step 7: Defense Score

Your Hero's Defense Score (a number that measures how difficult a character is to get hit during combat, Chapter 1 → Attack Rolls) is calculated according to the following formula:

$$\text{Defense} = 10 + \text{Character Level Bonus} + \text{Dexterity Modifier} + \text{Size Modifier} - \text{Armor Penalty}$$

(See Chapter 9 – Equipment to determine Armor Penalty.) Size modifier depends on the sub-species of your Hero character. The bigger in size a character is, the easier it is to hit her. The smaller in size a character is, the harder it is to hit her. Below is a summary table that indicates the modifiers for the different sub-species.

Sub-Species	Size Modifiers
Gifted	0
Big-brained	-1
Scrawnies	+3
Giants	-3

The Defense Score is checked against the attack roll of your opponent. If your opponent's attack roll is equal or higher than your Defense Score, you take damage. Otherwise, your opponent misses and you take no damage.

Step 8: Movement Rate (or Base Speed)

Primarily used in combat, Movement Rate (or Speed) is fundamentally the maximum distance a character can travel in the duration of 6 seconds (see Chapter 1 -> Movement and Maps). Speed is mainly dependant on the sub-species of your Hero character. There could be either a bonus or penalty applied to your Hero's speed, according to the situation and her sub-species. The following formula applies:

$$\text{Base Speed} = 10 \text{ meters} + (\text{Dexterity modifier} \times 2) + \text{Sub-Species Modifiers} + \text{Other Modifiers}$$

"Speed" is measured in meters. Find this section and write the speed of your Hero character down.

Sub-Species	Size Modifiers
The Scrawnies	+6 meters
The Gifted	+2 meters
The Big-brained	0 meters
The Giants	-4 meters

Step 9: Initiative

During combat, a character involved in the combat takes turn to make an action (either a move action and an attack action or some other combination) according to an order determined through dice rolls. Whenever a combat begins in the game, every character must roll an **initiative check** to determine the order in which she is able to make an action. The higher the result of the initiative check, the earlier a character gets to make a move during combat (see Chapter 10 – Combat for more details).

In the meantime, you only need to write down your character's **Dexterity modifier** into the box under the **Initiative** heading on your character sheet. You will use this whenever you need to roll Initiative checks.

The **Improved Initiative Feat** provides an additional score to this number. If you use this feat, make the necessary adjustments.

Step 10: Saving Throws

This is a d20 roll made to determine if a character can completely, or partially, avoid damage or potentially harmful effects from an opponent's attack (see Chapter 1 -> Saving Throws). You will see on your character sheet there are 3 types of saving throws, **Fortitude**, **Reflex** and **Will**.

You will have to write in here the modifiers which you will add to the result of your roll whenever you do a saving throw. These modifiers will add up upon attaining the next level, but your Hero character will start at Level 1. So for now, assign as the following as the modifiers:

- Fortitude save = your Constitution modifier,
- Reflex save = your Dexterity modifier and
- Will save = your Willpower modifier.

Step 11: Psionic Points (PP)

Every Hero character is able to use Psionic powers. If a Hero character is of a sub-species other than the Gifted and wishes to acquire Psionic powers, they have to choose the **Psionic Affinity Feat**. Those characters that have chosen this feat will start with **2** Psionic Points (**PP**) when the game begins. The Gifted is a special sub-species who do not have to choose the Psionic Affinity Feat, and they will start with **3** Psionic Points.

Psionic Points represent how many times your Hero can use a certain Psionic power in a certain amount of time. Some simple Psionic powers require just 1 PP. The more potent powers require 2 or more PPs. Most of the time only one Psionic power can be used in a round during combat unless if your Hero has become more powerful in the Psionic.

Psionic points replenish itself over time. The speed of such recovery depends on several factors, namely, the sub-species and the class of the Hero. Your Hero would also automatically gain 2 PPs upon levelling up. There is also the **Psionic Fast Recovery Feat** which doubles the rate of PP recovery (see Chapter 12 – The Psionic for more details).

Step 12: Attack Bonuses

Bonuses are applied whenever you made either a **melee** (attacks made by hitting or striking down an opponent with a weapon), **ranged** (attacks made by shooting a projectile at your opponent using weapons such as a pistol or rifle), **Psionic** (attacks made by Psionic powers) or **Area Effect attacks** (attacks that do damage for anybody within a circular area).

- Under the Melee Attack section, you add your Strength modifier to your Attack Roll.
- Under the Ranged Attack section, you add your Dexterity modifier and Distance Penalty to your Attack Roll.

Certain feats might provide additional modifiers. Write them down too if you have any of them.

Please see Chapter 10 –Combat for more information.

Step 13: Credits and Equipment

Credits are the currency in this game (see Chapter 1 → Currency). Every Hero character is given **1000 credits** (1 Solar Credit) at the start of the game. Use these credits to buy items and equipment for your Hero character before going off on a mission. Equipment would include weapons, explosives and armor. There is a list of equipment you can choose from in Chapter 9 – Equipment. Items can be

shared among your team mates but some items are associated with the abilities of your Hero's class, even though they are still purchasable. Spend your credits wisely.

Chapter 3 - Abilities

Abilities are qualities that a character possesses which would determine his strengths and weaknesses. Every character in this game has the same six abilities, even the **non-playable characters (NPCs)**, but the scores assigned to each of the abilities will personify the character in terms of its qualities. A tough character is able to withstand more attacks from an enemy than a weak character. A perceptive character is more likely to spot an enemy hiding behind a cover. A charismatic character is able to talk with an enemy into a negotiation and avoid a potential fight, and so on.

Generating Ability Scores

This process is described under Step 2: Rolling up your Ability Scores in Chapter 2 – Character Creation. Basically you roll four six-sided dices, disregard the die with the lowest number and total up the remaining three dice. You do this six times, writing down the result on a blank piece of paper each time you roll, and then assign each score to an ability in any way you want.

It would give you an ability score between 3 (the worst) and 18 (the best). The average ability score for a normal character is 10 or 11, but by using this method to generate ability scores, your Hero character would likely get above average scores, so your Hero is above average as compared to normal characters in the game.

*Remember that you have to adjust your ability scores according to the sub-species you have chosen for your Hero character (see Chapter 4 – Sub-Species).

Rerolling Ability Scores

There are a few instances where you might get poor results from your dice rolls to generate ability scores. If your highest score among the six scores you rolled is a 13 or less, or if you have four scores or more that are 10 or below, you are allowed to roll your dice again.

Modifiers

Modifiers are either bonuses (which you add to a die roll) or penalties (which you subtract from a die roll) based on the score of the related ability. Below is a table for you to determine your modifier for each ability, which you need to take note when you do Skill Checks, Attack Rolls, Saving Throws, etc.

Ability Score	Modifiers
≤ 3	-4
4 – 5	-3
6 – 7	-2
8 – 9	-1
10 – 11	0
12 – 13	+1
14 – 15	+2
16 – 17	+3

18 – 19	+4
≥ 20	+5

Strength

Strength measures your Hero's physical power. This ability is important if your Hero's class is a **Guard** as this helps them prevail in melee and physical combat. Its modifier is usually added to the following:

- Melee Attack Rolls
- Melee Damage Rolls
- Skill Checks that use Strength as a base ability

Constitution

Constitution represents your Hero's health and stamina capacities. It also determines your Hit Points and Vitality Points (see Chapter 10 – Combat under the Vitality Points and Hit Points section), so it is important for every character. But it is especially crucial if your Hero is of the **Guard** class, as in a typical combat strategy, he should be the one who is able to take the most damage and takes the front line. Its modifier is usually added to the following:

- HP and VP Generation
- Fortitude Saving Throws
- Skill Checks that use Constitution as a base ability

Dexterity

Dexterity represents your Hero's hand-eye coordination, agility, balance and reflexes. This ability is important if your Hero likes to use ranged weapons to shoot at opponents from a distance, but it is also important for every character's defence as it measures how well they are able to dodge incoming attacks. This is the **Specialist's** important ability. Your Hero's Dexterity modifier is incorporated into a number of calculations, namely:

- Ranged Attack Rolls
- Defense Score
- Reflex Saving Throws
- Skill checks that use Dexterity as a base ability (like Pilot, Move Silently and many others.)

Intelligence

Intelligence determines how well your character learns and reasons. Those who are intelligent also have high Emotional Quotient, which is the ability to communicate very well with other characters. They are likeable, persuasive and inspiring. They exude a certain aura of charm (or leadership) so other characters will most likely listen to them and will do what they want, simply by using a fair amount of wit and gesture. This is useful for bargaining with vendors, or trying to extract useful and vital knowledge from an individual. This ability is also useful for characters who want to learn a

variety of skills. **Officers** often possessed this ability as they are usually the Leader of a team and must have the capability to give orders confidently. Its modifier is used for the following:

- The number of Skill Ranks gained upon levelling up
- Skill checks that use Intelligence as their base ability (like Barter and Gain Knowledge)

Perception

The Perception ability represents how well a character can notice fine details in the environment and alert her to danger using her bodily senses which include sight, hearing, touch and smell. This ability is especially useful to expose hidden traps and avoid it, discover important clues and detect Stealthy or concealed opponents first before they sneak past your Hero and attack her from the back. The Hero characters with the **Specialist** are known to be good at this. Its modifier is mainly used with **Perception Checks** (see Chapter 10 – Combat, Stealth and Perception Checks).

Willpower

Willpower is the power of the inner reaches of the sub-conscious mind. It is a measure of a character's spirituality and her ability to manipulate the sub-atomic particles in the surroundings with her trained mind and to communicate with living entities. It is the source of the Psionic powers within the wielder. It also represents her mental resistance to mental attacks. This ability is extremely important for characters of the **Controller** class as most of their skills involve Psionic powers. Its modifiers are mainly used in

- Almost every aspects of Psionic powers
- Will Saving Throws

Chapter 4 - The Human Sub-species

Humanity has evolved to such an extent that their marvelled advancement in biotechnology has inadvertently cause them to mutate into 4 sub-species, The Big-Brained, the Gifted, The Giants and the Scrawnies. Each sub-species has its own strengths and weaknesses, and are better in certain abilities while are poorer in others.

You have to choose the sub-species of your Hero after you roll your ability scores but before you assign those scores to whatever abilities you want. At the same time, you may also want to select the right class to your Hero, since your choice of the sub-species and the way you assign your ability scores affects how well your Hero can do for each class. But nevertheless, it is entirely up to you to choose whatever class you want as you ultimately decide on how you want your Hero to be in the end.

Read about the sub-species and the various classes so that it will give you an idea of where to appropriately place your ability scores. After you have chosen your sub-species and class, assign your ability scores to the specific abilities you want, and then adjust your ability scores according to the table below. As mentioned earlier, sub-species are good in some abilities while not in others. Each sub-species have certain traits and are given special feats or special bonuses. They are mentioned in each of the sub-species description under the **Special Feature** sub-section.

Sub-Species	Adjust Your Ability Score
The Big-Brained	+2 Int
The Giants	+2 Str, +2 Con, -2 Dex
The Scrawnies	+2 Dex, +2 Per, -2 Str
The Gifted	+2 Will

The Background Story

In the years preceding 2087 (the year known as the beginning of the Psi era), biotechnology had advanced to such a stage that geneticists had fully mapped the entire human genome. They completely understood how and why the human body turned out into the way it did, and had find cures to almost all of the human diseases that ever existed. At this time, they were able to develop a way to splice the perfect human gene and transform man into the perfect being, who is highly intelligent, extraordinarily strong, extremely healthy, far more creative and artistically-inclined than ever before and is able to live for more than a century. By this time, the geneticists has successfully transform every human being on every colony into the perfect being, while the humans were able to choose how their physical attribute would turn out, even before they were born.

The procedure however, which the humans had to go through, was deemed controversial and unstable, and therefore unsafe, even though it proved to be a cheap and fast process. It involved swallowing a pill and submerging himself to an intense radiation of a special kind. It was not long until some of them mutated into a form that only enhanced a certain attribute of their physical being. The mutation happened to every human in a blink of an eye, relatively. The geneticists did not

see this coming however. They blamed it on an undetectable form of bacteria genetically responsible for this mutation, but it was the process itself that encouraged the mutation. There were four types of mutation which occurred, and thus the four sub-species were born.

Something good came out from this. There was a certain mutation that made the humans so attuned to their hidden inner powers that they are able to tap its powers easily and use it to manipulate their surroundings with their minds. Thus the Psionic ability was discovered.

The Big-Brained

The Big-Brained (shortened as “BB”) are the most ingenious and the most knowledgeable of the 4 sub-species. They have unsurpassed intelligence, especially in the field of science and mathematics, and have unnatural memory capacity. They are often seen as politicians, leaders and scientists in top companies and firms. But they are always physically weak. They tend to fall sick easily as they are very sensitive to the environment. They are physically distinguished for their bigger heads than the other sub-species and long pointed ears. They are also the rarer among the other sub-species and unfortunately, some of them are mentally unstable. Apart from frequently getting diagnosed with physical diseases, they can also be diagnosed with severe psychological problems. The Big-Brained has a shorter life-span than the other sub-species.

Due to these physical limits, they are often seen with protective clothes that covers their entire body, sometimes even their heads with a fashioned helmet and a gas mask. For this reason, the Big-Brained have now become experts in the making of armor that suits them perfectly and protects them effectively.

There is a special list of armor, which are very expensive, that specifically suits them only and have the most effective damage reduction while has no effect on their movement and Dexterity. This is due to a certain carbon material, wurtzite boron nitride graphene, which is the strongest material on Earth and very lightweight, the armor is made of. Only they know the secret to making such armor with a material that is difficult to mould into.

Special Features: They are granted the Big-Brained Light Armor Proficiency Feat, which imposed a +2 on Damage Reduction and no penalties on their movement and Defense when they wear Light Armor.

The Giants

The Giants are twice as big as the other sub-species and they have muscles that developed on their own without them having the need to work out. They are the only sub-species to have evolved an unusual tough skin which no ordinary sword can cut through it. They have unusual strength but they have to replenish their energy needs (through eating and other means) all the time and are often comparatively sluggish in movement. They grow in strength over time.

Special Features: Due to their tough skin, they acquire +2 on Damage Reduction, even without armor. Since they grow stronger over time, they increase their melee damage by +1 for each level.

The Scrawnies

The Scrawnies have very thin features and are the smallest in size of all the sub-species. But what they lack in physicality, they make up for an unusual gift for agility and awareness, which also means they are also good with their nifty fingers and hand-eye coordination.

Special Features: With their small size and agility, they are able to sneak past anybody. They are granted the Ninja Feat, which is a +2 on DC or Contested Checks while Sneaking. They have to acquire the Sneak skill.

The Gifted

The Gifted are another sub-species that has the ability to use their Psionic powers to manipulate their surroundings, and also to spiritually and mentally communicate with the living using their minds. They also found a way to teach the other sub-species to unlock this dormant power from inside them but the sub-species could never be as powerful in the Psionic as the Gifted. There are also a rare sub-species but they are the only sub-species that inherit the physicality of the original human species, except for the blue or yellow glow in their pupils of their eyes.

Special Features: They are automatically given 3 Psionic Power Points (see Chapter 12 – Psionic Power) at the start of the game.

Chapter 5 - The Human Characteristics

Even though your Hero belongs to a sub-species that has only certain physical traits, she would still differ from any other person belonging to the same sub-species in terms of other physical traits and personality that originated from the original human species. It is up to your imagination to create how you want your Hero character to look like, how old is she, what personality she has, what background she comes from and so on.

There are some limitations on certain physical traits of your Hero as you mould her into existent in your mind. This depends on the sub-species she belongs to. You will have to constantly keep in mind how your Hero is really like if she exists in real life. It has to make sense. By doing so, you will soon find an emotional attachment to your Hero character because she is you in the game after all.

Name

A name can tell a lot about a character and this usually helps to project an image of your Hero in not only your mind, but the minds of the Storyteller and the other players. You can choose whatever name you want to give to your character. However, this is a great opportunity for you to think about her background that relates to her name.

Age

Some sub-species die at a different age. Therefore, how they age is comparable to their life expectancy. The following is a look at what the life expectancy of each sub-species is like.

- The life expectancy of the Big-Brained is 55.
- The life expectancy of the Gifted is 110.
- The life expectancy of the Scrawnies is 90.
- The life expectancy of the Giants is 63.

The Big-Brained has a shorter life expectancy because of their physical and mental vulnerabilities, which would lead them to natural deaths caused by diseases, even though they wear protective clothing. The Giants are also expected not to live long because of how much harder their internal organs have to work for the body and how much energy intake they have to consume each day to maintain their physicality, all of which are due to their huge size. As a result they suffer from internal wear and tear, and eventually their body would give up on them.

Although, it is acceptable for you to write down your Hero's age as a number more than the expected lifespan of her sub-species, it is not really plausible because at this age, your Hero may be deemed too weak to perform such arduous task in combat.

By the Elite Solar Peacekeeper Union regulations, all humans have to be of the optimum, matured age of 18 and above to be enlisted as a soldier, so you have to start your age from 18.

Gender

For each sub-species, there are probably more people of a certain gender than there are for the other. The ratio of males to females in the Giant community is 8 : 1 (since the Solar War, they are somewhat currently having a "fertility rate versus fatality rate" crisis for the statistics show a disturbing trend), while there are 4 times more women than men in the Gifted community. The Big-Brained and the Scrawnies enjoy a balanced ratio of males to females. Humans of different sub-

species are known to interbreed but they have always produced an offspring who is of either one of the two sub-species of the couple, depending on who among the couple has a stronger gene.

Nonetheless, you can use whichever gender you like for your Hero character.

Height and Weight

There is a limitation to the height and weight of your Hero due to the nature of the sub-species your Hero belongs to. The table below describes that:

Sub-Species	Height Range (meters)	Weight Range (kg)
Big-Brained	1.7 to 1.9	60 to 120
Gifted	1.6 to 1.8	45 to 80
Scrawnies	0.9 to 1.5	30 to 55
Giants	2.0 to 3.0	150 to 250

The Big-Brained are heavy partly due to their big heads. And they are the only sub-species who tend to get fat, sometimes due to their hereditary genes or sometimes due to diseases. The Gifted are naturally slender and are rarely seen to have any extra padding.

Facial Features and Appearance

Every character has different facial features. This is where you can be as creative as you want in regards to describing how you want your character's face to look like, specifically the shape and colour of her eyes, and the style and colour of her hair, and so on. If you like, you can attach a photograph of someone that resembles your description, or draw your own if you lean towards the artistic side. But then, most of the time, especially for other RPGs in general, your Hero character may look like you, so you may attach your own photo if you want. You can add some decorations to her facial features like a nose stud, a pair of earrings or even a tattoo on her forehead for example.

Skin Colour

Your Hero character is still human and the humans still inherited some of the features of the original human species. Skin Colour is no exception. The humans in this era would still have skin tones as it was centuries ago. Write down the skin colour of your Hero in terms of the races we see nowadays, for example, Chinese skin colour or African American skin colour. Skin colour does not affect the ability of the sub-species.

Background Story and Goals

Think about what your Hero has done in her life up until now. Where is she from? How did she decide to enlist into the Psionic School of Anais? What was she doing prior to enlisting to a military school? Does she have a boyfriend back on Earth or is she still single? Is she married? And if she is, to whom and how many kids does she have currently? What is the best thing that happened to her? What is the worst thing that happened to her? Does she know anyone in the team?

She also might have some goals in life she wants to achieve. These are things that would motivate your Hero. It could a long-term goal or a short-term one.

These are some of the questions you can ask yourself and think about how her life has been and what she aims to get from getting herself into this mission. Write it down for it is quite important for the Storyteller to know in order to incorporate your background into the game.

Chapter 6 - The Four Military Institutions (Classes)

Your Hero starts the game as a soldier assigned by the Elite Solar Peacekeeper Union on an important space mission. However, there are many types of soldiers and your Hero may have a certain profession or specialization.

Your Hero does not need to be of a particular sub-species to choose a certain class. There are no restrictions on the sub-species your Hero belongs to. You can choose whichever class you want for your Hero character. Although, depending on your ability scores, it could be quite an advantage if you choose the class that suits the abilities of the sub-species of your Hero character.

A class is defined as a kind of profession your character has undertaken during her whole life. Your Hero character has voluntarily enrolled into a type of military school which specializes in certain disciplines she has always been affiliated with or has always been interested in all her life. So after she graduates from this school, she carries on with what she has studied by taking on that particular profession in the military. There are four classes in this game:

- The Officer – trained to lead the team, strategizes plans, coordinates attacks, responsible for the survival of the entire team, very well at gathering information, proficient in small weapons and may have the final say in things.
- The Specialist – highly-skilled tech pro, an expert in dealing with advanced technology in computing and machineries, often the most observant, and also an accomplished ranged shooter.
- The Guard – specializes in combat, are usually very tough in taking damage, has exceptional capabilities to deal a lot of damage, and has foremost skills with weapons of all types, especially heavy weapons.
- The Controller – has unsurpassed Psionic abilities to control the situation of combat.

Experience Points and Character Levels

Levels measure the relative amount of power a character has. It also indicates how far the character has advanced in the game. A 5th-level Hero character is more powerful than a 4th-level character. She is able to defeat a 4th-level enemy easily only if taking the right strategy. Your Hero character will encounter enemies which have already attained a certain level, but they will never advance to a higher level in any circumstances. Different types of enemies all have a certain number of levels attached to them according to their type.

All Hero characters begin with Level 1 at the beginning of the game. They advance to a higher level by accumulating enough **experience points** in the game. Advancing to a higher level would provide the Hero character with valuable improvements to important stats in abilities and skills, like Hit Points for example, and also additional feats that could turn the tide in more difficult combats.

Experience points are crucial for characters to level up. There are a certain number of experience points you need to attain in order to level up. The details of how much experience points you need to advance to the next level is given in the table below for the first five levels. There are a number of ways to gain experience points, namely, killing enemies (in which the amount of XP gained depends on the level of the enemy killed), successfully attempting a difficult skill-related task, accomplishing objectives given to the team and participating the entire chapter in a story arc, among a few others.

It is advisable for the players to track, with a pencil and a paper, how many XPs they have gained so far so as to know when they have reached enough XPs to level up. Usually, XPs earned in an event is **shared** among all the players **equally**. There may be unusual or unforeseen circumstances however and thus, it is the Storyteller's responsibility to decide and acknowledge how the experience points they gained is distributed to all the players in a team to their liking.

Character Level	XP Needed
Level 1	1000 XP
Level 2	2500 XP
Level 3	5500 XP
Level 4	12500 XP
Level 5	27500 XP

Multi-Class

There are opportunities for every Hero to acquire another class in the game, although the details of how exactly your Hero character quickly learns another discipline will be sketchy and it will remain that way.

Adding a new class may give your Hero a wider range of abilities but it is at the expense of the advancement of your Hero's other class. This could be advantageous for your Hero if she has very high ability scores. There is no limit to how many classes you want to acquire for your Hero character. Your Hero may add a new class only when she advances to a higher level, not when she is at Level 1 nor at any time in between.

In this case, it is important to differentiate your Hero's **Character Level** from her **Class Level**. Class Level pertains to the level number of the class she acquires. Character Level is based on your Hero's total experience points. Your Hero's class level is the same as her character level if she has only one class.

When your Hero character adds a new class, she will gain all the first-level abilities of that new class, while adding all of those abilities to her existing ones, instead of levelling up her current class and gaining the abilities granted from that. She does not progress in her current class.

For example, let's say a 3rd-level Guard decides to fully specialize in the Psionic capabilities of the Controller. He adds the first level of the Controller class when he advances to Level 4. He would then have the powers and abilities of both a 3rd-level Guard and a 1st-level Controller, but is still considered as a Level 4 character. His class level is 3 for being a Guard and 1 for being a Controller. He keeps all of his bonuses, skills and feats gained from being a Guard for 3 levels, and will now add on top of that, and use all of the special powers, bonuses, skills and feats gained from being a Level 1 Controller. His Defense Score, Saving Throws, etc. have to be changed accordingly from the addition of his new class.

However, when he gains enough XPs to advance to Character Level 5, he must decide which of the two classes he wants to level up.

*Note that the addition of bonuses in multi-class Hero characters also applies for **Psionic** power calculations.

Class Features

There are special characteristics of the class that set it apart from the other classes. They are mainly as follows:

- **Key Ability:** This indicates which of the six abilities the class focuses more on.
- **Bonus Class Skills** – These are the skills your Hero will automatically acquire at Level 1, and they are assigned 3 skill ranks each.
- **Bonus Starting Feats** – These are feats which your Hero will automatically gain at Level 1.

Levelling Up

There are some stats of your Hero character which you have to change upon levelling up. They are namely:

- **Fortitude Save**
- **Reflex Save**
- **Will Save**
- **Defense Bonus**
- **Psionic Powers (if any)**

(For the Storyteller, please see the “Storyteller’s Guide” section for more details on this).

The rest of this chapter will be descriptions of the four classes and it will list the class features and stats that you need to change when you level up for each class.

The Officer

One has to go through tough basic military training from the top military school in the Solar System, The Citadel, and then has to graduate with top honours from the Academy of Military Strategy to qualify as the Officer. He specializes in leading his team to ensure mission objectives are accomplished. He strategizes plans and coordinates attacks. He is responsible for the survival of the entire team. He is usually very good at gathering information, and is proficient in small weapons. He may have the final say in things.

Key Ability – Intelligence

Bonus Class Skills – Gather Information

Bonus Starting Feats – Pistol and Sub-Machine Gun Proficiency Feats

The Officer

Level	Fortitude Save Bonus	Reflex Save Bonus	Will Save Bonus	Defense Bonus	HP / VP Bonus	Special Bonus
1	+1	+1	+1	0	0	
2	+1	0	+1	+2	+2	Research Skill
3	+1	+1	+1	+2	+3	

4	0	+1	0	+3	+4	
5	+1	+1	+1	+3	+5	

The Specialist

The Specialist who graduates from the Princeton Institute of Advanced Technology is highly-skilled in dealing with the technological complexities of computers, weapons and machineries. However, after a compulsory tour of duty on the surface of Titan where he has to constantly keep a look out for and fend off stealthy Psionic terrorists from a distance for 5 years, he has achieved top level in keen observation and has become an accomplished ranged shooter.

Key Ability – Intelligence, Dexterity and Perception

Bonus Class Skills – Pilot, Hack

Bonus Starting Feats – Assault and Sniper Rifle Proficiency Feats

The Specialist

Level	Fortitude Save Bonus	Reflex Save Bonus	Will Save Bonus	Defense Bonus	HP / VP Bonus
1	0	+2	0	0	0
2	+1	+2	+1	+3	+1
3	0	+3	0	+3	+2
4	+1	+3	+1	+4	+3
5	0	+4	0	+5	+4

The Guard

Trained and specialized in combat from the toughest military school, the Navy Seal Institute of The Citadel, the Guard is hardened, able to take a lot of damage, has exceptional capabilities to deal a lot of damage, and has foremost skills with weapons of all types, especially heavy weapons. He is the commando of the team everyone has to be reckoned with.

Key Ability – Strength and Constitution

Bonus Class Skills – Charge

Bonus Starting Feats – Shotgun and Heavy Weapon Proficiency Feats

The Guard

Level	Fortitude Save Bonus	Reflex Save Bonus	Will Save Bonus	Defense Bonus	HP / VP Bonus
1	+2	0	0	0	0
2	+2	+1	+1	+2	+3
3	+3	0	0	+2	+4
4	+3	+1	+1	+3	+6
5	+4	0	0	+4	+8

The Controller

They are the only few who, on top of learning and gaining the transcendental Psionic powers, manage to pass the numerous intense mental tests from the Advanced Psionic School of Anais. The Controller can assist the military in many aspects, especially for combat, where Psionic powers can help to turn the tide. She is also well-trained in medicine and are able to use her Psionic powers for health benefits.

Key Ability – Willpower

Bonus Class Skills – Heal

Bonus Starting Feats – Psionic Mastery

Level	Fortitude Save Bonus	Reflex Save Bonus	Will Save Bonus	Defense Bonus	HP / VP Bonus
1	0	0	+2	0	0
2	0	0	+3	+1	+1
3	+1	+1	+3	+2	+2
4	0	0	+4	+2	+2
5	+1	+1	+4	+3	+3

Bonuses for Psionic Powers

The following is a table for determining your Psionic stats according to your **Class Level** if you have chosen to specialize in the Psionic (see Chapter 12 – The Psionic).

For Multi-Class characters, you simply add the bonuses together, which are based upon the classes you have acquired and the level you are at in each class. For example, you have to calculate how many ranks you would gain if you have levelled up to a Class Level 2 Officer and a Class Level 3 Controller. According to the table below, you gain +1 for being a Class Level 2 Officer, and +3 for being a Class Level 3 Controller. So the total number of Psionic Ranks you would receive is +4.

Ranks

Class Level	Officer	Specialist	Guard	Controller
1	0	0	0	0
2	+1	+1	+1	+2
3	+2	+1	+1	+3
4	+2	+2	+2	+3
5	+3	+3	+3	+4

Psionic Points Limit

Class Level	Officer	Specialist	Guard	Controller
1	0	0	0	0
2	+1	0	0	+2
3	0	+1	+1	+2
4	+2	+2	+2	+3
5	+3	+2	+2	+4

Psionic Recovery

Class Level	Officer	Specialist	Guard	Controller
1	0	0	0	0
2	+1	+1	+1	+2
3	+2	+1	+1	+2
4	+2	+2	+2	+3
5	+3	+2	+2	+4

Projected Range (in meters)

Class Level	Officer	Specialist	Guard	Controller
1	0	0	0	0
2	+2	+2	0	+2
3	0	0	+2	+2
4	+2	+2	0	+2
5	+2	0	+2	+4

Localized Range

Class Level	Officer	Specialist	Guard	Controller
1	0	0	0	0
2	+2	+2	0	+2
3	0	0	+2	+2
4	+2	+2	0	+2
5	+2	0	+2	+4

Chapter 7 – Skills

Skills represent how proficient your character is at performing a certain task or action. You have to select a number of skills, which are things you determine your Hero character to be especially good at based on her class and sub-species, when creating your Hero character. Skills are trainable so they may improve during the course of the game.

You have to choose **two other skills** before you start the game, apart from the skills you automatically acquired when you choose your Class for your Hero. This is to encourage players to try out a variety of skills at lower levels as opposed to maxing out only one particular skill at the start of the game.

Do bear in mind that the Storyteller would likely distribute the XPs gained evenly with all the players in the team. There is no competition among team members on who has better luck at a certain skill or feat. So it is prudent for your team if you choose the skills which the other team members have not acquired. This would result in a balanced, well-rounded team that could overcome any challenges more easily. Take some time to discuss this with your other team members and decide who takes what. Remember that this game is about teamwork and your Hero would more likely survive if you work together with your friends as a team.

Ranks

Skills are measured in **ranks**, which tell how much training your Hero has put to that particular skill. The higher the ranks for a particular skill, the easier your Hero's skill-related task or action will become or the better the Hero is at using that skill. **Skill checks** have to be performed when using that skill to execute the related task or action. Skills can be used **untrained**, but there are penalties applied.

At the beginning of the game, each skill which you have chosen are automatically assigned **two ranks**. More ranks are given to you upon levelling up and then you are able to assign them to skills you have already chosen so your Hero would perform better using that skill, or assigned ranks to new skills. The number of ranks you are able to get upon levelling up depends on your Hero's class and Intelligence score.

$$\text{Number of Ranks Gained Per Level} = 4 + \text{Character Level Number} + \text{Intelligence Modifier}$$

The Character Level Number is the number of your Hero's level **after** she levels up. For example, when your Level 2 Hero character acquires enough XP to level up, she will gain (4 + 3 + her Intelligence modifier) skill ranks, since her character level now is 3.

Every rank in a particular skill represents a +1 modifier on skill checks using that skill. For example, if you have 4 ranks in your Lock-picking skill and your die roll for the skill check results in a 12, you add +4 to it, which is based on the skill's rank number, together with the ability modifier relevant to that skill.

Rank Limit

All skills have a certain **limit** of the number of ranks you can assign. This limit depends on your character level. When you level up, so does the rank limit for all the skills available. At level 2, the rank limit for all skills is 5 (since at Level 1, you are only to choose four skills and are not allowed

to assign any more ranks into the skills you have chosen). This means you are able to assign a maximum number of only 5 ranks to any skill at Character Level 2.

Once your character reaches Level 3, the rank limit will increase by 1, which means now, you are able to assign a maximum of 6 ranks to any skill. In summary, the rank limit of all skills will increase by 1 every time you level up from Level 2 onwards.

$$\text{Rank Limit} = 3 + \text{Character Level Number}$$

Bonus Class Skills

These are skills which your Hero automatically acquires upon choosing the class for her character. These are the skills that set the character of a certain class apart from other characters of a different class. At Level 1, your Hero gains **3 ranks** for **each** bonus skill acquired. Bonus skills are a few that are **off-limit** to other Hero characters that are not of the same class.

Routine Skills

These are skills which **every character** automatically has and no ranks are assigned to them as it is easy to do and requires very little capability to execute them. An example is **throwing a grenade**. The Storyteller may or may not want to do a skill check for this routine task because it would more often than not result in a success. But if a skill check is made and it results in a dramatic failure, a comedic action would normally ensue. There is no exceptional success for routine skills.

Crafting Skill

The crafting skill is a skill a Hero character will automatically get at the beginning of the game. However, this skill does not have ranks and the skill check for it is made in a bit different way (see Chapter 11 – Crafting).

Skill Checks

A **skill check** is made whenever a character wants to execute a task or action. This will determine how much success or failure she has gained from completing the task or action. To make a skill check, you roll a d20 and add any of your character's Skills bonuses for that particular skill. The result would then be compared to the **Difficulty Class (DC)** for the task or action at hand.

Difficulty class simply represents how hard or easy it is to successfully execute a task or action. It is represented by a number. This number is usually pre-determined, or it could also be set by the Storyteller (please see the Storyteller's Guide section for more details on this). If the result of the skill check made is equal or more than this number, it is considered a success. If the result is less than the DC of the task at hand, it is considered a failure.

$$\text{d20 Roll} + \text{Skill Ranks} + \text{Relevant Ability Modifier} \geq \text{Difficulty Class}$$

You are able to try a skill check again if you fail and the circumstances at that moment allows for it. You are able to keep trying indefinitely. However, most skill checks made during combat is equivalent to an Attack Action in a round, unless stated otherwise. This means if you decide to make an Attack –Attack combination of actions during a round, you are able to try a maximum of only 2 skill checks for that round, even if you fail for both of them.

You are **not allowed** though to try a skill check again once you roll a success, and if you roll a 1, which is a Dramatic Failure.

Action Type

As described earlier, most skill checks made during combat is equivalent to an Attack Action in a round. However, there are a few others that require a full-round action (an action that requires an entire round, see Chapter 10 – Combat under Types of Action), or a specific type of action like Move or Attack. This is stated in the list of Skills below.

Contested Checks

Sometimes, you are executing in a task where you have to compare your skill check with another character's (or an opponent's) skill check. This is known as the **Contested Checks**. This check normally occurs when that opponent actively attempts to prevent your character from succeeding at the related task. In this case, you opponent's skill check becomes the DC of your own skill check. The opponent's skill check can be made using the same skill you have or a different skill that opposes your skill-related task. If your skill check is higher than your opponent's skill check, you win or succeed at the task or action being performed. If your skill check is lower than your opponent's skill check, you lose or fail at the attempt of that task. If it is a tie, skill checks of both characters have to be performed again until one gets a higher result than the other.

For example, your Hero wants to earn some credits by winning at an arm-wrestling competition. Your Hero is now up against a mean old champion (an NPC). You roll your skill check using the arm-wrestling skill you have (this is just an example!). The opponent rolls his skill check (the Storyteller would do this for him), also using the arm-wrestling skill he has. If your contested check is higher than the opponent's skill check, you win and take home all the credits. But if your contested check is lower than his, you lose and bring home only shame.

Untrained Checks

You are able to attempt any skill even if you have no ranks assigned to it. However, if you attempt to use a skill you are not trained in, you suffer a -5 penalty to your skill check and you also do not include any of your ability modifiers in your roll.

$$\text{Untrained Skill Check} = \text{d20 Roll} - 5 - \text{Character Level Number}$$

The higher your character level is, the more you should focus on the skills you acquired.

List of Skills

The following is the list of skills for you to choose from. Note that the skills listed are not exhaustive. There are many more skills which characters are able to do than what is written here. In any case, it is entirely up to the Storyteller to set up the DC for a particular skill, as long as it sounds logical.

Skills	Description	Relevant Ability	Action Type	Class Specific (Bonus Skill)
Bargain	Barter with the vendor to buy something.	INT	–	
Climb	Scale a cliff or climb up to get to a window on the top floor.	STR	Move	
Craft	Craft items (Given automatically to each Hero).	INT	–	All Classes
Demolition	Create and set explosive devices at strategic points.	INT	Full-Round	

Disarm Weapon	Knock the weapon out of your opponent's hand	DEX	Attack	
Disable Device	Disarm a trap or a mine which you have discovered or disable a security device. Requires certain tools.	INT	Full-Round	
Gamble	Earn extra credits through gambling.	INT	–	
Gather Information	Collect valuable information from NPCs or datapads that may help you in your mission.	INT	–	Officer
Hack	Access computer systems, reprogram droids or bypass computer security.	INT	Attack	Specialist
Hide	Conceal yourself from being seen or detected from your opponent.	DEX	Attack	
Jump	Jump over obstacles or over a gap	STR	Move	
Persuade	Use your charismatic personality to persuade someone to agree with you or do something for you.	INT	–	
Pilot	Operate a vehicle or a spaceship	DEX	Move	Specialist
Research	Conduct research to learn more about a particular subject	INT	–	Officer
Search	Examine areas to find something useful or special	PER	Full-Round	
Sneak	Sneak past opponents or up behind an enemy without being noticed	DEX	Move	
Trip	Trip an opponent when performing a melee attack. A success will render your opponent knocked down .	STR	Attack	

Chapter 8 – Feats

Feats are special traits or features that grant your Hero with new capabilities which are otherwise prohibited to her because they are outside her class's scope, or provide your Hero improvements and advantages to existing ones.

Your Hero character will **start the game with two feats** but she is able to acquire one more new feat whenever she levels up. Feats have no ranks but they have prerequisites which have to be met before acquiring them. They basically apply bonuses to any checks (**dice rolls**) made to perform the related task or action, and are not involved in any dice rolls itself. Feats will be constantly active upon acquiring them.

Feat	Description/Benefits	Prerequisites
Acrobatics	+2 bonus on Jump and Climb checks	Strength 8
Awareness	+2 bonus on Perception Checks	Perception 8
Light Armor Proficiency	No penalty on Defense and Base Speed	–
Medium Armor Proficiency	Defense Penalty is modified by +2, and Base Speed is modified by +2	Light Armor Proficiency
Heavy Armor Proficiency	Defense Penalty is modified by +4, and Base Speed is modified by +4	Medium Armor Proficiency
Dodge	+1 to Defense Score	Dexterity 12
Endurance	+2 to Fortitude Saves	Constitution 8
Far Shot	Range increment increases by 1.5 of effective range of ranged weapon instead of x1.	Dexterity 12
Heroic Surge	Make one extra move or melee attack action in a round. Can only use once per round, up to a max of 5 per day.	Strength 12 and Intelligence 10
Improved Critical	Critical range increase by 1. Eg. from “20” to “19-20”	Feat: Proficient in the weapon type.
Improved Disarm	+2 bonus on Disarm Weapon checks	Dexterity 14
Improved Initiative	+4 on Initiative checks	Dexterity 6
Improved Trip	+2 bonus on Trip checks	Strength 8
Influence	+2 on Persuade checks	Intelligence 12
Iron Will	+2 to Will Saves	Willpower 8
Lightning Reflex	+2 to Reflex Saves	Dexterity 8
Mobility	+2 to Defense Score made against a melee attack from your opponent only	Dexterity 12
Ninja	+2 on Sneak checks	Dexterity 12
Multishot	You do not suffer penalties on Attack Rolls anymore when using Auto mode	Dexterity 14

	on your ranged weapons	
Power Attack	+2 on melee damage	Strength 8
Precise Shot	+1 on Ranged Attack and Damage Rolls at opponents within 10 meters away from you	Dexterity 14
Rapid Shot	You get one extra ranged attack action per round, up to a max of 5 per day, with -2 penalty on Attack Rolls	Dexterity 14
Researcher 's Inquisitiveness	+2 bonus on Research checks	Intelligence 8
Sharp-Eyed	+2 bonus on Search checks	Perception 6
Star Pilot	+2 on Pilot checks	Dexterity 6
Stamina	You recover your HP and VP twice as fast	Constitution 10
Trustworthy	+2 bonus on Gather Information check	Intelligence 12
Weapon Proficiency: Pistol	+2 ranged damage , +2 attack rolls	-
Weapon Proficiency: SMG	+2 ranged damage , +2 attack rolls	-
Weapon Proficiency: Shotgun	+2 ranged and melee damage , +2 attack rolls	-
Weapon Proficiency: Assault	+2 ranged damage , +2 attack rolls	-
Weapon Proficiency: Sniper	+2 ranged damage , +2 attack rolls	-
Weapon Proficiency: Heavy	+2 ranged and melee damage , +2 attack rolls	-
Zero-G Training	Suffer no penalty in zero gravity	Dexterity 14

Chapter 9 – Equipment

You would carry certain equipment and gear with you at all time, which are crucial for you to use once you are out there on a mission. If you have a ship or a vehicle, you can keep your equipment in its store compartments or rooms, and retrieve it again if you have the capacity to carry them later. Equipment involves armor, weapons, gadgets, crafting items and other miscellaneous gear. You are given enough credits at the start of the game to buy weapons, armor and other equipment for yourself before you go on a mission. Later in the game when you have acquired more credits, you are able to buy more stuff, which are available at vendors in city areas or your base stations.

Hero characters may be generous enough to buy equipment for her other team members. They can even trade equipment, weapons and special items with each other. Basically, items bought or crafted by your Hero could be used by other team members. However, this is up to the Storyteller because there are cases where people do not simply want to share their stuff.

Encumbrance

This rule determines how much weight a character is able to carry at any point in time before it weighs her down and slows her movement. This could affect her speed and her Dexterity bonus. Therefore, there is a certain **weight limit** of equipment one can carry if she wants to be able to run at her base speed, and this depends on her Strength ability score.

You determine the weight of the things your Hero carries by adding up the weapons she used and all the other gears she is carrying. The weight of the armor she is wearing is not included because it has its own penalty on the movement of the wearer. Weight is measured in kilograms (kg).

There are 2 types of weight limit:

- **Light Limit** – This is the maximum weight a character is able to carry before she suffers a movement penalty of -2 meters on her base speed and a Dexterity penalty of -1.
- **Medium Limit** – This is the maximum weight a character is able to carry before she suffers a movement penalty of -4 meters on her base speed and a Dexterity penalty of -3.
- **Maximum Limit** – This is the maximum weight a character is able to carry before she suffers a Dexterity penalty of -5 and is not able to move at all.

You would most probably try to adhere to your light weight limit when carrying your gears and items because of the movement penalties you would suffer if you exceed that limit.

Below is the table that determines the weight limit based on your Strength ability score.

Strength Score	Light Limit	Medium Limit	Maximum Limit
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	16.5 kg	25 kg

6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg

Currency

Characters are able to purchase weapons, armor, special items and other equipment at a merchant's stall using a currency, termed as **credits**, based on a Solar-wide agreement of the International Monetary Union's directives to adopt the currency as the main unit trade is based on. Characters will find more credits when they are exploring, when they complete objectives, or by trading. Below is the list of denominations of credits.

Exchange Value	Cr.	TCr.	LCr.	SCr.
Credit (Cr.)	1	1/10	1/100	1/1000
Terra Credits (TCr.)	10	1	1/10	1/100
Lunar Credit (LCr.)	100	10	1	1/10
Solar Credit (SCr.)	1,000	100	10	1

Characters use credit links (bearing a similarity of how debit or credit cards used to work) to purchase items from a vendor. They simply have to key in their credit link number or scan their fingerprints on a credit identifier to make a purchase.

Characters are also able to make money by selling the items they do not want. These are items they may find while exploring, or somehow happened to come into possession especially when interacting with an NPC. They could also sell armor, weapons or gadgets which are deemed not useful anymore because they have bought a better weapon that does more damage for example. Items are normally sold at half the price they are bought at. This price can be bargained with the vendor if the character possesses the Bargain skill.

Weapons

Every Hero character must have a weapon with them at all times because they will never know when they are going to be engaged in combat. When combat happens, a weapon may be the most useful item to defend themselves with.

For the explanations of the 5 different types of attack in this game, see Chapter 10 – Combat under “Types of Attacks”.

Weapons are categorized into many types. Some characters are proficient in certain types of weapons. This usually depends on the class she belongs to.

Every Hero character is able to carry only **two weapons at a time**, of both melee and ranged type. Explosives are considered small items and are kept inside your inventory pack.

Ranged Weapons

Characters use ranged weapons to do damage on an opponent from a distance. Ranged Attack Rolls depend mainly on the Dexterity score of the character.

Ranged weapons do not use ammo. They rely on Fission High-Phaser Accelerator system. It is a system that uses nuclear fission to propagate energy, stores the energy inside the weapon and when accelerated by compact electro-magnetic field generators, releases an energy-mass projectile. This system exists in all ranged weapons, but this system device may run out of energy eventually and it has to be replaced with a new one. Usually, the system device has a high capacity that may take thousands and thousands of shots before it dies out.

Ranged weapons fall into 6 categories:

- Pistols
- Sub-machine Guns (SMG)
- Assault Rifles
- Shotguns
- Sniper Rifles
- Heavy Weapons

Some ranged weapons have 2 modes of fire: single shot and auto fire.

All ranged weapons are in single shot mode by default. It will be indicated as “Auto” if they have auto fire mode as an option. When turned on, Auto mode shoots multiple projectiles at once. But they will be less accurate because of the constant kickback from the weapon.

Ranged Weapon	Type	Damage	Critical Hit	Effective Range	Cost	Weight	Modes of Fire	Special Feature
N-11 Aurashaker	Pistol	3 to 12	20; DMG x 2	8 m	550 Cr.	0.8 kg	–	–
N-12 Starholder	Pistol	4 to 14	20; DMG to VP	8 m	1050 Cr.	0.9 kg	Auto - DMG: +2 AR: -2	–
M-72 Planetripper	SMG	3 to 18	20; DMG x 2	12 m	650 Cr.	2.4 kg	Auto only	–

M-74 Raydrill	SMG	6 to 18	20; DMG to VP	12 m	1100 Cr.	2.5 kg	Auto only	–
AH-16D Astrochopper	Assault Rifle	(6 to 20) + 2	20; DMG x 2	25 m	850 Cr.	3.4 kg	Auto – DMG: +2 AR: -4	–
AH-16Z Trident	Assault Rifle	(8 to 20) + 2	20; DMG x 3	30 m	1450 Cr.	3.6 kg	Auto – DMG: +4 AR: -2	–
G-31 Frostbreaker	Shotgun	(1 to 20) + 6	20; DMG x 2	6 m	700 Cr.	4.5 kg	–	–
G-35 Dragontaser	Shotgun	(4 to 20) + 6	19 – 20; DMG x 2, Bleeding	6 m	1650 Cr.	4.6 kg	–	–
S-52 Whirlshot	Sniper	(10 to 20) + 6	20; DMG to VP	40 m	900 Cr.	3.9 kg	–	–
LS-52B Rockhammer	Sniper	(10 to 20) + 6	19 – 20; DMG x 3, Dazed	50 m	1750 Cr.	4.1 kg	–	Dazed - Will Save DC: 14
Y-4 Psychoshaker Fusion Cannon	Heavy Weapon	(1 to 20) + 10	20; DMG x 2	30 m	2500 Cr.	12 kg	–	–
Y-5A Quadzooka Grenade Launcher	Heavy Weapon	(1 to 20) + 12	20; DMG x 2	40 m	3000 Cr.	14 kg	–	–
Y-7 Moonfinder Rocket Launcher	Heavy Weapon	(1 to 20) + 14	19 – 20; DMG x 2	50 m	4000 Cr.	18 kg	–	–

Melee Weapons

Your Hero can strike an opponent with anything that could inflict enough damage actually. That would include ranged weapons. Below is a table that determines how much damage can be inflicted if a ranged weapon is used as a melee weapon instead.

Ranged Weapon	Type	Damage	Critical Hit
N-11 Aurashaker	Pistol	1 to 6	–
N-12 Starholder	Pistol	1 to 6	–
M-72 Planetripper	SMG	1 to 8	–
M-74 Raydrill	SMG	1 to 8	–
AH-16D Astrochopper	Assault Rifle	2 to 14	20; DMG x 2
AH-16Z Trident	Assault Rifle	2 to 14	20; DMG x 2

G-31 Frostbreaker	Shotgun	4 to 16	20; DMG x 2
G-35 Dragontaser	Shotgun	4 to 16	20; DMG x 2, Stunned (Will Save DC: 12)
S-52 Whirlshot	Sniper	2 to 16	20; DMG x 2
LS-52B Rockhammer	Sniper	2 to 16	20; DMG x 2
Y-4 Psychoshaker Fusion Cannon	Heavy Weapon	6 to 20	20; DMG x 2
Y-5A Quadzooka Grenade Launcher	Heavy Weapon	6 to 20	19 to 20; DMG x 2
Y-7 Moonfinder Rocket Launcher	Heavy Weapon	6 to 20	19 to 20; DMG x 3

There are not many specialized melee weapon in this age of futuristic modern warfare. Nonetheless, there are a few. Your Hero can also engage in hand to hand (unarmed) combat, though the damage she would do depends the sub-species she belongs to.

Melee Weapon	Damage	Critical Hit	Weight	Cost	Special Feature
Unarmed – Scrawnies	1	–	–	–	–
Unarmed – BigBrained	1 to 3	–	–	–	–
Unarmed – Gifted	1 to 2	–	–	–	–
Unarmed - Giant	2 to 4	–	–	–	+1 damage for every 2 Character Level
Death Staff	2 to 8	20; Stunned	1.5 kg	50 Cr.	Stunned – Will Save DC: 14
Windkris (Diamond Sword)	2 to 12	20; DMG x 2, Wounded	2.1 kg	300 Cr.	–
Neoscythe	2 to 16	20; Wounded	2.5 kg	190 Cr.	–
Uni Spear	2 to 16	20; DMG x 2	1.6 kg	500 Cr.	–
Contained Laser Blade (“Lightsaber”)	2 to 16	19 – 20; DMG to VP, Bleeding	0.9 kg	2000 Cr.	Bypassed any Damage Reduction

Explosives

Explosive grenades are Area of Effect weapons. It will inflict damage to anyone within the blast area (or within an **effective distance** from the centre of the blast area).

There are two types of detonator used in a grenade: time-delay and impact. **Time-delay** grenade would **wait for a duration of an entire round** before it explodes while the other type ignites upon impact.

For every grenade thrown, there is a Reflex save for everybody in the blast area. If a character fails in the Reflex save, then she will get the grenade's mental or physical effect, after which a Will save or a Fortitude save is rolled to determine if she can counter that effect.

The following is a list of the available types of grenades.

- Fragmentation Grenade: Inflicts physical damage
- Greater Fragmentation Grenade: Inflicts more physical damage
- Poisoned Grenade: Releases poisoned gas in a controlled environment
- Incendiary Grenade: Inflicts vital damage to unprotected organic living things upon impact
- Piercing Damage: Pierces through armor. Ignores damage reduction.
- Sonic Grenade: Produces an unbearable high-pitched sound that stuns opponents
- Smoke Grenade: Releases thick, choking gas that also clouds vision of anybody in the affected area
- Flash Grenade: Blinds opponents
- Agglutinant Grenade: Releases a gooey, adhesive substance that slows down, or even stops, the affected opponent's movement. It will dissipate in time.
- Pyrotechnic Grenade: Produces fire.
- Cryogenic Grenade: Produces nitrogen-based cryogenic substance that is likely to freeze an opponent.
- EMP Grenade (requires an EMP Countermeasure Device): Disables droids and other electronic devices, including weapons, in the affected area (requires the EMP, which has to be crafted by a Specialist).

Grenades	Reflex Save DC	Damage	Detonator Type	Effective Distance	Effect DC	Weight	Cost	Notes
Fragmentation	14	(1 to 20) + 6	Timed	6 m	–	0.3 kg	500	
Greater Fragmentation	12	(1 to 20) + 12	Timed	10 m	–	0.5 kg	1050	
Incendiary	16	1 to 18	Impact	8 m	½ DMG to Vitality	0.3 kg	650	No effect on

					Points			droids
Piercing	12	1 to 16	Timed	6 m	Ignores Damage Reduction	0.5 kg	550	
Poisoned	10	1 to 10	Timed	6 m	Poisoned Fortitude Save DC: 16	0.5 kg	750	No Effect on Droids
Sonic	14	1 to 10	Impact	8 m	Stunned Will Save DC: 12	0.3 kg	700	
Smoke	10	1 to 10	Impact	10 m	Concealed, Suffocation Fortitude Save DC: 10	0.3 kg	450	No effect on droids
Flash	16	1 to 10	Impact	10 m	Blinded	0.3 kg	500	No effect on droids
Agglutinant	16	1 to 5	Impact	4 m	Slows Movement by $\frac{1}{4}$ for 4 rounds	0.4 kg	600	
Pyrotechnic	16	1 to 14	Impact	6 m	Enflamed Indefinitely	0.3 kg	850	No effect on droids
Cryogenic	14	1 to 8	Impact	8 m	Freezes affected character	0.5 kg	950	
EMP	16	1 to 4	Impact	10 m	Temp. disable droids, turrets and weapons	0.5 kg	1050	No effect on organic
Explosive Charge	18	(1 to 20) + 20	Timed	16 m	–	5 kg	1500	

Armor

Armor helps in reducing the damage you received from attacks. But it will impose penalties on your Defense score and base speed because wearing armor could somewhat restricts your movement. The penalties imposed depend on the type of armor worn.

Armor comes in different types. There are the Light, Medium and Heavy Armor type.

For each type, armor is further categorized into the different sub-species, as armor has to be shaped according to the shapes and sizes of the different sub-species. The Big-brained has an advantage here as they are granted the Big-Brained Light Armor Proficiency Feat, which imposed a +2 on Damage Reduction and there are no penalties on their movement and Defense score. Armor made by the Big-Brained is usually lightweight, yet the most durable and the cheapest found in the market.

Armor Type	Damage Reduction	Defense Penalty	Base Speed Penalty	Cost (Cr.)	Weight
Scrawnies Light Armor	2	-1	-2 meters	650	3 kg
Gifted Light Armor	3	-2	-2 meters	800	5 kg
Gifted Medium Armor	4	-4	-4 meters	2,350	12 kg
Big-Brained Light Armor	3	-2	-2 meters	500	3 kg
Big-Brained Medium Armor	5	-4	-4 meters	1,850	9 kg
Big-Brained Heavy Armor	7	-6	-8 meters	4,000	28 kg
Giant Light Armor	3	-2	-2 meters	1,000	8 kg
Giant Medium Armor	5	-4	-4 meters	3,500	20 kg
Giant Heavy Armor	8	-6	-8 meters	8,000	45 kg
Big- Brained Powered Armor	6	-3	-2 meters	6,500	16 kg
Giant Powered Armor	6	-3	-4 meters	10,000	25 kg

Other Miscellaneous Items

There are also other common items and important items.

Item	Description	Cost (Cr.)	Weight
Med Kits	Restore 15 HPs and recover VPs fully	100	1 kg
Health Hypo	Restore 5 HPs	25	0.1 kg
Anti-Toxin Hypo	Purge poisoning from the body	125	0.1 kg

Mental Desensitization Hypo	Stabilizes a character's mental state	150	0.1 kg
ICE Pick	Automatically hacks a computer	350	0.5 kg
Auto Lockpick	Automatically lockpicks a secured door or container	250	0.3 kg
Datapad	Contains information	–	0.05 kg
PortComm	Portable Communication Device	100	0.3 kg

Chapter 10 – Combat

It is advisable to read the “Example of a Game Session” after **Chapter 1 – The Basics** which demonstrates the most commonly used combat rules so as to give you a rough idea of how combat actually works in the game before delving into this chapter.

Combat constitutes a large part of playing this game. Your Hero will encounter enemies or creatures that will indefinitely want to attack you every now and then. There are times your Hero would want to negotiate with these enemies in order to avoid unnecessary bloodshed, but in truth, most of the time, the enemies either have no conscience (like robots and animals) or are unassailable and are hell-bound out to destroy you. You have to defend yourself ultimately.

This chapter will describe the combat rules in a successive manner. This means it will explain the rules in a sequence according to what you will have to do first and how you are going to play it out when you encounter an enemy and start combat. This chapter will reiterate all the rules you should have learnt in the first chapter while providing more details about them. These are rules and mechanics you need to keep in mind and look out for while you are engaged in combat after you encounter an enemy you need to kill.

Perception and Surprise Rounds

When a Hero character is about to encounter an enemy or a group of enemies, the Storyteller would do a Perception Check to see whether the Hero is **aware** of the approaching group of enemies.

This is a **d20 roll plus the character’s Perception modifier**. The result of this check is compared to an overall Difficult Class of the group of enemies which is normally **10**. However, the Storyteller decides if the DC should be higher or lower. This depends on several factors, including the time of day (or night), the environmental situation and the interior or exterior structure of where the combat is taking place.

A Perception Check can also be made as a Contested Check (your skill check is compared with another character’s (or an opponent’s) skill check). For example, some enemies are stealthy enough to avoid being seen. In this case, your Hero’s Perception Check is compared to the enemy’s Stealth Skill check.

Perception Checks are done on all Hero characters who are about to be engaged in combat. Those characters that are not **aware** of their opponents are flat-footed. This means their Defense scores are calculated **without** their Class Level Bonuses and Dexterity modifiers, which are basically 10. They remain flat-footed until they are able to make an action in the next round.

A **Surprise Round** is in order if one or more of the Hero characters in a team are flat-footed (or unaware of their enemies). In this round, flat-footed characters are also not able to move or attack.

There will be no Surprise rounds if the whole team is aware of their enemies. There is no exception though if everyone in the team is flat-footed.

Characters that are not flat-footed in this Surprise round will roll **Initiatives**. These characters can then make only one action (either a move action or an attack action). Each enemy will also roll Initiatives and can make only one action. This is the Storyteller’s job to determine and communicate what each enemy does.

When the Surprise round is resolved, a regular round begins. Characters that were flat-footed in the Surprise round can now roll Initiatives. The rest would keep their Initiative scores.

Initiative

Whenever regular rounds start in a combat, every character involved will get their turn to do something according to an order. This order is determined through **Initiative Checks**. Every character (the Heroes or the enemies) will have to roll their Initiative checks. The players will roll for their Hero characters while the Storyteller will roll for the enemies. The Storyteller will then re-arrange the results from the highest number to the lowest, and write down their names by the side of their results on a piece of paper. The character with the highest Initiative check will go first, followed by the character with the second highest and so on. The character with the lowest Initiative check will go last.

An Initiative check is a **d20 roll plus the character's Dexterity modifier**. If two characters have the same Initiative result, roll a d20 again and compare the results between the two until one of them is higher than the other.

This order will remain the same for all rounds in the combat.

Types of Actions

A combat is divided into rounds. In every round, a character that gets his turn is able to execute only **2 actions**, unless it is a Full-Round Action. There are 4 types of action:

- **Move Action** – Your Hero makes a move from one point to another. This movement is restricted by her Movement Rate (or Speed). Moving to cover, for example, is a Move Action.
- **Attack Action** – It is an action taken to do anything else other than to move. It is an action normally, for example, to strike an enemy with a melee weapon, to shoot at an enemy with a ranged weapon or to throw a grenade at a particular area, all of which requires an Attack Roll. Your Hero is also able to heal herself with a Med Kit or a Psionic Power, or to inject a Dexterity Hypo on herself, for examples, among many other similar actions.
- **Free Action** – This action is normally insignificant as it consumes a small amount of time and effort, and has little impact on any event happening during combat, for example, calling out for help, reading a note from a Datapad or firing a warning shot. You can perform as many Free Actions as you can, but the Storyteller will put reasonable limits on what you can really do for free. Free actions can be executed at any time.
- **Full-Round Action** – This is an action that requires an entire round to complete because it consumes a relatively larger amount of time and tremendous effort to execute. Therefore, no other Move or Attack action can be executed together with a Full-Round Action in a round. There are however only a few exceptional cases where a task or event requires a Full-Round Action, for example, moving a large obstacle out of the doorway or searching a 10m-by-10m room.

During a round, a character is able to make one of the following combinations of actions:

1. Move + Action (in any order)
2. Move + Move

3. Action + Action

Time and Rounds in Combat

Naturally, time during combat is distinguishable from the more casual time out of combat. Time during combat is often measured more precisely (therefore treated differently) than time out of combat. Time during combat is broken down into **rounds**. Each round represents **6 seconds** in the game. This way, the players and the storyteller would know how much time has passed after combat is resolved. This is quite important as some events or tasks, like Psionic Point Recovery, take time to complete and you need to know when they are completed.

In general, time measured in this game reflects real-world time. One day consists of 24 hours, 1 hour consists of 60 minutes and 1 minute consists of 60 seconds.

Movement, Maps and Terrain

Characters will spend some time traversing from one place to another throughout the Solar System. Normally, movement in combat situations is more important than movement during casual time to such an extent that it is worth measuring the movement of a character by the time taken and the distance covered. This measurement is known as the **movement rate (or speed)** and it is observed whenever a character makes a move action while engaged **in combat only**. Characters have their own movement rates. Also, there is only one kind of movement rate for each character, which is the rate when a character **runs**, because frankly, nobody would want to walk during combat unless of course they intentionally want to be shot at. They have to rush from one point to another or from cover to cover, unless a character decides to be a long-distance runner and wants to run over a large distance to try and get out of combat but will eventually be blown to bits.

Making a Move Action

Essentially, another way to view this is that movement rate is a number which represents the **maximum** distance you can cover when you make a **move action** during a round in combat. The movement of your character is presented, on a physical **map** of the scene the combat is taking place (that consists of **square grids**) laid down on the table, by your figurine or miniature which symbolizes your character. Each square area on the grid of the map represents a **2 meters by 2 meters** area in the game world. The character must at least move to an adjacent square on the map to qualify as a move action. This means the character is not able to make a “run” of 1 meter or 1.5 meters in any direction as a move action.

Characters can move from their original positions to their destinations in any direction but the destination must be inside one of the square grids on the map. Basically, movement on maps represent the real world. Characters move in a straight line to their destinations unless there are obstacles in their path, in which they have to go around the obstacles. The distance a character has travelled is the length of the path taken on the map.

You do not need a measuring stick to determine how far your character has travelled on the map. Take the square grids as a guide and take note of the scale for the map. For diagonal movement across the map, estimation would be good enough. However, the Storyteller would see to it that the estimation is reasonable enough. The Storyteller will always have the final say.

Character's Size on the Map

Characters come in different sizes. A character's size would determine how much space the character would take up on the map if they stretch out their arms, from one end to another. A normal medium-sized character would occupy one square grid on the map of a scale of 2m x 2m. But the bigger the character is, the more area on the map she occupies. Below is a table that serves as a guide to determine how much area on the map a character of a certain size would take up.

Sub-Species	Square Grids
< The Scrawnies (Skeletal)	1
Combat Turret (Relatively Smaller)	1
The Gifted (Medium-size)	1
The Big-brained (Distinctive or Bulky)	1
Alien Commander (Large)	2 squares by 2 squares (4m x 4m)
The Giants (Huge)	2 squares by 2 squares (4m x 4m)
Gargantuan	3 squares by 3 squares (6m x 6m)
Colossal	4 squares by 4 squares (8m x 8m)

Base Speed and Terrain

Movement rate (or Speed) of a character during combat depends on the character's Dexterity score and the sub-species the character belongs to. This is known as the **Base Speed**.

Movement rate would then vary depending on conditions like **Encumbrance** (how the weight of the all things you carry, including **Armor**, can bog you down and slow your movement; see Chapter 9 - Equipment), the type of terrain the character is moving on, how well-lit an area is, a Psionic attack that slows down the character's movement, etc. For example, you would have to move very slowly if you are in a very dark room, or you would have to move slowly if you have to move across thorny bushes or scrub.

A character's Base Speed is calculated likewise:

$$\text{Base Speed} = 10 \text{ meters} + (\text{Dexterity Modifier} \times 2) + \text{Sub-Species Modifier}$$

After which, you make necessary adjustments by applying the speed reduction to this Base Speed according to the condition your character is in (as described above) against the tables below .

*Note that Special Checks (a d20 roll) are made to determine if a character moving on a certain type of terrain would encounter other problems.

Sub-Species	Size Modifiers
The Scrawnies	+6 meters
The Gifted	+2 meters
The Big-brained	0 meters
The Giants	-4 meters

Condition	Examples / Special Check	Speed Reduction
Minor Obstruction	Trees in Forest, Plains	x1 or x3/4
Moderate Obstruction	Undergrowth in Jungle	x3/4
Heavy Obstruction	Thick Undergrowth in Dense Jungle	x1/2
Moderately Dark Area	-	x1/2
Completely Dark Area	-	x1/4
Poor Visibility	Heavy Snow, Heavy Rain, Dense Fog	x1/2
Gentle Slope	-	x2/3
Steep Slope	-	x1/2
Very Steep Slope	-	x1/4
Slippery Surface	Ice, Check: DC 14; If fail, Knocked Down	x1/4
Uneven Surface	Ground littered with rocks of all sizes or dead bodies	x2/3
Bad Surface	Mud, Snow	x1/2
Thorny Bushes	Check: DC 16; If fail, -2HP	x1/4

*For the Storyteller: Of course, there could be other types of conditions of the environment that the characters could be in. Use the table as a guideline and decide what the speed reduction should be, as long as it sounds convincing.

However, there are also conditions which are caused by attacks that could affect the character's mental or physical state and could slow her movement (this will be described later in the chapter under Physical/Mental States).

Types of Map Scale

During non-combat situations, movement rates are not so important. If a character decides to take a stroll to enjoy the scenery in a space station, nobody would care to know how long he takes and how far he has walked. Nonetheless, it would give players a sense of realism if the Storyteller keeps track of the time taken when the party traverse from one location to another. There are 3 other types of

map scales that affect how the movement rate is measured. There are maps which you will play on that adopts these scales in the game.

- **Local:** For exploring an area of a normal 2m by 2m grid map, it is measured in meters per minute.
- **Planet:** For getting from one place to another place on the other side of the planet, it is measure in kilometres per hour or per day.
- **Space:** For getting from one planet to another planet or from a space station to another space station within the Solar System, this is measured in astronomical unit per hour or per day (An astronomical unit is the distance between the Sun and Earth).

Attack Rolls

An Attack Roll represents your opportunity to attack your target. It does not however, represents a single swing of a melee weapon or a shot from a ranged weapon. It just indicates how much damage, if any, your Hero has done onto her target over the course of the entire round.

To attack an opponent (it could be a **melee** attack, a **ranged** attack, an **area-effect** attack, a **Psionic** attack), you **roll a d20 and add whatever bonuses** that applies. The result would then be compared to your opponent's **Defense Score** (a number that measures how difficult a character is to get hit during combat). If the result of your attack roll is equal or more than your opponent's Defense, there is a hit on your opponent. If the result is lower than your opponent's Defense Score, you miss. When there is a hit on your opponent, you will then roll again to determine how much damage you have caused on your opponent.

If you roll a 20 on your Attack Roll, you achieve a Critical Hit and inflict an extra effect or damage on the opponent which is based on what the weapon can do. However, if you roll a 1, it is considered a Dramatic Failure, and it could be that your weapon ran out of Solar Energy (somewhat akin to ammo) or simply breaks down.

Bonuses can be added to your Attack Rolls. This depends on your Hero's ability scores and any skills or feats which may be applied to it. This should have already been calculated when you create your Hero character on your character sheet.

- For **Melee Attacks**, you add your **Strength modifier** to your Attack Roll.
- For **Ranged Attacks**, you add your **Dexterity modifier** and the weapon's **Distance Penalty** to your Attack Roll.
- For **Area Effect Attacks**, a skill check is performed instead (see Area of Effect Attacks section later in this chapter).
- **Psionic Attacks** use Psionic Skill Checks to determine if there is a hit (see Chapter 12 – The Psionic), but this often produces a success.

Distance Penalty and Point-Blank Shot

All ranged weapons have an **effective distance** that it can shoot. If your target is too far away and is beyond this distance, a **-2 penalty is applied to your attack roll**.

In fact, there is a cumulative -2 penalty on your attack roll for every increment, the value of which is equals to the effective distance, of your target's distance from you.

For example, your Hero's ranged weapon has an effective distance of 10 meters. Your attack roll for a target who is 8 meters away from you does not suffer from any distance penalty. If your target is 12 meters (which falls within 10 to 20 meters, an increment of 10) away from you, your attack roll is penalized with a -2 distance penalty. If your target is 34 meters (which falls within 30 to 40 meters, an increment of 30) away from you, your attack roll suffers a -6 distance penalty.

This effective distance depends on the ranged weapon your Hero is using.

However, there are some instances that the enemy your Hero is targeting at is just within 2 to 3 meters away from you (this means the enemy is in a square grid which is adjacent or just next to the square grid your Hero is in on the map). This is known as the **Point-Blank Shot**. In this case, your Hero gains a **+1 on her Ranged Attack Roll and Damage Roll**.

Defense

Your Hero's Defense Score (a number that measures how difficult a character is to get hit during combat, Chapter 1 → Attack Rolls) is calculated according to the following formula:

$$\text{Defense} = 10 + \text{Character Level Bonus} + \text{Dexterity Modifier} + \text{Size Modifier} - \text{Armor Penalty}$$

Armor Penalty is the penalty you will encounter according to the type of armor your Hero is wearing (see Chapter 9 – Equipment to determine Armor Penalty.) **Size modifier** depends on the sub-species of your Hero character. The bigger in size a character is, the easier it is to hit him. The smaller in size a character is, the harder it is to hit her. The table below is a summary of the modifiers for the different species and creatures in the game as a general guide.

Sub-Species	Size Modifiers (Defense)
The Scrawnies (Skeletal)	+2
Combat Turret (Relatively Smaller)	+1
The Gifted (Medium-size)	0
The Big-brained (Distinctive or Bulky)	-1
Alien Commander (Large)	-2
The Giants (Huge)	-3

The Defense Score is checked against the Attack Roll of your opponent. If your opponent's attack roll is equal or higher than your Defense Score, you take damage. Otherwise, your opponent misses and you take no damage.

Damage

If you roll a successful hit on your Attack Roll, the next thing you have to do is to roll for damage done by the weapon used. The amount of damage by almost all weapons is determined by rolling a

d20 die, but each weapon has its own **range of damage**, that is, it has a minimum and a maximum amount of damage it can do on an opponent.

If your damage roll is lower than the minimum damage of the weapon used, that minimum damage is applied as the damage done on the opponent. If your damage roll is higher than the maximum damage of the weapon, that maximum damage is applied as the damage done. And obviously, any other result of the damage roll which falls in between is applied as the damage done.

Usually, the range of damage is added to another number designated for that weapon.

For example, a weapon's damage stat is as follows:

Damage: (10 to 18) + 5

This stat indicates that the weapon has a damage range of 10 to 20. If you roll a d20 for damage and get a 7, the damage done on your opponent is $10 + 5 = 15$. If you roll a 20, the damage done is $18 + 5 = 23$. If you roll a 15, the damage done is $15 + 5 = 20$.

There is no Dramatic Failure or Extraordinary Success for damage rolls.

Other bonuses can be added to certain types of damage as well. This depends, your Hero's ability scores and any skills or feats which may be applied to it.

- For **Melee** damage, you add your **Strength modifier** and your **Size Modifier** to your weapon damage.
- For **Psionic** damage, you add your **Willpower modifier**, your Class Level Bonus and your sub-species modifier to the damage done using Psionic.

Sub-Species	Size Modifiers (Melee Damage)
The Scrawnies	-3
The Gifted	0
The Big-brained	+1
The Giants	+3 [^]

[^]The Giant's size modifier for melee damage increases as he levels up no matter what class he happens to be in (see Chapter 4 – The Human Sub-species).

There is a list of weapons you can buy from at the beginning of the game under the Weapons section in Chapter 9 – Equipment.

Armor and Damage Reduction

Damage reduction is a value that represents how well a character resists damage. The armor your Hero puts on reduces damage taken from melee or ranged attacks only. Some special types of armor also provide a certain degree of protection from certain Psionic attacks. The amount of reduction your armor-wearing character will get from a ranged or melee damage depends on the armor she wears. It will also reduce the amount of damage done to her Vitality points.

However, armor induces penalties on your Hero's Base Speed and Defense Score. This is explained under the Armor section in Chapter 9 – Equipment.

Cover and Concealment

Covers can provide very good protection from any attack, especially ranged attacks, for any character hiding behind it. Your Hero character can hide behind a pillar, a wall, a barrier or an obstacle. Certain type of covers offers a certain degree of protection.

Covers also provide a bonus to both your Defense score and your Reflex save. Below is a table that describes how much protection a cover of a certain type gives.

Example of Covers	Degree of Protection	Defense Bonus	Reflex Save Bonus
Standing behind a 0.3-meter-wide pillar or a 1-meter-tall concrete barrier; Kneeling on the floor	One-quarter	+1	+1
Standing from around a corner; Standing behind an open window; Prone position on the floor	One-Half	+3	+2
Peering from around a corner while prone	Three-quarters	+5	+3
Standing behind a narrow opening; Standing behind a door that is slightly ajar	Seven-eighths	+7	+4

Some destructible objects, such as a concrete barrier, can also provide cover for a character but only for a certain amount of time before it is completely obliterated by powerful weapon blasts or fire. This depends on what the object is made of and how big or thick it is. These covers have so-called Vitality Points too. They can only take a certain amount of damage before they are deemed useless for providing covers. In effect, due to the natural ability of these covers to take in damage, they also have damage reduction.

For example, a concrete barrier has a Vitality point of 20 and a damage reduction of 5. If a blast from an enemy's weapon does "15" damage on it, the concrete barrier will deduct only 10 from its Vitality Points. But another shot would render it useless for cover. However there is no list of objects that describes how many Vitality Points and Damage Reduction each object has. This would entirely be up to the Storyteller's creativity and imagination to decide on such details, but of course it must be convincing.

Concealment, on the other hand does not provide protection but it hides a character from sight of any other character. Concealment could be an environmental object, such as a bush or a Psionic power, such as Photonic Redirection, which makes the Psionic wielder or any character invisible to everyone else. A character may make **Perception Check** to determine whether she is able to spot the character under concealment.

Stealth and Perception Check

The Perception ability represents how well a character can notice fine details in the environment and alert her to danger using her bodily senses which include sight, hearing, touch and smell. The Perception check is a d20 roll plus the Perception modifier and is compared against the Difficulty Class of the thing that is concealed from view. In the previous example, the DC of the Photonic Redirection Psionic power is 16. If the character's Perception Check results in a 15 or below, she is not able to see the Psionic wielder who activates the Psionic power. However, if the Perception Check results in a 16 or above, she manages to make out the Psionic wielder's human form and determines the location of the invisible opponent whom she can engage, even though the other characters around her could not see the Psionic wielder (The **Scrawnies** and those of the **Specialist** class are known to be especially good at this).

There are also hidden items that cannot be seen by characters with low Perception score, especially **traps**. Other things would also include hidden compartments and secret doors. If the Storyteller ask you to do a Perception check when your Hero enters a room, you as the player would immediately know something is amiss. If you fail your Perception check, you will continue to move on but not knowing what will eventually happen next.

Nonetheless, there are also environmental conditions that need to be factored in when doing a Perception Check. For example, insufficient lighting would make the character or a thing under concealment much more difficult to be discovered.

A Perception Check can also be made as a **Contested Check** against an opponent's Stealth check (see Chapter 7 under the Skill Check section). The same condition above applies to Stealthy characters as well. If you fail the contested check, your opponent would have successfully sneaked past you and would attack you from your back.

Critical Hits

A **critical hit** is a successful attack that deals much more damage to an opponent than a normal hit. A critical hit do extra damage by bypassing a character's Hit Points and strike directly on the character's Vitality Points, or by doubling (or even tripling) the damage you roll after for the weapon used.

A critical hit is caused when you roll a "20" (or even lower numbers like 19 or 18, depending on the weapons used and any feats applied) on your Attack Roll, no matter if it is higher or lower than your target's Defense Score.

The effect of a critical hit depends on the weapon used (which is described for each weapon in a list under the Weapons section of Chapter 9 – Equipment).

Hit Points and Vitality Points

Damage reduces a character's **Hit Points (HP)** first. When the character's Hit Points reaches zero, any more damage done then reduces the character's **Vitality Points (VP)**. When a character's Vitality Points reaches zero, the character is considered dead, even though in some cases, she still has some Hit Points in her.

There are **critical hits** that can directly reduce a character's Vitality Points, but as long as the character has Hit Points, she is still capable of making an action.

When a character's Hit Points becomes zero, the character is incapacitated either by being knocked unconscious (there are actually other ways to be knocked unconscious) or by dying, in which case she is severely weakened and is not able to take any more action, unless your character has the **Last Chance Feat**.

For example, your Hero is left with 8 Hit Points and she has 14 Vitality Points (equals her Constitution score). If she takes a damage of 10, her Hit Points becomes zero for this round. She is now disabled and is not able to do anything but cry for help. The next damage she takes from her enemy is now applied to her Vitality Point.

Luckily, there are always ways to regain your VP or HP, sometimes through resting for a few of hours (or days), or through an instantaneous Health Hypo injection, or through Psionic powers, among a few other ways.

The rate of recovery of Hit Points and Vitality Points through resting mainly depends on the sub-species. There are feats that speed up the recovery. The rate of recovery is the same for both HP and VP.

Sub-Species	Recovery Speed of HP/VP
Gifted	1 point / hour
Big-brained	0.5 points / hour
Scrawnies	2 points / hour
Giants	5 points / hour

Saving Throws

There are times your Hero is subjected to an unusual attack, deadly situation or dangerous effect that may weaken her in many ways, or even renders her unconscious or immobile. Your hero has a chance to negate or reduce its effect by rolling a saving throw. You **roll a d20**, add your related-ability modifiers and add whatever bonuses that may apply based on your Hero's level and feats. You succeed at your saving throw if your result is equal to or higher than the Difficulty Class of that attack or effect. The result often incorporates **modifiers** (bonuses or penalties) based on your relevant ability scores, like Dexterity, Constitution and Willpower.

You will succeed with greater advantages if you roll a natural 20, and fail with drastic consequences if you roll a natural 1. The key difference between saving throws and skill checks is that saving throws are used whenever your Hero wants to **avoid** something or get out of a difficult situation, while skills checks are used when your Hero wants to **accomplish** something.

Saving Throw: d20 Roll + Relevant Ability Modifier + Other Bonuses

There are 3 different types of saving throws; **Reflex**, **Fortitude** and **Will**.

- Reflex saves depict your ability to dodge the opponent's deadly attacks or a dangerous situation, like a grenade blast. This uses your **Dexterity** modifier as part of calculating your saving throw.

- Fortitude saves depict how well you are able to withstand attacks or effects on your physical body, for example if you are poisoned. Your **Constitution** modifier is involved.
- Will saves depict how well you are able to withstand mental effects, for example if you are stunned from a Psionic effect. Your **Willpower** modifier is always used in here.

Types of Attacks

In a combat round, when a character decides to make an attack action, there are mainly 4 types of attacks she is able to make.

Melee Attacks

These are attacks made with your melee weapons. Your Hero's Strength modifier is always used in your Attack Roll when your Hero uses a melee weapon to attack an opponent, since the Strength of a character helps her to swing her melee weapon fast and hard. The stronger she is, the more likely she is to strike her opponent. This stat should have already been written down on your character sheet, together with your Hero's Ranged Attack Roll.

For characters of medium-sized or smaller, **Melee attacks' effective range is 2 meters** away. This means a medium-sized character can strike an opponent who is about 2 meters away, or in other words, she is able to strike her opponent who is in a grid just next to the grid she is in. However, characters that are bigger in size (of "large" size or more) are able to strike an opponent who is further away. For example, a character of the Giant sub-species is able to hit an opponent who is 4 meters away from her. This is due to how bigger-sized characters are able to reach out further than smaller-sized creatures.

All **Ranged weapons** can be used to melee an opponent too. The bigger in size the weapon is, the more damage can be done on the opponent. This is indicated alongside the weapon's descriptions under the Weapons section in Chapter 9 – Equipment.

Ranged Attacks

These are attacks made with your ranged weapons. Your ranged Attack Roll implements your Hero's Dexterity modifier at all times, as Dexterity measures how well a character's coordination and steadiness is. The higher your Hero's Dexterity score is, the more likely she is to hit her opponent as a distance.

Psionic Attacks

These are attacks that are caused by your Hero's Psionic powers if she has any. The successful use of Psionic powers requires skill checks instead of Attack Rolls (see Chapter 12 – The Psionic). Psionic Skill Checks always incorporate your Hero's Willpower modifier. Psionic powers originate from the innermost reaches of the Psionic wielder's mind and soul. Since Willpower is a measure of a character's spirituality and mental resistance, the higher her Willpower is, the more powerful she is as a Psionic Wielder. Psionic attacks are a form of either a ranged (projected) attack or an area of effect (localized) attack. Furthermore, it could be either a physical attack or a mental attack.

Area of Effect (AOE) Attacks

This type of attacks involves anybody within an area. Area of Effect attacks, like throwing a fragmentary grenade or activating an AOE Psionic power, would likely cause damage to anybody who are within a circular area of the blast.

For **throwing grenades**, **skill checks** are made. Any character is able to throw a grenade, and so everyone acquires this skill automatically. This skill check is compared to a **DC of 1**, as throwing a grenade would almost certainly result in a blast upon impact (or timed). If the skill check produces a 1 (a Dramatic Failure), either the grenade did not ignite (a dud) or it could have coincidentally bounced off to some area which is safe for everyone involved in the combat.

Upon ignition, every character in the blast area has to do a **Reflex save** to determine how much damage from the blast the character is able to dodge, probably due to the way she takes cover and so on. The DC of this save depends on the type of the grenade thrown. Some grenades are known to not only cause physical damage on a character but also affect the character's mental state, in which case, the affecting character has to roll a **Will save**.

Mental Attacks

These are attacks made to the mental state of an opponent. Every time a mental attack is made, the victim has to roll a Will save to determine if she falls into the mental state. More of this is described in the following section.

Physical/Mental States

In a round during combat, a character's physical or mental state could be put through a number of adverse conditions which could affect what the character is able to do for that round. This could be produced by a variety of reasons, but they are mostly triggered by attacks from her opponent, like a melee weapon's critical hit that could stun an opponent, a ranged weapon's critical hit that could cause an opponent to bleed, a flash grenade that could blind an opponent or a Psionic power that freezes an opponent.

A character's physical or mental state caused by such attacks is usually indicated alongside the descriptions of the relevant weapon or Psionic power in the corresponding chapters pertaining to them.

Below is a list of all the possible states a character could be subjected to, along with the description of the relevant effect. All states will last for several rounds, until the effect from the attack that causes it goes away. The time taken depends on the weapon or Psionic Power used.

Physical/Mental State	Description
Ability Loss	The character has temporarily lost 1 or more of an ability modifier used for Attack Rolls, Skill Checks, Defense Score, Saving Throws, etc.
Blinded	The character cannot see at all, and thus is not able to do much but walks around aimlessly. Her speed is reduced to one-quarter of her Base Speed and she also suffers a penalty of -4 to her Defense Score. However, she is still able to make an Attack Roll, or Skill Check. Only if she scores a 20, she makes a Lucky hit but normal damage is applied.

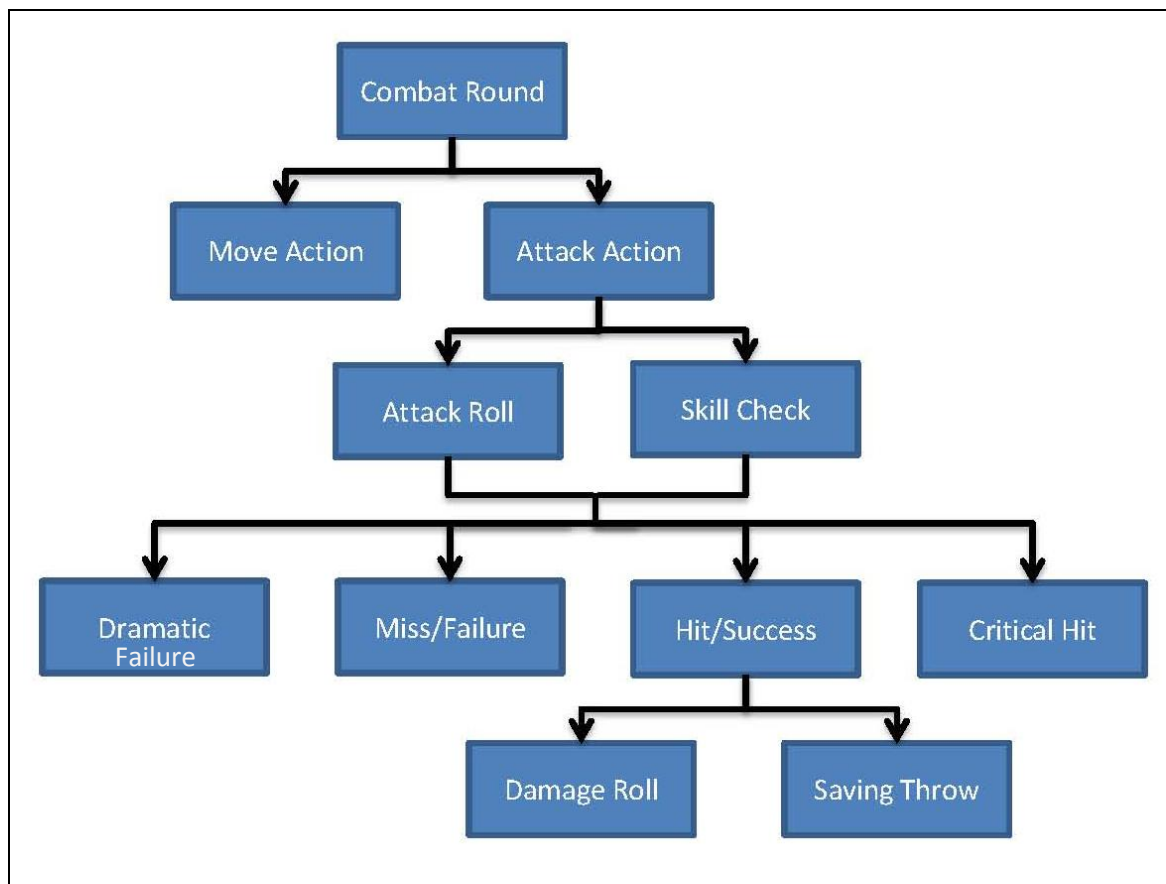
Fear	The character is frozen in fear, loses her Dexterity bonus in anything, including her Defense Score, and cannot make any Attack or Move action. Her opponent gains a +2 on Attack Rolls to hit her.
Stunned	A stunned character is not able to move or attack, loses her Dexterity bonus in anything while taking an additional -3 penalty to Defense Score. This effect is somewhat similar to Fear, but it will last for only 1d20/4 rounds (always round up a fraction number).
Dazed	A dazed character is not able to make any Attack or Move action but can defend against attacks normally.
Pain	Characters in this state are in such extreme pain that they lose focus and are not able to perform at their optimal during combat. They are only able to make one action (considered as a full-round action) for that round and suffer a -4 penalty in both their Defense Scores and Attack Rolls.
Exhausted	Characters that are exhausted move at half their Base Speed, lose their Strength and Dexterity bonuses in anything and is only able to make one action (considered as a full-round action) for that round.
Fatigued	A fatigued character cannot make a Move action and suffers -4 in her Strength and Dexterity modifiers in anything. For example, if your Dexterity modifier is +2, it will become -2 when you are fatigued.
Knocked Down	Characters that are knocked down, falls to the ground and gets dazed. They are vulnerable in this position. They are unable to take any action and suffer a penalty of -4 to their Defense Score. However, in the subsequent rounds after the one where she is knocked down, she can do a Reflex save (DC 10) to determine if she is able to dodge any more incoming attacks and gets up quickly.
Paralyzed/ Frozen/Sleeping/ Unconscious	A character in these states is unable to move or attack. She suffers a -6 penalty on her Defense score, and unfortunately, any hit on her is automatically a critical hit. If her VP is zero, she does a Fortitude save (DC 10) to determine if she can survive for that round or die.
Poisoned	For as long as a character is exposed to poisoned or toxic gas, her Hit Points is reduced by 5 in every round and usually suffers an ability loss (depending on the attack). She is also fatigued (see above). If she succeeds in her Fortitude save (the DC of which depends on the type of attack), the character will then suffer a reduction of 2 points from her HP for every round instead. She needs an Anti-Toxin antidote to be completely purged of the poison.
Bleeding	A bleeding character is exhausted (see above). She constantly loses a lot of blood and gradually becomes weaker. She will lose an accumulating 1 Hit Point for every round. For example, in the round where she is bleeding, she loses one HP. In the next round, she loses 2 HPs and so on. When her HP drops to 0, she falls into unconsciousness and this effect will still continue. It will only stop if her VP and HP are restored to full capacity.
Wounded	A wounded character is fatigued (see above). In each round, she will make a Fortitude save (DC 15) to determine if she loses 1 Vitality Point. If her VP drops to zero, she does a Fortitude save again (DC 10) to determine if she can survive for that round or die. This effect will only stop if her VP and HP are restored to full capacity.

Enflamed	For as long as a character is exposed to fire, her Hit Points is reduced by 5 in every round. This effect continues until the fire is put off.
Suffocation	This effect may take place if a character is breathing heavy smoke or toxic gases, or is in an airless (vacuum) environment. She can only survive in this condition for a number of rounds that equals her Constitution score (a human being normally could hold her breath for about 45 seconds). After this period, she makes a Fortitude save (DC 10) for every round to determine if she survives or immediately dies from suffocation.

Summary of Combat Sequence

This is a summary of the sequence of things you need to look out for when a combat ensues. Combat sequences are cyclical in nature.

1. Perception Checks are done on all characters who are about to be engaged in combat. Those characters that are not **aware** of their opponents are flat-footed. This means their Defense scores are calculated **without** their Class Level Bonuses and Dexterity modifiers, which are basically 10. They remain flat-footed until they are able to make an action.
2. A **Surprise Round** is in order if one or more of the Hero characters in a team are flat-footed (or unaware of their enemies). There will be no Surprise rounds if the whole team is aware of their enemies. There is no exception if everyone in the team is flat-footed.
3. Roll **Initiatives** for those characters that are not flat-footed in a Surprise round. These characters can make only one action (either a move action or an attack action) in the Surprise round. Initiatives are also rolled for the enemies. Each enemy also makes only one action, and it is the Storyteller's job to determine and communicate what each enemy does.
4. When the Surprise round is resolved, a **regular round** begins. Characters that were flat-footed in the Surprise round can now roll Initiatives. The rest would keep their Initiative scores.
5. Each character will determine the actions she wants to make. They can make **two** actions in a round, from a combination of a move action and an attack action. Every character will take her turn according to the Initiative order, with the highest going first and the lowest going last. The following is a chart flow that summarizes the things you have to do



6. When everyone has taken their turn, the character with the highest Initiative score will start first again, and the whole process in step 5 and 6 is repeated until the combat is resolved.

Tips for the Storyteller

Combat could be the most daunting event in this game, especially for the Storyteller, if too many things happen at once. Here are some tips to make combat easier.

- Ask your players to roll for both Attack Roll and Damage Roll at the same time. If the players missed, they can ignore the damage, but if they hit, there is no need to wait for them to make another roll for damage.
- Provide each player with different-coloured d20s and designate which colour belongs to what roll. After which, they are able to make their attack and damage rolls all at once.
- Use d20 dice to keep track of how many rounds have passed.
- If the players know that it would be their turn next, ask them to roll attack and damage rolls ahead of time.
- The use of miniatures or action figures greatly quickens the combat.
- It is useful to always have many blank pieces of paper, a workable pen and a small portable calculator with you. (No joke!)

Chapter 11 - Crafting

Soldiers from the Elite Solar Peacekeeper Union are required to know how to craft items. It increases their chance of surviving when they are out on a dangerous mission. Every Hero character is able to craft items but the type of items a Hero can craft depends on what class she belongs to. The crafting skill is automatically assigned to your Hero once you choose the class for her upon character creation. The following describes which classes are able to craft what types of items:

- The Officer is only able to craft blueprint-based or research-based items like mechanical crossbows or traps. This would require them to obtain the blueprint or research materials, which are not easy to find, to craft those items. If their class level is high enough, they can build combat droids which can be used to scout or even fight for your Hero character.
- The Specialist is only able to repair, modify or upgrade weapons, armor, vehicles and droids. They are also able to craft gadgets like portable monitoring installations (spy cameras, sound detectors, etc.), ICE picks (stands for Intrusion Countermeasures Electronic, devices that hacks a computer automatically), disposable automatic lockpicks (devices that opens a locked container or door automatically), and other cool gadgets.
- The Guard is only able to craft grenades of a variety of types.
- The Controller is only able to craft hypos, boosters and med kits.

Crafting involves many factors and prerequisites which have to be met, including spending some of your credits on required materials which can only be bought from vendors across the Solar System. It is also often not easy to craft an item, it is time-consuming and it often requires a large amount of credits. The difficulty of crafting an item depends on the level of the class.

Hero characters must make a skill check at the end of the crafting process to finish an item, the DC of which depends on the item created. The success of your crafting depends on your Hero's character Class Level and her Intelligence Modifier. If a Hero fails at crafting an item, that item does not function, is rendered useless and the material and time spent on it is wasted.

Crafting Skill Check: $d20 + (\text{Class Level} - 1) + \text{Intelligence Modifier} \geq \text{Difficulty Class}$

The **quality** of the item created will also differ each time you craft. This depends on how successful your Hero has crafted the item, determined by the skill check you made. For example, if your Skill Check results in a 20, an **exceptional success**, the item will contain extra special bonuses or effects that enhance the user of the crafted item through her abilities, or create even more damage on an opponent. There are other skill check results that fall under "exceptional success" for crafting items. This is indicated alongside the item created in the list below.

A crafter can only craft **one item at a time**. If the crafter is crafting an item and then decides to create a new item all the materials and tools used under construction will be lost.

A Hero who has successfully crafted an item will gain an **XP of (500 x Class Level)**.

Material Requirements

Crafting an item requires certain **materials and tools** which are not easily found anywhere except that it can be bought from vendors across the Solar System.

Fortunately, some crafting materials and tools are sold as a package for crafting a particular item. Although there are some cases that the package is not complete and there is one or two missing rare

items which you need to find yourself. The same vendor which you bought they package from would most probably not have the missing item.

Environment to Craft Items

Crafters must find an appropriate time and place to craft items successfully. This usually includes a fairly peaceful, comfortable and well-lit place for your Hero to work in. A workshop would be the best place to create an item, and these places are usually found in the market or city, but you need to pay to rent these workshops to craft items. Spending about **8 hours** in a **workshop** would cost about **1 Solar credit** (1,000 credits). Crafting in a workshop adds a **bonus of +2** to your crafting skill checks and accelerates your work time to **-2 hours**.

Of course, if you are not able to afford this, any other place suitable for crafting an item, like an environment described above (fairly peaceful, comfortable and well-lit) would be fine.

Consequences of Crafting an Item

There are times after **successfully** crafting an item your Hero will get into a certain physical or mental state because of the tremendous amount of your Hero's energy and concentration spent on crafting the item. This is especially true if the amount of time taken to craft an item is very long, or crafting an item requires a significant amount of Psionic energy, for example, creating hypnos and boosters (depending on which item is crafted) in which the Crafter will get **exhausted** (see section Physical/Mental States in Chapter 10 – Combat) for 8 hours.

If indicated, this consequence is determined by rolling **another d20** and comparing your result against the **DC, which equals your Class Level Number + 2**. If your roll is equal to or more than the DC, you are safe. These consequences will happen less frequently the higher your Hero character's Class Level is. When your Hero reaches a Level 10 or more however, the DC will be capped at 12.

Time Taken to Craft an Item

Crafting takes a significant amount of time. Each item creation has a base crafting time (measured in hours) associated with it, but the higher your Hero's Class Level is, the shorter the time it takes to craft the item. It calculates as follows:

$$\text{Final Time Taken} = \text{Base crafting time} - (\text{Class Level Number} \times 30 \text{ mins})$$

Your Hero must dedicate all those hours to craft an item and she cannot break the time needed into several parts. If the item requires 8 hours to craft, she must commit all 8 hours continuously to complete the process. Of course, she is able to take small breaks here and there, but she is not able to work on it for 4 hours, sleep for the next 8 hours, and continue doing it for another 4 hours. Any break in the process (includes a situation where she would be suddenly engaged in combat, which is why working in a peaceful environment is important) will result in time, energy and materials lost. She has to start the crafting process all over again with new materials and tools which have to be bought again.

Crafting Process

The following is a list of a few examples of items, along with the descriptions, that a character of a certain class can craft. It also states the needed materials and tools, duration, consequences and other stats. There are virtually many other items that can be crafted given that it is logical of what can be crafted and what materials and tools are needed to craft them. This has to be a discussion

between the players and the Storyteller before one proceeds to craft an unlisted item. The following would just serve as a general guideline.

The Officer's Crafting Skill

The Officer is able to make items based on a blueprint or a research paper. Officers have to discover and acquire these blueprints and research papers before they are able to craft that item. There are a few blueprints available for sale in vendors but they are often expensive and do not come together with the materials and tools needed. Furthermore, if they discover a research paper, the Officers have to conduct research on a particular subject before they are able to craft the research-based item. Research often takes a considerable large amount of time. But the item crafted is often worth it.

At a certain class level, Officers can build combat droids which can be used to scout or even fight for your Hero character. No blueprint or research papers are required for this.

The following will show some examples: crafting a crossbow based on a blueprint, an example to create a Scout droid, and an example of making a Shrapnel Trap. More blueprints and research papers can be found in the Omega Chronicles Mission Adventures scenario books.

Crafting a Crossbow

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Crossbow Package - Carbon Compound Material - High Modulus Polyethylene String 	<ul style="list-style-type: none"> - Officer Class Level 3 and above - Crossbow Blueprint 	14	Every hit on an opponent is a Stun effect with DC of 8	16 hours

Consequence	Crafted Item Stats	Cost	Weight
Exhausted for 1 day (24 hours)	Damage: 10 – 15 Type: Ranged Critical Hit: 20 (Damage x 2) Effective Range: 14m	1,200 Cr.	1.5 kg

Materials/Tools	Description	Cost	Weight
Crossbow Package	Contain the basic items to construct a crossbow. However, some crucial items are not included.	500 Cr.	0.5 kg
Carbon Compound	A strong durable material.	1000 Cr.	1.0 kg
High Modulus Polyethylene String	A strong, elastic string made of exceptional material.	750 Cr.	0.05 kg

Building a Scout Droid

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Basic Computer Package - Magnalium Alloy Casing - 24Ghz 32-core CPU - Pre-programmed Scout Droid Software - Infra-red Sensors - Wheel-based Movement Mechanism 	Officer Class Level 4 and above	10	+2 to Perception Check, +4 meters to Base Speed	32 hours

Consequence	Crafted Item Stats	Cost	Weight
Fatigued for 20 hours	Perception: 14 Defense Score: 10 HP: 10 Base Speed: 18 meters *No weapons but can act as a valuable decoy	1,900 Cr.	—

Materials/Tools	Description	Cost	Weight
Basic Computer Package	Contain the basic items to construct a portable computer.	750 Cr.	3.1 kg
Magnalium Alloy Casing	A durable metal alloy.	300 Cr.	5.3 kg
24GHz 32-core CPU	—	1250 Cr.	0.01 kg
Pre-Programmed Scout Droid Software	—	200 Cr.	0.03 kg
Infra-red Sensors	Detects warm-blooded living things behind walls.	450 Cr.	1.25 kg
Wheel-Based Movement Mechanism	Provides droids with fast movement capability.	650 Cr.	9.2 kg

Making a Shrapnel Trap

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Trap Trigger Package - Ferrosilicon Shards 	<ul style="list-style-type: none"> - Officer Class Level 1 and above - Shrapnel Trap Blueprint 	18	Bleeding on affected opponents with DC of 12 DC for Perception Check: 12	3.5 hours

Consequence	Crafted Item Stats	Cost	Weight
–	DC for Perception Check: 10 DC for Reflex Save: 16 Damage: 14 Effective Range: 6m	300 Cr.	–

Materials/Tools	Description	Cost	Weight
Trap Trigger Package	Contain the basic items to construct a trap triggered by walking over.	520 Cr.	4.6 kg
Ferrosilicon Shards	Sharp shards that are made with silicon alloy of iron.	165 Cr.	0.7 kg

The Specialist's Crafting Skill

The Specialist is trained in repairing, modifying or upgrading weapons, armor, vehicles and droids. They are also able to craft gadgets like portable monitoring devices (spy cameras, sound detectors, etc.), ICE picks (stands for Intrusion Countermeasures Electronic, devices that hacks a computer automatically), disposable automatic lockpicks (devices that opens a locked container or door automatically), and other cool gadgets. The following are examples of repairing and upgrading certain items, on top of crafting some gadgets.

Repairing a Broken Assault Rifle

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
- Basic Weapon Repair Toolkit	Specialist Class Level 1 and above	9	–	5 hours

Consequence	Crafted Item Stats	Cost	Weight
–	Fully functional. Retaining all the original stats of the weapon.	–	–

Materials/Tools	Description	Cost	Weight
Basic Weapon Repair Toolkit	Contain the basic tools to repair a normal weapon.	380 Cr.	2.3 kg

Upgrading an Assault Rifle

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Advanced Weapon Upgrade Toolkit - Telescopic Lens 	Specialist Class Level 4 and above	17	Increased range of Critical Hit: 18 - 20	12 hours

Consequence	Crafted Item Stats	Cost	Weight
–	Damage: +2 Effective Range: +6 meters (Additional Scope) *Additional Auto Fire Mode: +4 on Damage, -2 on Attack Rolls	+860 Cr.	–

Materials/Tools	Description	Cost	Weight
Advanced Weapon Upgrade Toolkit	Contain advanced tools to upgrade a weapon.	2035 Cr.	3.2 kg
Telescopic Lens	Provides Scope for Ranged weapons	215 Cr.	0.3 kg

Crafting an EMP Countermeasure Device

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Basic Electronic Toolkit - Small metallic Placeholders - Low-inductance capacitor bank - Flux compression portable generator 	<ul style="list-style-type: none"> - Specialist Class Level 5 	15	Effective Range: 22 meters	11 hours

Consequence	Crafted Item Stats	Cost	Weight
–	Disables droids, turrets and other electronic devices, including weapons (DC: 18) Effective Range: 16 meters Can be timed and made as a grenade (Guard-specific skill)	750 Cr.	0.4 kg

Materials/Tools	Description	Cost	Weight
Small Metallic Placeholder	–	50 Cr.	0.05 kg
Flux compression portable generator	?	1045 Cr.	0.25 kg
Low-inductance capacitor bank	?	835 Cr.	0.1 kg
Basic Electronic Toolkit	Provides the basic toolkit for electronic engineering	150 Cr.	1.6 kg

The Guard's Crafting Skill

The Guard is able to craft grenades of a variety of types, namely:

- Fragmentation Grenade: Inflict physical damage
- Poisoned Grenade: Releases poisoned gas in a controlled environment
- Sonic Grenade: Produces an unbearable high-pitched sound that stuns opponents
- Smoke Grenade: Releases thick, choking gas that also clouds vision of anybody in the affected area
- Flash Grenade: Blinds opponents
- Agglutinant Grenade: Releases a gooey, adhesive substance that slows down, or even stops, the affected opponent's movement. It will dissipate in time.
- Pyrotechnic Grenade: Produces fire.
- Cryogenic Grenade: Produces nitrogen-based cryogenic substance that is likely to freeze an opponent.
- EMP Grenade (requires an EMP Countermeasure Device): Disables droids and other electronic devices, including weapons, in the affected area (requires the EMP, which has to be crafted by a Specialist).

The Guard has to be very careful at crafting certain grenades. For example, the crafting of a Poisoned Grenade can expose him to poison. In this case, he needs to standby an anti-toxin hypo, which the Controller is able to craft.

The following are an example of crafting a grenade.

Crafting a Poisoned Grenade

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Grenade Placeholders - Poison - Serrated Ferrosilicon shards - Explosive Material - Timed Detonator Device 	<ul style="list-style-type: none"> - Guard Class Level 3 	18	Damage: 14 Effective Range: 8 meters	3.5 hours

Consequence	Crafted Item Stats	Cost	Weight
Poisoned	Damage: 11 Effective Range: 6 meters Effect: Poison DC for Fortitude save: 16	150 Cr.	0.4 kg

Materials/Tools	Description	Cost	Weight
Grenade Placeholder	–	20 Cr.	0.05 kg
Poison	–	125 Cr.	0.01 kg
Serrated Ferrosilicon shards	Sharp metal shards	85 Cr.	0.2 kg
Explosive Material	–	150 Cr.	0.1 kg
Timed Detonator Device	–	65 Cr.	0.4 kg

The Controller's Crafting Skill

The Controller is able to craft hypos, boosters and med kits, namely:

- Med Kits: Restore 15 HPs and recover VPs fully
- Health Hypo: Restore 5 HPs
- Anti-Toxin Hypo: Purge poisoning from the body

- Mental Desensitization Hypo: Stabilizes mental states
- Dexterity Booster: Adds a +2 to Dexterity modifier, usually lasts for 1 minutes
- Strength Booster: Adds a +2 to Strength modifier, usually lasts for 1 minutes
- Willpower Booster: Adds a +2 to Willpower modifier, usually lasts for 1 minutes
- Constitution Booster: Adds a +2 to Constitution modifier, usually lasts for 1 minutes

Some of the crafting of this item requires the Controller's Psionic energy to be contained and transferred into the hypo solution. This requires a lot of Psionic concentration and therefore, it is very likely the Controller will enter Fatigued mode each time she crafts that specific hypo. In such a case, she would require one whole day of rest to fully recover.

Crafting a Mental Desensitization Hypo

Requirements	Prerequisites	DC	Exceptional Success	Base Crafting Time
<ul style="list-style-type: none"> - Hypo Placeholders - Saline Solution 	<ul style="list-style-type: none"> - Controller Class Level 4 - Mental Desensitization Power 	17	–	3 hours

Consequence	Crafted Item Stats	Cost	Weight
Fatigued	Stabilizes and restores the mental states of a stunned, dazed, fear-induced, pain-induced, etc. of an affected character.	150 Cr.	0.4 kg

Materials/Tools	Description	Cost	Weight
Hypo Placeholders	–	10 Cr.	0.01 kg
Saline Solution	A solution as a container for Psionic energy	15 Cr.	0.01 kg

Chapter 12 - The Psionic

The Psionic was discovered by the “Gifted” during the Psi era (known as the period before the Omega era, which starts from the beginning of the mass mutations of the humans) due to their mutational ability that greatly enhances the innate sensitivity of the human’s metaphysical link with the environment around them. Theories based on many years of research being done on the paranormal and the metaphysical (ghosts, demons, etc.) prior to this discovery was suddenly being challenged. This ability was determined to come from within the most unreachable, unknown and unexplored depths of the human brain. Several other theoreticians however believed that part of the brain is an 11th-dimensional bridge to parallel universes and those powers are thought to originate from that bridge. There have been many theories for the source of Psionic powers but no one is completely certain; a new mystery which is scientifically and officially unsolved for the first time since the discovery of the Unified Field Theory.

The Gifted possesses and discovers such powers at a young age, and their power grows in strength as they grow older. For some time since the mutation, the Gifted is known as the only group of people who possessed this ability. However, in the year 2081, a Gifted by the name of Supreme Lady Anais announced to the world she has proven the long-standing theory in which the Psionic power has always been present in humans since the dawn of time, and now other sub-species could potentially possess this power as well. She discovered ways and techniques for the other sub-species to tap into this hidden power if they have the affinity and use it. A few years later, she committed her resources and wealth to building a school, known as the Psionic School of Anais, dedicated to her teachings of ways to release the Psionic powers in promising humans, of ways to control it, and of ways to use it correctly and morally.

Psionic wielders, as they are known, have the ability to not only move objects of nearly all sizes from a distance, create telepathic connections with other living things, summon invisible entities, materialize energies from thin air and so on, but the most extreme, and yet frightening, power anyone could possess is the remote manipulation of the infinitesimal structures of matter.

However, the other sub-species discover that they can never be as powerful in the Psionic as the Gifted.

Psionic Skills and Ranks

Psionic powers come as **skills** (see Chapter 7 – Skills for more details) which you need to choose for your Hero character upon Hero character creation. Psionic skills are treated as a special group of skills which varies a little from the normal set of skills in the way of acquiring them and using them. This set of Psionic skills can only be acquired if your Hero character, which is of a non-Gifted sub-species, chooses the **Psionic Affinity Feat**. The Gifted can choose these skills without having to choose the Psionic Affinity Feat.

Instead of skill ranks, your Psionic-sensitive Hero character is given **Psionic Ranks**, which she would obtain at the start of the game, or upon levelling up. She could assign to either new Psionic skills she wants, or the ones which she already has and wants to be better at later in the game.

Psionic Ranks are **not used for any skill checks**. In fact, they are used to measure the might of the power used and are found in the calculation of damage, duration and the DC of the Psionic power. So the more ranks you assigned to a Psionic power, the more damage it can cause, for example.

Furthermore, the feature or ability of the power itself depends on how many Psionic ranks are put into it.

The Gifted and those with the Psionic Affinity Feat are given **four** Psionic Ranks at the start of the game. These ranks do not count toward your other skill ranks and are treated separately.

Another difference is that upon creating your Hero character, you are able to assign all four Psionic Ranks to one Psionic skill, as opposed to only choosing four skills from the normal set, which would automatically be assigned 1 rank each.

Naturally, activating a Psionic power is always a success. If a skill check is to be done to activate a Psionic power, it will almost certainly produce a success, as a **Difficulty Class of 1** is set for all Psionic skill activation, unless of course your d20 die roll for the Psionic Skill Check produces a 1, which is a Dramatic Failure, in which you lose focus and the Psionic power you activated would not occur. Activating a Psionic power is a **routine** (see Routine Skills in Chapter 7 – Skills) task, therefore, the Storyteller may or may not decide to roll it at all. There is no Extraordinary Success (producing a 20 from a d20 roll) for Psionic Powers.

Be aware however that every attempt to activate a Psionic power would cost 1 Psionic Point (explained in a later section), even though your Psionic activation failed.

And unlike the normal skills, all Psionic skills **cannot be attempted untrained** (in other words, you cannot activate a Psionic Skill if there are no Psionic Ranks assigned to it).

However, saving throws are often used against the DC of Psionic effect and they are applied as per normal. The DC of the Psionic effect often depends on how many ranks are assigned to the power. This is indicated in the list of available powers at the end of each chapter.

Range

There is a default maximum range (distance) for every Psionic powers to be effective. This applies for both **Projected** (ranged) and **Localized** (circular area of effect) Psionic powers. Psionic Powers dissipate quickly. Naturally, a target must be within 10 meters of the Psionic Wielder and in line of sight for Projected Psionic Powers, and 6 meters in any direction from the Psionic Wielder for Localized Powers. These ranges however increase as the Psionic Wielder becomes more powerful. This is determined by the following:

Projected Psionic Range = (10 + Class Level Bonus + Sub-species Modifier) meters

Localized Psionic Range = (6 + Class Level Bonus + Sub-species Modifier) meters

Fundamentally, both projected and localized powers increases by the same amount as she levels up. Below is a summary table that indicates the modifiers for each sub-species. Class Level Bonus depends on what class your Hero belongs to and at which level. There is a description of the modifiers you would get for each class in Chapter 6: Classes (The Four Military Institutions, which would also discuss **Multi-class** issues).

Sub-Species	Modifiers
Gifted	+4 meters
Big-brained	0 meter
Scrawnies	0 meter

Giants	-2 meters
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A Psionic power is **immediately** effective once it is successfully activated.

Psionic Damage

Different Psionic powers causes different amount of damage or effect. Psionic powers which cause damage also have different **ranges of damage** (see under the Damage section in Chapter 10 - Combat), which are listed in the table of Psionic powers below, but other bonuses also apply.

$$\text{Psionic Damage} = \text{Damage Roll} + \text{Willpower modifier} + \text{Psionic Skill Rank} + \text{Sub-Species Modifier}$$

Take a look at Chapter 10 – Combat under the Damage section for a description of what Damage Roll and Damage Range are.

Below is a summary table that indicates the modifiers for each sub-species.

Sub-Species	Modifiers
Gifted	+3
Big-brained	+1
Scrawnies	0
Giants	-2

However, like how a **Reflex save** can give a character an opportunity to reduce some damage from a grenade blast, a Will save can reduce the damage or negate a Psionic effect altogether.

Psionic Duration

Some Psionic powers may last for only a fraction of a second, but some powers may last for a long time, perhaps up to an hour. The more powerful the Psionic wielder is, the longer the Psionic effect can last. Psionic powers that could last for some time have a base duration. This is indicated in the list of Psionic powers at the end of this chapter. The duration for Psionic powers are measured either in **rounds** (which is 6 seconds), or in **minutes**. You would just add whatever bonuses apply to the base duration and the final result is still measured in that unit.

$$\text{Psionic Duration} = \text{Psionic Power Base Duration} + \text{Psionic Skill Ranks} \times \text{Sub-species Modifier}$$

Below is a summary table that indicates the modifiers for each sub-species.

Sub-Species	Modifiers
Gifted	2
Big-brained	1.25
Scrawnies	1
Giants	0.75

*Always round down the result to the nearest whole number.

Levelling Up

The number of Psionic Ranks obtained upon levelling up depends on the Hero character's sub-species, class and Willpower score. The formula to calculate the number of Psionic Ranks when levelling up is as follows:

$$\text{Psionic Ranks Gained} = 2 + \text{Willpower modifier} + \text{Sub-species Modifier} + \text{Class Level Bonus}$$

Below is a summary table that indicates the modifiers for each sub-species. Class Level Bonus depends on what class your Hero belongs to and at which level. There is a description of the modifiers you would gain for the above calculation of the number of Psionic Ranks you can receive when you level up for each class in Chapter 6: Classes (The Four Military Institutions, which would also discuss **Multi-class** issues).

Sub-Species	Modifiers
Gifted	+2
Big-brained	+1
Scrawnies	0
Giants	-1

*It is known that the Giants are universally known to possess below average Psionic Affinity due to how their brains are differently structured from the other sub-species. There are however Giants who are exceptional as a Psionic wielder, but they are very rare.

There is a **maximum** number of Psionic Ranks you can assign to any Psionic skill (**Rank Limit**), as like for the normal set of skills. This is calculated by adding your Hero's class level number to 3. For example, if your Hero levels up to Class Level 3, the maximum number of Psionic Ranks you can assigned to a Psionic Skill is $3 + 3 = 6$.

Psionic Points

How well a Psionic wielder uses her Psionic powers depend on how sensitive the wielder is to the Psionic. This depends on factors like the sub-species and the class your Hero character belongs to, and also, most of the time, her **Willpower** ability score. Some more powerful Psionic wielders require fewer Psionic energy units to activate a Psionic power than the other less powerful ones. They also require lesser time to replenish their Psionic energy.

These Psionic energy units are measured in **Psionic Points**, which represent how many times your Hero can use a certain Psionic power in a certain amount of time, usually **a round** during combat. Some simple Psionic powers require just 1 PP. The more potent powers require 2 or more PPs. Most of the time **only one Psionic power can be used in a round** during combat unless if your Hero has become more powerful in the Psionic.

A human, who belongs to a sub-species other than the Gifted and with the **Psionic Affinity Feat**, is able to take on most of the Psionic capabilities there ever exist. Those characters that have chosen this feat will start with **2 Psionic Points (PP)** when the game begins. The **Gifted**, however, is a special sub-species who do not have to choose the Psionic Affinity Feat, and they will start with **3 Psionic Points**.

Psionic points replenish itself over time. The speed of such recovery depends on several factors, namely, the sub-species and the class of the Hero. Your Hero would also automatically gain 2 PPs upon levelling up. There is also the **Psionic Fast Recovery Feat** which doubles the rate of PP recovery. This is detailed in the later section.

Psionic Points Limit

There is also a limited number of Psionic Points a character has at any point of time. This limit also depends on several factors, but naturally, this limit goes up whenever your Hero levels up. The following is the formula to calculate this limit:

$$\text{PP Limit} = 2 + \text{Willpower modifier} + \text{Sub-species Modifier} + \text{Class Level Bonuses}$$

Below is another summary table that indicates the modifiers for each sub-species for this calculation. Again, Class Level Bonus depends on what class your Hero belongs to and at which level. There is a description of the modifiers you would get for each class in Chapter 6: Classes (The Four Military Institutions, which would also discuss **Multi-class** issues).

Sub-Species	Modifiers
Gifted	+5
Big-brained	+2
Scrawnies	+1
Giants	0

Recovery of Psionic Points

Psionic Points are replenished over time. The following formula determines the speed of Recovery of Psionic Points, which depends on several factors.

$$\text{Speed of PP Recovery} = (\text{Willpower Modifier} + \text{Class Level Bonus} + \text{Sub-species Modifier}) / \text{minute}$$

In this game, one day consists of twenty-four hours, one hour consists of sixty minutes, and one minute consists of 60 seconds. Calculate accordingly if you (or the Storyteller) need to determine how many Psionic Points can be recovered within a certain amount of time, especially during combat.

For example, *(for a Psionic-inclined Gifted Controller Hero character)* your Hero's Psionic Points Recovery speed is 6 PPs/minute. Therefore, your Hero is able to recover 1 Psionic Point every 10 seconds. If your Hero is involved in a combat which takes 12 rounds to be resolved (each round in combat consists of 6 seconds), your Hero can recover 7 Psionic Points during the duration of that combat.

Below is another summary table that indicates the modifiers for each sub-species for this calculation. Again, Class Level Bonus depends on what class your Hero belongs to and at which level. There is a description of the modifiers you would get for each class in Chapter 6: Classes (The Four Military Institutions, which would also discuss **Multi-class** issues).

Sub-Species	Modifiers
Gifted	+3
Big-brained	+1
Scrawnies	0
Giants	0

The Psionic Powers

There are a variety of Psionic powers which can be used either in combat or out of combat. Some Psionic powers take effect only for an instant. Some have a longer effect that could last the entire combat. Some Psionic powers target and affect one enemy at a time, while others can affect anybody within a large radius of where the power is cast onto. Psionic powers can be treated as the Hero's main choice of weapon or as secondary abilities, used especially to control or get out of difficult situations. It can be used either onto herself or on other characters. This may be useful since there are Psionic powers that boost a character's ability modifier.

Some of these powers have character level prerequisites. Naturally, these powers can only be acquired if your Hero's class reaches a high enough level simply because these powers require the utmost knowledge, control and capacity of a more powerful Psionic wielder.

***Psionic powers can be used on the wielder herself, or on another character.**

Below is a list of power skills which a Psionic wielder can choose from.

Psionic Skill	Description	Effect	Rank Effect	Duration	Level Requirements
Psycho-Reflective Screen	Generates a minor barrier around you	+2 Damage Reduction		3 minutes	
Psycho-Reflective Aura	Generates a major barrier around you	+4 Damage Reduction		2 minutes	Character Level 3
Kinetic Redirection	Ability to move objects within range	–	Rank 7 and above: Able to move heavier things, esp. living creatures	4 rounds	–
Remote Telekinesis	Ability to move objects within 3 x Range	–	–	7 rounds	Character Level 5
Projected Pyrokinesis	Launches a heat-generated projectile	8 to 12	Rank 7 and above: 50% Enflamed	–	–
Projected Cryokinesis	Launches a cryo-generated projectile	8 to 12	Rank 7 and above: 50% Frozen	–	–

Neural Toxin Decontamination	Purges toxin from a body	–	–	–	Character Level 3
Mental Desensitization	Stabilizes mental state	–	–		Character Level 3
Telepathic Elucidation	Telepathic communication with a living creature	–	–	–	–
Psychogenic Dexterity	+2 Dexterity Bonus	–	Rank 7 and above: +3 Dexterity Bonus	2 minutes	Character Level 2
Psychogenic Strength	+2 Strength Bonus	–	Rank 7 and above: +3 Strength Bonus	2 minutes	Character Level 2
Psychogenic Constitution	+2 Constitution Bonus	–	Rank 7 and above: +3 Constitution Bonus	2 minutes	Character Level 2
Localized Cryokinesis	All characters within range suffers cryo damage	10 to 16	Rank 7 and above: 50% Frozen	4 rounds	Character Level 3
Localized Pyrokinesis	All characters within range suffers heat damage	10 to 16	Rank 7 and above: 50% Enflamed	4 rounds	Character Level 3
Cerebro-Stimulated Regeneration	Heals 2 HP per round	–	Rank 5 and above: Heals 5 HP per round	4 rounds	
Advanced Cerebro-Stimulated Regeneration	Heals 10 HP per round	–	Rank 5 and above: Heals 15 HP and 5 VP per round		Character Level 3
Recursive Psionic Amplification	Increases any Psionic power by factor of 2 in all stats	–	–	2 rounds	Character Level 4
Psionic Reflection	No effect of Psionic power on the affected character	–	–	4 rounds	Character Level 3
Enhanced Motion Sensory	Detects movement of any character within range	+2 Perception Bonus	Rank 7 and above: +3 Perception Bonus	10 minutes	Character Level 3
Psionic	Freezes organic	–	–	6 rounds	Character

Biostasis	creature				Level 4
Photonic Redirection	Invisible to other living creatures	Perception Check DC: 14 Will deactivate once engaged in combat	–	1 minute	Character Level 5
Remote Pattern Detection	Shows the location of useful items and containers on the map	–	–	3 minutes	Character Level 3
Electron Suppression	Immobilizes droids	–	–	5 rounds	Character Level 5
Remote Circuitry Manipulation	Hacks a security computer remotely	–	–	4 rounds	Character Level 3
Soma Transference	Drains organic target of HP and add those to the wielder's HP	–	–	2 rounds	Character Level 5
Instantaneous Quantum Relocation	Teleports to an area within range	–	–	–	Character Level 5
Metacreative Barrier	Creates a wall with HP: 20	–	–	–	Character Level 5
Localized Psionic Detonation	Creates an explosive effect on characters within distance around you	75% Knocked down Damage: 14 to 20	–	–	Character Level 4
External Psionic Detonation	Creates an explosive effect on characters within distance from centre of blast	75% Knocked down Damage: 14 to 20	–	–	Character Level 5
Psionic Holographical Projection	Creates a hologram of yourself as a decoy	–	–	4 rounds	Character Level 3
Acute Traumatic	Stuns target	–	–	2 rounds	Character

Hypnogenesis					Level 3
Phobic Hypnogenesis	Causes Fear in target	–	–	5 rounds	Character Level 4
Neural-Noniceptive Hypnogenesis	Causes Pain in target	–	–	5 rounds	Character Level 4
Psionic Toxin Proliferator	Causes target to be Poisoned (75%)	–	–	–	Character Level 5
Entropic Field Amplification	Target's ranged weapon breaks down and does not function. Target must be within range.	–	–	3 rounds	Character Level 5
Imposed Neural Restructuring	Causes organic creature to be hostile towards another creature	–	–	6 rounds	Character Level 5

Chapter 13 - Vehicles and Spaceships

Chapter 14 - The Galactic Codex (The Aliens and other Opponents)

FOR THE STORYTELLER'S EYES ONLY!

This is the Galactic Codex which would list all the beings that the Heroes may encounter in your space missions. All the characters listed here have stats that may determine how difficult an enemy could be if they are engaged in combat with the Heroes.

The Storyteller's Guide (GM)

In a roleplaying game like this, everybody playing the game is involved in an interactive story which is taking place alongside accomplishing missions and objectives. The players would be taking over the characters that they have created uniquely for themselves. These characters are the Heroes, and they are the main antagonists of the story and will determine how the story will progress. One player though on the other hand serves as the narrator, the director and the arbitrator. Apart from doing the obvious job of a Storyteller, like reading out the storyline aloud, describing the situations and detailing the environment while in the game, the Storyteller is also responsible for giving the players the illusion of freedom by asking what the players would want to do, and resolving the actions of the players according to the rules of the game.

The Storyteller also has to use his wit and creativity to keep the players in the correct path that is in accordance to the intended plot of the storyline, while still giving the players the illusion of freedom and engaging them in an adrenaline rushed, exciting situation that they need to get out of to stay alive. The Storyteller actually takes on the role of the enemies which the players have to kill and the NPCs (non-playing characters) which would, in some ways, help the players in advancing the plot of the story or to complete their objectives.

The Storyteller keeps the game going by providing challenges to the players according to the storyline given to them, or a story she created herself, from the other side of the table. If you are playing as the Storyteller, you should read about all the rules in this book. You do not have to memorise every rule in the guide but it is helpful to read through so as to have an idea of where to find certain rule once you start the game.

Like some other table-top RPGs, the Storyteller also has to determine how much money and experience points have to be rewarded to the players when there comes a point of time they are supposed to be rewarded with such things while playing the game. The Storyteller does not have to worry too much about such things as the scenario would already decide that for him, so as to keep the game balanced and to keep the players in progressing in the game appropriately, not too fast or not too slow. It is vital for the Storyteller to give such rewards appropriately.

In essence, the Storyteller is on control of the mission in this game. He determines what would go right and what would go wrong in the story, as long as he lets the player the freedom to choose to do whatever they want. He is in charge of everything and is responsible for the game to go well, just like a movie director.

Levelling Up

Upon levelling up, there are certain stats that you need to look out for as they are going to be changed for the player. Apart from the change in saving throws and Defense score, there are other things you have to keep in mind for the player. It would be mindful to ask the players to record down the stats for their Hero on the character sheet with a pencil and an eraser.

It is the players' responsibility though to keep track of their own XPs. They have to tell the Storyteller that they have gained enough XP to level up because they can only level up one at a time. If it happens for some unusual circumstances that the players forgets to keep track of their XPs and finds out only later that she has actually gained enough XPs to advance more than one level up, she advances just one level instead and her XPs have to be adjusted so that it is just 1 XP short of the next level. It is a penalty.

When players gain XPs, it is your decision on how you distribute the players' XPs. But as mentioned earlier in this book, you would usually share the XPs gained equally among them, so it seems fair that they can all level up at the same time. There may be circumstances in which a player is absent for a game session or two, or has not really contribute much during combat or the game itself, you may want to discuss this with all the players and come to an agreement of how the XPs can be shared fairly.

This is the sequence of things up you have to look out for when characters level up.

1. It has been a favourite of many RPG players nowadays to choose a new class in their game. If a player has already chosen a new class, it is important to always remember to ask the player which class she wants to level up in. No two classes of the same Hero can level up at the same time.
2. If she has chosen a new class, there are usually special class features for that new class, such as bonus skills and feats.
3. Defense Score and Saving Throws have to be recorded down again. Stats from different classes are added together.
4. Characters will gain skill points according to the class level. This is detailed in the Chapter7 – Skills.
5. Adjust your character's Vitality Points and Hit Points.
6. Don't forget Psionic Points and all the other stats for characters who have chosen Psionic powers.

Defining Difficulty Classes

Most of the time, you have to come up with the difficulty class of a skill check. You have to imagine the situation at hand and you have to decide how difficult you want the task to be for the player. The Difficulty Class number can range from 1 to 40. The table below shows some examples of Difficulty Class of a various skill check.

Situation Difficulty	DC	Example	Skill Check
Very Easy	1	Spots an opponent in plain sight	Perception

Easy	5	Climbs a dry steep slope	Climb
Average	10	Sneak behind a sleeping enemy	Sneak
Tough	15	Disarm an explosive	Disarm Device
Challenging	20	Piloting through a densely asteroid-filled space	Pilot
Formidable	25	Hacks into the computer security	Hack
Heroic	30	Leap across a 10-meter void	Jump
Super Heroic	35	Convince a stubborn Mercenary to join forces with him	Persuade
Nearly Impossible	40	Notice a Psionic wielder who is invisible at night while moving silently	Perception

Simply determining success may not be enough for deciding the difficulty class of any skill checks. Sometimes the degree of success is important to a task. For example, an invisibility-cloaked enemy sneaks past your Hero in the dead of the night. Your Hero makes a contested Perception check against his Sneak check, and gains a success. The Storyteller would say

- You heard a noise and know something is out there but you don't see anything.
- You heard a noise. It sounds like a person is moving in the darkness and you think it came from this direction.
- You heard a noise, and you quickly realise there is someone moving toward you about 10 meters southwest from you and he is getting closer. You draw your assault rifle and aim at the intruder.

The Storyteller can handle this situation by determining how much did the Sneak check lose against the Perception check. From the above example, if Your Hero's Perception check differs by a number less than 10, the Storyteller would tell him the first answer. If it differs by more than 5, the Storyteller would tell him the second answer. If it differs by greater than 10, the Storyteller would tell him the last answer.

In general, this is also how you would determine the DC of a situation for a given skill check.

Result Difference	Degree of success
DC or higher	Success
DC + 5 or higher	Greater Success
DC + 10 or higher	Exceptional Success

Sometimes, looking out for a natural 1 or a natural 20 does not serve enough as a result as well. The Storyteller would use degree of success if the situation is important to the player. Otherwise, it is just simply a fail or a success for the player.

Deep-Immersion Storytelling

The style of this game is deep, complex and challenging while focusing a lot on combat, albeit there are game sessions that may pass without a roll of a single die. Hero characters along with other NPCs should be richly detailed as the focus in storytelling is on motivation and personality. You, as the Storyteller have to determine what motivates the player to keep moving on in the game. Although some players may stray away from the main focus of the game once in a while, but you have to think of creative ways to get them back on track. Nonetheless, the stories provided in space mission scenarios are interesting and you should be able to live up to par of the expectation of the story by being bringing the players to be deeply immersed in the story as well.

Creating NPCs and Droids (GM)

Apart from the NPCs mentioned in the Galactic Codex, the Storyteller has to create his own NPCs for a variety of reasons, for example an NPC that guide the players to the correct path, an NPC that reveals information vital to the mission at hand. When creating an NPC, all the stats have to be stated as well, because there may be an ability of the NPC which are going to be used in some skill checks.

As a general guide, all commoners created have stats that are average (10 or 11). For example, their Strength, Constitution, Dexterity, etc. are all 10. Their Intelligence score is what could be the most important of an NPC as a lot of skills use this as its key ability. So an NPC's Intelligence score should 2 or 14, depending on how difficult you want the situation to be.

Maps – The Solar System (GM)

Introductory Scenario (GM)

Character Record Sheet

CHARACTER SHEET									
CHARACTER'S NAME					PLAYER'S NAME				
SUB-SPECIES		CLASS		CLASS LEVEL		CHARACTER LEVEL			
AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN		EXPERIENCE POINTS	PSIONIC POINTS

ABILITIES	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
PERCEPTION				
WILLPOWER				

Back Story / Personality

COMBAT	TOTAL	ABILITY MODIFIER	OTHER MODIFIER	SIZE MODIFIER
MELEE <small>STRENGTH</small>				
RANGED <small>DEXTERITY</small>				
INITIATIVE <small>DEXTERITY</small>				

SAVES	TOTAL	d20 ROLL	ABILITY MODIFIER	OTHER MODIFIER
FORTITUDE <small>CONSTITUTION</small>				
REFLEX <small>DEXTERITY</small>				
WILL <small>WILLPOWER</small>				

WEAPON 1				
WEAPON NAME	ATTACK BONUS		DAMAGE	CRITICAL
EFFECTIVE RANGE	WEIGHT	TYPE	MODE	SPECIAL EFFECT

BASE SPEED	TOTAL	BASE	DEXTERITY MODIFIER	SUB-SPECIES MODIFIER	OTHER MODIFIER
DEXTERITY		10		2	

WEAPON 2				
WEAPON NAME	ATTACK BONUS		DAMAGE	CRITICAL
EFFECTIVE RANGE	WEIGHT	TYPE	MODE	SPECIAL EFFECT

ARMOR				
ARMOR NAME	DAMAGE REDUCTION		SPEED PENALTY	
DEFENSE PENALTY	WEIGHT	TYPE	MODE	SPECIAL EFFECT

CLASS / SUB-SPECIES SPECIAL ABILITIES

SKILLS

Skill	Relevant Ability	Skill Ranks	Ability Modifier	Other Modifier	Total

