

Traits

With ideas from the Crew of the *Ghur J'wi*: Captain Gus (Pip), Dr. Galen (Doug), Gavin McDonnel (Dan), Lady Belen (Annalee), Seung Da (Shiv), Suaxi (Syd), Maddox 'the Mad Russian' Ivan (Evan), Tien Shien (Rob), Kip (Andrew), Irish Niska (Samara), 'Hey You' (Other Rob). Keep flyin', guys! Additional revisions suggested by the good folk on *Waves in the Black*. Thanks to you all!

Buying Assets

To gain a new Asset in play, you will usually have to spend Advancement Points. If the GM wishes, they can grant (to one character or a whole crew) any Assets they feel appropriate, or necessary, for their game; in that case no AP cost should be levied. However, they may also choose to set up a situation—the characters may create a situation—where buying an Asset would be especially appropriate. For example, the characters might save a group of kidnapped Companions. At that point, the GM might not feel they automatically gain Friends in High Places, if the reward for the rescue is a one-time arrangement. However, if a character

wants to develop an ongoing relationship with the people they saved, they could spend AP to buy the Asset. In such a situation, where it fits the game especially well, the GM should charge 10 points for a Minor Asset or 20 points for a Major (or 10 points to upgrade a Minor to a Major).

However, it is entirely possible that players will not want to get Assets 'handed' to them. In that case, they should come up with a good reason for gaining it. Maybe, in an alteration to the above example, the player says that between adventures they responded to a distress signal and saved the Companions themselves (or with NPC, such as Federal, help), and the Companions owe him. If the GM is willing, they can let the character take the Asset at that point, but the cost is doubled: 20 AP for a Minor Asset, and 40 for a Major (or 20 to upgrade a Minor to a Major).

This may seem a steep price, but keep in mind that Assets, even Minor one, frequently add a 2 or more Step bonus to Attributes or Skills. It costs 48 AP to raise a d10 Attribute to a d12, and then 56 points to go from d12 to d12 + d2; buying, for

Assets

APPLIED KNOWLEDGE [MAJOR]	MONEYED INDIVIDUAL* [MAJOR]
BUSINESS AS USUAL [MINOR]	PACK RAT [MINOR/MAJOR]
CLOSED BOOK [MAJOR]	PARLIAMENTARY CLEAR- ANCE [MINOR/MAJOR]
CRACK SHOT [MAJOR]	PET [MINOR]
CYBERNETIC IMPLANT [MINOR/MAJOR]	PSION [MINOR/MAJOR]
DAMSEL IN DISTRESS [MINOR]	QUICK HEALER [MINOR/MAJOR]
DIPLOMAT [MINOR]	RELIGIOSITY* [MINOR/MAJOR]
DUCT-TAPE MEDICINE [MAJOR]	RENAISSANCE MAN [MINOR/MAJOR]
FACE IN THE CROWD [MINOR/MAJOR]	SALVAGE LICENSE [MAJOR]
FARM HAND [MINOR]	SHARP SENSE* [MINOR]
FLEET OF FOOT [MINOR/MAJOR]	SHIP OWNER [MINOR/MAJOR]
GOOD BALANCE [MINOR]	TALENTED* [MINOR/MAJOR]
GRACEFUL IN GEAR [MINOR]	TEACHER [MINOR/MAJOR]
GUILD STANDING [MINOR/MAJOR]	TOUGH AS NAILS* [MINOR/MAJOR]
HIDEY HOLE [MINOR/MAJOR]	TRUSTWORTHY FACE [MINOR]
INTERNAL COMPASS [MINOR]	UNCOMMON KNOWLEDGE [MINOR/MAJOR]
LIGHTNIN' REFLEXES* [MINOR/MAJOR]	VERY FAVOURITE GUN [MINOR/MAJOR]
MEAN LEFT HOOK* [MINOR/MAJOR]	

Complications

ALL PREENED UP [MINOR]	KREB'S DISORDER [MAJOR]
AMNESIA [MINOR/MAJOR]	LAZY [MINOR]
COMFORT OBJECT [MINOR]	LILY-SOFT HANDS [MINOR]
CONDITIONAL PROGRAM- MING [MINOR/MAJOR]	OBVIOUS [MINOR/MAJOR]
CREAKY [MINOR/MAJOR]	PLODDING ALONG [MINOR/MAJOR]
C.I.R.S. [MAJOR]	PYROMANIAC [MAJOR]
DEPENDENT [MAJOR]	SADISTIC* [MINOR/MAJOR]
DISTRACTABLE [MINOR]	SHY [MINOR/MAJOR]
DULL SENSE [MINOR]	SLOW LEARNER* [MINOR]
FORKED TONGUE* [MINOR/MAJOR]	SMELLS LIKE A FARM [MINOR]
FREAK! [MINOR]	STIR CRAZY [MINOR]
HYPER-FOCUSED [MINOR/MAJOR]	TRICKSTER [MINOR/MAJOR]
INDENTURED HAND [MAJOR]	TRI-PLEX JUNKIE [MINOR]
KHAN COMPLEX [MINOR]	YOUNG'UN [MINOR/MAJOR]
KLUTZ [MINOR/MAJOR]	

* This is an update of the original version.

example, Lightnin' Reflexes to boost a d10 Agility to d12+d2 costs 40 AP, in comparison to 104 AP, even though it does apply to a narrower range of situations. Because of this it is necessary to make sure that players don't just buy Assets without thought to why the characters should get them, and it is also necessary to charge a fair number of AP for them. The GM should be careful when awarding Assets, or the option of buying them at the reduced price.

Assets

Applied Knowledge [Major]

You have an uncanny ability to turn book-learning into field experience.

Benefit: Normally, Knowledge rolls don't allow people to actually perform tasks other than information gathering, research, etc. However, you possess the ability to use your knowledge in practical situations, in the stead of other skills. Instead of using the normal Skill/Specialty combination, use your Knowledge/Specialty in the roll, with an additional -2 Step Skill penalty on top of any other penalties. For any Skill that requires special training, you must have the Specialty, and cannot just use the Knowledge General Skill.

Business As Usual [Minor]

You are so accustomed to life in a boardroom (or on a Core planet; there's little practical difference) that you can play that lifestyle like a hand of cards.

Benefit: Having gotten a lot of experience in government or corporate life, you know the way things work. You get a +2 Step Skill bonus on all rolls involved with working at a major business, company, or organization, to invest wisely, and read the market on almost anything, as long as you're in the right setting—a megacorp-style office or setup, with digital feeds from every major economic broker, info on recent lawsuits, etc.

Closed Book [Major]

If a Reader's one of them folk that can peer into the minds of others, then you're their opposite number. You missed your calling if you're not in

politics or gambling, because your poker face is second to none and even psychics find you difficult to judge. In fact, those of a more cerebral bent find you next to impossible to locate, practically a ghost in a world where other minds stand out like beacons. Some of their kind find it soothing, other see it as a jarring break from expectation, but everyone can agree that you're one inscrutable entity.

Benefit: Unless there is an overwhelming plot reason for it to happen, you are totally invisible to Readers and psychics in a way that is probably shocking to them. Everyone else just has a hard time with any of the tried and true methods, and nothing in your body language, tone, or eyes gives you away if you don't want it to. All attempts to see through deception, guess your feelings, or get inside your head suffer a -4 step penalty against them.

Crack Shot [Major]

You're more than handy with a gun; you can pull off trick shots and make ones that others gawp at. Or bleed at, depending.

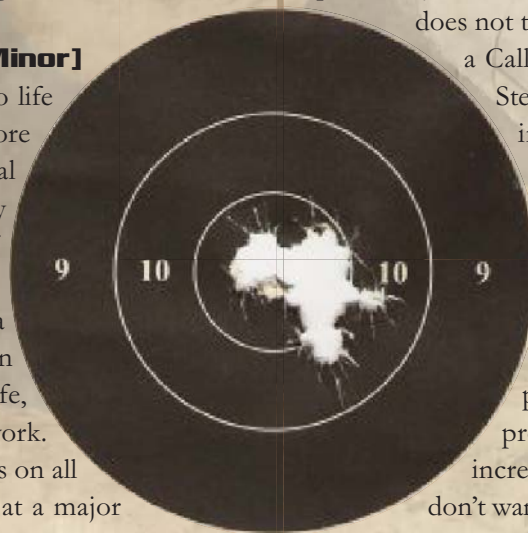
Benefit: If you take no more than one shot with a single gun in a given round, set to single shot (not burst or autofire), reduce all Called Shot penalties you receive to that attack by 2 Steps. This does not translate into a bonus if you had a Called Shot penalty of less than 2 Steps. You may not gain this bonus if you make any other attack actions that round, though Dodging, moving, and most other actions are allowable.

Note: As a Combat rule change, I would also increase all of the normal Called Shot penalties by 1 Step, making the progression: -2/-3/-4 for increasingly difficult targets. If you don't want to do that, I would reduce the benefit of this to downgrade penalties 1 Step instead of 2.

Cybernetic Implant [Minor/Major]

A lot of folks in the 'Verse have had to have some part or other replaced with a mechanical or electronic equivalent. Yours doesn't just replace something, though—it provides some additional benefit.

Benefit: At the minor level, you possess some



kind of technological implant that provides a +2 Step bonus to one Attribute, or a +1 Step bonus to

two Attributes—but in either case, the bonus applies only in certain circumstances (which depend on the nature of the implant). For example, a system-flushing device to screen for poison might add +2 Steps to Vitality for resisting poison, but not for Life Points or Endurance rolls. A

replacement arm might have +2 Steps added to Strength (or +1 each to Strength and Agility), but that would still only apply with that arm—attacks in melee or with one-handed weapons would get the bonus, but not rolls for running or dodging. At the Major level, you possess extensive (though not extremely powerful) cybernetic alteration; the bonus is +2 steps to two Attributes, or +3 Steps to one Attribute, and it applies completely—effectively raising your Attribute(s) the set amount, as long as you are functioning properly. Damage, especially on an Extraordinary success, may cause malfunctions, and maintenance work would then be required (Hard Technical Engineering/Cybernetics complex roll); also, your implants may shut down when exposed to an EMP—and that might mean a lot more than a loss of the bonus, since someone with a mechanical arm would have that limb rendered entirely useless.

Remember that this Asset only applies when an implant *increases* normal ability; a character may, with the GM's permission, have an implant for free during character creation, as long as it only allows normal functioning—for example, if you want your character to have lost his eye but now have an electronic one, then you don't need to pay unless this new one provides an Alertness bonus.

You might even take Ugly as Sin to account for the way it makes you look, or take Dull Sense to account for it not working terribly well (though it would still be vulnerable to EMP).

Note: Extensive modification, as per the Major level of this Asset, is not only expensive but also extremely rare. The GM's permission is required to take it, and the character will need a good reason. Life-saving medical procedure, test subject for a major organization (which might mean that they're

a fugitive or 'indentured'), or similar.

Damsel in Distress [Minor]

No matter how harrowing the situation, you seem to have a knack for getting rescued.

Benefit: The character just seems to get lucky when it comes to having back-up or help; any time they spend Plot Points to alter the game and arrange a rescue for themselves, treat it as if they had spend 2 more Plot Points than they did. However, the GM is still the final arbiter of whether or not they can spend those PP in that situation.

Diplomat [Minor]

While you may not have any special clearance, you've been well schooled in the arts of diplomatic speech and negotiations—or you just happen to have a talent for conveying things in a reasonable-sounding sort of way.

Benefit: You receive a +2 Step Attribute bonus when making any roll to negotiate, bargain, ask for political favors, and so on. This does not aid attempts to seduce, however, unless the target is somehow attracted to logical argument. Also, this does not confer any rank or diplomatic immunity.

Duct-tape Medicine [Major]

You are a paramedic specializing in patchin' folk back together.

Benefit: Given time to tend a patient who has suffered Wound damage and who is already On the Mend, you can make a Heroic Intelligence + Medical Expertise/Internal Medicine roll to reduce their damage. The action takes 1 hour to complete, and, if successful, converts ½ (rounding down) the Wound damage the patient has taken to Stun damage, which will heal much more quickly. This can only be attempted on a given patient once for the same set of injuries, even if the roll fails. However, because of the difficulty of such a task, this attempt requires at least Ambulance Conditions and uses up 80 credits worth of medical supplies.

Face in the Crowd [Minor/Major]

Some folks just stand out no matter where they go or what they do. You're not one of them. Maybe it's your plain looks or the way your clothes seem to fit in anywhere. It could be that you're the mathematical average of appearance and nobody takes special note of you at all. Whatever the cause,

your presence seems to slide right out of the mind's eye as soon as you're gone, leaving those who might be lookin' for you with a cold trail. Sometimes it's nice not to get the rock star treatment.

Benefit: You gain a +2 step bonus to all skill rolls involving hiding in public places such as markets, heavily populated streets or even a crowded watering hole. As a major asset, even those who you came with have a hard time spotting you again. When spending plot points on the roll, you get 2 points for every 1 you spend.

Farm Hand [Minor]

You worked as a farm hand or in a similar position for quite a while; you know the trade, how the land works, and how to treat it proper.

Benefit: Because of your experience on a farm or plantation on a Rim or otherwise rundown planet, you know how to survive on one, and you know what that life is like. You get a +2 Skill Step bonus on all rolls related to farming, raising animals, making crafts or otherwise making a normal life for yourself under those conditions—working with the right tools, though they are far from the most modern of equipment. You do not get this bonus working in an advanced agricultural setting or similar.



Fleet of Foot [Minor/Major]

You move faster than most folk.

Benefit: Increase base movement distance by 5 feet for walking, to a total of 20 (which is then multiplied for faster movement). As a Major Trait, you also receive a +2 Attribute Step bonus to Agility or Strength on any Athletics-based rolls involving sheer speed: running, jumping, and moving, but not dodging or similar.

Good Balance [Minor]

You've got a good sense of balance; you almost never fall down.

Benefit: Add +2 Attribute Steps to any rolls to avoid falling, tripping, or otherwise losing your balance.

Graceful in Gear [Minor]

You know how to move, and how to do it right.

Benefit: Your preternatural sense for balance and movement reduces all penalties imposed on your Agility or Strength by armor or clothing by 2 Steps, as you unconsciously correct for the impediment. This does not alter Alertness penalties or penalties for carrying a lot of weight, nor does it translate into a bonus if you are unimpeded by garments. Example: If you are wearing armor that reduces your Agility and Alertness by 1 Step, having this Asset would mean that your Agility is actually unaffected by the armor, while your Alertness is still reduced by 1 Step.

Guild Standing [Minor/Major]

You hold a position of relative importance in some group or organization, possibly one of the Guilds (such as the Bounty Hunters or Traders) — except for the Companion's Guild and other extremely high-profile organizations — unless you also have other appropriate Assets to grant you access to those groups. In that case, you happen to have more standing there than otherwise....

Benefit: You hold some sway over the actions of the group you are involved in, have access to privileged information, or something similar. What group that is and what the exact benefits are is between the player and the GM. As a Minor Asset, you possess little pull, and can only access information that is classified at a low level. However, this may give you access to jobs and equipment otherwise completely unavailable, even if you still need to pay for them, such as bounty-hunting jobs.

As a Major Asset, you have more influence in the group, and have access to information classified to a higher level.

Remember that the ability to actually requisition money or items is a function of the Friends in High/Low Places, Parliamentary Clearance or Moneyed Individual Assets, and other benefits that are normally conferred by other Assets remain the province of those Traits; you must buy those if you want their benefits. This provides informational or organization access to smaller groups the government and the bigger megacorps.

Hidey-Hole [Minor/Major]

You have someplace safe to run to, somewhere that no one knows about (yet).

Benefit: You have a small place, be it a home, apartment, old bomb shelter, disused bunker, or somewhere else, that you can run to for safety, and which no one can find or link to you unless you lead them there or tell someone (who might tell someone else). The exact specifications of the place are between you and the GM, but the place should be no larger than a small apartment for the Minor (1-2 could live only mildly cramped) or a small house for the Major (3-6 could live only mildly cramped). It can also be assumed that there is additional space for a relatively small vehicle (small ship or medium ground-transport). Anything you actually want in the place, though, must be paid for in cash.

Note: Multiple characters can take this Asset and stack the benefits together to create an increasingly large and/or sophisticated 'safehouse' or base of operations. If they take it after the game starts, then they should be rewarded (soon) with a newly discovered place—they shouldn't also have to pay for it, or at least not very much. If they pay for one in credits, or the GM gives them one as part of the game, they *do not* need this Asset as well. If the hiding place is discovered, the GM might consider giving characters a chance to find a new one of similar value, unless they revealed its location on purpose or in a particularly foolish manner.

Internal Compass [Minor]

Wherever you go, there you are. You've never gotten lost a day in your life and you've no mind to start now.

Benefit: As long as you're planetside and under normal circumstances, you know where you are at all times.

You've a fairly good idea how far you've traveled from point A to point B, in which direction and how far away point C is. If blindfolded, tossed in a box, driven around in circles for a while and dumped in the desert (or otherwise 'lost'), you can still pin-point your location with a Hard Intelligence

+ Alertness attribute check purely on intuition. Any form of landmark, Astronomy skill or other prompt can reduce this to average (or otherwise influence the attribute check, at GM discretion). This assumes, of course, that you have some familiarity with the area you're in to begin with or have at least studied a map. Otherwise, or if you fail the attribute check, you're still as lost as anyone else until you can find a landmark or otherwise reorient yourself normally.

Lightnin' Reflexes [Minor/Major] (New Version)

You react to danger quickly. Folk rarely get the drop on you, and your quick-draw leaves others groping for their holster.

Benefit: As a Minor Trait, you get +2 Attribute Step bonus on your Agility on all Initiative, Get out of Harm's Way, Innate Defense, and Athletics/Dodge rolls (the GM may declare other rolls eligible). As a Major Trait, any Plot Points spent on rolls you would receive the above bonus on count as if you had spent 2 additional Plot Points.

Note: This replaces Lightnin' Reflexes as listed in the core rulebook, and brings the bonus scheme more in line with other core rulebook Assets.

Mean Left Hook [Minor/Major] (New Version)

You pack a mean wallop!

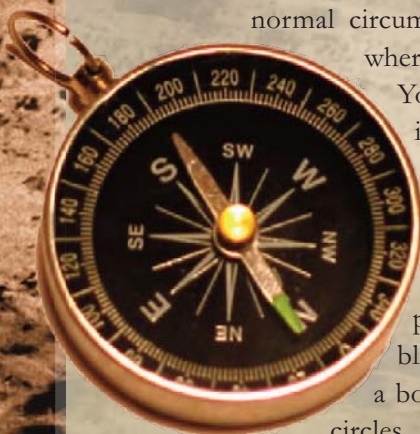
Benefit: As a Minor Asset, your unarmed attacks deal Basic damage (divided between Stun and Wounds) instead of Stun. As a Major Asset, you also add a die of Basic damage to your hits based on your Strength (and *only* your Strength! No other Attributes may substitute). The bonus die is equal to your Strength die with a -3 Step penalty, with a minimum of d2.

Note: This replaces the Mean Left Hook Asset as listed in the core rulebook.

Moneyed Individual [Major] (New Version)

You can put your money where your mouth is.

Benefit: Increase your starting money by half (multiply by 1.5). Also, once per session, you may make an Intelligence + Influence roll to see if you can afford something on credit with your 'trust fund' instead of needing to spend cash. The difficulty of the roll depends on how much the



item costs. You may not use this to ‘get cash back,’ and overuse of this ability in a way that is detrimental to the game should cause the GM to, temporarily or permanently, crash your accounts.

Note: This replaces the Moneyed Individual Asset as listed in the core rulebook.

Moneyed Individual	
DIFFICULTY	UP TO.. IN CREDITS
3	100
7	200
11	400
15	800
19	1,600
23	3,200
27	6,400
31	12,800

Pack Rat [Minor/Major]

Your bunk looks like a magpie’s nest. Anything small and inexpensive most likely finds its way into your piles and pockets at some point; not that you steal it, unless otherwise inclined to do so, but it just seems to happen. Pocket change becomes a few extra pens and a candy bar; you pick up old keys and elastic bands off the ground; you never throw anything away.

Benefit: Unless you’ve recently been searched and divested of everything, you can spend PP on the following table, at any time, to have ‘just what you need!’ in a pocket:

0 PP: Rubber bands, small scraps of paper, other ‘junk.’

1 PP: Any small piece of gear that would normally be readily available to you, should you have chosen to buy it, worth 1 Credit or less.

2 PP: Any small piece of gear that would normally be readily available to you, should you have chosen to buy it, worth 5 Credits or less.

3 PP: Any small piece of gear that would normally be readily available to you, should you have chosen to buy it, worth 10 Credits or less.

Every time beyond the first that you use this Asset during a session, increase the PP cost by 1. So, if you spend 0 PP to get a broken stub of pencil, and then need a rubber band (normally 0 PP), the rubber band would now cost 1 PP.

As a Major Trait, the benefit is the same, shift the cost table down 1 PP (minimum 0), so that what costs 1 PP on the table above now costs 0 PP—

but keep in mind, multiple uses of this Asset in one session still increase the cost by 1 PP each time.

Parliamentary Clearance [Minor/Major]

For some reason, the Parliament has granted you special clearance. You might be a high-level official (governmental, military, scientific...), you may have been granted it in order to aid you in a particularly tough assignment, or maybe you’re not even supposed to have it.

Benefit: The government of the Alliance has given you special clearance. With positive identification (IdentCard, biometric check, or something like that), you can get away with murder... sometimes literally. At the Minor level, you have permission to request aid from facilities or personnel that are not otherwise occupied or incapable of providing assistance. What you can request is limited, and it isn’t guaranteed that they’ll help you out if they have some reason (even a personal one) not to, but this can still be very useful. Once per session, you can spend Plot Points as per the Friends in High Places table, but with the following additions:

1–2: Urgent medical treatment or emergency situation response.

3–4: Transportation, bodyguard, information classified at a low level.

5–6: Clearing up of ‘misunderstandings’ on major criminal charges in the line of duty.

As a Major Trait, shift that table ‘up’ one level and add a new 5-6 line:

1–2: Medical treatment/emergency response, transport, guards, minor classified information.

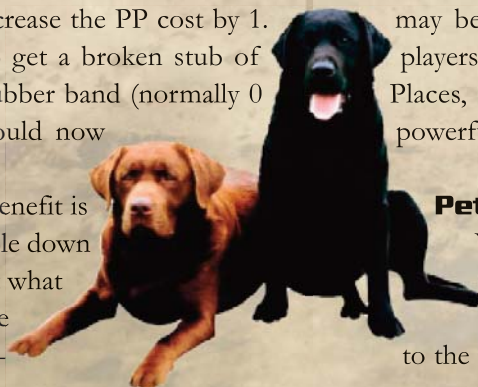
3–4: Clearing up of ‘misunderstandings’ on major criminal charges in the line of duty.

5–6: Requisition a ship, invent charges against someone, access high-level classified info.

Note: This Asset requires GM permission, and that permission should not be given lightly; this may be more appropriate to NPCs than to players. This does not replace Friends in High Places, since it is more specific but more powerful within that focus.

Pet [Minor]

You have a loyal friend you can always count on—especially because they aren’t human! It could be anything up to the size of a horse that the GM will agree



to, and it's a friend you aren't likely to lose anytime soon.

Benefit: Pick an animal you already have or own (or that you've found). That animal becomes a long-term pet or companion, and is much less likely than most such animals to die, disappear, get lost, or otherwise be removed from the character; it's practically a part of the character. You may make Willpower + Animal Handling/(Animal Type) rolls to get it to do 'tricks.' Most basic tricks have an Average difficulty (7), but anything more specialized than fetching a thrown object (such as: retrieve a specific object or type of object, act friendly and then attack from behind, etc) has a higher difficulty (usually Hard or Heroic), at the GM's discretion. You can also spend PP to have your pet do something 'without instruction,' temporarily taking control of the NPC from the GM (though they can overrule you if it gets ridiculous) by spending 1 PP to control the animal for the 'scene,' which is broadly defined as one encounter, major activity, or event.

Psion [Minor/Major]

Wherever it comes from and however you feel about it, your life is something out of the ordinary. Maybe you can touch folks' minds or make things burst into flames even when you don't mean to, or maybe you can nurse a baby bird back to health with nothing but a little soothin' whisperin'. You've got it, kid, whatever it is.

Benefit: You can take skill ranks in psionic abilities and attempt to make use of them. To actually make use of a learned power, you must make an attribute (usually willpower or alertness) + skill roll and take a resistable single box of stun damage, though you may not spend plot points on this roll with the minor trait. A botch result means that your powers go haywire and the GM may use any of your psychic abilities to amuse themselves or further the plot, in addition to adding an unresistable box of stun damage. With the major rank, you may now spend plot points to add to your rolls, but must also take a box of non-resistable stun damage for every point that you spend.

Note: This replaces the Reader Asset as listed in the core rulebook. Psions are discussed in more detail in the 'Reader's' section later in this chapter.

Quick Healer [Minor/Major]

Your body mends faster than most folks'.

Benefit: When getting proper rest and care, you heal 1 Wound per day, instead of every 2 days, while On the Mend. As a Major Asset, you also automatically get 'On the Mend' after 1 day of rest, even without a physician, except in the case of injuries causing continued damage (such as those caused by an Extraordinary Attack with Wound-type damage).

Religiosity [Minor/Major] (New Version)

You are a true believer, and that can give you an awesome presence... and a terrifying drive.

Benefit: As a Minor Trait, you are a true believer or follower of a faith (you pick what faith). When you are working to uphold the tenets of your belief (you and the GM may need to agree on when that is, but it usually includes heroic things your faith approves of/requires of you and also attempts to influence other followers of your faith) you gain a +2 Willpower Step bonus to all applicable rolls, and once per session (in those same situations) you may substitute Willpower (including your +2 Step Willpower bonus) for any Attribute that would normally be used in a roll.

As a Major Trait, you are an ordained leader of your chosen faith, and will receive appropriate respect from those who appreciate your station so long as you make it obvious (where the right clothes, act appropriately, etc). In addition to the roleplaying benefits this confers, whenever you spend Plot Points on a roll that receive either of the benefits from the Minor version, treat them as if you had spent 2 additional Plot Points.

At either level, if your belief is shaken in an extremely powerful way, you may temporarily lose the benefits of this Asset until something restores them or you have time to recover. You may even change faiths! Also, note that when taking this Trait, the belief you choose doesn't necessarily have to be a religion....

Note: This replaces the Religiosity Asset as listed in the core rulebook.

Renaissance Man [Minor/Major]

You specialize in not Specializing.

Benefit: All your General Skills may be raised to a maximum of d8 (instead of d6); however, buying any skill at d10 (which is now the first level at which they become Specialties) or higher costs an extra 4 Advancement Points at each level.

Note: During character generation, you *can* buy General Skills at d8, but the cost penalty above that level *only* applies during advancement later on, and not during character generation. Instead, during character generation, you are limited to a d10 in all skills: no Specialty can be raised higher than d10 with your starting Skill points. This level of Renaissance Man counts as a Minor Asset because the value of it is decreased by the additional cost of high-level Skills—otherwise this is extremely powerful, and even with it, GMs should consider whether or not to allow it.

As a Major Asset, once per session players can spend 2 PP to add a +1 Step Skill bonus to one General Skill for the remainder of the session. This *does not* apply to Specialties; use it *only* when the General Skill itself is rolled. This can increase the chosen General Skill to d10 if it was already at d8.

Salvage License [Major]

You have managed to secure a license from the government to clean up trash for them.

Benefit: Salvage licenses are hard to come by, since the Alliance wants to tightly control who is allowed to salvage what—otherwise, civilians might be getting military tech off drifting troop transports, and so on. However, with the proper clearance, a thorough background check, and an annual fee of 250 Credits, you have secured permission to salvage wrecked ships or other applicable space-borne debris. You must always send a Wave to a contact in the Core and receive official confirmation before beginning any salvage operation; often, when dealing with military or Alliance owned hulks, they want to send in a military vessel first, to strip any sensitive equipment or information, before allowing folk like you to pick the bones. However, having the license does provide a way to earn an increased income, and also a possible way to excuse your actions or cargo, as long as no-one thinks to check with your contact about recent permissions-granted.

Sharp Sense [Minor] (New Version)

You have one sense that is particularly acute.

Benefit: Pick one sense (Sight, Smell/Taste, Touch, Hearing). You get a +4 Alertness Step bonus when using that sense, or when it might aid other involved senses in an important way (GM's call). However, being so sensitive also makes that sense vulnerable to anything that might disable it; you receive a -2 Step penalty to any roll to resist an effect that deals with that sense.

Note: This qualifies as Minor because it is 1/4 as useful as putting the points directly into Alertness, and because the penalty offsets some of the bonus as well, even though the +4 Step bonus is usually attached to a Major Trait. Also, I combine Taste and Smell because they are, in effect, the same sense; if you have trouble with one, the other is also damaged, etc. This replaces the Sharp Sense Asset as listed in the core rulebook.

Ship Owner [Minor/Major]

You own a ship, or at least a share in one.

Benefit: Ships are expensive pieces of equipment, and so can be hard to find—but every now and then you might find one cheap at a junkyard, put there by mistake 'cause it still runs (maybe...), or at an auction or somesuch. As a Minor Asset, this counts as up to 4,000 Credits towards the value of a ship; as a Major Asset, it counts as 10,000 credits. Any 'left over' Credits are lost; this doesn't represent actual money paid towards the ship, but value of ship that Lady Luck has decided to make you not have to pay for.

Note: Multiple characters can take this Asset and stack the benefits together to create an increasingly large and/or sophisticated ship for their use.

If they take it after the game starts, then they should be rewarded (soon) with a newly discovered boat—they



shouldn't also have to pay for it, or at least not very much. If they pay for one in credits, or the GM gives them one as part of the game, they *do not* need this Asset as well. Also, this price bonus is based on the assumption that the cost of ships has been drastically increased from the core rulebook, which lists prices that are much too low.

Talented [Minor/Major] (New Version)

You have a knack for something.

Benefit: Choose a General Skill/Specialty combination. As a Minor Trait, whenever making a roll that would fall under the heading of that Specialty (even if you don't have it yet), you get a +2 Skill Step bonus. As a Major Trait, you also get more for you Plot Points on the Specialty: whenever you spend PP on a roll that you gain the Step bonus on, you count it as if you spent an additional 2 PP (1 PP gets you a d6 instead of a d2, 2 get you a d8 instead of a d4, etc).

Note: This replaces Talented as listed in the core rulebook, and brings its bonus scheme more in line with other core rulebook Assets, but still stacks with bonuses from Born behind the Wheel, Allure, etc.

Teacher [Minor/Major]

You're a natural-born instructor.

Benefit: Pick a General Skill/Specialty combination. You can make it cheaper for characters to learn that General Skill and that one Specialty, as long as you have it at a higher level than they do.

To give them this benefit, you must spend at least 2 hours a day for 1 day per Step of the level they want to buy (d2 takes 1 day, d4 takes 2 days, d10 takes five days, etc) instructing them; you can instruct a group of up to 10 people at once, but each person beyond that adds 1 day to the total time required. At the end of the required time period, the characters you were teaching may purchase the chosen Skill/Specialty at the new level for 2 AP less than it would normally cost (so they can learn d2 in that Skill for free!).

As a Major Trait, the mechanics are the same, but you can Teach any Specialty you know under the General Skill that you choose.

Tough as Nails [Minor/Major] (New Version)

You're tougher than you look; you can take a beating and stay in the fight longer than anyone

would expect.

Benefit: Every time you take Stun damage, the amount you take is reduced by 2 points. As a Major Trait, whenever you spend Plot Points to reduce damage, they count as if you had spent 2 additional PP.

Note: This replaces the Tough as Nails Asset as listed in the core rulebook.

Trustworthy Face [Minor]

You look like a good sort; people just know they can trust you.

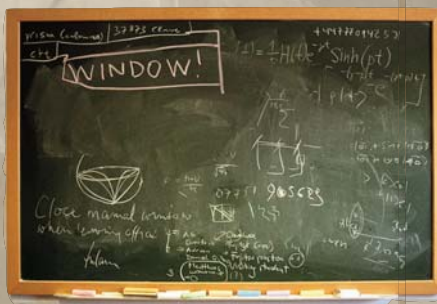
Benefit: People you don't even know are liable to trust you. In bars, sobbing drunks confide in you and broken-hearted lovers ask you why the world is so cruel. On the streets, people pursued beg you for aid. Add a +2 Step Willpower bonus to any roll to convince someone to trust you and believe what you say is true, or to get them to tell you something they would normally keep secret. Also, you are less likely to be accused of lying in general, and a crowd or group is more likely to believe what you tell them.

Uncommon Knowledge [Minor/Major]

You know things that most other folk don't—maybe there's secrets, maybe lost lore, maybe covered-up history... but you know about it. That can be helpful at times, and sometimes it can get you killed....

Benefit: Pick a subject, topic, etc. that you want to have knowledge about that isn't usually available. You can pick a subject completely unknown to most people, or you can pick something normal and know some secret information about it; either way, the GM decides exactly what you know, but if they don't have something in mind, you can suggest what your character might know.

This represents more, however, than just knowing one important secret about something or someone. This represents an understanding or knowledge of something that you otherwise could not know, since there would be almost no opportunity for you to have gained this knowledge. How extreme this is is up to you and the GM. As a Minor Asset, this gives you the ability to make Knowledge-based Skill rolls about this subject, and to take it as a Specialty of Knowledge that is normally unavailable. As a Major Asset, this gives you a +2 Skill Step bonus to all such Knowledge



rolls, and, if applicable, the GM may allow this to give you access to other Skills and Specialties not normally available, depending on your area of expertise and the level of the game and your Knowledge.

Very Favorite Gun [Minor/Major]

You have a piece of gear that is yours. It needn't be a gun or other weapon—but whatever it is, it is as much a part of your character as their arm, and about as likely to disappear on you. There may well be a story behind it—and it almost certainly has a name.

Benefit: Pick any item you already have—it could be anything that you and the GM agree on, but the price in Credits should not exceed 100 for the Minor version or 1000 for the Major. That item becomes a 'signature item' for the character. You should make a point to use it, or at least have it with you, at all times. Whatever it is, it will be much harder for you to lose it than a normal item of that sort. If it is stolen from you, you should be able to chase the thief down or buy it back more easily than otherwise. If you are arrested and your gear impounded, then your jailer decides he wants to keep it for himself, rather than ship it to auction. If you lose it, it should turn up later. It will be less likely to be broken, and easier to fix if it is.

How these benefits apply is mostly a function of roleplaying—it doesn't actually provide a numerical benefit, but the GM should be generous. The item is a symbol or extension of the character. If the character successfully sells or gives away the item, they lose this benefit *and* the Asset. However,

if the situation is suitable, and the character is giving away the item rather than selling it, the GM may allow this Asset to pass to the recipient. For example, a dying man could give his Very Favorite Gun to his best friend, asking him to look after his family, the friend would receive the Asset if they intended to follow through and use the gun as their signature item.

Complications

All Preened Up [Minor]

You make this look good... and everyone else needs to know that. All the time.

Penalty: You are a vain, vain person. Whether you look good or not, you spend excessive amounts of time on your appearance. This can take money, too, for clothing or makeup, or it could just mean you are easily distracted or beguiled by compliments. You play it up all the time—because you know it's true!

Amnesia [Minor/Major]

You can't quite remember....

Penalty: As a Minor Complication, you cannot remember something specific: a person, an event, a certain time; it could be something important, but it isn't all-encompassing. Trauma may have buried the memory, or maybe you've been brainwashed to forget. The GM should assign you a secret Complication that even you don't know the immediate nature of: it could be Traumatic Flashes, Branded, Chip on the Shoulder, or anything else. You get the points for it as well, and can only



choose up to 4 Complications yourself, as the secret uses up one spot.

As a Major Trait, you have almost no memory of yourself; when creating your character, you must leave certain aspects up to the GM to assign. You may pick only 3 Assets and 3 Complications (including Amnesia); the GM may assign any others as they see fit (if they see fit), to be discovered in play, and then tell you how many total Attribute Points you may assign (and these you may use freely). Also, you may only assign ½ of your starting Skill Points; the GM secretly determines the other ½, as well as any you do not or choose not to spend.

Note: This Complication greatly alters character creation, and can alter the way the character is played in a significant manner. You may only take this Complication with the GM's permission.

Comfort Object [Minor]

You have a security blanket—and it keeps the monsters away....

Penalty: You have a small, inexpensive object that you rely on as a sort of charm or talisman to keep you safe. This could be a teddy bear, a security blanket, a lucky rock with a hole in it, a rabbit's foot—whatever. You always have the object with you, and if

you ever lose it, you become extremely upset. Unless it would be fatal, you drop whatever you are doing and set about trying to get the object back, doing anything within your power that is not too dangerous for you to try it. If you cannot, you will be at -2 Attribute Steps until you can get it back. If permanently lost or destroyed, you will suffer the above penalty until you find a new Comfort Object or buy off the Complication.

Conditional Programming [Minor/Major]

You've been programmed, whether through boot camp or brainwashing, to act a certain way.

Penalty: You have ingrained responses to certain things, stimuli you have great difficulty controlling—if you can at all. It is entirely possible that you don't even fight the conditioned responses. As a Minor Trait, you have a limited range of things which you are conditioned to do as a reflex or consistent response: go for the kill in a fight, even

if you've already won, always listen to what a man dressed a certain way tells you, always report seditious activity, etc. These aren't impulses you can easily control, nor are they trivial; they were conditioned into you to be obeyed, and it will be almost impossible to resist. The first time you try to resist a given response, you must make a Ridiculous Willpower + Discipline/Concentration roll. If you succeed, you can resist, and attempts in the future are only of Heroic difficulty. However, if you fail, you need to make the same roll again next time, and you can't even hope to resist in that moment. Even this Minor Trait level can be devastating, leading to a character killing or causing the death of a colleague; it should not be taken lightly, and should only be allowed in certain circumstances.

At the Major level, the Minor penalty applies, but the character is also programmed with certain code words or phrases—which are generally nonsense, to prevent accidental activation, and which can be heard or seen to be used. What the code words are and what they do is up to the GM; the player/character will never find out, because when they are activated, their normal personality is completely subsumed by the coded response. The compulsions caused by programmed codes (be they 'safe words' that knock them out, or commands to kill everyone) can only be fought by making an Impossible Willpower + Discipline/Concentration roll for the initial attempt; if they fail, they must make the same roll again, next time. If they succeed, the difficulty for future rolls is Ridiculous, and this time (and each time they succeed), they are overwhelmed with confusion as their conscious mind fights the programming, and they are debilitated and unable to act for 3d6 rounds, during which time they either collapse and mumble to themselves or fall unconscious. This level of Conditional Programming is extremely rare, since most organizations don't have the know-how, the time, and the controlled, secret environment needed to do it. Only characters who may have been in the control of such an organization should have this Complication (and, of course, they won't know about it).

Creaky [Minor/Major]

You're gettin' too old for this....

Penalty: You are getting rather elderly, and your body isn't wearing too well. You suffer bouts of arthritis, weakness, shaking, or similar. Once per



session, your problems act up and you suffer a -2 Step Attribute penalty to Agility and Strength until you can sit down and rest for at least five minutes. As a Major Complication, the penalty is increased to -3 Steps and you suffer attacks twice per session.

Note: Not all old characters should be assumed to get this Complication; they can still be in good shape right up to the day they die.

C.I.R.S. [Major]

Cybernetic Implantation Rejection Syndrome (CIRS) is a psychotic disorder associated with over stimulation of the central nervous system from an excessive amount of neural interface devices and other cybernetics. It is discussed in more detail in the 'Cybernetics' section in Chapter 2. Symptoms of the syndrome include uncontrolled trembling in extremities, extreme irritability and mild to severe psychosis. The chance of any particular character developing CIRS as a result of cybernetic implantations depends on the number and type of prostheses/implants they currently have and the character's Willpower score. Willpower effectively sets a decent upper limit of what kind and how many Cybernetic implants a starting character may have (6 for a D6 Willpower score, 10 for a D10 Willpower, etc.).

Penalty: A victim of CIRS suffers a -1 step penalty to all actions requiring physical precision (firing a handgun, threading a needle, etc.) as well as a -2 step penalty to all social interactions due to their irritability and odd behavior. Having one or more cybernetic implants removed to ease the load on one's central nervous system won't help, the syndrome runs far deeper than that. Removal of some implants, psychiatric counseling and probably medication (not to mention a heap of Plot Points to buy off the complication) are required to manage the symptoms.

Dependent [Major]

Someone needs you in a way that's hard to refuse. In fact, your life revolves around their well being and you will pay any price or make any sacrifice to ensure their safety and security. Your dependent is either helpless, naive, very underage, destitute, ill, or otherwise unable to care for themselves in the big, scary 'Verse. Aren't they lucky they have you?

Penalty: An NPC is completely dependent on you and you are their sole means of support. You

will always keep them close or, if absolutely necessary, at least in a safe and secure place that you can return to in extremely short order. If their safety is ever in question and you aren't actively working to rectify that, then you're so distracted with worry that you suffer a -2 step penalty to any action that involves any form of concentration or focus. Your dependent can be your own child, some other minor-aged family member or anyone for whom you would feel a familial responsibility or personal debt.

Furthermore, your dependent has a complication of their own which you must contend with and protect them from. Suggestions include Allergy [major], Amorous [minor], Amputee [minor], Bleeder [major], Blind [major], Branded [major], Deadly enemy [minor], Deaf [major], Easy mark [major], Filcher [minor], Hooked [minor/major], Leaky brainpan [minor/major], Mute [major], overconfident [minor], Paralyzed [major], Soft [minor], Traumatic flashes [minor/major] and Twitchy [minor]. At GM discretion you can choose two minor complications for your dependent to replace a single major complication. If your dependent is ever removed from the safety of your protection against your will, you cannot earn plot points until you begin working directly and specifically to retrieve them. (As an alternative or additional rule, GM's may want to inflict a harsh plot point penalty or debt if a dependent is killed or otherwise lost forever.) You and your GM must work together to determine the attributes and skills of your dependent. Remember that a dependent is, well, dependent. (Suggestion: Limit of 36 attribute points, with maximum of one minor Asset at GM discretion. Limit of 40 skill points. Attributes no higher than d8 and skills no higher than d6.)

Distractable [Minor]

You—wait, what was that? Never mind. I was saying—hey, look! Shiny!

Penalty: You are easily distracted, and get bored very quickly. This can draw your attention away from your work with sometimes disastrous results. You have to make a Hard Willpower + Discipline/Concentration (or similar Specialty) roll to avoid being distracted at some point during any complex action that lasts longer than 2 rolls (the GM decides when, exactly, you get distracted). Also, you are liable to be rather obnoxious at times, being

unable to concentrate on what people are saying to you if something interesting is going on nearby. If you are distracted during a Complex Action roll, you lose all time spent on the current roll and half of your accumulated total so far.

Dull Sense [Minor] (New Version)

One of your senses doesn't work so great—which can be bothersome at times.

Penalty: Pick one sense: touch, hearing, sight, or taste/smell. At all times, for whatever reason you can dream up, you receive a -4 Alertness Step penalty when using that sense specifically, and a -2 Alertness Step penalty when making any roll that is normally benefited by that sense.

Note: I combine Taste and Smell because they are, in effect, the same sense; if you have trouble with one, the other is also damaged, etc. This replaces the Dull Sense Complication as listed in the core rulebook.

Forked Tongue [Minor/Major] (New Version)

You lie like an oriental rug. No—two oriental rugs!

Penalty: You are a compulsive liar, and everyone knows it. You just can't help yourself! Unfortunately, this gives you a -4 Step penalty getting anyone to believe a word you say once they know you. As a Major Complication, the compulsion is irresistible; the GM can cause you to lie, against your will or even without your knowledge, once per session, in any situation they choose.

Note: This replaces the Forked Tongue Complication as listed in the core rulebook.

Freak! [Minor]

You are really hairy. Or maybe you have a vestigial tail. Whatever the reason, you could make good money in circus barker's sideshow.

Penalty: You are easily recognizable (giving others a +2 Alertness Attribute Step bonus when trying to spot you), but it gets worse than that. Being such a curiosity makes it difficult for people to take you seriously, and many are frightened of you. You suffer a -2 Step Attribute penalty to social rolls with most people, who find you distasteful company at best. Also, people who are highly insular, inclined to prejudice, or generally unkind will likely target you for abuse before your

companions.

Note: This is separate from the Memorable Complication, though very similar; characters should not be allowed to take both. Freak! exists to add a more direct flavor to the idea behind Memorable, but is not a greater detriment.

Hyper-focused [Minor/Major]

You always get the job done—at least, the job at hand; everything else takes back seat.

Penalty: When performing a Complex Action, you have to make an Average Alertness + Perception/Specialty (usually Hearing or Sight) roll in order to notice anything other than what you're doing, unless someone actually strikes you, or your work is forcibly interrupted (knocked down, hurt, etc). As a Major Trait, the same applies, but you suffer a -2 Alertness Step penalty to all Alertness-based rolls to notice things you weren't expecting or specifically looking for—this applies at all times.

Indentured Hand [Major]

You, or a family member, went way into debt, and now you're paying it off with your life and labor.

Penalty: You are an indentured servant, with 2d2 years to go before freedom (at which point you could buy this off with AP), and the possibility of paying your way out for 10,000 Credits per year left (at which point you would *still* have to pay the AP to remove the Complication; otherwise, something happens that still leaves you indentured!).

As long as you are indentured, you are almost a slave. You cannot take any Asset that would give you (at least currently) particular standing or wealth (such as Moneyed Individual) unless you can work out with your GM why you have it—Moneyed Individual would likely be impossible, but Friends in High Places might be justifiable, for example. 80% of all earnings go to your holder to pay off debts and, if you stop making regular money, your contract may have time added to it. Attempting to run away, of course, adds even more time (typically 6 months to a year). However, your holder may permit you to travel, if they trust you, while you make this money for them—but that is chancy and might lead to problems, such as bounty hunters if they ever perceive you to have 'jumped ship' or neglected your duty, at which point this might become Branded [Major] or another Complication of equal value.

Khan Complex [Minor]

There's one person out there, somewhere, who you count as your arch-rival. Whether they always foil you, or you always seek to foil them, the two of you are irreconcilable. Unlike those with a Deadly Enemy, this isn't a group or organization; there's just one person you need to deal with, but they seem to be blocking your way at every turn.

Penalty: You have a rival who seeks to foil you as you seek to foil him. They will likely be very tough to get rid of, though they probably won't have an easy time bumping you off, either. You are at something of an overall stalemate, continually interfering with each other and rarely getting anywhere. As with Deadly Enemy, until you remove the Complication, the threat will always exist—except in this case it is impossible to actually kill your foe (and have him replaced, as per Deadly Enemy), no matter what appears to happen. They always survive, somehow, though you don't seem to have that same luxury.



Klutz [Minor/Major]

You can't seem to avoid causing accidents and mishaps; you should never enter china-shops or ever, ever be a surgeon.

Penalty: You trip on things. You drop fragile things down stairs. You fumble with small objects. You have a -2 Step Attribute penalty to all rolls to balance, catch things, move quickly, and so on. This penalty does not apply to initiative or dodging, though it might be fun to characterize successful dodges as falling, luckily, out of the way. Generally speaking, your mishaps do not physically damage you or your friends. As a Major Trait, you even have to make rolls for normal, every-day actions! Twice per session, the GM can make you roll Agility + Athletics (or other appropriate Skill/Specialty) with the -2 Step Penalty in order to not drop something you're carrying, trip and fall down, bump into someone, etc.

Kreb's Disorder [Major]

Kreb's Disorder is an unpredictable illness which affects both a sufferer's mind and body. Named after the first known telepath to be found

after the Exodus, one Nathan Kreb, it is characterized by periods of hallucinatory madness, delirium, spasms and loss of mental coherence. It can manifest in a sudden spike in metabolism, one which causes the body to rapidly burn through its energy stockpiles. This leads to rapid lethargy and emaciation and can lead to starvation, even if the sufferer had eaten within the last few hours. As well, Kreb's is known to cause insomnia, somnambulism and extremely vivid and horrific dreams. There is no known medication or treatment for Kreb's. Psions are discussed in more detail in the 'Readers' section later in this chapter.

Penalty: To play with Kreb's one must keep track of one other statistic; Insanity. Each time a person with the disorder uses a psionic ability, they risk gaining one Insanity point. A psion who has contracted Kreb's gains Insanity points from exceeding their Stun damage threshold through using powers, by botching a roll, and sometimes by contact with other psions or certain kinds of minds. The only way to resist Insanity point gain is to make a Discipline/Composure roll (with no stat bonus or plot points) and match or beat the current number of points. If the Psion exceeds half of their Willpower in Insanity points, they sink into a state of Madness and begin to suffer hallucinations and other psychosomatic effects that may change their perception, habits, and even their biochemistry. The precise effects are left up to GMs to decide, but the game effect is a cumulative -2 step penalty to all actions for every point past the Madness threshold that the character gains.

Lazy [Minor]

Why bother? You can always do it later....

Penalty: You have motivation problems; you'd rather laze about all day than do your work. If at all possible, you'll weasel out of anything remotely like a job, even if it gets you into trouble later.

Lily-Soft Hands [Minor]

You haven't done a hard day's work in your life; whether or not this means you're stuck-up, and whether or not you have the know-how to get by, it does mean you stick out like a sore thumb on the Rim or in a worker's joint.

Penalty: Anyone who would look down on a

lily-skinned boss or an overseer who just shouts orders and doesn't even know what they mean will probably dislike you, giving you a -2 Step Willpower penalty when making any Influence rolls against them.

Oblivious [Minor/Major]

You rarely notice things; your senses are fine, but you just seem to be oblivious to your surroundings half the time.

Penalty: You suffer a -3 Step Attribute penalty to Alertness to notice things you aren't specifically looking for, making it difficult to spot anything you aren't already on the lookout for. This applies to Initiative in all situations where your side weren't the ones who initiated combat, since you never quite pick up on the tell-tale signs that you should maybe be moving now. As a Major Complication, all Plot Points spent on Alertness-based rolls cost twice the normal amount for the same benefit (1 PP has no benefit; 2 PP gains you a d2, 4 PP gains a d4, etc).

Plodding Along [Minor/Major]

You move... slowly.

Penalty: You have trouble keeping up with most people, and your reaction time is a little slow. Your base speed is reduced by 5, and as a Major Trait you also suffer a -2 Step Attribute penalty to Agility or Strength on any rolls involving speed or movement, including running, Initiative, dodging, and Innate Defense.

Pyromaniac [Major]

You love fire! Fire, fire, fire!

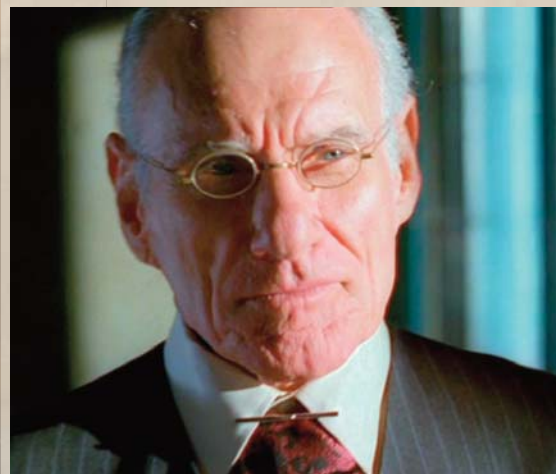
Penalty: You are a pyromaniac; you love fire so much that you just have to go out and burn things—and sometimes, that might mean that people die, or have their things destroyed. You probably feel remorse about that, but it doesn't stop you. You must burn things! Unfortunately, this is a major problem on a spaceship, and can get you in a lot of trouble in a hurry, even on a planet.



Sadistic [Minor/Major] (New Version)

You're one sick *buen dahn*.

Penalty: As a Minor Complication, you have no qualms about hurting people who get in your way. In fact, you think torture is a good way to get



information or punish the enemy, and you enjoy making your enemies suffer. However, you wouldn't want the same treatment given to your allies, and you aren't in it just for the pleasure—that's just a side benefit to the practical uses of pain.

However, as a Major Complication, the sound of human screaming is music to your ears, and you like to watch while they die—though you may try to keep them alive for several days, just to see what they can endure. Both versions bring social penalties, as your friends, family, and even strangers may discover your sadistic streak and take to their heels.

Note: The Major version is the same as in the core rulebook — no BDH should ever take it.

However, the Minor version might be appropriate for some 'anti-hero' or otherwise dark crewmembers, with the GM's permission. This replaces the Sadistic Complication as listed in the core rulebook.

Shy [Minor/Major]

You are socially awkward.

Penalty: You have an unfortunate tendency to get tongue-tied at inopportune moments. You have trouble interacting with strangers on any personal level, and try to avoid social contact with those you don't know. You may even have trouble dealing with those you know, as you may feel you don't want to embarrass yourself in front of them. Your awkwardness (stammering, inappropriately placed jokes, strange comments) can also be off-

putting, so you receive a -2 Step Skill penalty on any Influence rolls you make against someone you are feeling shy around.

As a Major Trait, this manifests as severe agoraphobia or social paralysis; you can't reasonably deal with anybody, and don't even like to be seen by strangers. In addition to the above penalty, you freeze up when confronted with a social situation; it takes you several seconds (two combat rounds, should it matter) to recover your wits after being thrown into any kind of personal interaction. You also suffer a -2 Step Skill penalty to all rolls made 'in front of an audience': if you think someone is watching your work, evaluating you, looking over your shoulder or anything similar, you have trouble keeping on-task.

Slow Learner [Minor] (New Version)

You have trouble learning new skills.

Penalty: You can never have a General Skill higher than d4; instead, you begin buying Specialties at the d6 level, instead of the normal d8, and you cannot have the Asset Renaissance Man. This applies both to character creation and later advancement. Should you ever buy off this Complication, any General Skills you have at d4 in which you have at least one Specialty at d6 or higher are automatically raised to d6, and any Specialties you had at exactly d6 are lost as they are subsumed into the General Skill again. For example, if you had this Complication, you could have Covert d4 (with no Specialties) and Guns d4/Pistol d10/Rifle

d6. If you then bought off Slow Learner, you would suddenly have Guns d6/Pistol d10 (and no more Rifle Specialty), but your Covert would stay at d4.

Note: This replaces the Slow Learner Complication as listed in the core rulebook.

Smells Like a Farm [Minor]

You come from a workin' family—and you can't never seem to get the smell out....

Penalty: You're obvious to anyone who looks at you as a country boy (or girl), and not in the cute kinda way. Even if you know how to get around in the Core and other places of high civilization (which you might not) you find that anyone inclined to look down on the lower classes doesn't like you around much, giving you a -2 Step Willpower penalty when making any Influence rolls against them.

Stir Crazy [Minor]

Get cooped up too long and you're liable to start acting strange.

Penalty: If you spend more than a week without a significant change of scenery, you start to go a little nuts—you don't sleep well, you become easily startled and distracted, you get increasingly irritable. For each week that you can't get a change of scene (getting off-ship for a few hours or a day, leaving town to go on a hike, etc) you suffer a -2 Step Skill penalty to all rolls from being so irritated. Also, especially in close quarters





(like on a ship), you start to get on other peoples' nerves after a while, acting out and being generally aggravating about it.

Trickster [Minor/Major]

You don't get mad—you get hilarious! Or at least, you think its hilarious....

Penalty: Whether or not you're prone to violence, you abso-fraggin'-lutely prone to mischief. You like to play practical jokes on people. These may or may not be malicious, but they generally get people mad at you. As a Major Complication, though, you have an even bigger problem. You like to pull off really dangerous pranks whenever you can, just for the thrill of it—which can make it much harder to survive a supposedly stealthy mission. You might be noticed—but things are so much more fun when you back up the sewage treatment system, or when you personally serve the poisoned food to your target. You don't hold back—and when anybody riles you up, you have to play some kind of prank on them. It might not be immediate, but it'll come soon....

Tri-plex Junkie [Minor]

You're a compulsive shopper. You like to spend hours wandering around the Tri-Plex in any Core city, poke around stores and markets on the outer rim, and you never pass up the chance to check out a flea-market. You just have to shop—and you always find something you just have to buy.

Penalty: Whenever the opportunity arises, you get the urge to splurge. You would spend huge amounts of time shopping, given the opportunity,

and you always end up buying something useless. Whenever you enter a shopping area, you have to spend the cash you have on hand on something that is largely useless, like a badly-carved swan or a souvenir plate. Whatever it is you come up with, though, your cash just burns its way out through your pocket, and you waste a bunch of time wandering around.

Young 'un [Minor/Major]

You're still wet behind the ears, and everyone knows it. People almost never let you make any important decisions, and a lot seems to go over your head.

Penalty: You are below the age of a legal adult. As a Minor Complication, you are just under age (17-20 years); people may show some respect, but you still get treated as 'just a kid' a lot, and don't have a lot of freedom. As a Major Complication, you are significantly under adult age (16 or younger), and are given very little freedom; also, a lot of the world is pretty shocking and hard to grasp at that point, at least if you get up to most of the things likely to happen in a game.

Note: If your character should pass through enough time to grow out of this Complication (or at least turn the Major into the Minor), they may no longer have to deal with the legal problems associated with being under-age, but they will still suffer the social penalties (be viewed by adults as young and untried) until they pay it off with AP as normal.



Rules For Readers

By Disintegration

To more accurately and completely model a range of paranormal powers, the following changes have been made to the way that psionics are handled in my game. The first is the replacement of the Reader trait with one titled Psion, which is available in both minor and major varieties. The basic effect is similar, in that it conveys a combination of new and frightening power and the shaky uncertainty of an abnormal brain.

There are three basic explanations for the acquisition of Psion status, one being the surgical "enhancement" of facilities like the Academy that River Tam escaped from, another being latent talent, and the final being alteration from disease, radiation, or other factors that accomplish something similar to the surgeries of the facilities. One difference between these rules and the core book is that the points for Psion must be bought off with debilitating mental and social complications entirely, balancing its taking with an equally dangerous, hindering, or outright lethal combination of problems stemming from their own body. Nobody makes that kind of change without suffering a mark, even if they were born to it. Another exception to the normal rules is that Leaky Brainpan, once taken by a Psion, may never be bought down entirely. It can be reduced from Major to Minor, but that's it.

Special Traits

Psion [Minor/Major]

Wherever it comes from and however you feel about it, your life is something out of the ordinary. Maybe you can touch folks' minds or make things burst into flames even when you don't mean to, or maybe you can nurse a baby bird back to health with nothing but a little soothin' whisperin'. You've got it, kid, whatever it is.

Benefit: You can take skill ranks in psionic abilities and attempt to make use of them. To actually make use of a learned power, you must make an attribute (usually willpower or alertness) + skill roll and take a resistable single box of stun damage, though you may not spend plot points on this roll with the minor trait.

A botch result means that your powers go haywire and the GM may use any of your psychic abilities to amuse themselves or further the plot, in addition to adding an unresistable box of stun damage.

With the major rank, you may now spend plot points to add to your rolls, but must also take a box of non-resistable stun damage for every point that you spend. It's not easy to manipulate things with your mind, and there's a kind of 'bruising' that comes from pushing even harder than normal.

Kreb's Disorder [Major]

Kreb's Disorder is an unpredictable illness which affects both a sufferer's mind and body. Named after the first known telepath to be found after the Exodus, one Nathan Kreb, it is characterized by periods of hallucinatory madness, delirium, spasms and loss of mental coherence. It can manifest in a sudden spike in metabolism, one which causes the body to rapidly burn through its energy stockpiles. This leads to rapid lethargy and emaciation and can lead to starvation, even if the sufferer had eaten within the last few hours. As well, Kreb's is known to cause insomnia, sonambulism, and extremely vivid and horrific dreams.

There is no known medication or treatment for Kreb's.

Penalty: To play with Kreb's, one must keep track of one other statistic; Insanity. Each time a person with the disorder uses a psionic ability, they risk gaining one Insanity point. A psion who has contracted Kreb's gains Insanity points from exceeding their Stun damage threshold through using powers, by botching a roll, and sometimes by contact with other psions or certain kinds of minds. The only way to resist Insanity point gain is to make a Discipline/Composure roll (with no stat bonus or plot points) and match or beat the current number of points. If the Psion exceeds half of their Willpower in Insanity points, they sink into a state of Madness and begin to suffer hallucinations and other psychosomatic effects that may change their perception, habits, and even their biochemistry. The precise effects are left up to GM to decide, but the game effect is a cumulative -2 step penalty to all actions for every point past the Madness threshold that the character gains.

At the end of a session, the Psion loses one Insanity point and has a chance to make a resistance

roll against a further point, exactly the same as if they had just gained them. This means making an unmodified Discipline/Composure roll with no plot points against the current total. Failure on this roll does not add a new point, but a botch will.

Powers & Resolution

Basic psionic powers are taxing, but some of them trade even more power in exchange for an even more brutal effect on their wielders, with the most extreme of all risking death, coma, or other severe consequences. To reflect this, psionic skills are 'classes' with a tag next to them that indicates their relative effect on a psion making use of them.

Any power tagged with 'E' is relatively effortless and doesn't cause any more than the standard strain.

One with a 'T' is taxing and risks a second box of stun damage for its use.

An 'H' is hard and causes two more boxes of stun damage beyond the default.

A 'C' is a crippling ability that splits its damage into basic form (splitting wound and stun).

These last powers are obviously the most dangerous to use.

Each of the Psion specialties is necessary to make use of any degree of power in that class of ability. For example, a Psion who wishes to be able to use Kinesis based powers will need d6 Psionics and at least a d8 Specialty in Kinesis to do anything more complex than a Stage 1 action (see below).

Psionic Skill Tree Specializations

- **Telepathy:** Mental speech and reading of others.
- **Kinesis:** Physically affecting the world.
- **Obfuscation:** Making oneself harder to find.
- **Sympathy:** Faith healing.
- **Manifestations:** Illusions and trickery.
- **Manipulation:** Direct confrontation of another mind.
- **Precognition:** Unfocused sensing of the near future.

In order to resolve the use of a psionic power, an unopposed roll is simply the appropriate stat, modified by the individual skill rank. The difficulty class should be similar to accomplishing a comparable 'normal' skill, stepped up by one. Since the effects of psionics are more dramatic, their use in play should be likewise more thought-provoking for the player.

This is a loose guideline for GMs, and certain of the more mental Psion Specialties would replace more detailed effects for changing the world in some way. Suggested Specialties include Telepathy and Precognition, which would both provide clearer revelations instead of having a more powerful modification.



"...also, I can kill you with my brain."

— River Tam

Psion Stage Classes

CLASS 1; SENSING (E)
EQUIVALENT ACTION +1 STEP

CLASS 2; SUBTLE INFLUENCE (T)
EQUIVALENT ACTION +1 STEP

CLASS 3; MODERATE INFLUENCE (H)
EQUIVALENT ACTION +2 STEP

CLASS 4; MAJOR INFLUENCE (C)
EQUIVALENT ACTION +3 STEP

GROUP; OTHER EFFECT, MORE TARGETS
+1 STEP PER TARGET

Cybernetics

By Sanmateo

This section is designed to complement the Cybernetic Implant asset presented earlier. The asset is fairly open-ended and allows the player to determine what kind of cybernetic device their character has had implanted as well as determining what specific effects it has. I happen to prefer this approach over detailing (and thus limiting) what specific kinds of cybernetics are available. Nevertheless, I've included a few off-the-cuff examples here in the hopes that it might inspire others. I have not included prices in the description for two reasons: firstly these cybernetics aren't really intended as an equipment list, I'm just tossing out some ideas. Secondly, cybernetics can very easily turn a Serenity campaign into a Cyberenity campaign, and I doubt most GMs would want that. I've also included a new Complication (C.I.R.S.) below for use in limiting cybernetics use. You may also noticed that I completely avoided Cyberjacks and Skillssofts for the same reason.

GMs should bear in mind that most cybernetics would have very limited commercial market value and thus would typically be very hard to find. Finding someone reliable to implant the things would also likely be very difficult. Bear in mind too that in the Serenity 'Verse cyberpunk implants are not at all common. While prosthetics are readily available and perfectly acceptable for someone maimed in an industrial accident, having an internal air tank or retractable claws implanted would strike most folk as completely bizarre. For this reason I typically keep the cybernetics limited to starting Traits (assuming an appropriate background reason for their existence) and make getting such implants during the course of the campaign very difficult (and costly).

Minor Cybernetic Implants

Low Light Eye

When activated this system eliminates any penalties from low-light conditions by amplifying the ambient light. Some amount of light must be

present to amplify, of course, even if it is exceedingly dim. Further, the system can easily be temporarily overloaded with bright light (from a flashlight, flash of lightning or similar) though the wearer is immune to the residual blindness and after image effects from such overexposure. Any cybernetic eye that projects the images it captures directly into the optic nerve is assumed to provide similar protection by automatically limiting the signal to a level the body's natural systems can tolerate.

Eye Capture

This cybernetic eye functions like any standard replacement eye with additional convenience of a built-in photo/video capture. The internal capture can store up to four hours of standard video and can be downloaded to any appropriate device easily.

Microscopic Vision

This cybernetic eye provides its wearer with the ability to magnify vision up to x 1000 vision. An internal computer monitors and controls drift, zoom and resolution.



Low/High-Frequency Ear Implant

This ear replacement simply extends the wearer's hearing into either the low or high frequency range. As a

Major Asset it might do both. Like the cybernetic eyes above, it is assumed that any cybernetic ear automatically protects from sounds that might otherwise cause damage by automatically limiting the input to safe levels.

Ear Recorder

Similar to the Eye Capture above, this implant has its own built-on audio recorder that, when activated, can record up to 12 hours of material. Furthermore, sound recordings made by the implant are capable of far more precision and detail than the input which the wearer normally receives.

Smartgun System

Sensors on the weapon and a direct tap into the user's optic nerve allow targeting crosshairs and other indicators to appear within the user's field of

vision, enhancing targeting in much the same way as a simple laser sight. While it requires the use of a specially designed weapon (at least Newtech x2) this implant system allows increased performance in the use of that weapon (+1 skill step). Furthermore a Newtech x4 version of the weapon would include a high resolution video camera installed along the weapon sights, projected directly into the wielder's sensorium when activated and allowing the user to fire around corners or from behind cover using only the video image to aim. While this allows the user to remain under full cover while firing on targets, it is somewhat inferior to direct line of sight and the system's +1 step bonus is negated.

Internal Library

Quite simply, an implanted standard or professional grade data library. It requires a 25Cr monthly renewal fee to keep it up to date and can be upgraded via cortex like any other data library. Control and display through sub-vocal commands and either optic nerve interface or internal audio (or, heck, why not both?)

Adrenal Booster

An alternative to boosting ones Strength and Agility with cyber-limbs or artificial muscles, this is a computer controlled implant attached directly into the adrenal glands. When activated it provides the wearer with a +1 step bonus to Strength and Agility for about one minute (or the duration of one combat, as the GM determines).

Alternately the Adrenal Booster could provide an optional +2 step bonus to both Attributes for a limited duration, at the GM discretion. This increased bonus would, however, come at the cost of imposing one Stun point per turn on the wearer for the duration of the boost.

Sub-Dermal Armor

Mesh armor or its equivalent implanted sub-dermally on the wearer's torso. Can be combined with standard, worn armor and is completely concealed (at least from visual inspection).

Internal Air Supply

A thirty minutes air supply stored in an internal tank. When activated it provides much the same effect as an old scuba gear breathing apparatus. The internal tank must be maintained, however, a

requires at least a yearly inspection if not a bit of minor surgery to 'top off' the tank and maintain the seals.

Concealed Compartment

This one is actually not all that uncommon. Many Alliance Operatives and lesser agents use this minor body alteration and it was relatively popular with Independent spies during the war. A simple pocket built into the body just about anywhere room can be found allows up to one pound or six cubic inches of material to be stored out of sight. The concealed compartment is completely invisible to casual inspection but can be easily seen by standard x-rays, scans and other security devices. Again, a Newtech version could get around some or all of these security measures.

Lung Filters

More or less a built in NBC mask but limiting its protection only to inhalants. Tear gas, nerve agents and other such weapons are not hindered from contact with skin, eyes, mucus membranes, etc. Still, a fairly handy alteration.

Spotter Eyes

This cybernetic implant replaces the eyes a standard eye replacement with the added benefit of built-in Spotter Contacts (see Newtech Goodies).

Pain Dampener

This cybernetic system slightly reduces pain signals in the body providing the wearer with 'natural' armor reducing stun damage by one.

Major Cybernetic Implants

Pain Threshold

This delightful little cybernetic system provides what every player wishes their character had: another Second Wind per day. By dampening and/or imposing a maximum threshold on pain signals it effectively allows the wearer to shake off some of that pesky Stun damage.

Pain Control

This cybernetic system gives the wearer control over pain signals from specific parts of the body. Unfortunately this control is limited and does not allow complete shut down of all pain signals (something inherently dangerous to begin with). It

does, however, allow the wearer to consciously reduce pain signals from specific wounds and areas of the body, effectively negating the wound penalty from serious wounds (see p. 157 of the core rulebook).

Weapon System

This more advanced version of the Smartgun system does not require a specially designed projectile weapon for use. Precision tuned to the wearer's body, this system is able to monitor, coordinate and refine the wearer's hand-eye coordination in order to improve combat ability. The system can either provide an overall +2 step bonus to any combat skill specialty (handguns, knives, thrown weapon, boxing, etc) or a +3 step bonus to any overall weapon type (ranged weapon, guns, heavy weapons, etc). This is definitely one that the GM will have to approve.

Implanted Blade

These weapons come in a variety of shapes and locations. Most wearers typically sport retractable claws (either from the forearm or under the fingernails), although any retractable knife-like blade can be implanted anywhere on the body, at the GMs discretion and common sense. For example, you can't get a 4' blade implanted in your arm unless your arm is at least 4' long and you're willing to never bend it again.

An implanted blade has whatever stats it would have if wielded and the cost of the blade itself is

figured directly into the cost of the implant. Mastery of such a weapon, however, requires its own skill specialty (for example: Melee Weapon Combat/Nail blades) though the general skill level itself would otherwise apply. Implanted blades are hidden from plain sight but not necessarily protected from detection by metal detectors or other sensors. On the other hand there is nothing especially preventing the character from submitting a Newtech version of such to the GM for approval.

Body Gun

Similarly to Implanted Blades above, a Body Gun is simply a retractable gun implanted somewhere within the body. Naturally, the choice of location is somewhat more limited than a blade (consider recoil and discharge before implanting, folks) and loading and unloading must be taken into account as well. Nevertheless a cleverly designed Body Gun can prove extraordinarily handy in many situations.

Monofilament Spool

Typically implanted in a finger, the wrist or palm, a monofilament spool makes for a handy garrote whenever such a thing might be required. Like the Implanted Blade and Body Gun examples above, a modicum of common sense is required in determining the location.

Eidetic Memory Chip

Provides a +2 step bonus to Memorize and



Recall specific information. While this device does not boost Memorize or Recall generally it can provide for storage of specific memories if the wearer indicates so in advance. That is, only those memories or information the player specifies are being routed via the chip receive the benefit of the implant's Memorize and Recall bonus.

Dermal Delivery System

This nasty little implant allows the wearer to store up to three doses of any contact drug or poison for delivery by touch. The device must be activated to use (naturally, you don't want it active all the time). The delivery point is typically in the palm or fingertips but can be anywhere the wearer prefers.

Internal Automated

An implanted, miniature version of a personal automed. It monitors the wearer's vital signs, provides limited life saving intervention and aids in recovery. The implant also requires yearly maintenance and may need to be re-supplied after First Aid interventions. The Internal Automated provides a +2 step bonus to Second Wind rolls, reduces difficulty of Recovery rolls by one and automatically provide First Aid (at d12+d2 skill level) after the first Dying check (see p. 157 of the core rulebook). It should be noted that a standard Internal Automated contains only enough supplies for three First Aid checks before it requires re-supply.

Limiting Implant Abuse

The chance of any particular character developing CIRS as a result of cybernetic implantations depends on the number and type of prostheses/implants they currently have and the character's Willpower score. Willpower effectively sets a decent upper limit of what kind and how many Cybernetic implants a starting character may have (6 for a D6 Willpower score, 10 for a D10 Willpower, etc.). While CIRS can result from further implants received after character creation it is assumed that those the character starts out with haven't caused a CIRS reaction (unless, of course, the player chooses it as a starting Complication).


For each further implantation received during the course of play, however, there does exist a chance of developing CIRS. For each additional implant the character later receives total up the implants he/she currently has, as well as the new additions (individually), in this manner: For each Minor Asset cybernetic implant count 2 points, for each Major Asset implant count 4. Take the total as Difficulty for a Willpower check to determine whether or not CIRS will later develop. As stated above, Willpower sets the maximum threshold before the CIRS automatically takes effect. It is up to the GM whether to inform the player immediately or keep the results secret to spring on the character later.



NEW TRAIT: CIRS, MAJOR COMPLICATION

Cybernetic Implantation Rejection Syndrome (CIRS) is a psychotic disorder associated with over stimulation of the central nervous system from an excessive amount of neural interface devices and other cybernetics. Symptoms of the syndrome include uncontrolled trembling in extremities, extreme irritability and mild to severe psychosis. A victim of CIRS suffers a -1 step penalty to all actions requiring physical precision (firing a handgun, threading a needle, etc.) as well as a -2 step penalty to all social interactions due to their irritability and odd behavior.

Having one or more cybernetic implants removed to ease the load on one's central nervous system won't help, the syndrome runs far deeper than that. Removal of some implants, psychiatric counseling and probably medication (not to mention a heap of Plot Points to buy off the complication) are required to manage the symptoms.



“This isn’t about people who make history; it’s
about the people history stepped on.”

— Joss Whedon

NAME _____
 OCCUPATION _____
 APPEARANCE _____
 AGE _____ HEIGHT _____ BUILD _____



HEROIC LEVEL _____
 EXP. POINTS _____ PLOT POINTS _____
 CONCEPT _____

Attributes

AGILITY D__ STRENGTH D__ VITALITY D__ ALERTNESS D__ INTELLIGENCE D__ WILLPOWER D__
 LIFE POINTS (VITALITY + WILLPOWER) _____ SERIOUS WOUND LEVEL (-2) _____ INITIATIVE (AGILITY + ALERTNESS) D__ + D__
 MOVEMENT | WALK = 0 ACTIONS, 15FT | HUSTLE = 1 ACTION, 30FT | RUN = 2 ACTIONS, 30FT + AGILITY + ATHLETICS/RUNNING

Traits

ASSETS	NOTE		COMPLICATIONS	NOTE	
_____	_____	<input type="radio"/> MINOR	_____	_____	<input type="radio"/> MINOR
_____	_____	<input type="radio"/> MAJOR	_____	_____	<input type="radio"/> MAJOR
_____	_____	<input type="radio"/> MINOR	_____	_____	<input type="radio"/> MINOR
_____	_____	<input type="radio"/> MAJOR	_____	_____	<input type="radio"/> MAJOR
_____	_____	<input type="radio"/> MINOR	_____	_____	<input type="radio"/> MINOR
_____	_____	<input type="radio"/> MAJOR	_____	_____	<input type="radio"/> MAJOR
_____	_____	<input type="radio"/> MINOR	_____	_____	<input type="radio"/> MINOR
_____	_____	<input type="radio"/> MAJOR	_____	_____	<input type="radio"/> MAJOR

Skills

ANIMAL HANDLING	D__	KNOWLEDGE	D__	PILOT *	D__	GUNS	D__
_____	D__	_____	D__	_____	D__	_____	D__
ARTISTRY	D__	_____	D__	_____	D__	_____	D__
_____	D__	LINGUIST *	D__	PLANETARY VEHICLES	D__	HEAVY WEAPONS	D__
ATHLETICS	D__	_____	D__	_____	D__	_____	D__
_____	D__	MECH. ENGINEERING *	D__	SCIENTIFIC EXPERTISE *	D__	MELEE WEAPON COMBAT	D__
_____	D__	_____	D__	_____	D__	_____	D__
COVERT	D__	_____	D__	_____	D__	_____	D__
_____	D__	MEDICAL EXPERTISE *	D__	SURVIVAL	D__	RANGED WEAPONS	D__
_____	D__	_____	D__	_____	D__	_____	D__
CRAFT	D__	_____	D__	_____	D__	_____	D__
_____	D__	PERCEPTION	D__	TECH ENGINEERING *	D__	UNARMED COMBAT	D__
DISCIPLINE	D__	_____	D__	_____	D__	_____	D__
_____	D__	_____	D__	_____	D__	_____	D__
INFLUENCE	D__	PERFORMANCE	D__	_____	D__	_____	D__
_____	D__	_____	D__	_____	D__	_____	D__

* SKILL CANNOT BE USED UNTRAINED

Weapons

NAME	DAMAGE	RANGE	MAX ROF	MAGAZINE
UNARMED	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Gear

_____	_____
_____	_____
_____	_____
_____	_____

Armor

NAME	AR	COVERS
_____	_____	_____

Money

TOTAL	CREDITS	DOLLARS	PLATINUM	GOLD	SILVER
CREDITS \$	\$1	\$25	2.5	5	250

ACTION	DIFFICULTY	EXTRA SUCCESS	COMPLEX ACTIONS	PLOT POINT COST	DICE STEPS
EASY	3	10	15	1	D2
AVERAGE	7	14	35	2	D4
HARD	11	18	55	3	D6
FORMIDABLE	15	22	75	4	D8
HEROIC	19	26	95	5	D10
INCREDIBLE	23	30	115	6	D12
RIDICULOUS	27	34	135	7	D12+D2
IMPOSSIBLE	31	38	155	8	D12+D4
-	-	-	-	9	D12+D6
-	-	-	-	10	D12+D8
-	-	-	-	11	D12+D10
-	-	-	-	12	D12+D12

YOU CAN USE PLOT POINTS TO MODIFY ROLLS | REDUCE DAMAGE | FUEL ASSETS | MANIPULATE THE STORY

W
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"3 x 3 x 3"

Allies

NAME?	_____	_____	_____
NATIONALITY/ETHNICITY?	_____	_____	_____
HOME WORLD?	_____	_____	_____
PROFESSION?	_____	_____	_____
QUIRK/PERSONALITY?	_____	_____	_____
LAST SEEN?	_____	_____	_____
CONNECTION - BACKGROUND?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
NOTES:	_____	_____	_____
	_____	_____	_____

Contacts

NAME?	_____	_____	_____
NATIONALITY/ETHNICITY?	_____	_____	_____
HOME WORLD?	_____	_____	_____
PROFESSION?	_____	_____	_____
QUIRK/PERSONALITY?	_____	_____	_____
LAST SEEN?	_____	_____	_____
CONNECTION - BACKGROUND?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
NOTES:	_____	_____	_____
	_____	_____	_____

Rivals

NAME?	_____	_____	_____
NATIONALITY/ETHNICITY?	_____	_____	_____
HOME WORLD?	_____	_____	_____
PROFESSION?	_____	_____	_____
QUIRK/PERSONALITY?	_____	_____	_____
LAST SEEN?	_____	_____	_____
CONNECTION - BACKGROUND?	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
NOTES:	_____	_____	_____
	_____	_____	_____

Purpose

"3 x 3 x 3" is a way for you, the player, to help yourself and your GM make a better game. What it basically is is a list of nine non-player characters that have had a role in your character's life before the game started. These nine characters are "Allies", "Contacts" or "Rivals". Allies are friends or family to your character, people who would help you because they like him or her. Contacts are people who you know, that you can likely rely on to get you information, but you'll likely have to pay for it. And Rivals are folks you can trust to mess with you at some point in time.

An example of each might be:

Inara's Companion friend, Nandi, in Heart of Gold is an excellent example of an Ally. Monty, who we meet in the beginning of Trash could easily be an Ally of Mal's. The postal worker in The Message would have been a great contact for Mal. In Jaynestown, Stitch the fellow crook that Jayne betrayed (and then shot at the end of the episode) could have easily been one of his Rivals.

Just because a NPC starts as one type of the three doesn't mean they always will. They can and do change as any character should, dependant upon how they are treated and mistreated. Patience also could have been a Contact that became a Rival in game play listed by "Mal's player".

So why do this? Isn't it the GM's job to create a NPC for the game? Sure, but when you the player create these nine you are giving him nine potential adventure hooks for your character that he can introduce at the table without having to give you the player a special side chat on who, why and how this character's entrance affects your character. All he has to say is "so and so walks up to the ship" and you know the history and game play isn't interrupted.

If helping make your game-time better isn't enough, you should also do this because your GM should feel inclined to give you a reward for it. The suggested reward is nine of Serenity's player character Advancement Points, one AP per NPC created. The added AP's follow all the normal rules that govern their use in game.

Please fill out the sheet and hand it to your GM, you won't be sorry. (Your character might, but you won't.)

Good Gaming.

Combat Tables

BASED ON MINDWYR'S CHART/TABLE LAYOUT.

Combat Sequence

STEP WHAT TO DO

1	Roll Initiative.
2	Declare number of actions.
3	If dodging before first action apply to current step penalty.
4	Start your actions.
5	If dodging after first action apply to next turns step penalty.
6	Continue until last action is performed.
7	Continue onto next round including dodge step penalties from Step #3.

Range Increment Modifiers

RANGE INCREMENT MODIFIER

Point Blank	10 feet or less	+1 S.S.B. ¹
Close	First	N/A
Short	Second	-1 S.S.P. ²
Medium	Third	-2 S.S.P. ²
Long	Fourth	-4 S.S.P. ²
Extreme	Fifth	-6 S.S.P. ²

1: S.S.B. = SKILL STEP BONUS. 2: S.S.P. = SKILL STEP PENALTY

Defensive Actions

TYPE	CIRCUMSTANCES	DEFENSE VALUE	PLOT POINTS	ACTIONS	M.A.P. ¹
Flat-Footed	Unaware of attack.	3	No	0	No
Innate Defense	Aware, but busy.	AGI ² Roll	Yes	0	No
Block	Melee Only.	AGI ² + Appr ³ Skill	Yes	1	Yes
Dodge	Dodging Anything.	AGI ² + Athl ⁴ /Dodge	Yes	1	Yes
All Out Defense	Dodge entire round: no movement.	+2 S.B. ⁵ to All Def ⁶ Act ⁷	Yes	N/A	Yes

1: M.A.P. = MULTIPLE ACTION PENALTY. 2: AGI = AGILITY. 3: APPR = APPROPRIATE. 4: ATHL = ATHLETICS. 5: S.B. = STEP BONUS. 6: DEF = DEFENSE. 7: ACT = ACTIONS.

Attack Difficulty & Attack Roll Modifiers

CIRCUMSTANCES	DETAILS	BONUS, PENALTY, MODIFIER
Firing Into a Crowd	Into crowd or melee	-2 S.S.P. ¹ If attack is botched make attack against separate, GM-designated, target.
Obscured Vision	Dim light, thin smoke or fog Dark, thick smoke or fog Pitch black or blinded	+4 to Attack Difficulty if target is 10+ feet away. +8 to Attack Difficulty if target is 10+ feet away. Step 1: Any potential target (friend or foe) makes normal innate defense roll; lowest failing roll gets hit. Step 2: Make new attack roll against target's original defense roll and determine damage, if any.
Prone	Attacker Target	Getting up = attack action -2 A.S.P. ² on all attacks. Considered a non-moving target. Target has light cover: +4 to attacker's Attack Difficulty
Unstable Terrain or Movement	Attacker Target Sudden Lurch	-2 A.S.P. ² +4 to Attack Difficulty Succeed at Average (7) AGI ³ + Alertness roll or go prone.
Zero Gravity	Floating about	Succeed at Average (7) Appropriate Attribute + Survival/Zero-G roll. Failure means -2 S.P. ⁴ to all actions.

1: S.S.P. = STEP PENALTY. 2: A.S.P. = ATTRIBUTE STEP PENALTY. 3: AGI = AGILITY. 4: S.P. = STEP PENALTY

Special Attacks & Combat Actions

ATTACK/ACTION	DETAILS	BONUS, PENALTY, MODIFIER
Aim	Only action taken is aiming for up to 3 turns.	+1 S.S.B. ¹ per turn.
All-Out Attack	Take only attack actions in current turn and no carry-over actions from previous turn.	+2 S.S.B. ¹ to turn's attack actions.
Automatic Weapon	Single-Shot (one bullet fired) Burst (3 bullets fired) Autofire (15 rounds fired at 5-10ft wide area)	One standard attack action. One attack action at -2 S.S.P. ² Step 1: Make Easy(3) Attack. Step 2: If attack succeeds, targets must make Average (7) defense roll or get hit. Unaware targets have Easy(3) defense. NOTE: Plot points only modify roll against one target.
Breaking Stuff	See page 154 of the core rulebook	See page 154 of the core rulebook
Called Shot	Limb Vital Area (head, groin) Miniscule (critical area: heart or eye) Miniscule (non-critical area: knee cap or elbow)	Attacker Target Attacker Target Attacker Target Attacker Target -1 S.S.P. ² to attack.. +2 S.B. ⁴ to damage dice. Make Average(7) Endurance roll (VIT+WIL) ⁵ ; failed roll with Stun or Basic damage weapon limb is immobile for 1d6 turns; a Wound weapon makes limb immobile until surgery. -2 S.S.P. ² to attack.. +4 S.B. ⁴ to damage dice. Succeed at Average(7) Endurance roll (VIT+WIL) ⁵ or unconscious for 1d6 turns. -3 S.S.P. ² to attack.. +6 S.B. ⁴ to damage dice. Succeed at Average(7) Endurance roll (VIT+WIL) ⁵ or die. -3 S.S.P. ² to attack.. +6 S.B. ⁴ to damage dice. Normal damage, Average(7) Endurance roll (VIT+WIL) ⁵ ; effects same as called shot Limb, except pain incapacitates target for 1d6 turns regardless of successful Endurance roll.
Covering	Prepared Action	Delay or prepare action for later in turn; lose action if not taken by end of turn.
Explosions	Area of effect weapons	Step decrease in damage as per weapon range increment.
Feint	Hand to Hand combat only	Alertness + hand to hand skill.
Grapple	Attacker Target	Agility + Unarmed/Speciality skill. Holding onto target after grapple does not count as an action. Opposed Agility + Strength to break free. Easy target for unarmed attack actions.
Improvised Weapons	What's at hand; damage same as similar weapon	-1 to -4 S.S.P. ² based on how wieldable the weapon is.
Sneak Attack	Target unaware Target moving	Easy(3) target Innate defense
Threatening	Knife to throat, gun to head, or similar	If target takes action, attacker receives free attack action outside of normal initiative order at +2 S.S.B.1; no action penalty applies and attacker can take next initiative action as normal.
Thrown Weapon	Distance of throw and wieldiness of weapon	-1 to -4 S.S.P. ² based on how wieldable the weapon is.
Unarmed Combat	Resolved as normal attack	Inflicts stun damage only unless attacker has "Mean Left Hook"

1: S.S.B. = STEP SKILL BONUS. 2: S.S.P. = STEP SKILL PENALTY. 4: S.B. = STEP BONUS. 5: VITALITY+WILLPOWER.

Damage, Healing & Plot Points

Effects of Damage

DAMAGE	DETAILS	REQUIRED CHECK
Passing Out	Total damage from both stun and wounds = Life Points.	Make Average(7) Endurance (VIT ¹ +WIL ²) or fall unconscious. Each round after adds +4 to difficulty.
Shock Points	Character is taking stun damage after passing out.	Make Average(7) Endurance (VIT ¹ +WIL ²) once per hour to reduce Shock Points by 1. +4 to difficulty for each additional shock point over 1.
Wound Penalty	Wounds are equal to or greater than half character's Life Points.	-2 Attribute Step Penalty to all actions.
Dying	Wounds are equal to or greater than your total Life Points.	Make Easy(3) Endurance (VIT ¹ +WIL ²) or die. Each successive check per minute increases difficulty by 4.

1: VIT = VITALITY. 2: WIL = WILLPOWER

Special Damage

TYPE	DETAILS	PENALTY OR DAMAGE
Burns	Damage taken from any type of fire.	Note burn damage heals at 1/2 normal rate with scarring.
The Black	Exposure to vacuum of space.	Instant death.
Drugs & Poison	Alcohol, drugs, poison, etc.	Resistance roll (Double Vitality); variable difficulty.
Environmental Hazards	Extreme (yet Earth normal) environment conditions. Worse than Earth normal.	1 stun every hour. Survival skill may allow character to find a way to avoid damage. 1 or more stun every hour. Survival skill may allow character to find a way to avoid damage.
Falling	10 feet or less. Greater than 10 feet.	Easy(3) Agility + Athletics/Gymnastics roll to avoid damage. +4 to difficulty per additional 10 feet. Total difficulty is considered an attack; character rolls defense and damage is distributed as normal (1/2 stun & 1/2 wound)
Illness	Colds, flues, etc	Resistance roll (Double Vitality) to fight off illness. Difficulty varies based on severity.
Radiation	Spaceship engine, nuclear detonation or leak, etc	Easy(3) Resistance roll (Double Vitality) per time increment. +4 to difficulty per designated time increment. Failed roll = d2 stun; once max damage taken, additional damage = both wound and shock damage.
Suffocation	Drowning, holding breath, etc	Easy(3) Resistance roll (Double Vitality) every other turn. +4 to difficulty per check. Failed roll = d2 stun every other turn; once max damage taken, additional damage = both wound and shock damage.

Awarding Plot Points

REASON	DETAILS	AWARD
That was cool!	Great idea; good role-playing; gorram cool!	1 Plot Point
Complications in Play	Role-playing Complications	1-3 Plot Points
Completed Challenge	Group or character make it through threatening situation or overcome a significant obstacle: fight, defusing bomb, preventing crash; or difficult negotiation, gaining access to forbidden location etc.	2-4 Plot Points
Personal Goal	Character achieves important, personal goal: piece of info, vengeance.	3-5 Plot Points
Crew Goal	Succeeding at important mission: obtain illegal salvage and outmaneuvers Alliance, Reavers, and Niska's thugs to get paid.	4-6 Plot Points

Healing

TYPE OF HEALING	DETAILS	REQUIRED CHECKS
Natural	Second Wind; healing stun without medical. Rest; healing stun without medical. Healing Wound without medical attention (See table 5-12, Pg 159 for difficulties) Botching a Wound recovery roll	Once per day roll Vitality or Willpower and gain roll's result in stun back. Low Activity: 1 stun per two hours. Sleep or Bed Rest: 1 stun per hour. 1 or 2 Wounds = automatic recovery in one day. 3 or 4 Wounds = Easy(3) Endurance (Vitality+Willpower). Each two additional wounds = +4 to difficulty. Once check succeeds character heals 1 Wounds per two days automatically without further checks. Take 1d2 Wounds every 2 days from infection or other complications. Make Endurance (Vitality+Willpower) roll based on current Wound damage to stop complications.
Medically Assisted	Difficulty Charts First Aid: Stabilizing the nearly dead. Reviving the Dead Waking the Unconscious Painkillers Surgery	Core rulebook page 159 Hard(11) Alertness + Medical/Appropriate Speciality check to stabilize; circumstance modifiers on page 159 of core rulebook Formidable (15) Alertness + Medical/Appropriate Speciality check with +4 to difficulty each additional minute the patient is clinically dead; successful roll allows patient to roll Endurance check (same difficulty as last check: see "Effects of Damage" chart "Dying"). Failure means another attempt to revive by the doctor at +4 to difficulty. Slap, water to face, etc: Average(7) Endurance (Vitality+Willpower) check to wake up. Use of Stimulants: Additional stun recovered (d2 to d12) in a couple of hours stun will return. Easy(3) Intelligence + Medical Expertise/Speciality to provide proper dosage to negate Attribute penalty for Seriously wounded character (equal to or greater than 1/2 life points). Complex action 10 to 30 minutes; difficulty on page 159 of the core rulebook, table 5.12. Botch = d2 Wounds damage and restart surgery.

Using Plot Points

USE	DETAILS	EFFECT
Improving Actions	Before rolling After rolling During complex actions	+1 die bonus per Plot Point Spent.. This is not an A.S.P1 or S.S.P2, this is another die added to your dice pool. Each plot point = +1 to your result. Counts only for one roll during the series of rolls.
Staying Alive	After taking damage roll a die to reduce character's current damage	Each plot point = 1 die type (1=d2, 2=d4, 3=d6, etc). Take from Wounds first. Must be rolled during same round damage is taken. Can only roll once each round.
Covering Your Assets	User of character's Assets	1 or more plot points to use Asset.
Story Manipulation	Inconsequential Minor Significant Major	1-3 Plot Points: "The bartender is a former Independent. I'm sure he won't mind a fellow Browncoat running up a large tab." 4-6 Plot Points: "I completely forgot I'd hid that hundred credit note in my boot!" 7-10 Plot Points: "Rosco! Ain't seen you since the reunion back on Shadow. So you're a Federal Marshall, now. How ya been?" 11+ Points: "We've been drifting through the Black without power for two days. Amazing you just happened to be passing!"