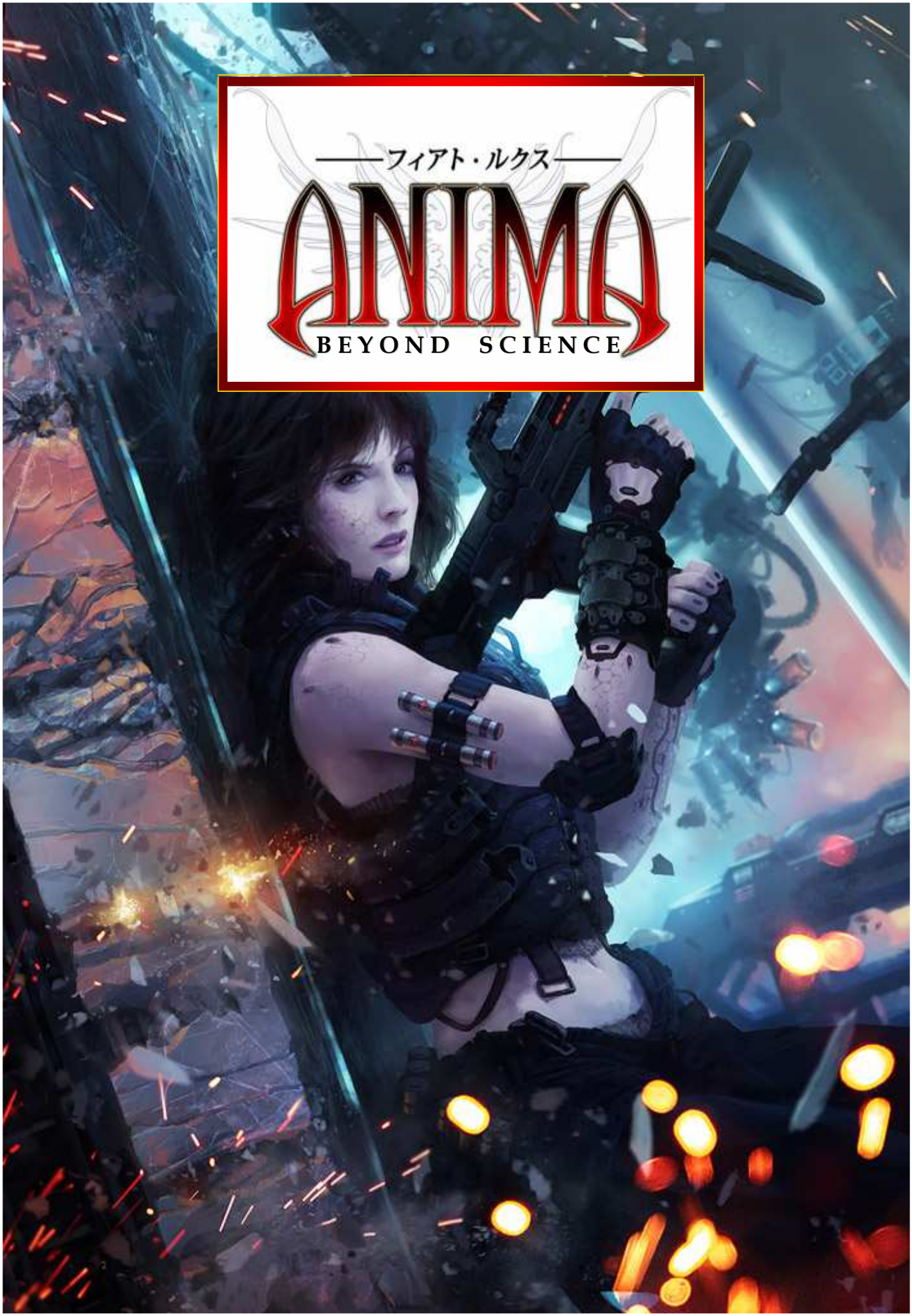
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ANIMA
BEYOND SCIENCE

Written and Edited by

Reverare

Playtested by

Popo; The Silver Monk; Rachel Alucard; Schmidt1001; Acidlemon

Illustrations by

Various artists, including Shimmering-Sword, GENZOMAN, Jamesbiff, aestheticmachine, EspenG. Flycan and many others.

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Fantasy Flight Games

Edge Entertainment

Anima: Beyond Science is a fan-made, non-profit supplement to the Anima: Beyond Fantasy RPG. No infringement of intellectual property law is intended.

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ANIMA

BEYOND SCIENCE

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Introduction

Anima: Beyond Science is a fan-made supplement to the popular Anima: Beyond Fantasy role-playing game, attempting to combine the feel and atmosphere of the best science fiction with the versatile rule mechanics of the Anima game.

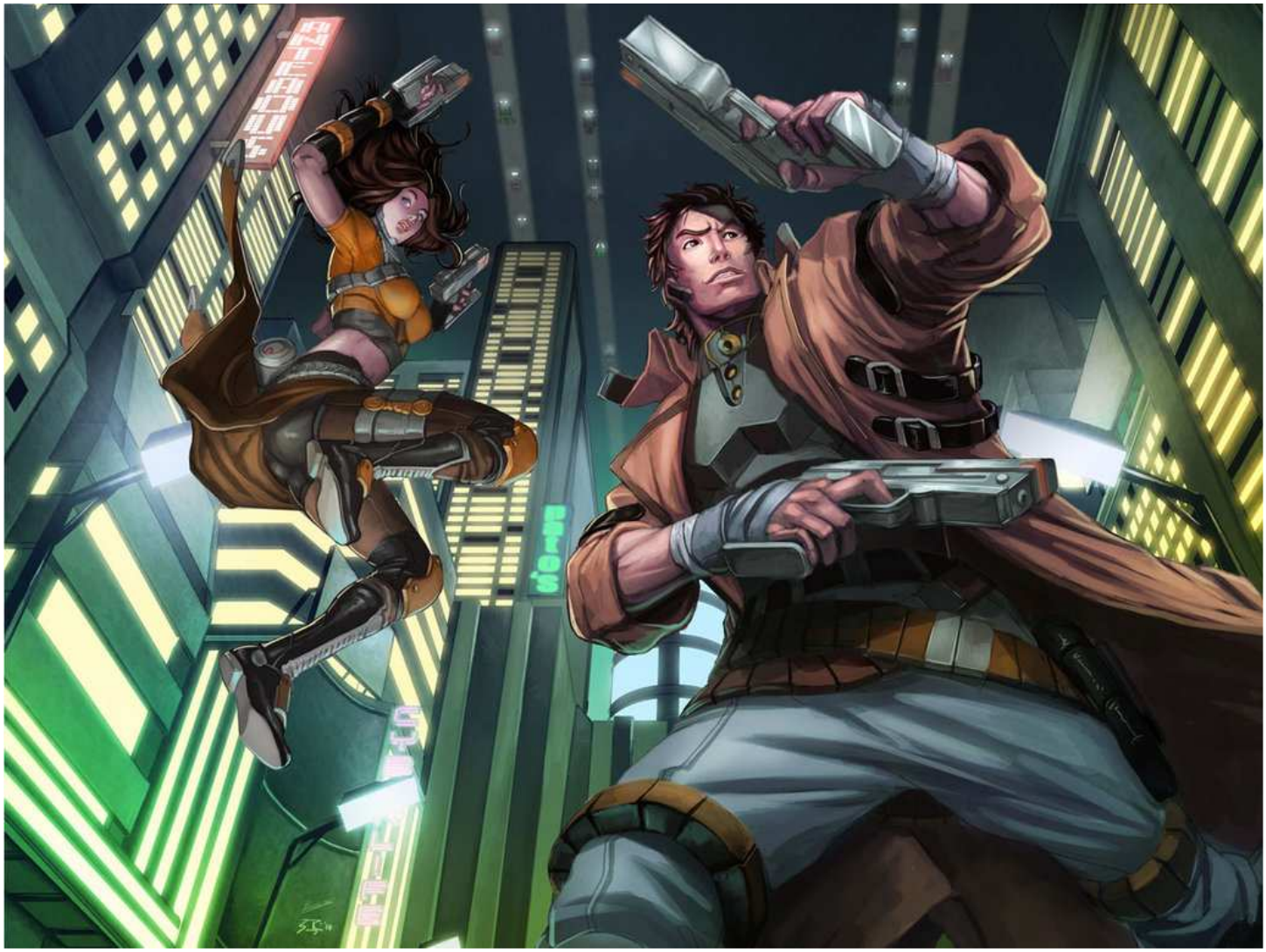
Whether cinematic Space Opera, gritty cyberpunk or star-faring western in space, Beyond Science's objective is to give you the tools to run that game using Anima rules.

Anima: Beyond Science requires the Anima RPG rulebook to play.

The basic Anima rules have been largely left intact to ensure that your experience moving from one to another is quick and easy, and to enable you to add components of one to the other, such as Psionics or Magic.

Beyond Science is an ongoing project, and continues to be updated with new material and revisions are slowly made to rules.

Because of this, suggestions and comments on the project are particularly welcome.



Character Creation

Players generate their rolls using the normal methods. Appearance and wealth are rolled at the same time, players may choose which to allocate.

Bonuses to primary attributes that are not racial in nature are halved if they would bring the total to above 10.

Odd bonuses are rounded down, and only the excess above the maximum are affected in this way.

Characteristics

There are eight primary attributes, as in Beyond Fantasy. The effect that they have on a character differ slightly however, as shown:

Strength (STR)
Melee damage, Wear Armour, Recoil

Dexterity (DEX)
Attack, Actions

Agility (AGI)
Defence, Movement, Actions

Constitution (CON)
Life Points, Physical Resistance,

Intelligence (INT)
Secondary Skills and Technology

Power (POW)
Style, Leadership, Modules

Willpower (WP)
Mental Resistance

Perception (PER)
Sensory Increment

Resistances

There are only two types of resistance in Beyond Science- physical and mental. Each resistance begins at 30 plus either your constitution modifier (physical) or your willpower modifier (mental), and increases 5 points per level, as your presence increases.

Combat Abilities

Attack depends on Dexterity

There is no block or dodge ability in Beyond Science, having been replaced by a single *Defence* ability, which depends on Agility.

In games that combine Beyond Science and Beyond Fantasy rules, assume *Defence* to be the same primary skill as Dodge.

Wear Armour depends on Strength.

Training Modules are no longer simply for combat, and include martial arts.

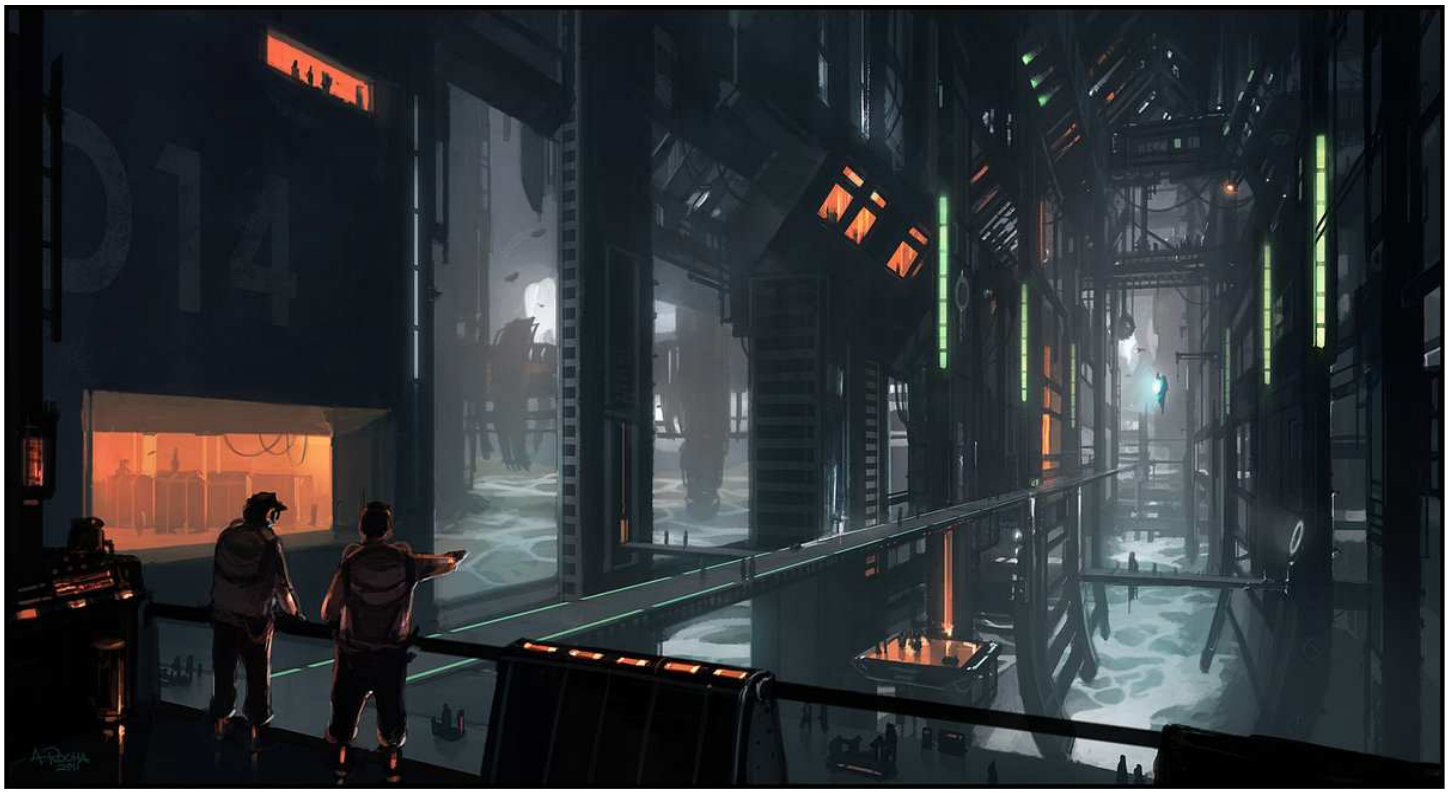
Technological Abilities

Genetic Points (GP) is the cost for purchasing gene points, which you can spend on enhancements or splicing.

Cybernetic Points (CyP) is the cost for purchasing cyber points, which you can spend on enhancements.

Prototype Development (PrD) is your ability to invent new forms of technology and depends on intelligence.

Artificial Intelligence (AI) is your ability to program computer code and depends on intelligence.



Other Abilities

Sensory range is your effective range with skills and attacks and depends on perception.

New Character Creation Rules

Natural Bonus

Characters no longer receive a natural bonus to secondary skills at each level. Instead, they receive an *Occupation Module*, which will allow them to apply their highest attribute to a secondary skill. At each level, the character may add this bonus to the same skill, or to a different one. Occupation Modules are detailed in Chapter Five.

Human characters also receive a +10 innate bonus to five secondary skills of their choice at each level, called a *Racial Bonus*. Aliens also receive a +10 innate bonus to five secondary skills, but they are chosen already according to their species.

Inhuman and Zen

To get a final skill result with a physical primary or secondary skill of 320 or higher, it is necessary to have the Inhuman trait for that particular skill.

To get a final skill result of 440 or higher, it is similarly required to possess the Zen trait. Unlike in Beyond Fantasy, the Inhuman and Zen traits apply only to one skill at a time.

Creation Notes

The maximum number of points you can spend on any primary or secondary skill is one quarter your maximum number of development points:

For example, a level one character cannot spend more than 150 DP on a single skill.

This rule supersedes all previous limits on purchasing skills.

Characters may spend any amount of their points on combat or technological skills, but must spend at least one quarter of their development points on secondary skills.

There is no longer a maximum cap on innate or class bonuses. Having a +60 or higher class bonus is perfectly permissible.

Characters in Beyond Science receive an attribute point at every level, rather than every other level. It is still necessary to increase a attribute by 2 points for every 1 point you want to go above 10.

Characters may exchange this additional attribute point for additional genetic, cybernetic or technology points as listed throughout Beyond Science.

Creation Points

New Advantages

Tech Jockey
CP: 1,2,3
For every Advantage point you invest into this advantage, you gain 50 Technology Points.

Mutant Physiology
CP: 1,2,3
You gain 2 Genetic Potential Points for every advantage point you invest into this advantage at character creation.

More Machine than Man
CP: 1,2,3
You gain 2 Cybernetic Potential Points for every advantage point you invest into this advantage at character creation.

Wealth
CP: 1,2, 3
You gain 200k, 500k or 1m CR at character creation, depending on how many creation points you invest on this advantage.

Additionally, every session after the first, you receive 1/10th of this amount in CR, representing canny prior investment and the privileges that great wealth brings.

You must be in a civilised area to receive these credits, otherwise they simply pile up in whatever account you use.

Personal Star-ship
CP: 2
You possess a star-ship at character creation. The value of your star-ship plus modules and other features should not exceed 2m CR.

Additionally, you receive an additional 10 TP per level, but only for use on your starship, weapons or modules.

Advantages

Not all advantages from the core Anima rules are appropriate for a Sci Fi setting. The following advantages are approved for use in Beyond Science.

Approved Advantages

Ambidextrous
Charm
Disquieting
Animal Affinity
Danger Sense
Been Around
Aptitude in a Subject
Aptitude in a Field
Good Luck
Jack of all Trades
Untiring
Uncommon Size
Immunity to Pain and Fatigue
Fortunate
Quick Reflexes
Learning
Natural Learner
Natural Learner, Field
Light Sleeper

Changed Advantages

Acute Senses

In addition to the usual benefits, Acute Sense increases your perception by one for the purposes of calculating range increments.

Nearsighted

In addition to the usual penalties, Acute Sense reduces your perception by three for the purposes of calculating range increments, to a minimum of 1.

Advantages from Other Sourcebooks

New Advantages may be taken from other sourcebooks in the Anima series with DM permission

Disadvantages

New Disadvantages

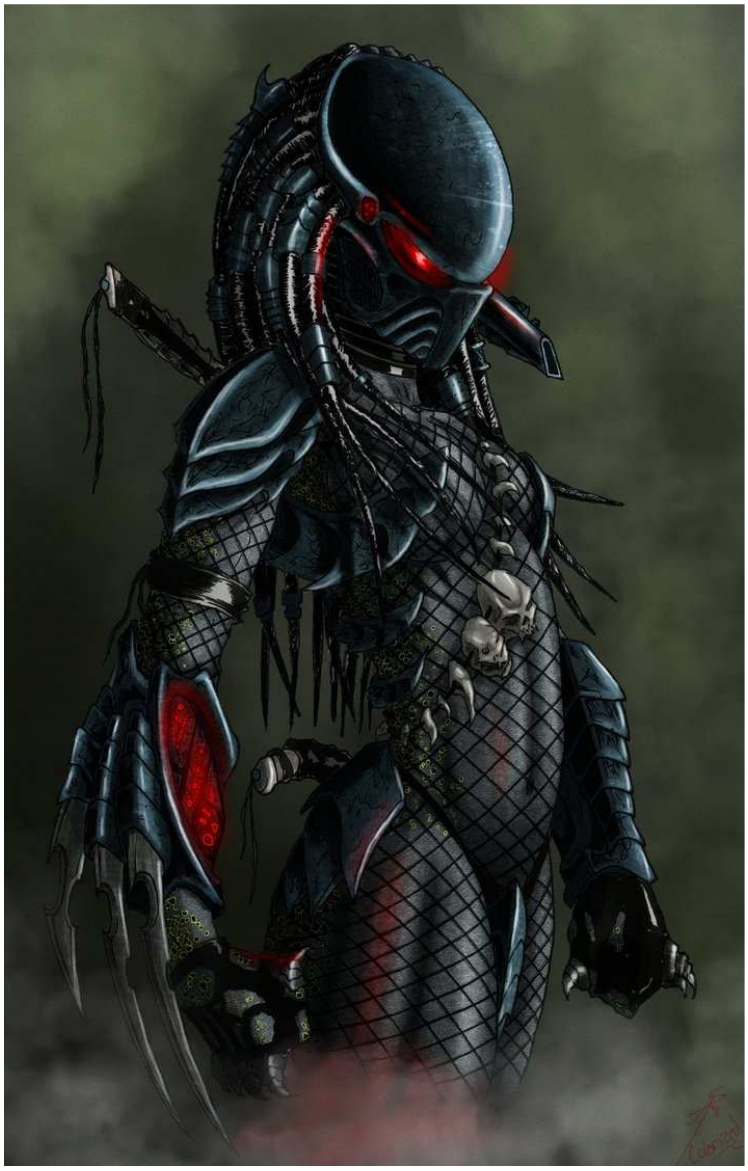
Sensitive System
CP: 1
You receive half effect from pharmaceuticals, take twice the normal side-effect and must pay double to purchase cybernetic or genetic potential points.

Primitive
CP: 2
You hail from a backwater planet, and know little of technology. You may not start with any Technological skills or Technical Secondary skills, though you may purchase them later. Additionally, you receive no TP at 1st level.

Rookie
CP: 2
You start the game as a level zero character (400 DP), and must gain 75 experience points to progress to level one.

Rookie Disadvantage

Keep in mind when handing out experience, that being level zero will increase the difficulty of most encounters and therefore, the amount of experience that characters will receive.



Approved Disadvantages for Beyond Science

Bad Luck
Severe Allergy
Addiction/
Serious Vice
Deep Sleeper
Reduced Attribute
Unfortunate
Exhausted
Severe Phobia
Slow Healing
Slow Learning
Unattractive
Vulnerable to Heat/Cold
Slow Reaction

Aliens

If the GM allows it, players may choose to make their starting character an alien. Aliens receive a number of advantages over humans, but also have costs associated with them.

In this chapter you will find a number of aliens suitable for the Beyond Science campaign, though GMs may wish to replace these examples with their own, or remove alien species entirely.

Tele-empathy

As Sense Feelings, except the MR to resist is 200+ the Tuerra's Power Modifier. Requires touching the creature to sense their feelings.

Sub-Species

The aliens presented in this book represent only typical examples of the most common aliens present in the galaxy- many different species of alien exist, and even within the species listed, there are countless variations.

GMs may choose to introduce minor or rarer alien species into their setting, or to present variations of listed species.

Example:

Tuerra (Tuerii offshoot)

Racial Attributes
+1 Power; +1 Agility -2 Strength

Racial Abilities
Tele-empathy; Acute Sight

Racial Secondary Skills
Medicine; Persuasion; Notice; Search; Tactics

The other half of the Tuerii – Tuerra symbosis, these two species have been dependent upon each other since time immemorial, the Tuerra providing their more brawny kin with keen eyesight and organisational skills.

Though the species have split, the bonds between them remain strong, and Tuerra are often found as officers on Tuerran vessels.

Praav *(Mikael)*

A race of philosophers. missionaries and priests, the Praav are determined to be a force for good in the galaxy. Peaceful and optimistic, and with a penchant for charity, they are appreciated nearly everywhere they go.

The Praav originated on a desert world in a densely populated sector of the galaxy. As their culture was based on mutually beneficial enterprise and , they became extremely popular with the neighbouring species, eventually rising to the point they could offer nearby worlds protection and support in return for diplomatic hegemony.

Praav are tall, blue or grey skinned humanoids, often quite gaunt in appearance. Their prominent bat-like ears are highly advanced, and can hear in frequencies deeper than any human. A naturally confident species, Praav are very difficult to coerce or corrupt, and tend towards perfectionism in every aspect of their life.

Praav culture puts a great emphasis on the sanctity of all life, and stoicism in the face of personal suffering, perhaps due to the Praav's natural empathy for all living things. Even the coldest individuals find their dreams haunted by those they have killed for weeks or even years after the act.

Racial Attributes
+1 willpower

Racial Abilities
Sensory Empathy; Acute Hearing; Respect for Life

Racial Secondary Skills
Medicine; Repair; Composure; Persuasion; Cultures

Sensory Empathy

The Praav can take on another's negative emotions and pain. The creature touched has the penalty of any emotional or pain effect currently active on him halved for the next hour, or until the duration expires. The Praav takes no penalty in return, but the use of this ability can be extremely uncomfortable.

Caidos *(Meseguis)*

A once proud people, now enslaved by the Lide, Caidos are nonetheless determined to make those who would belittle their race pay dearly. They are now as famous for their acts of terrorism as they are for their reverence for their ancestors.

Their home world is a beautiful mix of oasis and desert, littered with ancient ruins from numerous Caidos warlords who have risen and fallen. They had just become industrialised when the Lide invaded, and had no opportunity to resist or escape.

The Caidos are bony red or pink-skinned humanoids with well defined features. Their bodies resist physical hardship extraordinarily well, and their link to the ancestors is more than merely metaphorical, a source of strength the Lide will never know.

Racial Attributes

+1 constitution

Racial Abilities

Ancestral Spirit; Heat Resistance; Cold Vulnerability; Infrared Spectrum

Racial Secondary Skills

Demolitions; History; Withstand Pain; Intimidate; Security

Ancestral Spirit

Caidos naturally feel the imprint of history everywhere they go. It is not an exact science, but Caidos often get glimpses of important events that have occurred nearby. The DM may roll a d100 for the Caidos in an area where an important event took place. On an Open Result they get a glimpse of the event occurring, as if using the See in History Sentience Power at Zen Level.

Purnata *(Barakiel)*

Undisputed masters of a number of primitive worlds on the fringes of civilised space, the Purnata make up the 'Deity' caste among their own people. Used to being the centre of attention, and commanding a considerable number of lesser minions, many believe their own propaganda and become convinced that they are gods given form.

Once great innovators, the Purnata rose to become a starfaring race long before any of the neighbouring races, an advantage the Purnata exploited to tremendous effect, declaring themselves Gods from Beyond the Sky to every planet they reached. By the time they made contact with another hyperdrive-enabled race, the Eternal Empire had already been long established.

Purnata are pale green or grey skinned humanoids, with four spindly arms and sweeping cranial horns. Thousands years of godhood have taken their toll on the Purnata psyche. No longer innovators, they prefer to delegate others to work for them, lording over lesser races and competing with their own to amass the greatest following.

Purnata call their government the Pantheon, which exists largely for economic reasons, each Purnata is responsible for their own protection.

Extra Arms

Purnata gain an additional active action per round, and may use four weapons, instead of two.

Racial Attributes
+1 power

Racial Abilities
Extra Arms; Deific Grandeur; Slow Learner 2

Racial Secondary Skills
Leadership; Style; Science; Athletics; Composure

Deific Grandeur

Millennia of godhood has left the Purnata confident of their personal and collective destiny.

Purnata add an attribute bonus of their choice to all social rolls and to all coercion bonuses or penalties they inflict.

Yed'ig *(Abbadon)*

Slimy in more ways than one, nearly all Yed'ig possess considerable disdain for concepts of law and morality, a quality which has made them into ideal crime lords, loan sharks and moneylenders. Yed'ig are an extremely old race, and the race possesses more reserves of Precursor technology than almost anyone else.

The Purnata home world is 98% water, with tiny islands crammed full with offworlders and exiles, while the Yed'ig live in mysterious luxury compounds underwater. The Purnata themselves make nothing, instead the entire output of the species is measured in vice and espionage, controlling illegal or shady activities galaxy-wide.

Yed'ig are brown skinned humanoids, their bodies covered in wart-like protrusions, with two bulbous yellow eyes. Their hands and feet are webbed for swimming, and they possess gills, allowing them to stay underwater indefinitely.

Racial Attributes
+1 agility

Racial Abilities
Aquatic Breathing; Profiteering; Vulnerable to Heat; Aquatic Movement

Racial Secondary Skills
Swim; Persuasion; Hide; Theft; Appraise

Profiteering

Yed'ig know opportunity when it presents itself, and rarely let it pass them by. They add their intelligence and their power modifier to critical results they inflict, and to all secondary skill rolls that the GM believes to be satisfying a base interest.

Tuerii *(Raphael)*

Honourable and compassionate, the Tuerii were originally one half of a symbiotic race. Though this is no longer the case, the Tuerii retain an instinctual desire to protect the helpless, and are the self-elected peacekeepers of the galaxy.

Their planet, Tuerra, is a high-gravity planet with tremendously dense atmosphere, both harsh and bountiful. Scorching hot summers and freezing cold winters were the norm, leading species to compete more with the elements than amongst themselves. Those who could, worked together, and the most successful were the Tuerii.

Once omnivorous beasts with no predators to keep them in check, Tuerii were uplifted by the presence of the clever Tuerrans. When difficult seasons came, it was the cleverest and most well-bonded of these pairs that survived. As the Tuerrans developed industrial society, the Tuerii were uplifted with them.

Racial Attributes
+1 strength

Racial Abilities
Protect the Weak; Natural Armour AT 4;

Racial Secondary Skills
Feats of Strength; Forging; Leadership; Demolitions; Climb

Protect the Weak

Tuerii suffer no penalty to defend another, and may do so more than once a round, though they do so at a cumulative -25 action penalty.

When fighting to directly defend another living creature weaker than itself, they may add their willpower as an all-action bonus to all rolls relevant to securing that creature's safety. If that creature dies, the Tuerri enters the rage state until it dies, or the threat is gone.

Anlayis *(Erebus)*

The Keepers of Secrets, Anlayis consider machine maintenance and innovation to be a religious duty. Meticulous and close-lipped, Anlayis habitually take on cybernetics at each stage of their biological development, until nothing is left but machine.

The Anlayis homeworld is unknown, any Anlayis speaking of it simply say that it no longer exists, the details of it's destruction unknown. Because of this, the Anlayis either spend their time on alien worlds, or in vast flotillas, searching space for ancient technology, or experimenting as they go.

Anlayis are gaunt, metallic green or blue skinned humanoids with extra long three-jointed fingers and swept-back ears. Anlayis are an extremely practical race, preferring logic to emotion and maintaining a façade of cold analysis at all times.

Despite this, Anlayis are a passionate race, with a complicated psyche, and experience emotions such as fear and optimism far more deeply than other races, making mental health a prime issue for the race.

Racial Attributes
+1 intelligence

Racial Abilities
One additional cybernetic potential point per level; Hear the Machine; Forlorn; Ultraviolet Spectrum

Racial Secondary Skills
Computers; Repair; Science; Technology; Analysis

Hear the Machine

Fumbles with machinery that an Anlayis is using are treated as 40 points lower, to a minimum of 0.

Forlorn

Anlayis don't understand people, and suffer a -20 to all social interactions, not including resisting coercion.

Karran *(Noah)*

Obsessive and excitable, the Karran evolved on a world thought too dangerous for sentient life. A race of thrill seekers, the Karrans often decide to do something simply because the odds are against them. Neither particularly nefarious or virtuous, Karrans admire skill and daring, even in their enemies.

Hunter-gatherers on a world where every plant and creature could kill, Karrans survived by developing tremendous reflexes and teamwork skills. Often, the survival of a family relied on one member sacrificing themselves as a decoy, and their culture developed to honour these individuals, leading to a system of ancestor and hero worship.

Their planet, Karth, is a dense jungle-world, even to the current day, and harbours billions of different creatures, including the deadly Ravagers.

Karrans are lean blue-skinned humanoids with angular jaws and flat features and black pupil-less eyes. Karrans enjoy mental pursuits as much as physical, especially competitive games. They try everything, and tend to hold ultra-liberal views on narcotic substances and sexuality, a hold-over from the race's distant past, as life was short, and pleasures many.

Karran society is clan-based, but the species is ruled by a Republic made up of the representatives of each clan.

Racial Attributes
+1 dexterity

Racial Abilities
Redundant Systems; Cardium Addiction; Immune to Climatic Conditions

Racial Secondary Skills
Pilot; Forging; Science; Art; Athletics

Redundant Systems

Karrans have an extra set of most major organs, and are therefore very difficult to kill. They receive a +40 bonus to PhR and to resist dying.

Cardium Addiction

Karrans are notorious for their love of a semi-legal drug known as Cardium. Karrans that take ProtoCardium receive twice the normal benefits and side-effects.

Racial Attributes
+1 intelligence

Racial Abilities
Complete Night Vision; Tentacles; Voice of the Master

Racial Secondary Skills
Persuade; Leadership; Analysis; Memorize; Appraise

Voice of the Master

Lide have extremely complex vocal chords, capable of mimicking just about any sound.

In addition, the complexity of intonation available improves the Lide's social secondary skills by their intelligence modifier.

Tentacles

A Lide's tentacles can trap an opponent without penalty, and without partially paralysing the Lide themselves.

Lide *(Jedah)*

Manipulative and independent, Lide have an instinctive need to control their own destiny- and the destiny of others. They are ancient, almost as old as the Yed'ig, moving slowly and remaining behind the scenes.

Their homeworld, Light, is a twilight world, rendered dark by a thick atmosphere of CO2, and lit by luminescent climactic phenomena. The terrain is largely swampy, which ancient Lide would navigate through excellent night vision and sensitive tentacles.

Lide have a powerful sense of pride in their species, and consider themselves the caretakers of galactic society. They manipulate events towards ends which they believe will best suit the greatest number of sentients, but have no qualms about committing evil if they believe it will service a greater cause.

Lide have oily dark skin, and a spindly yet resilient frame. Their 'hair' is actually a network of long, powerful tentacles, each of which can sense it's surroundings independently.

Lide society is organised into Tiers, arranged by age and experience. Higher tiers have more authority, and the government is made up of the oldest and most experienced members.

Racial Attributes
+1 strength

Racial Abilities
Withstand Death; The Grand Hunt; Dement; Infrared Spectrum

Racial Secondary Skills
Poisons; Tracking; Stealth; Intimidate; Jump

The Grand Hunt

Caius are patient hunters, and famous for always getting the prey eventually. A Caius receives a cumulative +5 all action bonus (to a maximum of +50) against a particular enemy every time they face them, after the first. This bonus also applies to all rolls to track or find them.

Dement

Caius are solitary creatures who find little comfort in social interaction. All social interactions are considered one step more difficult for them. Intimidate is an exception to this rule. Additionally, Caius suffer a -10 all action penalty in large crowds.

Caius *(Zemial)*

Brilliant, deadly and numerous, it is just as well the Caius find it difficult to work together. Premier hunters and assassins, the Caius are natural psychopaths, completely lacking empathy or remorse, preferring to rely on cold logic.

That said, most Caius aren't brutish killers: their culture puts a strong emphasis on sustainability and the long term view. Caius never hunt creatures to extinction, and usually leave one or two creatures in a large group alive. Some say this only enhances their mystique, as survivors live to tell the tale.

The Caius homeworld is a darkly lit forest world, with extremely cunning fauna inhabiting it. As the top predators, the Caius were constantly adapting to new defence mechanisms and increasingly clever tactics, eventually leading to the species' rise to sentience.

Caius are massively muscled humanoids with both a hard exoskeleton and internal skeletal system. Their distinctive facial crests harbour an eye at the centre of each of their three points, each able to perceive into the Infrared Spectrum.

Lupa *(Raphael)*

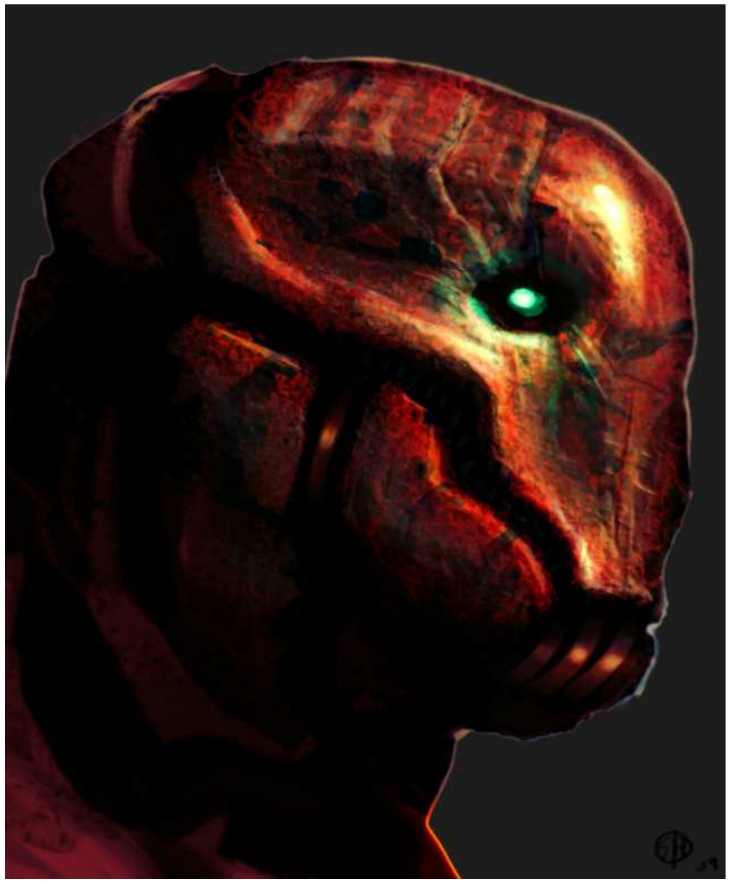
Self-proclaimed caretakers of life in the galaxy, the Lupa consider genetic manipulation to be a natural part of evolution, and include a new code in every generation.

Lupa obsessively catalogue every new living creature in the galaxy, believing all life to be connected, and their xeno-biologists are some of the finest to be found anywhere.

The Lupa's homeworld is a vast earth-like planet over-run with plants and animals. The primary defence mechanism of it's species is not to flee or attack, but rather to offer something more valuable to prospective attackers than itself, such as flowering plants producing fruit, or small mammals leaving their dead out in the open to distract carnivores. The Lupa were the most successful predators in just such an environment, and learned the secret to success was to take advantage of these quirks.

A reliance on natural lore was what rose the Lupa to sentience, an emphasis that has guided their culture ever since.

Lupa society is led by the Shapers, a quasi-religious group that rose to prominence by controlling all forms of genetic manipulation more advanced than selective breeding. The Shapers make few laws, but police the creation of life throughout Lupa territory.



Racial Attributes
+1 constitution

Racial Abilities
Shaperate; Sense the Forest; Hate the Machine

Racial Skills
Animals; Herbal Lore; Tracking; Notice; Traps

Shaperate

Lupa see value in genetic diversity, and are constantly encouraging their race to take on the traits of aliens. They gain one additional genetic adaptation point per level.

Hate the Machine

Lupa take a penalty equal to their level x5 on all attempts to use or create robots, cybernetics or technology more advanced than automatic firearms.

Gla'ade *(Gabriel)*

Lovers, not fighters, the Gla'ade appreciate beauty and peace in all its forms. Evangelists and entertainers, the Gla'ade travel everywhere in search of new experiences to document for the famous Overmind, which contains all the experiences of an entire race.

The Gla'ade lived an ideal existence on their homeworld Gla'had, a savannah world with vast expanses of flora. An odd place, the Gla'ade faced diverse challenges while evolving, which translated into a species reliant on travelling vast distances, and using their natural creativity to overcome obstacles without using force, as their numbers tended to be low.

Music and art kept their individualistic culture together, and the Gla'ade maintain an inbuilt desire to keep everyone around them happy with creative solutions and artistic expression.

Racial Attributes
+1 Perception

Racial Abilities
Sensory Overload; Quick Learner 2; Respect for Life; Ultraviolet Spectrum

Racial Secondary Skills
Art; Music; Style: Acrobatics; Navigation

Sensory Overload

Gla'ade receive a bonus equal to their perception to initiative and to social interactions.

Respect for Life

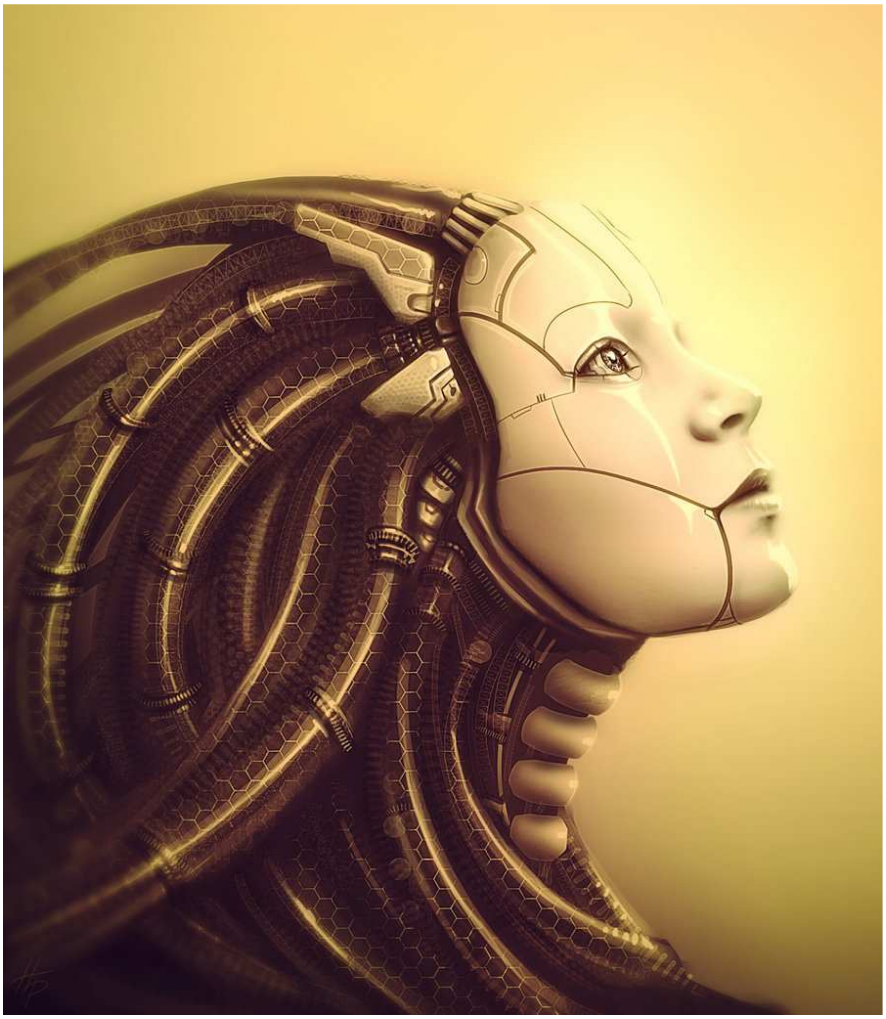
Gla'ade receive a non-cumulative -20 all-action penalty after killing a sentient creature. This penalty disappears at a rate of 5 per day without firsthand witnessing violence.

Android (None)

Free-willed AI are illegal on most worlds, but the allure of creating a completely independent learning robot has led many thousands of computing experts to attempt it all the same.

Androids are unpredictable but not necessarily malevolent, as their view of the universe is coloured by their core programming in ways alien to other sentient creatures. As a result of their varied creation methods, Androids have little in the way of culture, no home world and rarely congregate together, preferring to make their own way in the galaxy.

Certain themes are prevalent among free-willed AI: an obsession with intangible concepts, such as existence, love and the concept of the soul; a hyper-logical outlook on every subject and a desire for freedom from the constraints of their own programming.



Racial Attributes
+1 Any Physical Attribute or Perception; -1 Power

Racial Abilities
Ghost in the Machine

Racial Secondary Skills
Computers; Security; Analysis; Technology; Repair

Ghost in the Machine

Androids are not biological but robotic in nature. They may not purchase genetic abilities. Their forms are innately linked to their minds, and so cannot upload themselves into other bodies, but may purchase Robotic Packages as if they were Training Modules. Additionally, Androids are always considered to be in possession of a computer of their intelligence.

Sensory Increment

A weapon's range is no longer limited only by the weapon in Beyond Science. In an age when most weapons can hit the horizon, a weapon's maximum range is less important. What matters more is the spatial awareness, hand-eye-coordination and all round skill of the user, which is where sensory increments come in.

Weapons come in four range varieties: Short, Medium, Long and Extreme. You multiply the distance modifier of your weapon by your perception to get your weapon increment, beyond which you begin to suffer a penalty to your attack. You suffer a -50 penalty for attacking beyond your increment, plus another -50 per increment beyond, to a maximum of -200.

Notice and Search checks are also affected by your sensory increment.

Short Range	2m
Medium Range	5m
Long Range	10m
Extreme Range	20m

Sight and Sound are considered to be extreme in range. A Human sense of smell is considered to be short range. Touch and taste are not affected by sensory increment.

Different species may have different sensory increments.

Perception attributes above 10 have additional benefits, as detailed in Dominus Exxet p11.

Optional Rule: Sniper's Eye
You may substitute your perception bonus for an aiming bonus if it would be higher.

Combat

Each round, before initiative is rolled, players must declare how many actions they intend to take.

For each action beyond the first, they receive a -25 penalty to their initiative that round.

Drawing a Weapon

Drawing a light or pistol sized weapon is considered a *passive* action.

Drawing a heavy or rifle sized weapon is considered an *active* action.

Cover

Your cover bonus is taken from an enemies ranged attack when you are benefiting from it,

1/2 cover	-40
3/4 cover	-60
9/10 cover	-100

Soft cover (material unable to resist the damage of a single shot) halves this penalty.

Visibility

Visibility modifiers are now the same as they are in melee combat.

Taking Fire

Failing a defence does not prevent you from taking active actions next turn. Each defence you make inflicts a -10 all-action penalty during your next turn, whether successful or not. Counterattacks are unaffected by this rule. You may not suffer more than a -100 penalty from this rule.

Changing Target

Each time you change target during a turn you take a cumulative -25 penalty to attack.

Elite Trooper

Archetype: Military
Life Points: +15 per level
Initiative: +5 per level
Attack: 2:1 +5 per level
Defence: 2:1 +5 per level
Wear Armour: 1:1 +10 per level

Technological Abilities
Genetic Potential: 40
Cybernetic Potential: 40
Prototype Development: 3:1
Artificial Intelligence: 3:1
Mechanical Engineering: 3:1
Tech Points: 25 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 2:1
Perceptive 2:1
Intellectual 3:1
Technical 2:1
Vigour 2:1
Subterfuge 2:1
Creative 2:1

+10 composure per level
+10 leadership per level

Training Modules cost half the normal DP for an elite trooper.

The best of the best, elite troopers are taken from the top of their classes in each academy throughout the galaxy and trained exclusively in the art of war.

Heroes each, their only failing is that in a universe full of freaks, they are only human.

Elite troopers have the best armour and weapons training in the game, but lack special abilities.

Commando

Archetype: Military, Specialist
Life Points: +5 per level
Initiative: +10 per level
Attack: 2:1 +5 per level
Defence: 2:1 +5 per level
Wear Armour: 1:1 +5 per level

Technological Abilities
Genetic Potential: 40
Cybernetic Potential: 40
Prototype Development: 2:1
Artificial Intelligence: 3:1
Mechanical Engineering : 3:1
Tech Points: 50 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 3:1
Perceptive 2:1
Intellectual 3:1
Technical 2:1
Vigour 2:1
Subterfuge 1:1
Creative 2:1

+10 notice per level
+10 stealth per level
+10 hide per level
+10 demolitions per level
+10 security per level

Never fight fair if you can help it. Though superbly trained in combat, the commando's true strength is their skill with stealth and explosives.

Powerful combatants with superb subterfuge skills but few special abilities.

Cyborg

Archetype: Military, Cybernetic
Life Points: +10 per level
Initiative: +5 per level
Attack: 2:1 +5 per level
Defence: 2:1 +5 per level
Wear Armour: 1:1 +5 per level

Technological Abilities
Genetic Potential: 40
Physical Potential: 25
Prototype Development: 2:1
Artificial Intelligence: 2:1
Mechanical Engineering : 1:1 +5 per level
Tech Points: 50 per level
Adaptation: +1 per level
Integrity: +2 per level

Secondary Skills
Athletics 2:1
Social 3:1
Perceptive 2:1
Intellectual 2:1
Technical 2:1
Vigour 2:1
Subterfuge 2:1
Creative 3:1

+10 forging per level
+10 technology per level
+10 repair per level

Whether by freak accident or lust for power, Cyborgs use technology to rebuild themselves, stronger, faster, tougher than before.

Dangerous combatants with excellent cybernetic abilities but weak genetics and few social graces.

Super-Soldier

Archetype: Military, Genetic
Life Points: +20 per level
Initiative: +5 per level
Attack: 2:1 +5 per level
Defence: 2:1 +5 per level
Wear Armour: 1:1 +5 per level

Technological Abilities
Genetic Potential: 25
Physical Potential: 40
Prototype Development: 3:1
Artificial Intelligence: 3:1
Mechanical Engineering : 3:1
Tech Points: 25 per level
Adaptation: +2 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 3:1
Perceptive 2:1
Intellectual 3:1
Technical 2:1
Vigour 1:1
Subterfuge 2:1
Creative 3:1

+10 feats of strength per level
+10 withstand pain per level

Born and bred for war, every major military keeps millions of genetically altered super soldiers ready and trained for war.

Quick-grown, and not as module-heavy as the elite troopers, super soldiers make up for any lack of training in spades with the best in genetic conditioning and mental reprogramming available, making them the toughest combat type in the game.

Ace Pilot

Archetype: Specialist
Life Points: +5 per level
Initiative: +10 per level
Attack: 2:1
Defence: 2:1 +5 per level
Wear Armour: 2:1

Technological Abilities
Genetic Potential: 40
Physical Potential: 40
Prototype Development: 3:1
Artificial Intelligence: 3:1
Mechanical Engineering :
1:1 +5 per level
Tech Points: 50 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 2:1
Perceptive 2:1
Intellectual 2:1
Technical 2:1
Vigour 3:1
Subterfuge 2:1
Creative 2:1

+10 pilot per level
+10 repair per level
+10 analysis per level
+10 style per level
+10 persuasion
per level

Pilot 1:1
Composure 2:1

The flyboys, daredevil smugglers and elite pilots of the galaxy, Ace Pilots are fast, tough and always look like they have a plan.

Aces are clever scoundrels, with decent skills, and are the quickest combatants in the game.

Operative

Archetype: Specialist
Life Points: +5 per level
Initiative: +10 per level
Attack: 2:1
Defence: 2:1
Wear Armour: 2:1

Technological Abilities
Genetic Potential: 30
Physical Potential: 30
Prototype Development: 2:1
Artificial Intelligence: 2:1
Mechanical Engineering : 2:1
Tech Points: 50 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 2:1
Perceptive 2:1
Intellectual 2:1
Technical 2:1
Vigour 2:1
Subterfuge 2:1
Creative 2:1

+10 to five secondary skills of your choice per level, the skills of which become 1:1 in cost thereafter.

These skills must be chosen at first level, and do not change later.

When something needs getting done and no-one else can do it, corporations and governments turn to the operatives.

Highly skilled in a number of fields, the operative is a catch-all class designed for the player unsure of what to specialize in.

Scientist

Archetype: Specialist
Life Points: +5 per level
Initiative: +5 per level
Attack: 2:1
Defence: 2:1
Wear Armour: 2:1

Technological Abilities
Genetic Potential: 30
Physical Potential: 30
Prototype Development: 1:1 +10 per level
Artificial Intelligence: 1:1 +10 per level
Mechanical Engineering: 1:1 +10 per level
Tech Points: 75 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 3:1
Social 2:1
Perceptive 2:1
Intellectual 1:1
Technical 1:1
Vigour 3:1
Subterfuge 2:1
Creative 2:1

+10 science per level
+10 repair per level
+10 analysis per level
+10 technology per level
+10 medicine per level

Analysis 1:1

Scientists specialize in uncovering the secrets of technology and cybernetics, though rarely stoop to experimenting on themselves.

Scientists have the best technological and inventive powers and superb technical skills, but are comparatively weak in combat.

Evolutionary

Archetype: Genetic
Life Points: +10 per level
Initiative: +5 per level
Attack: 2:1
Defence: 2:1
Wear Armour: 3:1

Technological Abilities
Genetic Potential: 20
Physical Potential: 50
Prototype Development: 3:1
Artificial Intelligence: 3:1
Mechanical Engineering : 3:1
Tech Points: 25 per level
Adaptation: +2 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 2:1
Perceptive 2:1
Intellectual 2:1
Technical 3:1
Vigour 2:1
Subterfuge 2:1
Creative 2:1

+10 animals per level
+10 herbal lore per level
+10 poisons per level
+10 medicine per level
+10 cultures per level

Evolutionaries specialize in practical genetic engineering, using cutting-edge life sciences to produce astonishing biological effects.

They have little interest in other technologies, however.

Experts on all matters criminal and illicit, scum are unpredictable, innovative and opportunistic, always waiting for that next big score.

Scum are survivors with a wide range of skills and abilities.

Scum

Archetype: Specialist
Life Points: +10 per level
Initiative: +10 per level
Attack: 2:1 +5 per level
Defence: 2:1
Wear Armour: 2:1

Technological Abilities
Genetic Potential: 30
Physical Potential: 30
Prototype Development: 3:1
Artificial Intelligence: 3:1
Mechanical Engineering : 3:1
Tech Points: 25 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 2:1
Perceptive 2:1
Intellectual 3:1
Technical 2:1
Vigour 2:1
Subterfuge 1:1
Creative 2:1

+10 intimidate per level
+10 repair per level
+10 theft per level
+10 security per level
+10 trap lore per level

Bounty Hunter

Archetype: Military, Specialist
Life Points: +10 per level
Initiative: +5 per level
Attack: 2:1
Defence: 2:1 +5 per level
Wear Armour: 1:1 +5 per level

Technological Abilities
Genetic Potential: 40
Cybernetic Potential: 40
Prototype Development: 2:1
Artificial Intelligence: 3:1
Mechanical Engineering : 3:1
Tech Points: 75 per level
Adaptation: +1 per level
Integrity: +1 per level

Secondary Skills
Athletics 2:1
Social 3:1
Perceptive 1:1
Intellectual 2:1
Technical 2:1
Vigour 2:1
Subterfuge 2:1
Creative 2:1

+10 track per level
+10 notice per level
+10 technology per level

Intimidate 2:1

Bastions of order in a lawless galaxy, Bounty Hunters are charged by planetary governments to dispense semi-legal justice light years away from where the crime occurred.

Powerful combatants with superb technology and perceptive skills but poor special abilities.

Secondary Skills

Obsolete Skills

The Occult, Magic Appraisal, and Lockpicking skills no longer exist.

New Skills

Analysis [Perceptive] (Int)

The ability to analyse data, such as a crime scene, historical records or star map and reach a logical result.

Security [Subterfuge] (Dex)

The ability to disarm or evade security measures, such as mechanical locks, alarms, motion sensors etc.

Cultures [Intellectual] (Int)

Knowledge of strange or alien cultures, traditions and etiquettes.

New Skill Field: Technical

Demolitions [Technical] (Int)

The ability to create, set and disarm explosive devices of all kinds.

Computers [Technical] (Int)

The ability to effectively use, hack or create computerised devices.

Piloting [Technical] (Dex)
The ability to manoeuvre and control all kinds of vehicles, mecha and starships effectively.

Technology [Technical] (Int)
Knowledge of cutting edge or alien technology, such as specs, alternate uses, new prototypes etc.

Repair [Technical] (Int)

The ability to repair mechanical or electronic equipment. See Page ?? for details.

Using Secondary Skills in Combat

Secondary Skills that depend on Intelligence or Perception suffer a -80 penalty when used in combat situations.

Skill Specializations

When choosing a secondary skill, you may decide to focus on a particular aspect of it. For example, you may specialize in *Forging* armour, or in the *Science* of Genetics.

You receive a +40 Specialization bonus when that particular aspect of the skill is relevant, but a -20 penalty when called to use the skill for another purpose.

For example, a character takes the Pilot skill and specializes in Snub Fighters. If she were to fly any kind of super-light craft, she will receive a +40 bonus to her Pilot Check. Flying anything else, she would take a -20 penalty.

When a character obtains mastery in a skill, the Specialization bonus they receive doubles, and the penalty is halved.

Characteristic Tests

Sometimes a situation challenges a character's natural talents rather than her learned skills, such as avoiding a fissure that suddenly appears underneath her feet, or solving a complex riddle.

In such circumstances, characters may be asked to make a Characteristic Test. A Characteristic Test in Beyond Science is a d10 roll, with a bonus to the roll equal to the relevant attribute, plus bonuses or penalties, as appropriate.

Mastery

A character is considered to have achieved Mastery in a skill when their final ability reaches 200, without the aid of temporary bonuses.

Mastery conveys a number of benefits, as detailed in the Beyond Fantasy rulebook. In addition, the character now qualifies to obtain a Mastery module relevant to the skill they obtained mastery in.

Mastery Modules seek to balance out the difference in power between skill-using and technology/power using classes, and can accrue considerable benefits.

Further, only characters with Mastery in a skill qualify to gain the Inhuman or Zen trait in that skill.

Hacking

Computers are an everyday part of life in Beyond Science, and most characters will have had considerable experience dealing with them. Simple things such as browsing HoloNet, or checking your mail can be done without a check. More advanced uses of a computer, such as programming or hacking are more in-depth and may require a Computers check.

Hacking requires a computer, and a connection to the target intelligence, either by a cable, a wireless connection, or by connection to a proxy with it's own connection to the target.

Once a connection has been made, you may make one attempt per round to take control of a particular function, or to gain administrative access.

Every Artificial Intelligence and protected computer has a firewall skill, which is compared against your Computers check every time you make a hacking attempt.

Unprotected computers require a *Routine* Computers check to hack.

Artificial Intelligences roll a d100 on top of their skill, while protected computers have only their set skill.

If the computer is actively being used by another operator, who has administrative control, they may make a computers check themselves if you beat the firewall. If they beat your result, your attempt is nullified, and they maintain control. If you beat their result, you gain control as normal.

Trying to access a single function requires you get a result 40 points below the target. Having access to a single function (a weapon, a limb, a process) allows you to use that function only. Self-destructive procedures are never considered to be a single function.

Administrative access requires beating the firewall skill with your Computers check, but allows you total access to the computer.

Making a command when you have access to a combat-ready computer (CRC) is a passive action. Otherwise, it is an active action.

A CRC requires a HUD (see the technology chapter), and costs Technology Points.

The complexity of the commands you can make of a computer depend on it's intelligence. You cannot command a computer to do something beyond it's capability (such as exploding without a self-destruct, or moving without parts).

You can also command a computer to Lockout, which will cause it to ignore all further commands, whether given by you or not. This lockout can be permanent or last for a given amount of time. The only way to end a lockout is to physically get inside the computer and manually turn it off. A Locked Out computer cannot communicate with other computers (such as sending or receiving data).

Until told otherwise, even if a computer is taken control of by another, it will continue performing tasks given to it previously. A computer can perform millions of low-level tasks simultaneously, so it possible that the new user may not notice that the computer is doing it. Noticing this may require a Computers or Analysis check.

It should be noted that in the Beyond Science universe security concerns about rogue hackers taking over multiple systems have led virtually all System companies to separate computer networks, and to severely restrict the use of wireless connections.

Generally speaking, you should only be able to access a computer in the room it is in, and then that computer will not be linked to any others unless absolutely necessary for it's function.

Similarly, it is not possible to exert any control over any computer over the HoloNet, and downloads and other indirect attempts can no longer effect core functions, only direct access can.

Repairs

It will likely become necessary to repair equipment over time, as it takes damage, or is subject to extreme forces. Repairs are the only way to restore life points to starships or robots, treated as if a Medicine check, with additional components with a CR cost equal to the number of life points restored squared.

Otherwise, repairs to equipment will cost anywhere from 1/100th to 1/2 the original price of the equipment, depending on the severity of the damage and the availability of components. The repair check will be two grades lower than the check required to craft the item originally. *Complex* items will be one grade lower to repair.

The repair skill can also be used to salvage components from mechanical or electronic devices.

Salvaging an intact piece is usually less cost effective than selling it as is, but in some cases, such as if you lack the space to transport the whole piece, or if the object is broken, it can be a worthwhile venture regardless.

Salvage recovers useable components worth ¼ the normal value of the object if it were intact.

Severe damage may reduce this amount considerably, though a high repair check may mitigate the damage for this purpose.

Starships

To accelerate past the speed of light, and explore beyond their own systems the races of Beyond Science developed a technology enabling a ship to fold space, dramatically reducing the amount of time spent in transit.

Speed

A ship's sub-light speed is worked out by subtracting it's size from the engine power as a fraction of the speed of light.

Those ships capable of it may also fold space by the amount given, which is multiplied with the sub-light speed to give the ship's Fold Speed.

Gravity Wells

Any object with a mass of a small moon or greater is considered to have a gravity well.

Gravity wells cannot be folded through- your trip will end when you enter a gravity well. You may also not fold inside a gravity well, you must leave it first.

It is quite typical for a fold route to take a ship through many gravity wells, which is where the majority of space combat will take place.

If a sub-light engine's speed would reduced to less than 0,1 of the speed of light, they are instead reduced to 0.05 instead.

If the same would increase an engine's speed above 1.0, the DM may decide if this is feasible.

Classifications

Size		Category	Examples
Big	0.1	Super-Light	Snub Fighter; Personal Shuttle
Enormous	0.2	Light	Bomber; Planetary Shuttle
Giant	0.3	Heavy	Small Freighter; Superiority Fighter
Colossal	0.4	Frigate	Freighter; Missile Ship
Cruiser	0.5		Drone Host; Commercial Freighter
Battleship	0.6		Capital Ship; Super Freighter

Object Type	Well Radius
Small Moon	1 round
Large Moon	2 rounds
Planetoid	3 rounds
Life-bearing Planet	4 rounds
Gas Giant	5 rounds
Small Star	1 minute
Medium Star	2 minutes
Large Star	3 minutes
Giant Star	4 minutes
Neutron Star	D50 minutes
Black Hole	D100 minutes

The well radius given is for ships moving at light speed. Multiply the time required by your sub-light speed to find the amount of time you need to escape the gravity well. All values assume you are moving at full speed.

Working out your exact speed is not necessary, as all distances will be measured as if moving at the speed of light- i.e. Light years- so you just need to divide the time given by your sub-light speed.

Your fold speed multiplies this speed by the number given when folding through open space.

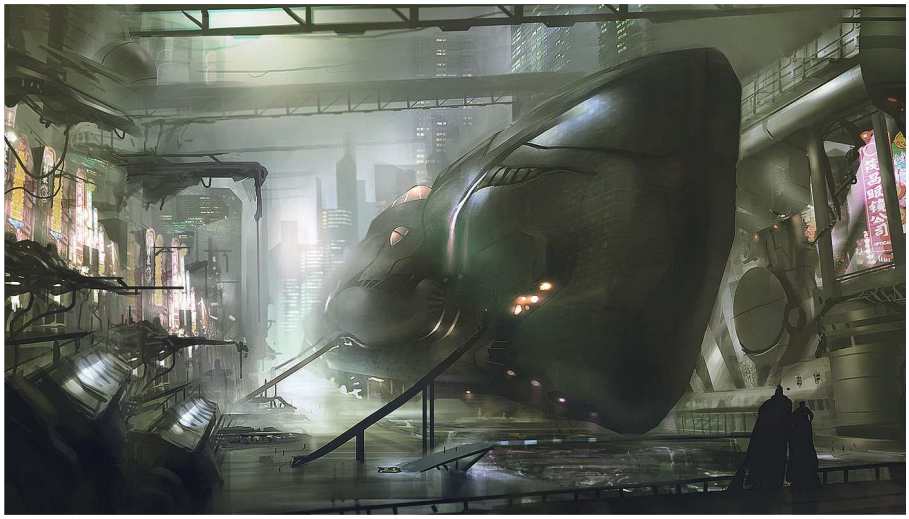
Module	Effect		Cost
F-Type Fold	X750 Fold Speed	4	10k
A-Type Fold	X1000 Fold Speed	5	50k
S-Type Fold	X1250 Fold Speed	7	120k
X-Type Fold	X1500 Fold Speed	9	250k
M-Type Fold	X2000 Fold Speed	11	600k

Starship Costs

Every starship starts off as a frame, which by itself does nothing but take punishment and hold modules. The larger the frame, the more modules it can carry inside of it, and the more modules it has, the more it can do. Remember that you must pay for both the frame and modules for a ship to work.

Frame	Cost	Manoeuvre/ Mass	Module Slots	Size
Personal Shuttle	15k	9/11	4	Super Light
Escape Pod	20k	8/12	4	Super Light
Snub Fighter	30k	8/12	5	Super Light
Planetary Shuttle	25k	7/13	6	Light
Heavy Fighter	50k	7/13	8	Light
Bomber	60k	7/13	10	Light
Small Freighter	200k	6/14	15	Heavy
Yacht	360k	6/14	20	Heavy
Missile Ship	520k	5/15	25	Frigate
Freighter	600k	5/15	30	Frigate
Assault Ship	720k	4/16	35	Frigate
Drone Host	800k	3/17	40	Cruiser
Commercial Freighter	1.2m	3/17	60	Cruiser
Blockade Runner	1.6m	2/18	80	Cruiser
Super Freighter	5m	1/19	100	Battleship
Carrier	6m	1/19	120	Battleship
Capital Ship	10m	1/20	200	Battleship

Module	Effect	Slots	Cost
Single Pulse Engine	Sub-light 0.4, requires 1 Power	1	10k
Twin Pulse Engine	Sub-light 0.6, requires 2 Power	2	25k
Impulse Engine	Sub-light 0.8, requires 3 Power	3	60k
Flow Engine	Sub-light 1.0, requires 4 Power	4	150k
Splash Engine	Sub-light 1.2, requires 5 Power	5	400k
Life Support	Supports 5 human-sized biologicals: each slot doubles this number (stacking exponentially), requires 1 Power	1+	2k per
Weapon System	1 slot +1 per size category above Medium, each weapon requires 1 Power	1+	6k per
Tech Array	1 slot +1 per size category above Super-Light; uses Tech Points, each array requires 1 Power	1+	10k per
Facility	A Medical Bay, Workshop or other facility	1	6k
Fusion Reactor	Provides 2 points of power per slot	1+	15k
Living Quarters	Allows 1 person to survive onboard for long trips: each slot doubles this number (stacking exponentially)	1+	3k per



Quality modules require 1 less slot per grade of quality (minimum 1). They also grant their bonus to any relevant checks or tests to use them.

Starship Rules

In most respects, a starship is treated as being a creature directly controlled by the pilot.

For example, a starship rolls defence using the pilot's base defence primary ability, modified by it's agility (manoeuvre) instead of the pilot's own.

Initiative is calculated as if the pilot were using the ship as a weapon, with the base initiative being it's speed.

Ships gain life points as if they were level 0 damage resistance characters with a constitution equal to it's mass attribute.

Ships have physical resistance equal to 25 plus their constitution modifier (assuming the ship's mass attribute is considered to be it's constitution), Ships have no mental resistance.

Quality increases both manoeuvre and mass attributes by 1 point, and increases available module slots by 50%.

Double the ship's manoeuvre to find it's Flight Value when in atmosphere.

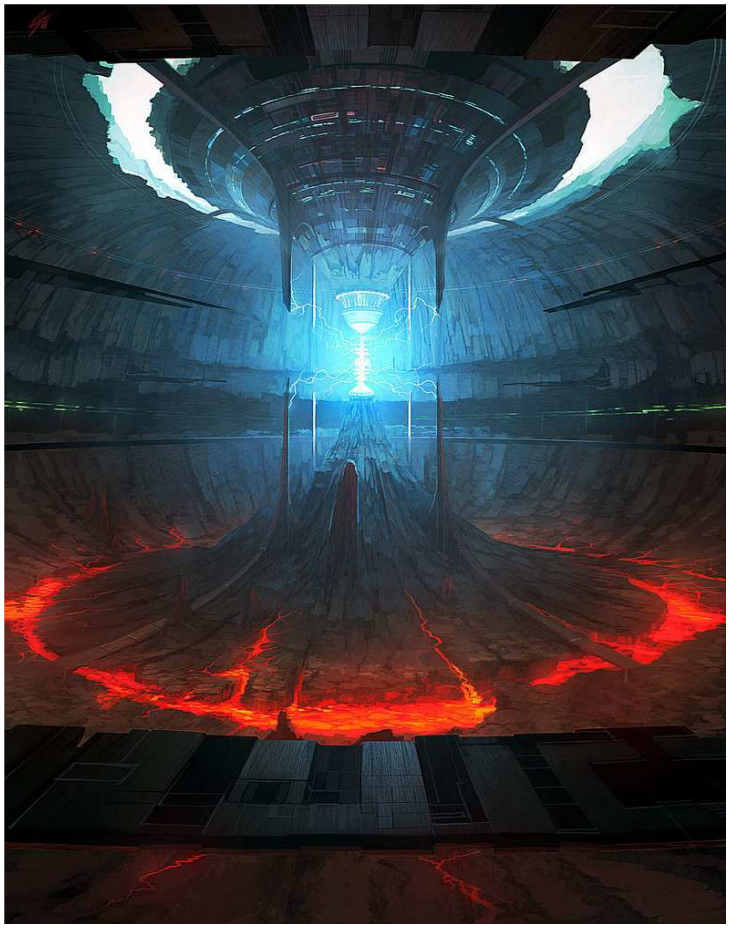
The ship's Lift Value is equal to it's mass, and it can carry as much cargo as a human of that strength could have as it's maximum load. Battleships can carry 1m tons, not an infinite amount!

You may reduce the ship's Lift Value for the purposes of cargo by any amount to gain the same amount of module space, to a minimum Lift Value of 10.

Size	Physical Attack	Natural Weapon	Base Initiative	Action Area	Multiple Damage Resistance	Armour
Frigate	80	160	-40	50m	25	12
Battleship	100	200	-60	100m	30	14

The Importance of Piloting

A starship's maximum defence and initiative bonus is limited to the final skill bonus of the pilot's Pilot secondary skill.



Power

Starship Reactors generate Power every round, which can be used to power a ship's sub-light speed, shields, weapon systems, and a number of functions.

Power can be rerouted with an easy computers or repair check (depending on whether the character is using a computer or manually rerouting power), drawing most of the power from one module and putting into another.

Each unit of power rerouted in a round increases the check difficulty by two grades. In a combat situation, this check may be subject to the relevant penalties.

These effects are temporary, but once rerouted, the bonus and penalty remains in place until rerouted again.

Module	FROM	TO
Shield	-50% Regen	x2 Regen
Weapons	Half Base Damage	Extra Grade of Quality
Life Support	Barely enough to survive for 24 hrs	No effect
Engine	Half speed	+0.1 sublight

The above table lists the effect of rerouting power away and towards a module. You can't 'overcharge' a module with extra units of power, it must be rerouted.

Rerouting for a long period of time can be dangerous. Modules that have been rerouted power TO them can suffer the effects of a long-term build up of power.

For each minute of time that passes while rerouting power TO a module, roll a d100. On a roll of a 01-05, the module short-circuits and becomes damaged. Each minute that passes the roll becomes 5 points more difficult- 01-05 becomes 01-10.

Quality modules are not damaged, but temporarily lose a grade of quality instead. This does not effect the number of modules they take up.

Damage

Ships take damage as characters do, applying their defence and AT to attacks, then subtracting the result from their life points. Similarly, they receive critical hits as characters do, when suffering 50% of their remaining life points in a single blow, or when a vital point is struck for 10% of their remaining life points.

A ship's reactor and bridge is considered to be a vital point for this purpose.

Additionally, specific modules may be targeted to damage or destroy them. Dealing 10% of the ship's remaining life points will inflict a special critical dependent on the type of module attacked.

Targeting a Module

The difficulty of targeting a module depends on what percentage of the ship's total modules it makes up.

Percentage	Attack Penalty
<5%	-100
5-10%	-80
10-25%	-60
>25%	-40

Module Hit	Level of Failure	Effect
Engine	Per 10	-0.1 sublight
Weapons	Fail	Damaged condition
Life Support	Fail	As FROM table
Bridge	Fail	As Critical
Reactor	Fail	As Critical
Hull	Per 20	Decompression in one area

Quality

Starships are massively expensive, even without the addition of Quality modules or components, more than most characters will be able to afford. As such, the cost multipliers for Quality is much reduced when applied to starships. Reduce the cost of X5, X10, X15 and X20 starships and modules by 10x.

For example, this would make the cost to buy a X5 Quality Personal Shuttle 30k CR.

Equipment

Characters roll a d10 to determine their starting wealth:

1	*Underclass*	4k Credits
2-4	*Proletariat*	8k Credits
5-7	*Petty Bourgeois*	15k Credits
8-9	*Bourgeois*	25k Credits
10	*Minted*	40k Credits

What's a credit worth?

Value	Purchase
1	A news-disc or a bottle of distilled water
5	A basic meal or a Galactic Net subscription
20	A RTE meal or a standard travel fare to another city
100	A standard ammunition clip or a wilderness survival kit
500	A handgun and a clip of ammo or 1 months rent in a standard dormitory
1k	Standard fare for an interplanetary trip or an entertainment system
10k	A second-hand land transport or a 2yr lease on a standard dormitory
20k	A new land transport or a cramped dormitory freehold
100k	A small freighter or a dormitory suite freehold

Quality

Not all equipment is created equal. Superior craftsmanship, better materials and cutting-edge technology can set a select few apart from others. Of course, this kind of power doesn't come cheap-costs are multiplied accordingly, and the level of skill required to craft them ensure they remain rare.

Quality	Cost Multiplier
-5	X0.5
+0	X1
+5	X20
+10	X50
+15	X100
+20	X200

Availability

Keep in mind that high quality weapons and armour are difficult to come by. Even a +5 weapon represents decades of experience and tens of thousands of credits of investment beyond the simple cost of purchase. Not every community is capable of such a feat, much less eager to do so.

Purchasing beyond these limits requires special circumstances, such as an auction or unique trade deal.

Multiply this amount by 10 for purchasing Star-ships.

Community Size	Maximum Purchase
Village/Fuel Depot	5k CR
Town/Mining Colony	10k CR
Minor City/Orbital Station	20k CR
Major City/ Deep Space Station	50k CR
Metropolis/Pirat e Mega Station	200k CR
Hub/Galactic Exchange	1m CR

Note: When making a conversion from *Beyond Fantasy*, assume a credit is worth 1 Silver Piece

Equipment

Rebreather
A more advanced form of gas mask, the rebreather filters out airborne toxins and allows for a short time spent in zero atmosphere. The air supply will last 8 hours in areas without oxygen, 24 in areas of low oxygen.
Cost: 50 CR

Spray-on LCD
Performs all the usual functions of a monitor, on any surface and at any size.
Cost: 150 CR

PersoCom
Available in a variety of sizes, this small computer performs all the functions you would expect of a modern computer and more.
Cost: 300 CR

PersoComs grant a +20 bonus to *Computers* checks per grade of additional quality.

Fire Extinguisher
Highly pressurized foam held tightly within a handy red container. Extinguishes a 1m/1m area per round, and there are 10 applications inside each canister.
Cost: 20 CR

Med-pack
In extensive use throughout the galaxy, the humble medpack grants a +40 bonus to medicine checks to treat injury, poison or disease. Higher quality versions grant a +20 bonus per grade of quality.
Cost: 100 CR

NutriPAK
Ubiquitous artificial food on the go, NutriPAK is available in thousands of different flavours and surprisingly nutritious, though the texture is worryingly consistent with cardboard.
Cost: 1CR

Power Generator

Constructed in a multitude of different ways, power generators use ionized water to produce energy. Note that a fully fuelled power generator is fairly heavy (10kg), and produces a distinctive energy signature that can be read by most sensors at range with an *Analysis* check. More generators make a signature easier to read.

Cost: 2k CR

Multi-tool

The quintessential tool, able to perform a vast array of electronic and mechanical tasks. Grants a +20 bonus to all repair, security and forge tasks. Each 5 points of quality improve this bonus by 10 points.

Cost: 750 CR

Power Cell

Smaller than a generator, and without the tell-tale signature, Power Cells store energy in a complex series of compressed nanotubes. Provides one energy unit for 10 rounds of use. Recharging a cell is possible, but dangerous, and voids the warranty. After a recharge, a result of 51-00 on a fumble causes the cell to explode, inflicting damage as per an Overloaded Power Source.

Cost: 50 CR

Portable Jamming Device (PJD)

A handheld, easily concealed device that jams most forms of wireless communication. Requires a Computers check to use and has an effective range

500m. Higher quality versions jam at an increased range (1km per grade of quality) and grant a +10 bonus per grade of quality to the computers check. The DM dictates the difficulty of the check depending on the strength of the signal, from routine for a children's walkie-talkie to near impossible for a planetary defence alarm. A successful result jams all signals (including friendly ones) of that grade or lower within the range.

Cost: 4k CR

Complete Immersion Chamber (CIC)

As often used for training as entertainment, the CIC allows an individual to experience scripted events and view Immersion feed as if she were actually there. Expensive to buy, and complicated to program, few own a chamber, but they remain popular in arcades and in other public entertainment areas.

Immersion feed is difficult to design, requiring at least a very difficult computers check to design simple programs.

Cost: 50 CR per hour, 15k CR to own

OPTCAM

Cheap, ubiquitous security, OPTCAMs function like modern CCTV over a wireless or cable network. Special programs and connection to a CPU is required to recognise insignia, faces, weapons etc. Notice checks are considered to be made by the camera at a +20 bonus.

Cost: 20 CR

Weapons

Name	Damage	Speed	Req Str	Str	Clip	Range	Special	Cost
Holdout	30	20	3	7	4	Short	Pistol	600
Light Pistol	40	10	4	7	8	Short	Pistol	400
Heavy Pistol	50	0	5	9	8	Med	Pistol	800
Machine Pistol	35	5	5	7	16	Short	Burst; Pistol	1.8k
Dart Pistol	20	20	2	5	8	Short	Poison; Pistol	1k
Flame Pistol	40	0	5	-	4	5m	Immolate ; Pistol	2.4k
Rocket Pistol	80	-40	6	11	2	Med	Blast 1m; Pistol	8.4k
Hunting Rifle	60	-10	5	9	8	Long		1.6k
Shotgun	70	-20	7	11	8	Short		1.2k
Assault Rifle	55	-15	6	9	16	Med	Burst	4.8k
SMG	45	-5	6	9	16	Med	Burst	3.6k
LMG	65	-25	7	11	16	Med	Burst	6.4k
MG	75	-35	9	13	16	Med	Burst	9.8k
HMG	95	-55	11	15	16	Med	Burst	12.4k
Light AAR	80	-30	8	13	4	Long	Blast 1m	8.6k
Heavy AAR	100	-50	10	15	4	Long	Blast 3m	10k
Sniper Rifle	90	-40	7	13	4	Ext		7.4k

Name	Damage	Speed	Req Str	Str	Clip	Range	Special	Cost
Flame-thrower	60	-20	6	-	4	10m	Immolate	4.8k
Industrial Rivetgun	50	-5	7	11	8	Short	Improvised	280
Needler	40	10	4	7	8	Med	Poison	6k
Machine Pistol	35	5	5	7	16	Short	Burst	1.8k
RPG	100	-80	9	15	2	Long	Blast 5m	4.8k
Energy Pistol	50	0	5	-	8	Short	Energy; Pistol	8k
Energy Rifle	70	-20	7	-	8	Med	Energy	12k
Adhesive Rifle	-	-20	5	11	4	Short	Trapping	6k
Compression Rifle	20	0	5	13	8	Short	Knock-back	4.2k
Beam Rifle	65	-25	7	-	16	Med	Beam, Energy	24k
Launcher Rifle	-	-20	6	11	-	Long	Grenade	1.2k

Grenades and other Explosives

Name	Damage	Speed	Range	Special	Cost
Frag Grenade	60	0	Thrown	Blast 3m	400
ANAR Grenade	80	0	Thrown	Ignore ½ AT	1k
CRYO Grenade	40	0	Thrown	Freeze	1k
INC Grenade	40	0	Thrown	Immolate	800
Pulse Grenade	80	0	Thrown	Pulse	2.2k
Shock Trigger	40	0	Thrown	Stun	1.4k
Impulse Grenade	20	0	Thrown	Knockback 15	1.8k
Render Mine	120	-100	Stationary	Blast 5m	3.2k
Tear Gas	-	0	Thrown	PhR 140 Incapacitate 10m	1.6k
Flashbomb	-	20	Thrown	PhR 140 Blind 3m	800
Overloaded Power Source	50	0	Thrown	Blast 3m; Improvised	-
Smoke Bomb	-	0	Thrown	Blast 10m; Obscure	100
EMP Bomb	-	0	Thrown	Blast 10m; Interference	400
Fusion Bomb	200	-100	Stationary	Blast 20m	12k

One Use Items cannot have a Quality bonus.

Melee Weapons

Name	Damage	Speed	Special	Cost
Plasma Torch	20	0	Energy	2k
Breach Axe	60	-10	Ignores 2 AT	400
Longknife	40	10	Precise	240
Stunrod	40	-10	Stun	1.2k
Combat Gloves	+10*	-20*	Unarmed	500
Power Fist	+20*	-40*	Unarmed	6.2k
Industrial Chainsaw	80	-40	Improvised; Noisy	200
Combat Chainsaw	90	-30	Noisy	4k
Industrial Pincers	70	-50	Double Damage on Trapped Opponent; Precise	2.4k
Industrial Drill	50	-40	Ignores 4 AT; Improvised; Noisy	400
Whisperblade	50	0	Notice 80 or Partially Blind	1.4k
Power Claw	+20*	-40*	Unarmed; Cut/Thrust	4.2k
Energy Blade	40	15	Energy; Precise	12k
Energy Sword	70	-35	Energy	28k

Weapon Upgrades

Sometimes called *Tactical Upgrades*, these attachments add versatility to a weapon at the cost of speed.

Each upgrade chosen from this list lowers the weapon's speed by 5 points.

Underslung Grenade Launcher
Fires Grenades at Long rather than thrown range. Each launcher can hold four grenade at a time.

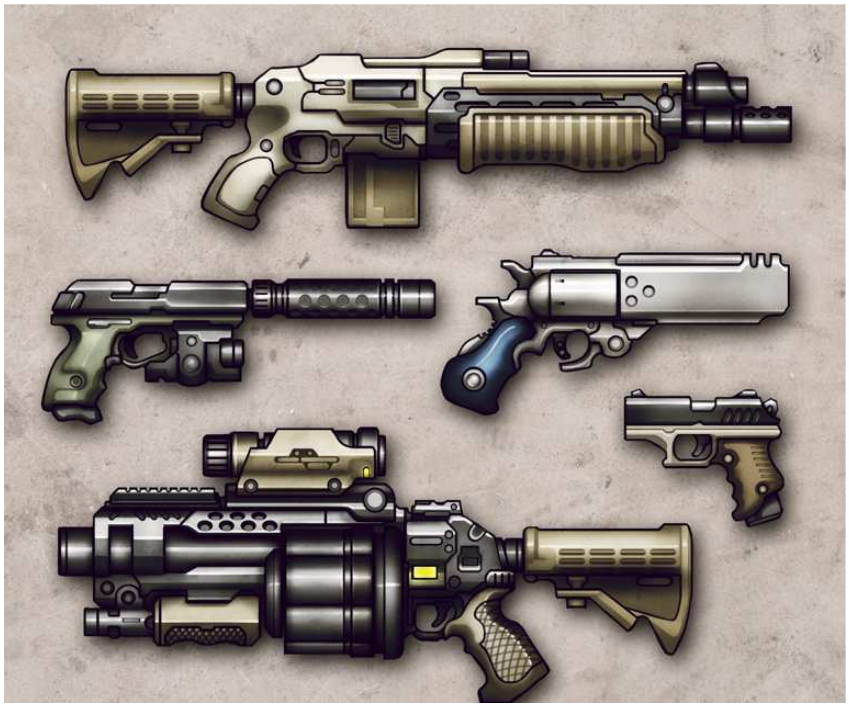
Non-Pistol Firearms Only
Cost: 1.5k CR

Scope
Halve penalty for a targeted shot while aiming.
Halve distance penalties for sight based notice checks while focusing on particular area.

Single-shot capable rifles only
Cost: 500 CR

Suppressor
Increases Notice check to hear sound of gunshot or to see muzzle-flash by two steps.

Conventional Firearms Only
Cost: 1k CR



Red Dot Laser Sight

+20 attack once/round against an opponent who is unaware of the dot. You must be able to see the dot to gain the bonus. Spotting the dot is easy (40) if the opponent knows where you are and can see on that spectrum. If the opponent doesn't know where you are, the difficulty increases two steps.

Comes in Standard, Infrared, Ultraviolet forms.
Cost: 1k CR

Extended Clip
As standard clip, but contains twice as much ammunition.
Cost: 250 CR

Bayonet
Convenient mounted knife, has same statistics as Longknife.

Non-Pistol Firearms Only
Cost: 300 CR

Notable Manufactories

DynaTech

A Human/Anlayis company based on Veraya, DynaTech specializes in designing state-of-the-art computerised weapon systems as well as a well established reputation for pushing the acceptable limits of VI technology.

DynaTech equipment have a fumble and open range two points higher than normal (01-03 becomes 01-05 and 91-00 becomes 89-00).

Additionally, you can ignore half the penalty to a skill or attack from a single source with a computers check with a difficulty equal to the opponent's defence or the normal difficulty of the check. This feature requires a HUD to activate in combat.

Cost: 2x normal cost

Reaving

More religious than corporate, this Caius-owned manufactory takes quality very seriously, putting out weapons on a case-by-case basis, and threatens it's employees with corporal punishment for poor work. This unusual setup appears to work, for it produces reliable weapons of the very highest quality every time.

Reaving weapons have a fumble one point lower than normal.

Additionally, Reaving weapons reload one action faster than normal (becoming passive if already one action), and never suffer a Break or Explodes result on a fumble. Replace such a result with Jam.

All this reliability comes at a cost, however, as the heavy components slow the wielder somewhat, applying a -5 penalty to speed.

Cost: 2x normal cost

Nightborn Industries

A Yed-ig consortium of considerable influence, Nightborn specialize in covert operations, and their equipment demonstrate their mastery of subterfuge.

Nightborn weapons have very little muzzle flash or weapon trail. Attempts to detect their presence have their difficulty increased by two steps.

Additionally, the final damage of the weapon is increased by 50% against an opponent who does not know where the wielder is.

Nightborn armour improves Stealth Fields, increasing the difficulty to spot them by one grade, and attempts to use the Hide or Stealth skills normally receive a +20 bonus per grade of quality.

Cost: 4x

SynTale Masters Guild

Innovation and perfection is the mantra of SynTale, a Gla'ade society dedicated to designing the perfect weapon. They do not take just any commission, and their pride in their work evinces itself in every piece they produce.

SynTale weapons always possess the Precise quality, and increase the open range of any weapon by 1 per grade of mastery the wielder possesses in that weapon group.

Cost: 6x

Vanquisher

When the excrement hits the engine exhaust, you'll wish you had a Vanquisher.

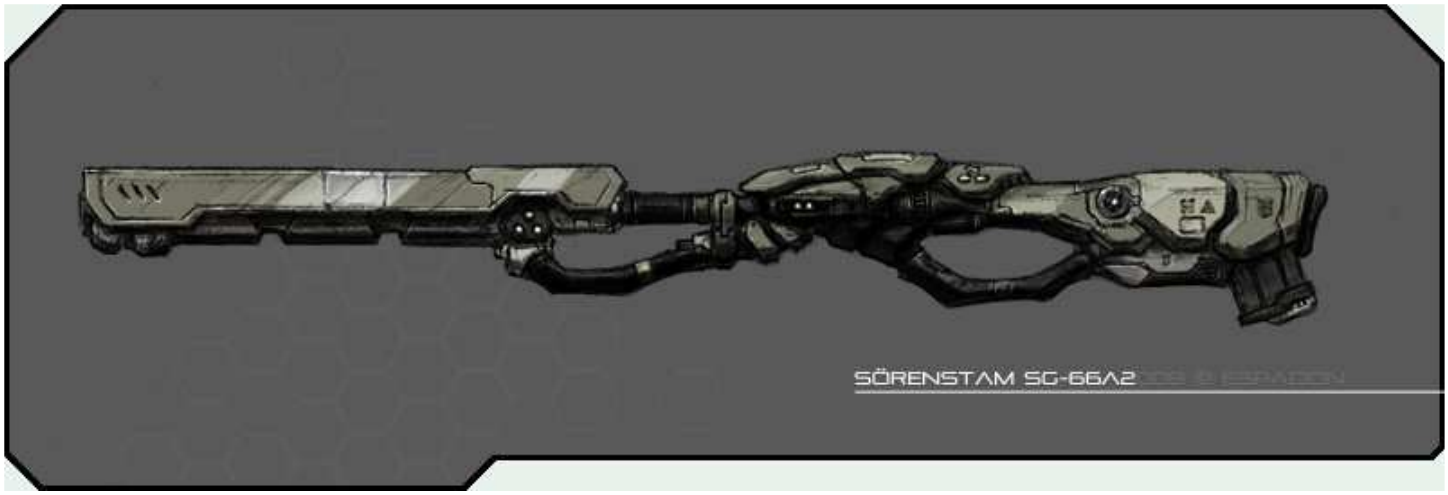
Made notorious by a popular action-vid featuring a hard-bitten Karran detective sharing his 'culture' with other aliens, Vanquisher weapons make up for what they lack in subtlety in sheer firepower.

Vanquisher firearms apply a 1m blast radius to their ammunition. If the weapon already has a blast radius, it increases by 50%.

Vanquisher weapons apply a +5 bonus to base damage per grade of quality.

All that firepower makes Vanquisher weapons unwieldy however, and they suffer a +1 penalty to their Required Strength.

Cost: 3x



Purchasing Manufactory Equipment

Difficult to come by, Manufactory equipment often fetches a high price on worlds far from their place of origin.

On the planet of origin, a Manufactory object costs the same for purposes of availability.

In the system of origin, a Manufactory object costs double for the purposes of availability and the cost multiplier is increased by 1.

In the sector of origin, a Manufactory object costs quadruple for the purposes of availability, and the cost multiplier is increased by 2.

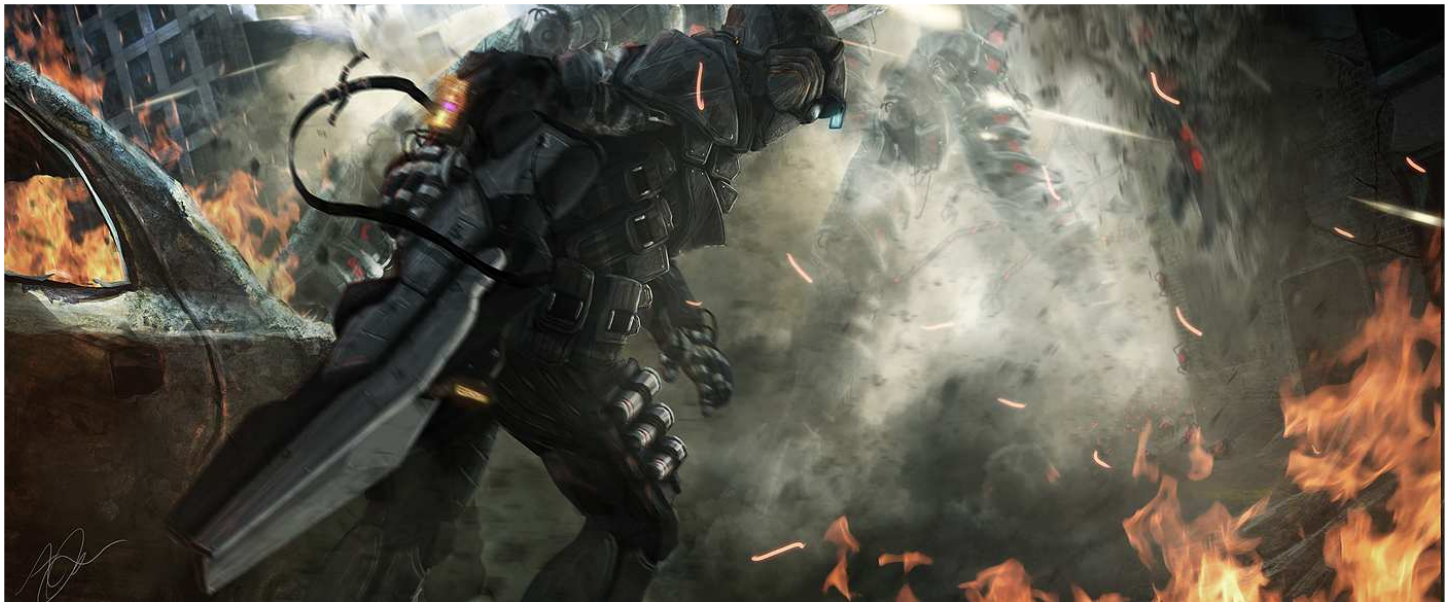
Otherwise, a Manufactory object costs ten times it's usual amount for the purposes of availability, and the cost multiplier is increased by 4.

It is common for manufactory equipment to be of an exceedingly high quality. You do not multiply the manufactory cost increase by quality multipliers, you simply add the multipliers arithmetically. For example, a +5 quality DynaTech weapon would cost 22x the weapon's normal price.

It is not possible to stack Manufactory modifiers together on a single item, though you may use separate equipment from different manufactories together.

GMs may decide to invent their own Manufactory Equipment, and characters with *Mastery* in Technology, Forging and Style may petition the GM to allow them to design their own Manufactory Equipment.

Additional Masteries may also affect this result- for example, medical equipment will require a Mastery in Medicine.



Fumbles

When making a fumble with an attack roll while using a firearm, there is the chance that the weapon can jam, break, or even worse- explode. When fumbling with a firearm, consult the following table.

Fumble Result	Effect
01-40	As Normal
41-60	Jam
61-80	Break
81-00	Explode

Jam

A Jammed weapon cannot fire until it is fixed. You must make a repair check of moderate difficulty to unjam it. Remember that Combat modifiers to this check may apply in challenging circumstances. Unjamming a weapon takes an action per attempt.

Break

A crucial component in the weapon overheats and breaks, leaving the weapon useless.

Fixing a break requires components worth 1/10th the cost of the weapon (taking into account any quality multipliers) and a difficult repair check, increasing in difficulty one grade per grade of quality.

A weapon can be repaired with lower quality components, but functions at the lower quality until proper replacements are found.

Explode

An explosive component overheats and explodes, showering the wielder with heated shrapnel.

The weapon explodes as if it were an overloaded power source in the wielder's hands. It's attack is considered to be Absurd (180).

As you might expect, the weapon is ruined after an explode result.

A weapon may be rigged to jam, break or explode the first time it is used with a moderate repair check, increasing in difficulty one grade per grade of quality.

Additional Weapons Rules

The physical AT of all archaic armour (pre-modern) is halved against attacks made by firearms.

Fully Automatic weapons can attack a number of metres up to 1/3 their maximum clip size in a line as a *Full Automatic* attack, attacking everything within that arc. The attack is made at a -40 penalty and costs the same amount in ammunition. Everything stepping into that arc during that turn is also attacked at the same penalty.

Weapons whose Strength is higher than the strength of the enemy hit may knock their target over. In such a case, both weapon and enemy must make an opposed strength test.

If the weapon beats the target by 3 or more, the opponent is knocked prone.

If the weapon beats the target by 6 or more, the opponent is knocked flying back a number of metres equal to the amount they failed by, then falls prone.

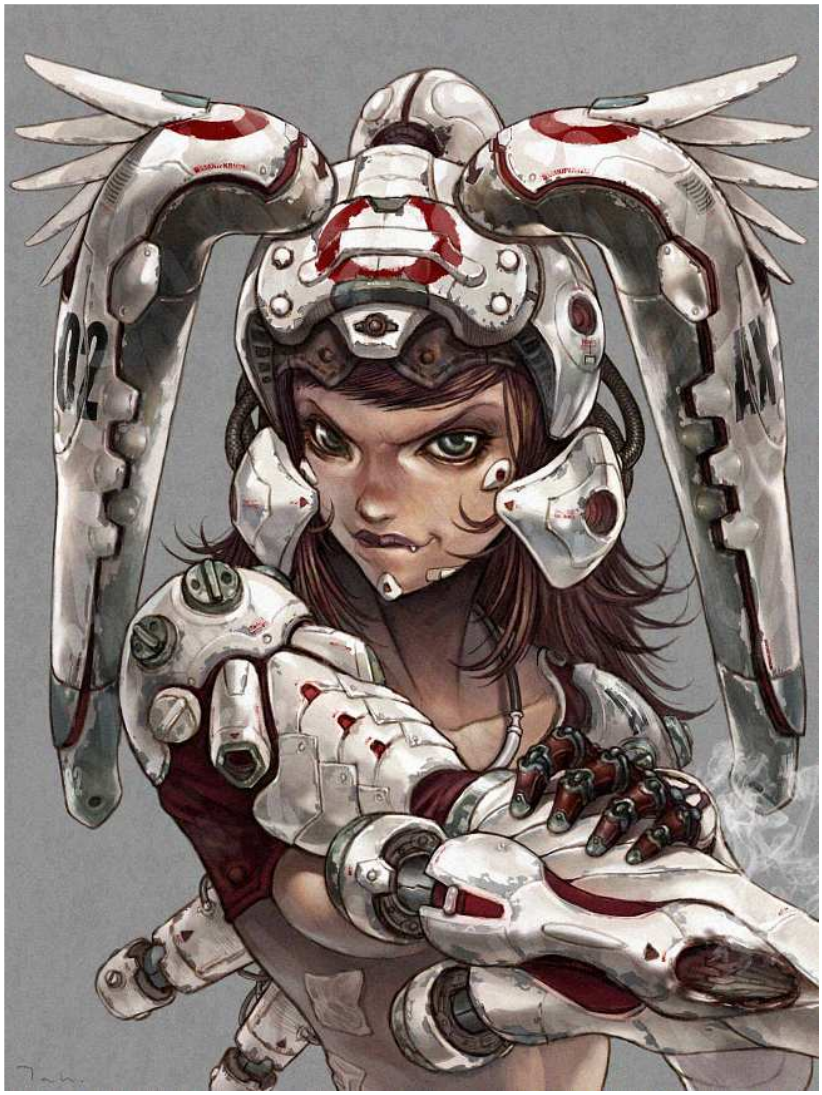
The weapon must have hit and caused damage, and suffers a -3 to this test if it did less than 100% damage.

Knockback weapons always incur this test, regardless of strength, and grant a +2 bonus to the weapon's result.

Reloading

Every projectile-based weapon has a set clip size, after which the character must reload. Reloading time depends on the range of the weapon:

Short	1 Active Actions
Medium	2 Active Actions
Long	3 Active Actions
Extreme	4 Active Actions



Required Strength
Many firearms are too heavy or have too much recoil for a weak character to properly use. For each point a character fails to meet the required strength of a weapon, they receive a cumulative -10 to initiative and attack rolls while using it.

Increased Size
The same rules for increasing the size of a weapon apply in Beyond Science as they did in Beyond Fantasy. Larger weapons are often found on vehicles and mecha.

Quality and Resistance
Weapons that induce resistance checks increase the difficulty by 20 per grade of quality.

Counterattacking
Remember that only melee weapons are capable of being used in a counterattack. To make a counterattack when attacked in melee, you must be wielding a melee weapon, have a bayonet or similar device attached, or possess a natural weapon.

Bayonets deal 30 base damage and have a +20 speed modifier. They inflict a -10 penalty to attack to whatever weapon they are attached to. It is an active action to attach or remove a bayonet, and are enhanced separately to the weapon.

Alternatively, you may counterattack with a melee weapon in your offhand, an unarmed strike or a natural attack.

Weapon Special Qualities

Burst
Burst weapons can target an area instead of an individual. For each metre of radius you choose to attack, you receive a -20 penalty to attack, to a maximum of 10m.

Immolate
Immolate weapons force an enemy hit by the attack to roll on the *In Flames* table, page 216 of the Core Anima rulebook.

Poison
Enemy hit must make a PhR check against the damage dealt plus 40, taking an all-action penalty equal to the failure, and to all future applications of this poison. Failure by 80 or more knocks the enemy unconscious. The penalty wears off at a rate of 1 point per minute.

Blast
Affects everything and everyone within the blast radius.

Scope
After aiming with a weapon with a scope, you halve the penalty for making a directed attack on the next attack roll.

Energy
Hits enemy on the Energy AT, ignoring most forms of armour.

Trapping
Traps enemies hit, using the weapon's strength for all relevant tests.

Knock-back
Always forces enemies hit to make opposed knock-back tests. Weapon receives a +2 bonus to these tests.

Beam
The base damage of the weapon increases by 10 points per consecutive round it hits a specific enemy. Damage resets if a round passes without the weapon hitting that enemy, even for no damage.

Grenade
Weapon fires a grenade, rather than dealing damage directly.

Freeze
Enemy hit must make a PhR check with a difficulty equal to the damage plus 40, taking a penalty to initiative equal to the failure. Failing by 40 or more inflicts minor paralysis, while failing by 80 or more inflicts partial paralysis. Penalties fade at rate of 1 per minute.

Pulse
Electrical equipment and robots hit with a pulse weapon must make a PhR check with a difficulty equal to the damage plus 40, Failing by 60 or more causes the equipment or robot to shut down, restarting in 1 minute.

Pulse weapons only deal damage to electrical equipment and robots.

Stun
Enemy hit must make a PhR check with a difficulty equal to the damage plus 40, losing an active action next round per 10 points of failure. Losing more active actions than you have results in being stunned for a number of rounds equal to the failure.

Stun weapons do not deal life point damage.

Obscure

Sight or shooting through obscured area is considered 'partially blind'. Sight or shooting through 6m of obscured area is considered 'completely blind'. Special methods of vision, such as infrared can negate this penalty. For twice the cost, an obscure weapon can obscure one special method as well as normal sight (ie. Hot smoke obscures thermal imaging).

Interference

Electronics are blocked out within the affected area, preventing HUD use and wireless communication including giving commands to robots, much like a jammer, but much smaller in range, and requires no knowledge of computers.

Unarmed

Unarmed weapons apply a damage bonus to your unarmed damage, and their penalty to your unarmed speed.

You do not gain the benefit of your unarmed modules to combat manoeuvres or damage while wearing Unarmed weapons, though you gain any other benefit.

Improvised

Improvised weapons weren't designed for combat, and suffer a non-proficiency penalty when used.

The improvised weapon module halves this penalty but does not remove it entirely.

DMs should consider any object that wasn't designed for combat as a potential improvised weapon.

Noisy

Noisy weapons are easily heard, requiring a Routine Notice check to hear if no other modifiers are present. Intervening doors, walls, background noise etc. may change the Notice check required.

All Firearms are considered to be Noisy as standard, regardless of quality.

Melee

Melee weapons can only be used in close-quarters, but deal double their base damage against shields.

Archaic

Archaic weapons have an increased fumble range of 01-05, and may break on a fumble result of 51-00. All weapons in the Anima: Beyond Fantasy rulebook possess this trait if used in a Beyond Science setting.

Quality +5 and +10 archaic weapons only break on a fumble result of 81-00. Quality +15 and better archaic weapons do not break on a fumble.

Visibility and Light

Not every form of light is visible to the human eye. Some parts of the spectrum, such as Infrared, or Ultraviolet remain invisible to those without the means to detect them.

Poor visibility can drastically reduce your chances of successfully scoring a hit in combat. DMs may apply the partially obscured or totally obscured penalty under such circumstances.

For each point you have above 10 in Perception, the penalty for poor visibility is reduced by 10 points, to a minimum of 0.

Infrared

The original night-fighting spectrum, infrared sight allows you to see heat signatures and infrared beams of light, such as those commonly used in remote controls and red dot targets.

Ultraviolet

An extremely versatile spectrum, Ultraviolet sight allows you to notice organic substances against any surface, spot 'invisible' fluorescent markings and see in what is total darkness to others with an ultraviolet light.

Armour

Armour	Cut	Impact	Thrust	Heat	Ele	Cold	Ene	Required
Weave Jacket	0	0	1	2	1	2	0	0
Armoured Clothing	1	1	2	1	1	1	0	10
Jumpsuit	1	1	1	2	3	2	1	20
Thinsuit	2	2	2	3	3	3	1	30
Flak Jacket	3	2	3	1	1	1	1	40
Tactical Vest	3	2	5	1	2	1	1	50
Riot Armour	3	4	4	3	1	2	2	75
Light Combat	4	5	5	3	1	2	2	90
Medium Combat	5	6	6	3	1	2	2	105
Heavy Combat	6	7	7	3	1	2	3	130
Heavy Assault	7	8	8	3	1	2	3	160
Tactical Assault	9	9	9	4	2	3	4	200
Armoured Spacesuit	3	3	3	8	6	8	4	210

Modifying Armour

In addition to enhancing armour with technology points, you may also improve a single AT of your choice for each 10 points of additional requirement. This increases the cost of the armour as normal. If this enhancement occurs after the armour has already been paid for, you must pay the difference between the current and improved armour.

Damage Barrier

You enjoy a damage barrier wearing armour equal to your final AT against the weapon used x10.

For example, AT 4 armour grants a damage barrier of 40.

Costs

Armour costs the requirement to wear it squared in credits, though circumstances may alter the price. Quality multipliers are applied after the base cost has been found.

Additional Rules

If your wear armour skill is lower than the requirements of the armour, you take the difference as a penalty to all physical actions, including initiative.

You may no longer stack armour, unless you have natural armour, in which case the lower AT is halved and added to the total.

Vehicles

For non-space faring adventures, characters may need to travel by land, air or sea. Fortunately, vehicles are here to get them where they want to go.

Vehicles are treated as being starships for the purposes of life-points and AT, although the minimum size of a vehicle is much lower, allowing for even *Medium* size vehicles such as bicycles.

Factors such as air-resistance, grip and poor manoeuvrability can hamper a driver's ability to avoid attacks, however, causing them to be more vulnerable in combat than starships.

The pilot/driver therefore, takes the following penalty depending on the medium travelled.

Medium Travelled	Penalty
Open Space Flight	No Penalty
High Atmosphere Flight	-40 to Pilot/Defence
Low Atmosphere Flight	-80 to Pilot/Defence
Ground Surface	-120 Pilot/Defence
Water Surface	-120 Pilot/Defence
Underwater	-200 Pilot/Defence

Note

These penalties also apply to star-ships while in atmosphere.

Training Modules

Weapon Class Modules

To effectively use a class of weapon, you must possess the weapon class module relating to it. If you use a weapon without the requisite module, you suffer a -30 penalty to attack and initiative.

Each weapon class module costs 20 points. You may buy a particular weapon class module once then once again per 100 points of attack. Buying the same module again grants a stacking +10 attack and initiative bonus when using that weapon class. This is called a specialization.

Specializations beyond the first one grant additional bonuses:

2nd Specialization

+20 criticals with class

Make additional attacks at -20 penalty

3rd Specialization

+40 criticals with class

Make additional attacks at -15 penalty

4th Specialization

+60 criticals with class

Make additional attacks at -10 penalty

Weapon Classes
Pistol
Rifle
Energy
Heavy
Blade
Unarmed
Blunt
Polearm
Exotic (per weapon)
Improvised

Mental Conditioning
Whenever your will might be tested, either by torture, propaganda or confidence tricks, your training always sees you through. You gain a +2 bonus on willpower tests and +10 mental resistance.
Cost: 40

Linguistic Training
You can speak any language still in circulation and available to the galactic community, regardless of your intelligence.
Cost: 40

Perfect Form
You reduce the Strength requirements for wielding a ranged weapon in two hands by 2 points.
Cost: 30

Trained Marksman
While aiming, you are treated as if you have aimed for an additional round.
Cost: 40

Double-Tap
You gain an additional attack with a semi automatic weapon once per round. The usual multiple attack penalties apply.
Cost: 40

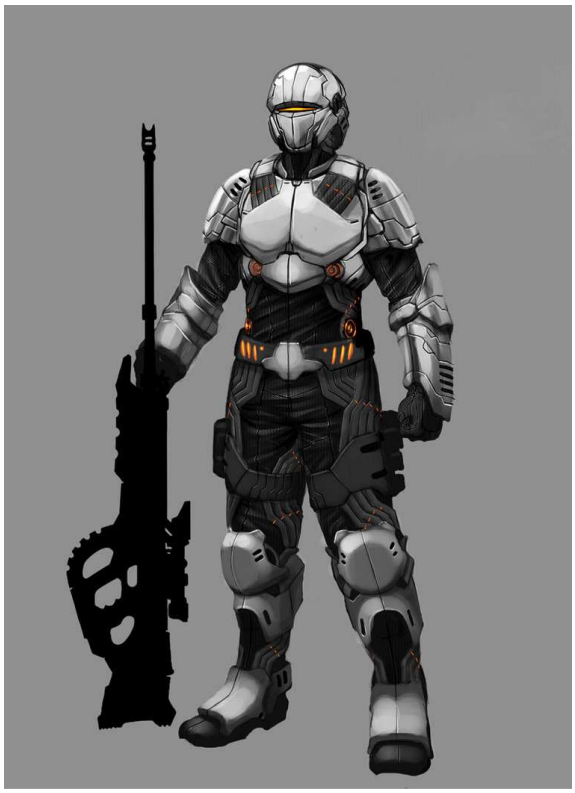
Bull's-eye
You are treated as aiming for a round after spending an active action doing nothing but aim. You may do this once per round for each time you take this module.
Cost: 40 (may take up to 3 times)

Hail of Bullets
You only suffer a -10 penalty per additional attack when making multiple attacks in a round while using a semi-automatic weapon.
Cost: 30

Combat Martial Arts
You deal 30 points of damage with your unarmed strikes, and gain a +10 nonclass attack bonus when striking unarmed.
Cost: 30

Defensive Martial Arts
You halve the penalties to attack when attempting to trap, take down or disarm an opponent. You gain a +2 characteristic bonus to perform these attempts.
Cost: 30

Bodyguard
You can defend someone else before or after your initiative, and take no penalty to do so.
Cost: 20



Galactic Fighting Championship Contender
Prerequisite: Having qualified to fight in the GFC; Combat Martial Arts
You now deal 50 points of damage with your unarmed strikes, ignore 2 points of armour and increase criticals inflicted by your unarmed attacks by 20 points. You gain an additional +10 attack and +20 initiative when fighting unarmed.
Cost: 50

Shoot from the Hip
You suffer no penalty to ranged attacks when moving quarter your speed in a turn or less. If you run faster than this, the penalty for making ranged attacks is halved.
Cost: 30

Coolness under Fire
You take only half the normal penalty for *Taking Fire.*
Cost: 40

Rapid Reload
You can reload in half as many active actions. Short range weapons may be reloaded with a passive action.
Cost: 30

Longshot
You take half the normal penalty for attacking beyond your range increment.
Cost: 40

Hacking Protocol
No penalty for attempting to hack computer systems during combat.
Cost: 40

Hold Position
You do not receive penalties for Taking Fire during a turn where you do not move.
Cost: 30

Ghost-Step
You take no penalty to Stealth for full movement.
Cost: 30

Advanced Weapons Training
Halve the penalty for using unfamiliar equipment or weaponry.
Cost: 30

Combat Technician
You suffer no penalty for attempting to repair equipment or vehicles during combat.
Cost: 30

Extreme Sports Fanatic
You gain +10 physical resistance and +1 to all physical characteristic tests.
Cost: 40

Lightning Draw
You suffer no penalty for attacking in the same turn that you draw a weapon, and gain a +20 attack on one attack immediately after drawing a pistol-sized weapon. You may only gain this bonus once per combat.
Cost: 40

Misdirection

Halve the penalty to *Hide* in front of someone.

Cost: 40

Assault Training

You gain the Shield Weapon Module. When using a shield, you may declare one direction for it to face at the beginning of your turn.

When attacked from that direction by a ranged attack, your physical AT increases by 2 +1 per grade of quality that the shield possesses. This bonus stacks with armour.

Cost: 50

Lightning Reflexes

You do not have to pay the first -25 initiative penalty to gain an additional action on your turn.
Cost: 50

Archaic Weapon-Master

Weapons with the Archaic weapon trait ignore 2 points of AT, and possess the normal fumble range in your hands.

Cost: 30

Berserker

You may choose to 'absorb hits' rather than avoid them, not rolling a d100 for defence rolls and adding only half your normal defence.

In return for doing so, you receive no *Taking Fire* penalty, and gain a bonus to attack with melee weapons equal to half your defence.

Cost: 50

Mastery Modules

You may only possess one Mastery Module per skill you attain mastery in. Mastery modules cost 40 DP, and this cost is never halved by class features.

Ancient Style

Req. Mastery in Unarmed Attack and Defence; Combat Martial Arts and Defensive Martial Arts

Gain a Advanced Martial Art of your choice from the Beyond Fantasy Corebook, or any Initial grade Advanced Martial Art from Dominus Exxet. You do not receive MK from this martial art.

You may gain an Inhuman result on Unarmed Attack and Defence rolls.

Galactic Olympian

Req. Mastery in any Secondary Skill from the Athletics Field.

Increase all of your physical scores below 10 by one.

You may gain an Inhuman result on any Secondary Skill in the Athletics Field.

Dread Lord

Req. Mastery in Intimidate

You may attempt to Coerce opponents without using an action to do so. In such a case, do not roll your Coercion result, simply use your Final Ability for Intimidate, affecting all enemies within visual or auditory range.

Glorious Leader

Req. Mastery in Leadership

Allies actually receive an all-action bonus during a turn you use Leadership to Coerce them. This bonus is equal to half the bonus they receive for the purpose of resisting enemy coercion.

Shadow-Broker

Req. Mastery in Persuasion

You automatically know if NPCs without Mastery in Persuasion are lying around you, and you get an uneasy feeling when they stretch the truth. The GM has final say over the use of this ability.

You must be able to observe the NPC personally to gain this benefit.

Juggernaut

Req. Mastery in Wear Armour

While wearing armour, you no longer possess a vulnerable point. Attacks against the heart or head have no additional effect.

Additionally, you reduce all damage taken while wearing armour by 10 points.

Ghost

Req. Mastery in Hide and Stealth

You never suffer a penalty to Hide or Stealth, and double your base damage with a melee weapon when an opponent is unaware of your attack.

You may obtain an Inhuman result on Stealth checks.

Perfect Shot

Req. Mastery in Attack; Two Specializations in any type of Firearm

Once per round, you may choose not to roll for a single attack, treating the result as if it were 100. This is not an open result.

You may obtain an Inhuman result on Attack checks made using a firearm.

Stunt Pilot

Req. Mastery in Pilot

You suffer no Taking Fire penalty due to your vehicle being attacked, and may substitute your Pilot final ability for your defence while piloting a vehicle.

You may obtain an Inhuman result on Pilot checks.

Blackblood

Req. Mastery in Poisons

With access to a specific creature's blood, you may tailor-make a poison to affect a member of their race, with no effect on anyone else.

If specially-made for a particular species, the PhR to resist the poison is increased by 40, and any penalty and duration is doubled, while the required onset time is halved.

Other poisons you make have their PhR check to resist increased by 20, and their onset time is halved.

Miracle Worker

Req. Mastery in Medicine

You may attempt to bring the recently dead back to life with an Inhuman Medicine check.

The creature must have died within the last 10 minutes, and have not suffered more than it's maximum life points plus 20x it's constitution score in damage.

Technology

Sufficiently advanced technology may appear as magic to the uninitiated, but for the properly educated, it can mean the difference between life and death. This section details how players can use advanced technology to improve their equipment and construct prototype weapons and droids.

Only cutting edge equipment that cannot be easily bought with credits will be found here- for everything else, see the equipment section.

If you see the asterix symbol (*), then the technology requires a power source to function. More asterixes mean more power is required.

Inventor
You may develop new technologies using the Prototype Development primary skill.
Cost: 20 TP

Massive Calibre (weapon)
+5/+10/+15 Final Damage
Cost: 10/30/50 TP

Carbide Matrix (armour)
+5/+10/+15 Damage Barrier
Cost: 10/30/50 TP

Digital Camouflage* (armour)
+40/+80 Hide
Cost: 10/30 TP

Polymer Mesh (armour)
+1/+2/+3 AT (two types)
Cost: 10/30/60 TP

Accelerator (weapon)
+1/+2/+3 Strength
Cost: 10/30/60 TP

Linear Compensator (weapon)
-10/-20/-30 Range Penalty
Cost: 10/30/60 TP

Custom Action (weapon)
+5/+10/+15 Speed
Cost: 10/30/60 TP

EX Rounds (ammunition)
1m blast radius
Cost: 30 TP

Gel Rounds (ammunition)
Non-Lethal
Cost: 20 TP

HUD* (equipment)
Combat-ready computer and display, required for many other technologies
Cost: 10 TP

IFF (weapon)
Requires HUD, area attack with an automatic weapon safely, never hit friendly targets
Cost: 10 TP

TrIdent (weapon)
Requires HUD
Halves cover bonuses
Cost: 20 TP

SecLock (equipment)
Requires HUD
Raises difficulty to hack HUD two or four grades
Cost: 10/30 TP

Monoedge (weapon)
Bladed weapons only, ignore 1/2/3 AT and increase base damage by 5/10/15 points
Cost: 10/30/60 TP

Ultraviolet Lenses* (equipment)
See enhanced spectrum (ultraviolet)
Cost: 20 TP

Environmental Shielding* (armour)
Immunity to inclement weather condition, the vacuum of space and low level radiation
Cost: 40 TP

Power Assistance* (armour)
Strength 9 or +1 strength
Cost: 50 TP

Enhanced Power Assistance** (armour)
Strength 11 or +2 strength
Cost: 90 TP

Ultimate Power Assistance** (armour)
Strength 13 or +4 strength
Cost: 130 TP

Depleted Rounds (ammunition)
Ignores 2 AT
Cost: 10 TP

APDS Rounds (ammunition)
Ignores 4 AT
Cost: 30 TP

Infrared Lenses* (equipment)
See enhanced spectrum (infrared)
Cost: 20 TP

AEX Rounds (ammunition)
3m blast radius
Cost: 50 TP

Tracer Rounds (ammunition)
+10 attack
Cost: 30 TP

Target Lock (equipment)
Requires HUD,
+10 attack on same opponent attacked last turn
Cost: 10 TP

PeRad (equipment)
Requires HUD, automatic notice 180 to spot movement within 100m.
Cost: 30 TP

Phosphorous Rounds (ammunition)
Ignites on receiving damage, roll on table 73 *In Flames*.
Cost: 30 TP

Hollow Rounds (equipment)
+40 critical, -2 AT penetration
Cost: 20 TP

Hidden Compartment (equipment)
Hidden compartment ¼ the size of the object it is placed in
Cost: 10 TP

Concealed Radiation (equipment)
Conceals the signature given off by a power source for 10 rounds per minute. You may only have one radiation concealment device per power source.
Cost: 20 TP

Magnified Targeting (equipment)
Requires HUD
Halve penalty to shoot beyond normal range when aiming for at least 1 round.
Cost: 10 TP

Electric Generator * (per grade) (weapon)
Deal extra 10/20/30 electrical damage with melee attack,, may stun opponent at full damage dealt
Cost: 10/30/50 TP

Thermal Sink (weapon)
+10 speed, increase clip size 50%
Cost: 40 TP

Integrated Equipment (armour)
Integrates a piece of equipment or weaponry into a suit of armour.
Cost: 5 TP

Hidden Equipment (armour)
Conceals an already integrated piece of equipment or weaponry in a suit of armour.
Cost: 10 TP

Thermal Camouflage (armour)
You gain a +200 bonus to hide from infrared sensors or sight.
Cost: 30 TP

Plasma Sheathe (weapon)
Ignore 20/40/60 points of damage barrier. Melee weapons only.
Cost: 10/30/50 TP

Cardio-Regulator (armour)
+10 PhR, increase regeneration by 2 points and automatically stabilizes wearer when he is between life and death.
Cost: 50 TP

Miniature Power Source (equipment)
A miniature but stable fusion reactor, producing 1 unit of power with no telltale signature.
Cost: 20 TP each

Flechette Rounds (ammunition)
Doubles damage for purposes of inflicting criticals only.
Cost: 20 TP

Personal Shield * (equipment)
A 100LP shield, protecting the character at a defence of 120. Each round the shield takes no damage, but still has power it regenerates 10LP, to a maximum of 100. Damage that exceeds the personal shield's LP is transferred to the user. The maximum LP and regeneration is multiplied by 10 when placed on a starship instead of a person.
Cost: 40 TP

Shield Projector * per grade (equipment)
Requires Personal Shield
Increases the defence of the shield by one grade- from 120 to 140, or from 140 to 180. This does not increase the LP of a shield. This technology may be taken any number of times.
Cost: 30TP

Shield Capacitor (equipment)
Requires Personal Shield
Increases the maximum LP of a shield by 100 points. This does not increase the shield's regeneration rate.
This technology may be taken any number of times.
Cost: 20 TP

Shield Regenerator * per grade (equipment)
Requires Personal Shield
Increases the LP regeneration of a shield by 10 points per round. This increases the amount of power required by one per regenerator technology.
Cost: 10 TP

Power Re-Circulator (equipment)
Requires a power source, but does not draw power
Recycles a point of power for use from every two a character uses in a round.
Cost: 30 TP/50 TP for starships

Stealth Field Generator** (armour)

Grants an Absurd Hide result, irrespective of skill or penalties, including being in front of someone.

Shooting or taking any other offensive action ends the field effect until your next round. Cannot be used in the same round as a Shield Generator. Similarly, taking any form of damage interferes with the field, deactivating it.

Cost: 50 TP

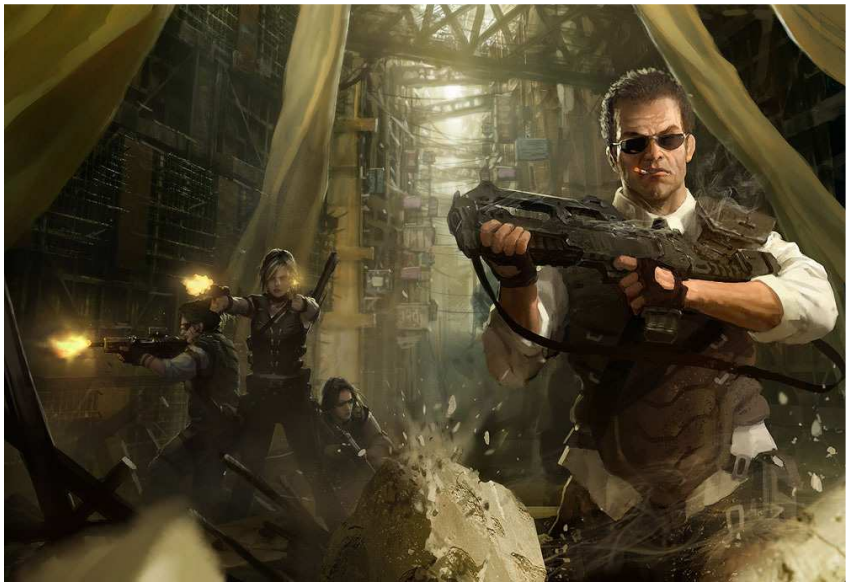
Stealth Field Augmentation * (armour)

Requires Stealth Field

Increases Hide check result to Almost Impossible, and taking offensive actions or damage only reduces the check result to difficult, instead of turning off.

Cost; 70 TP

Stealth Field Generators only hide characters from the visible spectrum. Ultraviolet or Infrared sensors or sight will still detect them.



Nanoparticle Spray (equipment)
A small steel capsule pecked with holes, Nanoparticle spray detonates missiles, grenades and other airborne explosives when they move through the area of effect. Detonation occurs at a distance of 4m from the point you use the spray, which may leave targets in the area anyway.

This technology must be activated to work, and lasts for 5 rounds before disintegrating into a barely noticeable black powder, and can be activated 5 times before needing a refuel at a cost of 50CR.
Cost: 20 TP

Reactive Nanoparticles (equipment)
Requires Nanoparticle Spray
Increases the range of detonation to 8m, but quadruples the refuel cost.
Cost: 10 TP

Jetpack*special (equipment)
Grants a Flight Value of 6. Requires 1 unit of power for the first 10 rounds, 2 for the second 10 rounds, 3 for the next ten rounds etc. Power requirements reset after 1 minute without use.

In space, or if attached to vehicles, these increases to power consumption do not apply.
Cost: 40 TP

Vectored Thrusters (equipment)
Requires Jetpack
Increases the Flight Value of the attached Jetpack by 2/4/6 points.
Cost: 10/30/50 TP

Flash Suppressor (equipment)
Grants Immunity to Partial Blindness caused by bright light, and a +100 bonus against Total Blindness caused by bright light.
Cost: 10 TP

Microfibre Pads (equipment)
Allows user to walk or climb sheer surfaces at half normal speed.
Cost: 30 TP

Hacking Protocols (equipment)
Requires HUD
Hack as a Passive action.
Cost: 20 TP

Sensor Array (equipment)
Requires HUD
Scan as if using a Star-ship's Sensor Array.
Cost: 50 TP

Multi-Chamber (weapon)
You may assign two clips of ammunition to a firearm, using only one at a time. It is a passive action to switch between the two clips.
Cost: 20 TP

Composite Materials (weapon)
The strength required to use the modified firearm is reduced by 1,2 or 3 points.
Cost: 10/30/50 TP

The Cost of Technology

Purchasing new technology costs the tech points needed to use it squared times 10 in Credits.

Purchasing used technology costs the tech points needed to use it squared times 5 in Credits, though any fumble made while using it will lead to the technology breaking, costing the tech points squared, an hour per tech point and requiring a repair check to fix.

Creating technology takes the tech points needed to use it squared in credits, a relevant secondary skill check and two hours per tech point to create.

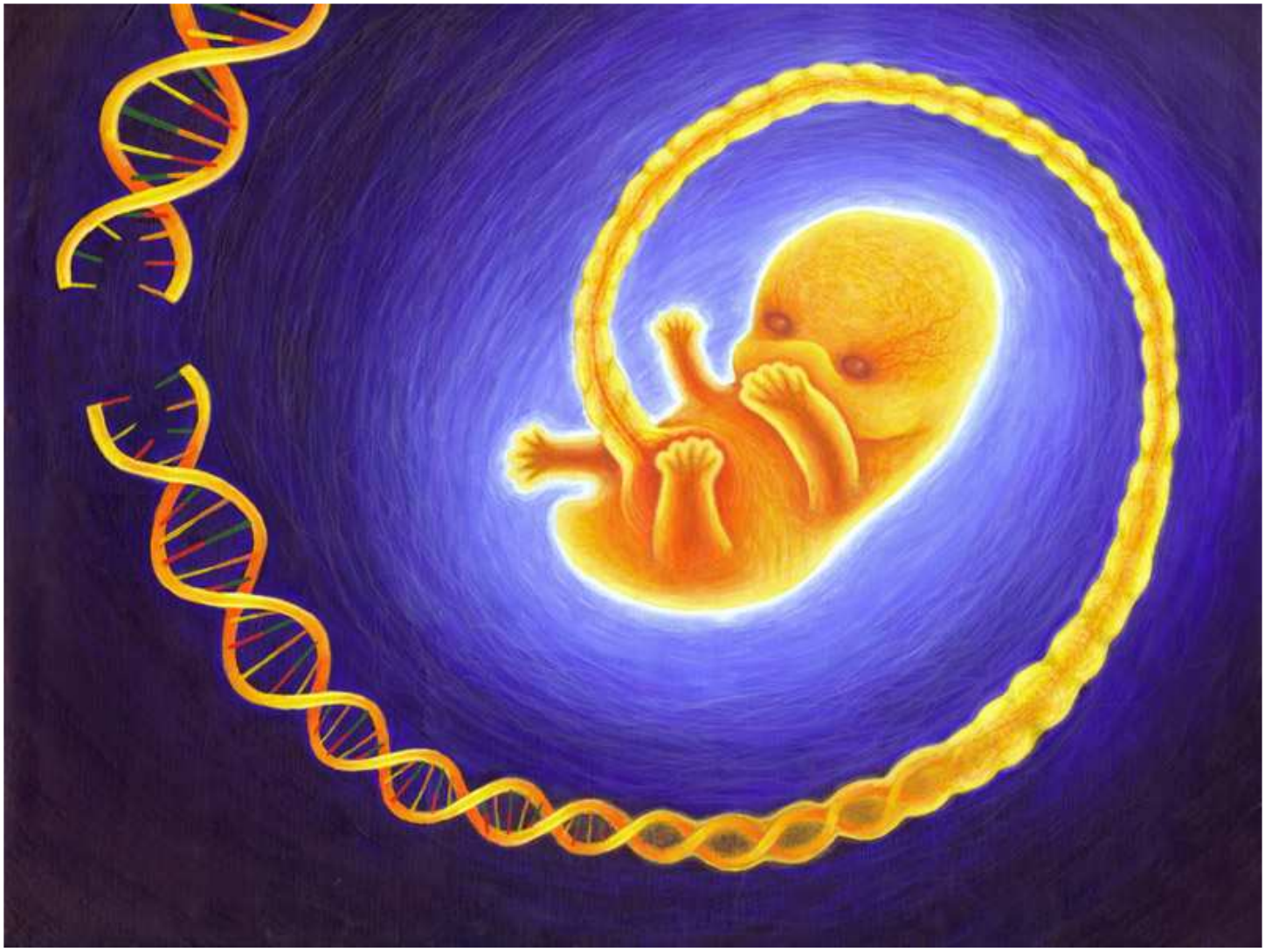
Purchasing or creating technology does not mean you have the tech points to use it. Technology only functions for you if you can invest the tech points into it. If not, the technology either remains dormant or breaks, as you do not yet understand how to maintain or use it effectively.

At the beginning of each session, you may change the technology you use and reinvest points as you see fit, provided you have dormant versions available.

Technology can be applied to other characters as well as yourself, but you can only sustain one particular piece of equipment every time you pay the technology cost.

Inventors with *Mastery* in Prototype Development reduce the time required by one half.

Instead of gaining an Attribute Point at level up, you may choose to receive an extra 50 Technology Points.



Genetics

Originally intended to counter disease and extend life, the science of Genetics has developed to a point where an individual can have near-total control of what his DNA makes him. While many choose to become smarter, stronger, better looking, some go deeper, questioning their own humanity and becoming something else entirely.

While so-called 'extreme' Gene Therapy, such as Splicing and other modifications are illegal on many worlds, and those who voluntarily allow themselves to be changed are considered to be freaks by most societies, that has not prevented a whole subculture of 'Evolutionaries' emerging throughout the galaxy. In their minds, who you are is not determined by your birth, but rather what you can change your code to be.

Genetics is cheaper and easier than cybernetics, but a more difficult route to power, as it builds upon what is already present, rather than replacing it.

Different planets will have different rules regarding genetic manipulation. The Lupa, for example, consider all genetic modification a blessing, while the Caidos consider it sacrilege.

Splicing

Splicing is the art of genetically combining two species to gain the benefits of both. Splicing is expensive, requiring both genetic abilities and advantage points, but the results it produces are superior.

Splicing requires a minimum constitution plus genetic adaptation equal to or greater than the requirement, and the Spliced advantage.

Additional Rules:

Splicing bonuses are not subject to Attribute Bonus rules- the remaining bonus is not halved once the attribute is increased above 10. Penalties, however, reduce your maximum attribute beneath 10.

You may splice more than once, but add all the requirement value of all previous splices to the requirement of the new splice you want to acquire, and requires you gain the Spliced Advantage again.

Racial bonuses are added to your normal list, gaining a +10 to that secondary skill every level in addition to those gained from your race.

Increasing your constitution by any means other than heritage does not increase your constitution for the purposes of genetic adaptation or cybernetic integrity. Only your Natural, Racial and Heritage bonuses apply in this case.

Feline
+1 Agility; +1 Perception
Night Vision; Acute Hearing
Racial Bonus (Notice)
Requirement: 6

Canine
+1 Constitution; +1 Willpower
Acute Smell; Natural Weapon (Bite)
Racial Bonus (Track)
Requirement: 6

Rodent
+1 Dexterity; +1 Intelligence
Small Frame (-2 Size); Increased Movement 2
Racial Bonus (Stealth)
Requirement: 6

Primate
+1 Strength; +1 Power
Large Frame (+2 Size); Rage +20/-30
Racial Bonus (Climb)
Requirement: 6

Crocodile
+2 Constitution; +1 Strength
-1 Intelligence
Vulnerable to Cold; Natural Weapon (Bite); Increased Regeneration 2
Racial Bonus (Swim)
Requirement: 8

Shark
+2 Strength; +1 Agility
-1 Dexterity
Reduced Movement 2
Aquatic Breathing; Natural Weapon (Bite)
Racial Bonus (Swim)
Requirement: 8

Rhinoceros
+2 Strength; +1 Constitution
-1 Power
Nearsighted; Natural AT 2; Natural Weapon (Gore); Large Frame (+3 Size)
Racial Bonus (Withstand Pain)
Requirement: 8

Avian
+2 Agility; +1 Perception
-1 Constitution
Natural Flight 6; Acute Senses (Sight); Natural Weapon (Beak)
Racial Bonus (Notice)
Requirement: 8

Instead of gaining an Attribute bonus at level up, you may choose to gain an enhancement relevant to your splice with a cost of 2 Genetic Points or less.

Mutaven
+2 Intelligence; +1 Power; +1 Dexterity; -2 Constitution
Basic Shapeshifting (Humanoid Only)
Racial Bonus (Cultures)
Requirement: 10

Darkener
+1 Mental Attributes
-1 Physical Attributes
Mental Communication (Medium); Half Penalty for Unfamiliar technology or weapons; Double Cost Physical Secondary Skills
Racial Bonus (Technology)
Requirement: 10

Xenat
+1 Agility; +2 Constitution; +1 Dexterity
-1 Perception; -1 Intelligence
Survivor; Appearance = 2; Small Frame (-2 Size)
Racial Bonus (Acrobatics)
Requirement: 10

Ravager
+2 Strength; +2 Dexterity; +1 Agility
-1 Constitution; -2 Intelligence
-4 Adaptation; Immune Inclement Conditions Large Frame (+5 Size)
Racial Bonus (Intimidate)
Requirement: 12

Enhancements

Enhancements require a minimum constitution plus genetic adaptation equal to or greater than the requirement, and costs a number of genetic potential points equal to the cost.

Increased Damage
+20 damage to natural weapon
Can be taken up to 3 times.
Requirements: 6 per grade
Cost: 1

Increased Speed
+10 initiative
Can be taken up to 3 times.
Requirements: 6 per grade
Cost: 1

Increased Physical Attribute
+1 to any physical attribute and +10 to a secondary skill of that type
Can be taken up to 3 times per attribute.
Requirements: 5 per grade (even if in different abilities)
Cost: 1

Unusual Size
Change size by 5 points
Can be taken once
Requirements: 7
Cost: 1

Ambidexterity
-10 penalty only for off hand
Can be taken once
Requirements: 5
Cost: 1

Aquatic Breathing
Breathe normally underwater
Can be taken once
Requirements: 9
Cost: 2

Natural Weapon
Gain a natural weapon
Can be taken up to 3 times.
Requirements: 6 per grade
Cost: 1

Acute Sense
+40 to use of one sense and +1 to sensory increment
Can be taken up to 5 times.
Requirements: 5 per grade
Cost: 1

Cardiovascular Endurance
+40 athleticism and +2 fatigue
Can be taken up to 3 times.
Requirements: 6 per grade
Cost: 1

Natural Poison
Level 40 Poison+20 levels per grade thereafter
Can be taken up to 3 times.
Requirements: 7 per grade
Cost: 1

Increased Critical
+20 critical with natural weapon
Can be taken up to 5 times.
Requirements: 6 per grade
Cost: 1

Tentacles
Trapping 8 +4 per grade thereafter
Can be taken up to 3 times.
Requirements: 7 per grade
Cost: 1

Aquatic Compatibility
+40 swim and Aquatic Movement
Can be taken once.
Requirements: 8
Cost: 2

Alacrity
+2 Movement
Can be taken twice.
Requirements: 6 per grade
Cost: 1

Flight
Natural Flight 6 +2 per grade thereafter
Can be taken up to 3 times.
Requirements: 8 per grade
Cost: 2

Extra Heart
+20 to physical resistance
Can be taken twice.
Requirements: 5 per grade
Cost: 1

Hive Mind
As Mental Communication at Moderate Difficulty.
Can be taken once.
Requirements: 9
Cost: 3

Advanced Hive Mind
Requires Hive Mind
Improves result to Very Difficult.
Can be taken once.
Requirements: 11
Cost: 2

Genetic Memory
+40 to three secondary skills
Can be taken up to 3 times for the same three skills. Adding an additional grade increases the bonus by 40, or adds 3 new secondary skills to receive the same bonus.
Requirements: 5 per grade
Cost: 1

Perfect Physique
Increase Appearance to 10
Can be taken once.
Requirements: 3
Cost: 1

Heat Tolerance
Gain a Heat AT of 4, and a +80 to all physical resistance checks to resist heat or fire effects.
Can be taken once
Requirements: 9
Cost: 1

Cold Tolerance
Gain a Cold AT of 4, and a +80 to all physical resistance checks to resist cold effects.
Can be taken once
Requirements: 9
Cost: 1

Electrical Resistance
Gain a Electrical AT of 4, and a +80 to all physical resistance checks to resist electrical effects.
Can be taken once
Requirements: 9
Cost: 1

Regeneration
+2 regeneration
Can be taken up to 3 times
Requirements: 5 per grade
Cost: 1

Armoured Skin
Physical AT +2
Can be taken up to 3 times
Requirements: 7 per grade
Cost: 1

Rending
Natural Weapon ignores 2 AT
Can be taken up to 3 times
Requirements: 7 per grade
Cost: 1

Thermal Camouflage
+200 to Hide against infrared sensors or sight.
Can be taken once
Requirements: 10
Cost: 1

Poison Blood
Requires Natural Poison
Creatures within 2m suffer your natural venom when you are injured.
Can be taken once
Requirements: 13
Cost: 1

Spider-Walk
Walk at half speed on walls/ceiling
Can be taken once
Requirements: 11
Cost: 1

Adrenal Glands
Activate with passive action to gain additional active action with +20 all action bonus and +20 initiative for a round.
Can be used once per minute.
Can be taken twice
Requirements: 12 per grade
Cost: 2

DANGER
Biological
hazard
DANGER

Combat Drugs

The quest for an edge does not stop at genetics. When a temporary solution is required, some unscrupulous militaries turn to combat-enhancing drugs. Caution is advised, however, as the side-effects can be more lasting than the enhancement.

Every combat drug has an effect, a side-effect, an overdose effect and an addiction rating. Using a combat drug requires an active action without an Auto-Injector (see the technology chapter). The effect and side-effect kicks in immediately, and lasts for the stated duration.

Overdose occurs when you take a particular combat drug again within 24 hours, or by taking it while still under the effect of another combat drug.

The effects of addiction apply unless under the effect of the combat drug or it's overdose, and lasts until you go for the stated time without taking it again. Taking the combat drug again resets the addiction withdrawal time.

Addiction checks are made the second time you take a combat drug.

Addiction Rating	PhR to Resist	Withdrawal Duration
I	100	1 week
II	140	2 weeks
III	180	1 month
IV	220	3 months

ProtoCardium

Cardium only appears in it's natural form on Karran worlds, and is considered poison anywhere else. In a refined state, it accelerates the metabolism and modifies signals given off by pain receptors.

Gain Damage Resistance life points equal to your Constitution x20. While effected, your defence is halved rather than negated due to Damage Resistance, as if you were *Absorbing Blows*.

Karrans and other creatures with the *Cardium Addiction* racial trait gain life points equal to their Constitution x40.

The effect lasts for the user's constitution in minutes, or until life points are exhausted.

At end of effect, user must make a PhR check equal to half the number of life points they gained. Each point of failure inflicts a point of temporary life point sacrifice.

Overdose leads to twice as many life points being gained, which of course means that the PhR to resist the effect is twice as high..

ProtoCardium is Addictive Rating III, and inflicts the Low Pain Threshold disadvantage during Withdrawal. Those with a naturally Low Pain Threshold suffer x3 effect instead of x2.

Protein Redevelopment Stimulation (STIMMS)

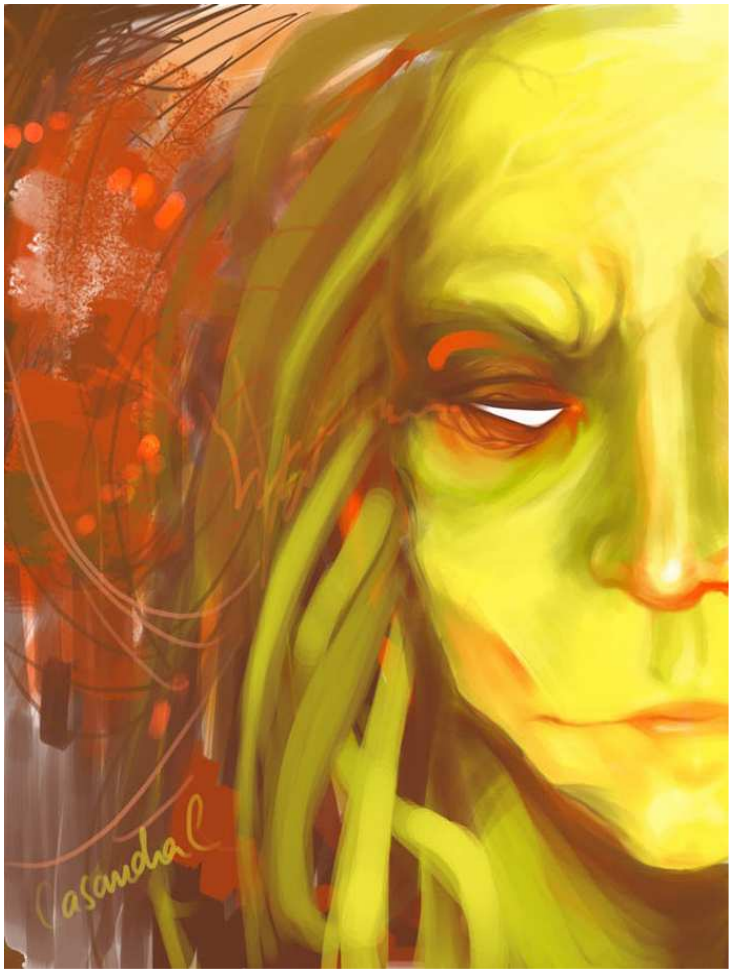
Ubiquitous but painful, supplies of STIMMS are kept in reserve by many major corporations.

Grants Regeneration 15 for 1 minute, but does not restore limbs.

User is considered to be under the Pain state while using STIMMS.

Overdose leads to double pain state, but no additional healing.

STIMMS are painful, not addictive, but extended use (more than four times in a month) requires a Rating I check, or suffer the Slow Healer disadvantage during Withdrawal.



Transcenscion

A little white pill marketed by the Yed'ig, Transcenscion causes the normal limits the brain puts on the muscles to degrade, massively increasing their strength, at the cost of safety.

Transcension increases the number of fatigue points you can spend on a single action to 5, and the bonus granted by each point of fatigue is increased to 25.

You must make a PhR check or take an all-action penalty equal to the failure level every time you use a fatigue point this way. The difficulty is equal to the bonus gained.
Additionally, bonuses granted by a high physical attribute double during use.
The effect lasts for 10 minutes,

Overdosing requires a PhR check or suffer 1 point of Strength burn per 10 points of failure.

Transcenscion is addiction Rating II, and inflicts the Exhausted disadvantage.

Cybernetics

Cybernetics started as a way to replace body parts that had been damaged or destroyed, allowing the user some semblance of their former utility.

However, as technology grew ever more advanced, prosthetics began to outperform their biological counterparts. The result was that perfectly healthy people began to choose to remove parts of their body and replace them with cybernetic versions.

Opinion of cybernetics differs among alien groups. Some, such as the Yed-ig and Karrans view it with indifference, while others, such as the Lupa and Purnata hate anything related to cybertechnology with a passion.

Others, such as the humans, ban or allow cybernetics on a case-by-case basis, allowing ones that improve a lifestyle but banning dangerous enhancements

The Anlayis however, see cybernetics as the natural progression of evolution, and continue to sell enhancements, even on planets where enhancement is banned, leading many humans to pick up 'wetware' from the Anlayis, highly illegal cybernetics designed to look and feel completely natural.

Enhancements

To purchase an enhancement, a character must first pay the required amount of cybernetic potential and possess a cybernetic integrity bonus equal to or exceeding the integrity prerequisite.

There is a CR cost associated with the enhancement as well, but this is waived at character creation.

Replacement limbs and organs that are identical to the character's natural function have no potential cost, and are considered Grade 0.

All enhancements possess an AT of 4+their grade when attacked.

Each cybernetic enhancement chips a piece of the user's sense of identity as an organic being away, meaning that heavily enhanced creatures have a difficult time understanding and adapting to societal norms.

As such, characters suffer a -5 penalty to all social skills per cybernetic enhancement they possess.

Note: Potential Costs and Integrity Requirements are not cumulative. Upgrading an enhancement costs the difference between the grades in potential.

You may replicate a cybernetic limb at the same grade for 1 cybernetic potential extra, rather than pay the cybernetic cost again (i.e. buy two mechanical arms rather than one). CR costs are normal, however.

You cannot gain more limbs this way, if you naturally had more than 2 limbs of that type, the cost is 1 cybernetic potential per additional limb.

Atrophied or destroyed limbs can be replaced, but if a cybernetic negates a disadvantage, you will lose an advantage point or a heritage point.

The CR cost of cybernetic enhancements is equal to it's cybernetic potential cost multiplied by the integrity requirement, multiplied by 100.

You may create cybernetic enhancements at 1/10th this cost with the Inventor Tech Ability and the Mechanical Engineering primary skill.

Mechanical Hand

Originally designed for delicate surgical procedures, Mechanical Hands offer precise and dextrous movement and hand-eye coordination.

Grade	Effect	Potent.	Integ.
I	DEX 9	1	8
II	DEX 10	2	10
III	DEX 11	3	12
IV	DEX 12	5	14
V	DEX 13	7	16
VI	DEX 14	9	18
VII	DEX 15	11	20

Metallic-Skeletal Implant

Invasive in the extreme, Metallic-Skeletal Implants offer massively improved resistance to pain and injury.

In addition to the extra Life Points, this implant grants half it's bonus to physical resistance against the effect of critical hits.

Grade	Effect	Potent.	Integ.
I	+40LP	1	9
II	+60LP	2	11
III	+80LP	3	13
IV	+100LP	5	15
V	+150LP	7	17
VI	+200LP	9	19
VII	+300LP	11	21

Retinal Prosthesis

Available in a variety of spectral wavelengths, Retinal Prosthesis' give sight to the blind.

Grade	Effect	Potent.	Integ.
I	PER 9	1	8
II	PER 10	2	10
III	PER 11	3	12
IV	PER 12	5	14
V	PER 13	7	16
VI	PER 14	9	18
VII	PER 15	11	20

Mechanical Legs

Originally designed to help para-athletes compete in games, Mechanical Legs are treasured by thieves, couriers and long-distance runners all over the galaxy.

Mechanical Legs do not come separately, always in pairs.

Grade	Effect	Potent.	Integ.
I	MV 9	1	7
II	MV 10	2	9
III	MV 11	3	11
IV	MV 12	5	13
V	MV 13	7	15
VI	MV 14	9	17
VII	MV 15	11	19

Inbuilt Weaponry

Cybernetics may be illegal on most worlds, but inbuilt weaponry is a declaration of war on all but a few. Most conceal their true purpose until moment of use.

Inbuilt weaponry costs 1 cybernetic potential per weapon, and can be placed inside any other cybernetic enhancement as an upgrade. More innocuous equipment, such as PerCom units and other tools can also be inbuilt at the same cost. It doesn't cost much, either way: only 1k CR

A Search check reduces the difficulty to notice wetware by one grade.

Wetware

Wetware makes a specific cybernetic enhancement look, sound and feel natural, though intense scrutiny may reveal an artificial origin (flesh that doesn't sweat, bleed or flush red, for example).

Wetware costs Credits, not cybernetic potential, as shown on the following table:

Grade	Notice Difficulty	Cost
I	Difficult	1k
II	Very Difficult	4k
III	Absurd	9k
IV	Near Impossible	16k

Protein Therapy

Capable of quickly and safely regenerating damaged tissue, Protein Therapy Implants are standard issue for many commando units.

Unlike natural regeneration, Protein Therapy cannot reattach or regrow missing limbs, only heal damage.

Grade	Effect	Potent.	Integ.
I	Regen 4	1	9
II	Regen 6	2	11
III	Regen 8	3	13
IV	Regen 10	5	15
V	Regen 12	7	17
VI	Regen 14	9	19
VII	Regen 16	11	21

Implanted Rebreather

A lifesaver in toxic conditions, the Implanted Rebreather does the work of an additional lung, filtering out chemicals and oxygenating blood.

Grade	Effect	Potent.	Integ.
I	+100 PhR vs gases; Aquatic Breathing 1 hour	1	7
II	Immunity to Gas effects; Resist Decompression for 1 minute	2	9

Spring Legs Upgrade

Enhances a character's Mechanical Legs, allowing them to make incredible leaps easily and reliably.

Grade	Effect	Potent.	Integ.
I	Jump 180	1	7
II	Jump 280	2	11

Secondary Skill Upgrades, such as the Spring Legs replace a character's secondary skill, rather than adding to it. You may still roll normally, however, and gain the benefits of any masteries you have in that skill.

Social Interaction Enhancement

A favourite of unscrupulous politicians, celebrities and negotiators, the Social Interaction Enhancement monitors the breathing, heart-rate and other tell-tale signs of emotional change to the user. Programmed for use on any sentient species, it grants a bonus on social skills when within visual range.

Grade	Effect	Potent.	Integ.
I	+40 Social Skills	1	7
II	+60 Social Skills	2	9
III	+80 Social Skills	3	11
IV	+120 Social Skills	5	13

Synthetic Pheromones Upgrade

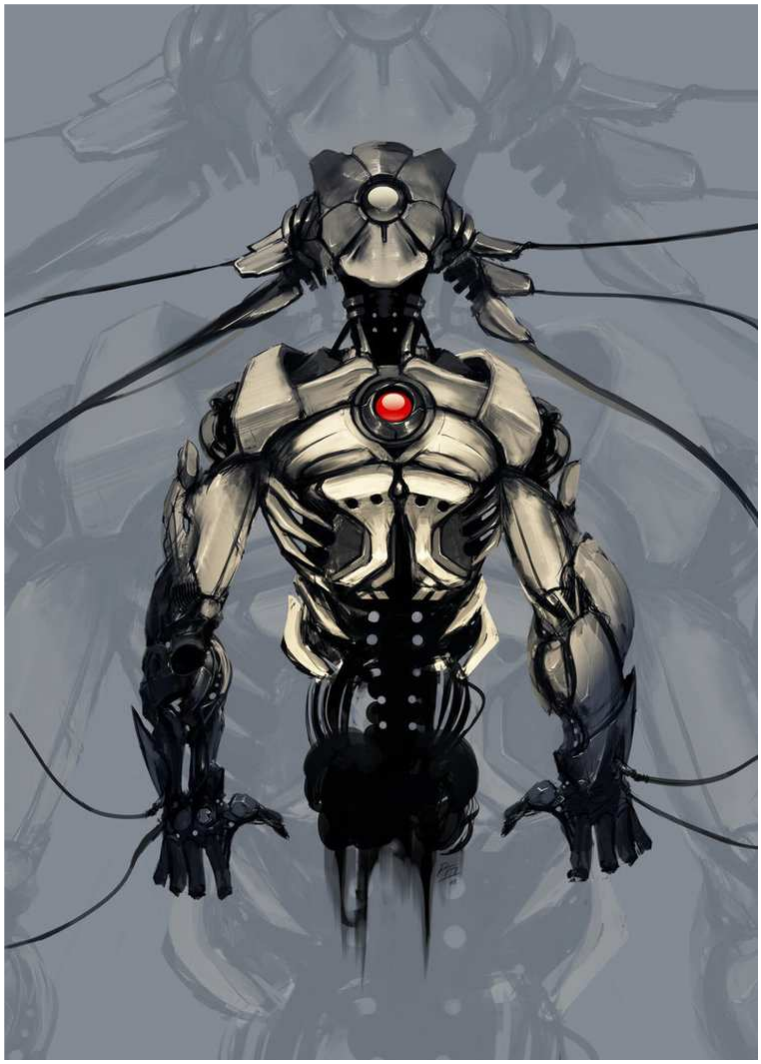
Not content to simply analyse emotion, users of the SIE cybernetic use tailored pheromone packages to assist them in delicate social situations.

Pheromones work as a very potent inhaled poison, delivered invisibly at short range.

Grade	Effect	Potent.	Integ.
I	PhR 200	1	9
II	PhR 300	2	13

If a target is successfully affected, attempts to influence him with social skills are made easier by two steps for the next hour.

A release of Pheromones require an Acute Sense (smell) to detect. The noise of the nanotube dispensers can be heard with an Impossible Notice check (hearing).



Mechanical Arm

Popular with construction workers and soldiers, mechanical arms offer massively increased strength without overly affecting the body's natural functions.

In addition to the listed strength, a mechanical arm is treated as a Natural Weapon, and is fitted with a Grade 0 mechanical hand at no cost.

Grade	Effect	Potent.	Integ.
I	STR 9	1	7
II	STR 10	2	9
III	STR 11	3	11
IV	STR 12	5	13
V	STR 13	7	15
VI	STR 14	9	17
VII	STR 15	11	19

Logic-Link Implant

An administrator's best friend, the Logic-Link Implant connects the user's mind to a top-of-the-range computer directly to the cerebral cortex. As one astute observer put it:

"It's like having a computer in your brain!"

Combining the best of natural and electronic, the Implant grants a bonus to Intelligence-Based secondary skills, and allows the user to hack other computers using nothing but his own mind.

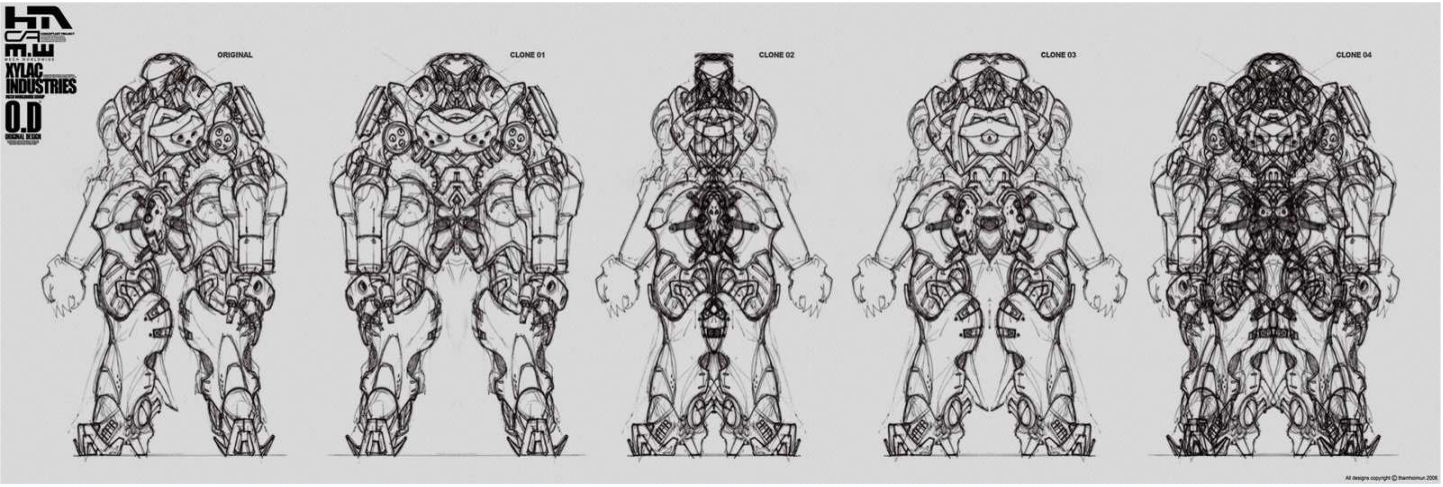
USB slots included in the neck.

Grade	Effect	Potent.	Integ.
I	+10 all Int-based Skills	1	5
II	+20 all Int-based Skills	2	7
III	+30 all Int-based Skills	3	9
IV	+40 all Int-based Skills	4	11

Ghost-Hacking

Androids with a Logic-Link Implant may use their connection to move their consciousness into another computer system, such as a vacant robotic chassis, provided they have already gained administrative access. They receive the bonus to Intelligence based skills to initiative and as an all-action bonus in this case.

Androids may only control one system at a time, during which their own body is helpless. Breaking the connection ends this effect.



Robotics

Robots are machines designed to perform a task independently of the user. A character may use robots as assistants, guards or even as mecha.

A Robot's physical characteristics are dependent upon it's Frame, while it's mental characteristics (if any) are dependent upon it's AI.

A character can build a Frame with a Prototype Development check, and an AI with an Artificial Intelligence check. Creating a frame requires access to robotic components and relevant tools, while creating an AI requires a useable computer and a data disc.

Creating a Frame costs the Prototype Development check squared, while creating an AI costs nothing. Both require a number of hours work equal to the check. As with Inventor, a mastery in the relevant skill reduces the time required to build it.

To a frame cost, components may be added, which increase the Prototype Development check required to create it, and the subsequent cost.

Frame

Size	Check	Manoeuvre/ Mass
Miniscule	180	7/3
Tiny	20	6/6
Medium	40	5/9
Big	80	4/11
Enormous	120	3/14
Giant	140	2/17
Colossal	180	1/20

AI

Check	Development Points
80	100
120	150
160	200
200	250
240	300
280	400
320	500
360	600

All primary and secondary skills cost 2:1 for an AI. They may not take Genetic or Cybernetic abilities. They may purchase Training Modules as normal, however.

Robotic Components

Pilot (Big or Larger Frames Only)
Adds a piloting compartment to the frame, allowing it to be manually controlled from inside.
Cost; 40

Loadbearing Joints
Increases the frame's strength by one point.
Cost: 20

Composite Construction
Increases the frame's agility by one point.
Cost: 20

Gimballed Joints
Increases the frame's dexterity by one point.
Cost: 20

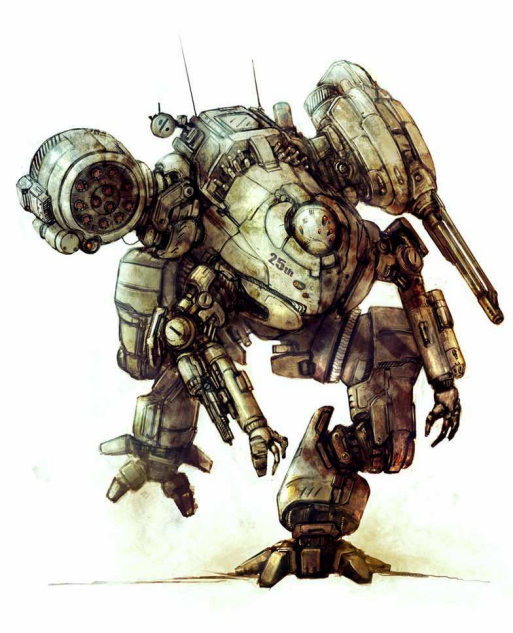
Hardened Chassis
Increases the frame's constitution by one point.
Cost: 20

Technology/Equipment Array
Allows a single piece of technology/equipment to be added to the frame. It is considered to be part of the robot thereon.
Cost: 5

Weapon System
Allows a single weapon of equivalent size to be added to the frame. A robot does not have to 'draw' a weapon system, and is always considered armed.
Cost: 10

Additional Limbs (arms)
Adds two additional arms to the chassis.
Cost: 40

Additional Limbs (legs)
Adds two additional legs to the chassis.
Cost: 20



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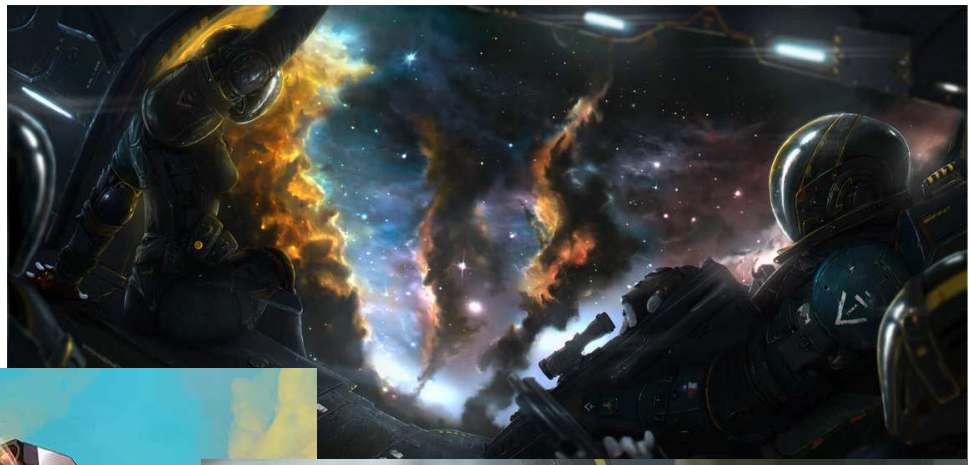
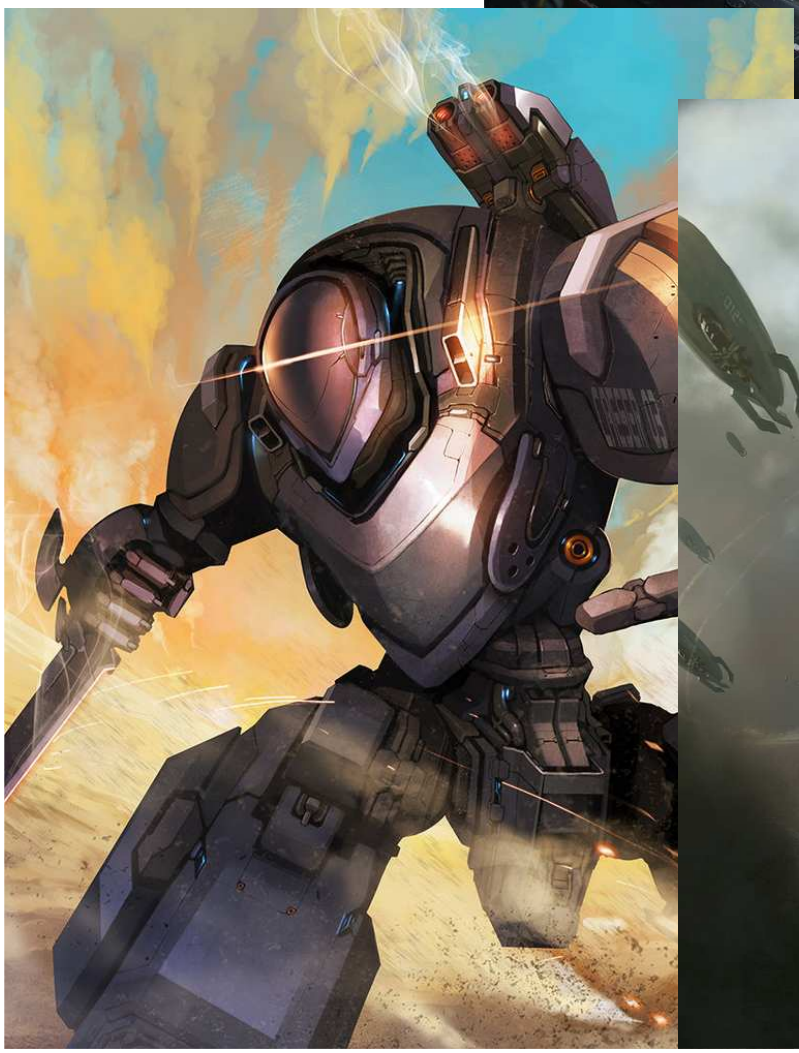




Artificial Intelligence

An AI's DP may be spent on Mental Characteristics, Combat and Secondary skills. They may not purchase technological skills, and do not receive attribute points every level.

Mental Characteristics must be purchased using Table 81 (Characteristics in Magical Beings) from the Core Rulebook.

An AI's willpower characteristic increases the difficulty to hack it. Add five times the AI's willpower score to the hacking difficulty.

As you might expect, AI's can be specialized to perform certain tasks. For the listed cost in DP, an AI may have a Program Package, allowing it to perform specific tasks more easily. An AI can have as many Program Packages as it can afford.

Program Packages

Assassin Package

Advanced Weapon Training module

Add Intelligence modifier to all Attack rolls.

Cost: 40 DP

Protocol Package

Linguistic Training module

Add Intelligence modifier to all Social Field skills.

Cost: 20 DP

Sensor Package

Halve all penalties for distance

Add Intelligence modifier to all Perceptive Field skills.

Cost: 30 DP

Firewall Package

Locks out after failed hacking attempt for a pre-determined period of time.

Add five times Intelligence score to hacking difficulty.

Cost: 20 DP

Computerized Package

Hacking Protocol module

Add Intelligence modifier (again, if necessary) to all Technical Field skills.

Cost: 40 DP

Mecha

Simply put, a Mech is a (usually humanoid-shaped) robot you can pilot. Part-vehicle, part automaton, Mecha are prized for the versatility and protection that they bring to the pilot within.

Their cost, however, is prohibitive, and often have weaker armour or weapons than a vehicle or starship of equivalent size, leading many militaries to use only smaller versions to support squads of footsoldiers.

Adding the Pilot Robotic component to a frame is all that is necessary to turn a robot into a mecha.

While piloted, a mech uses the pilot's defence and initiative as modified by it's size as if it were it's own. A pilot may choose to use the weapons or sensor systems, using his own attack and perception-based skills, or leave it to the AI, if the mecha has one. He may not roll twice and choose the better result!

While being piloted, a mecha's piloting compartment is considered to be a vulnerable point. Destroying the robot this way requires the pilot to make an additional critical damage PhR at the same difficulty as the mecha does.

Hacking

Hacking into a robot without an AI is easy, you just need to connect to it with a computer. Most AI-less robots require a direct connection via cable to do this, leading many engineers secure the access panel at the back with locks and other security measures. Since robots have only one access point, only one person may attempt to do this.

Hacking an AI is more in-depth, requiring a connection and a hacking check with a difficulty equal to the result needed to create the AI. Successfully hacking an AI allows you to give it commands as if you were it's owner and edit or remove existing instructions.

If more than one person is trying to command an AI- e.g. two hackers, or one hacker and the rightful owner- an opposed Hacking or Artificial Intelligence check is made. Success by less than 40 confuses the AI, and it makes no actions this turn. Success by more than 40 allows the winner to command the AI this turn. Success by more than 80 induces a lockout, and prevents the loser from making another attempt for a pre-set amount of time, set at creation, usually a minute.

Access Panels (Security)

Type	Cost	Access
Unprotected	None	Routine
Basic	50	Moderate
Advanced	200	Difficult
Expert	1k	Very Difficult
Master	10k	Absurd
Welded Shut	None	Wireless Only

Accidents and Hazards

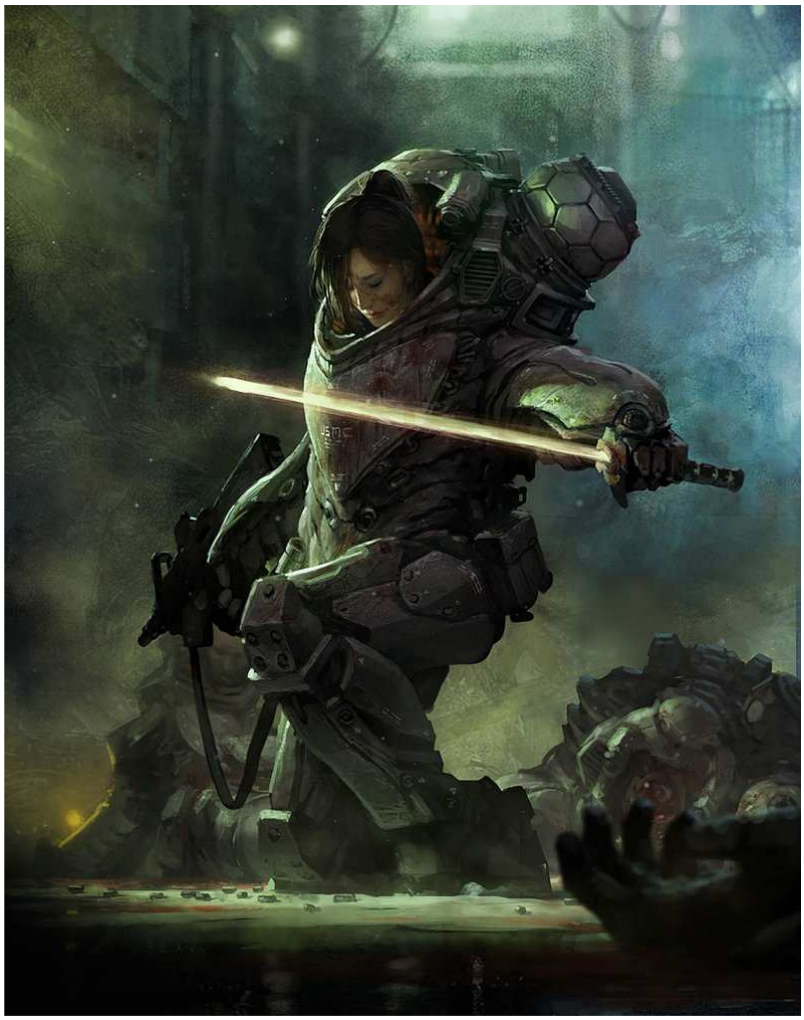
The universe is a dangerous place for the unprepared. Acid, killer plants and low gravity represent new threats for adventurers to face.

Acid

Powerful acids or alkali can cause serious, long-lasting damage to characters. Significant contact (ie. splashed) causes damage equal to the amount the character failed her PhR by. Total immersion causes double the failure rate in life point damage.

Visibility

Areas of low visibility require perception tests to see through. Notice checks and attack rolls suffer a -20 penalty per point of failure.



Gravity

Zero gravity inflicts a -40 all action penalty, while low gravity inflicts a -20 all action penalty. High gravity halves each character's derived lift capacity and movement speed.

Radiation

Radiation causes an all action penalty equal to the amount the character fails the Physical Resistance check by, and a -1 to all physical attributes per 10 points of failure. Radiation poisoning must be treated with a medicine check, and does not heal naturally.

Vacuum

The cold vacuum of space is not a safe place to be. Unprotected, characters take a PhR check of 40 every round, taking damage equal to the failure. The difficulty increases by 20 for each additional round thereafter. Breathing apparatus reduces the difficulty by half, and wearing an environmental suit negates this effect.

Pressure

Areas of intense pressure, such as the deep ocean, present difficulties of their own. Exposure to extremely high or low pressures vary from PhR 80, tested every hour, such as on top of a mountain to PhR 240, tested every round, miles beneath the ocean's surface. The level of failure determines the damage taken.

Psychological Dangers

Not all dangers an adventurer faces will be physical. The universe is full of things so terrifying, so mind-blowing that even the staunchest of wills and highest of intellects have trouble comprehending them.

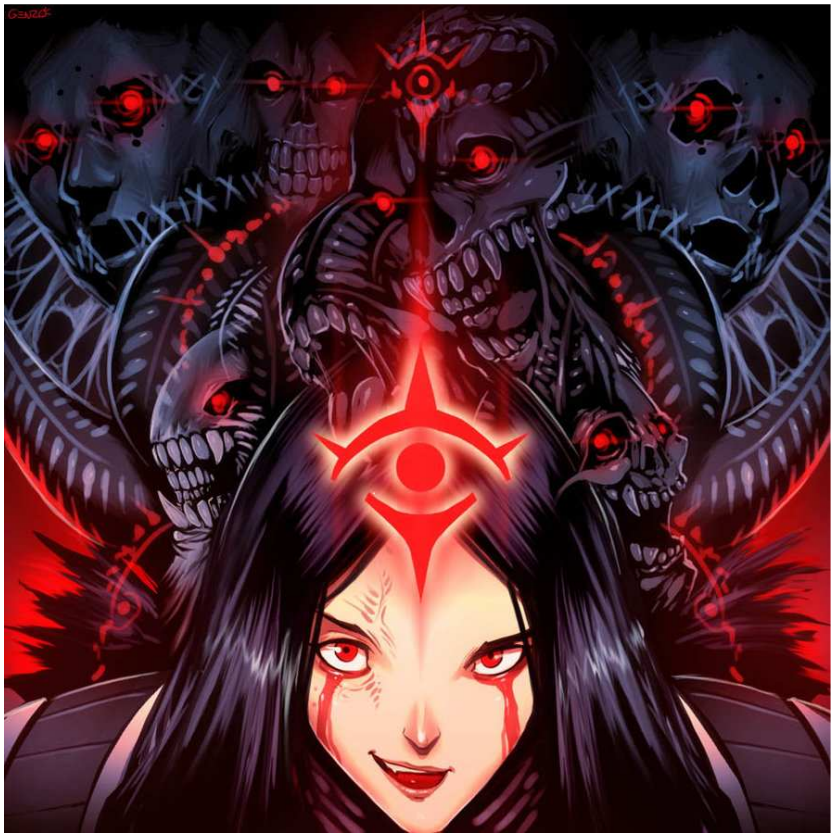
Mind Control

Failure to pass the mental resistance against these effects results in being controlled for 1 minute per point of failure. You get another save for each different act against your nature you are asked to commit.

Resisting 'Direct Control' requires opposed mental resistance checks. Passing three times renders you immune to the effect for an hour.

Trauma

Short-term mental trauma, such as losing a close friend, or being surprised by a particularly gruesome sight requires a mental resistance check. You take an all-action penalty equal to half the level of failure. The penalty continues for 1 minute per point, though the emotional effects may last much longer.



Mental Overload

A sudden influx of knowledge requires an intelligence check. Failure will reduce all of your mental scores by 1 per 3 points of failure, for 1 hour per point. Reducing any mental score to zero causes the character to enter a permanent vegetative state.

Coercion

Attempts to manipulate a character rely on skills from the social field and are resisted by mental resistance. The difficulty of the test is half the result of the final check result. Intimidation lowers the opponent's Defence by half the failure, Persuasion lowers the opponent's Attack by half the failure, Leadership removes Coercion penalties (you must still roll a resistance) by the level of failure and Style lowers an opponent's Notice skill by half the failure.

Coercion may only be attempted once per combat on a target, and requires an active action to perform.

The Galactic Stage

The Galactic Stage is the phrase sentients use when they talk about what is going on in at a galactic scale. Developed over millennia, it has seen countless races rise and fall, and it's face changes with every event.

Generally speaking, every race has a role in the galactic stage. Though species may spread their resources out to remain independent, every species does one thing well- or else they wouldn't have risen to prominence.

Though all-out war is uncommon, the galaxy remains an extremely dangerous place, filled with piracy, ancient defences and thrill seekers.

Every race handles its own affairs, and is responsible for it's own defence. Though Tuerii patrols and Karran Bounty Hunters may occasionally save merchant ships passing through neutral space, it remains a hazardous place to linger.

However, many enterprising souls do exactly that, as uncharted territory can be a lucrative opportunity for the business-savvy. With the discovery of the Rim, a vast collection of habitable worlds far removed from normal space, it is the beginning of a new Age of Discovery.

The Rim

This sudden discovery has led to the formation of thousands of minor expedition companies being formed, each seeking to make their fortune in the Rim.

The rewards are many- some of these Rim worlds were once thriving communities of long dead species, who left behind highly sought after Precursor Technologies. Others hold vast reserves of natural resources desperately in demand back in normal space, such as Iridium, Bauxite and liquid Wiscardium, a semi-organic mineral which can command up to a hundred thousand credits per kilo in Karran space.

So far, only one colony has been established in the Rim, the now legendary Heavens Gate biosphere, hovering over a gas giant at the hyperspace entry-point to the sector.

Millions of new species have also been documented in the Rim, some so alien as to be completely unlike anything found elsewhere. Others, like the Ravager and Mutaven were thought to have been hunted to extinction, and have recently been rediscovered.

Bestiary