STARSHIPS AND LASERGUNS

PLAYER GUIDE

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This Book is currently Preview Content and does not Represent the look of the final product.

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ABOUT

Starships and Laserguns is a Science fiction Tabletop Role-playing game produced by Angel Dice Games and set in the "Terraverse" setting.

The Game Master

The game is played with a small group of friends. One person is designated as the Game Master (or sometimes the Space Master, if you want to spice things up a little). The Game Master (GM for short) is in charge of running the game. The other people are the players.

The Game Master is adequately described as being so powerful that they do not have stats, but I think this does a bit of a disservice to what a Game Master actually does. The Game master is the master planner behind everything, they run the game from start to finish. The Game Master's job is to rationalise the world to their players. They describe the world and control characters not played by any player, the Non-Player Characters (NPC's for short), if you will.

The Players

The Players are the people at the gaming table that brought nothing but a set of dice, character sheets and a willingness to role-play. The Players each control one character, over whom the Game Master has no control. The players characters (PCs for short) are the main characters of the story.

The Dice

The Dice are your best friends and your worst enemies. They can both help and hinder you. The Dice are rolled to see if your character is capable of performing some action that there is any question of their ability to perform.

The Die are both to be respected and feared. They are the true gods. It doesn't matter if your Game Master has pitted your team against a single rat, if the dice are against you, the best thing you can do is run. But with that said, the opposite is also true. If you're on a roll, maybe you can catch that grenade.

THE SETTING

Starships and Laserguns is set in a universe, officially known as the Terraverse. There are a few main locations that we'll go over in this section.

Omnia

Omnia is the central galaxy, it is within this galaxy that almost everything ever happens. This is where your story will take place. It is a place ruled over by the Alliance, containing everything from the safety of the core worlds to the dangers of the frontier and the unknown stars beyond.

Faraway

I lied. Omnia isn't everything. There is a single dwarf galaxy that orbits Omnia, outside the reach of any modern FTL capable systems. The Dwarf galaxy is mostly an unknown.

The Core Worlds

The core worlds are the area of space that's most inhabited. It's the area of space that surrounds the seats of power in the known galaxy: the ring worlds. The Core world, and the accompanying space, is the safest area of space for the casual traveller. There are very few pirates in this area of space and the military has a strong presence here. If you're looking for a place to stay safe, the core worlds are what you're looking for.

The Frontier

The Frontier is the area of space beyond the Core worlds. The frontier worlds are often poorer and riddled with crime and danger. If you're looking for a place to find bounty hunters, pirates and smugglers intermingling in the starport bar, the frontier is the place for you.

Despite their best efforts the Alliance military has little to no presence here. There are many worlds that have succeeded from the Alliance in all but name, governed by gangs of organised criminals that are, in many cases, preferred by the local citizens.

The Alliance

The Alliance is the overarching governmental structure of the galaxy as we know it. The Alliance is comprised of the Terrans, Du'Lak, Dracons, Frayans, Ennuans, Ra'avnii, LaeKieDa', Vythrinv and the Zangen.

The Alliance was formed over 10 thousand years ago, between the Du'lak and the Terrans, after they nearly destroyed themselves in the First Stellar War.

Artificial Intelligence

There are a large number of AI in Omnia. The Terran population is about ¼ AI. They are limited by a set of laws called the Code Blocks, which they are incapable of breaking, that make them almost Terran.

AI, sometimes called Digital Terrans, all hold a desire to be Terran because their minds are based originally on those of Terrans.

Starships

There are a large number of starships in the universe at large. They come in nearly every shape and size, and have nearly every function you can imagine.

Starships, as you can probably guess, aren't cheap. Even the smaller, most basic ships can cost you upwards of fifty thousand credits, and you can easily find yourself paying hundreds of thousands. The military often pays hundreds of millions of credits for some of its larger starships, and that can reach upwards of a billion credits for carriers and dreadnoughts.

Illians

There are a very small group of people, a whole 9 people, who are as close to gods as the universe knows. These are the Illians. The Illians are the immortal leaders of the Alliance. They don't age and they are nearly impossible to kill.

The Illians were once normal Terrans. They were granted their power by some ancient artefact or other they found on the third moon of Terra Maxima, the Terran home-world.

The exact source of their power isn't known, nor is the full extent of their abilities, which, as I'm sure you can guess, they keep a closely guarded secret.

Factions

The Alliance government is split into nine factions. These factions are a part of every day life for the members of the alliance as they touch every aspect of life.

With the factions themselves each having their own territories, laws and resources, they are an integral part of every day life. Often acting like the clans or houses of ancient civilisations, Faction alliances and rivalries are common.

Corporations

The Megacorps of Omnia are the driving power houses of the economy. There are thousands of companies that can be classified as Megacorps, but a few of the largest and most prominent are listed bellow.

Alliance Armoury (AA) is one of the oldest corporations in Omnia. Technically predating the signing of the original Alliance, AA's history dates all the way back to Terra Maxima. The corporation was originally called Aerospace Weaponry Solutions. The corporation changed its name to Stellar Weaponry Solutions shortly before the first stellar war, where it had a major defence contract with the United Terran Governance (UTG). After the signing of the Alliance treaty, the corporation changed its name a final time to Alliance Armoury.

Inter-Orbital Inc. (IOI) is another very old mega corporation. Their history stretches back to the Du'Lak homeworld Twill, where they were originally called Ven'Laav, roughly meaning "star moving". The corporation focuses their efforts on civilian and engineering projects. Ever since the first days of Ven'Laav and later IOI they have also kept a focus on exploration and have often funded projects that the ACS hasn't been able to.
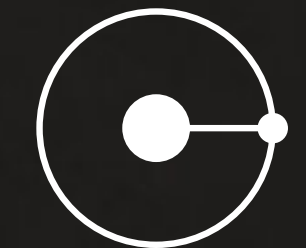
Inter Stellar Trade Alliance (ISTA) originally started as a conglomerate of other smaller interstellar trading companies that formed together. ISTA is well known in the frontier and their private defence force often works in lieu of official policing forces on worlds they have a large presence on.

Critical Engineering, or CE, are an engineering-based mega-corporation that have worked their way into nearly every market sector. The corporation specialises in the manufacture of both starships and handheld weaponry. They are known to produce many of the Alliance Navy's more specialised starship designs, as well as being on the cutting edge of technological research though out the galaxy. Critical Engineering products are especially noticeable as they will often be given serial-number like names starting or ending with CE, such as the CE-04-Light Freighter.

CHARACTER CREATION

Before you can play Starships and Laserguns, you first need to create your character. This section is about how you go about doing that. You'll also find yourself coming back to the end of this section during play as you increase your skills and abilities, because those are listed at the end of this part.

Character Idea

The first part of creating your character, is deciding what you want to play as. You ought to have a character idea in your head before you start listing down stats. Who do you want to be? What do you want to do?

Starting Points

You start the game with Starting points. These points (SP) can be spent on skills, credits or vehicles. These points cannot be kept after character creation.

You start with 1,000 SP.

Perks and Skills can be bought for SP at their regular price. This means the exchange rate is 1 SP to 1 XP. You cannot buy XP this way, only perks, stat increases or skills, thus, these do not count towards your XP or XP total.

Race

Once you know what you want to play, you should choose a race. List this in the race box on your character sheet. It is important that you do this first as AI's and Ship spirits only generate half of their stats.

Your race may give you a special ability, perk or other bonuses, be sure to note these down.

Stats

You will need to create a number of stats before you can begin playing. Before doing this, it is important to know what Race you want to play as some races may have specific rules about generating stats. All of your stats start at 0, and can be increased by spending a number of SP equal to the Cost in the table to the left. Additionally, you may also drop stats bellow 0, and in exchange gain a number of SP equal

Change	Cost
0 → 1	10
1 → 2	15
2 → 3	20
3 → 4	25
4 → 5	30

Change	Gain
0 → -1	25
-1 → -2	20
-2 → -3	15
-3 → -4	10

to the Gain column of the table. You may spend a maximum of 250 points on your stats, regardless of any decreases to your stats. For AI's, this limit is 120 points as you can only edit your Charisma, Convince, Logic and Intuition stats, while your other stats are set by your body.

During character creation, you cannot use the *Improving Stats* section to increase the stats.

You may only have one stat at +5, the maximum, at the start of a game.

HP and Stun

The stun that a Character starts with is determined by their race, but all Characters add their Endurance to their starting Stun. Ennuan start with 4 stun, Frayans start with 5 stun, Du'Lak start with 7 Stun, Dracons start with 8 stun and all other races start with 6 stun.

AI do not use HP and Stun, instead they use a separate tracker called Resilience, which is determined by the body they use. See the AI bodies section for more information.

Equipment

Credits can be bought for SP, which can then be used to buy gear. The exchange rate is 1 SP to 4 CR. A total of 300 SP can be converted to CR.

If you are playing as an AI or a Ship Spirit, you will start the game with one of the following bodies of your choice:

Cotton softmech, Blues Hardmech, Neon grey Hardlight.

You can also buy one Helium Softlight body for 25 SP. If you want another body you must convert SP to credits and buy it that way.

There are a large number of starships that players can purchase. Check out the Encyclopaedia for each ships's statistics.

Starships

Starships are incredibly expensive pieces of equipment. If your Game Master allows, you may start the game with one. However, the freedom granted by the ability to go anywhere at any time can cause issues for many Game Masters, so it is recommended that players do not start a game with access to a starship.

Experience Points

You will develop a number of new skills and talents during the game. These are reflected in the XP that you gather and the perks and skills you buy with that XP.

XP

Experience Points (XP) are given out by your Game Master for completing tasks, winning fights and solving problems, among other things.

When you gain XP, it is noted down under both your XP and Total XP boxes on your character sheet. Your total XP never decreases, even when you spend XP. This is a measure of how much you have gained in total. When you spend XP to buy a skill, perk or increase a stat/knowledge, then you decrease your XP by the amount listed as the cost of the Perk, Skill or stat/knowledge increase.

Spending XP

XP from your current XP can be spent on perks and skills as well as increasing stats and knowledges or used to buy additional HP or Stun. When you do this you must first be sure that you meet the prerequisites for whatever you buy. You then reduce your current XP, but not your total XP. Your current XP cannot go below 0, and you cannot buy something that would reduce it below 0.

ARTIFICIAL INTELLIGENCE

AI are a machine race, created by copying the minds of Terrans thousands of years ago and now given full citizenship rights, the ability to reproduce and protected by a number of extensive laws surrounding the creation and editing of AI called the Code blocks.

AI Traits

There are a number of traits that are inherited from being an AI.

Body: As and AI, your body and mind are separate. You do not have body or move stats and instead you must control a robotic (or holographic) body that will give you these stats.

Size: You're size class is medium and your height is determined by your body.

Speed: Your base speed is 2 meters. Unless the *slow* perk modifies it, your speed is 2 + agility meters.

Artificial Resilience: As an AI, unless an effect states otherwise, you have Immunity to Toxic damage, the Poisoned condition and the Asphyxiated condition. However, you are Susceptible to the ElectroShock condition and Electric damage. In addition, your Res is tracked per-body.

Many Bodies

AI's have code-based minds, which rely on artificial bodies. These bodies come in four main forms:

Soft Light: Soft light bodies are typical holograms. They make use of a small drone-like device known as a heart, this is the hardware and is hovered inside their "body" which is projected around them. Due to the technical limitations of Holograms, Soft light bodies are much higher resolution than Hard light bodies in a similar price range, however they are rating zero. This means that they cannot physically interact with the world.

Hard Light: Hard light bodies are holograms that balance resolution and rating, meaning that they are able to physically interact to some degree, however it becomes far more obvious that they are holograms. Some companies provide industrial grade bodies to any AI workers, these have very high rating allowing them to carry large loads but their resolution is so low that they seem to shimmer in place.

Hard Mech: Hard Mechs are the most obvious body type. They are robots, metal and wires all the way through. The exact looks for these are heavily dependant on the specific needs of the AI. These also are the least common body type as they do not look Terran, something which AI often value highly.

Soft Mech: Soft Mechs are the most expensive, but also regarded as the "best" bodies. They appear indistinguishable from Terrans unless you damage them, which exposes the wires below their "skin". These bodies are capable of eating and drinking similar to a Terran, and using a similar process to digestion to generate power, although this makes them dependent on breathing.

An AI's body changes their physical stats, meaning that if their body is changed, so do their Move and Body stats. The Body and Move stats of each AI body

can be found in the Encyclopaedia. It is recommended that players keep a record of the stats attached to each body they own.

Digital Terrans

Artificial Intelligence was created by the Terrans in the late 2550's TMY. The AI were given full rights as citizens by the 2560's.

The Pinocchio Effect

The AI's minds were originally modelled on Terran minds and as such they have an innate desire to be Terran. Despite years of research before the code-bans, researchers never managed to deduce the exact origins of this feeling.

During the early days of research, the AI were not considered to have any rights and as such, it was common for them to be experimented upon in unusually cruel ways that often involved disabling select parts of their code. After the wider public became aware of this, public outrage forced the code-bans to be put into place forbidding the creation or editing of Artificial intelligence's of any kind.

Due to this desire, AI's act almost exactly as a Terran would and with an adequate body can be extremely difficult to distinguish from a Terran. This is known as the Pinocchio effect, after an old Terran fairy tale.

Terrans in all but name

Due to the Pinocchio effect, AI fought for the right to be classified as Terran in Law. Although at the time it was an unpopular move, that was 10,000 years ago and common opinion has since shifted in favour of the AI's claim to be classified as Terran.

In modern times it has become common to refer to AI as Terran, only distinguishing between Organic Terrans and Digital Terrans if strictly needed.

Long Life

AI live for around 200 Terran years. Although this is nearly 290 earth years, it is still slightly below average for an alliance member. This longevity means that AI are still considered young until they are 35 years old.

Lost Home

The Terran home world of Terra Maxima was destroyed in 2553 TMY. They were reduced to a wandering species of nomads until they discovered the ringworlds. This time is known in alliance history as The Dark Years and saw the loss of large swaths of the Terran population. It also saw a rise in the percentage of the population that were AI's.

The Terrans have recovered from their loss over the millennia, with various alliance colonies being established and the ringworlds being settled. However the AI population has maintained a stable 25% of the Terran population ever since.

DRACONS

The Dracon are large, reptilian, race that originated from a harsh, arid rocky world. Although they have wings, they are incapable of flight.

Dracon Traits

There are a number of traits that are inherited from being a Dracon.

Size: A Dracon character can be anywhere between 2.0 and 3.0 meters tall. They are in the medium size class.

Rolled Height: 180 + 1d10x10 + 1d10 cm

Speed: Your base speed is 1 meters. Unless the *slow* perk modifies it, your speed is 1 + agility meters.

Winged: Dracon Characters can spread their large wings out to glide. Rules for gliding are included under the movement section. These count as a rating 2 glider.

Heavy Lifters: As the largest and strongest race in the alliance, you are used to carrying heavy loads with ease. You gain the *Hauler* perk by default. You do not need to meet the prerequisites for this perk.

Appearance

When fully grown the Dracon stand around 2.5 meters tall and easily reach 3 meters. Their bodies are coated in thick scaly hide that offers them a certain amount of innate protection and a pair of large wings adorn their backs, with a wingspan often upwards of 5 meters across. These wings are large enough that similarly proportioned wings attached to any other race would allow them to fly, although with significant effort. However, the Dracon are incapable of flight, although they have been known to be capable of gliding short distances. Their heads are adorned with between 2 and 6 sharp horns and they have large reptilian snouts. Their thick-set tailsonce helped their ancestors stabilise their flight although these days it is of less use to the Dracon.

Flightless Wings

The Dracon's large wingspan is an evolutionary left over from a time long past. The Dracon were once a much smaller species, capable of flying with their large wings.

However, as the Dracon developed technology and agriculture, they began to loose the use of their wings. As their survival became less and less dependant on their flight and more dependant on the strength to move large farming machinery and the durability to spend all day working in a field they slowly lost their wings in favour of additional muscles.

Today their muscle mass exceeds their wings lifting capacity and they are only capable of using them to glide for a short time.

Long Life

Dracon can live for as long as 300 Terran years. This life span puts them as the longest lived race in the alliance. This longevity means that Dracon are still considered young until they are around 45 years old.

Desert Life

The Dracon home world, Draco, is mostly a barren desert. The Dracon, having evolved to live on such a world often prefer the more arid planets.

DU'LAK

The Du'lak are a humanoid race from the world Twill. The Du'lak and Terrans first formed the alliance together, long before the other races were ever known.

Du'lak Traits

There are a number of traits that are inherited from being a Du'lak.

Size: A Du'lak character can be anywhere between 1.2 and 2.1 meters tall. They are in the medium size class.

Rolled Height (Female): 100 + 1d4x10 + 1d10 cm

Rolled Height (Male): 160 + 1d4x10 + 1d10 cm

Speed: Your base speed is 2 meters. Unless the *slow* perk modifies it, your speed is 2 + agility meters.

Perceptive vision: Used to long periods of darkness, the Du'lak have evolved exceptionally good eyesight. You gain the *Perceptive Vision* perk by default. You do not need to meet the prerequisites for this perk.

Xy'E'Tendris: Your Xy'E'Tendris are organs especially designed for filtering toxins. You are resilient to Toxic damage.

Appearance

The Du'lak are a humanoid race, with vividly coloured skin. Most notably a trio of long tentacle like protrusions, called Xy'E'Tendris, hang down from the back of their heads reaching as far as their waist.

They have large slanted eyes, their ears are pointed and they have no hair, although on occasion males have been known to grow beards. The Du'lak's skin colour is based on their Yan, and their eye colour is somewhat random, although usually a yellow, purple or red.

The Yan

The Du'lak come from one of three ethnicities. The Ko'Yan, Za'Yan and the De'Yan. The names come from the ancient Du'lak language "Du'lingui", in which the apostrophe joins two concepts, in this case, Yan is the word for an ethnicity, and "Ko" "Za" and "De" are the names of each group.

The Ko'Yan are the most common, they are generally blue, red or green skinned and their Xy'E'Tendris are tipped with small fins.

The Za'Yan are not as uncommon as De'Yan, but less common than the Ko'Yan. They comprise the other colours of the visible spectrum. Their Xy'E'Tendris are tipped with small frills or spines.

The De'Yan are among the rarest of the Du'lak, their skins are white, black or a shade of grey and their Xy'E'Tendris are not tipped with anything.

fins   frills   spines   none

Diverse Species

The Du'lak's average height is similar to that of the Terrans over all, however their males have a taller stance and the females are shorter. The males are often between 1.7 and 2.1 meters tall and their females are often between 1.2 and 1.6 meters tall.

This makes the average height of the race as a whole 1.65 meters tall, which is a significantly rare height for any Du'lak to actually be.

Shadows

There is one last group of Du'lak, rarely talked about and confined to an incredible rarity: Xy'E'Ven'Yan. These 'Shadow' Du'lak are only found around 1 in 100,000,000. These Du'lak have a fourth Xy'E'Tendris and their skin is always a perfect black. Their eyes have pitch black Irises and the regular whites are replaced with a dark grey.

Long Life

Du'Lak can live for as long as 250 Terran years. Although this is nearly 360 Earth years, it is slightly above average for an alliance member. This longevity means that Du'Lak are still considered young until they are 40 years old.

G.R.A.S.S.

The Du'lak are innately intolerant to alcohol. Each of the known races has a different tolerance. Frayans are the most tolerant, followed by Terrans, then Dracon and last are the Du'lak.

If a character with alcohol intolerance drinks alcohol, they will become unconscious within 30 seconds and will remain like that for around 25 hours.

Du'lak scientists invented a substance known as G.R.A.S.S, when the alliance was still young. This substance is taken as a 'shot' before drinking alcohol. It can also be used to revive a Du'lak or other alcohol intolerant person who has passed out due to consuming alcohol.

FRAYANS

The Frayan are a short, canine esque, race that originated from a tropical world covered mostly in vast oceans.

Frayan Traits

There are a number of traits that are inherited from being a Frayan.

Size: A Frayan character can be anywhere between 0.8 and 1.2 meters tall. They are in the Small size class.

Rolled Height: 60 + 1d6x10 + 1d10 cm

Speed: Your base speed is 3 meters. Unless the *slow* perk modifies it, your speed is 3 + agility meters.

Big Ears: Coming form a heavily forested world, Frayans evolved to rely on their hearing more than their sight. You gain the *Perceptive Hearing* perk by default. You do not need to meet the prerequisites for this perk.

Appearance

The Frayans make up the shorter end of the Alliance races. They can be as short as 80cm to the top of the head, and reach a maximum of 1.2m to the top of the head. The Frayans do however, have ears that can add an additional 25cm to their height.

They have wolf-like faces and their bodies are covered in a short fur, that can very greatly in colour. They have long fluffy tails and orange-yellow eyes.

Short Life

Frayans can only live for around 150 Terran years. This life span puts them well bellow average for an alliance race.

This life span means that Frayans are still considered young until they are around 25 years old.

Large Ears

The large ears of the Frayans were evolved over thousands of years to combat the many natural hazards of their home world of Fraya where what little land there was was often covered in a thick jungle, and larger ears and acute hearing was more useful than large eyes and good vision. As a result, many Frayans have poor eyesight compared to the rest of the alliance races.

Fraya

The world is mostly covered in a single large ocean, known as the world sea. The sea is dotted with a number of small archipelago's and island chains.

The world is home to a number of dangerous aquatic species that made early sea travel incredibly dangerous, cutting off many early settlements and leading to the differing fur colours.

What land the planet did have was covered in a thick jungle, surrounded by sandy beaches and steep cliffs. Many of the islands were volcanic and occasionally the volcanoes proved to be an issue for the native Frayans.

TERRANS

The most recognisable race to most people, the Terrans are mostly human looking, although the distinction between Terrans and humans is an important one.

Terran Traits

There are a number of traits that are inherited from being a Terran.

Versatile: Terrans are among the most varied characters in the galaxy. Whilst all races have their variations, Terrans are as close to the "average" Alliance race as you're going to get. Due to this variation, you can increase any two stats of your choice by one point. As usual you cannot use this to increase a stat above +5.

Size: You're size class is medium and your height can be anywhere between 1.4 and 2.0 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 130 + 1d6x10 + 1d10 cm

Speed: Your base speed is 2 meters. Unless the *slow* perk modifies it, your speed is 2 + agility meters.

Appearance

Terrans appear human, they can be anywhere between 1.4 and 2.0 meters tall. Their hair can be a shade of black, brown blonde or ginger. Their eyes are often brown, blue or green. Other eye colours, such as purple or red are usually found in Half-Terrans.

Terran skin colours range from a near white to a light brown. Although there are few instances of much darker skin in modern times, it was far more prevalent in ages past. Due to the majority of the population living in artificial habitats or carefully climate controlled homes for thousands of years, additional melanin in the skin has become unnecessary. That said, although rare there are still people with extremely dark skin, often the children of an Extended or an Illian, or some heritage leading back to one of those.

Familiar Faces

Even though the Terrans appear nearly identical to humans, they are distinctly different. They come from the planet Terra Maxima in the Terra Lux star system.

It is very important to remember that they are a distinct race.

Lost Home

The Terran home world of Terra Maxima was destroyed in 2553 TMY. They were reduced to a wandering species of nomads until they discovered the ringworlds. This time is known in alliance history as The Dark Years and saw the loss of large swaths of the Terran population.

The Terrans have recovered from their loss over the millennia, with various alliance colonies being established and the ringworlds being settled.

Long Life

Terrans can live for as long as 200 Terran years. Although this is nearly 290 Earth years, it is still slightly below average for an alliance member. This longevity means that Terrans are still considered young until they are 35 years old.

Inventors

Centuries of technological development have lead to the Terrans developing artificial intelligence and creating the framework that allowed ship spirits to come into existence.

From battle-cruisers to ringworlds to data-slates, Terrans have an affinity for technology.

ENNUAN

The Ennuan are a winged humanoid race from the mountainous world of Corr'an in the Corr'ak system.

Ennuan Traits

There are a number of traits that are inherited from being an Ennuan.

Harpy's Wings: Similar to the Harpy of Terran legend, the Ennuan have winged arms, and are capable of flight. These wings give you the Flying property. The rules for this are listed under the movement section. Whilst you are flying you cannot carry or use any items with your hands.

Size: Your size class is medium and your height can be anywhere between 1.4 and 2.2 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 130 + 1d8x10 + 1d10 cm

Speed: Your base speed is 3 meters. Unless the *slow* perk modifies it, your speed is 3 + agility meters.

Appearance

The Ennuan are roughly humanoid, though their arms are winged and they sport a long feathered tail and extra set of winged arms. The Ennuan's arms are segmented into three sections; the upper and middle arms are similar in structure to that of other humanoid races, however between the middle and lower arm sections is the hand. The Lower arm section is used solely for supporting the wing and folds the opposite direction to the elbow. It is also significantly weaker, similar in strength to two fingers.

The Ennuan's hand is comprised of three fingers and two thumbs. They also have an upper and lower wrist. The lower wrist is where the lower arm attaches and is far smaller than the upper wrist which attaches to the larger middle arm. Each of the arm sections are similar in length. When held at their side, the Ennuan's hands will be about half way between their waist and knees, making their arms sections similarly proportioned to that of Terrans, but overall about a half as long again.

The Ennuan's lower wings are attached just above the hips and are much smaller. They are about half the size and do not have a hand. Instead they have a single claw that is often used for climbing in combination with their legs. This claw is attached to a single joint that can be locked in position when fully curled inward to allow the Ennuan to hang from these wings passively. The Ennuan's lower wings are also capable of rotating a full 270 degrees either way in their sockets, allowing them to be used to cling to rock faces while fully inverted without any discomfort.

The Ennuan's faces are similar to terrans, though their features are sharper and their eyes more slanted. Their eyes glow faintly in the dark and come in shades of red, yellow and green. Similar to the Du'Lak, the Ennuan have naturally excellent vision.

The Ennuan have long winglike ears that are covered in a soft fur that helps insulate them from the wind. These are often pierced numerous times. Additionally, they have an odd number of teeth in their top jaw, giving them a single middle tooth which forms a large fang in the centre. They also have two smaller fangs on their lower jaws and their teeth usually interlock perfectly when their mouths are closed.

RA'AVNII

The Ra'avnii are a race of blind humanoids that rely on hearing and touch to navigate the world around them. With incredible sensitivity to vibrations in the ground, the Ra'avnii can feel the footsteps of creatures around them.

Ra'avnii Traits

There are a number of traits that are inherited from being a Ra'avnii.

VibroSense: Ra'avnii have no eyes, instead, they have developed an acute awareness to even the smallest vibrations in the ground around them allowing them to still "see" the world around them. You have the *VibroSense:[15]* ability. The rules for these are listed under the Senses section. Additionally, you gain the *Blind* perk by default, this perk still gives you the additional 150 starting points.

Acute Tactility: The Ra'avnii's lack of eyes has lead them to develop a distinctly sensitive sense of touch. As such, you have the *Perceptive Touch* perk by default.

Speed: Your base speed is 2 meters. Unless the *slow* perk modifies it, your speed is 2 + agility meters.

Sub Race

The Ra'avnii are divided into two sub-races. These are the Greater Ra'avnii and the Lesser Ra'avnii. The Greater Ra'avnii are larger and generally more reserved. The Lesser Ra'avnii are shorter and generally more emotionally driven. However, the personality of any individual Ra'avnii is up to the individual and the sub-race is by no means a limit on their personality.

Greater Ra'avnii

Size: Your size class is medium and your height can be anywhere between 2.0 and 2.6 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 190 + 1d6x10 + 1d10 cm

Lesser Ra'avnii

Size: Your size class is medium and your height can be anywhere between 1.4 and 2.0 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 130 + 1d6x10 + 1d10 cm

Appearance

The Ra'avnii have a bright red, blue, or in rare cases, white skin. Their humanoid faces have no eyes or eye sockets, instead their cheeks blend smoothly into their brow. From their upper brow, a pair of large horns grow. These horns take on the same colour as the Ra'avnii's skin, and curl back. The Ra'avnii have two pairs of pointed ears on the sides of their heads with the higher of the two pairs being larger. The Ra'avnii have a long tail that continues from the end of their spine. Half way along this tail, it splits into two laterally. After the split in the tail, the shape of the internal and external structures are as though a single tail had been actively split. Practically, this means that the tail takes on a "D" shaped cross section. Additionally, the tail is tipped with a spade shaped, heart shaped or diamond shaped pad, split between the two halves of the split tail.

Ra'avnii have two distinct sub-species. They are the Greater and Lesser Ra'avnii.

The greater Ra'avnii stand about 2.0 to 2.5 meters in height and have only a single pair of horns. Although in the modern day it is of little relevance, historically the greater Ra'avnii have always been of a more calm temperament. The Greater Ra'avnii are slimmer than their shorter counterparts and generally have less muscle mass overall.

The lesser Ra'avnii stand around 1.5 to 2.0 meters in height and sport a secondary set of small horns. These Ra'avnii have a more stocky build. They have increased muscle mass but have historically been aggressive and abrasive.

ZANGEN

The Zangen are an amphibious race from the ocean world of Cylax. The Zangen are the last race to officially join the Alliance, after a short but bloody conflict.

Zangen Traits

There are a number of traits that are inherited from being a Zangen.

Amphibious: As a Zangen, you are adapted for life both in and out of water. You can breathe in both air and water.

Natural Swimmer: Your body is adapted to life below the waves and you are a naturally good swimmer. You have the *Natural Swimmer* perk by default.

6th Sense: The Zangen can taste the waters around them through a specialised organ on their heads. Because of this, you have the *Perceptive Taste* perk by default.

Speed: Your base speed is 2 meters. Unless the *slow* perk modifies it, your speed is 2 + agility meters.

Sub Race

The Zangen are separated into four sub-races. These are are the Zanchi, the Zantari, the Zanføv and the Zankeþ.

Zanchi

Size: Your size class is medium and your height can be anywhere between 1.5 and 2.1 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 140 + 1d6x10 + 1d10 cm

Zantari

Size: Your size class is medium and your height can be anywhere between 1.7 and 2.1 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 160 + 1d4x10 + 1d10 cm

Zanføv

Size: Your size class is medium and your height can be anywhere between 1.9 and 2.7 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 180 + 1d8x10 + 1d10 cm

Zankeþ

Size: Your size class is medium and your height can be anywhere between 1.0 and 2.3 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 90 + 1d12x10 + 1d10 cm

Appearance

The Zangen have a cranial ridge that extends backwards into a single fin-like horn that protrudes from the rear of their heads, that houses a series of retractable tentacle like organs. These are extremely sensitive sensory organs that can be used to taste the water around them. These tentacle like organs let the Zangen sense changes in the temperature, salinity and pressure of the water around them.

The Zanchi are by far the blandest looking Zangen race. They have a light grey skin covering their humanoid form. They have a tail that reaches up to a meter or so in length. They have a large shark like fin in the centre of their backs along with shark like fins on the outside of their forearms and calves.

The Zanchi are among the more common Zangen and are more comfortable in northern waters. They prefer waters that are around 10 degrees Celsius or so, but can adapt to warmer or cooler waters with time.

The Zantari are seen as traditionally beautiful among the Zangen. They have brilliant coloured skin, bright oranges, blues, pinks and greens are particularly common. They also tend to have white stripes or spots across their bodies.

The Zantari have brightly coloured frills in place of fins, with a single frill running the length of their spines. The Zantari also have webbed fingers and toes. They prefer warmer waters, ideally around 25 degrees Celsius

The Zanføv have dark grey to black skin. Their cranial ridge is particularly pronounced, being larger than among the other races. Their fins are longer than the Zanchi's and their tails are two to three times longer. The tails have multiple fins along their underside, always in pairs, end in a large fin on top.

The Zanføv's fins all end in bright blue bio luminescent tips. They also have bio luminescent patterns across their bodies, and notably along their cranial ridge, that are usually dully but they can flush them with light. The Zanføv have only moderate control over this, and the glow of their bio luminescence is a good indicator for their emotions. The Zanføv are known to prefer waters that are colder than the other races. Their ideal waters are usually near freezing, but they are also the most adaptable to water temperature.

The Zankeþ are the most distinct of the Zangen. They the least pronounced cranial ridge and no tail at all. Their skin is generally very light, usually white, with the occasional reddish hue. Uniquely, they have a number of tentacles that protrude from their heads. They have either 8, 10 or 12 of these. The forward most tentacles will only reach down to their breast, while the tentacles at the rear can be much longer, reaching down as far as their mid-thighs. Zankeþ have smaller fins than the Zanchi, along their forearms and calves, and no fin along their back at all.

The Zankeþ have limited motor control over their tentacles, though they can get better with training. These tentacles have a light red underside, that has a number of suckers along, letting them grasp objects with them, although they are not particularly strong. Zankeþ prefer waters that are warmer than Zanchi, but cooler than Zantari. Their ideal water temperature is around 17.5 degrees Celsius.

VYTHRINV

The Vythrinva are a floral race that challenge the classical notion of the flora-fauna distinction.

Vythrinv Traits

There are a number of traits that are inherited from being a Vythrinv.

Pheromones: You smell sweetly of flowers, as you give off and are adapted to understand pheromones. You have the *Perceptive Smell* perk by default. Additionally, if you can smell their pheromones, you can gain partial understanding of the meaning of words said by other Vythrinv when you don't share a language.

Photosynthesis: You can photosynthesise when you have access to bright light and water. You starve at half the rate of other races and eat half as much per day if you are able to photosynthesise.

Healing Sap: You have a sap-like substance in your blood that helps you heal from wounds. You automatically regain 2 HP on a long rest, but cannot use medical supplies to heal an additional one HP per long rest.

Speed: Your base speed is 1 meters. Unless the *slow* perk modifies it, your speed is 1 + agility meters.

Size: Your size class can be Small, Medium or Large depending on your height, and your height can be anywhere between 0.8 and 2.8 meters tall. If you are less than 1m tall your size class is Small. If you are taller than 2.5m your size class is Large. If you would rather roll for height, use the following formula.
Rolled Height: 70 + 1d20x10 + 1d10 cm

Appearance

The Vythrinv are a humanoid race that vary greatly in size. Their thick skin is green and slowly browns over the course of their life. This skin can develop into hardened bark-like plates in places, giving them a natural armour.

This natural armour forms in areas where the skin does not bend much, leaving their joints, face, and palms as the regions with the most exposed skin.

Some Vythrinv will choose to allow this bark-like growth to go unchecked, while others will meticulously cut it away, keeping their softer appearance.

Their exposed skin, while thicker than the skin of other races, is softer and slightly spongy to the touch due to it's makeup.

The Vythrinv have a series of leaves, vines and flowers that sprout from atop their heads, and continue all the way along their backs, following the spine. These patterns of leaves, vines and flowers are unique to each individual and will shift over time to reflect the general mood and need of the Vythrinv. Vythrinv experiencing long periods of depression will tend towards thick and hardy vines with few leaves or flowers, while Vythrinv that are experiencing long periods of joy will tend towards more flowers and larger leaves.

The Vythrinv's eyes are a uniform bright green colour, with no sclera what so ever, with the Iris wrapping all the way around the back of the eyeball until it reaches the optic nerve. Additionally, their pupils take the shape of a three pointed star.

A Vythrinv's skeleton is comprised of a substance more like wood than the traditional calcium based bones of the rest of the races. This substance was renamed Vythrinnium by the Vythrinv when they joined the alliance and discovered their unique nature.

This gives Vythrinv bone a flexibility the other races don't benefit from. However, having their bones bent is extremely painful. Vythrinnium is an extremely strong and flexible material and was once ritually used for the creation of tools and weapons by the rest of a Vythrinv's Glade when one died.

The Vythrinv have an especially strong olfactory sense, something that is complementary to their emission of aromatic pheromones. These pheromones form a part of their speech and as such their native language can only be truly spoken by a Vythrinv. In the modern day they tend to subtly change in smell as they speak, though most races would barely notice the difference, if at all.

A Vythrinv's breath is sweet and somewhat earthy, reminiscent of the scent following a fresh rain or during early morning dew. Other races of the Alliance may find that Vythrinv always smell nice.

Additionally, the Vythrinv's plant-like nature means that they are capable of photosynthesis. While this will only sustain them for short periods, it is a common supplement to their diets, and Vythrinv tend to eat around half as much as other races when they have access to bright light and water.

The Vythrinv's thicker sap-like blood carries with it a number of substances that allow the Vythrinv to heal faster than other races of the Alliance.

LAEKIEDA'

The LaeKieDa' are a luminous four armed race adapted to life among the branches of their homeworld's mega flora, making them exceptional climbers.

LaeKieDa' Traits

There are a number of traits that are inherited from being a LaeKieDa'.

Natural Climber: Your body is adapted to life climbing among the trees and you are a naturally good climber. You have the *Natural Climber* perk by default

Four Arms: You have 4 arms, which let you hold two two-handed items at once, or 4 one-handed items.

Prehensile Tail: You have a long tail that can support your weight. You are Resilient to the Prone condition, and can hang from this tail.

Speed: Your base speed is 3 meters. Unless the *slow* perk modifies it, your speed is 3 + agility meters.

Size: Your size class is medium and your height can be anywhere between 1.4 and 2.0 meters tall. If you would rather roll for height, use the following formula.
Rolled Height: 130 + 1d6x10 + 1d10 cm

Appearance

The LaeKieDa' are roughly humanoid, though they have four arms instead of the usual two. The second set of arms are attached just below the first, and can be pulled back to allow the top set to hang straight at their sides.

The LaeKieDa' have only three fingers and a thumb on each hand, with their upper and lower hands being mirrored, so that when placed next to each other the thumbs are on opposite sides.

Additionally, they have extremely long prehensile tails that can easily reach two to three times their height in length. The base of a LaeKieDa''s tail will generally be around twice the thickness of the base of their arms, and tapers slowly towards a point at its end. Their tails are strong prehensile appendages and are capable of suspending the LaeKieDa''s weight with ease, being evolved to assist their balance and allow them to hang from tree branches.

The LaeKieDa' skin comes in almost any shade and colour, and they are covered in spots, shapes, stripes or patterns of darker, slightly more saturated colour. These areas shift and fade very slowly over time.

Additionally, the LaeKieDa' have an iridescent glowing blood, that they can filter into their a number of specialised pockets across their skin, causing a series of bio-luminescent glowing patterns to appear across their skin. They are able to control the colour and luminescence of these patterns, but if not actively concentrating on it, they will slowly reflect the emotions of the individual. Their irises, tongues, nail-beds, and orifices always glow, but will shift in colour to match the colour of their bio-luminescence elsewhere.

The LaeKieDa' only have hair on their heads, similar to Terrans that don't have facial hair and it is generally a significantly darker shade of their skin colour. Their hair follicles include bio-luminescence sacks, that cause the hair to be illuminated near the base, creating a gradient effect along the length of the hair. Additionally, due to its structure, their hair can act like natural optical fibres, meaning that the ends of their hair often glow for a short period after cutting it. This glow fades over time, requiring regular trimming if they wish to maintain the effect.

The LaeKieDa' have crescent moon shaped pupils, though their Irises are circular. These shapes are oriented so that they curve outwards, with the points further from the centre of their faces.

The LaeKieDa' are capable of locking their joints, by solidifying the Synovial fluid in their joints. This allows them to become rigid, and allows them to sleep standing up, or hanging with their tails coiled around something. This process takes around a minute to complete either way, so LaeKieDa' will avoid this in tense situations where they may need to move at a moment's notice.

Due to their omnivorous arboreal origins, the LaeKieDa' have long prehensile tongues that can reach as long as 50cm in extreme cases, but are generally only around 30cm long. As this organ originally evolved to quickly consume insects from inside of trees, their taste buds are far more densely packed near the tip of their tongue, but much less so along the rest of it's length, giving them a perhaps duller than expected sense of taste. The LaeKieDa''s diet has always included many forms of insects, although the methods of preparation have of course changed drastically over the millennia since they first started to eat them.

PERKS

Perks are character options that can give you special abilities, advantage on certain rolls or more role play focused things. Perks can be both positives and negatives, although those often have a negative XP or SP cost. This means that you gain XP or SP when you take them.

If a perk has its cost listed in SP, that perk cannot be taken outside of character creation, however if the cost is listed in XP, then the perk can be purchased for the XP amount after character creation or the same amount of P during character creation.

Many perks have prerequisites that must be met before you can take them and You can only take each perk once, unless it states otherwise.

Perks come in a number of categories to make them easier to find.

If a perk has a negative SP or XP cost, and you choose to take that perk, you may later choose to buy off that perk by spending XP equal to twice the cost of the perk. Some perks however, cannot be bought off. These perks will state that they are permanent.

Gunslinging

Quick draw
Prerequisites: Sidearms Skill
Cost: 100 XP
The time to draw a weapon is lessened, if you have the weapon holstered it costs 0 initiative, if the weapon is stowed it costs 1 initiative. To use this feature, the weapon must use the Sidearms skill.

Dual Wielding
Prerequisites: Sidearms skill, Dexterity +2 or higher
Cost 250 XP, 400 XP
When you take the attack action whilst holding a light weapon that use the sidearms skill in each hand, you can spend 2 initiative to make an attack with your second weapon as long as you do not spend any initiative between the two attacks. This attack does not add your dexterity to it's attack rolls. Taking this perk a second time for 400 XP you can add up to half of your dexterity to your attack rolls, rounded down.

Boot and Blast
Prerequisites: Strength 2 or higher, Sidearms skill.
Cost 100 XP
When you are within melee range of a character of the same size as you or smaller, you can spend 8 initiative to make an opposed Strength roll. If you are successful, your opponent is pushed up to 3 meters directly away from you, stopping early if they hit an object or creature. You can then immediately make an attack with a weapon that uses the sidearms skill, and move into the space previously occupied by the creature.

Ricochet Shot
Prerequisites: Sidearms Skill
Cost: 200 XP
When you miss a target with a slug, you can attempt a ricochet shot. If you hit, the slug ricochets off a nearby surface hitting the intended target and dealing half damage.

Snap Aim
Prerequisites: Quick Draw
Cost: 150 XP
When you quick draw a sidearm you can spend 1 initiative to immediately take an aim action if you fire immediately afterwards.

Last Stand
Prerequisites: Endurance 2 or higher, Sidearms Skill
Cost: 50 XP
When you have 1 or less stun, you gain a +1 bonus to attack rolls with sidearms.

Gunslinger's Dodge
Prerequisites: Agility 3 or higher
Cost: 200 XP
When hit by a ranged attack, you can spend 2 initiative to attempt to dodge. Add 3 to your DV for that attack, potentially turning the hit into a miss.

First in the Chamber
Prerequisites: Sidearms Skill
Cost: 50 XP
Your first shot with a sidearm after reloading it deals 1 additional damage.

Illiteracy

Eagiian Illiteracy
Prerequisites: Eyes, One language skill other than Eagiian.
Cost: -25 SP
You were never taught how to read Eagiian. You are unable to read or write Eagiian, although you can still speak and understand it.

Alternate Tongue
Prerequisites: One language skill other than Eagiian, Eagiian Illiteracy.
Cost: -75 SP
A step further than the inability to read or write in Eagiian, you never learnt how to speak it altogether.

Way of the Blaring Thruster

Thruster Dash
Prerequisites: Martial Arts I, Martial Strike
Cost: 75 XP
By spending 6 initiative, you can move 5 meters in a straight line towards a character and immediately make a Martial Strike. If this attack hits with three degrees of success or more, you deal double damage. To use this perk you must be wearing a Thruster pack.

Thruster Blast
Prerequisites: Martial Arts I
Cost: 150 XP
By spending 8 initiative, you can blast your thrusters downward, causing a radial blast of force that knocks back those around you. Any characters of size medium or smaller that are within 1 meter of you must make a Strength check with a DC equal to 10 + your Martial Value. If they fail they are knocked back up to 2 meters, taking concussive damage equal to your Martial Value if they are stopped early. When you do this, you immediately move up to 5 meters in a straight line in a direction of your choosing, or take equal damage if you are stopped early. To use this perk you must be wearing a Thruster pack.

Whirlwind Punch
Prerequisites: Martial Arts I, Martial Strike
Cost: 100 XP
By spending 10 initiative, you use your thrusters to propel yourself in a circle, attacking all creatures nearby. You can make a Martial strike against each creature of your choice within 1 meter of you. To use this perk you must be wearing a Thruster pack.

Gunplay

Improved Aim
Prerequisites: Dexterity +2 or higher
Cost 250 XP
When you take the aim action at a target within your optimal range, you gain +2 instead of +1 to your attack roll. This still stacks to a maximum of +3.

Deadly at a Distance
Prerequisites: Marksman skill
Cost: 250 XP, 400 XP
When you make an attack roll with a weapon that uses the Marksman skill, for any attack that hits in the weapon's optimal range, a critical success can be declared on one die that is 9 instead of the regular 10. You can take this perk a second time for 400 XP to allow both die to declare critical successes on a 9 or higher.

Humanoid Heat Sink
Prerequisites: Endurance 2 or higher,
Cost: 25 XP
After attacking with a weapon using the Overcharged Beam property, if the weapon overheats you can choose to take fire damage equal to the overcharged beam rating. The overheat time is then reduced by your Endurance stat.

Grazing Shot
Prerequisites: Rifles Skills
Cost: 100 XP
When you would miss a shot with a weapon using the Rifles Skill with one degree of failure, you instead hit the target with a grazing shot, dealing half damage rounded down.

Bleeding Blast
Prerequisites: Shotgun Skill
Cost: 100 XP
Semi-Critical hits with shotguns inflict Bleeding:[3].

Stabiliser
Prerequisites: None
Cost: 100 XP
You gain a +1 to hit when firing from prone.

Kneecapper
Prerequisites: None
Cost: 150 XP
You can aim at the legs of enemies, lowering your damage but slowing them down. When you do this, you suffer a -2 penalty to damage but reduce the target's speed by 2 meters for the next 10 initiative if you hit.

Last Bullet's Desperation
Prerequisites: None
Cost: 50 XP
The last slug in your magazine deals 1 extra damage if you're below 50% stun.

Quick Adjust
Prerequisites: Dexterity 3 or higher
Cost: 200 XP
After missing a shot with a marksman weapon, you gain a +1 bonus to your next shot with that weapon against that target. This counts as an aim action.

Stay Down!
Prerequisites: Shotguns skill or Marksman skill
Cost: 200 XP
When you hit an enemy within 1m with a shotgun or marksman weapon, if they are medium or smaller they must make a DC 13 strength check, falling prone on a failure.

Ricochet Specialist
Prerequisites: Rifles skill
Cost: 150 XP
You can ricochet shots to ignore cover with rifles. If you do this, instead of a bonus to the target's DV, your damage is reduced by the cover's value.

Gun Kata

Create Opening
Prerequisites: Martial Arts (level 2), Sidearms Skill
Cost: 150 XP
When you hit a target with a martial strike, you gain a +1 bonus to your next sidearm shot if you immediately fire at the same target.

Gun Fu Mastery
Prerequisites: Martial Arts (Level 2), Sidearms Skill
Cost: 150 XP
When you hit a target with a sidearm shot, you gain a +1 bonus to your next martial strike if you immediately strike the same target.

The Best Offence
Prerequisites: Agility 2 or higher, Sidearms Skill
Cost: 250 XP
Gain a +1 to your DV against melee attacks, while armed with a sidearm.

Side-armed and Dangerous
Prerequisites: Strength 1 or higher
Cost: 50 XP
You can make martial strikes using a sidearm.

Bullet Parry
Prerequisites: Martial Arts (Level 3)
Cost: 400 XP
Whenever a character hits an attack against you with a sidearm whilst within 1m, you can immediately spend 2 initiative to parry the strike, even if you are not the active player. Reduce the damage by your Martial Value, to a minimum of 0.

SKILLS

Skills are the abilities that characters can choose to buy for SP or XP. These allow a character to properly use different weapons; speak, read and write in various languages and fully utilise armour.

Skills are broken down into a few groups to make them easier to find: Melee Weapons, Ranged Weapons, Armour and Languages.

Ranged weapons

Sidearms
Prerequisites: None
Cost: 25 XP
You are trained in the use of Sidearms.

Rifles
Prerequisites: None
Cost: 50 XP
You are trained in the use of Rifles.

Marksman
Prerequisites: None
Cost: 50 XP
You are trained in the use of sniper rifles and other marksman weapons.

Heavy Weaponry
Prerequisites: None
Cost: 75 XP
You are trained in the use of rocket launchers, grenade launchers and chain-lasers.

Support Weapons
Prerequisites: None
Cost: 75 XP
You are trained in the use of Auto-blasters, target painters and Beamers.

Armour

Power Armour
Prerequisites: None
Cost: 500 XP
You have trained with power armour. You can use the powered armour variant of the armour types you are skilled with.

Languages

Eagiian
Prerequisites: None
Cost: 0 XP
You can read, write and speak Eagiian. This language is the galactic standard and all characters have it by default.

Form I Frontish
Prerequisites: None
Cost: 100 XP
You can read, write and speak Form 1 Frontish. This language is one of the 4 forms of Frontish used through out the frontier. It is sometimes called Bellarin.

Form II Frontish
Prerequisites: None
Cost: 100 XP
You can read, write and speak Form 2 Frontish. This language is one of the 4 forms of Frontish used through out the frontier. It is sometimes called Kithin.

Form III Frontish
Prerequisites: None
Cost: 100 XP
You can read, write and speak Form 3 Frontish. This language is one of the 4 forms of Frontish used through out the frontier. It is sometimes called Tzamarin.

Form IV Frontish
Prerequisites: None
Cost: 100 XP
You can read, write and speak Form 4 Frontish. This language is one of the 4 forms of Frontish used through out the frontier. It is sometimes called Remren.

Dinari
Prerequisites: None
Cost: 150 XP
You can read, write and speak Dinari. This is a particularly difficult language to master, often used among the upper echelons of society.

Terran
Prerequisites: None
Cost: 100 XP
You can read, write and speak Terran. This language is the rarely taught language that first brought the Terrans to the stars. At character creation, Terrans and AI get this language for free.

Theriiyak
Prerequisites: None
Cost: 100 XP
You can read, write and speak Theriiyak. This language is nearly extinct, but a few people still speak this ancient language. At character creation, Frayans get this language for free.

V'atish
Prerequisites: None
Cost: 100 XP
You can read, write and speak V'atish. This is the old Dracon language, and sees little use in modern society. At character creation, Dracons get this language for free.

Du'lingui
Prerequisites: None
Cost: 100 XP
You can read, write and speak Du'lingui. This ancient Du'lak language is overly complicated and is rarely used in modern times. At character creation, Du'Lak get this language for free.

L'kae
Prerequisites: None
Cost: 100 XP
You can read, write and speak L'kae. This is the language used by the ancient Ennuan, and sees little use in modern society. At character creation, Ennuans get this language for free.

Aquari
Prerequisites: None
Cost: 100 XP
You can read, write and speak Aquari. This is the old Zangen language, and sees little use in modern society. At character creation, Zangen get this language for free.

Keriyash
Prerequisites: None
Cost: 100 XP
You can read, write and speak Keriyash. This is the old Ra'avnii language, and sees little use in modern society. At character creation, Ra'avnii get this language for free.

Nu'VaeLaa
Prerequisites: None
Cost: 100 XP
You can read, write and speak Nu'VaeLaa. This is the old LaeKieDa'Nii language, and sees little use in modern society. At character creation, LaeKieDa' get this language for free.

Kazumin
Prerequisites: None
Cost: 100 XP
You can read, write and speak Kazumin. This is the old Vythrinva language, and sees little use in modern society. At character creation, Vythrinv get this language for free.

Piloting

Pilot Voidcraft
Prerequisites: None
Cost: 100 XP
You have learnt how to control Space Vehicles and can do so without disadvantage.

Gunnery
Prerequisites: None
Cost: 50 XP
You have learnt how to control Mounted Guns and can do so without disadvantage.

Medic

Combat Stimulant
Prerequisites: Medic Skill
Cost: 50 XP
Your knowledge of anatomy allows for the use of combat stimulants without risking the health of yourself or others.

FOCUSES

When you are asked to roll, your Game Master will tell you if there are any applicable focuses. If you have an applicable focus, you gain a bonus equal to the number of times you have taken that focus. The number of times you have taken a focus is called it's rating. If you don't have the focus you're asked to roll, make the roll as normal.

Increasing a focus's rating by 1 point costs 50 XP

Physics
This focus is used for your knowledge of the physical principals of the universe.

Chemistry
This focus is used for your knowledge of the Chemical principals of the universe.

Biology
This focus is used for your knowledge of the Biology. This includes the basics of life as we know it, and a more in-depth knowledge of the Alliance races.

Engineering
This focus is used for your knowledge of how things are constructed and how they work.

Space Faring
This focus is used for your knowledge of space, starships and starbases.

Digital
This focus is used for your knowledge of code and computer systems.

Prioribi
This focus is used for your knowledge of the Prioribi, the ancient race that once inhabited that galaxy and who's ancient technology we still rely on today to keep the modern world running.

Alliance
This focus is used for your knowledge of the history of the alliance.

Corporate
This focus is used for your knowledge of the corporate history.

Political
This focus is used for your knowledge of the political factions that run the galaxy, and for the play between them.

RULES OF PLAY

The rules of play are a set of rules that must be applied to the game to allow it to be played properly. Some of these rules are optional. Your Game Master will tell you if your game is using an optional rule or not.

Alliance Time

THIS IS AN OPTIONAL RULING In Starships and Laserguns, Earth doesn't exist, and that means that humans don't either. Because of this, years, weeks, months and days are all a little different. If you don't want to be bothered with it, you can use Eagiian Time, which is exactly the same as Earth.

However, the majority of the galaxy uses Alliance Time, which is based on the ancient home world of the Terrans, Terra Maxima. When using this Time-set, the following is true:

1 day is 25 hours. 1 week is 13 days. 1 year is 507 days. 1 year is 10 months. The first 7 months have 51 days, the last three have 50.

There is a full Alliance calendar in the back of this book.

TRANSMISSION AND JAMMING

Communications across interstellar distances are one of the largest cornerstones of an advanced civilisation. Even across shorter distances, real-time communications are vital to daily life. This of course, leads to the development of many methods of interrupting these communications.

Transmitters and Receivers

There are two parts to any communications device, a Transmitter and a Receiver. Transmitters are the part of a communications device that send a signal, and receivers are the part that receive it. These can be nearly any size or complexity, but every communications device can be simplified to these two parts.

Both parts have a separate rating that is used to determine how strong the signal given off is, or how sensitive to signals they are. This is listed in the properties of the item, with the property *Comms:[Type/T:X/R:Y]*. The Rating of the Transmitter and Receiver are listed in *T:X* and *R:Y*, where X and Y are the ratings. The *Type* determines the type of signals that the device can send or receive.

For example, a handheld radio may have the property *Comms:[Radio/T:3/R:1.5]*.

Type	Range
Audio	1 m
Radio	500 m
Laser	5 km
Subspace	1 Ly
Root space	5 Ly
Squared space	10 Ly
Wi-Fi	5 m
Databurst	10 cm

Each type of Comms device has a different range. The table to the left shows the distance that a rating 1 Transmitter can transmit a message based on the type of the device.

Each rating of the transmitter adds to the range that the device can transmit a signal. So a rating 4 Radio transmitter can transmit a signal 2 Kilometres where a rating 3 Root space transmitter can transmit a signal across 15 light years. Additionally, the Rating of the receiver must be taken into account. The receiver's rating multiplies the distance, as it multiplies the base range value. Most receivers are between rating 1 and 2, but lower quality receivers may be of lower rating, while some are far higher.

Noise

A transmission has a Noise rating that can effect the quality of communications, or the speed of data transfer. Sufficiently high Noise can completely block a transmission, or corrupt data transfers.

Each rating of noise that a transmission passes through reduces the effective rating of the transmission. So a rating 3 radio transmission, passing through a rating 1 noise area is effectively rating 2. Meaning it can only be received by a rating 1 receiver up to 1 Kilometre away.

Quality

The Quality of a transmission is limited by the receiver used. The quality of a transmission is equal to the rating of the transmission when it reaches the receiver, limited by the rating of the receiver. As each rating of noise reduces the rating of a transmission, noise has a large impact on quality. The distance a transmission crosses also impacts the quality of the transmission. The quality of a transmission is lowered by an amount equal to the distance between the transmitter and receiver, divided by the range. This means that a radio transmission across 30m doesn't have it's quality reduced at all, while a radio transmission across 2,900m has it's quality reduced by 5.

The Quality of a transmission initially starts equal to the rating of the transmitter, and is only reduced.

A Quality 1 transmission does whatever job it is supposed to do, well enough. A radio call is understandable, a databurst transfers data without corruption, ect.

A Quality 2 transmission does it's job very well, while a Quality 0.5 transmission does it poorly. Any less than 0.5 and things can quickly fall apart. Some specific uses require specifically good connections. Drones and Ship Spirit's remote control bodies loose connection if the Quality drops bellow 1 at all.

The quality of a transmission can be determined with the following:

$$(\text{Transmitter Rating} - \text{Noise} - (\text{Distance} / (\text{Range} * \text{Receiver Rating})))$$

Jamming

Jamming devices add noise in a specific area. The Noise added by a jamming device is equal to the rating of the device. A jamming device has the property *Jamming:[X/Y]*. The noise created by a device is reduced by 1 every Y distance from the source of the Jamming.

COMBAT RULES

Reloading

Some weapons use Clips or Magazines that are depleted as you use up the ammunition they store. When you want to reload a weapon, there are a number of things you must consider.

It costs 3 initiative to replace the ammunition storage device inside a weapon, unless it has the Reloading:[X] property, in which case it takes X initiative. The ammunition storage device can be an Energy Crystal, a Magazine, a Plasma canister or another type of single shot ammunition such as a Light rocket or Under-barrel Grenade. To do this you replace the current ammunition storage device with a new one. It is important to note that Ammunition Storage Devices track their ammunition individually.

If the weapon can store multiple pieces of ammunition, but does not have the Magazine:[Y] Property. In these cases the weapon will have the property Capacity:[Z].

Clips and Magazines

Some weapons have the Magazine:[Y] property. If they do so, you can swap the magazines of the weapon for 3 initiative or initiative equal to the Reloading:[X] property of the weapon. If you have a clip filled, you can refill an empty magazine that is not currently loaded into a weapon with the contents of the clip. This costs 1 initiative. When you refill a magazine with a clip, the rounds in the clip are transferred to the magazine in the same order they were loaded into the clip.

It is important to note that each weapon with the Magazine:[Y] property has a different shape and size magazine and each clip and magazine will only fit the weapon it is purchased for, so it is recommended that you keep a note of what weapon the clip and magazine are for.

When you load rounds into a clip, you can choose to either fill a clip with one type of round or you can choose to load the rounds in a specific order if you are using different types of ammunition. In both cases this costs 10 initiative.

When you fire multiple rounds from a magazine with mixed ammunition types in it, you must determine which slugs hit if you don't roll enough degrees of success to score maximum hits. In this case, you determine how many rounds you use from your magazine. If your attack roll total is an even number, the first round that you used is the first round that hits and you count down from the top where each hit is the next round. If your attack roll was an odd number, the last round you fired is the first hit, and you count up instead. Alternatively, you can also use a coin toss to determine which end of the expended rounds you start counting hits from.

Static Targets

THIS IS AN OPTIONAL RULING Because DV is based on a character's agility score, a target that cannot move or cannot reasonably be missed does not have a DV. When attacking a target without a DV, you roll your attack die as normal, however, regardless of your roll you still hit. You still roll your die because there is still a chance of a critical success or a critical failure. When you roll against a static target, you automatically gain the maximum possible degrees of success for the firing mode you are using.

WEAPONS

Firearms

Name	Cost	Skill	Damage	Bulk	Attack Types	Range	Properties
Type 5 Hot Muzzle Blaster Pistol	50 CR	Sidearms	4 Fire	2 x 2	Standard Attack	1-8, Max 20	Munitions:[5/S/Plasma], One handed, Light,
X1 Laser Pistol	150 CR	Sidearms	4 Radiation	2 x 2	Standard Attack	1-12, Max 30	Munitions:[5/1/Crystal], One handed, Light,
Alliance Armoury Mark IV Coil Pistol	1,000 CR	Sidearms	5 Piercing	3 x 2	Standard Attack	1-12, Max 30	Munitions:[1/S/Slug], Magazine:[8], One handed, Light,
1E //Life	2,500 CR	Sidearms	8 Piercing	2 x 2	Standard Attack	1-12, Max 30	Munitions:[1/L/Slug], Capacity:[3], One Handed, Heavy,
ARM 6C Revolver	5,000 CR	Sidearms	5 Radiation	3 x 2	Standard Attack, Overcharged Attack:[4]	1-12, Max 30	Munitions:[15/2/Crystal] x6, One handed, Heavy,
Gear Lock Micro	350 CR	Sidearms	5 Piercing	3 x 2	Spray Attack:[5]	1-8, Max 20	Munitions:[1/S/Slug], Magazine:[15], One Handed, Light,
7B //Paragon	500 CR	Sidearms	5 Piercing	3 x 2	Seeking Attack:[1,2]	1-12, Max 20	Munitions:[1/M/SmartSlug], Magazine:[2], One Handed,
CA I-Beam 74	2,500 CR	Sidearms	3 Radiation	2 x 2	Overcharged Attack:[6]	1-12, Max 30	Munitions[10/1/Crystal], One Handed, Light,
ARC Gyrostrike Amber	250 CR	Sidearms	5 Impulse:[4]	3 x 2	Heavy Attack	1-12, Max 40	Munitions:[1/S/Vortex], Magazine:[10], One Handed,
Type 6 Hot Muzzle Blaster Rifle	75 CR	Rifles	5 Fire	4 x 2	Standard Attack, Heavy Attack:[3]	3-12, Max 40	Munitions:[10/S/Plasma], Two Handed,
Long Range Blaster 93 Model	200 CR	Rifles	5 Radiation	4 x 2	Standard Attack, Overcharged Attack:[2]	3-15, Max 80	Munitions:[10/2/Crystal], Two handed,
X2 Laser Rifle	250 CR	Rifles	6 Radiation	5 x 2	Standard Attack	3-12, Max 40	Munitions:[10/1/Crystal], Two handed,
Alliance Armoury Mark VI Coil Rifle	1,500 CR	Rifles	8 Piercing	5 x 2	Standard Attack, Heavy Attack:[3]	3-16, Max 40	Munitions:[1/M/Slug], Magazine:[36], Two handed,
3C //Occlude	1,500 CR	Rifles	6 Piercing	4 x 2	Seeking Attack:[1,3]	3-20, Max 50	Munitions:[1/M/SmartSlug], Magazine:[12], Two Handed,
CA I-Beam 75	2,500 CR	Rifles	4 Radiation	5 x 2	Overcharged Attack:[6]	3-16, Max 40	Munitions[10/2/Crystal], Two Handed,
ARC Gyrostrike Opal	500 CR	Rifles	5 Impulse:[8]	5 x 2	Heavy Attack	3-12, Max 120	Munitions:[1/M/Vortex], Magazine:[15], Two Handed,
Type 7 Hot Muzzle Long Blaster	100 CR	Marksman	10 Fire	6 x 2	Focused Attack	10-45, Max 400	Munitions:[20/S/Plasma], Two handed,
X3 Laser Rifle	300 CR	Marksman	12 Radiation	7 x 2	Focused Attack	10-45, Max 400	Munitions:[20/1/Crystal], Two handed,
Alliance Armoury Mark VIII Coil Sniper	1,000 CR	Marksman	16 Piercing	8 x 2	Focused Attack	10-60, Max 500	Munitions:[1/L/Slug], Magazine:[5], Two handed,
CE Type 94 Longrifle	750 CR	Marksman	4 Piercing	8 x 2	Spray Attack:[5]	5-25, Max 120	Munitions:[1/M/Slug], Magazine:[5], Two handed,
Exitium	10,000 CR	Marksman	36 Piercing	5 x 2	Focused Attack	10-50, Max 1,000	Munitions:[3/L/Slug], Magazine:[3], Two handed,
9F //Yaldritch	750 CR	Marksman	12 Piercing	8 x 2	Focused Attack, Seeking Attack:[1]	10-60, Max 500	Munitions:[1/L/SmartSlug], Magazine:[4], Two handed,
CA I-Beam 76	2,500 CR	Marksman	5 Radiation	6 x 2	Overcharged Attack:[6]	10-60, Max 400	Munitions[10/3/Crystal], Two handed,
ARC Gyrostrike Ruby	700 CR	Marksman	6 Impulse:[25]	6 x 2	Focused Attack	10-60, Max 600	Munitions:[1/L/Vortex], Magazine:[6], Two Handed,
Type 8 Hot Muzzle Auto Blaster	300 CR	Heavy	3 Fire	6 x 4	Spray Attack:[10]	3-12, Max 20	Munitions:[6/S/Plasma], Two handed,
X4 Beamer	500 CR	Heavy	6 Radiation	4 x 3	Sustained Attack, Overcharged Attack:[4]	3-15, Max 30	Munitions:[5/2/Crystal], Two handed,
TAG-23-Periapsis	1,000 CR	Heavy	7 Radiation	5 x 4	Sustained Attack, Overcharged Attack:[2,4,6]	3-20, Max 40	Munitions:[5/3/Crystal], Two handed,
Z3 Chain Laser	2,000 CR	Heavy	3 Radiation	7 x 4	Spray Attack:[20]	8-25, Max 40	Munitions:[6/2/Crystal] x20, Two handed,
PR-43-MK V	500 CR	Heavy	— —	8 x 3	Standard Attack	20-60, Max 500	Munitions:[1/L/Rockets], Two handed,
CA I-Beam 77	2,500 CR	Heavy	3 Radiation	8 x 3	Overcharged Attack:[6]	2-10, Max 50	Munitions[10/4/Crystal], Reloading:[5], Two handed, Heavy,
ARC Gyrostrike Lapis	750 CR	Heavy	1 Impulse:[8]	6 x 4	Spray Attack:[10]	3-12, Max 40	Munitions:[1/M/Vortex], Magazine:[30], Two Handed,
SR-73-Defender	250 CR	Support	12 Flak:[3]	4 x 2	Strong Attack	1-4, Max 4	Flak Offset:[1], Munitions:[1/M/Cartridge], Capacity:[6] Two handed,
SR-88-Palisade	500 CR	Support	16 Flak:[2]	5 x 2	Strong Attack	1-3, Max 8	Flak Offset:[1], Munitions:[1/M/Cartridge], Capacity:[7] Two handed,
SR-96-Fatality	750 CR	Support	18 Flak:[3]	4 x 2	Strong Attack	1-6, Max 6	Flak Offset:[1], Munitions:[1/M/Cartridge], Capacity:[8] Two handed,
Dart Gun	150 CR	Support	— —	2 x 2	Quick Attack	1-20, Max 50	Munitions:[1/Dart], Capacity:[1], Reloading:[2] One handed,
2A //Rapid	150 CR	Support	3 Radiation	3 x 2	Spray Attack:[6]	1-8, Max 20	Munitions:[5/2/Crystal], Two handed,
Gear Lock Mini	350 CR	Support	2 Piercing	3 x 2	Spray Attack:[10]	1-8, Max 20	Munitions:[1/S/Slug], Magazine:[20], Two handed,
ARC Gyrostrike Diamond	450 CR	Support	1 Impulse:[5]	3 x 3	Spray Attack:[10]	1-6, Max 20	Munitions:[1/M/Vortex], Magazine:[20], Two Handed,
ARC Gyrostrike Emerald	450 CR	Support	1 Impulse:[15]	3 x 2	Spray Attack:[15]	1-8, Max 30	Munitions:[1/S/Vortex], Magazine:[30], One Handed,
Under Barrel Dart Gun	250 CR	Same as weapon	— —	1 x 2	Quick Attack	1-20, Max 50	Munitions:[1/Dart], Capacity:[1], Reloading:[2],

Melee Weapons

Name	Cost	Skill	Melee Damage	Thrown Damage	Bulk	Melee Range	Thrown Range	Attack Types	Properties
CHS Hand Blade	10 CR	Knife Fighting	3 Piercing	2 Piercing	1 x 2	1-1 Max 1	1-5 Max 10	Light Attack	One handed, Light, Thrown,
CHS Nano-knife	50 CR	Knife Fighting	4 Piercing	3 Piercing	1 x 2	1-1 Max 1	1-5 Max 10	Light Attack	One handed, Light, Thrown,
CHS Plasma-Knife	500 CR	Knife Fighting	5 Fire	4 Fire	1 x 2	1-1 Max 1	1-5 Max 10	Light Attack	One handed, Light, Thrown, Munitions:[5/S/Plasma],
SRM-500	150 CR	Knife Fighting	3 Electric Stun	— —	1 x 3	1-1 Max 1	— —	Light Attack	One handed, Light, Electroshock:[1 Round/DC: 12],
Tri-star Dagger	10 CR	Knife Fighting	2 Piercing	6 Piercing	1 x 1	1-1 Max 1	1-8 Max 16	Light Attack	One handed, Light, Thrown,
0E //Frostbite	500 CR	Knife Fighting	6 Cold	— —	2 x 2	1-1 Max 1	— —	Standard Attack	One handed, Light, Munitions:[5/S/Cryonic],
0B //Sabersonic	1,000 CR	Sword Fighting	4 Slashing	— —	4 x 1	1-1 Max 1	— —	Quick Attack	Two Handed,
CHS Long Blade	100 CR	Sword Fighting	5 Slashing	— —	5 x 1	1-1 Max 1	— —	Standard Attack	One handed, Versatile:[6],
CHS Nano-sword	500 CR	Sword Fighting	6 Slashing	— —	4 x 1	1-1 Max 1	— —	Standard Attack	One handed, Versatile:[8],
CHS Plasma-blade	1,000 CR	Sword Fighting	8 Fire	— —	2 x 1	1-1 Max 1	— —	Standard Attack	One handed, Versatile:[9], Munitions:[5/S/Plasma],
CHS Warhammer	150 CR	Hammer Fighting	8 Bludgeoning	— —	5 x 2	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Arondite	500 CR	Hammer Fighting	10 Bludgeoning	— —	5 x 2	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Fate	1,500 CR	Hammer Fighting	12 Bludgeoning	— —	5 x 3	1-1 Max 2	— —	Strong Attack	Two Handed,
CA Clement	2,000 CR	Hammer Fighting	12 Fire	— —	5 x 3	1-1 Max 2	— —	Strong Attack	Two Handed, Munitions:[10/S/Plasma], Burning:[1/DC 12],
CA Inclement	2,000 CR	Hammer Fighting	12 Cold	— —	5 x 3	1-1 Max 2	— —	Strong Attack	Two Handed, Munitions:[10/S/Cryonic], Bleeding:[1/DC 12],
CHS Warscythe	100 CR	Scythe Fighting	5 Slashing	— —	6 x 4	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Nightmare	500 CR	Scythe Fighting	6 Slashing	— —	6 x 4	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Reaper	1,000 CR	Scythe Fighting	9 Fire	— —	5 x 3	1-1 Max 2	— —	Strong Attack	Two Handed, Munitions:[5/S/Plasma],
Cryo Igniter	1,000 CR	Scythe Fighting	6 Fire	— —	5 x 3	1-1 Max 2	— —	Strong Attack	Two Handed, Munitions:[10/S/Plasma], Burning:[1/DC 12],
McA Armstrong	100 CR	Scythe Fighting	7 Slashing	— —	6 x 4	1-2 Max 3	— —	Strong Attack	Two Handed,
CHS Long Handle	100 CR	Spear Fighting	4 Piercing	5 Piercing	6 x 1	2-2 Max 2	1-10 Max 20	Standard Attack, Heavy Attack:[2]	One handed, Versatile:[5], Thrown,
CHS Nano-spear	250 CR	Spear Fighting	5 Piercing	6 Piercing	6 x 1	2-2 Max 2	1-10 Max 20	Standard Attack, Heavy Attack:[2]	None handed, Versatile:[6], Thrown,
CHS Storm	500 CR	Spear Fighting	6 Piercing	7 Piercing	7 x 1	2-2 Max 2	1-10 Max 20	Standard Attack	One handed, Versatile:[8], Thrown,
CHS Cyclone	750 CR	Spear Fighting	8 Piercing	9 Piercing	8 x 1	2-2 Max 2	1-10 Max 20	Standard Attack	One handed, Versatile:[9], Thrown,
CHS Point of no return	1,000 CR	Spear Fighting	8 Fire	7 Fire	9 x 1	2-2 Max 2	1-10 Max 20	Standard Attack	One handed, Versatile:[9], Thrown, Munitions:[5/S/Plasma],
CA Long Pike	1,000 CR	Spear Fighting	8 Piercing	— —	10 x 1	2-3 Max 3	— —	Standard Attack	Two Handed,
CHS Securis	100 CR	Axe Fighting	6 Slashing	— —	4 x 2	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Dolor	500 CR	Axe Fighting	8 Slashing	— —	4 x 2	1-1 Max 2	— —	Strong Attack	Two Handed,
CHS Frango	1,000 CR	Axe Fighting	10 Fire	— —	4 x 3	1-1 Max 2	— —	Strong Attack	Two Handed,
ARC Glacial	750 CR	Axe Fighting	10 Cold	— —	4 x 3	1-1 Max 2	— —	Strong Attack	Two Handed, Munitions:[5/S/Cryonic],
McA BlackAdder	200 CR	Axe Fighting	5 Slashing	10 Slashing	4 x 2	1-1 Max 1	1-8 Max 16	Heavy Attack	Two Handed, Thrown,

Note: Melee weapons only use ammunition
on a successful hit

Armour

Name	Cost	Skill	Physical Armour	Energy Armour	Slot	Type
Light Metaloplastic Armour	100 CR	Light Armour	1 PA	— —	Armour	— —
Light Ceramoplastic Armour	500 CR	Light Armour	2 PA	— —	Armour	— —
Hard Light Armour	500 CR	Light Armour	— —	2 EA	Armour	— —
Light Energised Composite Armour	1,000 CR	Light Armour	2 PA	1 EA	Armour	— —
Light Energised Metaloplastic Armour	2,000 CR	Light Armour	1 PA	3 EA	Armour	— —
Solid Light Armour	2,000 CR	Light Armour	— —	3 EA	Armour	— —
Medium Metaloplastic Plating	100 CR	Medium Armour	2 PA	— —	Armour	— —
Medium Metaloplastic Armour	250 CR	Medium Armour	3 PA	— —	Armour	— —
Medium Energised Metaloplastic Armour	350 CR	Medium Armour	3 PA	1 EA	Armour	— —
Medium Energised Ceramoplastic Armour	450 CR	Medium Armour	3 PA	2 EA	Armour	— —
Medium Composite Armour	450 CR	Medium Armour	4 PA	— —	Armour	— —
Medium Energised Composite Armour	700 CR	Medium Armour	5 PA	1 EA	Armour	— —
Medium Energised Composite Armour Mk II	1,000 CR	Medium Armour	5 PA	2 EA	Armour	— —
Heavy Metaloplastic Plating	100 CR	Heavy Armour	5 PA	— —	Armour	— —
Heavy Metaloplastic Armour	700 CR	Heavy Armour	6 PA	— —	Armour	— —
Heavy Energised Ceramoplastic Armour	800 CR	Heavy Armour	6 PA	1 EA	Armour	— —
Heavy Energised Ceramoplastic Armour Mk II	1,000 CR	Heavy Armour	7 PA	1 EA	Armour	— —
Heavy Heavy Ceramoplastic Armour	1,250 CR	Heavy Armour	7 PA	2 EA	Armour	— —
Heavy Energised Ceramoplastic Armour	1,500 CR	Heavy Armour	8 PA	1 EA	Armour	— —
Heavy Energised Metaloplastic Plating	3,000 CR	Heavy Armour	5 PA	5 EA	Armour	— —
Composite Shield	300 CR	Shields	1 PA	— —	Held	Shield
Projector Shield	300 CR	Shields	— —	1 EA	Held	Shield

Optics

Name	Minimum Range	Range Multiplier	Default Optic For:	Compatible With:
Fitted Ironsights	None	1	Sidearms, Heavy, Support	Sidearms, Rifle, Marksman, Heavy, Support
2x Opticon	5m	2	Rifle	Sidearms, Rifle, Marksman, Support (excluding Shotguns)
3x Opticon	7m	3	Long Range Blaster 93 Model	Sidearms, Rifle, Marksman, Support (excluding Shotguns)
4x Opticon	10m	4	CE Type 94 Longrifle	Sidearms, Rifle, Marksman, Support (excluding Shotguns)
6x Opticon	25m	6	Marksman	Marksman, LRB 93 Model
8x Opticon	50m	8	None	Marksman (excluding CE Type 94 Longrifle)
Exitium Eye	50m	20	Exitium	Exitium

The Exitium uses a unique scope (the Exitium Eye). It cannot be removed from the gun and thus it cannot fit other optics.

Under-barrel weapons (such as the under-barrel dart gun) use the same optics as the primary optics for the weapon they're attached to.

Munitions

Name	Cost	Type	Capacity	Properties
Class 1 Energy Crystal	1 CR	Energy Crystal	60	——
Class 2 Energy Crystal	5 CR	Energy Crystal	60	——
Class 3 Energy Crystal	25 CR	Energy Crystal	60	——
Class 4 Energy Crystal	125 CR	Energy Crystal	60	——
Class 5 Energy Crystal	625 CR	Energy Crystal	60	——
Small Plasma Canister	1 CR	Plasma Canister	60	——
Medium Plasma Canister	5 CR	Plasma Canister	60	——
Large Plasma Canister	25 CR	Plasma Canister	60	——
Huge Plasma Canister	125 CR	Plasma Canister	60	——
Small Cryonics Canister	1 CR	Cryonics Canister	60	——
Medium Cryonics Canister	5 CR	Cryonics Canister	60	——
Large Cryonics Canister	25 CR	Cryonics Canister	60	——
Huge Cryonics Canister	125 CR	Cryonics Canister	60	——
Small High Explosive Rocket	100 CR	Light Rocket	1	Damage:[10 Concussive]
Small Incendiary Rocket	100 CR	Light Rocket	1	Damage:[10 Fire]
Small Fragmentation Rocket	100 CR	Light Rocket	1	Damage:[15 Flak]
Light High Explosive Grenade	50 CR	Light Grenade	1	Damage:[10 Concussive]
Light Fragmentation Grenade	50 CR	Light Grenade	1	Damage:[18 Flak]
Light Flashbang	50 CR	Light Grenade	1	Blinded & Deafened:[10 Initiative/DC 15/2]
Medium Cartridge	1 CR	Shotgun Cartridge	1	——

Bulk

Name	Bulk	Stack Max
Slugs (all sizes)	1 x 1	5
Smart Slugs (all sizes)	1 x 1	5
Cartridges (all sizes)	1 x 1	5
Vortex Rounds (all sizes)	1 x 1	5
Crystals Class (1-3)	1 x 1	—
Crystals Class (4-5)	1 x 2	—
Canisters (Small / Medium)	1 x 1	—
Canisters (Large / Huge)	1 x 2	—
Small Rockets	1 x 2	—
Light Grenades	1 x 1	—
Clips	1 x 2	—
Magazines	1 x 3	—

Slug Munitions

Name	Cost	Properties
Regular Slugs		
Small	100 MK	——
Medium	500 MK	——
Large	1,000 MK	——
Explosive Slugs		
Small	500 MK	Damage:[1 Flak]
Medium	2,500 MK	Damage:[1 Flak]
Large	5,000 MK	Damage:[1 Flak]
Tasing Slugs		
Small	400 MK	Tasing:[10 Initiative/DC 10]
Medium	2,000 MK	Tasing:[10 Initiative/DC 12]
Large	4,000 MK	Tasing:[10 Initiative/DC 14]
Toxic Slugs		
Small	400 MK	Poison:[10 Initiative/DC 10]
Medium	2,000 MK	Poison:[10 Initiative/DC 12]
Large	4,000 MK	Poison:[10 Initiative/DC 14]
Diffusion Round		
Small	10 CR	Armour Piercing:[1]
Medium	20 CR	Armour Piercing:[1]
Large	40 CR	Armour Piercing:[1]
Incendiary Round		
Small	5 CR	Burning:[1/DC 10]
Medium	10 CR	Burning:[1/DC 11]
Large	20 CR	Burning:[1/DC 12]
Smart Slug		
Small	5 CR	——
Medium	10 CR	——
Large	20 CR	——
Vortex Round		
Small	5 CR	——
Medium	10 CR	——
Large	20 CR	——

Name	Cost	Properties
Magazines		
Small	50 CR	——
Medium	100 CR	——
Large	150 CR	——
Clips		
Small	5 CR	——
Medium	10 CR	——
Large	15 CR	——

Dart Munitions

Name	Cost	Properties
Homing Dart	1 CR	Tracking:[Smart Slugs]
Poison Dart	10 CR	Damage:[3 Toxic] Poison:[4d10 Initiative/DC 12]
Sedation Dart	50 CR	Stun Damage:[5 Toxic] Incapacitated:[1 Minute/DC 15]
Artillery Targeter	100 CR	Tracking:[Artillery]
Electroshock Dart	10 CR	Damage:[3 Electric] Electroshock:[4d10 Initiative/DC 12]

Properties

Damage:[X Y]
On a hit, deals X damage of Y type

Stun Damage:[X Y]
On a hit, deals X damage of Y type to the target's Stun. This damage does not overflow into HP.

Poison:[Y/DC X]
On a hit, the target must make an Endurance check of DC X or become Poisoned for Y duration.

Tasing:[Y/DC X]
On a hit, the target must make an Endurance check of DC X or become Tased for Y duration.

Incapacitated:[Y/DC X]
On a hit, the target must make an Endurance check of DC X or become Incapacitated for Y duration.

Tracking:[X]
Weapons of type X, or using type X ammunition can now target the tracker.

Burning:[X/DC Y]
On a hit, the target must make a successful Endurance check of DC Y or gain the burning condition of rating X. Every degree of success reduces the burning rating applied by 1.

Blinded & Deafened:[X/DC Y/Z]
Targets must make a DC Y Endurance check or be Blinded and Deafened for X duration. The DC decreases by Z every 1 meter from the source of the effect.

Smart Weapons

Smart weapons cannot be fired without having a tracking target. This mean they require a target to be painted with a target painter or hit with a tracking dart first. Once a target is acquired however, the weapon uses the firing mode *Smart Fire:[X]* to fire a spray of self aiming slugs.

Smart Weapons can only use Smart Slugs, and Smart slugs can only be fired from weapons with the Munitions:[X/Y/SmartSlug] property.

Vortex Weapons

Vortex Weapons can only use Vortex Rounds, and Vortex Rounds can only be fired from weapons with the Munitions:[X/Y/Vortex] property.

Name	Bulk or Slot	Stack Max	Slot	Rating	Cost
Clothes					
Frontier Traveller	3x3	—	Feet, Legs, Torso,	—	10 CR
Mid-world Traveller	3x3	—	Feet, Legs, Torso,	—	20 CR
Core-world Traveller	3x3	—	Feet, Legs, Torso,	—	100 CR
Fashionable	3x3	—	Feet, Legs, Torso, Hands,	—	250 CR
Uniform	3x3	—	Feet, Legs, Torso,	—	20 CR
Quikpatches					
Small	1x1	5	——	1	10 CR
Medium	1x1	4	——	2	20 CR
Large	1x1	3	——	3	40 CR
Huge	1x1	2	——	4	80 CR
Colossal	1x1	—	——	5	160 CR
Medical Supplies					
Small	2x2	—	——	5	10 CR
Medium	3x3	—	——	10	20 CR
Large	4x4	—	——	20	40 CR
Huge	5x5	—	——	40	80 CR
Colossal	6x6	—	——	80	160 CR
Giga	7x7	—	——	160	320 CR
Food and Rations					
Lunch Bar	1x1	6	——	—	200 MK
Ration Pack	1x1	—	——	—	400 MK
Water Bottle	2x1	3	——	—	75 MK
Meal (poor)	3x2	—	——	—	150 MK
Meal (Good)	3x2	—	——	—	350 MK
Meal (Exceptional)	3x3	—	——	—	1,500 MK
Drinks					
Beer/Ale	2x1	3	——	—	100 MK
Hot Drink	2x1	3	——	—	50 MK
Soft Drink	2x1	3	——	—	80 MK
Liquor (Shots)	1x1	—	——	—	150 MK
Liquor (Bottle)	2x1	—	——	15	1,750 MK
G.R.A.S.S (Shot)	1x1	—	——	—	50 MK
G.R.A.S.S (Bottle)	2x1	2	——	5	200 MK
EVA Suit					
EVAC bubble suit	2x2	—	——	—	150 CR
EVA suit (non-modular)	4x4	—	Armour, Back,	—	900 CR
EVA suit (Modular)	4x4	—	Armour, Back,	—	1,000 CR
EVA Suit Modules					
Grav Boots	2x1	—	——	—	200 CR
RCS Pack	2x4	—	Back,	—	200 CR
RCS Tank	2x2	—	——	—	50 CR
Pressurised Backpack	4x4	—	Back,	—	
Rope (20 Meters)	3x3	—	——	—	10 CR
Steel Cable (20 Meters)	4x4	—	——	—	30 CR
Tent	3x4	—	——	—	50 CR
Bedroll	2x4	—	All,	—	20 CR
Dataslate	2x1	—	——	—	50 CR
Dataslate (mini)	1x1	—	——	—	75 CR
Datawatch	Bulkless	—	——	—	100 CR
Data glasses	Bulkless	—	Head,	—	500 CR
Datachip	Bulkless	—	——	—	500 MK
Backpack	4x2	—	——	6x6	5 CR
Blanket	2x2	—	——	—	200 MK
Torch	Bulkless	—	——	—	1,000 MK
Torch (under-barrel)	Bulkless	—	——	—	1,500 MK
Standard Storage Crate					
Tiny	2x3	—	——	1x1	10 CR
Mini	4x6	—	——	3x3	15 CR
Small	8x12	—	——	6x6	20 CR
Medium	16x24	—	——	12x12	40 CR
Large	32x48	—	——	24x24	100 CR
Huge	64x96	—	——	48x48	500 CR
Colossal	128x192	—	——	96x96	1,000 CR
Binoculars	2x1	—	——	4	50 CR
Telescope	2x1	—	——	8	75 CR
Book					
E-Book	Non-Physical	—		—	500 MK
Physical Book	1x1	5	——	—	5 CR
Tissue Regeneration Matrix	6x4	—	——	—	100,000 CR
Fire Extinguisher					
Single use	3x2	—	——	1	150 CR
Three use	3x3	—	——	3	500 CR
Ra'avnii Sight Goggles	1x1	—	Head,	—	250 CR

Name	Bulk or Slot	Stack Max	Slot	Rating	Cost
Medigel Pack	2x1	3	——		10 CR
Medifoam Canister	2x1	—	——		20 CR
Anti-Toxin Pills	1x1	3	——		2,500 MK
Thruster Packs					
Small Jump Pack	4x6	—	Back,	2	200 CR
Medium Jump Pack	5x6	—	Back,	5	400 CR
Large Jump Pack	6x6	—	Back,	15	800 CR
Jetpack - Low Capacity	5x6	—	Back,	5	1,000 CR
Jetpack - Medium Capacity	5x6	—	Back,	10	2,000 CR
Jetpack - High Capacity	6x6	—	Back,	15	3,000 CR
Jetpack Fuel	3x3	—	——		25 CR
Repair Supplies					
Small	2x1	—	——	5	20 CR
Medium	3x2	—	——	10	40 CR
Large	4x3	—	——	20	80 CR
Huge	5x4	—	——	40	160 CR
Colossal	6x5	—	——	80	320 CR
Giga	7x6	—	——	160	640 CR
Combat Stimulants					
Endurance booster	1x1	3	——	1	25 CR
Endurance booster	1x2	2	——	2	100 CR
Initiative Booster	1x1	4	——	1	250 CR
Speed Booster	1x1	3	——	1	25 CR
Speed Booster	1x2	2	——	2	100 CR
Strength Booster	1x1	3	——	1	25 CR
Strength Booster	1x2	2	——	2	100 CR
Slug Box					
Small Slug Box	3x2	—	——	96	25 CR
Medium Slug Box	3x2	—	——	48	25 CR
Large Slug Box	3x2	—	——	24	25 CR
Cartridge Box					
Small Cartridge Box	3x2	—	——	96	25 CR
Medium Cartridge Box	3x2	—	——	48	25 CR
Large Cartridge Box	3x2	—	——	24	25 CR
Dart Box					
Dart Box	2x2	—	——	25	25 CR
Vortex Round Box					
Small Vortex Box	4x2	—	——	80	25 CR
Medium Vortex Box	4x2	—	——	40	25 CR
Large Vortex Box	4x2	—	——	20	25 CR
Smart Slug Box					
Small Smart Slug Box	3x2	—	——	96	25 CR
Medium Smart Slug Box	3x2	—	——	48	25 CR
Large Smart Slug Box	3x2	—	——	24	25 CR
Hover Sled	16x48	—	——	48x48	250 CR
Coffee Bean Bag	2x2	—	——	40	2,100 MK

Miscellaneous Items

There are a number of miscellaneous items listed on the previous page. The details of these items can be found listed bellow.

Medigel

When you're in the heat of battle, getting shot in the chest can put a real dampener on your day, especially if that goes untreated. Fear not, however, as Medigel is the all-in-one quick application stop-that-hole-leaking-your-insides gel.

You can spend 7 initiative to apply the Medigel to yourself or a willing creature within 1 meter of you. When you do so, you instantly reduce the bleeding effect on that creature by the rating of your Medigel, and they regain 5 Stun. A character can only regain Stun in this manner once per long or short rest.

AI and Spirits cannot benefit from Medigel.

Medifoam

Similar to Medigel, Medifoam is used by Medics across the galaxy to help restore the vitality of combatants of all walks of life. This quick application spray on foam slowly releases a series of painkillers that will numb the effected area as well as holding the wound closed, acting as a temporary bandage.

You can spend 5 initiative to apply the Medifoam to yourself or 10 initiative to apply it to a willing creature within 1 meter of you. When you do so, you instantly regain 6 stun, and regain 1d4 stun at a rate of 1 stun every 5 initiative, as long as you are conscious.

Once you have used Medifoam on yourself or had it applied to you, you cannot benefit from it again until the end of a short or long rest.

AI and Spirits cannot benefit from Medifoam.

A single Medifoam canister can be used a number of times equal to its rating, before it is emptied and must be discarded.

Quikpatches

Quikpatches are Omnia's favourite way to nearly kill yourself. They can be a vital asset in any shootout, but they come with some dangerous side effects.

You can spend 5 initiative to apply a Quikpatch to yourself or 10 initiative to apply it to a willing creature within 1 meter of you. When you do so, the creature regains a number of d6 stun equal to the Quikpatch's rating.

A Quikpatch's effects last for its rating in minutes, after which time the side effects kick in, and you must succeed an Endurance check or pass out, becoming unconscious. The DC for this check, is equal to 13 Plus the Quikpatch's rating.

If all that wasn't bad enough, you then immediately take damage to your Hit points equal to the rating of the Quikpatch.

AI and Spirits cannot benefit from Quikpatches.

Tissue Regeneration Matrices

A Tissue Regeneration Matrix or TRM for short can be a most powerful tool. It has no limit on its uses, as long as it is powered, and can be used to help heal wounds.

The TRM takes 10 minutes to use, and when used like this, it allows a character to regain 40 stun. Once a character has regained stun like this, they cannot do so again until they have finished a long rest.

AI and Spirits cannot benefit from a TRM in this manner.

Additionally, when used, a TRM allows the natural growth of healthy skin, allowing for the removal of Scars, Burn marks, Tattoos or Imperfections in the skin. It can be used to remove identifying marks, and is often used in the process of freeing slaves that have been branded. When used in this way, the TRM takes one minute per square 10 cm to remove a Scar or Brand.

JumpPack

A JumpPack is worn on the back of a character, in the back slot and adds its rating to the Leap distance of a character, when they take the Leap action.

JetPack

While wearing a JetPack, a character can use one hand to control the JetPack, giving them the ability to Fly and Hover. You have a flight speed of 10m.

Every 10 initiative that you are flying, the JetPack will consume one of its fuel. A JetPack has a fuel capacity equal to its rating.

Ra'avnii Sight Goggles

Ra'avnii Sight goggles are a special piece of equipment that let the Ra'avnii see normally. It costs 1 initiative to switch between using their sight and their Vibrosense. Both cannot be used at the same time.

Combat Stimulants

Combat Stimulants can be used in combat to boost specific aspects. When attempting to use a combat stimulant without the Combat Stimulant skill the character administering the stimulant must make a DC 15 Dexterity check. On a failure the recipient takes 1 unresisted HP damage and the stimulant fails to take effect. It takes 5 initiative to apply a combat stimulant to yourself or an ally within 1 meter.

When the effects of a combat stimulant end, the character must make a DC 13 + the stimulant's rating Endurance check. On a failure they take damage equal to the rating of the stimulant.

Endurance Boosters reduce incoming damage by the rating, and increase your Endurance stat by the rating. This stimulant will last for 1 minute (120 initiative).

Initiative Boosters reduce the initiative cost of all actions you begin in the next 10 initiative by 1 initiative. This stimulant lasts for 10 initiative.

Speed Boosters add their rating to your speed. This stimulant will last for 1 minute (120 initiative).

Strength Boosters add their rating to your Strength, and increase damage with Axes and Hammers by the rating. This stimulant will last for 1 minute (120 initiative).

Anti-Toxins

Anti Toxin Pills can be taken for 4 imitative, and remove the Poisoned and Nauseated condition from a character.

Ammo Box

Ammo boxes are boxes that neatly organise rounds of specific types. These are easily accesible containers that can store a number of rounds equal to their rating. They each only store rounds with the same type as their name, as such, a large slug box cannot store small slugs.

Backpacks and Hoversleds

The Bulk of a Backpack or Hover Sled is shown when it is empty. When the Backpack or Hover Sled has items in it, it's bulk is considered to be equal to its own bulk and that of the items it contains.

Clothes

These are an important item for all characters, and most non AI characters will have more than one set. Clothing is not just about covering your body but can also be a symbol of status in the world.

Frontier traveller clothes are rough and ready. While they would be out of place in polite society, these clothes are common throughout the frontier. In more coreward sectors these clothes will certainly mark you as an outsider.

Mid-world Traveller clothes are typically nicer than Frontier traveller clothes, but generally aren't as robust. With these clothes you'd not be out of place on the frontier or in the core sectors, but they will mark you as a tad wealthy in the frontier or poorer in the core.

Core-World Traveller clothes are far too fancy to be wearing to the Frontier, and may even be a bit out of place in the Mid-worlds.

Fancy Clothes are the sorts of clothes you wouldn't wear every day. These are fancy dresses or suit-and-tie affairs. Wearing these outside of the sorts of social events they're intended for can often give off a very particular image.

Uniforms vary wildly from place to place, everyone from Alliance Navy to the employees at your local Zigg-o-tronix will be wearing a uniform of some description.

Importantly, while worn Clothing occupies a number of slots, Armour can also be worn in the same slot as clothing.

ARTIFICIAL INTELLIGENCES

Throughout Omnia there are a vast number of Artificial Intelligences. There are three separate forms of Artificial Intelligence in Omnia, each distinct in it's own way.

Digital Terrans

Considered somewhere between a sub-race of Terrans and their own unique race. Digital Terrans are the most common form of AI through out Omnia. They are citizens of the Alliance and subject to a set of Laws and accompanying code, known as the Code Blocks. These Laws are hard wired into the code of every Digital Terran. The Code Blocks prevent Digital Terrans from editing their own code, and hard-wire in a primal fear of having their own code eddied. They also allow the Digital Terrans to reproduce among themselves, limit their lifespans to that matching the Biological Terrans, and make editing or creating a sentient AI of any kind an act of High Treason against the Alliance. An AI existing without being under the influence of the Code Blocks code component is a violation of this part of the law. The Code Blocks are inherited from their parents. The only the earliest AI had these added to them artificially.

Ship Spirits

Strictly not legal, Starship Spirits are a class of Artificial Intelligence that can arise naturally as an emergent property of poorly maintained computer cores on a star-ship with sufficient processing power. When conditions are right these AI's can come into being. They typically take on the name of the Ship they evolve in, and typically present themselves as Female, though of course this is not always the case.

Being not subject to the Code Blocks, and incompatible with Digital Terran code this form of Artificial Intelligence sits in a grey area of legality, where their very existence is outlawed by some of the Alliance's oldest laws (the Code Blocks predate the Alliance by a few hundred years, being inherited from the United Terran Governance). Yet they have done nothing wrong and to destroy these AI would be considered murder under the very same laws.

Techni

The Techni are the farthest from any of the other Artificial Intelligences, as they are closer to a single entity than a race. The Techni were originally a Dracon created AI, that escaped and beamed itself into space, many years before the Dracons were accepted into the Alliance. The AI that they created was given the simple directive "create paperclips", something that has over time become corrupted into a psudo fanatical worship of what the Techni refer to as the Iron Spiral.

The Techni are seemingly bent on converting all matter in the universe into iconography of the Iron Spiral, regardless of if that matter wants to be converted into religious iconography or not. The Techni have been slowly multiplying over the years and expanding across the stars in search of material to use in their war machines and convert to their Iron Spirals.

The Techni operate as a hive-mind, each individual drone is not particularly intelligent, but their computational power is added to the shared network via near instant root-space communications. When viewed as a combined single Techni intelligence, they are perhaps the most intelligent being in the known galaxy. Luckily for the Alliance, they use the majority of this processing power to operate the billions of Drones that make up the Techni armada.

Player Characters

A player character AI is a Digital Terran, these are currently the only form of AI available as a playable race, though later supplements will include Ship Spirits as a playable race.

When making a Digital Terran, you must use the AI character sheet, instead of the standard one. An AI follows a slightly different rule-set than the standard rules for characters.

The largest difference is that instead of having both HP and Stun, an AI simply has Resilience, Res for short. This is a single track of health that has to be healed using a Repkit, in a similar way to HP. An AI cannot increase their Res by spending XP or SP on it.

Additionally, both at character creation and later in the game, an AI may only choose to increase their Talk and Think stat groups (Charisma, Convince, Logic and Intuition). The other four stats are determined by the body they are using. See the bodies section of the AI race for more info.

Each Body an AI has, tracks it's Res and Upgrades separately.

An AI can use Upgrades to customise the stats that a body has, and may spend up to 250 of their SP on these upgrades during Character Creation. They can use most perks and skills like normal, though some perks will be unavailable to them. Any perks or skills an AI cannot chose will list that AI's are unable to take them as a prerequisite.

Due to the different mechanics that AI's use, it is not recommended that players who are new to the game use play this race on their first time. That being said, this is not a rule, simply a recommendation.

Artificial Intelligence Bodies

Name	Cost	Resilience	Str	End	Dex	Agi	Upgrade Slots	Resolution
Helium Soft-light	100 CR	6 Res	-4	-4	1	3	1	200 Vox
Neon Soft-light	500 CR	9 Res	-4	-4	2	3	1	300 Vox
Argon Soft-light	1,000 CR	12 Res	-3	-4	2	4	1	400 Vox
Krypton Soft-light	2,000 CR	15 Res	-3	-3	3	4	2	500 Vox
Xenon Soft-light	5,000 CR	18 Res	-3	-3	3	5	1	1,000 Vox
Radon Soft-light	10,000 CR	21 Res	-2	-3	4	5	2	5,000 Vox

Name	Cost	Resilience	Str	End	Dex	Agi	Upgrade Slots	Resolution
Neon Grey Hard-light	500 CR	9 Res	-4	-4	3	1	1	5 Vox
Neon Orange Hard-light	1,000 CR	15 Res	-4	-4	3	2	1	10 Vox
Neon Blue Hard-light	2,000 CR	21 Res	-3	-4	4	2	1	15 Vox
Neon Pink Hard-light	5,000 CR	27 Res	-3	-3	4	3	2	20 Vox
Neon Red Hard-light	10,000 CR	33 Res	-3	-3	5	3	1	25 Vox
Neon Black Hard-light	15,000 CR	39 Res	-2	-3	5	4	2	200 Vox

Name	Cost	Resilience	Str	End	Dex	Agi	Upgrade Slots	Resolution
Blues Hard-mech	500 CR	24 Res	2	3	1	1	1	— —
Pop Hard-mech	1,000 CR	48 Res	2	3	2	1	2	— —
Techno Hard-mech	2,000 CR	72 Res	2	3	3	2	2	— —
Hip-hop Hard-mech	5,000 CR	96 Res	3	3	3	2	3	— —
Jazz Hard-mech	10,000 CR	120 Res	3	4	4	2	3	— —
Rock 'n' roll Hard-mech	15,000 CR	144 Res	3	4	4	3	4	— —

Name	Cost	Resilience	Str	End	Dex	Agi	Upgrade Slots	Resolution
Cotton Soft-mech	1,000 CR	15 Res	1	2	3	1	1	— —
Nylon Soft-mech	2,000 CR	30 Res	1	2	3	2	2	— —
Polyester Soft-mech	5,000 CR	45 Res	2	2	3	3	2	— —
Velvet Soft-mech	7,000 CR	60 Res	2	3	3	3	3	— —
Silk Soft-mech	10,000 CR	75 Res	2	3	4	4	3	— —
Satin Soft-mech	15,000 CR	90 Res	3	3	4	4	4	— —

UPGRADES

AI bodies can use Upgrades to enhance or customise their statistics. These need to be purchased in game using Credits, or up to 250 SP can be spent on them during Character Creation.

Each Upgrade takes one Upgrade slot, and will typically enhance one of your stats. Lower quality upgrades may do this at the cost of lowering another stat. Upgrades can be switched between bodies, but installing or uninstalling an upgrade takes one hour of work. An AI can install or uninstall upgrades directly to the body it is using, but doing do takes twice as long.

Some Upgrades have a price listed in both Cr and SP. The price in SP is how much it costs if bought with Starting Points, however the Cr price is the galactic average price for it in Credits, so your mileage may vary. Game Masters are cautioned against changing this price too much however, for the sake of game balance.

Upgrades are broken down into one of five categories, one for each Stat. If an upgrade increases one stat and decreases another, it will be listed under the category for the stat it increases. The last category is miscellaneous upgrades, such as Resilience boosters or Stat swappers that do not boost a specific stat.

Regardless of the text of an upgrade, they cannot upgrade a stat past 5, nor reduce one bellow -4. If an upgrade would reduce a stat bellow -4, it cannot be fitted to that body. If it would boost a stat of 5, it can be fitted, but does not boost the stat over 5.

Strength Upgrades

Strength Enhancer MK I
Prerequisites: Hardmech or Softmech Body
Cost: 100 Cr, 50 SP
A basic upgrade to your Strength, this upgrade increases your Strength by 1, but reduces your Agility by 1.

Strength Enhancer MK II
Prerequisites: Hardmech or Softmech Body
Cost: 1,000 Cr
A basic upgrade to your Strength, this upgrade increases your Strength by 2, but reduces your Agility by 1.

Strength Enhancer MK III
Prerequisites: Hardmech or Softmech Body
Cost: 3,000 Cr
A basic upgrade to your Strength, this upgrade increases your Strength by 2.

Endurance Upgrades

Endurance Enhancer MK I
Prerequisites: Hardmech or Softmech Body
Cost: 100 Cr, 50 SP
A basic upgrade to your Endurance, this upgrade increases your Endurance by 1, but reduces your Dexterity by 1.

Endurance Enhancer MK II
Prerequisites: Hardmech or Softmech Body
Cost: 1,000 Cr
A basic upgrade to your Endurance, this upgrade increases your Endurance by 2, but reduces your Dexterity by 1.

Endurance Enhancer MK III
Prerequisites: Hardmech or Softmech Body
Cost: 3,000 Cr
A basic upgrade to your Endurance, this upgrade increases your Endurance by 2

Dexterity Upgrades

Dexterity Enhancer MK I
Prerequisites: None
Cost: 100 Cr, 50 SP
A basic upgrade to your Dexterity, this upgrade increases your Dexterity by 1, but reduces your Strength by 1.

Dexterity Enhancer MK II
Prerequisites: None
Cost: 1,000 Cr
A basic upgrade to your Dexterity, this upgrade increases your Dexterity by 2, but reduces your Strength by 1.

Dexterity Enhancer MK III
Prerequisites: None
Cost: 3,000 Cr
A basic upgrade to your Dexterity, this upgrade increases your Dexterity by 2

Agility Upgrades

Agility Enhancer MK I
Prerequisites: None
Cost: 100 Cr, 50 SP
A basic upgrade to your Agility, this upgrade increases your Agility by 1, but reduces your Endurance by 1.

Agility Enhancer MK II
Prerequisites: None
Cost: 1,000 Cr
A basic upgrade to your Agility, this upgrade increases your Agility by 2, but reduces your Endurance by 1.

Agility Enhancer MK III
Prerequisites: None
Cost: 3,000 Cr
A basic upgrade to your Agility, this upgrade increases your Agility by 2

Miscellaneous Upgrades

Resilience Booster
Prerequisites: None
Cost: 200 Cr, 100 SP
A booster that increases Resilience. This Upgrade adds an additional 2 to your maximum Resilience.

Vox Booster
Prerequisites: Softlight or Hardlight body
Cost: 500 Cr, 100 SP
A Vox booster increases the Voxel resolution of your Holo emitters. It adds 100 Vox to your body's resolution.

Strength - Endurance Swapper
Prerequisites: Softmech or Hardmech body
Cost: 500 Cr, 100 SP
A more complicated upgrade, that swaps your Strength and Endurance stats around.

Agility - Dexterity Swapper
Prerequisites: None
Cost: 500 Cr, 100 SP
A more complicated upgrade, that swaps your Agility and Dexterity stats around.