

Yags Traveller

Yags Traveller is all about designing characters for use in GDW's *Traveller* background.

The *Traveller* campaign is huge in scope, covering many thousands of star systems, many different styles of play, spanning many technology levels and can even be set in different periods. *Yags Traveller* is focussed on games within the Imperium, around the year 1120. It follows the timeline set by *GURPS Traveller*.

Advancement and Progression

Characters are assumed to start as fully trained professionals, a lot of them probably in their thirties. As such, progression after character generation is meant to be slow, with most achievements being in the form of contacts, wealth, reputations and knowledge.

Some Definitions

Attributes

There are 8 primary attributes to define, and all begin with a score of 3 (which is average for an adult human). The minimum for any attribute is 2, the maximum is 8, though anything above 5 is considered to be *very* exceptional.

Strength: How strong you are, including your ability to lift and hurt things. If you have a high strength then you will tend to be larger as well.

Health: A measure of your physical fitness and stamina. Health is used in checks to remain alive after being seriously wounded.

Agility: Your agility represents your quickness, athletic prowess and balance. It is used for brawling, wrestling, sneaking, reaction tests and acrobatics.

Dexterity: Dexterity is your hand-eye coordination, sleight-of-hand and skill with melee weapons. Pistols also use dexterity, and rifles may use dexterity or perception.

Perception: How alert you are, and the general quality of your senses. If perceptive, you are good at hiding and noticing things. Rifles and larger weapons use perception.

Intelligence: A measure of your wit, cunning, memory and intuition. Knowledges are based on intelligence, as are logic and reasoning skills.

Empathy: Empathy is your ability to understand others. It is used to make friends, convince people emotionally, or to tell if someone is lying to you. Empathy doesn't affect your intentions to be nice or nasty, but does affect how well you notice other people's feelings.

Will: Your Will is a measure of mental fortitude, being used to resist psi, instincts and emotions. A high Will makes you a good liar, a low Will means you are gullible and likely to give in to fear, lust and greed.

Skills

Skills are abilities which are gained through study, experience and training. There are 8 basic skills (talents) which all being at a score of 2, all other skills are assumed to start at zero unless stated otherwise for your background.

A skill of 4 is considered to be a trained professional, 6 is an expert, 8 is elite and 10+ is a true master of the profession. Skills above 15 are pretty much unheard of.

Techniques

Techniques are specialities bought within a particular skill. They enable you to perform actions that would be impossible or hard without it, or grant a bonus in certain situations (sometimes to related skills).

Example Characters

The following example characters should give an idea of what is possible using **Yags**. They have all been built using the character generation system given here. Each states the order of priorities chosen at character generation time.

Adkhar Sagaruu (200 points)

Male Vilani, Age 31

Military science officer, biowarfare specialist.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	4	4	6	3	2

Talents: Athletics- 3; Awareness- 3; Brawl- 3; Charm- 2; Guile- 4; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 4;

Academic: Biology- 7; Chemistry- 7; First aid- 2; Mathematics- 4; Medicine- 5; Psychology- 2; Research- 5; Science- 5; Sophontology- 4;

Technical: Computer operation- 6;

Techniques

Combat reflexes[*Melee*] (2) , Hard to kill[*Brawl*] (2) , Quick load[*Firearms*] (2) , Biochemistry[*Chemistry*] (4) , Biowarfare[*Biology*] (4) , Genetics[*Biology*] (4) , Xenobiology[*Biology*] (4) , Computer programming[*Computer operation*] (4) .

Advantages

Military rank.

Background:

Initially on a path that would keep him in Academia, Adkhar's interest in biochemistry eventually led him into the shady area of biowarfare, and soon found himself snapped up by the military.

Though primarily a researcher, Adkhar has had basic army training, and does occasionally get his hands dirty by getting involved in field work, either advising with the deployment or testing of new weapons, or advising in how to protect against possible threats.

Priorities were experience, attributes and background.

Eneri Riisha (100 points)

Male Vilani, Age 31

Idle rich.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	3	4	4	5	4

Talents: Athletics- 3; Awareness- 3; Brawl- 3; Charm- 6; Guile- 6; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 2; Rifle- 2;

Vehicle: Drive- 3; Pilot- 3; Spaceship operation- 2; Spaceship piloting- 4;

Social: Dance- 2; Etiquette- 3; Perform- 2; Politics- 2;

Sport: Fencing- 2;

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Techniques

Carousing[*Social*] (2) , Seduction[*Social*] (4) .

Advantages

Very rich, Noble, Good looking, Blackmailed.

Background:

Eneri is a minor noble with a *lot* of money. Apart from sport, attending parties, flirting, and running around the Imperium in one of his expensive yachts, he doesn't have a lot to do.

Priorities were Background, Attributes and Experience.

Imperium was rekindled and her 'conditioning' broken by friends of Terra.

She now acts actively against the Imperium whenever possible.

Priorities were experience, attributes and background.

Enli Lishenii (150 points)

Male Vilani, Age 34

A mercenary soldier.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
5	3	6	6	4	3	2	2

Talents: Athletics- 3; Awareness- 3; Brawl- 5; Charm- 2; Guile- 2; Sleight- 2; Stealth- 4; Throw- 4;

Knowledge: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 5; Rifle- 6; Tactics- 3;

Military: Demolitions- 2; Strategy- 4; Survival- 4; Teach- 2;

Vehicle: Drive- 2; Heavy weapons- 3;

Technical: Security systems- 2;

Techniques

Swimming[*Athletics*] (2) , Zero gravity[*Athletics*] (2) , Close combat[*Brawl*] (2) , Combat reflexes[*Melee*] (2) , Desert survival[*Survival*] (4) , Jungle survival[*Survival*] (4) , Hard to kill[*Brawl*] (2) , Ignore pain[*Brawl*] (4) , Quick load[*Firearms*] (2) , Sharp shooter[*Firearms*] (4) , Triple shot[*Firearms*] (6) , Multiple targets[*Firearms*] (4) .

Advantages

Large.

Background:

Enli is an ex-Imperial army soldier who decided there was more money to be made going private. He has been involved in plenty of front line action, as well as advising on strategy and the training of local forces in modern military tactics.

Priorities were attributes, experience and background.

Khugi liken (200 points)

Male Vilani, Age 31

A special forces soldier.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	4	4	6	4	3	2	2

Talents: Athletics- 4; Awareness- 4; Brawl- 6; Charm- 2; Guile- 2; Sleight- 2; Stealth- 5; Throw- 4;

Knowledge: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 5; Rifle- 8; Tactics- 5;

Military: Demolitions- 3; Psionic block- 3; Survival- 4;

Vehicle: Drive- 2; Heavy weapons- 3;

Techniques

Swimming[*Athletics*] (2) , Zero gravity[*Athletics*] (2) , Close combat[*Brawl*] (2) , Combat reflexes[*Melee*] (2) , Jungle survival[*Survival*] (4) , Desert survival[*Survival*] (4) , Arctic survival[*Survival*] (4) , Hard to kill[*Brawl*] (2) , Ignore pain[*Brawl*] (4) , Quick load[*Firearms*] (2) , Sharp shooter[*Firearms*] (4) , Triple shot[*Firearms*] (6) , Controlled fire[*Firearms*] (4) , Multiple targets[*Firearms*] (4) , Surprise attack[*Tactics*] (2) , Tactical move[*Tactics*] (4) .

Advantages

Cool.

Background:

Khugi liken is a special forces soldier serving in the Imperial Army. Trained for black ops missions, he is skilled at close combat, survival in harsh environments and covert operations.

Priorities were Experience, Attributes and Background.

Jennifer Sandeman (200 points)

Female Solomani, Age 35

Solomani terrorist.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	4	5	5	3	3	2	3

Talents: Athletics- 5; Awareness- 5; Brawl- 4; Charm- 3; Guile- 3; Sleight- 2; Stealth- 5; Throw- 3;

Knowledge: Area lore (Solomani Rim)- 4; Speak Galanglic- 4;

Combat: Pistol- 5; Rifle- 2; Tactics- 5;

Criminal: Burglary- 6; Demolitions- 6; Forgery- 2; Psionic Block- 4; Security systems- 2; Streetwise- 6;

Other: Drive- 4;

Techniques

Improved psionic block[*Psionic Block*] (4) , Combat reflexes[*Melee*] (2) , Hard to kill[*Brawl*] (2) , Quick load[*Firearms*] (2) , Sharp shooter[*Firearms*] (4) , Multiple targets[*Firearms*] (4) , Surprise attack[*Tactics*] (2) , Tactical move[*Tactics*] (4) , Close combat[*Brawl*] (2) .

Advantages

Lucky, Good looking, Criminal.

Background:

Born and bred on Terra, Jennifer comes from a family of activists who were fighting for the freedom of their homeworld from the tyranny of the Imperium. After her family was killed, the Imperium tried to make her a model citizen, and she was educated and eventually trained in the Imperial Army. However, her hatred of the

Mazun Shaim (200 points)

Male Vilani, Age 29

High tech thief.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	5	5	3	4	4	2

Talents: Athletics- 6; Awareness- 4; Brawl- 3; Charm- 5; Guile- 5; Sleight- 5; Stealth- 5; Throw- 2;

Knowledge: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 2;

Military: Demolitions- 2;

Business: Administration- 2; Law- 2; Trade- 2;

Technical: Computer operation- 3; Security systems- 8;

Vehicle: Drive- 4;

Criminal: Burglary- 5; Forgery- 2; Streetwise- 5;

Techniques

Climbing[*Athletics*] (4) , Sure footed[*Athletics*] (4) , Swimming[*Athletics*] (2) , Underwater swimming[*Athletics*] (4) , Carousing[*Social*] (2) , Seduction[*Social*] (4) , Light sleeper[*Awareness*] (4) .

Advantages

Good looking.

Background:

A smooth talking conman and thief, with skills in social engineering and breaking high-tech security systems as well as old fashioned burglary. Mazun's aim is to not be seen, and to avoid confrontation whenever possible. Though he carries a gun, it is more for self defence against other criminal elements than for use on his jobs.

Priorities were experience, attributes and background.

Nashu Uamder (200 points)

Female Vilani, Age 35

Imperial navy starship mechanic.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	5	3	5	3	3

Talents: Athletics- 2; Awareness- 3; Brawl- 3; Charm- 2; Guile- 2; Sleight- 3; Stealth- 2; Throw- 2;

Knowledges: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 4; Rifle- 4;

Military: Combat engineering- 5; Demolitions- 5; First aid- 2;

Academic: Astronomy- 1; Research- 1;

Technical: Computer operation- 4; Engineering- 5; Mathematics- 3; Mechanics- 8; Science- 2; Scrounging- 6; Security systems- 5; Spaceship systems- 2;

Vehicle: Drive- 2; Pilot- 2; Spaceship piloting- 2;

Techniques

Grav tech[*Mechanics*] (4) , Medical[*Mechanics*] (2) , Computers[*Mechanics*], Sensors[*Mechanics*], Power plants[*Mechanics*], Spaceships[*Mechanics*], Jump drives[*Mechanics*], Cars[*Mechanics*], Zero gravity[*Athletics*] (2) , Quick load[*Firearms*] (2) , Sharp shooter[*Firearms*] (4) , Combat reflexes[*Melee*] (2) , Hard to kill[*Brawl*] (2) .

Advantages

Minor reputation.

Background:

Nashu is an engineer for the Imperial Navy, and she has a reputation of being able to fix anything under the worst of combat conditions. Initially she began training as a marine, but was discovered to have an aptitude for fixing and building things.

Though she spends most of her time overseeing the maintenance of fighter wings aboard Imperial capital ships, she is also happy to operate in more front line roles, advising and aiding in military operations planetside.

Priorities were experience, attributes and background.

Shana Direma (150 points)

Female Vilani, Age 28

Martial arts specialist.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	4	7	6	3	2	2	2

Talents: Athletics- 5; Awareness- 4; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 3; Throw- 2;

Knowledges: Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Aikijutsu- 4; Jujutsu- 4; Karate- 7; Pistol- 4; Tactics- 5;

Other: Burglary- 2; Streetwise- 2;

Techniques

Combat reflexes[*Melee*] (2) , Reflex dodge[*Melee*] (4) , Hard to kill[*Brawl*] (2) , Quick load[*Firearms*] (2) , Surprise attack[*Tactics*] (2) , Tactical move[*Tactics*] (4) , Close combat[*Brawl*] (2) , Unarmed combat[*Brawl*] (4) , Attack is defence[*Karate*] (4) , Fast attack[*Karate*] (6) , Harmful blow[*Karate*] (6) , Aikijutsu defence[*Aikijutsu*] (2) , Jujutsu blow[*Jujutsu*] (2) .

Advantages

Lucky, Good looking, Poor.

Background:

Trained in various martial arts, Shana has drifted towards a life in the grey regions of society, acting as part time body guard and criminal, depending on what sort of jobs are available.

Priorities were attributes, experience and background.

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Building a Character

Designing a character for *Yags Traveller* is a relatively straightforward process. As always, you will need a character concept before hand, which will depend on the type of campaign being run by the GM, the type of characters everybody else is taking, and your personal preference.

There are no set character classes to choose from, instead abilities are purchased from a number of point pools - attributes, experience and background. Which of these is given priority (and so has the most points available) is up to you.

Characters begin the game very experienced, potentially equivalent to action heroes. However, there will be others who are better than they are.

Priorities

Once you have determined the type of character you wish to play, it is time to determine the priorities of that character.

Attributes: A typical adult human has a score of 3 in every attribute. By prioritising this, you may start with more attributes at a much higher level.

Background: Allows you to choose some special advantages for your character, from wealth and social status to psionic ability. If you want to play a non-human, then this is also a background cost.

Experience: Covers general experience and governs how many skills you start with, as well as the maximum skill level of any one skill at generation time. These points can be spent on any skills and techniques.

The above three groups determine all aspects of your character according to the rules.

Ranking Priorities

When designing your character, you should choose which area will be primary, which secondary and which tertiary. Your choice only affects the number of points placed into each area at character generation, and has no effect after this point.

Category	Primary	Secondary	Tertiary
Attributes	+12/8	+6/6	+3/5
Experience	200/10	150/8	100/6
Background	6	3	1

Where two numbers are given (e.g. 12/8), the first number is the number of points that may be spent, and the second number is the maximum level that an attribute or skill may be raised to. The meaning of these values is described in the sections below.

The above pretty much assumes that *Traveller* characters begin the game highly experienced.

Attributes

For player characters, attributes are generally rated on a

scale of 1 to 10. Humans are limited to a range of 2 to 8, though some aliens can go outside of this. A typical adult human is considered to have a score of 3 in each attribute. A description of what the various levels represent, and their costs, are given in the table below.

The number of points that may be spent on buying up an attribute depends on the priority you chose for attributes - 12 points for primary, 6 for secondary and only 3 for tertiary. This choice also limits the maximum you may buy an attribute up to.

Score	Cost and description
10	Super alien. The limit of what most aliens can achieve, and far ahead of any human.
9	Super human. Beyond what humans can achieve, and only found in a select few alien species.
8	Amazing (+15 points). At the limit of human ability, which only a few people in human history have attained.
7	Outstanding (+10 points). The best olympic athletes and the most renowned of academics will have this level of attribute.
6	Superb (+6 points). Far above human average, attained not by chance but through dedicated training.
5	Exceptional (+3 points). Obviously exceptional. Attributes higher than this are normally only attained through training and dedication.
4	Good (+1 point). Significantly above average for an adult. About 5% of the population has this level or above.
3	Average (0 points). Typical average for an adult. About 90% of the population.
2	Poor (-2 points). Significantly below average, the bottom 5%.
1	Terrible. Obviously impaired compared to a typical human. An attribute of this level is almost worthless.

Levels outside of the range 2-8 cannot be purchased, but are reserved for alien species. Some aliens get a bonus or penalty to a given attribute, and this bonus applies after you have purchased the attribute. You may not purchase an attribute to a level that would cause it to be shifted outside of the 1-10 range once species modifiers have been applied.

Experience

Experience gives you experience points which may be spent on pretty much any skill. The table gives two numbers, in the form points/maximum.

The first number is the total number of experience points you may spend on skills. The second number is the maximum skill level any single skill can be raised to.

Background

You may select one or more background options, which may be *advantages* or *disadvantages*. You may take as many advantages as you have points for, plus optionally one disadvantage which gives you an extra point to spend on an advantage.

Advantages

Aslan (+1):

You are an Aslan, one of the lion-like species which are unrelated to humanity. If male, you are a warrior, probably seeking land in the only way that is possible - by conquering it. If female, you are probably a merchant or politician.

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You gain a +1 to *Agility* and *Will*. If you are male you suffer a -1 to *Intelligence* and *Empathy*, but also gain +1 to *Strength*.

Blackmail (+1):

You have information on someone they really don't want to be made public. Who they are is up to you, but generally the more important they are the less damaging the information is. You can get some money out of them, or sometimes the odd favour, but they will always be looking to get rid their problem permanently, especially if you push them too hard.

Cool (+1):

You remain cool under stress. Gain a +2 bonus to your *Will* to resist fear, terror and anything else which may break your cool.

Good looking (+1):

You are extremely good looking, and can use it to your advantage in your dealings with anyone who finds you sexually attractive, or in a situation where being smart and presentable would be an advantage. Gain a +1 bonus to whatever attribute you are using (normally *Empathy*).

High noble (+3):

You are a member of the mid-ranks of the Imperial nobility, being highly ranked in a sub-sector, or of lesser importance in a sector.

Intelligent item (+1):

You have an item (possibly a weapon, likely some item of electronic equipment) which has a machine intelligence programmed into it. It is capable of some independent thought, though is more a Turing Personality capable of following instructions. It can only do what it would normally be capable of, and only sense through whatever sensors it has. It is no smaller than a small handgun or PDA.

Large (+1):

You are very large, being both tall and heavily built. You have a bonus of +1 to your *Size* (raising it to 6 for humans), which provides you with an extra level of wounds and stuns. You also have extra reach, and any reach 0 melee attacks are instead considered reach 1. You may not have a *Strength* below 4.

Lucky (+1):

You are lucky, and receive a +1 to luck checks. You may also spend your luck as a luck point, to get out of deadly situations. You may take this multiple times.

Major Reputation (+3):

You have a good reputation in a sector for some achievement of your youth.

Military rank (+1):

You are an officer in one of the Imperial armed forces.

Minor Reputation (+1):

You have a good reputation in a sub-sector for some achievement of your youth.

Noble (+1):

You are a member of the lower ranks of Imperial nobility, or have a high social status for some other reason.

Rich (+3):

You are rich, with a total net worth of about 100 million credits. Most of this will be in property and shares, but you will have about 10% of this as immediate disposable income.

Sexy (+3):

As well as being *good looking*, the way in which you walk, talk and dress comes across as very sexy to anyone who would be sexually attracted to you. Others will tend to flirt with you given a chance, and you may gain +2 to *Empathy* in such situations.

Starship (+3):

You own a small jump-capable starship. Choose one of the common jump capable starships up to 200t. You probably couldn't have afforded to buy the ship, so you may have won it in a game, rescued it from a wrecker's yard, or simply obtained it through shady means.

Though it may not look like much, it has it where it counts, being (mostly) reliable, and tuned to being just that bit better than would normally be expected. It may need to be able to defend itself (though not too well to draw attention), and there's *always* a need to have somewhere to stuff things you don't want Imperial customs inspectors to find.

Useful friends (+1):

You have friends in useful places. They may be Imperial bureaucrats, members of the Navy, or even group of terrorists, pirates or underworld bosses who you used to have dealings with. They are willing to help you if you have the need, though their friendship can only be pushed so far, and often they'll want a favour in return.

The sort of help they will be willing and able to provide is up to you and the GM. The greater the power and influence the friend has, the more they will be constrained in what they can do, especially if helping you could harm their reputation.

Vargr (+1):

You are a Vargr, a species descended from old Terran wolves and uplifted by the ancients. Vargr are ill-disciplined, prone to anger and violence but loyal to those they consider friend. They can be difficult to get on with.

You gain a +1 to *Agility* and *Perception*, but suffer a -1 to *Empathy* and *Will*.

Very Rich (+5):

You are very rich, with a total net worth in the billions of credits.

Wealthy (+1):

You are comfortably well off, and have a total net worth of around a million credits. Most of this will be tied up in property, vehicles and other items which will be hard to sell in a hurry.

You are not wealthy enough to be able to give up working if you wish to maintain your lifestyle.

Disadvantages

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Barbarian (-1):

You are from a low tech culture that has little or no knowledge of spaceflight or electronics. You may not start with any high tech skills, and always suffer a -1 attribute penalty when trying to use such skills.

Blackmailed (-1):

Somebody has information that if made public would ruin your career, your family and possibly end your life. To make matters worse, they have no qualms about using the threat of release to request small favours from time to time. Of course, these favours are always illegal and unsavoury, and if anyone finding out about these actions, it would also be bad for your career, your family and possibly your life.

Criminal (-1):

You are a wanted criminal, with a bounty on your head for crimes against the Imperium. Your crimes could have been anything from murder to terrorism. Remember that this is an Imperium wide crime, it's not just something you did to upset a local government.

Cybernetics (-1):

Cybernetics are generally viewed with suspicion within the Imperium, and those that have cybernetic 'enhancements' such as limbs or hands may be treated unfavourably, especially at customs inspections and the like.

You have a cybernetic replacement for some bodypart such as an arm or eye. It provides no real benefit, and is simply a medical replacement for the original which was lost when regrowth technology was unavailable to you.

Dead (-1):

Due to an accident during your early career, or because of combat action, you are dead. If you select this option then you need to generate a new character.

Illiterate (-1):

Illiteracy is rare in the Imperium, especially on technological worlds, but it is not completely unheard of. You are unable to read or write (in any language), which can also make use of a computer difficult. Learning the skills later will be difficult for you. This is a social stigma as well as a practical problem.

K'kree (-1):

You are K'kree, a species of militant vegetarians who views all meat eaters as an immoral blight upon the universe when needs to be cleansed. K'kree are 6 limbed centaurs.

You have a base size of 6, and have +1 to *Strength* and -1 to *Intelligence*. A K'kree has a split *Strength* score - the *Strength* you buy is your *half strength*, which represents the strength in your arms and legs for punching and kicking purposes. Your full strength is four points higher, and is used for figuring how much you can carry. A typical adult K'kree will have a *Strength* of 8/4.

Being a K'kree is considered a disadvantage for any campaign set within the Imperium. You will be mistrusted, and find it very difficult to function within human culture.

Poor (-1):

You are very badly in debt, and have little or no possessions or wealth of your own. Depending on your social rank, the government, banks or criminal element may be seeking a share of any wealth you do obtain during the game.

Psionic susceptibility (-1):

You are particularly susceptible to psi attacks. Any resistance rolls you make against psionics are halved.

Small (-1):

You are very small, and your *Size* is one less than it would normally be, meaning you have one less levels of wounds and stuns (losing the -0 level). You may not have a *Strength* above 4.

Ugly (-1):

You are very ugly, and receive a -1 to *Empty* when trying to persuade someone of your own race.

Unlucky (-1):

You are unlucky, and receive a -1 to luck checks.

Skills

There are a wide range of skills available to Imperium characters, the most common of which are described here. There is a focus on those skills which are common within the high technology of the Imperium, and though low tech skills can be learnt, they are uncommon and are described elsewhere.

There is a high level of education throughout most of the Imperium, and the huge economic base means that people can afford to spend longer specialising in one area. As such, higher level skills will be encountered more often, even if only finding a specialist is a lot easier when you can just search for their website.

A skill at a level of '2' represents those who have basic familiarity with the skill. A skill of 2 is sufficient to drive a car safely, operate a computer with confidence, or fire a gun reasonably on a firing range.

A skill at a level of '4' represents having good knowledge of a subject. Most people will have a skill of at least 4 in the primary skills necessary for their jobs, or in those skills they've been using on a regular basis for a long time. A person who has driven a car for many years probably has a Drive of 4; office administrators probably have Computer operation and Administration at 4. Most regular army personnel will have 4 in basic combat skills.

A skill of '6' represents special training or lots of experience. The difference between someone who has done something a lot, and someone who has had advanced training, is often represented by the latter knowing a lot of *techniques* related to that skill.

A skill of '8' or above is normally only held by those who have studied or trained very hard. Special forces operatives may have 8 or more in their primary skill, and well known academics will also have this sort of level.

Types of Skills

Standard skills

Most skills are considered to be *standard skills*. Such skills can be learnt relatively easily, including being self taught. They can also be used by a character who has a skill of zero, though such an attempt fumbles on a natural one or two.

Talents

Talents are skills which are known by everyone from childhood onwards. They are treated just as standard skills, with the exception that all characters start with a skill level of two in all talents.

There are only eight talents, and are listed by default on the character sheet. Talents are sometimes marked with an asterix (*).

Knowledges

A knowledge is a special type of skill which cannot be attempted unless the character has a skill level of at least

one. They can rarely be self taught, requiring a teacher or study aid (such as a book) to learn from.

Languages

Language skills are treated on a scale from one to four, and are not normally 'rolled' like other skills. Instead, the level of skill gives a guide to how much of a conversation a character can understand.

Level one: The character can recognise the language and knows a few words, but cannot put sentences together.

Level two: The character can understand and form basic sentences. The character can probably get by in the market or in an inn.

Level three: The character has a good grasp of the language and can hold a decent conversation. They will obviously still be a foreigner however, and many unusual words will be beyond their understanding.

Level four: The character is fluent in the language. If they are a foreigner, then they may still have an accent, but they will not have any problems communicating.

Level five and above: If the character is a non-native speaker, then they can speak without an accent. This level and beyond gives detailed knowledge of different dialects and really obscure words, but is not of use in everyday conversation.

Skill Rules

Defaults

Some skills have a default - this will generally be one of the *talents*. If desired, the default can be used instead, but the result (after the die roll) is halved, plus the chance of fumbling is doubled.

A default skill may also restrict the type of tasks which are possible. For example, *Trade* defaults to *Guile*, but the latter can only be used to barter, and isn't much use if the character needs to know the real value of goods.

Pre-requisites

A few skills have pre-requisites. Before this skill can be purchased at level one, all pre-requisites must be met. A skill like *Physics* might have a pre-requisite of *Mathematics-2* and *Science-2* for example, which means both skills must be known at level 2 before buying physics.

Further, the main skill may never be more than double the level of any of the pre-requisites. A physicist would have to raise their *Mathematics* and *Science* to at least 3, before raising *Physics* to 6.

A character cannot put points into a skill if the next level of skill is not allowed.

Limited Skills

Under some genres, a skill may be *limited* by another skill. This concept is mostly limited to knowledge or science skills. When a skill is limited by another skill, the first skill may never be more than half the score of the second.

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For example, during the *Enlightenment*, when Science was being discovered, the Science skill is limited by Natural Philosophy. If a character has a Natural Philosophy of 7, then their Science cannot be higher than 3 (since raising it any higher would make it greater than 3.5). Once the character's Natural Philosophy has been raised to 8, then they can begin to raise their Science to 4.

A character cannot put points into a skill if the next level of skill is not allowed.

Skill Techniques

A *Technique* is a specialisation of a skill, and may provide bonuses or allow some particular special action to be attempted. A skill may have several techniques associated with it, and some techniques can be used with more than one skill. In the latter case, the technique only needs to be purchased once - it can then be used with any skill which uses it, as long as the skill is of sufficient level.

A technique has a cost associated with it, which is the number of experience points which need to be spent to buy it. A level 6 technique costs 6 points to buy. The cost of the technique is also the minimum skill level that must be achieved before the technique can be purchased. If you do not have the required skill at a sufficient level, then the technique can't be bought.

Finally, a technique may have a prerequisite. These are the techniques which must be known before this technique can be learnt.

Buying a technique

Hard to kill is a level 2 technique which is based on the *Brawl* skill. To buy it, you must have a *Brawl* of at least 2, at which point you can spend 2 points to buy *Hard to kill*.

Ignore pain is a level 4 technique which is based on *Brawl* and which has *Hard to kill* as a prerequisite. If you have a *Brawl* skill of 4 or more, and have already purchased *Hard to kill*, then you can spend 4 points to buy *Ignore Pain*.

Some techniques will be based on a skill group rather than a skill. In this case the technique can be purchased when *any* skill in that group reaches the technique's level, but it can only be used with those skills of sufficient level.

Buying skills

All characters who are part of the *Imperium* start with the following skills for free at a score of 4:

Area lore (Imperium), Speak Galanglic.

Unless you are *illiterate*, you can automatically read and write any language you have a skill in. You may swap the *Area lore* (Imperium) for an *Area lore* of wherever you come from, or specialise in an individual sector (e.g., *Area lore* (Spinward Marches)) if you wish.

There are also eight *Talents* which all characters start

with at a score of 2. These represent skills which everyone picks up during childhood, and include *Awareness*, *Athletics*, *Brawl*, *Charm*, *Guile*, *Sleight*, *Stealth* and *Throw*.

All other skills start at 0, and must be purchased. Increasing a skill by one level costs a number of points equal to the new level of the skill. So to raise a skill from 3 to 4 costs 4 points. To raise a skill from 0 to 4 costs 10 points (1 + 2 + 3 + 4).

Skill list

The following skills are commonly available, and are organised according to category. Some skills may be listed more than once.

Academic

Anthropology(K) - *The study of Homonids.*
Archaeology(K) - *How to dig up ruins.*
Area lore(K) - *Knowledge about a given region.*
Astronomy(K) - *The study of the stars and planets.*
Biology(K) (Science) - *The science of biology.*
Botany(K) (Biology)
Chemistry(K) (Science) - *The science of chemistry.*
Criminology(K) - *The study of crime.*
Cryptography(K) - *Designing and using cyphers.*
Ecology(K) (Botany, Zoology)
Economics(K) - *Knowledge of financial matters.*
First aid - *Healing injuries and other ailments.*
History(K) - *Knowledge of the past.*
Law(K) - *Knowledge of the law.*
Mathematics(K) - *Geometry, algebra etc.*
Medicine(K) - *Diagnosis and healing.*
Paleontology(K) - *The science of ancient life.*
Physics(K) (Science) - *The science of physics.*
Politics(K) - *Knowledge of politics.*
Psychohistory(K) - *Predicting groups of people.*
Religion(K) - *Knowledge about gods and cults.*
Research (Any Academic skill) - *Being able to find information.*
Science(K) - *Basic science, logic and reasoning.*
Sophontology - *The study of intelligent races.*
Surgery (Medicine) - *Performing complex surgery.*
Teach - *The ability to teach people.*
Theology(K) (Religion) - *Theoretical knowledge about religion.*
Vetinary(K) (First aid) - *Healing for animals.*
Zoology(K) (Biology)

Business

Accountancy (Administration) - *Managing finances.*
Administration - *Being able to manage people and paper.*
Current affairs(K) - *Current affairs.*
Economics(K) - *Knowledge of financial matters.*
Law(K) - *Knowledge of the law.*
Marketing - *Managing advertising campaigns and PR.*
Politics(K) - *Knowledge of politics.*
Trade (Guile) - *Bartering and other merchant skills.*

Combat

Bow - *Using all sorts of bows, except crossbows.*
Brawl(*) - *Punching, kicking, wrestling and dodging.*
Chain weapon (Melee weapon) - *Using chains, nunchuk or similar weapons.*
Crossbow - *Using crossbows.*
Heavy weapons (Rifle) - *Using heavy machine guns.*
Melee - *Using a melee weapon in combat.*
Melee weapon (Brawl) - *Using a sword, club or spear.*
Pistol (Rifle) - *Firing pistols, revolvers and SMGs.*
Rifle (Pistol) - *Firing rifles.*
Tactics - *Knowledge of combat tactics.*
Throw(*) - *Using thrown weapons, and catching things.*

Craft

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Architecture(K) - How to design buildings.
Cooking - Preparing meals.
Handicraft - Skill at various village crafts.
Scrounging - Finding and fixing scrap.

Criminal

Burglary - Breaking and entering.
Demolitions - Blowing things up efficiently.
Forgery - Forging credentials.
Gambling (Guile) - Skill at playing card and dice games.
Intimidation (Guile) - Scare someone into doing what you want.
Psionic Block - Protecting your mind from psionic attack.
Sleight(*) - Sleight of hand.
Stealth(*) - Hiding and moving quietly.
Streetwise (Guile) - Dealing with the criminal underworld.
Surveillance systems (Security systems) - Spying on people with electronic devices.
Torture - Making people talk.

Military

Combat engineering - Building things quickly.
Communication systems - Using radios and similar communications gear.
Demolitions - Blowing things up efficiently.
Gunnery - Firing large vehicle mounted guns.
Hypersledding - Safely using orbital re-entry vehicles.
Intelligence analysis - Analysing intelligence data.
Parachuting (Athletics) - Safely using parachutes.
Psionic Block - Protecting your mind from psionic attack.
Sensor systems - Using radar, sonar and other sensor systems.
Signal intelligence - Using sensor and communications equipment.
Spaceship gunnery (Spaceship systems, Gunnery) - Using spaceship weapons.
Strategy - Military strategy and logistics.
Surveillance systems (Security systems) - Spying on people with electronic devices.
Survival - Living in the wilderness.
Tactics - Knowledge of combat tactics.
Torture - Making people talk.

Sport

Bicycling (Athletics) - Being able to ride a bicycle well.
Fencing - Fighting with light fencing weapons.
Gliding - Piloting an unpowered aircraft.
Hypersledding - Safely using orbital re-entry vehicles.
Parachuting (Athletics) - Safely using parachutes.
Skiing (Athletics) - Using skies.
Sport - Skill at a particular sport.

Starship

Jump navigation(K) - Plotting a course through jump space.
Orbital navigation(K) - Plotting courses in a system.
Spaceship gunnery (Spaceship systems, Gunnery) - Using spaceship weapons.
Spaceship piloting - Piloting a small space craft.
Spaceship systems - Operating a large spaceship.

Talents

Athletics(*) - Jumping, climbing and running.
Awareness(*) - General ability to notice things.
Brawl(*) - Punching, kicking, wrestling and dodging.
Charm(*) - Being nice to people.
Guile(*) - Using and recognising deceit.
Sleight(*) - Sleight of hand.
Stealth(*) - Hiding and moving quietly.
Throw(*) - Using thrown weapons, and catching things.

Technical

Communication systems - Using radios and similar communications gear.
Computer operation (Intelligence, Electronic operation) - The skill of using a computer.

Electrician (Electronics) - Fixing electrical things.
Electronics - Building electronic devices.
Engineering - The science of building things.
Machinest (Mechanics) - Building tools
Mechanics (Engineering) - Fixing machines.
Security systems - Using and evading security.
Sensor systems - Using radar, sonar and other sensor systems.
Signal intelligence - Using sensor and communications equipment.
Surveillance systems (Security systems) - Spying on people with electronic devices.

Vehicle

Boating - Handling small watercraft.
Drive - Driving simple ground vehicles.
Gliding - Piloting an unpowered aircraft.
Heavy weapons (Rifle) - Using heavy machine guns.
Helicopter - Piloting a helicopter.
Hypersledding - Safely using orbital re-entry vehicles.
Pilot - Piloting a powered aircraft.
RPV operation - Piloting a small RPV.
Spaceship piloting - Piloting a small space craft.

Skill descriptions

Accountancy

BUSINESS.

Defaults to: Administration

Accountancy provides you with the knowledge of how to manage the finances of a business or organisation. It includes knowledge of tax laws, legal requirements and how to use common tools (including computers) needed to do your job.

With a *moderate* success you can meet all the legal requirements and ensure the figures are right. If you get at least a *poor* result, then failures can be fixed the following month. A *good* success allows you to perform some creative accountancy, whilst an *excellent* success allows lots of creative accountancy and making best use of tax laws.

Example difficulties

- 10 - Managing personal finances.
- 20 - Managing the finances of a small business.
- 30 - Managing the finances of a large business.
- 40 - Managing the finances of a multinational corporation.

Administration

BUSINESS.

The skill of managing an organisation, from dealing with people, basic finance, reception type duties and so on and so forth. You also know how to best short cut administration enforced by others, cutting through bureaucracy in the shortest possible times.

Animal husbandry (Knowledge)

RURAL.

Defaults to: First aid

Looking after animals, especially on a farm. May be used to tend to sick or injured animals, in which case it may default to *first aid*.

Anthropology (Knowledge)

ACADEMIC.

This is the study of humans, including their origins, cultural and physical attributes, history and environment.

Archaeology (Knowledge)

ACADEMIC.

This skill is mostly about digging up the ruins of ancient

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civilisations, and covers the practical skills needed to find, recognise and preserve items, as well as basic management - social, equipment and legal. It does also include knowledge of how to identify and date ruins, as well as general knowledge of specific civilisations. However, detailed knowledge of ancient history requires the *History* skill.

Architecture (Knowledge)

CRAFT.

The skill and knowledge required to design buildings, from simple houses up to huge cathedrals. Larger constructs may require knowledge of techniques in order to stand much chance of success. Some knowledge of *Law* may be needed to get all the planning regulations correct.

Area lore (Knowledge)

ACADEMIC.

Knowledge of a given area, including geographical and political knowledge. The *Area lore* skill is used when checking to see if a character has heard of a person, place or organisation. Area lore is nearly always based on intelligence.

There is an area lore skill for each area, normally an area the size of a country, with the same culture. An area lore skill can give knowledge of surrounding areas, though such knowledge will be prejudiced by the beliefs of the original area the skill is for.

Example difficulties

10 - Knowledge that everyone knows, such as who the ruler is to the names of major cities.

Artist

ARTISTIC.

The ability to draw or paint competently. Used with dexterity, or with intelligence to try and accurately draw some scene from memory.

Astronomy (Knowledge)

ACADEMIC.

This is concerned with the study of stars and planets, their motions, positions and general behaviour. It does not provide full detail on their formation and physical makeup (that is left to *Astrophysics*).

Athletics (Talent)

TALENTS.

Techniques: *Running, Sprinting, Sure footed, Climbing, Acrobatic talent, Contra gravity, Zero gravity, Swimming, Underwater swimming.*

This is a broad skill covering all forms of athletics, gymnastics and acrobatics. It is split into the following tasks.

Running

Running represents a light jog which you can keep up for many minutes without too much difficulty. When running, you move a number of metres each round equal to your *move* score. A point of fatigue is gained every *health x athletics* minutes you are running.

Sprinting

Sprinting represents an all out sprint, moving as quickly as you can. You cannot do anything else whilst sprinting, and most people can only sprint for a

few rounds before becoming exhausted.

When sprinting, you may move a distance in metres equal to *move x 2 + athletics* each round, and gain a point of fatigue each round.

Jumping

Jumping represents both long jumps and high jumps.

Climbing

Climbing things.

Example difficulties

10 - Jumping onto a table

20 - Jumping over a table

Awareness (Talent)

TALENTS.

Techniques: *Blind fighting, Light Sleeper.*

This skill is used by the character when there is a chance of noticing something which isn't obvious, such as someone trying to sneak around, people moving at a distance, or looking for a secret door. If the character is asleep, then any awareness rolls are quartered. If the character is only dozing (or day dreaming), then rolls are halved.

Example difficulties

perception x stealth - See a hidden person

agility x stealth - Hear a sneaking person

10 - Hear people talking through a door

20 - Hear people talking through a wall

10 - Hear someone walking on gravel

15 - Hear someone walking on leaves

20 - Hear someone walking on grass

1/10m - See someone with casual glance

1/25m - See someone with careful look

x2 range - Vision during dusk

x4 range - Vision under moonlight

x10 range - Vision under starlight

Bicycling

SPORT.

Defaults to: Athletics

Riding a bicycle well. Most people in a modern setting probably learnt to ride a bike at some point, and so this skill defaults to *athletics*. If you have practised stunts or mounting biking in harsh conditions, then you probably have this skill however.

Example difficulties

5 - Riding a bicycle in good conditions.

Biology (Knowledge)

ACADEMIC, SCIENCE.

Defaults to: Science

Requires: Science-2

Techniques: *Genetics, Bioengineering, Biowarfare, Xenobiology.*

Biology is a particular branch of *Science*, and covers the study of living things. It is closely related to *Chemistry*.

Boating

VEHICLE, RURAL.

Being able to use a small oared boat. Based on intelligence for judging travel conditions, strength for speed or dexterity for fine navigation.

Example difficulties

10 - Row a boat in a straight line in calm conditions.

15 - Row a boat in choppy conditions

20 - Row a boat in rough conditions (open sea)

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30 - *Very rough conditions*

40 - *Row in a storm*

Botany (Knowledge)

ACADEMIC.

Defaults to: Biology

This is the study of plants.

Bow

COMBAT, MISSILE.

The knowledge of how to use a bow such as a short bow, long bow or composite bow. For long bows, for every full four points of skill, the effective strength of the character is increased by one for purposes of determining the *pull* of the bow that they can draw.

This skill can be used with crossbows, though reload times are doubled, and attacks fumble on a 1-3.

Brawl (Talent)

TALENTS, COMBAT, MELEE.

Techniques: *Close combat, Disabling hold, Disabling attack, Dirty fighting, Brute force, Unarmed combat, Out of reach, Hard to kill, Ignore pain, Tough, Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks.*

A general purpose combat skill covering dodging, punching and wrestling. This is covered in more detail in the combat section. It allows the use of small weapons such as knives and daggers, as well as improvised weapons such as stones, bottles, sticks and chairs.

A character may always use the *brawl* skill to dodge even if they are using a weapon, but they don't get any bonuses from the weapon if they do so.

Burglary

CRIMINAL.

You have experience in the various tasks involved in breaking into buildings. Opening basic locks, forcing doors and windows, and knowledge about how buildings are generally designed come under this skill.

Example difficulties

10 - *Very simple and basic lock.*

20 - *Typical key based lock.*

30 - *Good key based lock, typical combination safe.*

40 - *Excellent key based lock, good combination safe.*

50 - *Excellent combination safe.*

10 - *Most low tech unsecured doors and windows.*

20 - *Good quality mid-tech doors and windows.*

Calligraphy

ARTISTIC.

The skill of writing in a way that produces a work of art, as well as a record of knowledge.

Chain weapon

COMBAT, ARMED MELEE.

Defaults to: Melee weapon

Using flexible chain melee weapons.

Charm (Talent)

TALENTS, SOCIAL.

Techniques: *Seduction, Carousing.*

A high *charm* allows you to appear friendly and sociable. It is nearly always based on *empathy*, and allows you to make a good impression and gain people's interest and trust.

Charm can be used to improve a second social skill test

(such as *guile, trade* or *perform*). Make a charm check against the of the target to gain a +3 bonus for each level of success.

Carousing

Used at parties and similar social gatherings. Can be used to find out information, flirt or try and talk to someone who might be otherwise difficult to talk to (such as a duke surround by hangers-on and aids who won't let anyone else near him). Generally not resisted.

Chatter

Mindless chatter to try and draw information out of someone, or to simply distract them. Generally not resisted, unless the target is being deliberately close mouthed about a subject.

Seduction

Can try to seduce a person. Add appearance to *empathy* for purposes of seduction attempts, and resisted with the target's *will*.

Persuade

If trying to change someone's mind by emotional arguments, resisted with the target's *will*.

Example difficulties

10 - *Not make a fool of yourself.*

20 - *Give a good impression.*

30 - *Be very likeable and understanding.*

40 - *Win friends and influence people easily.*

Example difficulties (Carousing)

10 - *Survive a party.*

20 - *Make a good impression. Get to talk to someone important.*

30 - *Make a very good impression. People will remember the character favourably. Get to talk to someone important who doesn't want to talk to you.*

40 - *Most popular person at the party.*

Example difficulties (Seduction)

-10 - *Bad circumstances. Target of attempt is busy doing other things, such as working or is tired.*

-20 - *Inappropriate circumstances. Target is on guard, or doing something else important.*

-30 - *Highly inappropriate circumstances.*

Chemistry (Knowledge)

ACADEMIC.

Defaults to: Science

Requires: Science-2

Techniques: *Biochemistry.*

Chemistry is a particular branch of *Science*, which is concerned with the study of chemicals and elements.

Combat engineering

MILITARY.

Most infantry has experience with digging trenches, building bridges and putting up sandbags. A combat engineer has a lot of experience doing this. This skill covers getting the job done in the minimum time, often so that's its good enough to do what it needs to do. It covers a wide range of tasks, from bridge building to tunnelling, and is more practical than theoretical.

Unlike 'real' engineering skills, this one assumes that the needed materials aren't readily to hand and that the people doing most of the heavy lifting are mostly unskilled infantry, so the result will often be simple and ugly. But it'll work.

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Communication systems

TECHNICAL, MILITARY.

This skill provides advanced knowledge of how to use communication devices such as radios. It does not just cover how to switch a device on and talk into it, since that is covered by basic *Intelligence*, but provides in depth knowledge of how to fix it when things go wrong, how to get around jamming, how to jam someone else's communications, and how to improve signal strength.

Computer operation

TECHNICAL.

Defaults to: Intelligence, Electronic operation

Techniques: *System administration, Computer intrusion, Computer forensics, Computer security, Computer programming, Cryptanalysis, Sensors, Medical.*

This covers the skills needed to use a modern computer, from switching it on to finding files, sending messages and using common applications. At the higher levels, programming, system administration and network intrusion become possible. This skill covers a wide range of complex tasks, which are detailed elsewhere.

Example difficulties

10 - Looking for a particular file using easy criteria.

20 - Filtering information from a database and analysing it (producing graphs, finding correlations).

Cooking

CRAFT.

The preparing, preserving and cooking of food. Includes some knowledge of herbs.

Criminology (Knowledge)

INVESTIGATION, ACADEMIC.

You have studied criminals and the crimes they commit, in an attempt to better catch them. This is normally the domain of law enforcement.

Crossbow

COMBAT, MISSILE.

Covers the use of all varieties of hand held crossbows. Skill in this provides accuracy, and also enables quicker reloading of the heavier versions of the crossbow.

The skill can be used with bows, though range penalties are doubled, and attacks fumble on a 1-3, due to the extra complexity of bows over crossbows.

Cryptography (Knowledge)

ACADEMIC, SCIENCE.

Requires: Mathematics-2

Techniques: *Cryptanalysis.*

Using and designing cyphers.

Current affairs (Knowledge)

BUSINESS, SOCIAL.

Techniques: *Seduction, Carousing.*

Represents up-to-date knowledge of what is going on in your society. This is a skill which is constantly changing, so if you lose contact with society, then you will be at a large disadvantage when you return. It also covers knowing how to get information and how to interpret it, so becoming up-to-date again is relatively quick for you.

Dance

ARTISTIC.

Defaults to: Athletics

Techniques: *Courtly dancing, Folk dancing, Sensual dancing.*

With *Dance* you are able to impress people with your graceful dances. It allows you to know the common types of dances, as well as the ability to actually dance. With sufficient skill, you will be able to improvise new dances, and work with a partner to complement their improvisations.

The skill covers all forms of dancing, though you can buy techniques which provide bonuses in specialisations.

Example difficulties

0 - You are clumsy and obviously unskilled. You will give a poor impression to anyone who is watching.

10 - Nothing special, but you don't make any big mistakes (though lots of little ones). People won't pay to watch you dance.

20 - You dance with competence and some degree of grace. Your dancing will please most people.

30 - Very good dancing, which will impress most people. You get a +1 bonus to the reaction level of people who saw you dance.

40 - An excellent performance which will impress pretty much everyone. You can a +2 bonus to the reaction level of those around you. Probably a level of skill better than most people have seen.

50 - An outstanding performance of skill and grace. You gain a +2 reaction bonus, or +3 if asking someone to share a dance with you.

Demolitions

MILITARY, CRIMINAL.

Blowing things up is easy, but doing it with the minimum of explosives, at minimal risk to yourself, and in a way that causes maximum damage is somewhat harder. This skill provides everything you need to know about destroying things with explosives. You also know about the different types of explosives, how best to store, move and deploy them, and how to disarm other people's bombs.

Drive

VEHICLE.

Techniques: *Stunt driver, High speed driving, Ice driving, Off-road driving, Driving familiarity.*

The skill of driving a car or similar land vehicle. This skill assumes familiarity with 4 wheeled powered vehicles, such as a family car, jeep, SUV or van. Other types of vehicles (e.g. HGVs, tanks, motorbikes or go-carts) you are assumed to be unfamiliar with, and must take a technique to be familiarised with them. Until you are familiar, you *default* to this skill (i.e., halve your roll).

As with most vehicle skills, it uses *Dexterity* but your attribute is capped to the *Agility* of the vehicle you are currently driving. A typical early 21st century family car would have an *Agility* of 3, a sports car an *Agility* of 6.

If you fail a *Drive* check, then immediately check again. If you succeed the second time, then you regain control but are forced to a stop. If you fail the second time, then you lose control and probably crash.

For high speed driving, most difficulties assume that you are travelling at a moderate speed. Each +10 you add to the difficulty puts your speed one step above this. You must declare the speed you are attempting before making the check.

Example difficulties

10 - Maintaining control in a tricky situation, such as a sharp bend, an emergency stop or avoiding a car that has pulled out in front of you.

20 - Maintaining control in a difficult situation, such as a very sharp

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and narrow bend, or avoiding a car or pedestrian that has just done something really stupid.

20 - Perform a basic stunt, such as a handbrake turn, or maintaining control after being rammed (or ramming someone else).

30 - Perform a difficult stunt, such as sliding to a precision stop from high speed.

+5 - Wet conditions, or poor visibility.

+10 - Icy or slippery conditions. If driving fast in icy conditions, also add a further +10 for each speed step.

x1.5 - Difficult terrain. Any terrain which is difficult for this type of vehicle adds 50% to the final difficulty. A rough dirt track would be difficult for a typical car, but normal for off-road vehicles.

x2 - Unsuitable terrain. Any terrain which the vehicle is completely unsuited for. A trip cross country across hills would count as unsuitable for a typical car, but possibly only difficult for an off-road rally car or a tank. Unsuitable terrain doubles the final difficulty.

Ecology (Knowledge)

ACADEMIC, SCIENCE.

Defaults to: Botany, Zoology

Requires: Biology-2, Zoology-2

This is knowledge of ecosystems, of the relationships between plants and animals living together in balance.

Economics (Knowledge)

ACADEMIC, BUSINESS.

Economics is the study of how the economy and financial world works.

Electrician

TECHNICAL.

Defaults to: Electronics

The skill of fixing electrical systems when they break.

Electronics

TECHNICAL.

Requires: Electronics operation-2

You have skill in building electronic devices, as well as a good understanding of how they work and the theories on which they are constructed.

There is a technique for each type of electronic device that can be built. Knowing the correct technique halves the difficulty for a task.

Engineering

TECHNICAL.

Techniques: Aircraft, Boats, Cars, Power plants, Sensors, Computers, Medical, Grav tech, Spaceships, Jump drive.

The knowledge and skill of designing, building and repairing machines, buildings and other structures. Engineering tends towards the theoretical side of things, and does not necessarily cover the everyday maintenance of such items.

Etiquette (Knowledge)

SOCIAL.

Defaults to: Charm

Techniques: Seduction, Carousing, Fashion, High fashion, Scandalous fashion, Hidden insult, Flirt.

Etiquette is a knowledge of good manners and social behaviour. It is of much greater use amongst the higher classes than amongst the peasantry, where no-one really cares which fork they use to eat their meal with, as long as a meal is there to be eaten.

It may be used to know how to address someone of rank, how to flirt with a noble Lady without offending her, or how to behave at a joust or banquet. It is normally based on intelligence, but may use *empathy* (especially for courtly flirting or flattery).

Flirt

Flirt with a lady or gentleman in a polite and possibly discreet way.

Falconry

OUTDOOR, ANIMAL.

The skill of training, caring for and hunting with falcons and similar birds of prey.

Farming

OUTDOOR, RURAL.

The planting, caring for and harvesting of crops, the care and feeding of animals such as cows, sheep and chickens. The majority of people in rural areas will of course be farmers and will have this skill to some level.

Fencing

SPORT.

The sport of using light fencing weapons. It can be used in duelling and combat, though is primarily concerned with the use of fencing weapons as a sport. Because it is *not* part of the Combat group, it cannot be used with any of the standard combat techniques.

First aid

ACADEMIC.

Provides care and treatment of wounds to stop bleeding and prevent infection. Once a wound has been successfully first aided, it may begin healing naturally. First aid checks are generally made with intelligence. First aid can also be used to treat stuns.

To treat a character's wounds, the base difficulty is 10. This is modified upwards by the total of the character's stun and wound penalties (a fatally wounded character (-15) would be difficulty 25 to treat). Success means that the wounds will begin healing naturally. If the roll was made by 10 or more, then one level of wound is also healed.

Stuns are a base difficulty of zero to first aid, again modified by total stun and wound penalties. Success heals one stun, and each 10 over that heals another level of stuns. Stuns do not need to be treated before they begin healing.

Forensics (Knowledge)

INVESTIGATION.

You have experience in searching crime scenes for clues as to what happened, and who did it.

Forgery

CRIMINAL.

The skill of forging identity cards and the like. You know how to obtain the materials necessary for creating forgeries, can detect a forged document or card, and can create them yourself as long as you have the necessary information. Some forms of forgery will require modifying database records, which will require *Computer operation* and similar skills which *Forgery* does not provide, however it will let you know what databases need to be changed.

Gambling

SOCIAL, CRIMINAL.

Defaults to: Guile

Techniques: Seduction, Carousing.

This is the skill of playing games of chance, such as card games or dice games. This is a generic skill, based around

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being able to spot patterns, work out probabilities, bluff, cheat and basic gaming tactics.

A high skill represents a good, broad, knowledge of all such games, and so a greater chance of knowing how to play any given game, or at least knowing enough about a similar game in order to be able to play well.

Game

SOCIAL.

Techniques: *Seduction, Carousing.*

Knowledge of, and skill at playing a game such as chess or Hnefatafl. A skill is required for each game played, though similar games may allow half skill. This is based on intelligence.

The simplest way to find the winner for a game, is for both opponents to roll their skill, and the highest roll wins. If it is desired to play out the game in more detail, then proceed as follows.

Each opponent makes a skill check each turn of the game. If one exceeds the other by five or more, then they gain an advantage. Each advantage gained gives +3 to the skill check next turn. On gaining the fourth advantage, the player is considered the winner. If the player with the advantage loses a turn, then they lose a level of advantage.

Example difficulties

10 - *Knowing the rules to a game*

20 - *Playing a game reasonably well*

Gliding

VEHICLE, SPORT.

You have experience in flying gliders. This skill provides you with the ability to fly a glider, to know how to find and use thermals and geographic features for lift and how to look after and maintain a glider. You'll also have some knowledge of aviation law and etiquette.

Guile (Talent)

TALENTS, SOCIAL.

Techniques: *Seduction, Carousing, Disguise, Cold reading.*

Guile allows a character to use and understand social methods of deception, through lying, body language and actions. A character can lie by making an opposed *will x guile* against the target's *empathy x guile*. Success means that the target is fooled, though the attempt may be modified by circumstances based on how probably the lie is.

Will is generally used when trying to hide a character's own emotions, *empathy* to understand another's and *intelligence* to think quickly when inventing a believable story.

Disguise

The character can disguise either themselves or another person by using *guile*. Make an intelligence *guile* check.

Fast talk

When trying to invent a plausible story quickly, then an *intelligence x guile* check can often be called for, against the same for the target. If the target finds the story plausible, then opposed *empathy* and *will* checks

may still be necessary in order to hide the lie.

Taunt

Make someone mad. Opposed with *will*.

Gunnery

MILITARY.

The *gunnery* skill covers the use of very large vehicle mounted or emplacement weapons, such as artillery and battleship main guns. Whereas *Heavy weapons* covers "barely man portable in a Hollywood action film" weapons, *Gunnery* is only for the really big weapons which often require several crew members to operate. Will often use *Intelligence*, since doing the maths to plot the trajectory is generally more important than quick reflexes.

Handicraft

CRAFT.

The making of baskets, embroidery and other similar village hand crafts not covered by other professional skills. It is generally seen as the province of women.

Heavy weapons

COMBAT, FIREARMS, VEHICLE.

Defaults to: Rifle

Techniques: *Quick load, Multiple targets, Sharp shooter, Controlled fire, Improved automatic fire, Selective fire, Triple shot, Fire on the run, Awkward shot, Concentrated fire, Heavy fire.*

This skill provides you with knowledge of how to use heavy weapons such as vehicle mounted machine guns, grenade launchers, anti-tank weapons and mortars. Most non-man portable weapons fall into this category. Always uses *Perception* when firing weapons.

Very large weapons (naval guns, tank guns, starship mounted particle accelerators) come under the *Gunnery* skill. If it requires more maths than judgement, then it's probably *Gunnery*.

Helicopter

VEHICLE.

The skill of piloting a helicopter.

Heraldry (Knowledge)

LORE, LEGAL.

Knowledge of heraldic arms, flags and other symbols. A person skilled in heraldry can recognise nobles, understand and describe the code of heraldic arms, and make guesses as to who someone is allied with based on their coat of arms. Based on intelligence.

Area lore may be substituted, though all rolls are halved and it can only be used for recognition.

Example difficulties

10 - *Recognise a major personality based on their arms, such as a principle member of the royal family, or a major duke or earl.*

Recognise that someone belongs to a major noble house.

20 - *Recognise a very important person, such as a duke or earl, or a secondary member of the royal family.*

30 - *Recognise an important land owner, such as a powerful baron.*

40 - *Recognise a baron or other low ranking land owner.*

50 - *Recognise someone really obscure.*

History (Knowledge)

ACADEMIC.

The study of historical events. As standard, it gives a

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knowledge of a broad range of recorded history without specialisation in any one area. Most people will know more about their own culture than others, so there's a +10 or +20 increase to the difficulty to know the history of cultures outside your own (note that some historical events, such as who built the pyramids, is popular knowledge even in non-Middle Eastern cultures).

There are many techniques which allow you to specialise in a period or culture. These are 4 points each.

Hunting

OUTDOOR, ANIMAL.

The skill of training, caring for and hunting with hounds. If trained dogs are available, can be used instead of survival to track or hunt game.

Hypersledding

MILITARY, SPORT, VEHICLE.

You have been trained to use personal re-entry sleds which allow you to safely land on the ground from orbit. They are heavily heat shielded, and can cope with hypersonic velocities during reentry. They are used both for military assaults and as an (expensive) extreme sport.

Intelligence analysis

MILITARY.

You have been trained to analyse intelligence data in order to understand what it means. You can look at troop movements or supply movements for example and determine what the enemy is planning.

Intimidation

SOCIAL, CRIMINAL, INVESTIGATION.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

Being able to scare people, either with threats of simple physical violence, or by more subtle means. Can either be based on *Strength* or *Empathy*. When making an intimidation check, make an opposed roll against the target's *Will* (modified by any traits). Each level of success will shift the target's level of cooperation up by a category.

Modifiers to the target difficulty are given below. The level of apparent threat that you represent needs to be relative to any other threats that the target needs to consider. For example, you may have a hot poker, but the mob may apply a hot poker to him, and his entire family, if he betrays them.

Example difficulties

+30 - *The target doesn't consider you any sort of threat.*

+10 - *The target considers you a minor threat.*

-10 - *The target considers you a reasonable threat.*

-30 - *The target considers you a serious threat.*

Jump navigation (Knowledge)

STARSHIP.

Requires: Mathematics-4, Physics-4

Plotting a course through jump space is a difficult process, and getting it wrong can result in a very messy death. How good you are determines how long it takes. The examples given below assume access to a basic computer, and you only want to make a one parsec jump. Add +5 to the difficulty for each extra parsec jumped.

Example difficulties

10 - *Plotting a J1 course in 6 hours.*

15 - *Plotting a J1 course in 3 hours.*

20 - *Plotting a J1 course in 2 hours.*

25 - *Plotting a J1 course in 1 hour.*

30 - *Plotting a J1 course in 30 minutes.*

Law (Knowledge)

ACADEMIC, BUSINESS.

Knowledge of the legal system, including how it works, what the laws are, and how to bend or avoid them.

Lip reading

SOCIAL.

Techniques: *Seduction, Carousing.*

The skill of reading lips. Each 10 rolled gives an equivalent point of language skill. There may be penalties for distance, or partial visibility.

Machinest

TECHNICAL.

Defaults to: Mechanics

The skill of building high tech tools. Though absolutely vital to a high tech society, most mechanics and engineers can get away with buying standard parts from a local shop. In a society where there isn't a ready availability of tools and parts, most (if not all) engineers will have some level of skill in *Machinest*.

Marketing

BUSINESS.

Techniques: *Propaganda.*

Marketing, advertising and public relations skills.

Mathematics (Knowledge)

ACADEMIC, SCIENCE.

Mathematics is the knowledge of advanced mathematics. Simple arithmetic is considered to be basic intelligence. Mathematics covers geometry, algebra, set theory, probability and other branches of mathematics. Most children with a Western education will have some knowledge of Mathematics after leaving school, though it's likely to be only a couple of points.

Mechanics

TECHNICAL.

Defaults to: Engineering

Techniques: *Aircraft, Boats, Cars, Power plants, Sensors, Computers, Medical, Grav tech, Spaceships, Jump drive.*

The skill of fixing mechanical devices when they break.

Medicine (Knowledge)

ACADEMIC.

Requires: First aid-2, Biology-2

Techniques: *Cybernetics, Diagnosis, Poisons, Disease.*

The skill of diagnosing illnesses, and knowing what to do to cure an illness. Provides knowledge of the currently available drugs and how best to make use of them. Whilst first aid is focused on basic wounds (mostly cuts and bruises) and tends to be quite simple in its solutions, medicine provides a wide range of knowledge about how the body works, what drugs are available, and how best to diagnose illness and injuries.

If suitable drugs are available, then *Medicine* can be used in place of *First aid* to help someone recover from wounds. Before the weekly check, one *stun* is always recovered. A bonus is gained equal to the *Medicine* skill for each TL beyond 6 when the healing roll is made.

Melee

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COMBAT, MELEE, ARMED MELEE.

Techniques: *Combat reflexes, Reflex dodge, Opportunity attack, Improved damage, Multiple attacks.*

This is the skill of fighting with melee weapon. It can be used with pretty much any standard weapon type, including blades, spears, shields and clubs. Particularly exotic weapons may require *Techniques* to be able to use them effectively.

Melee weapon

COMBAT, ARMED MELEE.

Defaults to: Brawl

The skill of using a simple melee weapon, such as blades, spears and clubs. This skill covers all such weapons, as their use with a shield or a second parrying weapon. Exotic weapons, such as chain weapons, aren't covered since they are used in a completely different way. Small weapons such as knives however are used with the *Brawl* skill.

Melee weapon is used with *Dexterity*.

Mining

OUTDOOR.

Covers being able to locate new mines, and to construct and work them safely.

Musician

ARTISTIC.

The skill of playing musical instruments, whether they are a drum, a flute or a harp.

Example difficulties

15 - Play without sending people running for cover

20 - Play in tune with others

30 - Play very well

Orbital navigation (Knowledge)

STARSHIP.

Requires: Mathematics-4, Physics-2

Moving from A to B in a star system is rarely a case of pointing in the right direction and accelerating. The quickest path is often a curve, and the destination has a habit of moving. Being able to calculate routes between planets requires a lot of knowledge of orbital mechanics, physics and maths.

This isn't need for seat-of-the-pants flying.

Ostling

OUTDOOR, ANIMAL.

The care and training of horses.

Paleontology (Knowledge)

ACADEMIC, SCIENCE.

A science which investigates ancient life. It includes the finding, examination and care of fossils, knowledge of ancient lifeforms.

Parachuting

MILITARY, SPORT.

Defaults to: Athletics

You have experience with free-falling and parachuting. It is *very easy* to land safely under ideal conditions.

Perform

SOCIAL, ARTISTIC.

Defaults to: Charm

Techniques: *Seduction, Carousing, Passionate speaker, Poet.*

A skill which covers many forms of social skills, including oratory, poetry and singing. It may be used to rouse a crowd, invent some poetry on the spot, or remember a poem or song well enough to recite or sing it.

The mood of the audience can be affected with either song, poetry or oratory. The performer matches their skill roll against the will of the audience. If the audience can be treated as a *crowd*, take the average will and roll once for the whole audience (a vocal few will tend to lead the silent majority). Success by the performer will mean the crowd listens to what the performer says, and will think about it, though their opinion isn't shifted greatly. For each full 10 the performer beats the will of the crowd, the crowd's mood is shifted one category.

When singing or reciting poetry, the mood of the audience can be shifted, sometimes considerably. This can be done subtly, though it takes an evening of performance to carry it out.

A more direct way to sway an audience is through oratory. This is quicker and more direct than by choice of song, but is also pretty blatant.

Example difficulties

10 - Sing without inflicting pain on listeners. Less than this may get the character forcibly removed from the stage.

20 - Sing well enough to impress the audience, though not in a way that will be particularly remembered.

30 - Sing very well. The singer will be well received, and probably kept around for more of the same. The mood of the audience can be shifted subtly.

40 - The singer will be spoken of for months to come, and people will be most eager to please. The mood of the audience can be shifted noticeably.

50 - All others will be compared (probably unfavourably) to the singer, who will be heralded as a master of their art. The singer pretty much has control over the mood of the audience.

Physics (Knowledge)

ACADEMIC.

Defaults to: Science

Requires: Science-2, Mathematics-2

Techniques: *Nuclear physics, Quantum physics, Relativity, String theory, Quantum gravity, Jump physics.* Physics is a particular branch of *Science*, concerned with forces and motion, energy and matter at the smallest scales. Particular branches of physics are treated as *techniques* - not knowing the technique doubles the difficulty.

Pilot

VEHICLE.

Techniques: *Aircraft familiarity, Hotshot pilot, Top gun.*

The skill of piloting a powered aircraft. By default it assumes a small low performance aircraft, such as a Cessna or Spitfire. Larger aircraft require familiarity similar to the *Drive* skill.

Piloting skill may be used to fire direct fire weapons which are mounted to fire directly ahead. Your *Dexterity* is not capped to the *Agility* of the aircraft when firing. Turreted weapons use *Heavy weapons* or (very rarely) *Gunnery* skill.

Air combat requires a mixture of manouevre and shooting. Make opposed *dexterity* \times *Pilot* checks to gain

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the advantage each turn. If you have two levels of success in your favour, then you can shoot at half skill. If you have three or more levels, then you can shoot at full skill. The target always gets to dodge with their full *dexterity x Pilot* (though capped by the aircraft's *Agility*).

Example difficulties

10 - *Land in ideal conditions.*

20 - *Land on an aircraft carrier. Includes difficulties for moving deck and shortness.*

+10 - *Land quickly without taking time to line up properly.*

+5 - *Land on a short runway or narrow runway.*

+10 - *Flying close to the ground, within 50m.*

+20 - *Fly really close to the ground, within 10m.*

Pistol

COMBAT, FIREARMS.

Defaults to: Rifle

Techniques: *Quick load, Quick draw, Multiple targets, Sharp shooter, Controlled fire, Improved automatic fire, Selective fire, Triple shot, Fire on the run, Awkward shot, Two guns.*

You are skilled in firing pistols and similar small hand guns, including revolvers, automatic pistols and SMGs. This skill is most effective at short ranges and when in close combat with the target. It is always based on *Dexterity*.

At short range, you may normally add the attack bonus of the weapon to your attack roll unless you are making a *snapshot*.

Politics

SOCIAL.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

The skill of dealing with the intrigues of a political arena. With it, it is possible to find out relationships within the arena, and to obtain information from people, or even to spread information without it being obvious that the plotter is trying to spread information.

Note that politics is as much knowledge of the local political situation as it is the ability to 'play' it. Knowledge of who the powerful people are, and what their strengths, weaknesses and allegiances are is gained with this skill.

Example difficulties

10 -

Politics (Knowledge)

ACADEMIC, BUSINESS.

Knowledge of political systems and how to take advantage of them. It may provide some knowledge of the current political groups of your culture, but this is really covered by *Current affairs*, and any knowledge provided by *Politics* will be more long term and theoretical.

Psionic Block

MILITARY, CRIMINAL.

Techniques: *Improved psionic block, Unconscious block.*

Though Psionics is outlawed in the Imperium, law enforcement and military agencies sometimes have to go up against those who are trained in its use. The military will sometimes give training to its special forces to protect from mental assault and mind reading.

Psionic Block does not require any actual psionic ability, but by concentrating on repetitive words and phrases the

trained individual can prevent others from reading their mind. Normally this precludes any other actions, and all skill checks are at -40 whilst attempting this. It is very obvious to anyone looking at you that you are concentrating hard on something.

Psychohistory (Knowledge)

ACADEMIC.

This is the somewhat shaky study of predicting the behaviour of large groups of people. It has never been totally proven to work, though there is circumstantial evidence for it.

Religion (Knowledge)

ACADEMIC.

Knowledge of the traditions, ceremonies, laws, gods, priests and mythology of a given religion. More broad or narrow the skill is depends very much on the culture and the level of knowledge required. In a monotheistic culture, especially where knowledge of other religions is discouraged (e.g. Medieval Europe), each religion will have its own skill, and this will give little knowledge of the others.

In a pantheistic culture, one skill can give knowledge of all the gods and cults, though only on a general level. Single skills will exist for each individual cult, which will also give knowledge of other cults, though that knowledge may be coloured by prejudice.

Where a religion actually grants supernatural abilities to its cult members or priests, these may be represented as *techniques* based on the cult's specific skill.

Research

ACADEMIC.

Defaults to: Any Academic skill

The skill of being able to find information in books, on a computer system, or in any other knowledge source which doesn't require interaction with people (beyond standard dealing with librarians etc).

Ride

RURAL.

The ability to ride, normally a horse. A different skill is needed for different types of animals (horses and ponies would be the same skill, a Griffin another skill). As well as enabling you to remain mounted, it grants a bonus to combat skills when mounted if the relevant techniques are known.

Rifle

COMBAT, FIREARMS.

Defaults to: Pistol

Techniques: *Quick load, Multiple targets, Sharp shooter, Controlled fire, Improved automatic fire, Selective fire, Triple shot, Fire on the run, Awkward shot, Marksman, Sniper.*

The use and handling of rifles, carbines, shotguns and the like. It is not very effective at very close range, but is designed for short to medium ranges. Can be used with either *Dexterity* or *Perception*. Add-ons to rifles such as an underslung grenade launcher may also be used with this skill instead of the more usual *Heavy Weapons* skill, but always use *Perception*.

At short range, you may normally add the attack bonus of

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the weapon to your attack roll unless you are making a *snapshot*.

RPV operation

VEHICLE.

You have experience in piloting small remote controlled vehicles, such as spy drones, model aircraft and similar devices. This is generally a *Dexterity* based skill. The RPV itself may provide a bonus depending on its manoeuvrability and control device.

Science (Knowledge)

ACADEMIC, SCIENCE.

Science covers basic scientific knowledge, logical reasoning and baloney detection. Most Western schools will teach *science* to some degree. The skill provides basic knowledge of the various sciences, an understanding of the philosophy of science, and the ability to tell the difference between a scientific theory and dodgy pseudo-science.

All scientists will have *Science* to a greater or lesser degree, as will those in science based professions such as engineering or mathematics.

Scrounging

CRAFT.

Being able to turn useless scrap into something useful. Used with intelligence. Covers finding, planning and building, though skills such as *carpentry* or *blacksmith* may be needed as well.

Security systems

TECHNICAL, ROGUE.

Provides knowledge of using and by-passing electronic security systems such as short range sensors, pressure pads, electronic locks, iris and fingerprint scanners etc. It can be used to forge ID to try and bypass such systems.

Sensor systems

TECHNICAL, MILITARY.

Provides knowledge and experience with using advanced sensor systems, interpreting raw sensor data, knowing how to evade and block sensors, and how to make best use of an existing sensor network.

This provides far more knowledge than a person working in traffic control would have, and it is a skill normally only found in the military, in labs or amongst hackers.

Signal intelligence

TECHNICAL, MILITARY.

You have been trained in the use of both communications and sensor systems. Anyone can talk into a microphone or watch a radar display, but you have indepth knowledge of how such things actually work, and how best to interpret data from them. You have been trained in the use of electronic warfare, how to get the best range out of communications gear, how to interpret poor quality signals, and how to make best use of signals intelligence.

Skiing

SPORT, OUTDOOR.

Defaults to: Athletics

The skill of skiing. Includes practical experience, as well as knowledge of identifying poor conditions. The examples given below show the difficulty to ski down a

run of particular difficulty. Success means you did it without falling over or getting stuck.

Example difficulties

10 - *Green run (easy slopes)*.

15 - *Blue run (intermediate slopes)*.

20 - *Red run (difficult slopes)*.

25 - *Black run (most difficult slopes)*.

Sleight (Talent)

TALENTS, CRIMINAL.

Techniques: *Juggling, Pick pocket.*

Sleight of hand, from filching items on a market stall, to picking someone's pockets. Can also be used for anything which requires a great deal of fine dexterity.

Sophontology

ACADEMIC.

This provides a broad knowledge of all alien races, from the different versions of Humaniti, to Aslan, Hivers, Vargr etc. You know basic information about the major races. It is *very easy* to know simple facts (a short one sentence description) of a minor race, and *moderate* for an obscure race. More detailed information about their physiology and culture is harder.

Spaceship gunnery

STARSHIP, MILITARY.

Defaults to: Spaceship systems, Gunnery

Techniques: *Precision shots.*

The distances and scales involved in spaceship combat make the entire enterprise of conducting a battle completely different from more mundane surface events. This skill provides knowledge of how to judge distances and speeds, the type of weapons deployed in most space battles, and how to make best use of offensive and defensive systems.

Spaceship piloting

STARSHIP, VEHICLE.

Requires: Physics-2

Techniques: *Emergency re-entry, Hotshot space pilot.*

The skill of being able to pilot a small space craft, such as a shuttle, fighter or cargo pod. Anything much larger doesn't require *piloting* as such, and uses the *Orbital navigation* or *Spaceship systems* skills instead.

This skill is most useful for ships up to 100t in size. For spaceships larger than this, there is a +5 to the difficulty of all skill checks for manoeuvring, and a further +5 for each doubling of size (e.g., up to 200t is +5, up to 400t is +10 etc).

As for the *Pilot* skill, can be used to fire front mounted guns.

Spaceship systems

STARSHIP.

Requires: Physics-2

Techniques: *Spaceship familiarity.*

Knowledge of how to fly and operate a spaceship. This is the skill needed by all bridge crew, and at least some of the engineering crew as well. It covers the most common protocols and etiquette involved in flying a spaceship in an inhabited system, how to access ship systems, how to provide the navigation computers with instructions and so on.

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Speak language (Language)

LANGUAGE.

The ability to speak a language. Every character starts with a score of 4 in speaking their own language. This skill is rarely rolled, but instead gives an indication of the character's grasp of a language.

Sport

SOCIAL, SPORT.

Techniques: *Seduction, Carousing.*

Knowledge of, and skill at, playing a particular sport such as Cricket, Football or Squash. There is one version of this skill for each different sport. If you wish, you may take a generic *Sport* skill, which all others default to (i.e., you always halve your roll when trying something in a particular sport).

Example difficulties

10 - *Knowing the rules to a game*

20 - *Playing a game reasonably well*

Stealth (Talent)

TALENTS, CRIMINAL.

Techniques: *Ambush, Combat ambush, Sudden death, Silent running.*

Moving quietly, hiding, and generally not being seen or heard. Based on agility for moving quietly, or perception for finding somewhere to hide.

Strategy

MILITARY.

Unlike *Tactics*, which is concerned with small scale skirmishes, military strategy provides knowledge and experience of running a war, including making most effective use of troops, logistics and knowledge of large scale tactics.

Streetwise

CRIMINAL, INVESTIGATION.

Defaults to: Guile

Techniques: *Shadowing.*

Streetwise is similar to *Politics*, though is more suited to life amongst the criminal classes. With it, comes knowledge of how to survive on the street, how to gain the trust of those who live on the wrong side of the law, as well as how to find them in the first place.

Surgery

ACADEMIC.

Defaults to: Medicine

Requires: Medicine-4

This is a particular specialisation of medicine, focused on cutting people open and fixing their insides. It is considered to be quite a difficult skill, and failure can often be fatal for the patient.

If a person is wounded, and you have suitable medical equipment available to perform surgery, then a *dexterity x Surgery* check equal to 10 + half the wound penalty may be made. Success both stabilises the wounds and heals one wound level. It takes one hour per level of wound, and can not be performed again unless the patient receives new wound injuries. *Surgery* may be performed on a patient that has already recovered a wound from a *First aid* check.

Failure results in one further wound be gained. If this takes the patient beyond *fatal*, then they die. A fumble also results in the immediate death of the patient.

If you are performing *surgery* in the field without use of suitable equipment, then this counts as *First aid*, and uses that skill.

Surveillance systems

TECHNICAL, ROGUE, MILITARY, CRIMINAL.

Defaults to: Security systems

You know how to spy on people, often using the latest in surveillance gadgets such as bugs, sound detectors, hidden video cameras and the like. You have been trained in how best to place such devices so that they gain maximum coverage with minimum chance of detection.

This skill also provides knowledge of counter surveillance, and can be used to find bugs or jam their signals. This skill is very much focused on the use of electronics to observe remotely - use of the mark I eyeball is covered by basic *Streetwise* or *Awareness*.

Survival

OUTDOOR, MILITARY.

Techniques: *Direction sense, Hiking, Arctic survival, Desert survival, Jungle survival.*

With this skill, you are capable of surviving on many different types of terrain by foraging and hunting. There is a single skill, which covers all terrain types, though a number of techniques are needed to survive in harsh environments without penalty. *Survival* also covers tracking, finding shelter and travelling safely and quickly.

On coastal lands (where it is possible to fish), plains, woodlands and low mountain regions, the basic skill will suffice. In desert, arctic or jungle environments, then a technique is required. High mountains may count as arctic, swamps may count as coastal or jungle, depending on the exact environment.

Foraging

When foraging for food, it takes four hours for each roll. Each five over the difficulty allows enough food to be found for another two people. If more food is found than is needed, then the forager has the option of stopping early as soon as enough food has been found. Assume that food is found at a consistent rate through the time period.

Hunting

Similar to foraging, it takes four hours for each attempt to hunt game. Success indicates that suitable game has been found, and relevant combat skills are required to actually kill the animal. In this case, game is large game animals, such as deer.

Navigation

Anyone with any survival skill can navigate by use of the sun and stars. This is unaffected by the terrain type and difficulty of surviving in that terrain. When attempting to navigate, use the character's highest survival skill.

Tracking

Survival can be used to track others by their footprints and other signs. It is possible to estimate the type of animal, their number and how long it has been since the tracks were made. Of course, it can be used to track people as well.

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Example difficulties

10 - Base difficulty for woodland, plains or coastal regions.

20 - Base difficulty for mountain, swamp or jungle.

30 - Base difficulty for desert or arctic regions.

+0 - Find a suitable shelter

+0 - Forage for food for one person

-10 - Good conditions

+10 - Poor conditions

+20 - Very poor conditions (e.g. winter)

15 - Accurately determine direction, time of day or night according to the position of sun, moon or stars.

Tactics

COMBAT, MILITARY.

Techniques: *Surprise attack, Tactical move.*

Tactics, strategy and leadership when planning and fighting a battle involving small groups. It can be used to choose a suitable site for battle, to determine weaknesses in the enemy's strategy and defences, and to plan the logistics of travel and supply.

Teach

SOCIAL, ACADEMIC.

Techniques: *Seduction, Carousing.*

The ability to teach another person, and train them in the use of a skill. See the Campaign section for details on training.

Theology (Knowledge)

ACADEMIC.

Defaults to: Religion

The theory of religion, used by people who want to understand the why and how of religious beliefs. In many cultures doing this too critically can lead to charges of heresy, thought good use of this skill will enable the character to argue effectively and *safely* with others.

Throw (Talent)

TALENTS, COMBAT, MISSILE.

This is the ranged attack equivalent of the brawl skill, and is used for throwing rocks, spears, knives, axes etc at distance targets. The talent is perception based. For hurled improvised weapons, short range is considered to be four times strength, medium twice this, and long range twice medium.

This skill can also be used to catch items. When trying to catch an item, throw is dexterity based.

Torture

CRIMINAL, INVESTIGATION, MILITARY.

This is the art of applying pain to someone in order to get them to cooperate.

Trade

SOCIAL, BUSINESS.

Defaults to: Guile

Techniques: *Seduction, Carousing.*

Covers a multitude of skills involved with trading, including bartering, and having some clue as to the value of goods.

Vetinary (Knowledge)

ACADEMIC, ANIMAL.

Defaults to: First aid

First aid for animals. The *first aid* skill may be substituted, though it takes twice as long, and no wounds and no more than one stun can be healed immediately, regardless of the roll.

Zoology (Knowledge)

ACADEMIC.

Defaults to: Biology

This is the study of animals.

Techniques

Techniques are a way to specialise within a skill. Generally they are the result of specialist training rather than experience, so will mark the difference between the talented amateur and the professional. Some techniques allow you to perform actions which are not possible without the technique.

A technique may be learnt when the skill it is based on (which may be a group of skills) reaches the level of the technique. The cost to learn the technique is equal to its level, and any prerequisite techniques must have already been purchased.

Techniques are purchased from the same experience point pool that skills are purchased from.

Academic Techniques

The Academic techniques cover the sciences and other areas of knowledge. Generally, each is a specialisation within a subject - so the *Physics* skill will have techniques for *Nuclear Physics, Relativity* etc.

A specialisation technique halves the difficulty of tasks within the specialisation. If a technique for a specialisation doesn't exist, then make it up. Most academic specialisations are level 4. Those which are for cutting edge specialisations might be 6 or 8.

Summary

Biochemistry (4; Chemistry) - *The chemistry of living organisms.*

Genetics (4; Biology) - *Advanced knowledge of genetics.*

Bioengineering (6; Biology) - *Advanced knowledge of cloning and tissue engineering.*

Biowarfare (4; Biology) - *Knowledge of biological warfare.*

Cybernetics (4; Medicine) - *Knowledge of cybernetics.*

Diagnosis (2; Medicine) - *Diagnosing an illness.*

Disease (4; Medicine) - *Knowledge of diseases.*

Nuclear physics (4; Physics)

Poisons (4; Medicine) - *Knowledge of poisons.*

Quantum gravity (6; Physics) - *The study of quantum gravity.*

Quantum physics (4; Physics)

String theory (6; Physics)

Relativity (4; Physics)

Jump physics (6; Physics) - *The study of jump space.*

Xenobiology (4; Biology) - *Knowledge of alien biological systems.*

Descriptions

Biochemistry (Cost 4): *Chemistry.*

A study of the organic chemistry of compounds and processes within living organisms, attempting to understand biology using chemistry.

Bioengineering (Cost 6): *Biology.*

Prerequisites: Genetics.

Building on your knowledge of genetics, you have considerable experience with the design and growth of artificial biological organisms, including clones,

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specifically bred tissues and bio-enhancements.

Biowarfare (Cost 4): *Biology.*

Prerequisites: Biochemistry.

You are experienced in the field of biological warfare, and have a good understanding of how biological agents can be 'weaponised', how they disperse through the environment, and how to combat them.

Can be combined with *Bioengineering* to make viruses which target those with a specific genetic identifier (races, families or even individuals).

Cybernetics (Cost 4): *Medicine.*

You are experienced in the medical field of cybernetics.

Diagnosis (Cost 2): *Medicine.*

You are especially experienced at diagnosing the cause of a patient's illness or injury based on knowledge of the symptoms.

Disease (Cost 4): *Medicine.*

You have specific knowledge of diseases and how they effect people. You are skilled at curing them (at least those there are cures for), and for plotting the spread of them through a population.

Genetics (Cost 4): *Biology.*

Prerequisites: Biochemistry.

You have a detailed knowledge of genetics. You understand the theory of DNA and genetic inheritance, as well as having experience in identifying and extracting DNA, and making modifications to the genetic information of living creatures.

Jump physics (Cost 6): *Physics.*

Prerequisites: Relativity.

You have a detailed knowledge of jump space, and know how (at the theoretical level) jump drives work.

Nuclear physics (Cost 4): *Physics.*

Specialist knowledge of the field of nuclear physics. You have experience in setting up and interpreting experiments in this field, and can perform such tasks as working out energy from nuclear reactions, how best to shield from and handle radioactive material, and how to design nuclear power stations and weapons.

Poisons (Cost 4): *Medicine.*

You have specific knowledge of poisons, including both on how to cure them, and how to administer them.

Quantum gravity (Cost 6): *Physics.*

Prerequisites: Quantum mechanics.

You have a detailed knowledge of quantum gravity, how it describes the universe, and a good theoretical understanding of how grav technology really works.

Quantum physics (Cost 4): *Physics.*

You have a detailed knowledge of quantum physics, including the behaviour of particles at the quantum scales.

Relativity (Cost 4): *Physics.*

Knowledge of both special and general relativity.

String theory (Cost 6): *Physics.*

Prerequisites: Quantum physics.

Knowledge of the various versions of String theory. This

isn't much practical use, though is useful if you have a job as a theoretical physicist.

Xenobiology (Cost 4): *Biology.*

You are well read on a variety of alien biologies, and do not suffer penalties for having to deal with unusual xenomorphs. A truly exceptional biology might be difficult to understand at first, but you'll be far better equipped to deal with it than someone without your expansive knowledge.

Combat Techniques

Summary

Ambush (2; Stealth) - *Ignore unsuspecting foe's armour.*

Combat ambush (4; Stealth) - *Ambush someone in the middle of combat.*

Sudden death (8; Stealth) - *Ambush anyone even if they can see you.*

Blind fighting (4; Awareness)

Brute force (4; Brawl) - *Can use strength when making an attack.*

Close combat (2; Brawl) - *Bonus when grappling.*

Disabling hold (4; Brawl) - *Cause pain when grappling.*

Disabling attack (6; Brawl) - *Target loses their attacks.*

Unarmed combat (4; Brawl) - *Reduces the risk of free strikes.*

Out of reach (4; Brawl) - *Ignore some reach penalties.*

Combat reflexes (2; Brawl) - *Best melee skill adds to initiative.*

Reflex dodge (4; Melee) - *Increases base chance to be hit.*

Opportunity attack (6; Melee) - *Do not have to declare manoeuvres.*

Improved damage (8; Melee) - *Do more damage in your attacks.*

Multiple attacks (10; Melee) - *Two attacks a round.*

Dirty fighting (4; Brawl) - *Turn attack into stun attack.*

Hard to kill (2; Brawl) - *Bonus to staying alive.*

Ignore pain (4; Brawl) - *Reduce injury penalty.*

Tough (6; Brawl) - *Bonus to soak.*

Surprise attack (2; Tactics) - *Gain bonus in a surprise attack.*

Tactical move (4; Tactics) - *Initiative is based on skill.*

Descriptions

Ambush (Cost 2): *Stealth.*

Allows the character to make an attack against an unsuspecting target, bypassing armour. If an attack is made with the *brawl* skill against a target who is both unaware of the attack and also not in combat, then the attack ignores all armour. If the target is wearing fully enclosed armour, and the attacker couldn't possibly get through the soak normally, then the *Ambush* has no effect. If the armour grants a vitals bonus, then each point of bonus raises the attack difficulty by +5.

An *ambush* is a slow attack, and the ambusher is considered to be using the *focused stance*. May be combined with other techniques and/or manoeuvres.

Blind fighting (Cost 4): *Awareness.*

The character is trained to fight in conditions where vision is restricted. Gain a +1 bonus to Perception for every four points of *Awareness* when it is used to cap skills in darkness. Automatic.

Brute force (Cost 4): *Brawl.*

When making an attack roll, you may use *strength* instead of agility. However, doing so uses up one defence slot and you may not use the *defensive stance*.

Close combat (Cost 2): *Brawl.*

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When attempting a grapple or trip attack, you can ignore the *free strike* against you caused by such an attack (though still suffer strikes caused by reach or attacking an armed foe for example).

Combat ambush (Cost 4): *Stealth.*

Prerequisites: *Ambush.*

As for *Ambush*, but may be performed at any time the defender is not aware of the attacker (even if the defender is in combat).

Combat reflexes (Cost 2): *Brawl, Melee.*

You have a bonus to your *initiative* equal to your best of *Brawl* and *Melee*.

Dirty fighting (Cost 4): *Brawl.*

When making an attack with a martial weapon, after the damage roll you may opt to re-roll the damage and do *stun* damage at the same bonus. Represents hitting the target with the hilt of the sword, or head butting them, after the primary attack fails to get through their armour.

Disabling attack (Cost 6): *Brawl.*

Prerequisites: *Disabling hold.*

An attack which aims to temporarily disable a foe by striking at pressure points on the body. It is an open hand attack that does not use a weapon.

Must be declared with the aggressive stance, and requires a *good* attack. On a successful attack which causes damage, the target must make a *health x 4* check against $10 + 5 \times \text{stuns}$ or lose the rest of their attacks and defences that round. On an *excellent* attack, the target also gains fatigue levels equal to the number of stuns taken and is unable to cry out.

Disabling hold (Cost 4): *Brawl.*

Prerequisites: *Close combat.*

When performing a grapple manoeuvre, you can apply pain to the target through knowledge of pressure points, preventing them from acting or crying out. Any time you inflict a -2 penalty to the target for the initial grapple check, then they are disabled and cannot act (even to try to escape or cry out) all the time you have them held.

Hard to kill (Cost 2): *Brawl.*

You gain a bonus equal to your *Brawl* skill to checks to remain conscious and alive because of being fatally wounded or stunned. This applies all the time, even when not using this skill.

Secondly, you get the option to re-roll any soak rolls you make, at the cost of one fatigue. A single soak test can only be re-rolled once, and you may take the highest of the two rolls.

Ignore pain (Cost 4): *Brawl.*

Prerequisites: *Hard to kill.*

You may reduce the penalty to actions caused by wounds and stuns (not fatigue) by one level each, so being fatally wounded will give a -25 penalty.

At a *Brawl* of 8+, the penalty is reduced by two levels for each of wounds and stuns.

Improved damage (Cost 8): *Melee.*

Prerequisites: *Opportunity attack.*

Automatic technique which allows you to focus your attacks in order to cause maximum harm to your foe. You may add your skill to any damage done for all melee attacks.

Multiple attacks (Cost 10): *Melee.*

Prerequisites: *Improved damage.*

Aggressive stance. You may attack multiple times each round with a penalty of -15 per extra attack to all attacks. The maximum number of attacks you can make is one per five levels of skill (so 2 attacks, or 1 extra attack, at level 10). When declaring use of this technique, the first attack is fast, the second slow and the third is normal.

Opportunity attack (Cost 6): *Melee.*

Prerequisites: *Reflex dodge.*

Your training enables you to take advantage of opportunities as they present themselves, rather than having to plan ahead. Whenever you make a *good* attack or better, you may choose to use a *manoeuvre* as long as other requirements (such as stance) are met. Automatic.

Out of reach (Cost 4): *Brawl.*

Prerequisites: *Close combat.*

You have some experience fighting against opponents who have a greater reach than you. For every four points of *Brawl* skill, you may ignore one point of reach of the defender's weapon when making an attack. This can never give you a bonus, but may reduce the penalties you suffer for attacking someone with a longer reach.

This technique is automatic, and applies whichever melee skill you are using.

Reflex dodge (Cost 4): *Melee.*

Prerequisites: *Combat reflexes.*

Automatic technique which raises the base target number to hit you by your best melee skill whenever you defend against an attack (i.e., it raises your minimum defence roll, but not the defence roll itself). If you don't declare a defence against that attack, then your base defence is unmodified.

Since your base 'to be hit' number is unaffected by the number of defences you make, or by attacks from missile weapons which halve your dodge, this technique is mostly of use when you are outnumbered or dodging arrows and bullets.

Sudden death (Cost 8): *Stealth.*

Prerequisites: *Combat ambush.*

As for *Ambush*, but applies whenever your target is not defending against your attack, even if they are aware of you. May be used with either an *aggressive* or a *normal* stance.

Surprise attack (Cost 2): *Tactics.*

When you have surprise against someone, you gain a bonus equal to your *Tactics* to all melee attack, defence and damage rolls. For ranged attacks, you have a bonus to your attack roll.

Secondly, you may exert yourself to gain the initiative. When you come to declare your actions for the round, you can gain a level of fatigue and double your initiative score for that round, changing both when you have to declare and when you act.

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Tactical move (Cost 4): Tactics.

Prerequisites: Surprise attack.

You are highly trained in combat, and can understand and react to events much better than people who don't have your training. When determining initiative, you may use your *agility x Tactics* instead of *agility x 4*.

You may also ignore a fumbled initiative roll, simply treating the result as a '1' rather than inaction in the first round.

Tough (Cost 6): Brawl.

Prerequisites: Ignore pain.

You gain a bonus to your basic soak against *mixed* and *stun* damage equal to your *Strength*. This applies all the time, even when not using this skill.

If you have a *Brawl* of 8+, then the bonus applies against wound damage as well.

Unarmed combat (Cost 4): Brawl.

Prerequisites: Close combat.

You have some experience fighting armed opponents using unarmed attacks. You may ignore the *free strike* caused by not using a martial weapon, though still suffer strikes due to reach or other circumstances. This technique is automatic as long as you are using *Brawl* or a skill associated with it.

Firearms Techniques

Summary

Concentrated fire (4; Heavy weapons) - *Very effective machine gun fire.*

Heavy fire (4; Heavy weapons) - *Precision shooting at large targets.*

Quick load (2; Firearms) - *Quickly load and fire a gun.*

Quick draw (2; Pistol) - *Quickly draw and fire a pistol.*

Multiple targets (4; Firearms) - *Fire at multiple targets.*

Sharp shooter (4; Firearms) - *Double the range increment of firearms.*

Triple shot (6; Firearms) - *Three shots to the head and heart.*

Two guns (6; Pistol) - *Fire two guns without penalty.*

Marksman (6; Rifle) - *Greater accuracy with aimed shots.*

Sniper (8; Rifle) - *Firing very accurately at long range.*

Controlled fire (4; Firearms) - *Fire controlled bursts at multiple targets.*

Improved automatic fire (6; Firearms) - *Ignore range penalty with automatic fire.*

Selective fire (6; Firearms) - *Select targets with automatic fire.*

Fire on the run (4; Firearms) - *Firing whilst running.*

Awkward shot (4; Firearms) - *Firing from awkward positions.*

Descriptions

Awkward shot (Cost 4): Firearms.

Prerequisites: Quick load.

You can ignore a level of penalty for firing from awkward positions (such as whilst hanging on a rope, clinging to a windowsill, or on an unstable platform).

Concentrated fire (Cost 4): Heavy weapons.

When using a *heavy weapon* to lay down automatic fire, damage bonus gained for hitting with multiple bullets can go above +10. The limit is raised by +5 for every 4 points of skill (e.g. 15 at 4, 20 at 8 etc).

Controlled fire (Cost 4): Firearms.

Prerequisites: Quick load.

When using automatic fire to shoot at a single target, you can fire subsequent bursts at different targets. All targets must be declared at the start of the round, and each extra target gives you a -10 penalty to all bursts fired. The number of extra targets you can fire at is equal to 1 per 4 levels of skill.

Fire on the run (Cost 4): Firearms.

Prerequisites: Quick load.

You can ignore the usual penalty of doubling target distance when firing a gun whilst running.

Heavy fire (Cost 4): Heavy weapons.

When using a *vehicle scale* weapon you can lay down an accurate burst of fire, increasing the *Size* of the weapon by +5 for purposes of what you can damage.

Improved automatic fire (Cost 6): Firearms.

Prerequisites: Controlled fire.

Using *automatic fire* against an area normally doubles the effective distance. With this technique, you can ignore this penalty.

Marksman (Cost 6): Rifle.

Prerequisites: Sharp shooter.

With the *Marksman* technique you are specialised in firing accurately at long range, often with specialist sniper rifles. If you take an *aimed shot*, then you quarter the distance to the target (rather than thirding it).

Multiple targets (Cost 4): Firearms.

Prerequisites: Quick load.

When firing multiple shots (as single shots, not using automatic fire), you may split your shots between multiple targets. For every full four points of skill, you may fire at one additional target each round. Each extra target gives you a -10 penalty to all shots fired, and the targets must be declared at the start of the round.

Quick draw (Cost 2): Pistol.

Prerequisites: Quick load.

You can draw and fire a pistol in the same round without any penalty, as long as it is readily available (e.g. in a holster or belt).

Quick load (Cost 2): Firearms.

You can change the cartridge on an auto loading gun quickly and reliably. Reduce the load time of a gun by 1, plus a further 1 per full 4 levels of skill.

Selective fire (Cost 6): Firearms.

Prerequisites: Controlled fire.

When using automatic fire against an area, the first target of each burst may be chosen from any of the available targets. Targets after that start from the nearest. That target is not selected a second time in the burst, even if they are the next nearest target.

Sharp shooter (Cost 4): Firearms.

Prerequisites: Quick load.

You are experienced with firing a gun accurately, and can double the range increment of your weapon when firing. This is separate from, and stacks with, the modifiers to the effective range for aiming or careful shots. Effectively, a careful shot is now effective out to four times the range,

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and an aimed shot out to six times.

Sniper (Cost 8): Rifle.

Prerequisites: Marksman.

When making an aimed shot at medium or long range, you gain the attack bonus of the weapon, and reduce the fumble chance by your *Rifle* skill. The fumble chance can be reduced to less than 1, removing all chance of fumbling.

Triple shot (Cost 6): Firearms.

Prerequisites: Sharp shooter.

A technique involving three shots targeted at the target's vitals. It is a single attack which may be a *snapshot*, *normal* or *careful* shot. Only one *Triple shot* action may be made each round.

The effective distance to the target is tripled, and on success any wounds caused are tripled. Any *Health* checks must be made at +10 difficulty.

Two guns (Cost 6): Pistol.

Prerequisites: Sharp shooter.

You can fire two guns at once without suffering the penalty of doubled distance.

Physical Techniques

Summary

Acrobatic talent (4; Athletics) - *Half athletics skill adds to other physical skills.*

Arctic survival (4; Survival)

Climbing (4; Athletics) - *Improved climbing.*

Contra gravity (2; Athletics)

Desert survival (4; Survival)

Direction sense (2; Survival)

Hiking (4; Survival)

Juggling (2; Sleight)

Jungle survival (4; Survival)

Light Sleeper (4; Awareness)

Pick pocket (4; Sleight)

Running (4; Athletics) - *Run faster with less fatigue.*

Sprinting (6; Athletics) - *Gain less fatigue when sprinting.*

Silent running (4; Stealth)

Sure footed (4; Athletics)

Swimming (2; Athletics) - *You can swim.*

Underwater swimming (4; Athletics) - *You can swim underwater.*

Zero gravity (2; Athletics) - *Zero-g experience.*

Descriptions

Acrobatic talent (Cost 4): Athletics.

Your aptitude with athletics enables you to perform better at other physical skills. All melee combat attack and defence rolls, as well as stealth, dance, swim and ride gain an automatic bonus equal to half (round down) of your *athletics* skill. With an *athletics* skill of 8 or more, the bonus is equal to your full skill.

Arctic survival (Cost 4): Survival.

You have experience with surviving in arctic conditions. If you do not have this technique, then there is an additional -30 penalty when using the *Survival* skill in the arctic.

Climbing (Cost 4): Athletics.

Double basic movement whilst climbing.

Contra gravity (Cost 2): Athletics.

You have been trained in the use of a grav-belt or battlesuit, and can perform athletic manouevres whilst under contra-gravity conditions. This is similar to the *Zero gravity* technique, but assumes that there is a gravity field, you just happen to be mostly ignoring it.

Desert survival (Cost 4): Survival.

You have experience with surviving in desert conditions. If you do not have this technique, then there is an additional -30 penalty when using the *Survival* skill in the desert.

Direction sense (Cost 2): Survival, Navigation.

You are an expert navigator, and halve all penalties due to bad circumstances when trying to determine position, or plotting a course.

Hiking (Cost 4): Survival.

You are an experienced hiker, and can move across country at a faster pace. When walking long distances (using the overland movement rules), you can add your *survival* skill to their base movement.

Juggling (Cost 2): Sleight.

You are adept at juggling. The difficulty to juggle simple objects such as balls is 5 * number of balls. Add +5 to the difficulty for clubs, +10 for more complex objects. If you don't have the technique then halve your roll.

Jungle survival (Cost 4): Survival.

You have experience with surviving in jungle conditions. If you do not have this technique, then there is an additional -20 penalty when using the *Survival* skill in the arctic.

Light Sleeper (Cost 4): Awareness.

The character is good at reacting to things when asleep. With this technique, awareness rolls are only halved when fully asleep, and unaffected if dozing. Automatic.

Pick pocket (Cost 4): Sleight.

You are adept at lifting items from a person without them noticing. Use your *dexterity x Sleight* when making the attempt, generally against a static difficulty. If you don't have this technique, the base difficulty is the target's *perception x Awareness*.

Running (Cost 4): Athletics.

You are an experienced long distance runner, and can add your *athletics* score to your total movement each round when running. You also gain less fatigue, and can increase the time between gaining fatigue by a multiple for every 4 points of *athletics* skill (x2 at 4, x3 at 8 etc). This technique does not affect sprinting.

Silent running (Cost 4): Stealth.

You can move twice as quickly as normal before receiving a penalty for trying to be stealthy.

Sprinting (Cost 6): Athletics.

Prerequisites: Running.

You are an experienced sprinter, and gain fatigue only half as often as other people when sprinting.

Sure footed (Cost 4): Athletics.

The character has a good sense of balance, and gets a

bonus to athletic rolls when balancing on narrow ledges or when on uneven or unsteady surfaces. In such situations, their agility attribute gets a +1 bonus.

Swimming (Cost 2): *Athletics.*
You have trained at swimming.

Underwater swimming (Cost 4): *Athletics.*
Prerequisites: *Swimming.*
You have trained at swimming underwater, and only have to make fatigue checks at twice the normal interval.

Zero gravity (Cost 2): *Athletics.*
You are experienced in operating in zero or micro gravity environments. You do not suffer space sickness and can ignore most penalties due to very low gravity environments.

Social Techniques

Summary

Brainwashing (4; Psychology) - *The art of altering personalities..*
Carousing (2; Social)
Seduction (4; Social)
Flirt (4; Etiquette)
Hidden insult (6; Etiquette)
Cold reading (4; Guile)
Courtly dancing (2; Dance)
Disguise (2; Guile)
Fashion (2; Etiquette)
High fashion (4; Etiquette)
Scandalous fashion (4; Etiquette)
Folk dancing (2; Dance)
Passionate speaker (4; Perform)
Poet (4; Perform)
Propaganda (4; Psychology) - *Selling ideas to a population.*
Sensual dancing (2; Dance)
Shadowing (4; Streetwise)

Descriptions

Brainwashing (Cost 4): *Psychology.*
You know how to alter a person's personality to make them think and act in a certain way. Outlawed in many civilised societies, it is however sometimes taught by religious cults, terrorist organisations and, it is rumoured, some black ops agencies within the government.

Carousing (Cost 2): *Social.*
The character is a party animal, and gets on very well with people in a party environment. Any circumstance penalties such as the character not being welcome, or people the character wants to talk to being busy, are halved.

Cold reading (Cost 4): *Guile.*
A *cold reading* is when you give a person the impression of knowing far more about them than you actually do. Generally, you start with vague statements which are refined based on the reactions of the target. When using this technique, make an *empathy x Guile* check against either a base difficulty of 10 if the target is cooperative (or has no reason to be suspicious), or against their *will x Guile* if they aren't.

On a *moderate* success, you don't make a fool of yourself, but aren't that impressive. On a *good* success, you can give the impression of knowing more than you should, and an *excellent* success is very impressive.

The difficulty is doubled if you don't have this technique. This technique is useful for conning people, but can be a useful interrogation technique as well.

Courtly dancing (Cost 2): *Dance.*
Courtly dancing involves knowledge of, and the skill to perform, the type of dances favoured amongst the nobility and upper classes. With this technique, as long as you make a moderate skill check, you get a +1 reaction bonus in a courtly situation.

Disguise (Cost 2): *Guile.*
When trying to disguise yourself you may use either *Intelligence* or *Empathy*, and anyone trying to see through the disguise may only use *empathy x Guile* to spot it. People only get a check to notice you if there is a good reason to do so (you don't have quite the right clothing, or you don't look like anyone they know).

The viewer gets half the original difficulty as a bonus, and even then only if you didn't have sufficient time to plan the disguise.

Fashion (Cost 2): *Etiquette.*
You know what the latest fashions are, and how to make best use of them in order to look *good*. With this technique you are very unlikely to wear something which is either out of date or would cause embarrassment (unless of course you don't have a choice).

When you get a chance to dress for the occasion, then you get a +1 to your attribute for social skills against those that would be impressed.

Flirt (Cost 4): *Etiquette.*
Prerequisites: *Carousing.*
Flirt with a person in a socially acceptable manner. This allows the character to make a seduction attempt in polite company, even if the spouse of the enticed is present, without other people really being sure about what is going on. In a court situation, flirting can be common and acceptable, as long as it doesn't actually lead to anything.

Folk dancing (Cost 2): *Dance.*
Folk dancing gives knowledge of the types of dances performed in rural villages and the like, as well as the ability to dance them. This technique provides a +1 reaction bonus in such situations as long as a moderate skill check is achieved.

Hidden insult (Cost 6): *Etiquette.*
Prerequisites: *Flirt.*
Insult someone in a way that is polite and difficult to respond to. If done cleverly, the target of the insult may not even be sure that they have been insulted, which makes it doubly difficult for them to respond.

High fashion (Cost 4): *Etiquette.*
Prerequisites: *Fashion.*
You are at the cutting edge of fashion, always one step ahead of the crowd. When amongst those that would consider themselves *fashionable*, then any that try to compete against you socially do not get the benefits of the *Fashion* technique, unless they also have *High Fashion*.

Passionate speaker (Cost 4): *Perform.*
You are a gifted orator, and gain a +1 to your *empathy*

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when giving a speech.

Poet (Cost 4): *Perform.*

You are a skilled poet, having the skill to invent new poems with wit and speed. Gain a +1 intelligence bonus when composing poetry.

Propaganda (Cost 4): *Psychology, Marketing.*

You are skilled in the art of persuading entire populations of an idea.

Scandalous fashion (Cost 4): *Etiquette.*

Prerequisites: Fashion.

You are on the bleeding edge of fashion, somehow managing to wear what on others would be scandalous but pulling it off with such style and grace that it actually looks good. This technique does not confer any direct bonus, but you will gain a reputation since your clothing style will be the talk of the town for a while to come.

If you are female, and have the *Good looking* or *Sexy* advantage, then you get a further +1 bonus if trying to seduce or attract someone. It's probably not so much what you're wearing, but what you're not wearing that draws attention.

Seduction (Cost 4): *Social.*

Prerequisites: Carousing.

The character is experienced in talking people into going to bed with them. Any circumstance penalties are halved.

Sensual dancing (Cost 2): *Dance.*

This provides the skill of dancing in an erotic and sensual manner, in an attempt to arouse those watching. Provides a +1 reaction bonus to those who find you sexually attractive as long as you make a moderate skill check. This bonus can be applied to later seduction attempts against the same people.

Shadowing (Cost 4): *Streetwise.*

You are trained in following people without being noticed in an urban environment. Unlike pure stealth, where you try not to be seen at all, *shadowing* is about not being noticed. If you have this technique, you may use *Streetwise* instead of *Stealth* or *Awareness* to shadow someone or to spot someone shadowing you.

If you have this technique, and your target doesn't, then you only need to make a skill check if the target is specifically checking to see if they are being followed, or if the situation is difficult. If somebody is following you, and they don't have this technique, then they must use the lowest of their *Stealth* and *Streetwise*.

Technical Techniques

Summary

Aircraft (4; Mechanics) - *Repairing and building aircraft.*

Boats (2; Mechanics) - *Repairing and building boats.*

Cars (2; Mechanics) - *Repairing and building cars.*

Computer programming (4; Computer operation)

Computers (2; Mechanics) - *Experience with repairing computers.*

Cryptanalysis (4; Computer operation)

Grav tech (4; Mechanics) - *Experience with repairing grav thrusters.*

Improved psionic block (4; Psionic Block) - *Use psionic block*

whilst doing other things.

Unconscious block (8; Psionic Block) - *Use psionic block unconsciously.*

Medical (2; Mechanics) - *Experience with repairing medical equipment.*

Power plants (4; Mechanics) - *Experience with repairing fusion and fission plants.*

Sensors (2; Mechanics) - *Experience with repairing sensors.*

Spaceships (4; Mechanics) - *Experience with repairing spacecraft.*

Jump drive (6; Mechanics) - *Experience with repairing jump drives.*

System administration (2; Computer operation)

Computer intrusion (4; Computer operation)

Computer forensics (4; Computer operation)

Computer security (4; Computer operation)

Descriptions

Aircraft (Cost 4): *Mechanics, Engineering.*

You have experience with repairing aircraft.

Boats (Cost 2): *Mechanics, Engineering.*

You have experience with repairing boats.

Cars (Cost 2): *Mechanics, Engineering.*

You have experience with repairing cars and other wheeled ground vehicles.

Computer forensics (Cost 4): *Computer operation.*

Prerequisites: System administration.

You have experience with examining computer systems for hidden or deleted files, examining logs for signs of messages or other evidence. You can also use this knowledge to hide information on a system so that it cannot be retrieved. Note that though encrypted information can be found, you may not be able to decrypt it.

Computer intrusion (Cost 4): *Computer operation.*

Prerequisites: System administration.

Knowledge of how to break security on computer systems, gain passwords and otherwise compromise a system's security. If you have this technique, then you can halve the difficulty of any tasks related to trying to compromise the security of a computer system.

Computer programming (Cost 4): *Computer operation.*

Knowledge of and experience with programming a computer system. Needs to be taken for each type of computer platform that can be programmed. If known, it halves the difficulty of programming related tasks.

Computers (Cost 2): *Mechanics, Engineering.*

Experience with fixing, maintaining or building the physical aspect of computer systems.

Computer security (Cost 4): *Computer operation.*

Prerequisites: System administration.

Knowledge of how to secure a computer network.

Cryptanalysis (Cost 4): *Computer operation, Cryptography.*

Knowledge of encryption and decryption software and methodology. Experience with such makes it much easier when trying to access encrypted data.

Grav tech (Cost 4): *Mechanics, Engineering.*

You have experience with fixing and designing grav technology such as reactionless thrusters, artificial

gravity and the like.

Improved psionic block (Cost 4): *Psionic Block.*

You are experienced enough with using a *psionic block* that you can almost perform it unconsciously. You still have to think about it, but the penalty to other skills is only -10 whilst doing it, and somebody in conversation with you may notice that you seem somewhat distracted.

Jump drive (Cost 6): *Mechanics, Engineering.*

Prerequisites: Spaceships.

Experience with fixing and building jump drives.

Medical (Cost 2): *Mechanics, Engineering, Computer operation.*

Experience with fixing, maintaining or building medical systems (life support, scanners etc).

Power plants (Cost 4): *Mechanics, Engineering.*

Experience with fixing, maintaining or building power plants.

Sensors (Cost 2): *Mechanics, Engineering, Computer operation.*

Experience with fixing, maintaining or building sensor and communication systems.

Spaceships (Cost 4): *Mechanics, Engineering.*

You are experienced with fixing, maintaining and designing spacecraft - from orbital shuttles to jump capable star cruisers. When used with the appropriate skills, this technique enables you to improvise fixes for spaceships, and make improvements.

System administration (Cost 2): *Computer operation.*

Provides experience in the maintenance and design of a particular type of computer system. Allows networks to be configured and optimised, users to be managed and file systems and services to be configured.

In the modern world, this would need to be taken once for each of UNIX/Linux, Microsoft Windows, OS/360, VMS etc. All subtypes are covered. Having this technique halves the difficulties of any *Computer operation* tasks when administering a computer system.

Unconscious block (Cost 8): *Psionic Block.*

Prerequisites: Improved psionic block.

You are able to keep up a permanent psionic block, even whilst asleep. You suffer no penalty from using it whilst performing other actions, and it will not be noticed by other people.

Vehicle Techniques

There are a small number of basic vehicle skills, and familiarity is required for specific vehicle types. For example, *Pilot* will enable you to fly any type of aircraft, though your skill roll is halved if you aren't familiar with a particular type.

Familiarity is gained by purchasing a technique, so many of the vehicle techniques are for familiarity. If you aren't familiar with a type of vehicle, then you cannot use any techniques with that vehicle.

Summary

Aircraft familiarity (2; Pilot) - *Familiarity with aircraft.*

Driving familiarity (2; Drive) - *Familiarity with a type of vehicle.*

Emergency re-entry (4; Spaceship piloting) - *Re-entering atmospheres quickly.*

High speed driving (4; Drive) - *Driving fast and safe.*

Hotshot pilot (4; Pilot) - *Skilled piloting.*

Hotshot space pilot (4; Spaceship piloting) - *Skilled at handling a spaceship.*

Ice driving (4; Drive) - *Driving on ice.*

Off-road driving (4; Drive) - *Driving in off-road conditions.*

Precision shots (4; Spaceship gunnery) - *Efficient targetting of large ships.*

Spaceship familiarity (2; Spaceship systems) - *Familiarity with spacecraft systems.*

Stunt driver (4; Drive) - *Skilled piloting.*

Top gun (6; Pilot) - *Combat piloting.*

Descriptions

Aircraft familiarity (Cost 2): *Pilot.*

This technique needs to be taken to be familiar with anything other than the standard type of aircraft (small low-performance aircraft). This is a different technique for each type of aircraft.

Large aircraft: You have experience with flying large aircraft such as cargo planes or jumbo jets.

Passenger jet: You have experience with flying small passenger jets, such as a Learjet.

VTOL: You are familiar with VTOL aircraft. You need to be familiar with VTOL aircraft in order to avoid penalties when trying to make use of their VTOL capability.

Supersonic: You have experience with flying aircraft at supersonic speeds.

Aerospace: You have experience with flying aircraft at very high altitudes where the atmosphere is incredibly thin. You require this familiarity to properly control aircraft in such conditions.

Driving familiarity (Cost 2): *Drive.*

This technique needs to be taken to be familiar with anything other than the standard type of vehicle (small passenger car). There is a different technique for each type of vehicle.

HGV: You are familiar with driving large lorries, and do not suffer a penalty when doing so.

Tracked: You are familiar with driving tanks, half trucks and other vehicles which use tracks. You do not suffer the familiarity penalty when driving such vehicles.

Motorbike: You are familiar with riding motorbikes and similar small unbalanced powered personal vehicles.

Buggy: You have experience with driving small powered vehicles such as go-carts, dune buggies or trikes. Anything which is little more than an engine with a seat and basic controls is covered by this.

Emergency re-entry (Cost 4): *Spaceship piloting.*

You have practised emergency re-entries.

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High speed driving (Cost 4): *Drive.*

You have been trained in driving fast in dangerous situations, such as along winding roads and whilst avoiding obstacles. Reduce the difficulty increase for each level of speed by 5 points.

Can only be used if you are *familiar* with the type of vehicle.

Hotshot pilot (Cost 4): *Pilot.*

Add +1 to the effective *Agility* of your aircraft when you are flying it. Only applies if you are familiar with the aircraft you are flying.

Hotshot space pilot (Cost 4): *Spaceship piloting.*

You are highly skilled at handling a spaceship and pushing it to the limit of its ability. You may add +1 *Agility* to the craft.

Ice driving (Cost 4): *Drive.*

You have extensive experience with driving on ice. Halve all extra difficulties for driving on ice (only +5 normally, plus each speed step adds an extra +5 when on ice).

Can only be used if you are *familiar* with the type of vehicle.

Off-road driving (Cost 4): *Drive.*

You are experienced with driving in off-road conditions. You can reduce the penalty for driving in *difficult* or *unsuitable* terrain by one level.

Can only be used if you are *familiar* with the type of vehicle.

Precision shots (Cost 4): *Spaceship gunnery.*

You know how to precisely target large vessels in order to cause maximum damage. When firing, your weapon counts as +5 size levels larger than it actually is per 4 full points of skill that you have.

Spaceship familiarity (Cost 2): *Spaceship systems.*

You have familiarity with handling various types of spacecraft. There is one version of this technique for each type of spacecraft. By default, everyone automatically has familiarity with ships up to 1,000t in displacement designed for private use.

Medium ships: Any type of ship from 1,000t to 10,000t in size.

Large ships: Any type of ship more than 10,000t in size.

Cargo Transport: Familiarity with systems commonly found on transport vessels, such as loading/unloading systems, cargo protection and distribution.

Passenger ships: Familiarity with liners and other ships designed for moving large numbers of people in comfort.

Military ships: Military and other fighting ships. This includes any ship with military systems and weapons (the presence of advanced sensors, ECM systems, more advanced damage control etc make such vessels different from civilian ones).

Science vessels: Science and survey vessels.

Tugs: Familiarity with tugs and tenders.

You may require familiarity with several types of ship to be able to operate one - for example a 20,000t military ship would require *Large ships* and *Military ships*. Lack of familiarity will not necessarily mean that you suffer a penalty for everything you do, but large vessels can be overwhelming to operate unless you know how best to delegate responsibility, and make best use of the ships automated systems, and ships of a particular role will require familiarity to make use of ship systems which are unique to that role.

Stunt driver (Cost 4): *Drive.*

Add +1 to the effective *Agility* of your vehicle when you are driving it. Only applies if you are familiar with the vehicle.

Top gun (Cost 6): *Pilot.*

Prerequisites: *Hotshot pilot.*

You are skilled at dogfighting in aircraft. When trying to manoeuvre for a clear shot, you can fire at half skill with a single success, and full skill with two or more successes.

Experience and Advancement

Over the course of your adventures, you will gain the opportunity to learn new skills and improve existing ones. Some of this improvement will come directly from adventures, but most of it will be gained during downtime with training and learning.

Experience

Whilst performing exciting acts of heroism (or dasterdly acts of greed, your choice), you may get the opportunity to improve an existing skill or learn a new one.

If you currently have no score in a skill, but get the opportunity to try the skill, then you may gain a single point of experience in that skill. This may only be done with skills which could reasonably be improved through exposure in this way. Firing a gun (pistol), trying to find a black market dealer (streetwise) or applying bandages (first aid) are all skills which a little bit of practise can get you started.

If you already have a skill, but it is at a level of 4 or less, then it could also improve. If you use the skill extensively, or use it in an ingenious way, then you can also gain a point of experience in it.

Skills about 4 very rarely improve in the field.

Training

It is assumed that most characters spend most of their characters not actually in 'adventures'. Much of this downtime will be spent performing their normal daily routine jobs, relaxing or training. If the party are merchant traders, then this time will probably be spent shipping routine goods. If they are part of a military organisation, then they are probably on routine duty, training, or catching up on R&R.

If time is spent training, then a typical training session is assumed to take a month. A month of training will be in a single skill. *Intensive* training may reduce the time to as little as a week (some military training may be like this). Few people can put up with this sort of intensive training for more than a few sessions of this sort of intense effort however. If you want, assume that a month of training consists of some intensive training plus routine downtime.

Score	Check	Gain
0-2	20	3
3-4	25	3
5-6	30	2
7-9	35	2
10+	40	1

After a session of training, make an *Intelligence* check, at a target difficulty depending on your current score in the skill being trained. If you succeed, then you gain *twice* the experience listed on the table above. If you fail, then you gain the listed experience. If you fail by more than 10, then the amount gained is the listed gain minus 1.

The above assumes that you have a competent trainer. If your trainer is poor quality then add +5 to the difficulty. If you have a good quality trainer, then reduce the difficulty by 5. If you have good training facilities, reduce the difficulty by another 5.

For purely physical skills (e.g. athletics, but not pistol or piloting) you may substitute *Health* for *Intelligence*.

Learning Techniques

Techniques may be learnt in a similar fashion. An *Intelligence* check is made at a level equal to 5 times the level of the technique being taught (modified by training quality). On success, the technique is learnt, on failure half the XP is gained. On a bad failure, only 1 XP is gained.

For every XP you already have in the technique, reduce the difficulty by 3.

A specialist training course may teach multiple techniques. In this case, add up the total of all the techniques and treat them as a single roll. The lowest level techniques are always learnt first. No more than 1 technique per 2 levels of *Teach* skill can be taught.

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Typical NPCs

The Imperium is populated with a wide range of character types, some of which are listed below. These are examples of a typical member of a profession, and most of them are far less experienced than player characters will be.

Individual NPCs will likely have some hobby and secondary skills as well - only those skills related to the profession are listed. Other skills are unlikely to be higher than 2.

Bureaucrat

Typical paper pusher.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	3	3	3	3	3

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 4; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Business: Administration- 4; Politics- 2; Profession- 4;

Background:

Imperial Army

Poor Bloody Infantry.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	4	3	3	3	3	3	3

Talents: Athletics- 4; Awareness- 3; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 2; Rifle- 4; Tactics- 2;

Military: Combat engineering- 2; Drive- 2; First aid- 2; Survival- 2;

Techniques

Combat reflexes[Melee] (2) , Hard to kill[Brawl] (2) , Quick load[Firearms] (2) , Sharp shooter[Firearms] (4) .

Background:

An infantryman in the Imperial Army. Their training is quite good compared to many planetary armies.

Light Infantry (TL11)

Typical TL11 light infantryman.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	4	3	3	3	3	3	3

Talents: Athletics- 4; Awareness- 3; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 2; Area lore (Imperium)- 2; Speak Galanglic- 4;

Combat: Pistol- 2; Rifle- 4; Tactics- 2;

Military: Combat engineering- 2; Drive- 2; First aid- 2; Survival- 2;

Techniques

Combat reflexes[Melee] (2) , Hard to kill[Brawl] (2) , Quick load[Firearms] (2) , Sharp shooter[Firearms] (4) .

Background:

An infantry soldier in a planetary army. Reasonably well trained, but their training lacks the huge resources available to the Imperium.

Mercenary

Typical mercenary soldier.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	4	3	3	3	3	3	3

Talents: Athletics- 3; Awareness- 3; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 3; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Heavy weapons- 2; Pistol- 3; Rifle- 4; Tactics- 3;

Military: Combat engineering- 2; Drive- 2; First aid- 2; Survival- 2;

Techniques

Combat reflexes[Melee] (2) , Hard to kill[Brawl] (2) , Quick load[Firearms] (2) , Sharp shooter[Firearms] (4) .

Background:

Infantry soldier who is a member of a mercenary unit. Some mercenary units are closer to special forces, others are little better than third world armies. Most mercenary units rely on their greater level of technology, since most of the 'Good Wars' they fight are against low tech and disorganised planetary forces.

Nobody

Completely unskilled person.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	3	3	3	3	3

Talents: Athletics- 2; Awareness- 2; Brawl- 2; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Background:

A person with no skills worth talking about. Completely average in all ways.

Police

A typical law enforcement officer.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	3	3	3	3	3

Talents: Athletics- 2; Awareness- 2; Brawl- 3; Charm- 3; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 4;

Police: Drive- 2; Forensics- 1; Intimidation- 2; Law- 2; Streetwise- 2;

Techniques

Quick load[Firearms] (2) .

Background:

Police will have some basic combat training, knowledge of the law and investigative experience. They are not trained soldiers, and rely on SWAT teams to deal with really dangerous situations.

Security Guard

A typical private security guard.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	3	3	3	3	3	3	3

Talents: Athletics- 2; Awareness- 3; Brawl- 4; Charm- 2; Guile- 3; Sleight- 2; Stealth- 2; Throw- 2;

Knowledges: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Security: Intimidation- 2; Pistol- 2; Security systems- 2;

Techniques

Close combat[Brawl] (2) .

Background:

Security guards can range from ex-police officers to someone with no prior experience who simply couldn't get any other job. They have a wide range of roles, from sitting at a door checking ID, to patrolling and actively seeking out trouble.

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The background given here assumes some experience and ability to actually enforce security.

they have a good reason to want to kill someone.

Special Forces

Imperial special forces soldier.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	4	4	5	4	3	2	3

Talents: Athletics- 4; Awareness- 4; Brawl- 6; Charm- 2; Guile- 2; Sleight- 2; Stealth- 4; Throw- 4;

Knowledge: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Galanglic- 4;

Combat: Pistol- 5; Rifle- 8; Tactics- 4;

Military: Combat engineering- 2; Drive- 2; First aid- 2; Hypersledding- 2; Parachuting- 2; Survival- 4;

Techniques

Combat reflexes[Melee] (2) , Reflex dodge[Melee] (4) , Opportunity attack[Melee] (6) , Hard to kill[Brawl] (2) , Ignore pain[Brawl] (4) , Close combat[Brawl] (2) , Disabling hold[Brawl] (4) , Quick load[Firearms] (2) , Multiple targets[Firearms] (2) , Sharp shooter[Firearms] (4) , Triple shot[Firearms] (6) , Controlled fire[Firearms] (4) , Improved automatic fire[Firearms] (6) , Zero gravity[Athletics] (2) , Swimming[Athletics] (2) , Contra-grav athletics[Athletics] (2) , Direction sense[Survival] (2) , Jungle survival[Survival] (4) , Arctic survival[Survival] (4) , Desert survival[Survival] (4) .

Advantages

Cool.

Background:

The special forces soldier is a highly trained member of the Imperial army. With extra training in combat, survival and insertion skills, they are a formidable opponent.

SWAT

Special Weapons and Tactics.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
3	4	4	4	3	3	3	3

Talents: Athletics- 3; Awareness- 4; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 4; Throw- 2;

Knowledge: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Ganglic- 4;

Combat: Pistol- 4; Rifle- 6; Tactics- 4;

Police: Drive- 2; Intimidation- 2; Law- 2; Streetwise- 2;

Techniques

Combat reflexes[Melee] (2) , Hard to kill[Brawl] (2) , Close combat[Brawl] (2) , Disabling hold[Brawl] (4) , Quick load[Firearms] (2) , Sharp shooter[Firearms] (4) , Multiple targets[Firearms] (4) , Triple shot[Firearms] (6) .

Background:

A member of a SWAT law enforcement team, trained in close combat. Such units tend to be made up from the best police officers, so are above average in ability.

Thug

A thug, bouncer or general hard nut.

Str	Hea	Agi	Dex	Per	Int	Emp	Wil
4	3	3	3	3	2	3	3

Talents: Athletics- 3; Awareness- 3; Brawl- 4; Charm- 2; Guile- 2; Sleight- 2; Stealth- 2; Throw- 2;

Knowledge: Area lore (Home planet)- 4; Area lore (Home sector)- 4; Area lore (Imperium)- 4; Speak Ganglic- 4;

Thug: Pistol- 2; Streetwise- 3;

Techniques

Close combat[Brawl] (2) .

Background:

The *Thug* is a generic criminal, gang member or bouncer. Not particularly high on intelligence, but strong and tough, and can handle themselves in a fight. They may know how to use a gun, but will generally stick to brawling unless