

The Firefly Fanbook

A free, downloadable supplement for the



Role-Playing Game

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Foreword

This free, downloadable *Firefly Fanbook* is a compilation, a resource for, and an unofficial expansion to Margaret Weis Production's *Serenity Roleplaying Game*. What you'll find here are rules, ideas, and examples lovingly crafted by the fans of the game, edited and compiled together for clarity and coherence. Many of the articles here can be found in unedited form on fan-run Serenity RPG forums and websites, especially the excellent *Waves in the Black* site and its successor:

<http://cortexsystemrpg.org>

The authors of this work range in experience from dedicated players and GMs to some of the playtesters and developers of the game, but the level of quality here is universally high. Hopefully, within these pages you will be able to find sources of inspiration for encounters, adventures, or even whole campaigns — and characters, rules, and ideas to enrich those journeys!

Some highlights from within include:

- The **amazing artwork** of Ryan Wolfe, featuring designs from his original *Future Armada* line of ships at: http://home.insightbb.com/~ryan.wolfe/Future_Armada.htm
- The **excellent writing** of creative minds from all over the 'Verse, including Serenity developers Jim Davenport (<http://www.dragonlairdgaming.com>) and Nathan Rockwood (GarrettPLC) and Waves posters Buscadero, Andrew_L, Lynn Lefey, and Sanmateo.
- The **inspirational tools** of Floyd Wesel, helpful in fleshing out characters to their fullest.
- The **handy sheets for characters and charts** created by Jason Durall and Charles Lang (Mindwyr).
- **All in one shiny package** created by layout artist Niall Taylor (Jezta) and published by Tina Monk.

The *Firefly Fanbook* ain't everything in the 'Verse. Just so we're straight, it's not:

...an official compilation — it is not licensed by MWP (owner of the Cortex system) or Universal Studios (owner of Serenity and associated trademarks) or Fox (owner of Firefly and associated trademarks). It is not to be sold or distributed in any way for profit, and none of the authors or compilers claim to own the IP which these materials are meant to supplement.

...required to play the game; if you do use it, you don't have to use all of it! Individual GMs and groups should decide how much, if any, of the content will be part of their game.

...a complete game in itself. Use of it will require the *Serenity Roleplaying Game* core book. You can purchase the book separately, in physical form at your friendly local gaming store, or online at:

<http://www.dragonlance.com/store>

or as a downloadable .pdf from:

<http://www.drivethrurpg.com>

Nathaniel Rockwood
June 2008

Corebook Errata

by Garrettplc

This is a 'semi-official' set of corrections to the *Serenity* RPG core book; 'semi-official' because they are entirely produced by me, Nathan Rockwood, one of the developers of the Cortex Engine and the *Serenity* RPG — but these corrections are produced as fan-material. MWP is updating the system in a more complete manner to make the official rules smoother and more polished in future published products, but what we have below should help answer some questions and patch some problems in the original version used for the *Serenity* RPG.

Chapter 1, (Page 37) :

Q: It says that *traits* can be purchased during the game, after character creation. But I cannot find I price for this. Can anyone help me?

Answer: There were no official rules on this. See the included list of Traits and Trait Rules for the rules that are endorsed by the development team but not published.



Chapter 1, (Page 34) :

Q: I am in a discussion where there is some disagreement on how many skill points you get to start with. Some are saying that if you take Complications in excess of the Assets you have to get more attribute points for buying better attributes, that this new total carries over to your skill points also. In other words, we are making greenhorns which get 42 Attribute points. After choosing Assets and Complications, one player has managed to get a total of 54 points to spend on Attributes. He feels that that total, not the 42 points should be what is added to the 20 to get his skill points. Thus he would have 74 not the 62 listed on p.34. Others of us believe that the Assets and Complication adjustments do not carry over into skill points. Which is the way it is intended to be?

Answer: Starting Skill Points are *not* adjusted by the Assets and Complications! All Greenhorns start with 62 Skill Points, regardless of how many Attribute Points they wound up gaining from Traits.

Chapter 3. (Page 88) :

Q: What is the system for using an Optical Bomb? Does it work anything like a Flashbang on p.81?

Answer: Get Out of Harms Way vs a Hard (11) Difficulty to avoid being blinded. Always blinds cameras, etc. Blinded cameras are non-operative for 5 minutes, adjusted up or down (better cameras lower this to as low as 1 minute). Blinded people operate as per the Obscured Vision: Pitch Black or Blinded rules on p.155.

Chapter 3, (Page 93) :

Q: On page 93, paragraph 2, under zero-g thruster cane it says: "... this would ordinarily be a x5 cost newtech item." Is that a typo?

Answer: Yes. That should read, "ordinarily be a x4 cost..."

Chapter 3, (Page 11, 76) :

Q: The book provides conflicting stats for ballistic mesh: (p.76) and example (p.11). Which is correct?

Answer: p.76.

Chapter 3, (Page 80, 155) :

Q: We have stats for the frag grenade on p.80 but then very different stats used in the example on p.155. Which do we use?

Answer: p.80.

Chapter 3, (Page 92) :

Q: How many newtech advances can go into one item for the x2, x4, x10 cost?

Answer: "1 or 2" of the current level, or "3-4" of the level below, or "5-6" of advances two steps below—or a combination of the above. The Newtech rules are meant to be broad guidelines, not hard-and-fast rules.

Chapter 3, (Page 74) :

Q: Why does Gun Case exist? Firearms work perfectly fine in a vacuum as the chemical propellant (gun powder) in the cartridge already has an oxidizer present and does not need 'air' to function.

Answer: Because it was mentioned in the TV show. Regardless of real-world physics, this is sci-fi written without a lot of science—Joss Whedon concentrated on realistic characters and reactions, not scientifically accurate settings. However, if you



wish, you can a) ignore the item, or b) designate some firearms that *do* require oxygen. Perhaps Vera, designed so specially as she is, has certain requirements—perhaps she overheats quickly, and without air to transfer heat away, she won't even fire once. Or maybe her ammunition is designed in a unique fashion.

Chapter 3, (Page 78) :

Q: Do Stun weapons do *basic* damage and then Stun damage unless it is specifically noted in the description of the weapon?

Answer: It makes sense to have most Stun-based weapons deal only Stun damage, even as initial damage. Stun batons, Stun rifles, and the like thus do *not* cause any Basic damage.

Chapter 3, (Page 78) :

Q: The price for the hatchet seems to be a misprint. In the book it says 16 Credits while similar weapons cost about 1.6 Credits.

Answer: Hatchet should be about 1 Credit.

Chapter 3, (Page 82) :

Q: Let's say a ship's security officer is built like Crow (*Train Job*) and wants to use a .50 Barrett machine gun or the like for a huntin' rifle. Vehicle weapons do 10x damage vs personnel (p.82). Per p.132, a .50 caliber is equivalent to a 0.1 pound vehicle-scale cannon, and vehicle-scale warhead damage per table 4-17 for the 0.1 lb cannon is zero.

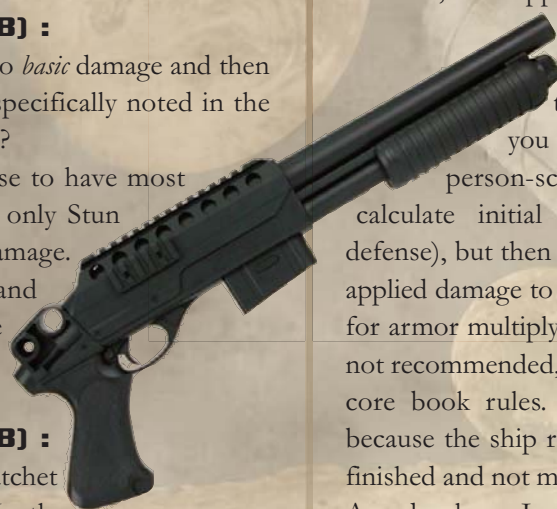
Let's see, zero times ten, carry the zero... you see my problem. From the shells on her stock, Vera's at least a 0.1 lb cannon, so we oughta figure this one out.

Answer: This highlights two different problems. Firstly, when the weapon damage is listed as 0, it still does its initial damage of 'attack – defense'; the 0 applies to the damage die. Secondly, the end result of this is that a hand-useable weapon does way too much damage. Two options: you can simply set Vera's damage at person-scale d12 + d6. Alternatively calculate initial damage normally (attack – defense), but then scale it up for armor and actual applied damage to people; then before subtracting for armor multiply it by 10. The second option is not recommended, but is the one suggested by the core book rules. However, as this is the case because the ship rules in the core book were not finished and not meshed with the rest of the rules. As a developer I suggest ignoring them.

Chapter 3, (Page 80) :

Q: How far can a character throw a knife or grenade? Range Increments listed in table 3-10 are blast radius I believe.

Answer: Accurately, as to directly hit a person-sized target, I would give them Range Increments of 10 feet. Maximum lobbing distance for a grenade should be 100 + (Strength + Athletics/Throwing result) in feet, rolled when thrown. Other Skills, like Ranged Weapon/Grenade or similar, could be substituted.



Chapter 3, (Page 79) :

Q: Why is there no mention of carbines? Zoe often carries one in addition to her hogleg (which is technically a pistol), and they're quite in the flavor of the 'Verse. Also, does anyone else have a problem with a .22 doing the same damage as a .44, or is it just me?

Answer: In a game with so few distinctions between weapons mechanically, most specific guns are cosmetic variations only—they use the most appropriate category of guns printed in the book for their stats, with their own description to differentiate them. Minor changes to range and price are the best way to make them mechanically distinct, but a GM could also rule that a certain type of pistol or rifle would have a different damage die. Using specific weapons is encouraged, but that doesn't usually require new stats for them.

Chapter 3, (Page 79) :

Q: Speaking of shotguns, while I see some mechanism being necessary to balance their hellacious damage, a 10' range increment ain't it! Duck hunters would switch to rifles (or heck anything else, even derringers) if it were so. I suspect the quintessential shotgun in game terms is a double-barrel sawed-off, which I'll grant may have half the range of a regular adjustable choke hunting weapon, but come on: 10'? Please excuse me again for a suggestion, but I don't think it would be too complex to have the damage fall off by one step for every range increment, and then give it a reasonable range increment of 100' (50' for a sawed-off or riotgun, which gains concealability of course to offset the penalty). Note that the description of the Newtech Gilgamesh Shot-rifle (p.92) states, "...increase the range increment by 1/2 (to 150)," and Jamie can't be talking about rifle increments since they're 225', which made me think the 10' had to be a dropped zero typo in the 1st edition. My GM however says he's seen that typo ratified by Jamie himself somewhere on this board, and all my ranting to him got my character's riotgun increment extended to a ruttin' 15'. *Wong ba dubn!*

Answer: A more accurate Range Increment would be 25–30 feet. Most shotguns have an effective range of 80–100 feet, so while the 10' Range Increment is indeed short, upping it to 100 (an effective range of up to 400') would be excessive.

**Chapter 3, (Page 70):**

Q: The starting cash for characters of all levels is extremely high — it allows them to buy quite a lot of gear, and even significant cargo. Is this intentional or should it be changed?

Answer: This is definitely not intentional! As the writer of the equipment chapter, this set of numbers is actually far out of line with the values of the equipment and the credit/coin rates. In reality, the numbers should look like this:

Greenhorn: 100 Credits

Veteran: 250 Credits

Big Damn Hero: 600 Credits

However, simply reducing the credit values is not the only solution. Some characters may require, depending on their concepts, that they start the game with certain pieces of equipment that are extremely expensive — such as mechanic's tools, a doctor's bag, or a spaceship. These numbers aren't meant to prevent a character concept from working, but to set a reasonable limit on luxury, Newtech, and illegal equipment. It is recommended that GMs assign the appropriate starting gear for individual characters: basic clothes, equipment they actually need, or things they should absolutely have to start with. Then, once the characters have been given this essential starting equipment, they receive the credits listed above to save or spend on other gear that they want.

Also, there are other significant errors/discrepancies in credit values in the core rulebook; notably the prices of ships in the Ships and Vehicles chapter, and the values available to characters with the Moneyed Individual Asset. For these reasons, see the notes on Ship Prices in Chapter 3 of this Fanbook, and the new version of

the Moneyed Individual Asset in Chapter 1.

Chapter 5, (Page 142) :

Q: What does "Get Out of Harm's Way" actually do for you in game? (Please give an example of its use, instead of a Dodge.)

Answer: Get Out of Harm's Way would be rolled in response to rocks falling in an avalanche, a grenade being thrown into the room, or for similar environmental or non-direct dangers. The GM sets a Difficulty, and the characters roll Agility + Alertness. Against a grenade, it might be vs the thrower's roll; however, in situations where the GM just sets the Difficulty, 7–15 is the recommended range (favoring the lower end, since these situations may be instantly fatal).

Chapter 5, (Page 152) :

Q: Dodging. When getting shot at, do you have to declare a dodge as soon as you become a target, or can you wait to see if the attacker overcomes your (modified) innate defense? For example, suppose a target is in light cover (+4) for a to hit of 7. Can the target wait to see if the attacker rolls 8+ and then declare a dodge, or do they have to declare the dodge before the attacker rolls?

Answer: You have to declare a dodge *before* rolling Innate Defense.

Chapter 5, (Page 155) :

Q: In the Explosions example, Jayne uses his Guns/Grenades skill to lob a grenade at the Feds. According to the skill write-ups, this should be Ranged Weapons/Grenades skill, correct?

Answer: Ranged Weapons/Grenades or Athletics/Throwing would be more appropriate.

Chapter 5, (Page 156) :

Q: Determine Basic Damage: Subtract the defense (either a roll or a flat difficulty number) from the attack and you get your basic damage. *What* do you roll? *How* do you determine the flat difficulty number?

Answer: The attack roll is usually the attacker's Agility + Guns or Strength + Melee or Strength + Unarmed roll; the defender, depending on the situation, might be an Easy target (flat 3 Defense), use their Innate Defense (Agility roll, no Skill die), or Dodge (Agility + Athletics/Dodge). Attack total – Defense total = 'initial damage', which is usually

Basic (half Stun, half Wound).

Chapter 5, (Page 159) :

Q: (last page of chapter 5), on Surgery, we have a note (see Table 6.11) as reference for the difficulty of the surgery roll. Should it be referring to Table 5.12, which has a surgery difficulty listing, as there is no Table 6.11 in the book?

Answer: Yes, it means Table 5.12.

Chapter 5, (Page 35) :

Q: What Attribute do I use to make an attack?

Answer: The Cortex system does not tie any Attribute permanently to any given Skill. The Attribute used should depend on the situation. A close-range pistol battle would use Agility; a long-range sniping shot or rifle shot would use Alertness; a cleverly laid trap that fires a gun or hits them with a log would use Intelligence; a punch or kick would use Strength; grappling would use Strength; a Judo throw would use Agility; a fencing attack would use Agility; a broadsword or club or axe attack would use Strength; throwing a rock or grenade would use Strength; throwing a knife at something close would use Agility; throwing a knife at something far away would use Strength. You get the picture.

Chapter 5, (Page 155) :

Q: What is the damage for unarmed combat?

Answer: Unarmed combat does initial damage like any attack, but does pure Stun instead of Basic damage and normally has a damage die of 'd0.' However, the Asset Mean Left Hook, or the use of brass knuckles, upgrade this to Basic damage, and anything that increases the damage die (like a Called Shot) can increase the d0 to a real die type.

Chapter 5, (Page 150) :

Q: How does the Declare and multi-action penalty system work?

Answer: You declare all actions at once (and can even declare 'held' Dodges, that apply when necessary), and they all receive the same penalty; -1 Skill Step for two actions, -2 for three actions, and so on. If this penalty would reduce the Skill die for an action to 0, you cannot attempt it *until your next turn*. Any additional Dodges you take suffer the same penalty that your other last set of declared actions did; however, these extra Dodges apply to



your *next* multiple action penalty, so they make the next round more difficult for you.

Chapter 5, (Page 152) :

Q: Say someone is being shot-at multiple times in a turn. What's the degradation in her response? For example, if she's got a d8 Agility, and a d8 Dodge, and is being shot at by four villians, how does that work out? Doesn't she use d8+d8 to dodge all that lead a'flyin' around?

Answer: Someone with d8 + d8 for their Dodge is being attacked. If they *know* they are about to be attacked 4 times, when their turn comes up they declare 4 Dodges and no other actions (no attacks). All 4 Dodges would suffer a -3 Step Skill penalty, since they are making 3 extra actions. This means all Dodges would be made at d8 + d2, each rolled separately.

Chapter 5, (Page 150) :

Q: How many actions can I take in a round?

Answer: As many as is sensible—the GM should cut you off when they think you've used up 3 seconds worth of time, or cannot divide your concentration that far. Mechanically, each extra action imposes a cumulative -1 Skill Step on all actions taken that round. When this penalty accumulates to the point that a given action would have no Skill die left because the penalty is so high, that action cannot even be attempted.

Chapter 5, (Page 151) :

Q: Does every defense have to be rolled?

Answer: Yes, unless you let yourself be an Easy target (flat 3).

Chapter 5, (Page 152) :

Q: Can being prone provide different benefits in different circumstances?

Answer: Not according to the core rules. However, to separate it out: being prone gives attackers at point blank or melee range a +1 Skill Step bonus to hit you. At Short range or farther, however, it counts as being behind light cover, and reduces the damage you take from explosions by 1 die.

Chapter 5, (Page 154) :

Q: How many rounds are spent by Autofire? A burst is 3 rounds. Is Autofire a triple burst, one burst for every possible target, 10 rounds, a full magazine?

Answer: Burst = 3, Autofire = 1/3 of the magazine, minimum 10 bullets.

Chapter 5, (Page 154) :

Q: What's the advantage of burst fire?

Answer: It only counts as one action, so doesn't interfere with other actions as much.

Chapter 5, (Page 154) :

Q: What is the penalty for off-hand actions? What about dual weapon wieldling?

Answer: -2 Step Penalty to attacks with your off hand (the "off-hand penalty"). However, attacking with two weapons will still count as two attacks, so they increase the penalty for multiple actions, even if you have the Asset Two Fisted.

Chapter 5, (Page 155) :

Q: What's the penalty for making a ranged attack while blinded by an Optical Bomb or Flashbang (or anything else that might come up): +8 for Heavy Cover, +16 for Total Cover, something else?

Answer: See Obscured Vision: Pitch Black or Blinded on p.155 of the core rulebook.

Chapter 5, (Page 33) :

Q: Where are the encumbrance rules? How much can my character carry?

Answer: As much as is sensible. Rules like these can bog a game down, and the Cortex system is meant to be primarily descriptive. The average human shouldn't try to carry much more than 1/3 their body weight over long distances; what they can brute-force lift and carry a few feet might be much more, and would be based on their Strength.



CONTENTS

Traits

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

Buying Assets

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

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

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

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

Assets

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

Complications

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

* This is an update of the original version.

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

Assets

Applied Knowledge [Major]

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

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

Business As Usual [Minor]

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

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

Closed Book [Major]

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

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

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

Crack Shot [Major]

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

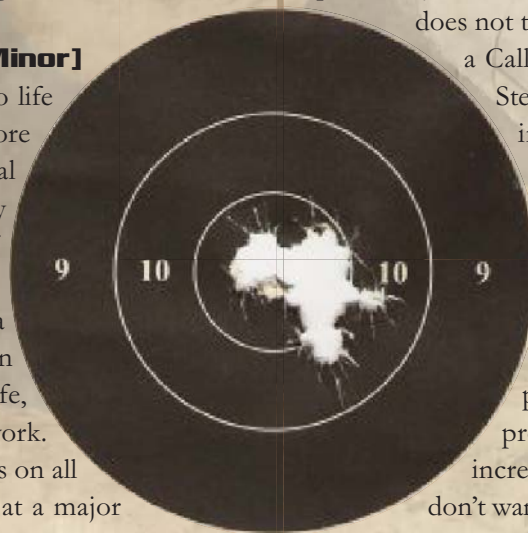
Benefit: If you take no more than one shot with a single gun in a given round, set to single shot (not burst or autofire), reduce all Called Shot penalties you receive to that attack by 2 Steps. This does not translate into a bonus if you had a Called Shot penalty of less than 2 Steps. You may not gain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

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

Cybernetic Implant [Minor/Major]

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

Benefit: At the minor level, you possess some



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

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

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

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

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

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

a fugitive or 'indentured'), or similar.

Damsel in Distress [Minor]

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

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

Diplomat [Minor]

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

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

Duct-tape Medicine [Major]

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

Benefit: Given time to tend a patient who has suffered Wound damage and who is already On the Mend, you can make a Heroic Intelligence + Medical Expertise/Internal Medicine roll to reduce their damage. The action takes 1 hour to complete, and, if successful, converts $\frac{1}{2}$ (rounding down) the Wound damage the patient has taken to Stun damage, which will heal much more quickly. This can only be attempted on a given patient once for the same set of injuries, even if the roll fails. However, because of the difficulty of such a task, this attempt requires at least Ambulance Conditions and uses up 80 credits worth of medical supplies.

Face in the Crowd [Minor/Major]

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

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

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

Farm Hand [Minor]

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

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



Fleet of Foot [Minor/Major]

You move faster than most folk.

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

Good Balance [Minor]

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

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

Graceful in Gear [Minor]

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

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

Guild Standing [Minor/Major]

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

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

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

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

Hidey-Hole [Minor/Major]

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

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

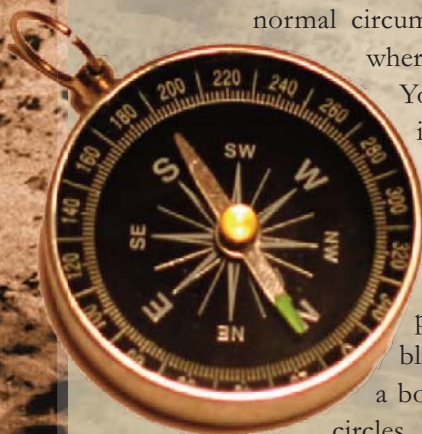
Note: Multiple characters can take this Asset and stack the benefits together to create an increasingly large and/or sophisticated 'safehouse' or base of operations. If they take it after the game starts, then they should be rewarded (soon) with a newly discovered place—they shouldn't also have to pay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

Internal Compass [Minor]

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

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

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



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

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

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

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

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

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

You pack a mean wallop!

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

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

Moneyed Individual [Major] (New Version)

You can put your money where your mouth is.

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

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

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

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

Pack Rat [Minor/Major]

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

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

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

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

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

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

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

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

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

Parliamentary Clearance [Minor/Major]

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

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

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

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

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

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

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

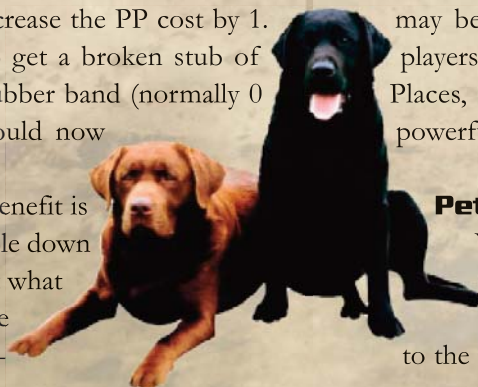
3–4: Clearing up of 'misunderstandings' on major criminal charges in the line of duty.

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

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

Pet [Minor]

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



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

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

Psion [Minor/Major]

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

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

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

Quick Healer [Minor/Major]

Your body mends faster than most folks'.

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

Religiosity [Minor/Major] (New Version)

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

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

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

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

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

Renaissance Man [Minor/Major]

You specialize in not Specializing.

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

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

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

Salvage License [Major]

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

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

Sharp Sense [Minor] (New Version)

You have one sense that is particularly acute.

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

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

Ship Owner [Minor/Major]

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

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

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

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



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

Talented [Minor/Major] (New Version)

You have a knack for something.

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

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

Teacher [Minor/Major]

You're a natural-born instructor.

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

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

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

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

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

would expect.

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

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

Trustworthy Face [Minor]

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

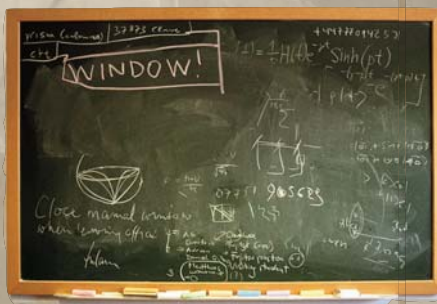
Benefit: People you don't even know are liable to trust you. In bars, sobbing drunks confide in you and broken-hearted lovers ask you why the world is so cruel. On the streets, people pursued beg you for aid. Add a +2 Step Willpower bonus to any roll to convince someone to trust you and believe what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

Uncommon Knowledge [Minor/Major]

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

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

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



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

Very Favorite Gun [Minor/Major]

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

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

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

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

Complications

All Preened Up [Minor]

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

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

Amnesia [Minor/Major]

You can't quite remember....

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



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

As a Major Trait, you have almost no memory of yourself; when creating your character, you must leave certain aspects up to the GM to assign. You may pick only 3 Assets and 3 Complications (including Amnesia); the GM may assign any others as they see fit (if they see fit), to be discovered in play, and then tell you how many total Attribute Points you may assign (and these you may use freely). Also, you may only assign $\frac{1}{2}$ of your starting Skill Points; the GM secretly determines the other $\frac{1}{2}$, as well as any you do not or choose not to spend.

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

Comfort Object [Minor]

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

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

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

Conditional Programming [Minor/Major]

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

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

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

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

Creaky [Minor/Major]

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

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



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

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

C.I.R.S. [Major]

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

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

Dependent [Major]

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

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

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

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

Distractable [Minor]

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

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

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

Dull Sense [Minor] (New Version)

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

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

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

Forked Tongue [Minor/Major] (New Version)

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

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

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

Freak! [Minor]

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

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

companions.

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

Hyper-focused [Minor/Major]

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

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

Indentured Hand [Major]

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

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

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

Khan Complex [Minor]

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

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



Klutz [Minor/Major]

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

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

Kreb's Disorder [Major]

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

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

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

Lazy [Minor]

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

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

Lily-Soft Hands [Minor]

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

Penalty: Anyone who would look down on a

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

Oblivious [Minor/Major]

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

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

Plodding Along [Minor/Major]

You move... slowly.

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

Pyromaniac [Major]

You love fire! Fire, fire, fire!

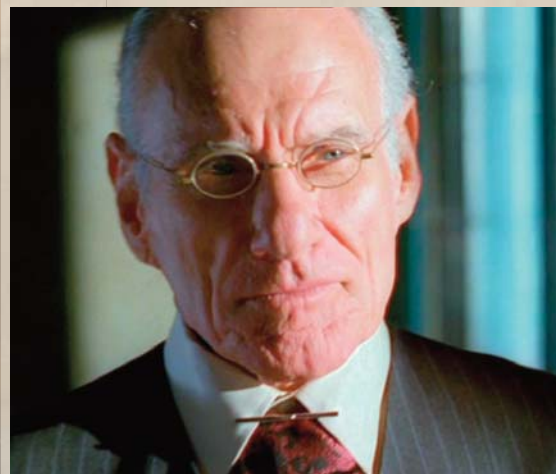
Penalty: You are a pyromaniac; you love fire so much that you just have to go out and burn things—and sometimes, that might mean that people die, or have their things destroyed. You probably feel remorse about that, but it doesn't stop you. You must burn things! Unfortunately, this is a major problem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



Sadistic [Minor/Major] (New Version)

You're one sick *buen dahn*.

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



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

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

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

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

Shy [Minor/Major]

You are socially awkward.

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

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

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

Slow Learner [Minor] (New Version)

You have trouble learning new skills.

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

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

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

Smells Like a Farm [Minor]

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

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

Stir Crazy [Minor]

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

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





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

Trickster [Minor/Major]

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

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

Tri-plex Junkie [Minor]

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

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

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

Young 'un [Minor/Major]

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

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

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



Rules For Readers

By Disintegration

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

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

Special Traits

Psion [Minor/Major]

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

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

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

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

Kreb's Disorder [Major]

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

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

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

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

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

Powers & Resolution

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

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

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

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

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

These last powers are obviously the most dangerous to use.

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

Psionic Skill Tree Specializations

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

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

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



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

— River Tam

Psion Stage Classes

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

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

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

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

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

Cybernetics

By Sanmateo

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

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

Minor Cybernetic Implants

Low Light Eye

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

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

Eye Capture

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

Microscopic Vision

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



Low/High-Frequency Ear Implant

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

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

Ear Recorder

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

Smartgun System

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

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

Internal Library

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

Adrenal Booster

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

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

Sub-Dermal Armor

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

Internal Air Supply

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

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

Concealed Compartment

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

Lung Filters

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

Spotter Eyes

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

Pain Dampener

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

Major Cybernetic Implants

Pain Threshold

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

Pain Control

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

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

Weapon System

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

Implanted Blade

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

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

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

Body Gun

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

Monofilament Spool

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

Eidetic Memory Chip

Provides a +2 step bonus to Memorize and



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

Dermal Delivery System

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

Internal Automated

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

Limiting Implant Abuse

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


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



NEW TRAIT: CIRS, MAJOR COMPLICATION

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

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



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

— Joss Whedon

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



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

Attributes

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

Traits

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

Skills

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

* SKILL CANNOT BE USED UNTRAINED

Weapons

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

Gear

_____	_____
_____	_____
_____	_____
_____	_____

Armor

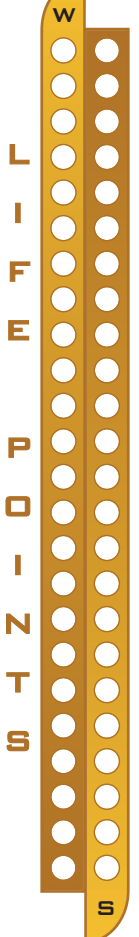
NAME	AR	COVERS
_____	_____	_____

Money

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

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

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



"3 x 3 x 3"

Allies

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

Contacts

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

Rivals

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

Purpose

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

An example of each might be:

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

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

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

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

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

Good Gaming.

Combat Tables

BASED ON MINDWYR'S CHART/TABLE LAYOUT.

Combat Sequence

STEP WHAT TO DO

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

Range Increment Modifiers

RANGE INCREMENT MODIFIER

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

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

Defensive Actions

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

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

Attack Difficulty & Attack Roll Modifiers

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

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

Special Attacks & Combat Actions

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

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

Damage, Healing & Plot Points

Effects of Damage

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

1: VIT = VITALITY. 2: WIL = WILLPOWER

Special Damage

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

Awarding Plot Points

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

Healing

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

Using Plot Points

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

Newtech Goodies

By Sanmateo

Tools

TOOLS	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Atmo'lyzer (advanced)	48	3	C
Atmo'lyzer (simple)	20	2	E
Grapple Gun	2	12.5	C
Microfusion Power Plant	100	1,000	C
Mule Attachments	25	500	E
Weldstrip	1	-	E

Atmo'lyzer (Advanced): Handheld sensor detects atmo composition, breathability, toxins, pollutants, chem agents and biologicals. A reliable analysis typically requires at least a fifteen minute sweep.

Atmo'lyzer (simple): Lower tech version detects atmo composition and breathability, but doesn't check for toxins, pollutants, chem agents or biologicals.

Grapple Gun: This pistol sized device fires a thin but durable dart with sufficient power to penetrate stone, cement or similar material. Once the dart has penetrated it projects several firm filaments to secure itself in place. A thin, flexible cable connects the dart to the grapple gun which can then be mounted on a separate harness (included). Once connected, and the dart/cable element secured, the operator can activate a built in powered winch to reel in the cable. The grapple gun is technically reusable, but wears quickly. A typical grapple gun has a range (cable length) of 50 feet.

Micro Fusion Power Plant: A small fusion power plant. Generates enough power to operate a homestead, with plenty of juice to spare.

Mule Attachments: This could be a backhoe, drilling rig, dozer, whatever, each purchased separately, and fit on Large Mule (not included).

Weldstrip: A simple, thin strip of material used to fuse two weldable surfaces together. It is of limited use in mechanical repairs but found in most well stocked mechanics shops



Protective/Emergency Gear

regardless. It is ideally suited for fusing shut metal doors, airlocks and other portals.

Advanced Flexiplate Vest: The newtech answer to the plate vest, this vest features much more flexible material and more ergonomic design in both in the basic fabric and in the plate armor elements.

Advanced Hazmat Full Body Suit: Likewise, a more flexible version of the full body NBC suit that minimizes impediment to movement, manipulating small objects and complex actions.

Advanced Infantry Helmet: Similar to the standard infantry helmet, this helmet sport features designed to minimize the impediment to hearing and peripheral vision.

Advanced Riot Gear: Following the philosophy of the flexiplate vest to its logical conclusion, we have the advanced riot gear suit. Unfortunately the high cost limits its usefulness and it is rarely seen, even in high security areas where simply assigning more units with standard riot gear is usually more cost effective. Expect to see this armor only in the most delicate Alliance operations and strike teams.

Armored Vacc Suit: A sleek pressurized body suit made out of self-sealing weave and ballistic mesh produced for the Alliance (or bounty hunters who work for them). When it suffers a tear, the fabric automatically pulls together to seal the hole before internal atmosphere is lost. There is a small atmo-tank (holding a few hours of air) built into the back. It also comes with a vacuum helmet (2W armor rating). Without the helmet, the suit's weight drops by 5 pounds and the wearer no longer suffers the -2 step Alertness penalty. The suit absorbs 1 point of Wound damage and converts all Wound damage from normal bullets into Stun damage, just like ballistic mesh.

Weapon Gear

Customized Holster: A custom built handgun holster that allows a +2 step to Initiative, but only for one specific handgun type and only for the individual it was crafted for.

Digital Sights: An weapon-integral high resolution video camera sighted to a matching

PROTECTIVE GEAR	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL	NOTES
Adv. Flexiplate Vest	70	4	I	-4w. No Agility penalty
Adv. Hazmat Full Bodysuit	350	8	I	-3w. No Attribute penalty
Adv. Infantry Helmet	32	2	I	-4w. No Alertness penalty
Adv. Riot Gear	380	15	I	-3w. No penalties
Armoured Vacc Suit	226	25	I	-1w. -1step Agi/-2step Ale.

forearm mounted or eyewear view screen, allowing firing from full cover or around corners with a -1 skill step penalty.

Laser Sight: A standard laser sight, typically mounted above or below the weapon barrel. Provides a +1 step skill bonus to weapon use, but only within close range.

Neural Interface Sighting Modification: (with low-light/infrared targeting) Identical to the digital sight but feeding the output from the high-res video camera directly into the wielder's optic nerve via a neural 'plug' surgically implanted in the palm. Low-light or infrared sighting is standard, provides the ability to fire around corners and from cover (at no penalty) as well as granting a +1 skill step for normal combat use.

Silencer: Just like it sounds, for folk who don't want their guns bein' heard outside the bank while they're inside robbing it! Unfortunately a silencer reduces the effective range of the firearm by half.

Silencers are only available on the black market.

WEAPON GEAR	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Customized Holster	5	1	E
Digital Sight	50	-	C
Laser Sight	20	-	E
Neural Interface Mod	550	-	I
Silencer	40	-	I

Computers & Hard/Software

Lexicon (Translators): A standard data pad-sized device which automatically translates one spoken language into either a readable format or a vocalized translation. Each lexicon is typically programmed with one particular translation as a standard package (English/German, for example) but can be easily upgraded with further language sets over the Cortex for a flat 5-10Cr fee. Any language spoken in the 'Verse is available for download, including versions covering those dialects on the Rim worlds which've become so corrupted as to be otherwise incomprehensible.

Portable Cortex Terminal: Identical to the standard Personal Access Cortex Terminal but

COMPUTERS	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Lexicon (Translator)	40	2	C
Portable Cortex Terminal	400	1	C

COMMS & SECURITY	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Holo Comm. Gear	90	30	C
Holo Recorder/Player	225	7	C
Parrot	54	1	C
Video Capture	2	-	E
Video Comm. Gear	60	18	C

roughly the size and shape of an Encyclopedia (see core rulebook p.83).

Communications Gear

Holo-Comm Gear: Identical to a hand held video transmitter and typically used for direct holographic communications and conferencing. Has a 70 mile range and is unencrypted. It also provides holographic recordings/projections as well as standard photograph and two-dimensional video. Due to its compact nature, however, it can only store 15 minutes of holographic video at one time and its recording range is limited to the 10'x10' area directly before the device. It likewise has limited cortex access for transfer and storage of the holographic, photographic and standard video data.

Holo-Recorder/Player: Designed specifically for holorecording and projection. Can store up to five hours of holographic data, capable of live-streaming via cortex (assuming a cortex terminal or connection is readily available) and has a recording range of up to 100'x100'. Very expensive and normally considered a professional item.

Parrot (Shoulder-mounted Professional Video Capture): A video capture mounted on the shoulder wired to a stylish neckband that monitors the wearer's head movements and rotates the capture to follow their gaze. The Parrot requires a small measure of training to operate effectively, however, as more subtle manipulations (focus, zoom, etc) are also controlled by subtle head and neck movements. The Parrot isn't very concealable and is normally used by journalists, court reporters, interviewers and any other professional who regularly requires free hand movement while documenting their surroundings.

Video Capture: A postcard sized audio/video recorder with high-resolution display. Typically has an internal memory storage of four hours.

Video Comm Gear: A standard handheld transmitter with 70 mile range, unencrypted, but providing two-way video communication. Also



takes photographs and video (up to 30 minutes worth of memory) and limited cortex access in order to facilitate transfer of photo/video memory.

Medical Equipment

Cryo-Bag: A standard air-tight body-bag with an emergency cryo-stasis unit built in. Typically issued to paramedics and other emergency responders in high-profile areas such as the Bellerophon estates or those emergency medical units attached to Parliament officials or government buildings. It's designed for the transport of gravely wounded patients directly to emergency treatment. Battery operated and good for up to twelve hours of sustained cryo. Requires an Average Resistance roll to avoid 1d6 stun damage both during initial flash-freezing and resuscitation.

Personal Auto-Med: A newtech operating theater/medcomp combination in the form of a standard patient's recovery bed. Usually non-portable but at least able to be wheeled about as needed, although it does require a power source. Provides a +1 step bonus to the patient's Endurance checks while attached to the device and provides a +1 steps to the treating physician's monitoring, diagnosis and resuscitation attempts.

Portable Auto-Med: A briefcase-sized version of the personal automed. Basically a portable version of the operating theater/medcomp combination. Also provides a +1 step bonus to a patient's Endurance checks while attached to the device and a +1 step bonus to attempts to resuscitate that patient.



Frontier Horse Doctor's Bag:

Operates identically to the standard doctor's bag but designed and supplied for use in treating common animals (dogs, horses, etc.)

MEDICAL EQUIPMENT	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Cryo-Bag	3500	3	C
Frontier Horse Doctors Bag	30	11	E
Personal Auto-Med	1000	220	C
Portable Auto-Med	1600	20	C
VetAcad Veterinarian Bag	200	11	C

VetAcad Veterinarian's Bag: Like the MedAcad bag, this is the standard issue emergency treatment gear issued to Core educated veterinarians. It operates identically to the MedAcad bag in the treatment of common animals.

Security Equipment

Acid Pen: Designed and used specifically for acts of sabotage, shaped like a standard black marker. Specifically, the acid pen was first designed in order to apply powerful acids to metal engine parts and vulnerable sections of aircraft/spacecraft fuselage. In time the acid would damage the metal and render the vehicles useless until repaired or even cause deadly failure midair or in the Black. The acid pen was very popular with Independent forces saboteurs during the Unification War and they are still relatively easy to get on the blackmarket even today. Being caught in possession of an acid pen, however, will all but guarantee a stiff prison sentence for conspiracy to commit acts of terrorism. Generally the acid pen gives a +2 step skill bonus to any use of the Sabotage skill.

Blackvine Gun: An off-shoot of the foam barricade canister, taking advantage of the foam's usefulness in subduing potentially dangerous individuals. An advanced version of the foam (blackvine foam) is launched from this hand-held pistol-styled projector at the target's feet or lower body. In a successful hit the target must make a Hard Get Out Of Harm's Way roll on both that turn and the next (each counting as an action) in order to avoid being rooted in place.

Attacks aimed at the upper torso are handled in the same manner but, if not successfully avoided by the target, give a -2 step penalty to actions requiring arm or upper torso movement. The effects of aimed shots to the head, hands, etc should be fairly obvious.

Blackvine doesn't work very well in loose soil, for obvious reasons. Checks made in such environments are Average or better, depending on what substance or material the foam is expected to root its target to. Blackvine foam will degrade and disintegrate within one hour, under normal conditions, but can be dissolved with standard chemical solvents almost immediately. Ammo for the blackvine guns costs 5Cr per cannister.

Blackvine Sticky Bomb (Riot Control

Grenade): Like the Blackvine gun above but in grenade form. Capable of subduing multiple targets within range of its initial burst. On a successful hit the target must

make the standard Hard Get Out Of Harm's Way check on both that turn and the next (each counting as an action) in order to avoid being rooted in place.

Blackvine Sticky Bombs are subject to all of the same conditions as the Blackvine Gun (see above).

Foam Barricade Canister: A 1' long, 4" diameter canister containing a rapidly expanding foam that hardens near-instantly on contact with air. The canister contains enough foam to build one 5' x 5' x 20' wall.

A hardened foam barricade can provide adequate protection against most small arms fire and is designed expressly for that purpose. The foam itself is typically dark, matte grey or olive green in color. The barricade foam can be deployed in 5' x 5' x 5' sections, if desired. If used during combat then one 5' x 5' x 5' section can be deployed as a single action and a particular section will harden enough to provide cover on the following turn.

Handcuffs: Standard steel cuffs, locked by either mechanical key or electronic key-pin.

Handcuffs, Zip-Tie: Standard plastic wrist restraints. Easy to apply and disposable. Cost is for a packet of ten.

Manacles: A thicker, hardened version of standard handcuffs and typically connected by a much thicker chain or cable. Designed to fit either wrists or ankles. Like handcuffs, they can be locked with either mechanical key or electronic key-pin.

Neural Restraints ('Nerve Locks'): A newtech electronic version of manacles which apply a steady neural pulse to the wearer's wrists, dazing the wearer and rendering them much more pliable and easy to direct. PC/NPC's under this effect suffer a -2 step skill penalty to actions

SECURITY EQUIPMENT	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL	NOTES
Acid Pen	100	-	I	
Blackvine Gun	37	1	I	
Blackvine Sticky Bomb	1	1	I	Range increment 5'
Foam Barricade Canister	3.2	1	C	
Handcuffs	1	1	E	8 Life Pts. 6 BoS, Difficulty : Incredible
Handcuffs, Zip-Tie	0.2	-	E	2 Life Pts. 4 BoS, Difficulty : Heroic
Manacles	3	2	E	12 Life Pts. 8 BoS, Difficulty : Incredible
Neural Restraints	60	1	I	
Vyper Security System	120	24	C	

requiring any amount of concentration and a -1 step penalty to all other actions.

Vyper Security System: A newtech version of the standard vehicle alarm. Issues electric shocks to anyone attempting to operate or manipulate the device it protects without first bypassing the system. Easily adaptable to voice recognition, electronic key or any other standard locking mechanism that may already be present. Though the Vyper system is very adaptable and can be slaved to individual weapons, vehicle controls, ship bridge stations or even a standard door lock, actually installing the system can be tricky and is usually handled by trained Vyper System personnel.

If a person with Technical Engineering skill gets hold of a Vyper system and wants to take a crack at it, it's a Formidable task (without specialized training) and takes at least several hours. Bypassing the system, on the other hand, is also Formidable task, not to mention a little dangerous. The Vyper system delivers a verbal warning to anyone attempting to operate, disassemble, bypass or otherwise manipulate the object or device it is attached to, delivering 1d6S shocks each turn thereafter until reset by its owner. In most cases one shock is enough to convince a body to desist.

Covert Ops Gear

Concealable Capture: Identical to the Video Capture above but reduced to roughly the size of a fingernail and approximately as thick.

Explosives Detector: This handheld device sniffs out nitrogen compounds — the basis for all common explosives.

Frictionless Mini-Pellets: A packet containing enough pellets to effectively coat a 10'x10' area of ground surface simply by emptying it out. Movement across any semi-level surface covered with frictionless pellets (without falling flat) requires a Hard Agility check. Even successful

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movement makes any other action during the same turn much more difficult while attempting to maintain balance. Getting up once you've fallen is itself requires a Hard Agility check. Prone characters can, of course, act normally otherwise.

Laser Tapper: This device bounces an invisible laser beam off a window, using the return signal to convert the window's vibrations into a high definition replications of the sounds occurring in any enclosed room (or the immediate area otherwise) beyond. Vacuum-sealed double-paned glass (standard in most core world architecture) blocks eavesdropping by this device. (Newtech: x4. Allows a poor quality, low resolution video representation of the room's interior. The resolution is too poor to allow any distinguishing features to be discerned but allows accurate tracking of movement and location of specific targets within the room.)



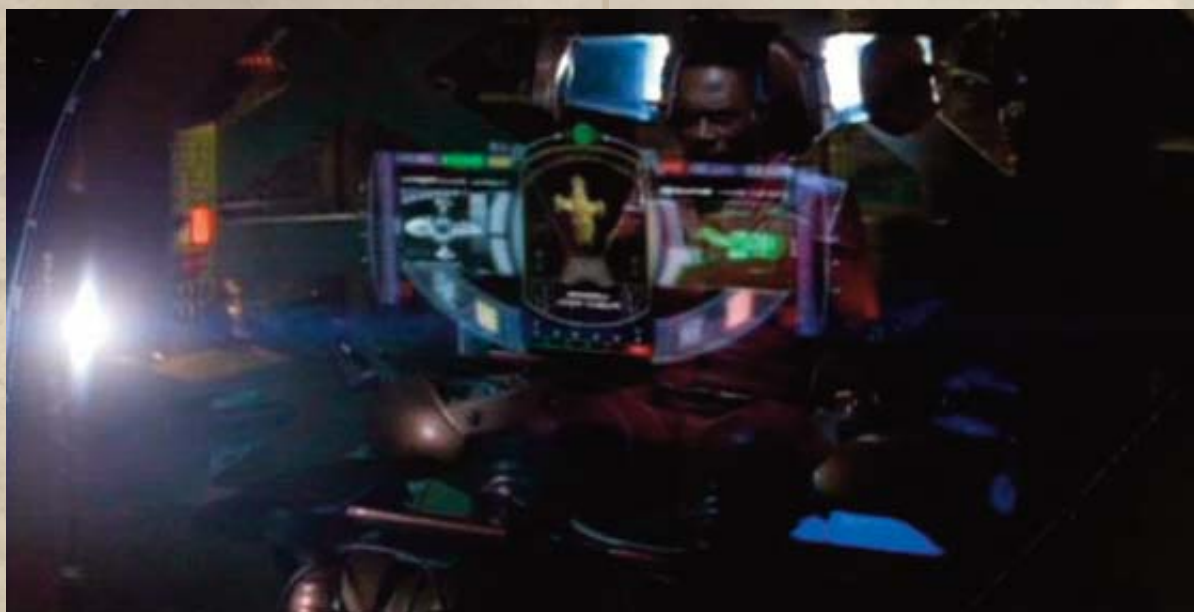
Ranged Microphone: A hand-held device (approximately 4" long by 1" in diameter). The ranged microphone has a simple thumb-controlled dial that allows the operator to 'tune in' any particular 10' x 10' area to a range of 100' in the direction it's pointed. Comes with its own dedicated receiver, independent of the microphone itself. The device, once set to a desired ranged, does not need to be held to continue operating.

COVERT OPS	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Concealable Capture	15	-	I
Explosives Detector	12	1	C
Frictionless Mini-Pellets	25	-	C
Laser Tapper	12.5	0.5	I
Ranged Microphone	20	0.2	I
Snake Eye Lens	16	-	I
Spider-Gear	1	5	C
Spotter Contacts	60	-	C
Spotter Contacts, Advanced	150	-	C
Sub-Vocal Communicator	160	-	I

Snake-Eye Lens: A microscopic lens mounted on a thin fiber optic cable (available in nearly any length). The cable includes its own adaptor to mount on most standard captures and video monitors. The snake-eye lens can be used to extend the capture or monitors detection range around corners, through keyholes, air vents and similar obstructions.

Spider Gear: Think Spiderman. Palm, knee and foot pads that project flexible monofilaments into nearly any solid material (including stone, but not most solid metals) that become rigid when flexed. Takes a bit of getting used to but a skilled user can scale nearly any surface at any angle with little difficulty.

Spotter Contacts: Spotter contacts are newtech electronic contact lenses designed to enhance standard visual range in some way. Individual models allow binocular vision (up to x100), thermal imaging and lowlight (with built in protections). Standard versions only allow the thermal and lowlight effects up to 40 feet and limit peripheral vision (-1 skill step penalty to Alertness/Perception checks in some cases). Advanced versions extend



the effect to the wearer's full visual range. Special vision effects and enhancements are triggered and controlled with specific blinking routines.

Sub-Vocal Communicator: A standard communicator with a 4 mile range with built-in encryption. Analyzes and transmits the wearer's sub-vocalizations for discreet communication. Normally shaped into a small fleshtone dermal patch applied at the throat with a matching earbud communicator for receiving transmissions.

General Equipment

Aqua Breather: A mask and filter system that allows the wearer to breath underwater by extracting oxygen directly from the surrounding water. The aqua breather itself is normally mounted on a belt or small backpack and connected to the mask by a flexible tube.

Binoculars: Your basic range findin' type lookers. All different shapes, sizes, and styles are available. The lookers have a night vision function to them and can determine distances as well.

Bio-Canteen: A self-contained container that holds and purifies 1 liter of water. The filters contain good bacteria that help remove harmful bacteria from the water. 1 filter is good for about 3 refills. (1 Credit for a 2 pack of filters.)

Long-Leash: Requires training for the animal it is designated to but, granting that, enables the operator to issue sub-vocal commands and prompts to a pet or other trained animal. Very popular with Core worlders who want to avoid the embarrassment of scolding their lovable "Whoopsy" for behaving inappropriately with guests. Law enforcement officers use the system to direct trained attack dogs remotely or discreetly.

Grav-Glider: Serves the same purpose as a parachute but much more reliable, reusable and compact. Four flexible hoops of material are

GENERAL GEAR	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Aqua Breather	32	3	C
Binoculars	4	3	E
Bio-Canteen	3	2	E
Long-Leash	80	-	C
Grav-Glider	100	10	C
Survival Kit	8	9	E

projected from the backpack container and utilize a temporary one-shot grav field to slow and, to some extent, direct the wearer's descent. Skilled users can maneuver a grav-glider far more easily and precisely than a standard parachute and can slow their descent to as little as one meter per second.

Survival Kit: Somethin' no one should travel the Black without. A survival kit is a container about the size of a backpack that has assorted items needed for emergency situations. The following are included in the pack; 1 person shelter, basically a small pop tent; Bio-canteen; 2 Bio-canteen filters (1 filter is good for 3 refills); 1 protein bar (If sliced thin bar will easily last a week); 1 space blanket; 1 basic first aid kit; Flash light (manual powered, lasts 4 hours, 5min to recharge); Survival Knife (treat as combat knife); Knife contains: Small compass, 2 needles, Spool of nylon thread, 12 matches, piece of flint.



Cortex Gear

By Sanmateo

We present this addition to the core rulebook's Computer, Hardware and Progs section. This expansion is most useful if you are planning to make the cortex and computer backing a regular part of your campaign. Otherwise, it can tend to bog things down a bit.

Computers come in a variety of designs and types, the most basic of which is the standard cortex terminal, geared specifically toward accessing and navigating the cortex. As such it has little other function, though it has memory and allows a significant amount of stored information (stored on one's cortex profile, that is) as well as all the functions one would expect from a very nice web browser. However, characters with Technical Engineering/Computer Programming or Hacking might want something more specialized to work with.

Computers have attributes all their own, just like a ship. These attributes are limited to Alertness,

Intelligence, Willpower and the derived attribute Hardware (Alertness + Intelligence + Willpower). A standard personal access cortex terminal has d2 in all these attributes and 6 Hardware (not d2 + d2 + d2, since Hardware represents the computer's 'Life Points' or ruggedness). By simply upgrading these Attributes, installing some specialized hardware and choice progs, your cortex hacker can build the system that works best for them.

Computers also have three standard general skills: Security, Hacking and Programming. These are likewise included in the base package at d2 and cost more for a better base software system. Starting cost for building a personal computer/cortex terminal is equal to a personal cortex terminal (i.e. 100Cr). Upgrade from this base model using the following table. Base Memory is equal to Willpower + Intelligence but can be upgraded as well to a maximum of d12 + d12. You'll note that computer attributes and general skills up to d8 represent the standard personal computer stats. Stats of d10 to d12 + d2 represent the cutting edge of commercial computer hardware/software, available only in the core. Alliance military and government agencies like to keep the best stuff to themselves, with few exceptions, and possession of gear or software with scores of d12 + d4 or higher is illegal (not to mention incredibly hard to find).

ATTRIBUTES & SKILLS	COST (CREDITS)	AVAIL
d4	15	E
d6	45	E
d8	70	E
d10	115	C
d12	175	C
d12+d2	300	C
d12+d4	475	I
d12+d6	950	I
d12+d8	1500	I
d12+d10	3000	I
d12+d12	6000	I

Computer Attributes & General Skills

Here's an example: Let's say our hacker character, Ebon Smith, wants to design a personal computer to best utilize his amazing Technical Engineering/Hacking skills. He decides he wants a state-of-the-art, top of the line (yet, still legal) system. He hits the cortex and accesses Monarch Computer Systems and orders himself a personal computer system. Because Monarch is so customer friendly he is able to design the system he wants and chooses these Attributes: Alertness d8, Intelligence d10 and Willpower d6; giving him a Hardware of 26. He goes on to buy Computer, Hacking and Programming general skills at d6 each to allow for specialty progs. A real top-shelf system, that one, and a whopping 465 credit price tag to go with it.

Since our guy Ebon is going to be doing a lot of hacking with his new system he decides some hardware upgrades might be a good idea. Unfortunately, after actually paying for his state-of-art system he finds most of them a bit too pricey. He opts for Standard Hardware Hardening as a must-have and decides he'll upgrade later with that very tempting Black Box option after his next big score. Ebon figures Portability is a very nice option for a hacker that may have to run for his life now and again. After much soul searching he gives in and goes with that one as well. Still, he's hurting financially now and is a bit concerned about what progs he'll be able to afford. Total for hardware upgrades: 325 credits.

Computer Hardware

Alliance-Grade Hardware Hardening: Absorbs 3 points of damage from all attacks to Hardware.

Black Box Upgrade: Provides a +2 step to the computer's Stealth skill, if any.

Dedicated Sourcebox Upgrade: Simply makes

STANDARD HARDWARE UPGRADES	COST (CREDITS)	AVAIL
Alliance-Grade Hardware Hardening	500	I
Black Box Upgrade	500	I
Dedicated Sourcebox Upgrade	75	C
Holo-Image Development Suite Upgrade	30	C
Portability Upgrade	250	E
Standard Hardware Hardening	50	C

the computer a dedicated cortex sourcebox. Provides the ability to access the cortex via any terminal for up to one mile around. However, it brings with it a -2 step penalty to computer's Stealth skill as well as providing a +1 step bonus to anyone attempting to bypass the computer/terminal's authorization.

Holo-Image Development Suite Upgrade: Doesn't help in hacking but does allow you to use your computer to create nifty holograms (see p. 84 of the core rulebook).

Portability Upgrade: Makes your computer portable and decidedly smaller. A laptop, if you will.

Standard Hardware Hardening: Absorbs 1 point of damage from all attacks to Hardware.

In place of specialty skills computers have Progs. Like specialized character skills, a computer must have a d6 in the requisite general skill to use the specialized program.

Computer Progs

Security

Anti-Virus: Anti-virus programs detect and attack intruding viruses and destroyers in their system. An anti-virus prog is assumed always to be active and attempts to detect viruses and destroyers automatically. Once detected the anti-virus prog will continue to attack each virus/destroyer until it is destroyed. Anti-virus can also remove Attribute penalties from Virus attacks (after disconnecting from the attacking system) with a successful Hard Intelligence + Security/Anti-virus action for each penalty. Botches make the penalties permanent and they can only be removed by completely replacing all software (removing and replacing computer skill specialties at full cost).

To detect a virus is an opposed action: Alertness + Security/Anti-virus versus Intelligence + Hacking/Virus or Destroyer.

To destroy a virus is an opposed action: Willpower + Security/Anti-virus versus Willpower + Hacking/Virus or Destroyer is used.

Authorization: This resists intrusion by

unauthorized systems, programs and users. This is the first line of defense in most computer systems, insinuating itself directly between the system and the cortex at large. Typically this represents a code of some sort, often encrypted, that must be recognized before direct access to the system is allowed.

Most public information is located outside the computer's Authorization to allow free access. The XerO Security prog is an example of a d8 Authorization prog.

A system's Authorization skill is used in opposed action: Alertness + Security/Authorization versus the intruder's Intelligence + Hacking/Access skill.

ICE: ICE stands for Intrusion Counter-measures Electronics. This is typically a subroutine to the computer system's Authorization program and is likewise plugged directly into a cache of accesses, viruses and destroyers. ICE constantly monitors the Authorization prog. If an attempt at unauthorized access is made the computer system will use its ICE prog to automatically track down the user, access the user's system and attack with Virus or Destroyer (or both). ICE is legally available to many corporations, allegedly for use in protecting data associated with military/government contracts but is otherwise meant to be limited to Alliance government or military use only.

Locating an intruding system (once ICE has been alerted by a failed attempt at Access) is an opposed action Alertness + Security/ICE versus Intelligence + Hacking/Ninja. Once it has identified the attacker, ICE attempts to trace back to the attacking system itself (Alertness + Security/ICE versus Intelligence + Security/Stealth).

Access is then typically used to breach the enemy system's Authorization (Willpower + Hacking/ICE versus Alertness + Security/Authorization) and individual viruses and destroyers take over from there, however, the ICE prog continues to monitor these subordinate progs and aids them (see p. 144 of the core rulebook 'Aiding Others').

Encryptions: Encryption progs simply encrypt individual files or records, making them inaccessible without the corresponding password/code or bypassing the encryption with an Access prog. This is typically an Easy difficulty action as one only has access to files in one's own system or a system already hacked. However, there are rare instances where difficulty is harder (encrypting mathematical

language files or files in non-standard operating systems, for example).

Hacking

Access: Access progs utilize random algorithms and/or advanced key algorithms to breach Authorization progs (and sometimes Encryption). The SubKelvin prog is an example of a d8 Access prog.

Access is used as an opposed action Willpower + Hacking/Access versus Alertness + Security/Authorization or Intelligence + Security/Encryption.

ICE Breakers: A specialized form of Access prog designed specifically to derail, detour and shut down ICE progs; these progs are extremely handy when your Access fails to breach the target system's Authorization and your Ninja didn't fool the ICE. In such cases ICE breakers can attempt to shut down or detour an incoming ICE prog before it rips your system to pieces. Unfortunately, you still have to get past Authorization before your ICE breaker can assault the enemy ICE. In many cases that ICE is already hard at work on your own system by then. Still, at the very least it gives you a chance to minimize the damage.

ICE breaker is used in opposed action Willpower + Hacking/ICE breaker versus Alertness + Security/ICE progs.

Destroyers: These are specialized viruses that

attack a system's attributes directly by creating devastating power surges in its circuits and overriding control systems. Success imposes a permanent -1 step penalty to one Attribute that can only be removed by replacing the component (replacing the appropriate Attribute completely, at full cost) as well as inflicting the Destroyer's die in damage to Hardware.

Destroyers continue to attack each turn until deleted or quarantined with an opposed Intelligence + Security/Anti-virus action. While Viruses may be bad news, Destroyers are worse (and possession or use of Destroyers is a sure fire way of getting Feds on your trail). Destroyers are used in opposed action Willpower + Hacking/Destroyer versus Willpower.

Viruses: Viruses attack a target system's attributes like Destroyers but do so by bogging down the system with erroneous instructions and damaging the software, effectively handicapping the system. Viruses continue to attack each round in the same manner as Destroyers and are likewise opposed by Anti-virus. Unlike Destroyers, however, software damage can be undone by Anti-virus progs and the Attribute penalty thus removed. Viruses do not damage Hardware, either.

Viruses continue to attack each turn until deleted or quarantined with an opposed Intelligence + Security/Anti-virus action. Viruses are used in opposed action Willpower + Hacking/Virus versus Willpower.

Stealth: Stealth progs simply mask the signature, identification codes, cortex profile, etc of the computer system, making it harder for other systems and users to locate it. This is useful in preventing ICE progs from tracing you back to your system and for keeping others from locating your system on the cortex.

Stealth is used in opposed action Intelligence + Security/Stealth versus Alertness + Programming/Scanner or Alertness + Security/ICE.

Ninjas: Ninja progs aid in avoiding detection by any ICE progs you may have tripped as

SPECIALITY PROGS	COST* (CREDITS)	AVAIL	DESCRIPTION
Security			
Anti-Virus	2	E	Detects and destroys virus and destroyer progs
Authorization	4	E	Resists intrusion by unauthorized systems, programs and users
ICE	100	I	Attacks intruding systems with Viruses or Destroyers
Encryption	4	E	Encrypts files and records
Hacking			
Access	40	I	Bypasses a system or computer's authorization
ICE Breakers	150	I	Resists or countermands ICE progs
Destroyers	170	I	Viruses that attack system attributes directly in order to permanently reduce attributes
Viruses	80	I	Attacks system software in order to penalize computer attributes
Stealth	40	I	Increases difficulty of discovering a system or computer
Ninja	70	I	Masks detection by system security and ICE
Programming			
Backdoors	50	I	Creates one or more unsecured access points in a computer and computer system
Decryptors	30	I	Decrypts files
Database Tools	2	E	Creates, destroys or alters files and records
Scanners	3	E	Aids in searching cortex, systems or computers
Slavedrivers	4	E	Aids in control of slave systems

* Price listed is a base price per die step. Multiply this by target die step to determine cost. For example: A d2 Access prog's base price is 40Cr. A d4 Access prog would therefore cost 80Cr (40Cr x2). A d6 would cost 180Cr (40Cr x3).

well as security monitors running looking for suspicious activity in the system you're sneaking around in.

Ninja is used in the opposed action Intelligence + Security/Ninja versus Alertness + Security/ICE or the individual monitoring system's Alertness + Programming/Scanner.

Programming

Backdoor: Backdoor progs are used solely in reprogramming a system with a backdoor (an access point that completely bypasses Authorization altogether) in case the hacker intends to return at a later date and doesn't want the bother of hacking all over again.

Installing a backdoor is an action, Intelligence + Programming/Backdoor, with the difficulty depending on the quality of the system itself.

Decryptor: These progs simply hack individual files and records that have been Encrypted. Access progs can do the same thing but suffer a -2 step penalty since they really aren't designed for it. Likewise the Decryptor prog can be used to hack Authorization but suffers the same -2 step penalty. The difficulty of decrypting a file or record within a system varies, depending on how well it was encrypted in the first place.

The action is Intelligence + Programming/Decryptor.

Database Tools: These progs aid in creating, altering or destroying files or records within a hacked system (or one's own system, for that matter).

Scanner: Scanner progs aid in searching out information on the cortex as well as finding a specific file or piece of data in a hacked system. Any kind of computer search on any system can utilize Scanner progs to help. Scanner can also be used inside another system to locate backdoors, if any, and save you the trouble of creating one yourself.

Slavedriver: Slavedriver progs simply allow the user to set up routines for slave systems attached to the hacked system (security monitor, gun scans, locked doors), altering those slave systems (feeding false video, changing door access) and even remotely operating those systems.

After agonizing a bit, Ebon hits the cortex (and the back alley data markets) and spends the last of his substantial stash on the following progs:

Security: Anti-virus d10; Authorization d10; Encryptions d8. Total: 20 credits.

Hacking: Access d10; ICE breaker d8; Virus d8; Stealth d10; Ninja d10. Total: 840 credits.

Programming: Backdoor d8; Decryptor d8. Total: 160 credits.

Total prog cost: 1,020 credits. Once Ebon gets through crying we'll head on and learn how to hack....

The nice thing about computers is that they can do so many different things at one time. Unfortunately hackers, no matter how skilled, are a bit more limited. While a character can perform multiple actions per turn in combat, a computer operator can only perform one. On the other hand, a smart hacker prepares and has his system set up to perform the appropriate actions either automatically or at his command. Thus the hacker can aid his computer in performing one task per turn (see p. 144 of the core rulebook, Aiding Others) but he can instruct his system to perform as many actions as he likes that turn (most actions, however, cannot be performed multiple times in one turn). In order to hack a system (whether we're stealing data, changing financial data or performing some act of corporate sabotage) there are steps to follow:

How To Hack

Step 1: Locating the target system

Search: First we either already know the location of our target system on the cortex or we have to find it. If we have to find it then we use our Technical Engineering/Computer Operations skill to do so. Most targets are Easy or Average to find since the very nature of the cortex assumes that, if they're on the cortex in the first place, they must want to be found. Some folks don't, though, and only have a cortex link for the sake of convenience. These folks may be Hard or even Formidable. Some purposefully hide their cortex link, setting up separate public systems or disguising the link as something else. Systems like these can often be Heroic, Incredible or even Ridiculous to find. Let's not even talk about the Impossible ones, hmm? Why in the 'Verse would you even want to get into the Celestial Garden of Sihnon? Ni shi sai gooa if you even want to buzz some place like that!

Finding target system access points: Once you've got your target location you need to search for access point. An access point is a way past all the public information and into the system itself. They're also where you find the system's

Authorization prog and your first obstacle. Finding a target system's access points varies in difficulty as well, though only the most paranoid systems bother to hide them especially well. Still, they aren't exactly advertised and it's assumed that if you're going there then you already know where it is.

Step 2: Accessing the target system

Bypassing authorization: Now you've found your target and located the access point(s). Now you have to get yourself authorized to go inside. Getting into the system is the real trick and this is where our chips start hitting the table.

Maybe you're doing a job for a disgruntled employee who's given you a proper authorization code or maybe your employer has some other way around. If not, then it's time to hack.

As explained in the Computer Progs section this is where your Access prog butts heads with the system's Authorization. You're probably directly aiding your computer during this part of the hack so both you and your computer would roll the dice. You roll Int+Tech Engineer/Hacking and your computer makes a Will+Hacking/Access. Compare whichever roll is higher versus the target system's Alert+Security/Authorization. If you score a Success then you're in, no sweat. Otherwise... well you had better hope the target system hasn't got an ICE prog standing by.

Now, you can attempt to bypass authorization as many times as you like until you succeed (or get bored), but bear in mind that this is typically the most crucial step in most hacking operations. A tripped Authorization program is usually designed to ring bells somewhere that a hacker is mucking about the place (although less secure systems don't bother to alert until the third or even fifth failed attempt). This may be an ICE prog, security programmers within the system itself or even a nice flashing alert notice at the local Federal Marshall's

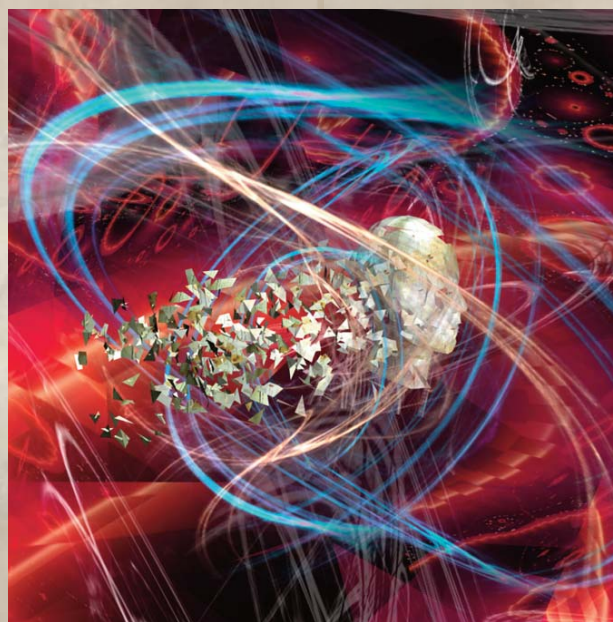
office. A failed attempt at bypassing Authorization on a hard target usually means it's time to log off for the day and hope your Stealth prog covered your tracks on your way over to the system. You did buy a Stealth prog didn't you? Good. I knew you were smart.

Step 3: Navigating the target system

Assuming we're in now and not getting beat over the head by the local Marshall or watching our 2,000 Credit computer go up in smoke, now it's time to find whatever it is we came here for.

Search: If we're looking for a specific file or

have a certain sub-system we want to mess around with then we have to find it. This Search usually utilizes your computer's Search prog and you might be aiding it as well. Normally, by this time, we haven't run into any trouble and can focus on one thing at a time. Still, it is conceivable that we're already in trouble and trying to do several things at once. Not to worry, searching a system isn't usually all that



difficult (assuming we know what we're looking for) and your computer can probably handle it while you're inflicting your Anti-virus on some Destroyer prog or running an ICE breaker.

Maybe we aren't looking to rifle through files or control a slave device. Maybe it's a specific user or his office computer we're looking for. Still, it's all the same and finding a user or specific subsystem (like an office computer, personal computer or whatever) is a search like any other. On the other hand, you should be aware that if the user is actually logged on at the moment and has any hacking skill at all, finding him without alerting him is going to be a might trickier.

Step 4: Doing the job

So, you're in and you've found what you're looking for. What to do now? Well, that depends on what you came here for.

Accessing file, records and logs: Assuming

you came to fiddle with a file or some sub-system then you must first access it. Many times this is practically automatic. Most systems don't bother encrypting the majority of the files inside their own system since they're almost all designed to be accessed easily in the first place. But, then again, we probably hacked this system to get at something particularly juicy, didn't we? It ain't likely they'll leave something that tempting lying around in the general files. This usually calls for an Access or Decryptor skill action. Your GM will set the difficulty of the encryption on the file.

System scan: One option to consider as soon as we get into the system is running a scan of the system. Here's the main use of the nice little Scanner prog you bought, it scans the whole system and lets you know just what it's got and what you should look out for. ICE progs, any users currently logged in, slave devices, sub-systems, the whole works. Your scanner prog is looking to find every nook and cranny of the place for you. On the other hand, letting your Scanner go hog wild in a system that you just hacked may not be a great idea. If there are security users looking for suspicious activity then you might as well wave your hands about and yell "ICE me!" Always have your Ninja and Stealth running when you let loose your Scanner.

Of course, accessing files isn't the only thing you can do once you get past the system's Authorization. Here's just a few other options....

Tracking a user: You can find and monitor a particular user, snatch couples of his inter-office emails and even tap his phone calls.

Transmitting files : One common hacking job is to access files from one department and transfer them to your employer in the other. Inter-office rivalry is quite the money maker.

Encrypting files: Ask yourself what happens when you let your d12+d2 Encryption prog loose on the system's operating program? There are corporation who pay dearly for the man-hours of work lost digging out something like that.

Controlling slave devices: Security monitors, coded doors, communications systems and even, in some cases, environmental controls.

All bow to the mighty Slavedriver prog. Great for running interference for the rest of your team when they break into Iskellian Technologies main offices or even simply terrorizing the employees.

Creating a backdoor: This is a nice one if you've found a particularly shiny system you intend to return to. Planting a backdoor with your Backdoor prog lets you return later with your very own Authorization-free access point. Better yet, copy your own Authorization to it for your very own secure entrance. Better hope no one does a hard system scan while you're gone, though...

Creating files/logs/records: Plant a prog of your own design to monitor a system or file and record everyone that accesses it. Bug an office phone and record message that go through. Heck, create a false log to throw your competition off. Better yet, plant a false system log framing that loud-mouth hacker down at Joe's Pool Hall for hacking in instead of you.

Deleting or altering files/logs/records: This one's pretty obvious. You did remember to change the logs showing "unknown user" accessing that digital file you sabotaged yesterday, didn't you? How about hacking the local Federal Marshall's system and erasing that arrest warrant that just went out?

Altering cortex logs: Here's an interesting one. What if the system you're hacking is the very same cortex node you're using? Eliminate all signs of your passing to keep Blue Sun from tracking down the kuangzhe de hundan who set off the main office's fire suppression system last night.



Craptech

By IntoTheBlack

“For every bit of technology that performs as well as expected, an’ everythin’ that’s shiny an’ futuristic, there’s always that bit of technology that’s seen better days, those utterly *go se* goods. If you want a piece of technology that’s a bit cheaper than usual, and are willing to take slightly less quality for the money, you can pick up a piece of craptech – something that doesn’t work quite properly, but is significantly cheaper.”

Craptech Categories

A - Increase weight by up to 25%; reduce ammo, battery life, or range by 25%. Subtract 0 to 10% from cost.

B - Increase weight by up to 50%; reduce ammo, battery life, or range by 50%; reduce damage or skill by one step. Subtract 10 to 25% from cost.

C - Increase weight by up to 100%; reduce ammo, battery life, or range by 75%; reduce damage or skill by two steps. Subtract 25 to 50% from cost.

D - Increase weight by up to 200%; reduce ammo, battery life, or range by 90%; reduce damage or skill by three steps. Subtract 50 to 75% from cost.

Multiple Craptech Mods: Subtract worst mod + 1/2 of each lesser mod to price, to a minimum price of 5%.

Sample

Frontier Shotgun: This double-barrelled shotgun is manufactured, if one could call it that, locally. Its biggest particular problem is its incredibly low ammo capacity; each barrel has but one shot, and after that, better hope you have something else to rely on. It is also particularly heavy (weight + 50%), and a little inaccurate (reduce skill by one step). This is a C mod and two B mods; the GM decrees that this totals to a 75% discount. You can buy your frontier shotgun for the low price of 12.5 credits at retail prices.

Ship Maintenance & Newtech/Craptech

Some people insist on lavishing their ship with the best care they can possibly afford – and maybe their luck is going particularly shiny. Others are truly desperate to keep their ship from breaking down, and aren’t too picky about how smooth things work as long as they do. This is meant to cover such situations.

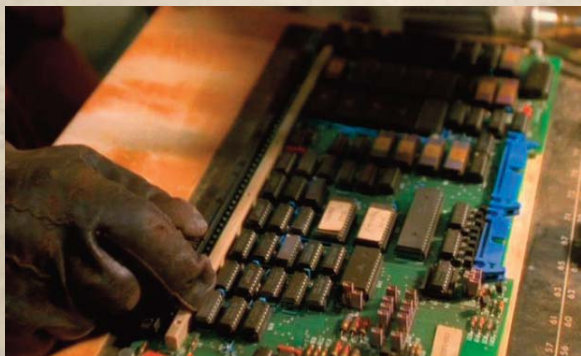
Newtech & Ship Maintenance: The best parts garner the best performance. If you consistently spend double the normal monthly





maintenance cost (after the mechanic's skill roll), for three consecutive months or from the time it was brand new, you can choose one attribute and declare that attribute to receive a +1 step Attribute bonus due to excellent maintenance and shiny parts. You can only take this bonus on one attribute, and you must continue to pay double the normal maintenance cost to keep it; if you miss a month of Newtech maintenance, you lose the bonus (and must provide Newtech maintenance for three months to re-acquire it.)

Craptech and Ship Maintenance: On the other hand, you get what you pay for. You can spend half or one quarter normal maintenance costs (after the mechanic's skill roll), if you feel lucky. (Maybe the mechanic forgot to inform you of his Botchiness?) If you spend half the normal maintenance cost, every other month, you must choose an Attribute; rolls made against this Attribute suffer a -1 step penalty. (If you spend one quarter the normal maintenance cost, this decision is made every month.) To negate the penalties, you



must pay in full for each month of maintenance where craptech was used (to replace all the less-than-wonderful parts you included.)

Example: Six Oh Six, a racing vessel owned by a private collector, is the recipient of Newtech maintenance, and has been since it left the shipyard. It is already blessed with a high Agility, and Agility is the focus of its improvements. The ship normally costs 400 credits per month to maintain, but to keep it in tip-top shape for asteroid-dodging (and get that +1 step Agility bonus) costs an average of 800 credits per month (or up to 1600 credits if the pit crew accidentally breaks the gyrorotation cuffs during service... er, Botches their roll.)

Example: Morrigan, a Firefly that is currently serving as a joyrider for a group of meddlesome folk, is in need of maintenance, but the captain is being particularly stingy (must be that cargo of livestock what died en route) and can't pay too much for parts. Rather than pay full price (320 credits) for this month's maintenance, he orders the mechanic to make do with 80 credits. The mechanic unhappily complies, and chooses to drop Strength by one step. For the next two months, things aren't going too smooth either, and with the budget crisis still looming, the captain only allows half the required amount (160 credits) per month for repairs: this time, Agility suffers. In order to replace these faulty parts, the captain would have to pay for three months' maintenance, in addition to any normal maintenance costs. Sometimes it don't pay to be cheap.

New Weapons & Ammo

By Sanmateo

This list is primarily an amalgam of several posts from the *Waves in the Black* community forum, *Scott Metz's* RPG site (all of whom deserve credit for some really nice work), as well as a whole lot of material we created for our own games.

BOWS	DAMAGE	RANGE (FEET) PB/S/M/L	MAX ROF (MAGAZINE)	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Bow (Longbow)	d4 W	10/70/140/210	1 (-)	6	6*	E
Crossbow (Mechanical)	d4 W	10/125/250/375	1/2 turns	8	13*	E
Crossbow (Powered)	d4 W	10/175/350/525	2 (6)	24	15*	C

* see description W = Wound Damage

Bows

Bow: As described on p.80 of the core rulebook. The bow's weight of 6 lbs includes the quiver and 20 arrows.

Crossbows: As described on p.80 of the core rulebook. The weight of these weapons includes the case with 20 bolts.

Newtech Powered Firearms

Powered firearms (x2 cost): Many guns in the 'Verse no longer use old-fashioned bullets with gunpowder and casings. Modern firearms are internally powered by a magnetic coil accelerator or comparable device, briefly emitting a faint, high-pitched whine after the safety is turned off. Powered firearms are more powerful and accurate, granting the shooter a +1 step skill bonus on the attack action. Since their bullets do not require jackets, powered firearms do not eject casings when fired. While no more expensive than traditional bullets, the special ammunition of powered

firearms is not interchangeable with standard firearms. Pistols, rifles and SMGs all come in powered versions. Old-fashioned mechanical firearms like revolvers and shotguns cannot be powered. Powered firearms cost twice as much as their standard counterparts.

Handguns

Belly gun: Little more than a fancy zip-gun firing shotgun shells, this bulky derringer-type pistol is great for the up close and personal wet

work but little else. Popular with shady types who want a powerful but concealable backup weapon.

Derringer: As described on p. 80 of the core rulebook. Derringers are exceptionally concealable (-1 step skill penalty on Perception checks to find).

Gasguns: A handheld gas projector, spraying a cone of condensed gas. Typical rounds fire a burst of gas with identical effects to gas grenades as presented in the core rulebook (pp. 80–81). The gas cloud created lingers in a rough cone, extending out to a 20' wide area 130' from the point of origin. Striking a specific target with the initial burst (and causing immediate stun damage rather than the residual effect of lingering in the gas) uses the range increment listed.

Laser Pistol: As described on p. 80 of the core rulebook. Although lightweight, laser pistols tend to be overly long, bulky, and somewhat difficult to conceal (+1 step skill bonus on Perception checks to find).

Machine Pistol: A compact autoloader pistol fed by an extended clip. It is capable of making burst attacks (p. 154), although it doesn't spray

HANDGUNS	DAMAGE	RANGE (FEET) PB/S/M/L	MAX ROF (MAGAZINE)	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Belly gun	d10 W	10/20/30/40	1 (2)	35	0.5	I
Derringer	d4 W	10/30/60/90	1 (2)	14	1	E
Gasgun	-	10/20/30/40	1 (3)	16	1	I
Laser Pistol	d10 W*	10/100/200/300	3 (10)	330	1.5	I
Machine Pistol (9mm/.45) P	d6 W	10/60/120/180	3 (15)*	36	4	E
Pistol, Light (9mm) P	d4 W	10/60/120/180	3 (8)	18	2	E
Pistol, Heavy (10mm) P	d6 W	10/70/140/210	3 (15)	27	3	E
Revolver, Light (.32-.38)	d6 W	10/50/100/150	2 (6)	16	2	E
Revolver, Heavy (.44-.50)	d8 W	10/60/120/180	2 (6/8)*	24/31	3	E

* see description W = Wound Damage P=Powered version available at x2 cost

bullets fast enough for autofire. Machine pistols are somewhat concealable (+1 step skill bonus on Perception checks to find).

Pistol, Light: The staple of gunfighters everywhere, light pistols include any smallish semiautomatic handgun. Light pistols are very concealable (no bonus on Perception checks to find).

Pistol, Heavy: The staple of more lethal gunfighters, heavy pistols include any largish semiautomatic handgun. Heavy pistols are somewhat concealable (+1 step skill bonus on Perception checks to find).

Revolver, Light: An old-fashioned handgun that operates with a hammer-and-cylinder mechanism, it never goes out of style due to its greater stopping power than the typical pistol. A revolver's magazine is a 'speed loader' ring fitted with six bullets that can be slapped quickly into the cylinder when empty, requiring 1 action just like changing a pistol's magazine. Light revolvers are very concealable (no bonus on Perception checks to find).

Revolver, Heavy: These old-fashioned hammer-and-cylinder handguns are bigger versions of their lighter cousins with even more stopping power. Heavy revolvers are reloaded with a 'speed loader' ring just like light revolvers. Heavy revolvers are somewhat concealable (+1 step skill bonus on Perception checks to find). Although most have a 6-round cylinder, some custom heavy revolvers feature an 8-round cylinder at the higher listed cost

Longarms

Assault Rifle, Light: A full-auto rifle frowned on by most authorities (except when they're the ones using them). Light assault rifles are long, typically require two hands to fire, and are usually impossible to conceal on a person.

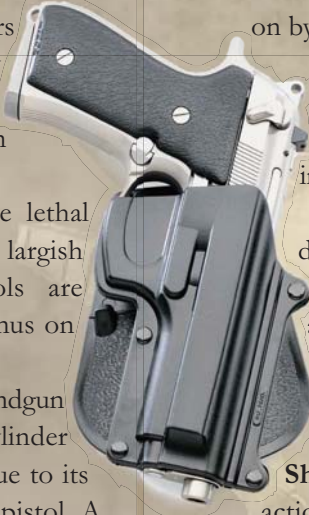
Assault Rifle, Heavy: An even deadlier full-auto rifle frowned on even more by most authorities. Heavy assault rifles are long, almost always require two hands to fire, and are impossible to conceal on a person.

Assault Rifle with Integral Shotgun: (see assault rifle and pump-action shotgun for individual stats) A standard assault rifle with integral shotgun. Switching between weapons is considered an action. However, cost listed in parentheses indicates a more integrated model designed to allow the wielder to switch between weapons without penalty.

Gasgun Rifle: Identical to the handheld gasgun but projects a more powerful burst of gas. Applies a +1 skill step bonus to attempts to strike specific targets with the initial burst and projects a gas cloud in a 30m/100 foot wide cone out to 60m/200 feet.

Rifle, Light: A long firearm that can be used for hunting or combat. Rifles are long, conspicuous, and impossible to conceal on a person. Light rifles may be equipped with a scope to increase range (see Heavy Rifle) at ×2 cost.

Rifle, Heavy: A long firearm used by those



LONGARMS	DAMAGE	RANGE (FEET) PB/S/M/L	MAX ROF (MAGAZINE)	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Assault Rifle, Light (5.56mm) P	d8 W	10/150/300/450	3 (30) †	60	9	I
Assault Rifle, Heavy (7.62mm) P	d8 W	10/200/400/600	3 (40) †	120	11	I
Assault Rifle, Light with integral shotgun	*	*	*	150 (500)	16	I
Assault Rifle, Heavy with integral shotgun	*	*	*	300 (900)	18	I
Gasgun rifles	*	10/20/30/40	1 (5)	60	10	I
Rifle, Heavy (.50) P	d8 W	10/250/500/750*	3 (20)	160	15	C
Rifle, Sonic	d8 S	10/15/30/45	2 (50)	140	6	I*
Shotgun, Double-barrelled	d10 W*	10/40/80/120	1 (2)	50	10	R
Shotgun, Pump-action	d10 W	10/40/80/120	2 (5)	50	8	R
Shotgun, Semiautomatic	d10 W	10/40/80/120	3 (10)	150	8	C
Shotgun, Automatic	d10 W	10/40/80/120	3 (10/30)	300	10	I
Shotgun, <i>Huo-lung</i> (Fire dragon)	D8 W*	10/20/30/40	2 (5)	200	10	I
Shotgun, Sawed-off	*	10/20/40/60	*	*	× 1/2	I
SMG, Light (9mm) P	d6 W	10/60/120/180	3 (35) †	40	6	I
SMG, Heavy (10mm) P	d8 W	10/90/180/270	3 (50) †	80	8	I
Zero/Low-G Shield Rifle	d8 W	10/175/350/525	3 (30)	250	15	I

* see description W = Wound Damage S=Stun Damage P=Powered version available at x2 cost †Can fire single shot, burst, or autofire

who prefer one shot, one kill. Heavy rifles are impossible to conceal on a person. When using the built-in sniper scope, the rifle's short, medium, and long ranges are multiplied by $\times 4$. However, the shooter has to spend at least one turn bracing the rifle and aiming (p. 153) before gaining the benefit of the scope on subsequent shots. The shooter must remain a stationary Easy target while continuing to use the scope.

Rifle, Sonic: As described on p. 81 of the core rulebook. Sonic rifles are more compact than their ballistic counterparts but are still rather difficult to conceal on a person (+3 step skill bonus on Perception checks to find).

Shotgun, Double-barrel: Two barrels of death. If the shooter fires both barrels at once at a target, treat the attack as a single shot and increase the damage by +1 step (to d12 W). Reloading a double-barrel shotgun takes 1 action. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Shotgun, Pump-action: The most popular shotgun out on the Rim. Reloading this kind of shotgun takes 1 action per 2 shells loaded. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Shotgun, Semiautomatic: A shotgun designed for serious combat duty. Reloading this kind of shotgun takes 1 action per 2 shells loaded. They are very difficult to conceal (+4 step skill bonus on Perception checks to find).

Shotgun, Automatic: A standard semi-automatic shotgun with full-auto modification. Can fire single-shot, three round burst or ten round full auto. Full auto fire requires a full clip, however, unless the 30 round drum cartridge is used.

Shotgun Huo-lung (Fire dragon): Pump action shotguns designed to fire *Dragon's Breath* rounds without a chance of ceasing to function (see Custom Ammo List, *Dragon's Breath* rounds for particulars).

Shotgun, Sawed-off: Any shotgun can be converted into a sawed-off 'hogleg' simply by cutting down the barrel. The sawed-off shotgun's short, medium, and long ranges are cut in half, but the weight is cut in half too and it now can be fired in one hand. Sawed-offs are also more concealable (+2 step skill bonus on Perception checks to find).

SMG, Light: Submachine guns are popular in

the criminal underworld. Light submachine guns are fairly compact and often have a reduced or folding stock. They can be fired in one hand in a pinch (and at a -2 step skill penalty). Light SMGs are still rather difficult to conceal on a person (+3 step skill bonus on Perception checks to find).

SMG, Heavy: Heavy submachine guns have a full stock and are closer in size to a rifle (like Jayne's gun shown on p. 68). They are more powerful but require two hands to fire



and are usually impossible to conceal on a person.

Zero/Low-G Shield Rifle (2W integral shield): A weapon designed specifically for zero-gravity and low-gravity combat. Includes an integral shield mounted on the barrel providing a nice 2W armor value against attacks (from the direction the wielder is aiming only, unfortunately). Also provides greatly reduced recoil, allowing three shots or bursts per turn without the additional penalties one would expect from firing a weapon in low gravity environments. Auto-fire, however, incurs dramatic penalties after the first burst (-2 skill step for second burst, -4 for third) in addition to standard action penalties.

This weapon, while illegal, is actually not that hard to find on the black market. Mass produced and distributed during the Unification War, it was nonetheless quickly replaced with a simpler design. Rather than destroy the decommissioned weapons, the Alliance military simply scrapped them as trash. Naturally they quickly found their way onto less reputable markets.

Heavy Weapons

Assault Rifle with Integral Grenade Launcher: (see assault rifle and grenade launcher for individual stats). A standard assault rifle with integral grenade launcher, allowing the firer to switch from rifle to launcher as a standard action. The cost presented in parentheses indicates a more integrated model designed to allow the wielder to use a thumb-switch controlling the action. This version is prohibitively expensive but allows the wielder to switch from rifle fire to grenade launcher without expending an action on it.

Grenade Launcher: As described on p. 80 of the core rulebook. These weapons are impossible to conceal on a person.

HEAVY WEAPONS	DAMAGE	RANGE (FEET) PB/S/M/L	MAX ROF (MAGAZINE)	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Assault Rifle, Light with integral grenade launcher	*	*	*	450 (1100)	32	I
Assault Rifle, Heavy with integral grenade launcher	*	*	*	700 (1800)	42	I
Grenade Launcher	*	10/40/80/120	1 (8)	106	12	I
Machine gun, Light	d8 W	10/200/500/700	3†† (60)	200	20	I
Machine gun, Heavy	d10 W	10/200/500/700	3†† (100)	450	30	I
Minigun, Man-portable	D8 W	10/150/300/450	5†† (100)	480	40	I
Personal anti-tank rifle	D6 W	10/200/400/600	2 (3)	520	55	I

* see description W = Wound Damage †† Autofire Only

Machine Gun, Light: Sacrificing portability and maneuverability, full machine guns gain greater durability, longer range and a larger magazine. These weapons are designed to deliver a large number of rounds downrange but generally require a tripod, bipod or a secure mount to fire effectively. Machine guns fired without proper bracing (hand-held machine guns, for example) suffer a range penalty one increment higher. Magazines are generally chain or drum-fed and can only be fired full-auto.

Machine Gun, Heavy: A heavier version of machine gun, it incurs the same penalties if fired without first being properly braced. Magazines are generally chain or drum-fed and can only be fired full-auto.

Minigun, Man-Portable: A drum-fed five-barrel minigun. Comes with sling to mount and fire from the hip, integral tripod and is capable of fire directly from the shoulder. Fires full-auto only, cannot fire standard bursts or single shots. Each full-auto burst uses ten rounds of ammo.

Personal Anti-Tank Rifle: A shotgun-design firing small but powerful anti-tank rockets. The rockets themselves are designed to eject from the rifle via a standard explosive charge and engage its rocket motor well clear of the gunner. Anti-tank rifles typically have optional laser guidance for more precise strikes, with the gunner himself acting as observer with the designator integral to the rifle barrel. These weapons (and their given stats) are

intended to operate at vehicle scale in combat. Antitank rockets for these weapons are typically kinetic, explosive or magnetic.

Explosives

Flak-Smoke Grenade: Like a standard smoke grenade, a flak-smoke grenade gives a +8 to attack difficulty but also applies this penalty to thermal, lowlight and other vision enhancing gear by producing a semi-solid pellets of hot, floating ash along with standard smoke. The especially thick smoke produced by a flak-smoker lasts twice as long as a standard smoke cloud and is more difficult to dissipate.

Fragmentation Grenade: The fragmentation grenade listed on p. 80 (Table 3-10) is a high explosive Newtech model produced exclusively for the Alliance military. It is extremely illegal in the hands of private citizens. There are plenty of old-fashioned basic grenades left over from the Unification War floating around the 'Verse (see Jayne's example on p. 155). They are less deadly, though still technically illegal for private citizens to possess.

Sticky Bombs/Grenade Modification: A Newtech modification for any individual grenade or standard explosive which triggers on release of the device (when thrown or launched) and allows the device to attach to the first object it touches.

The sheath applied to the explosive device is covered with a semi-solid plastic that, when activated, instantly becomes viscous and very sticky. Cannot be applied to grenade

EXPLOSIVES	DAMAGE	RANGE (FEET)	COST (CREDITS)	WEIGHT (POUNDS)	AVAIL
Flak-smoke Grenade	d4S	20	6	1	I
Frag Grenade (Newtech)	5d6 W	15	6	1	I
Frag Grenade (Basic)	3d6 W	5	1.8	1	I
Sticky bombs/grenade modification	—	—	4	—	I
Thermite Grenade	—	2	4	1	I
Tripwires/triggers	—	—	2	—	I
White Phosphorus Grenade	2d6B*	10	4	1	I

* see description B=Basic Damage S=Stun Damage W = Wound Damage

launcher ammo or other expelled rounds and is designed primarily for either thrown weapons or as a component for particularly nasty booby traps.

Thermite Grenades: Not an offensive weapon and does not burst but is rather designed to destroy enemy gear, vehicles, etc. One thermite grenade will burn a hole through a vehicle's engine or destroy a few crates of weapons in about a minute. The grenade, once ignited, burns so intensely that it will continue to burn underwater, until entirely consumed or until deprived of oxygen.

Tripwires/Triggers: A typical explosive trigger, usually activated by a standard tripwire or motion, sound or vibration sensors. As a Newtech version they are more durable, safer to install and slightly more discriminating.

White Phosphorus: An offensive burst weapon, burns with an intensity similar to a thermite grenade and designed both to injure enemy personnel and produce smoke cover. The smoke it produces is hotter than that of a typical smoke grenade and will rise relatively quickly into a column, especially outdoors, thus providing cover for only a short time. The burn damage of the grenade is especially dangerous as it is continual, applying each combat turn and gradually reducing by 2 points each turn.

For example: a target struck by a white phosphorus grenade for 6 points of damage in the first turn suffers 4 more points of damage the following turn and 2 after that. This damage continues each round unless the burns themselves are somehow smothered or otherwise extinguished. Armor effects on damage apply each round as well. White phosphorus grenades are not only illegal but extremely difficult to obtain as even the Alliance does not condone their use and does not employ them.

Hand-to-Hand Weapons

Bayonet: A combat knife designed to be



attached to the end of the barrel of a combat rifle. This permits the gun to be used like a spear in hand-to-hand combat without affecting its ability to shoot. Assault rifles are automatically equipped to receive a bayonet, but other long firearms need to be specially modified.

Bull Whip/Wire Whip: A favorite among slavers and ranchers. A whip is made from leather (most of the time) and is about 8–12ft in length. Any damage done by a whip is Stun, unless the whip has barbs on it or is made out of metal. Whips can also be used to disarm and trip people. To trip, the attacker follows the rules for grappling in the combat section of Chapter 5. To disarm, you must make a called shot using Agility + Strength (-1 step on both die) and the defender makes an Agility + Strength roll to defend himself with.

Gun Butt: A hand-to-hand weapon built into the back of every gun. Obviously, a blow from the butt of a rifle or shotgun hurts worse than getting pistol-whipped (hence the difference in damage).

Layer Blade: A layer blade is typically a double-edged blade about 16" in length and made of a sandwich of thin-film diamond between fillers of density-enhanced steel. It can only be manufactured in orbit (requires zero-g conditions) and its cost is prohibitive. Nonetheless it is popular with those who take their knife work seriously. It's extremely tough and can, given a wielder with appropriate upper body strength, can cut through solid metal. Layer blades are so sharp and durable that they ignore one point of armor.

Note that you can combine bullet types, as long as base damage die remains at d2 or higher, but all cost multipliers are cumulative.

HAND-TO-HAND	DAMAGE	COST (CREDITS)	WEIGHT (lbs)	AVAIL
Bayonet	d4 W	6	1	E
Bull Whip	d4 S	1	2	E
Gun Butt, Handgun	d2 B	—	—	As Gun
Gun Butt, Longarm	d4 B	—	—	As Gun
Layer Blade	d8 W*	50	1	I
Wire Whip	d2 W	2	2	E

* see description B=Basic Damage S=Stun Damage W = Wound Damage

CUSTOM FIREARM	COST	BASE	NOTES
AMMO	MULTIPLIER	DAMAGE	
Armor Piercer	x2	-1 step	Ignores half (round up) armor
Blanks	x0.5	*	*
Bronze FMJ	x5	+1 step	No other special effects
Cacophony	x5	-3 steps	Combined Tracer and Shrieker
Explosive	x25	*	*
Fragmentation	x5	*	*
Gas Puff	x10*	*	*
Gold	x25	-	Really Shiny!
Hollow Point	x2	+2 steps	Armor value doubled. No armor = -1W
Holy Cross	x2	-	No special effects
HP/AP	x5	+1 step	Ignores half armor (rounded down)
Incendiary	x5	-2 steps	*
Injector	x10*	*	*
Irradiated	x50	*	*
IR-Seeker	x25	-1 step	*
Rad Seeker	x25	-1 step	*
Rubber	x2	-	All but 1W converted to stun, after armor
Seeker	x25	-1 step	*
Shaped Charge	x25	*	*
Shrieker	x2	-2 steps	+2 steps to Alertness to hear bullet flight
Signal Seeker	x25	-1 step	*
Silver	x10	+1 step	Shiny!
Smoker	x5	-3 steps	5' smoke cloud (obscured vision), d3 turns
Subsonic	x5	-1 step	Range halved. -2 step Alertness to hear.
Target Rounds	x0.5	-1 step	Convert all damage to Base damage.
Titanium FMJ	x25	+2 step	No other special effects
Tracer	x2	-2steps	*
Tracker	x10	-2 steps	Emits trackable signal for up to 24 hours.

* see description

Ammunition

Custom Firearm Ammo

Armor-Piercer: Ignores half (round up) of any armor. Base damage -1 step.

Blanks: These rounds make noise, but do zero damage; if within 10 feet of target, target does take (base damage -2 steps) Stun damage, but that's about it.

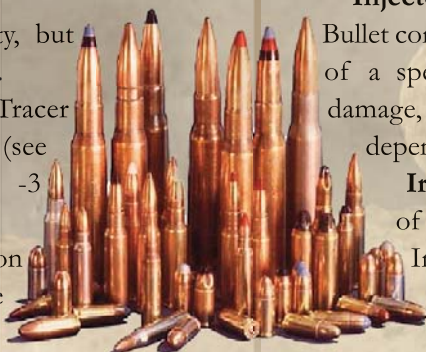
Bronze FMJ: Not pretty, but effective. Base damage +1 step.

Cacophony: Combined Tracer and Shrieker effects (see descriptions). Base damage -3 steps.

Explosive: Core explodes on impact; this inflicts (base damage -2 steps) W damage (armor protects) if no wounds were inflicted, or 3d(base damage -2 steps) W damage if any wounds occurred (and armor does not protect.)

Fragmentation: Explodes into shrapnel on impact. Inflicts (base damage -2 steps) extra damage if it wounds enemy, but targets with armor effectively gain 2W extra protection base damage.

Gas Puff [cost×10 + (drug cost per dose ×10)]: Round releases a brief cloud of gas that for one turn creates a 5 foot cloud of inhalant drug.



perversely popular sales item: bullets with the Holy Cross engraved on them. No special effects.

HP/AP: Ignores half (round down) of any armor. Base damage +1 step.

Incendiary: Round deforms on impact and releases white phosphorus, causing d6 W fire damage (-1 step per round, unless a fire starts.) Armor protects normally. Base damage -2 steps.

Injector [cost×10 (+ drug cost per dose)]: Bullet contains a tiny amount (one dose, usually) of a specific drug; if bullet inflicts wound damage, the drug is considered injected. LC depends on drug. Base damage -2 steps.

Irradiated: Very nasty bullets consisting of lead around a depleted-uranium core. Inflicts damage as per radiation exposure: a Resistance check for every minute the bullet remains in the victim, with a starting difficulty of Easy, and increasing by a cumulative +4 difficulty for each roll. Failed rolls while the bullet remains in the victim result in d2 S damage. After no further Stun can be taken, the character suffers both Wound and Shock damage until death. Removing the bullet quickly is generally recommended.

IR-Seeker: Gains +1 step bonus to hit warm objects (+2 step bonus to hit precise, intense heat sources, like an exhaust coil); -1 step penalty to hit

Precise effects depend on the drug; an Alertness + Discipline roll (Hard for a person hit by the round, Average for anyone else) allows you to take proper action (don't breathe, etc.) Base damage -3 steps. LC depends on drug.

Gold: These golden bullets look awful pretty. That's about it.

Hollow-Point: Armor protection doubled, targets without protection have 1W protection. Base damage +2 steps.

Holy Cross: A

anything that isn't warmer than the environment.
Base damage -1 step

Radseeker: Gains +1 step bonus to hit radioactive devices (+2 step bonus to hit precise points that are emitting radioactivity); -1 step penalty to hit anything else. Base damage -1 step.

Rubber: Non-lethal rounds for crowd control; all but 1 Wound from shot converted to Stun damage after armor.

Seeker: Gains +2 step bonus to hit if using Designator or firing at a target a previous Seeker has hit. -2 steps to hit if not using Designator and previous Seeker has missed. Seeker signals last 10 turns. Base damage -1 step.

Shaped Charge: Core is explosive, shooting a jet of molten metal forward; this inflicts 2d(base damage -2 steps) extra damage and ignores 4W of armor on a successful detonation. Must hit a hard target to detonate (strike 3W or more of armor, or inflict 5W or more damage.)

Shrieker: Round shrieks in flight, adding +2 Steps to hear its flight (if a roll is necessary at all.) Base damage -2 steps.

Signalseeker: Gains +1 step bonus to hit transmitting objects or people (+2 step bonus to hit transmitting devices directly); -1 step penalty to hit anything else. Base damage -1 step.

Silver: These silver bullets look awful pretty, and inflict +1 step damage as well due to their quality.

Smoker: Round releases thick smoke upon impact, obscuring vision within 5 feet for d3 turns. Autofire can create a powerful smoke screen. Base damage -3 steps.

“There’s people gonna die.”

— Jayne Cobb

Subsonic: Range increment halved, -2 step modifier to any Alertness rolls to notice shot. Base damage -1 step.

Target Rounds: These rounds are designed to mark up a target without causing much real damage. Damage converted to Basic, leaves a paint mark on impact. Base

damage -1 step.

Titanium FMJ: Incredibly strong, lightweight, and deadly. Base damage +2 steps.

Tracer: Round glows brightly in flight, adding +2 Steps to observe its flight (if a roll is necessary at all). When used to help aim, can add +1 or +2 steps at GM's option to future shots. May start fires if it hits flammables, also at GM's option. Base damage -2 steps.

Tracker: If bullet inflicts wound damage, or otherwise remains with target, it can be tracked with a signal tracker for up to 24 hours. Base damage -2 steps.

Custom Shotgun Ammo

Shotgun Slug: Converts a standard shotgun shell to a 'bullet' that can then be customized. Range increment $\times 10$. Base damage -1 step.

Buckshot: Regular, ordinary shotgun shells, these fire a spray of small projectiles that provide ideal damage for cutting through big game or for use in combat. +1 step to hit, but -1 step to base damage per range increment past Close.

Birdshot: A shell containing a multitude of small projectiles, ideal for hunting birds, but less so for killing people. Armor protection doubled (and targets without armor get 1W armor.) Base damage -1 step. +1 step to hit, but -1 step to base damage per range increment past Close.

Smallshot: A shell containing a multitude of tiny projectiles, good for target practice and very little else. Range increment halved, armor protection doubled (and targets without armor get 1W armor.) Base damage -2 steps. +1 step to hit, but -1 step to base damage per range increment past Close.

Flechette: Round fires a multitude of tiny darts. Range increment $\times 1.5$, armor protection doubled. Base damage +2 steps. +1 step to hit, but 1 step to base damage per range increment past Close.

CUSTOM SHOTGUN AMMO	COST MULTIPLIER	BASE DAMAGE	NOTES
Beanbag Shell	x5	-	Convert all but 1W to Stun, after armor
Birdshot	x0.75	*	*
Buckshot	x1	-	*
Canister	x2*	-3 steps	*
Dragon's Breath	x10	-1 step	*
Flashbang	x2 + 8cr	*	*
Flechette	x5	*	*
Rubber Pellet Shot	x2	*	*
Shotgun Slug	x2	-1 step	Range increment $\times 10$
Smallshot	x0.5	*	*
Teargas	x2 + 12cr	*	*

* see description



Beanbag Shell: Converts all but 1 Wound to Stun damage after armor.

Canister [cost $\times 2$ + (drug cost per dose $\times 10$): Fires a canister that releases a brief cloud of gas on impact, which creates a 5 foot cloud of inhalant drug. Precise effects depend on the drug; an Alertness + Discipline roll (Hard for a person hit by the round, Average for anyone else) allows you to take proper action (don't breathe, etc.) NBC masks generally protect against this effect. Base damage -3 steps.

Tear Gas: These canister rounds create a cloud of tear gas (2d6 Stun to anyone within 5 feet, 1d6

Stun to anyone within ten feet); anyone within this cloud also is at an effective -2 steps to all Attributes if they breathe in the cloud or have their eyes open. An NBC mask protects against this effect.

Flashbang: These rounds explode with effects similar to a flashbang grenade, but in a much smaller package. Everyone within five feet of the impact of a flashbang round takes d6 B damage, and everyone within 10 feet is automatically stunned for one turn, and must make a Survival roll against a difficulty of 11 or be stunned for 2d6 more turns. (Complete ear and eye protection gives a +2 step Vitality bonus to this roll.)

Dragon's Breath: A shell loaded with exothermic metals that sends an enormous gout of flame forward when fired. Range increment $\times 10$, Base damage -1 step, inflicts Burn damage and is likely to start fires on any flammable object in range. Weapon has a 1 in d4 chance of immediately ceasing to function (may be more or less depending on reliability of weapon, if notable).

Rubber Pellet Shell: Fires a burst of rubber pellets; all but 1 Wound converted to Stun damage after armor. +1 step to hit, but -1 step to base damage per range increment past Close.

Ammo for Gasguns

The typical load for a gasgun is

Jayne: "Six men came to kill me one time...
...and best of them carried this. It's a Callahan full-bore autolock. Customised trigger, double cartridge thorough-gauge. It is my very favourite gun."

Mal: "You offerin' me a trade?"

Jayne: "A trade? Hell it's theft. This is the best damn gun made by man. It has extreme sentimental value. It's miles more worthy than what you got."

Mal: "What I got? She has a name."

Jayne: "So does this. I call it Vera."

Callahan's
Autolock
2

three shot canister of knock-out gas (see the gas grenade, pp. 80–81 of the core rulebook) but other canisters are available, each holding three ‘shots’. There are other loads that are available, however.

Adhesive: These loads contain a powerful industrial glue, instantly adhesive with a low viscosity. Such adhesives retain their adherence until completely dried, which typically takes two to three minutes. The adhesive gasgun load is most effective when fired at the feet of the target, forcing a Hard Strength check to avoid immobilization for the turn. An equally powerful solvent will cut through such an adhesive in one or two turns.

Aerosols: Aerosol loads are intended for use in reducing laser attacks or detecting laser tripwires in the area. The resulting aerosol cloud will cover the area of the gasgun's effective range (20 feet × 40 feet). An aerosol cloud of this kind acts as 1W armor against laser attacks, with two or more clouds between the attacker and the target adding cumulative protection.

Biotoxin: A biotoxin is a natural, organic toxin such as that found in certain shellfish or plants. Most biotoxins are most effective when absorbed directly into the skin and the addition of dimethyl sulfoxide accomplishes this, as well as hastening the biotoxin's effects on the target's system. Biotoxin charges for gasguns are available on the black market in three varieties (for simplicity's sake, you can of course add more of your own). Type I: Hard, 2d4 Stun; Type II: Hard, 2d4 Wound; Type III: Formidable 2d6 Wound.

The target, if caught in the Biotoxin cloud, makes a Resistance check with the difficulty depending on the biotoxin type. Failure results in full damage taken; Success reduce damage by half and Extraordinary success reduces damage to 1 (either Stun or Wound, depending on the type). If

GASGUN AMMO	COST (CREDITS)	AVAIL
Adhesive	3	E
Aerosols	1	E
Biotoxin, Type I	22	I
Biotoxin, Type II	50	I
Biotoxin, Type III	120	I
Chemical/Blister	35	I
Drug	*	*

* see description

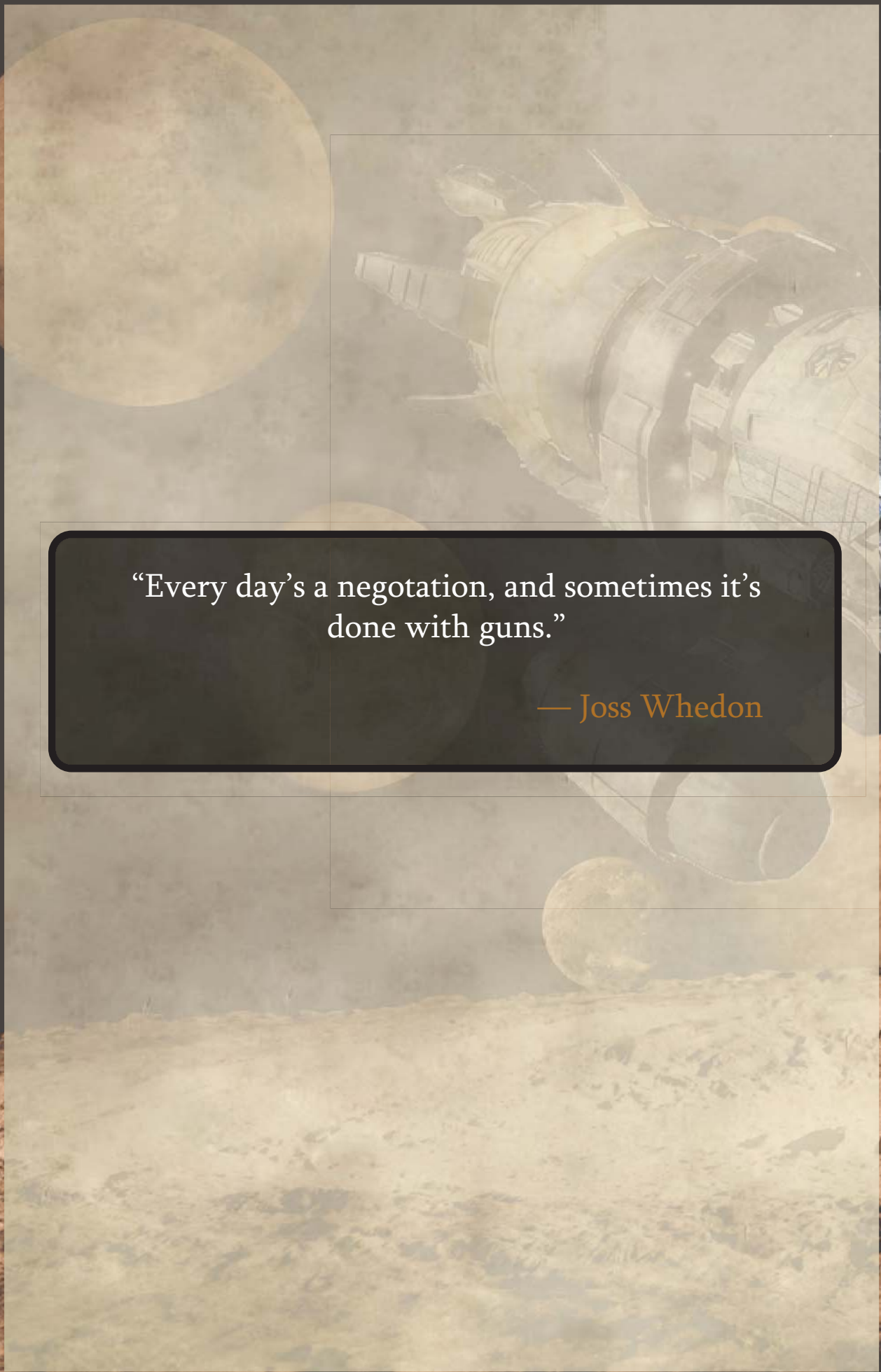
rendered unconscious, the victim takes the remainder of the damage in Shock points.

Chemical/Blister & Blood Agents: Unlike biotoxins (see above) blood agents are designed to kill, though they generally require inhalation rather than simple skin contact. Holding your breath and closing your eyes works well enough if you don't have a gas mask or similar protection but open sores or wounds (or open eyes, for that matter) will allow the poison to enter your system at half effect.

Blister agents, however, only require skin contact and will take full effect on anyone not properly protected. Both agents will render their effects each round the victim stays within the cloud (or until they are wise enough to leave) doing 2d6 Wound damage. A Successful Formidable Resistance check reduces the damage by half and an Extraordinary Success reduces it to 2W (the minimum).

Drug [Cost (each): ×2 specific drug cost (×3 for dermal delivery); Availability: Varies]: The most common form of gasgun load are various drugs, usually sedatives. Targets are allowed a Resistance check to reduce or eliminate the effects of inhaled drugs with difficulty depending on the drug itself. Skin contact (dermal delivery) forms of drug gasgun loads should, however, be harder to resist, increasing the difficulty one step in most cases.





“Every day’s a negotiation, and sometimes it’s
done with guns.”

— Joss Whedon

Ship Traits

This is Lurker709's compilation of the Ship Traits found in various threads on *Waves in the Black*.

Assets

Armed & Dexterous [Minor/Major]

By Psyckosama

Your boat is armed, literally. Manipulator arms on spacecraft are a long standing tradition. They can be used to load and unload cargo, move objects in space, assist in macro construction projects, or even retrieve wayward crewmembers who forgot to tie down during an EVA. Recently though, since the disarmament of the rim after the U-War, manipulator arms are beginning to see use as weapons. Both Reavers and Pirate Tongs use them to literally grapple with other ships in the black,

physically damaging systems in space borne hand to hand combat and latching on and forcing dock.

Benefit: Most manipulator arms lack fine manipulators, meaning that any delicate tasks are beyond their abilities; they suffer a -4 step Skill Penalty when attempting them. However, some arms are designed to take delicate work into account, and have dexterous manipulators and special mounts for tools — specifically, those arms on a ship with this Asset. When a ship is Armed and Dexterous, using the manipulator arms offers no penalty when attempting delicate work as they're built for it.

Big Honkin' Space Guns [Minor/Major]

By Psyckosama

Your vehicle is designed to mount weapons that are way too big for its britches.

Benefit: Because of its heavily reinforced

Assets

ARMED & DEXTROUS [MINOR/MAJOR]

BIG HONKIN' SPACE GUNS [MINOR]

BRAND SPANKIN' NEW [MINOR]

COMFY [MINOR]

COMPACT SYSTEMS DESIGN [MINOR]

DEADEYE TARGETING SYSTEM [MINOR/MAJOR]

FUEL EFFICIENT* [MINOR]

GOT IT WHERE IT COUNTS [MINOR/MAJOR]

HEAVY FRAME/MILITARY CONSTRUCTION [MINOR/MAJOR]

JURY RIGGED/NO FACTORY PARTS [MINOR/MAJOR]

MOBILE, BARELY [MINOR]

MULTI ENVIRONMENT [MINOR/MAJOR]

ONE OF A KIND [MINOR/MAJOR]

RESPONSIVE [MINOR/MAJOR]

RUGGED TAKE-OFF/LANDING [MINOR/MAJOR]

SPONSOR [MINOR]

STEALTHY [MINOR/MAJOR]

STRONG AS AN OX [MINOR]

TANDEM [MINOR/MAJOR]

VARIABLE THROTTLE [MAJOR]

Complications

BULKY SYSTEMS DESIGN [MINOR]

CONSPICUOUS [MINOR/MAJOR]

CORTEX BRANDED [MINOR/MAJOR]

EXPENDABLE [MINOR/MAJOR]

EXPLOITABLE FLAW [MINOR/MAJOR]

GAZ GUZZLER* [MINOR]

HAUNTED [MINOR/MAJOR]

JURY RIGGED [MINOR/MAJOR]

LAUNCHPAD PRINCESS [MINOR/MAJOR]

LIGHT FRAME/FLIMSY [MINOR/MAJOR]

NON-ATMOSPHERIC [MAJOR]

PULLS TO THE RIGHT/LEFT/UP/DOWN [MINOR]

SADISTIC SPONSOR [MINOR]

SLUGGISH [MINOR]

SPACE SICK [MINOR]

TIGHT DESIGN [MINOR/MAJOR]

TOTALED [MINOR/MAJOR]

ROUGH TAKE-OFF/LANDING [MINOR/MAJOR]

* This is an update of the original version.

mounts, recoil absorbers, and stabilization rigs, it can be armed outside its regular size category without ill effect. If you're using the optional 'capitol' scale to mount a capitol scale weapon on a vehicle you'll just have to take it twice.

Brand Spankin' New [Minor]

By Vadia

The ship is so new that it barely needs maintenance or the attention of an Engineer.

Benefit: For the first year it will give +2 step to maintenance and for the next two +1 then this trait goes away. Additionally maintenance costs are a quarter less. Due to the nature of this asset it may not count against one in complications, although it may just come in the price tag of a brand spankin' new vehicle.

Comfy [Minor]

By Vadia

The ship feels comfortable.

Benefit: Whether it means that it's as smooth as flying in your dreams, or the subtle vibration feels like an expert masseuse, or the lighting is just right, or the décor downright luxurious, but something about this ship just feels right for passengers. Be sure to charge them that bit more, too.

Compact Systems Design [Minor]

By Oneneoeno

The hull, life support, bridge, sensors, or some combination of the above use newtech, less bulky equipment than normal. They require less space than might otherwise be the case.

Benefit: Effect is to have -5% of the ship's tonnage devoted to hull and vital systems. For example, a Str d8 ship must normally devote 22% of its tonnage to hull and vital systems. With this trait, it only devotes 17% to them.

Deadeye Targeting System [Minor/Major]

By Old Sarge

You've got some shiny infrared and radar sensors tied into a fancy fire-control computer that calculates ranges, trajectories, and how much lead to give the bad guy.

Benefit: As a minor asset, you gain a 2-step bonus to aim one of your ship's weapon systems.

As a major asset, all of your ship's weapons receive the bonus.

Note: If you decide to allow this asset in your campaign, most all Alliance warships should have it. That could mean adjusting all of their complexity levels, price, and maintenance costs, but personally, I'd just give 'em the bonus and forge ahead. The Alliance is going to pay whatever price they have to if it'll keep their ships at the top of the heap.

Fuel Efficient [Minor] (Alternate Version)

By Just Another Product

Through a miracle of good design or dumb luck, the boat doesn't burn fuel as fast as most its size.

Benefit:

- Tiny ships (of size d2; 10–25 tons [shuttles] & 25–100 tons [vessels]) receive x2 or double the listed fuel.
- Small ships (of size d4; 100–1K tons) receive x1.5 or half again the listed fuel economy.
- Mid-bulk ships (of size d6; 1K–10K tons) receive x1.3(33) or a third again the listed fuel economy.
- Large ships (of size d8; 10K–100K tons) receive x1.25 or a quarter again the listed fuel economy.
- Huge ships (of size d10; 100K–1M tons) receive x1.2 or a fifth again the listed fuel economy.
- Gargantuan (size d12; 1M–10M tons) receive x1.16(66) or a sixth again the listed fuel economy.
- An Ark Ship (size d12+; 10M–25M tons) receive x1.1 or a tenth again (what would be) the listed fuel.

Got It Where It Counts [Minor/Major]

By Corran950

The ship never lets you down when you truly need it to do some thrilling heroics.

Benefit: Once per session, you may re-roll any one piloting action except Botches. As a Major trait you gain an additional re-roll (twice per session), including Botch results.

Note: Any roll, including those using Plot Points, can be re-rolled with this trait.

Heavy Frame/Military Construction [Minor/Major]

By Psyckosama

Heavy Framed ships include the likes of heavy cargo hauler, paramilitary patrol ship and other

such craft that require more durability than your average boat. Because of this, these ships are constructed to take stresses that most are incapable of withstanding.

Vehicles with Military Construction are full fledged warships, and in addition to having heavier, more durable frames also include additional survival tricks such as armor plates over critical systems, reinforced bracing, advanced composites, to allow them to survive in heavy combat.

Benefit: Vehicles with a Heavy Frame (Minor) have 50% more Life Points than normal, while vehicles with Military Construction (Major) have twice the normal amount of Life Points, rounding up.

Jury-Rigged/No Factory Parts [Minor/Major]

By Topher-Feyd

All ships in the 'Verse that fly have parts, whether it is a primary buffer panel or a converter, most ships use specific parts made by specific companies. Other ships are jury-rigged using whatever craptech is to hand. This dangerous asset means that your ship is put together with parts that are not factory original. The entire ship may be a Frankensteined jumble, or perhaps just one system like the engines is the 'benefactor'. The advantage to this is that your ship can more easily be repaired as it doesn't need specific parts from specific companies. The downside to this is that the ship is sometimes held together by little more than gum and a prayer. Sometimes it can get cantankerous and blow up.

Benefit: As a Minor asset a specific system of the ship is jury-rigged providing a +2 step on repair rolls as well as a 25% price break on repairs. Once per session a Vitality + Willpower check (versus an Average Diff) on the system is to be rolled to see if the system is working.

As a Major asset the entire ship is comprised of jury-rigged parts providing a +4 step on repair rolls as well as a 50% price break on repairs. Twice per session, a Vitality + Willpower (Average Diff) check on the ship should be made to see if the ship will fly.

Mobile, Barely [Major]

By Just Another Product

Your space-station comes equipped with directional/motivational thrusters such as reaction pods.

Benefit: The reaction pods allow it to move at a speed class of 1.

Note: For Station Scale, a d0 sized station equals a d12 sized ship.

Multi-Environment [Minor/Major]

By Corran950

Everybody in the 'Verse knows that a spaceship can travel in the black as well as in atmo. But this is for craft that defy the typical mold for a spaceship.

Benefit: This trait, when applied to a vessel, gives it the ability to land and survive in specific environments normally not suitable for that type of vessel. As a major trait this is extended to being able to travel in/on that environment. Additionally it costs 5% total weight of vessel for specialised



drive systems. GM has final say in the feasibility of the combination. Examples: a starship capable of landing/traveling in water, a starship landing near lava, a ground vehicle going underwater.

One of a Kind [Minor/Major]

By Donovan Sunrider

This model of ship is very, very rare. Although there are some problems with travelling in such a rare vessel, like finding replacement parts (“...what do you mean you've never heard of a 42A3 Gravitonic Module?”), the big benefit is that no one has any idea what your ship can do. “Is that a cargo hatch or a torpedo bay opening?”

As a minor trait production runs were between 5 and 20. As a major trait this vessel is quite literally one of a kind. The only one in the 'Verse, flying or mothballed.

Benefit: At the minor level, anyone attempting to exploit the known features or abilities of this ship design receives a -2 step Skill penalty to his action. At the major level, anyone trying to determine features and abilities of the ship are at a -4 step Skill penalty. By spending Plot Points, the Captain/Owner can increase the likelihood that the one-of-a-kind ship is misidentified as something else.

Note: Given the unique appearance of the craft, it is recommended that this should be used with the trait Memorable.

Responsive [Minor/Major]

By Corran950

Your ship has a particular environment that it handles well in. Ships with this trait were either built with that in mind or had modifications added to cause it.

Benefit: When selecting this trait pick one of the following environments (land, sea, atmosphere, space). When the craft is in said environment increase its agility by +2 Steps. As a Major Trait, you get more for your Plot Points for piloting the craft. Whenever you use PP for controlling the craft, count the total PP as 2 higher.

Rugged Takeoff/Landing [Minor/Major]

By Paladin-6

When most ships need a suitable landing field they must pay to use the facilities of a starport, or at least find a large piece of level ground with no

obstructions nearby. However some ships, such as the rugged little Fireflys, are capable of landing almost anywhere, even on a cow pasture or playing field, allowing them to service even austere outposts. This has made them popular with military forces, smugglers, or others who desire to fly out to small Rim communities.

Benefit: As a minor Trait, the ship gains a +2 step Strength Attribute bonus whenever you roll to resist damage from a bad landing or takeoff. As a major Asset, the bonus increases to +4 steps.

Sponsor [Minor]

By DaltonSpence

You aren't quite an independent operator, but you get a steady paycheck and the boss pretty much leaves you be as long as you get the job done. You even get full reimbursement for expenses as long as you can produce a receipt. Sure, you pretty much have to take the jobs you're given (at least if you want to keep the benefits of your position), but security can be a good thing and at least you don't have to go hunting for work just to make ends meet. Plus it's always gratifying to see folk sit up and take notice when you tell them who you're working for. (This trait is only available with GM approval.)

Benefit: You have a steady gig, either for the government, a corp, a guild, a gang or some apparently humanitarian organization. You share your sponsor's reputation (for good and ill), and don't have to worry about money too much. In the Core, all legitimate expenses can be paid directly from the sponsor's credit account. Elsewhere, a bankroll will be provided sufficient to meet anticipated needs. For every session you successfully look after your sponsor's interests, the GM will award plot points. The following traits may be inherited from your sponsor, and while they still have separate point costs (and values), they will not count towards your total number of Assets or Complications; Friends in High (or Low) Places, Good Name, Military Rank*, Religiosity (Major)*, Registered Companion*, Wears a Badge*, Branded, Deadly Enemy, and Memorable (a visible symbol of the sponsorship must be displayed at all times).

**Note:* These traits represent professions that automatically define the identity of the sponsor, and are mutually exclusive.

A ship with a sponsor is either wholly owned by them (not the crew or the captain) or under a 'bare

bones' charter, and all maintenance and fuel costs will be paid by the sponsor while it remains in their service. At least one person on board (usually the captain) should also have this trait in order to look out for the sponsor's interests.

Stealthy [Minor/Major]

By Old Sarge

Your ship is hard for sensors to detect when you switch off your transponder, navsats, comms, and pulse beacon.

Benefit: If you're using skills to avoid detection, receive a two-step bonus (3 step for Major). If you're just passively floating there and hoping to avoid notice by doing nothing, the other guys take a two-step penalty (3 step Major) to their rolls to pick you up. Major Stealth is only seen in classified military vessels.

Strong As An Ox [Minor]

By Lynn LeFey

This asset allows a ship to haul cargo well beyond its normal capacity, at the cost of speed.

Benefit: Doubling cargo cuts speed in half, quadrupling cargo cuts speed to 1/4, etc. So, a speed 8 ship could carry 8 times its normal load limit, reducing the ship to speed 1. Full burn is not possible while carrying more than the ship's normal load limit.

This asset is meant to represent relatively small ships that move enormous masses, such as tugs, salvage ships, asteroid wranglers, etc. The cargo beyond normal load limits are usually external loads.

Tandem [Minor/Major]

By Just Another Product

Currently it is assumed that either the ship is on auto pilot, with the nav-computer doing all the work, or the ship is on manual control with the pilot doin' the flying. This trait allows the nav-computer to remain online, whilst still deferring to the pilot's manual control and allows the pilot to defer to the computer if the computer's course is actually better. Moreover, the pilot's navigation and the ship's auto-nav skill can be used via the aid one another action, as if they were two characters working together.



Benefit: At Minor, the ship and the pilot can each roll for navigation (or whatever else, evasive maneuvers etc.) and the higher of the two outcomes is the one used to determine the success of the roll. At major, the pilot and the computer each roll and the sum of the two rolls is result of the check.

Variable Throttle [Major]

By JustAnotherProduct

Currently if you have Slow Throttle (Minor), your hard burn is +1, with no throttle trait it is +2, with Fast Throttle (Minor) it is +3, and with Fast Throttle (Major) +4. At all four possible speed bonuses the increase to fuel economy is +50%; and the current rules assume you either are at cruising velocity or at your ship's maximum speed (and over the top stress endurance levels) while at hard burn. This trait allows the ship to permanently trade out some fuel economy for the ability to burn across a spectrum of 'in excess of cruising velocity' speeds.

Benefit: When engaging Hard-Burn, you may, as the situation demands, choose for the ship to burn at either:

- Cruising velocity +1 at a +20% fuel economy, also requires success at an average stress endurance roll.
- Cruising velocity +2 at a +25% fuel economy, also requires success at an hard stress endurance roll.
- Cruising velocity +3 at a +33% fuel economy, also requires success at a formidable stress endurance roll.
- Cruising velocity +4 at a +50% fuel economy, also requires success at a heroic stress endurance

roll.

The engine modifications necessary to allow for this variability also permanently increase your cruising velocity's fuel economy by +16%, and regular (at GM's discretion) easy stress checks to maintain because the equipment is more prone to the typical stresses than your standard engine. In effect, your cruising velocity counts as Hard-Burn +0.

Complications

Bulky Systems Design [Minor]

By Oneneoeno

The hull, life support, bridge, sensors, or some combination of the above use older, bulkier equipment than is normal. They require more space than might otherwise be the case, but they are easier and cheaper to maintain.

Penalty: +5% to ship tonnage devoted to hull and vital systems. For example, a Str d8 ship must normally devote 22% of its tonnage to hull and vital systems. With this trait, it must devote 27% to them.

Conspicuous [Minor/Major]

By Lurker709

The ship has an abnormally large sensor footprint for its size making it easier to lock on and target.

Penalty: Folk hunting it gain a two step bonus for picking you up out of the background noise.

Cortex Branded [Minor/Major]

By Romnipotent

Cortex Branded is the opposite of a spectre. This ship gets harassed by Alliance and/or other factions at every turn. Although no longer owned or run by any of the original crew, it retains its notorious reputation and is a continuous goad to those who have run afoul of it before.

Penalty: No matter how much the crew tries to change the ship's identity, its distinctive history haunts the crew on every job, in any big port, and with hassle by Alliance patrols who want to check their IDs every single time.

Expendable [Minor/Major]

By Dawg180

This vessel was designed for a 'one way journey' or 'one shot' use and not for constant long term

operation or re-use after it has served its purpose, as many of the components are consumed during use (i.e. ablative heat shields for a one-time atmo entry) or are built for compactness instead of ease of replacement (i.e. hardcoded, dedicated processor boards are installed and then hull plating is welded over them). The vessel requires no maintenance when mothballed/not in operation, but once activated, it has a limited lifespan.

Penalty: As a Minor trait the vessel can last up to 6 months without maintenance, but thereafter requires monthly maintenance starting at a difficult (11) and stepping up one difficulty level every month thereafter. Failure of a maintenance roll means the vessel is, or the malfunctioning systems are, beyond repair and it is essentially salvage at that point, or that the character will have to spend a great deal of time and money tracking down the proper parts. An example of this would be the Bumblebee Homesteader.

As a Major trait, the vessel is only meant for a very short term operational duration (a week to a month) and uses up most its components in operation. An example of this would be a lifeboat or escape pod, with nonreplenishable solid rocket boosters/braking jets, long life power cells that aren't rechargeable, an ablative heat shield that burns away during atmo entry, and a parachute that deploys but is not easily repacked.

These vessels have significant cost savings: a 1/3 cost reduction for Minor and a 2/3 cost reduction for Major trait.

Exploitable Flaw [Minor/Major]

By Psyckosama

This ship has a weak spot. One that if exploited could be a major threat to the ship.

Penalty: As a minor complication, exploiting it would allow the first attack to hit the weak spot to do ten times its normal damage, disable a critical system, or inconvenience the crew in some other especially obnoxious fashion. An example is the flawed engine design on Tohoku class Cruisers.

As a major complication, the design flaw is especially critical and if exploited could lead to all kinds of unpleasantness, from disabling it outright, to doing 100 times the normal damage, or even to instantly killing the ship (which in most cases is the same as 100x damage).

Gas Guzzler [Minor] (Alternative Version)

By JustAnotherProduct

The boat just ain't economical when it comes to fuel, and either needs larger tanks or more regular trips to a refueling station.

Penalty:

- Tiny ships (of size d2; 10–25 tons [shuttles] & 25–100 tons [vessels]) receive 90% of the listed fuel.
- Small ships (of size d4; 100–1K tons) receive 84.4(44)% of the listed fuel economy.
- Mid-bulk ships (of size d6; 1K–10K tons) receive 80% of the listed fuel economy.
- Large ships (of size d8; 10K–100K tons) receive 75% of the listed fuel economy.
- Huge ships (of size d10; 100K–1M tons) receive 66.6(66)% of the listed fuel economy.
- Gargantuan (size d12; 1M–10M tons) receive 50% of the listed fuel economy.
- An Ark Ship (size d12+; 10M–25M tons) require twice the fuel to obtain (what would be) listed fuel.

Haunted [Major/Minor]

By Romnipotent

The ship is haunted. Whether some malevolent hacker has installed a worm to torment passengers, or the ship is indeed haunted by some poltergeist, the ship has that eerie feeling at night and an inexplicable ability to do stuff when there's no reason for it. If the ghost is friendly then the ship must previously have had the 'Loved' trait. Still, superstitious folk won't fly on something with a haunted rep. Readers on board these vessels will experience nightmares or dreams about the old crew.

Penalty: As a Minor complication the ship has quirks, a number of them: inexplicable sounds at night, small things moving about harmlessly, doors opening and closing randomly. Maybe the water in the sink turns red like blood. These are little things to make the crew uncomfortable. As a Major complication the ship is out to irk its passengers! The pipes groan in agony and fear, the alarms go off for no reason, lights flicker at inappropriate times, voices can be heard.

These modifiers effect the trait cost:

Helpful (+2): The ship has a friendly resident 'geist. The ship has 8 skill points towards beneficial programs, life support, scanners, and the like that

operate to assist the crew without them knowing. The crew cannot use these skills directly, it just happens that the ship may pick up something and assist the crew.

Friendly (+4, does not stack with Helpful): The ship's resident spirit is friendly to the crew, whether they're aware of it or not (readers can attempt to find out about the ship's somewhat haunted nature). The ship usually takes on the personality of the previous captain, if the captain was belligerent then so is the ship, or it may be protective. Either way the ship still attempts self preservation.

The ship becomes more like a character, with 20 points to spend on a separate 'character' for the ship, using only mental stats, and 40pts for skills. The ship may attempt to communicate with the crew if it makes a heroic Will+Influence check. Often the ship revises flight paths, keeps an eye on the crew, and assists crew with diagnosis checks.

Sometimes the ship is only Helpful/Friendly to the owners'/captain's descendants, reducing the costs by 2 to both, essentially making the ship spiteful to others.

Spiteful (-2): The poltergeist will harm the crew, not setting out to do so, but acting more problematic as if it was hooked on many things. A crew on a spiteful ship will often abandon running it as costs rise and that eerie feeling lingers. The occurrence of hauntings and such is more rampant and the ship eventually makes a contested willpower roll with the current captain or a crew member; if the ship wins the crewmember has a nightmare, the topic of which is "Get off me!"

Vengeful (-4): May Buddha take pity on the souls of a vengeful ship. If the captain has been shot by pirates and somehow come to haunt that ship, he may very well wish ill will to everyone on that vessel. The ship assaults the minds of its captors while they sleep and while awake. When awake the ship will do its best to make the crew uncomfortable, screams on the PAs, doors going haywire, and if so sadistic will attempt to blow the air locks and kill those inside it. The ship may even flood the bathroom so when you open the door a wave of red, blood-like coolant washes over you. A reader will certainly pick up on an angry force, as will less gifted empaths.

Jury Rigged [Major/Minor]

By mcellis

Your ship is held together by little more than duct tape, bailing wire and positive thinking. Scrapped parts fitted together from a dozen different ships make up your engine, the computer core is made of three different computers and two operating systems, and even your own navcomp says the ship won't get off the ground. Prospective passengers assume the interior was rigged up by terrifying space monkeys. This is not to say that your ship isn't fast or packed with all sorts of extras, just that its systems are a bit more highly tuned and delicate than the factory approved specifications. Or perhaps you're just too cheap to pay for proper repairs and constantly tell your engineer to, "Just fix it!" Either way when a system fails, it fails big time.

Penalty: With the Minor Complication the GM can force a re-roll of any ship-related action once per session and take the lowest of the two results. With the Major trait, you will have to re-roll two actions per session.

Launchpad Princess [Minor/Major]

By Old Sarge

There are many ships in the 'Verse designed to serve specialized roles where every last bit of performance counts. So sometimes systems normally considered important are sacrificed. Maybe the idea was to give you an extra edge in combat or hit the finish line first. Either way winning counts more than making an easy landing.

Penalty: As a minor complication, the ship receives a -2 step Attribute penalty to Agility when making takeoff and landing rolls in austere locations. As a major Complication, the ship takes an additional -4 step Attribute penalty for Strength when trying to resist damage from landing without extensive support equipment.

For this trait I figure the -2 Agility penalty applies to both major and minor versions. But under the major version I added the strength based penalty because even a 'good' landing (without the mentioned support equipment) would at best be a well controlled crash.

Light Frame/Flimsy [Minor/Major]

By Psykosama

Light framed ships for some reason have a less



durable hull than most vehicles their size. This is very common in light duty and high performance vehicles which sacrifice durability for reduced costs or agility, though it might be just because the ship was built using substandard materials. Flimsy vehicles go a step further. This is common among dedicated racing and stunt vehicles which sacrifice all for quickness, one shot vehicles which do not have to withstand the rigors of reuse, or the cheapest, most substandard of vehicles.

Penalty: Vehicles with Light Frame (Minor) have 25% less hit points than normal while Flimsy (Major) vehicles have one half the normal amount of hit points, rounding up.

Non-Atmospheric [Major]

By mcellis

This model ship was built for the black of space, and was never designed to enter a world's atmosphere. Unlike most ships in the 'Verse that can take off and land on a planet, this bird is purely an interplanetary vessel meant only for space travel. Such ships often come equipped with short range shuttles for ferrying crew to and from planets, or escape pods for emergencies.

Penalty: Should this ship ever try or be forced to land on a planet with an atmosphere it will burn up in a very pretty fireball.

Pulls To The Right/Left/Up/Down [Minor]

By Vadia

Steering on course is only possible with constant supervision and a steady hand.

Penalty: The ship wreaks havoc with long distance travel regardless of autopilot corrections

(across the 'Verse -3 step to astrogation) and a ship may have to stop and realign itself a few times before finding its locale. Other consequences are fatigue due to constantly resteeering, difficulties in close formation travel, etc. This also works with land vehicles but the effect is on driving straight lines.

Sadistic Sponsor [Minor]

By Vadia

This is very similar to the Sponsor Asset listed above except that they insist on you accepting insanely dangerous, unpleasant or difficult jobs. There are some good reasons you don't have the freedom to get rid of them though.

Penalty: In addition to the above; at any time you can attempt to end the relationship and instead gain a different complication (such as Branded, Dead Broke and Deadly Enemy) or the loss of a minor Asset (Friends in High or Low Places, or your Good Name).

Sluggish [Minor]

By Corran950

The vessel moves like molasses in winter when it hits one particular environment.

Penalty: When selecting this trait pick one of the following environments (land, sea, atmosphere, space), this choice should be believable to the type of vehicle. When the craft is in said environment decrease its agility by -2 Steps.

Spacesick [Minor]

By Vadia

Something about this ship just nauseates its passengers and crew.

Penalty: Until they get acclimatised to the effects (subliminal noises, uneven grav coil synch) people have to make a series of 'don't get sick' rolls (Vitality + Willpower) starting with Hard (11) and moving to Easy during certain segments of travel (for example: when in space and in pulse drive; when lifting off and landing). One roll must be made for each segment of a journey. Nearly nobody would use your ship as a passenger ship (and hiring crew may be tough too).

Tight Design [Minor/Major]

By Corran950

The ship was either designed by a *sab gwa* or by someone who lacked any spatial awareness. The

ships components are seemingly put together in a way that any normal human being would have trouble accessing.

Penalty: Any maintenance or modifications to the craft have the difficulties raised by one difficulty level. Alternatively the GM may allow the original difficulty but at 150% of the required time. As a Major Flaw, the difficulty increases by 2 levels and time required increases to 200%.

Totaled [Minor/Major]

By wizardstouch

The ship has obviously been in some major mishap that has damaged it beyond what normal folk would consider repairable. But with enough bloody-mindedness and hard work (and a dang dab crowbar) it will be shipshape again.

Purchase price is 25% the original and maintenance cost are 50% greater. Don't even think about trying to get it insured.

As a major trait it is obvious that it really is scrap metal and a piece of *lub-sub*. But, because the metalwork is still newer than a 40 year old ship she still might be fixable (though will have the same issues as a vessel of 40 years of age). Because of this the purchase price is 10% of the original and maintenance costs are doubled (x2).

Penalty: The ship suffers a -1 step Attribute penalty for Vitality on monthly maintenance rolls. As a major trait increase this penalty to -2. As with Seen Better Days, penalties are cumulative with Ugly As Sin in social situations where the ship's soundness and looks count.

Rough Takeoff/Landing [Minor/Major]

By Lurker709

Though the ship performs normally in flight, the pilot's landing systems could be described as tricky at best. Perhaps it is a result of bad design, some bad code, a modification gone wrong, or defective parts. Regardless the result is the same and it often makes life interesting for the pilot on what should be an easy task under normal circumstances.

Penalty: As a minor Trait, the ship gets a -2 step Attribute penalty for Agility when making takeoff and landing rolls. As a major Complication, the penalty increases to -4 steps.

Ship Pricing

By Nathan Rockwood

One of the biggest hurdles the Serenity core rulebook faced during production was the race to get it published on time. As the author behind the values of cash and coin and economic exchanges, I regret I did not have the opportunity to modify the prices of spaceships and gear listed in Chapter 4 to match the actual values of the cash as intended in the rest of the game. As a result, the prices listed in Chapter 4 are not on the same scale as those in Chapter 3.

Spaceships and space travel in the Serenity 'Verse are not concepts that travelers or buyers approach lightly. While the expanding frontier of space exists to be explored in the game and show, poor farmers and travelers don't fly often - they explore their own frontiers by traveling their little worlds on horseback or in floating boats. The push that carries them to those planets is extremely expensive, and it would be nearly impossible for a family to afford more than one move. Most settlers travel in groups of 10-25 families (of two to ten people each), with each family pitching in and contributing about 3,000-6,000 Credits. A ship capable of transporting such a group (such as the derelict found in the episode Bushwacked), if bought used and retrofitted, will cost the settlers between 20,000-60,000 Credits to purchase, repair, fuel, and get into space. Then the settlers would have to purchase large amounts of seed and crop supplements, farming implements, animals, homesteader licenses and so on.

A brand new ship is much more expensive, much, *much more*, because new buyers are paying for cutting edge technology at artificially inflated prices, while used buyers are paying a more practical fee. For example, a similar transport, or a new-ish Firefly, would likely cost between 100,000 and 500,000 Credits, depending on the model.

To bring the prices of spaceships in line with these ideas, I would have to rework each individually, and the pricing system along with them. That being the province of MWP and official, licensed products, I cannot do that here. However, for those who might be interested my personal quick-fix to the ship prices while we wait and hope for an official supplement, here's what I do in the games I'm running: multiply the listed ship prices by x10 if the listed price is initially 10,000 or more. If the price is initially less than 10,000 Cr: add 2,000 Credits to the price *before* multiplying x10.

According to the book, the higher price will increase the monthly/yearly maintenance costs of the ship. However, the maintenance cost should remain at the original value---either calculate the maintenance cost according to the ship's price in the book, or find it using the new price and then divide by 10.

Again, this isn't a perfect fix, or an official one - and it only applies to the spaceships, not other vehicles - but it achieves ship prices that might more accurately reflect the governmentally controlled, (supposedly) tightly regulated cost of space travel in a 'Verse moving slowly into a totalitarian setup.



New Ships

“...So it's kinda like this; one of our fellow Browncoats happens to be a great ship and floorplan artiste, who also created most of the deck plans and ship exteriors shown in the Big Damn Book. Well, he's been jolly enough to let us showcase some of his shiny work right here in *The Firefly Handbook*. Y'all remember now, the stuff he's lettin' us present has passed under the eyes of the Alliance, and shouldn't be passed on for back-handers - it's free to fellow Browncoats and ought remain that way. *Dohn lub mah?*”

In the mean time, a show of mutual respect is always appreciated by the artiste himself - feel free to peruse these, and other works of art from Future Armada, at [Ryan Wolfe's homepage](#).”

Jo Lynn (Gunboat)

Dimensions: 135Lx100Bx35H.

Tonnage: 1,100 tons.

Speed Class: 5 cruise/ 8 Hard burn.

Crew: 4 (as transport), 5 (as gunship)

Fuel Capacity: 27.5 Tons (600 hours)

Cargo Capacity: 275 tons

Passenger Capacity: Two 1st class births, or four 2nd class births (transport version only)

Price: 89,100 Cr (89500 Cr for gunship); munitions cost for gunship:19,600 Cr

Stats: Agi d8, Str d6, Vit d6, Ale d4, Int d6, Wil d12; Init d8+d4, Life 18.

Skills: Pilot d2; Perception d4; Heavy Weapons d6

Complexity: High. Maintenance Costs 3520 Cr per year.

Traits: Branded/Good Name (recognizable as an Independant gunship, so depending on which side of the war you were on...), Fast Throttle

Gear: Armor (W2, wt. 110 tons, cost 1,100),

Armaments: (Only as gunship. The vessel is unarmed as a civilian transport)

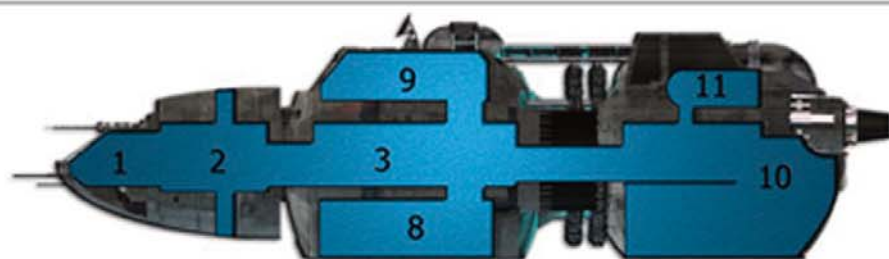
Turret guns (One dorsal, one ventral); 0.2 lb projectile (d2 vehicle scale damage), 1000 round magazine
Standard missile load (32 tons allocated): 16 medium-range 100-lb missiles (d6 starship scale), 16 long-range 50-lb missiles (d4 starship scale)





GUNBOAT 1061-968

1. Flight Deck
2. Operations
3. Central Hall
4. Bathroom
5. Captain Quarters
6. Medical
- 7a. Munitions
- 7b. Crew Quarters
8. Ventral Cargo Bay
9. Galley
10. Aft Cargo Bay
11. Engine Room



Sherpa

The Sherpa-class freight hauler is the well known product of the little known Tir'Anon Shipyards. The ugly but functional vehicle was designed to move standardized cargo containers and is basically just a frame with engines and a cockpit attached. The ship maneuvers over a container, picks it up, and takes it to its destination. The pulse drive is minimal but enough to get the job done. The four side-mounted engine pods can independently rotate from straight back to 45 degrees down-forward (a 135 degree arc). It takes a little practice to get the most out of the unique set up, but with a skilled pilot at the controls the Sherpa can perform some very precise and impressive maneuvering. This, unfortunately, upped the cost of the basic model and since that sort of precision isn't really needed in most freight missions, the cheaper but less agile Wren class eventually became the industry standard. Still, there are thousands of Sherpa's out there and they will likely be around for a long time to come.

Dimensions (LxBxH): 43 x 33 x 22 feet

Tonnage: 104 tons

Speed Class: 3 cruise / 5 hard burn

Crew: One

Crew Quarters: single bed in cockpit, toilet in cabin

Fuel Capacity: 2 tons (800 hours)

Cargo Capacity: 60 tons in standard 35x15x15 container

Price: 2,872 Cr with Longhaul cabin and cargo container

Maintenance Costs: 125 Cr per year

Stats: Agi d10, Str d4, Vit d6, Ale d4, Int d2, Wil d6, Init d10+d4, Life 10.

Skills: Pilot d2.

Complexity: Low

Traits: Everybody Has One, Ugly as Sin (major), Fuel Efficient

Armament: 1 pound cannon with 20 rounds



SHERPA - CLASS FREIGHT HAULER

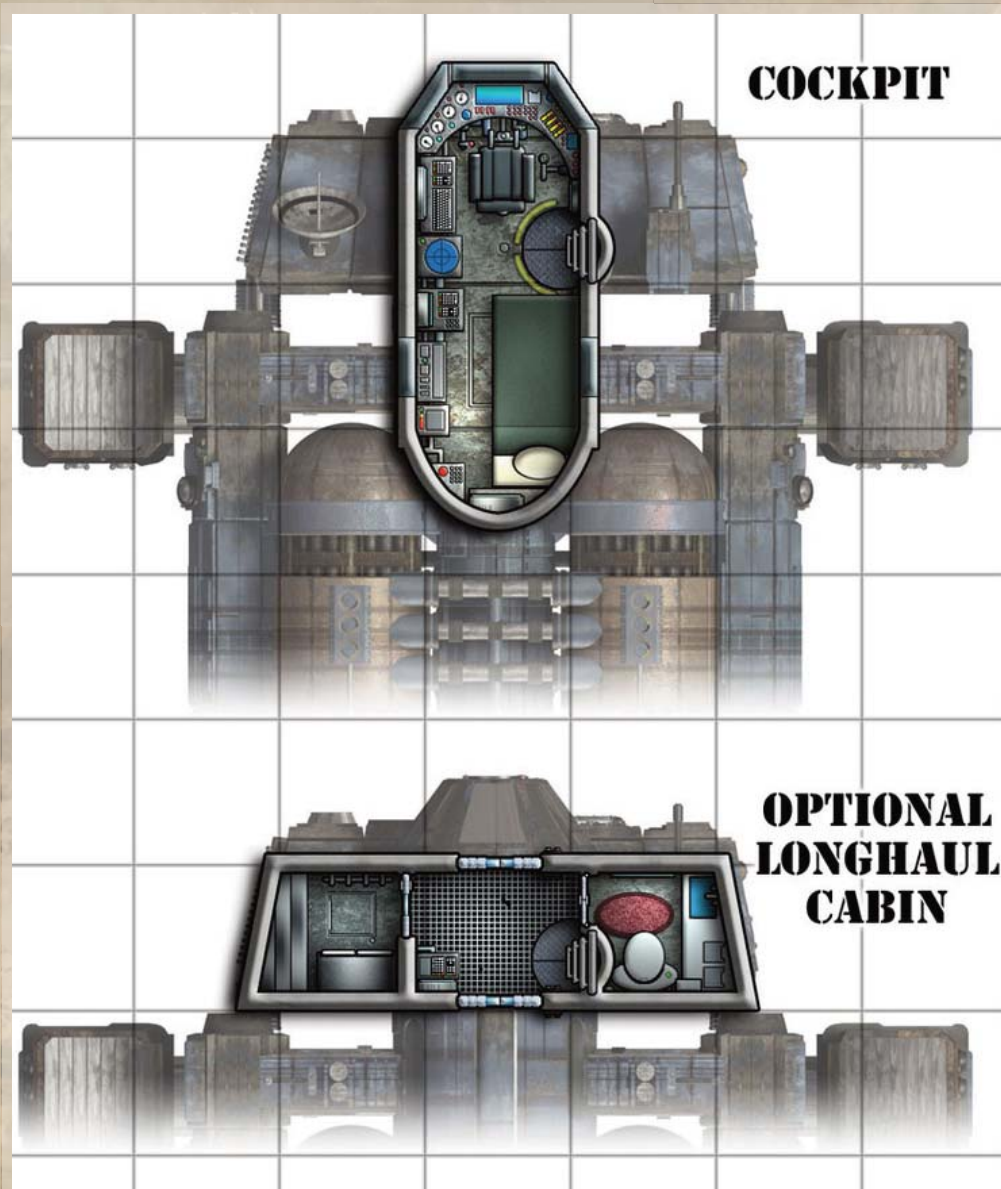
The image displays three views of a large, blue, industrial vehicle, identified as the Tranquility Transport. The top view shows the vehicle's long, rectangular body with a central cylindrical section and two large, boxy end sections. The side view reveals the vehicle's profile, featuring a long, flat roof and a series of vertical supports. The front view shows the vehicle's nose, which is a large, rectangular structure with a prominent blue section. The vehicle is shown on a white background with a light blue grid. The text "TRANQUILITY TRANSPORT" is visible on the front view.

**LANDING MODE WITH
PASSENGER CONTAINER**

- 10 ft:

Frame: The frame supports 4 engines, the pulse drive and a cockpit, as well as fuel and life support systems. The single room has the pilot station in front and a small bunk in back, as well as a tiny galley area. The cockpit is entered through a hatch in the roof or floor. The one in the floor opens a ways above the ground and so has a retractable ladder built in. If the optional Longhaul cabin is in place, then this lower hatch opens into the air lock of the cabin. Even though the engine system was designed for fuel efficiency, the small tanks give the Sherpa a much shorter range than the Wren. On the bright side, the Sherpa is left with more tonnage devoted to cargo rather than fuel.

Cabin: Later models were equipped with an optional cabin called the “Longhaul”. This cramped box-like structure attached beneath the cockpit and provided a toilet, airlock, and storage closet. It also included additional life support, a long-range communications dish, and (local legal restrictions allowing) a turreted cannon. The cabin is designed to sync up with the ladder tube leading to the cockpit and also the front door found on most cargo and passenger containers. When joined up properly, the seals are air tight – allowing passage from the cockpit, through the cabin, and into the cargo container. The cabin has exits on both the front and back of the air lock, and a hatch in the top and bottom. The hatch on the top mates up with the hatch on the bottom of the cockpit. The lower cabin hatch opens a few feet above the ground when the landing gear is extended - flush with the ground when the gear is retracted.



Containers: There are many different types of Sherpa containers, from empty metal boxes, to home-made living quarters as comfortable as any dirt-side apartment. The two most common types of containers are described below. Note that these containers are NOT compatible with those used by the Wren. A Sherpa-certified container is 35 feet long, 15 feet wide, and 15 feet high. They weigh 20 tons empty and can comfortably fit up to 60 displacement tons of cargo within. There are a pair of wells on either side – designed to mate up with the retractable titanium rods in the Sherpa frame. These are the load-bearing points of the frame, though the Sherpa landing gear and rear end also have retractable tabs as a backup mechanism. The bottom of the container has simple landing skids. The top has basic air scrubbers and a heater to keep the interior livable. It also has electromagnetic plates to help in frame alignment, and couplings to attach to the Sherpa power system. The standard cargo container has a large (13x13) door at the back and a normal-size door at the front (placed to match up with the cabin door). Inside are basic instrument panels for the doors & limited environmental controls, and a small storage closet. The standard passenger



STANDARD CARGO CONTAINER



PASSENGER CONTAINER



FRONT / BOTTOM VIEW

container has seating for 40 passengers and 1 steward. Luggage is stored beneath the floor and accessible through exterior hamper doors as well as an access hatch in the floor of the passenger compartment. There is a restroom and storage closet in the rear of the container.

Between the 4 ft cargo area beneath, and the 4 feet of life support and other machinery above, the passenger cabin only has 7 feet of headroom. Though common throughout civilized space, these transports are regarded as the lowest of the low. They are generally reliable but absolutely no-frills. The ride is often hot, bumpy, and crowded - at least it is also cheap.



SHERPA WITH NO CABIN

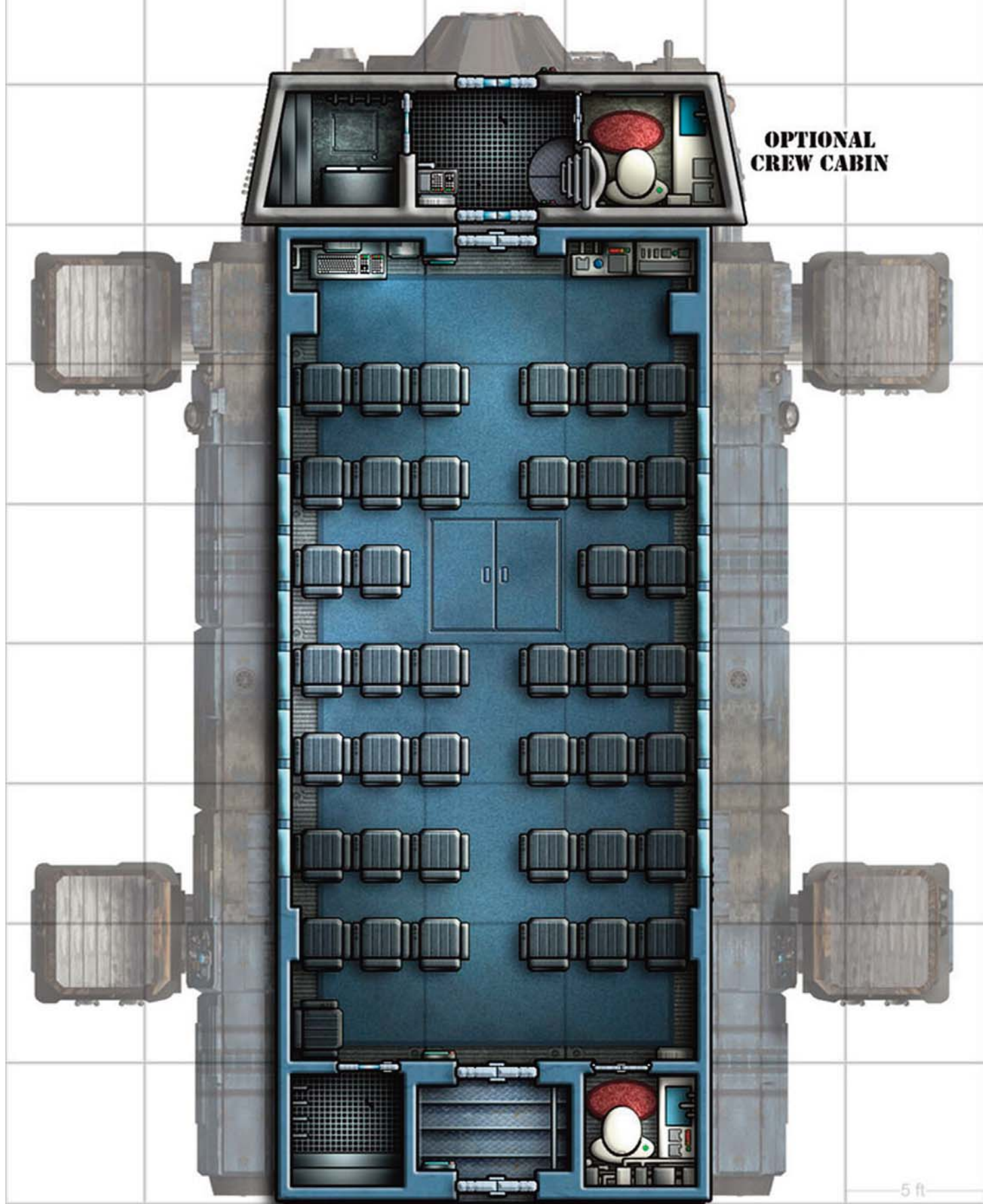


CARGO CONTAINER ADDED

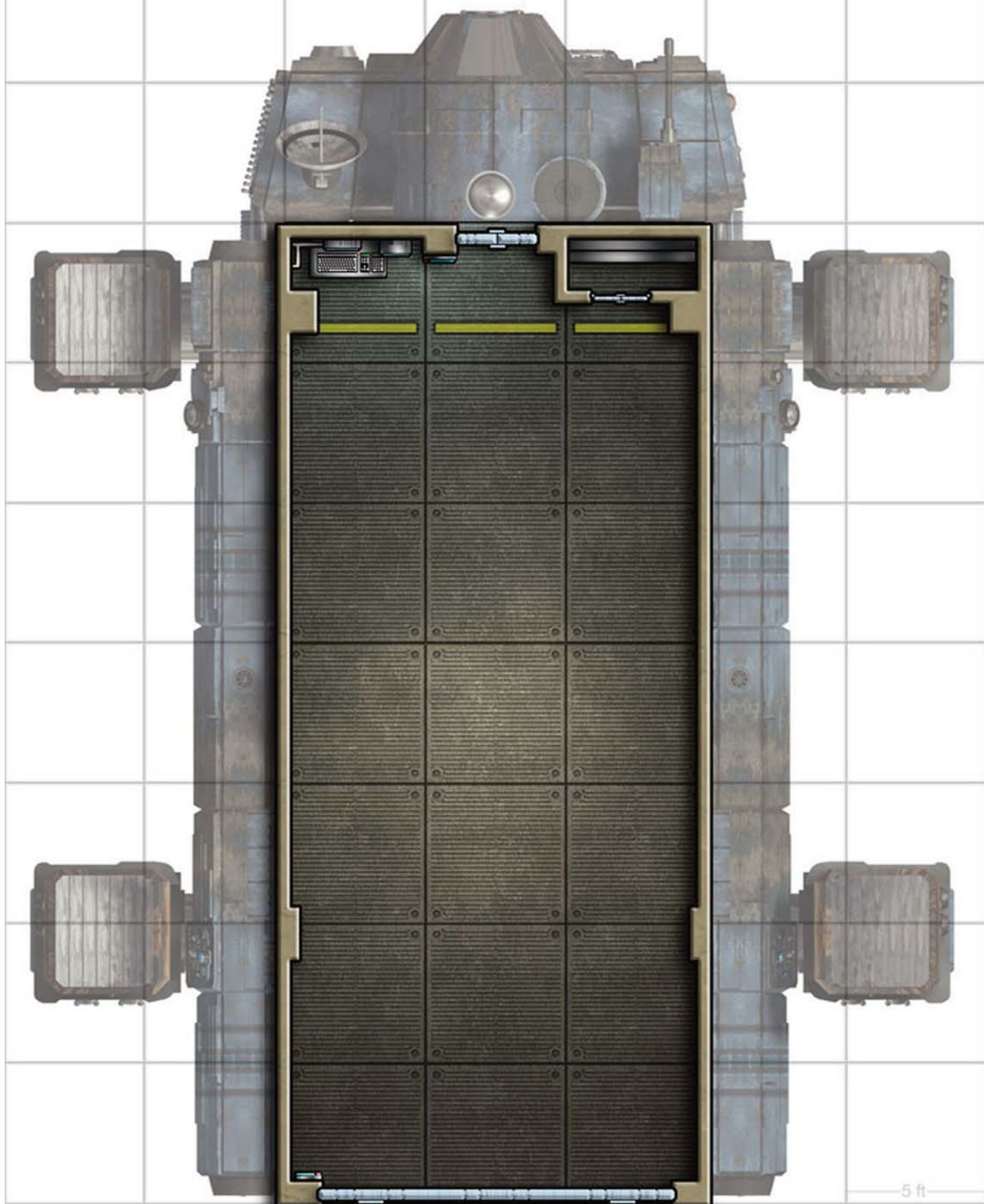


CABIN & PASSENGER CONTAINER

STANDARD PASSENGER CONTAINER



STANDARD CARGO CONTAINER



Patrol Skiff Armed Shuttle

(Also known as the Morgan Class as a civilian shuttle)

Dimensions: 27Lx18Bx11H.

Tonnage: 30 tons.

Speed Class: 6 cruise/ 8 Hard burn.

Crew: 1

Fuel Capacity: 500 lbs. (200 hours)

Cargo Capacity: 500 lbs.

Passenger Capacity: 4

Price: 1680 (military version), 480 (civilian version)

Stats: Agi d10, Str d2, Vit d6, Ale d8, Int d6, Wil d10; Init d10+d8, Life 12.

Skills: Pilot d4, Perception d4; Heavy Weapons d4

Complexity: High. Maintenance Costs 96 a year.

Armaments: (Military version only) Turret Guns (2 linked); 0.2 lb projectile (d2 vehicle scale damage), 2000 round magazine

Morgan Class XL Stats

Dimensions: 37Lx18Bx11H.

Tonnage: 40 tons.

Speed Class: 6 cruise/ 8 Hard burn.

Crew: 1

Fuel Capacity: 600 lbs. (200 hours)

Cargo Capacity: 500 lbs.

Passenger Capacity: 10

Price: 640 (civilian version)

Stats: Agi d10, Str d2, Vit d6, Ale d8, Int d6, Wil d10; Init d10+d8, Life 12.

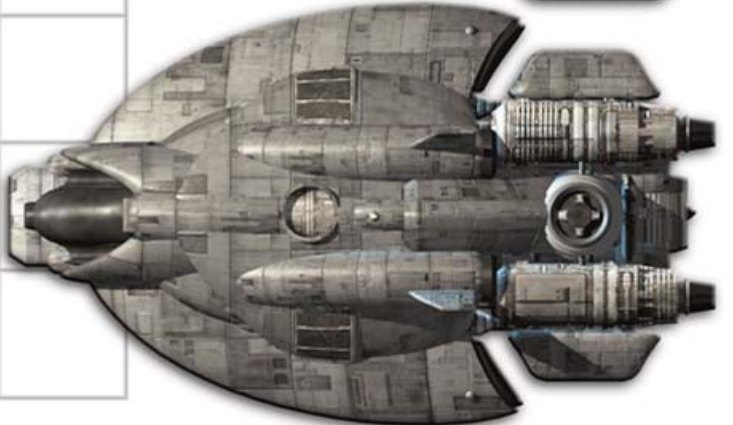
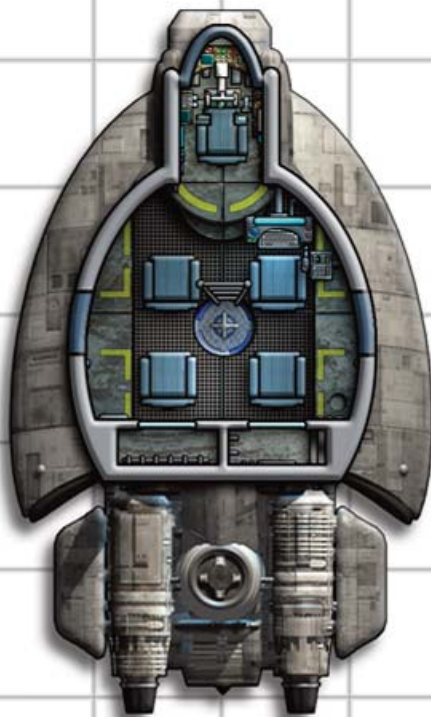
Skills: Pilot d4, Perception d4; Heavy Weapons d4

Complexity: High. Maintenance Costs 128 a year.



MORGAN CLASS CIVILIAN SHUTTLE

from the *Future Armada* series
by Ryan Wolfe



<http://home.insightbb.com/~ryan.wolfe/>

MORGAN XL EXTENDED SHUTTLE

by Ryan Wolfe



<http://home.insightbb.com/~ryan.wolfe/>

Remora 18

Remora 18 is a Lamprey class boarding ship, used extensively by the Alliance in the Unification War. The Remora 18 was found adrift by a group of scavengers and is now used as a pirate ship.

Dimensions: 100x54x37

Tonnage: 550

Speed Class: 6 / 8 hard burn

Crew Quarters: 3

Fuel Capacity: 12 tons (600 hours)

Cargo Capacity: 100 tons

Passenger Capacity: None normally.

Price: 36,280 Cr new

Maintenance Cost: 1320 Cr per year (110 Cr per month)

Stats: Agi d10, Str d4, Vit d4, Ale d4, Int d2, Wil d10, Init d10+d4, Life Points 14

Skills: Perception d2, Pilot d2

Complexity: Low

Traits: Seen Better Days (major)

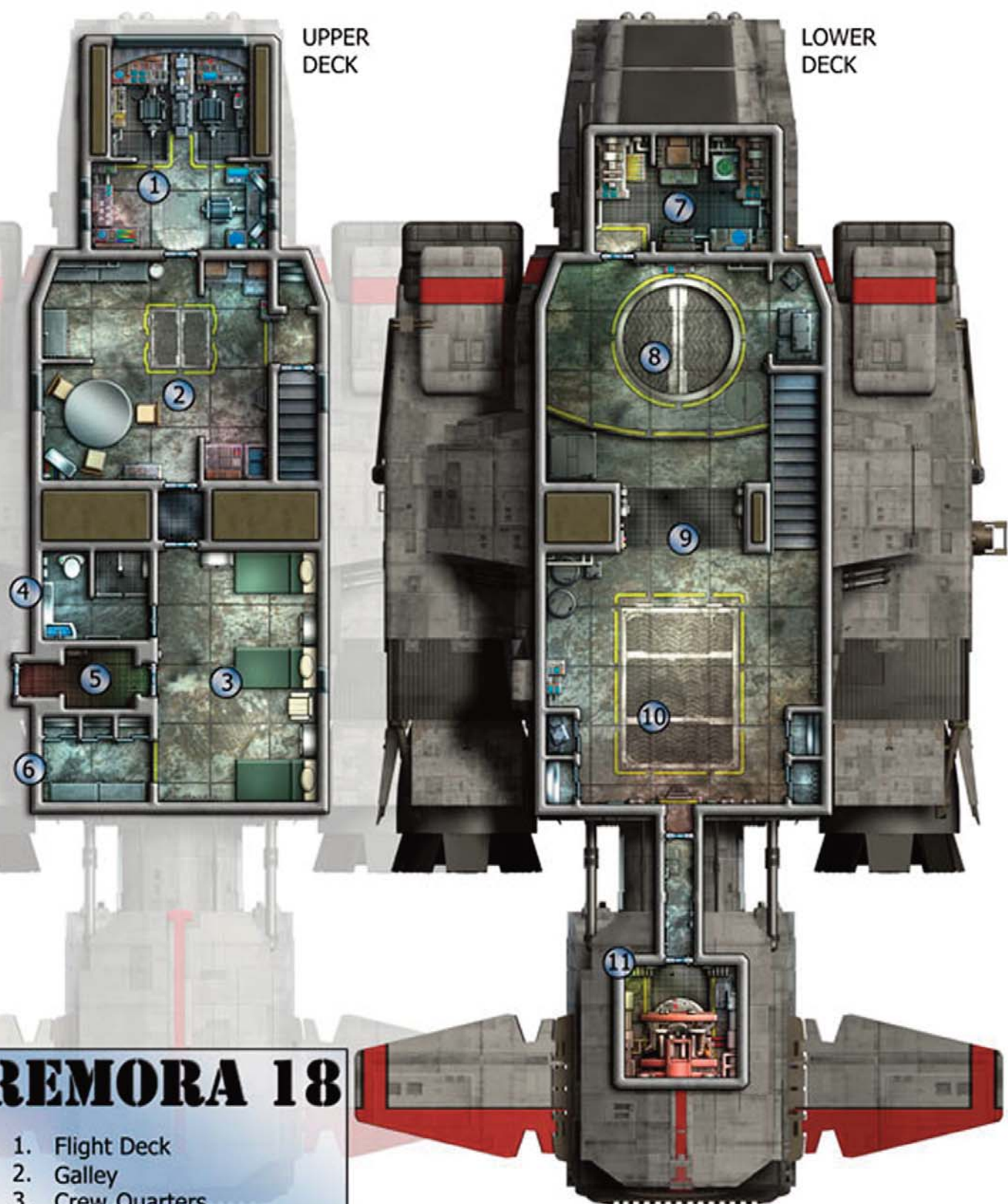
Gear: Magnetic Grapple (can grapple another ship at point blank range, forcing them into position to use breaching bore) Breaching Bore (can cut a 10' diameter hole in an unarmored hull in 2 rounds. One additional round required per point of armor).

Armaments: 4 medium range missiles with 50 lb. warheads, mounted on external rack



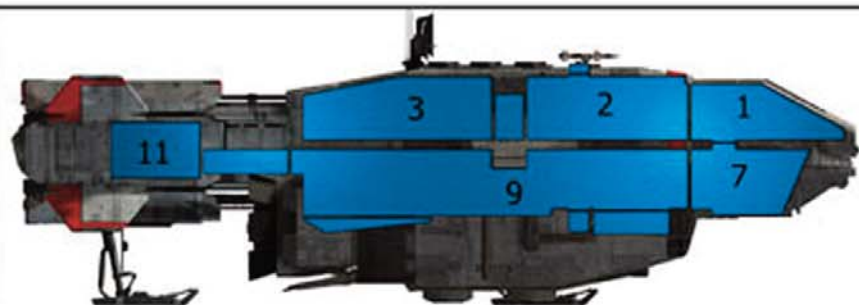
UPPER
DECK

LOWER
DECK



REMORA 18

1. Flight Deck
2. Galley
3. Crew Quarters
4. Bathroom
5. Air Lock
6. Storage
7. Engineering
8. Breaching Bore
9. Hold
10. Exit Ramp
11. Engine Room



Valkyryn

Dimensions: 74x73x17

Tonnage: 110

Speed Class: 7 / 9 hard burn

Crew Quarters: 2

Fuel Capacity: 2 tons (600 hours)

Cargo Capacity: 10 tons

Passenger Capacity: 2

Price: 18,880 Cr base (an additional 800 for ammunition and 680 for missile load)

Maintenance Cost: 528 Cr per year

Stats: Agi d10, Str d4, Vit d8, Ale d8, Int d8, Wil d6, Init d10+d8, Life Points 10

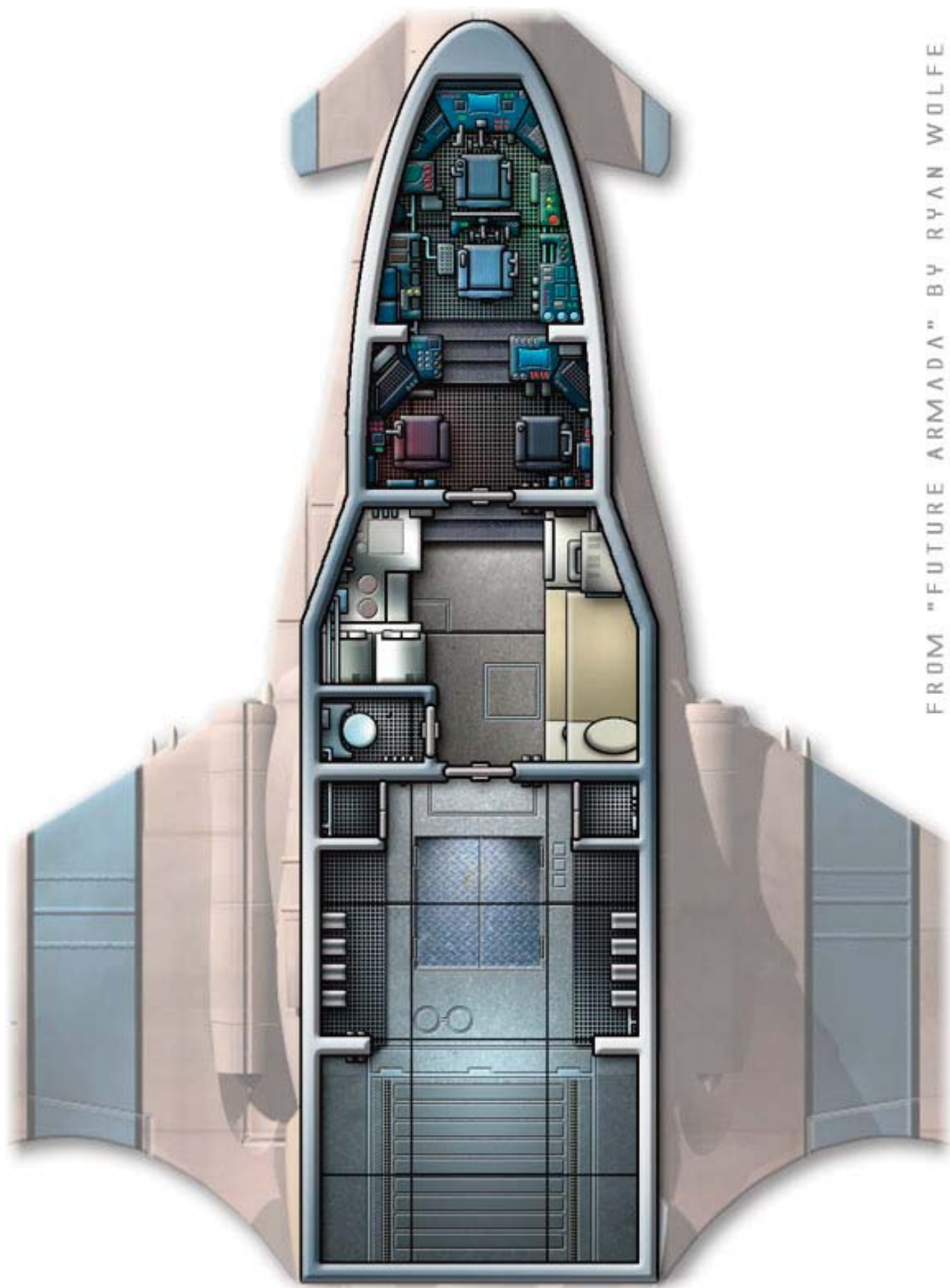
Skills: Athletics d6, perception d6, pilot d4

Complexity: Very High 44

Weapons: Nose Guns (2 linked); 0.2 lb projectile (d2 vehicle scale damage), 2000 round magazine

Standard missile load (4 tons allocated): 4 medium-range 100-lb missiles (d6 starship scale), 4 long-range 50-lb missiles (d4 starship scale)





FROM "FUTURE ARMADA" BY RYAN WOLFE

Vanguard Station

Dimensions: 100Lx100Bx160H.

Tonnage: 4,400 tons.

Speed Class: 1 cruise/ No Hard burn.

Crew: 10

Fuel Capacity: 250 Tons (1200 hours)

Cargo Capacity: 100 tons

Passenger Capacity: Barracks for 16

Price: 374,400 new

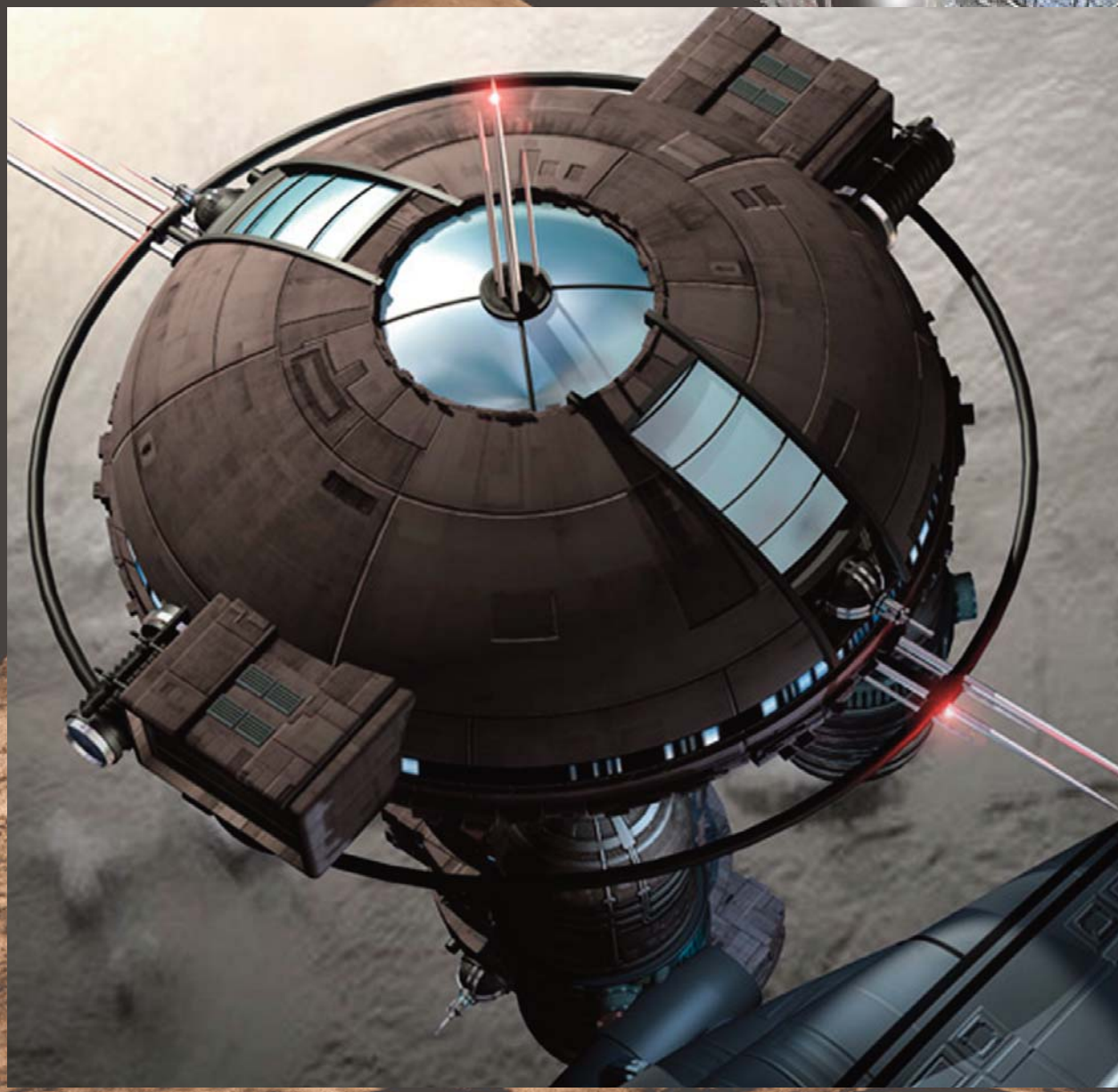
Stats: Agi d0, Str d6, Vit d6, Ale d8, Int d6, Wil d10; Init d0+d8, Life 16.

Skills: Perception d6; Heavy Weapons d6

Complexity: Average. Maintenance Costs 8800 a year.

Gear: Armor (S2, wt. 88 tons, cost 88,000), 2 Patrol Skiff Armed Shuttles

Armaments: Point Defense Guns (4); 0.2 lb projectile (d2 vehicle scale damage), 2000 round magazine
Heavy Mass Guns (4); 50 lb projectile (d4 starship scale damage), 200 round magazine.



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Alternate Economics

by Andrew Linder

Many of you may have noticed that trying to deal with matters of income, expenses, fuel, repairs, rations, salaries is either completely glossed over or is a gigantic headache, especially given the discrepancies in relative prices given in different sections of the core rulebook. I have put together the basics of a simplified system for handling most of the money matters that are supposed to happen behind-the-scenes.

In our rotating-GM *Serenity* campaign, the GM that ran our first adventure wanted to leap into the story and not mess around with the chaos of numbers, and just describe if business was going well or going poorly. I disagreed with this, because without actually earning an income even characters paying for drinks and replacing ammunition would eat away whatever was left of the starting budget. When I took a turn running the game I tried enumerating salaries and income, but quickly realized that without nickel-and-diming those credits away as fast as it was earned, wealth would quickly balloon beyond the "scarce life of a spacer."

The idea I had was to put numbers to how good or how bad things were going, to give players and the GM a simple way to record what that means for the characters, and push the details of expenses firmly behind the curtain.

The success of the ship as a business is rated

from 0 to 5. Zero means business isn't running; there isn't enough cash flow to keep consumables stocked, the ship fueled or repaired, let alone any salaries to be paid. Five is the kind of phenomenal success that is the stuff of legends, such as snagging a priceless relic or emptying the vaults of a successful casino into your pockets.

Based on the success of the ship, a number is given that represents the pocket cash of each crew member. This is money that can't be saved; it will be spent one way or another during the course of an adventure (equivalent of an episode). If the ship is doing very well, you can record a smaller amount of cash as savings each adventure. Lastly, once per adventure, each character can make a roll using Intelligence + Influence/Administration (for stocks, accounts, and so on) or Influence/Barter (swapping trade goods, haggling, etc.) to make a purchase, with a difficulty based on the success of the ship and the value of the purchase; this system is a down-powered version of the Moneyed Individual chart.

Resource Level

This number is a rough guide the ship's wealth, and also shows how many things can go wrong before your standard of living drops to the next-lowest category. Going wrong can include such things as serious repairs, a botched job, credit problems, a month without income and so forth. Whenever you drop down to the next step, the



RESOURCE LEVEL	STANDARD OF LIVING	PETTY CASH
1	Raggedy Edge	~
2	Red Line	4 Cr (\$100)
3	Less Poor	10 Cr
4	Shiny	20 Cr
5	Good Times	40 Cr
6	Jackpot	80 Cr

cycle begins again. Conversely, this also shows the number of flawless cargo deliveries needed to move up a level.

Standard of Living

This is a measure of comfort. Better profits mean better food, longer shore leave, more regular health care, more reliable repair parts, and general quality of life. If you're at the Raggedy Edge, the crew is down to the contents of their wallets and whatever's left in the fuel tank. Lucrative jobs raise the standard of living. Salvaging some nutrient bars and selling them to a rim world is only a Red Line kind of job: good enough to keep flying, not enough to rest up on, but still enough so that a botched job doesn't put the ship in hoc. Basic legal cargo or minor smuggling runs are low margin, only capable of keeping a ship at Less Poor unless they're coming very regularly, and even then not much will hit the savings account. A heist of medicines and supplies from a core world hospital makes for Good Times. If you score a priceless artifact and can find a rich buyer, or if you pocket the purse of a big-time casino on your own, you've hit the Jackpot.

Petty Cash

This is pocket money. It's what each member of the crew has to hand that is going to get spent one way or another during each adventure. When you buy ammo, replace minor equipment, pay for bribes, or order drinks; this should usually cover it. You've still got the credits on your sheet, but that's more like your life savings, and you don't dig into that every time you need a new tube of protein paste. If times are good enough, each adventure you can also succeed in saving the value from two

steps down for a rainy day. Two or more characters can always dip into their petty cash to go in on a purchase together.

Capital Funds Difficulty

Capital Funds are for buying expensive things with your cut of the profits: mules, lasers, robots, a night with a genuine Companion, ship upgrades, that sort of thing.

Roll Intelligence + Influence/Barter or Intelligence + Influence/Administration to see if you achieve the Difficulty given for a purchase based on your current Resource Level (see table, below).

Any crew paid in shares can roll once per adventure using the same line as their standard of living to see if they've scraped together enough to make a given purchase. Non-shareholding crew can do the same thing, but use the next step down to determine their Difficulty target. These rolls can be improved with Plot Points. Alternatively, the ship as a whole can pool their funds and make one roll per adventure at the next step up, and all the crew can provide indirect assistance on the roll.

Wages, Pay-Offs & Passage

General categories may be great for keeping the game moving and the bookkeeping easy, but characters live in a world of credits and a lot of concern about the bottom line. These values are some rough estimates on what matches with different levels of success, and for use in dialogue for negotiations.

Crew Share

This is a rough approximation that works for either actual salaried crew, or when figuring out a 10% to 15% share of the profits (divided over the number of months equal to the standard of living that a given payoff supports). Salaried crew would not all really be making the exact same wage, as this chart would indicate, but it will be close enough

RESOURCE LEVEL	200 CR	400 CR	800 CR	1600 CR	3200 CR	6400 CR	12800 CR	25600 CR	51200 CR
1	19	23	27	31	-	-	-	-	-
2	15	19	23	27	31	-	-	-	-
3	11	15	19	23	27	31	-	-	-
4	7	11	15	19	23	27	31	-	-
5	3	7	11	15	19	23	27	31	-
6	3	3	7	11	15	19	23	27	31

RESOURCE LEVEL	STANDARD OF LIVING	CREW SHARE (MONTHLY)	GROSS PROFIT PER JOB	MONTHLY PASSAGE
1	Raggedy Edge	~	~	20 Cr Steerage
2	Red Line	8 Cr (\$200)	< 500 Cr	
3	Less Poor	20 Cr	500 – 1499 Cr	40 Cr 2nd Class
4	Shiny	40 Cr	1500 – 4999 Cr	
5	Good Times	80 Cr	5000 – 14999 Cr	100 Cr 1st Class
6	Jackpot	160 Cr	15000 Cr or more	

that it shouldn't affect the general quality of life they experience.

Gross Profits

These are numbers to gauge how lucrative a job would appear to be. These numbers represent the whole crew's take, so a crew that was earning a 10% cut of the value of a 10,000 Cr cargo would make a gross profit of 1,000 Cr; not rich, but definitely Less Poor. Do not deduct for fuel, repairs, docking fees or other such expenses; these are part of why so little actually ends up in a spacer's pockets, much less his or her savings account.

Buying A Standard of Living

Characters may simply purchase a standard of living, rather than earn one through the profits of an adventure or through practicing a trade. A purchased resource level provides the usual petty cash and covers appropriate food, health care, and lodging (or basic passage, for a shipboard character), but not larger expenses such as fuel, repairs, or payments for a spaceship. A passenger character can easily take this option, rather than haggle over specific fares and fees with the other players.



Temporary Cost

Temporary resources will last a character one month, or until something goes wrong, such as needing to pay some major medical bills. A temporary standard of living covers expenses and petty cash, but does not provide capital funds.

Normal Cost

Normal resources are treated the same as crew resources described above, and will last one month per resource level before dropping one step worse, and will likewise degrade from there. As usual, problems will cause funds to shrivel up faster.

Permanent Cost

Permanent resources represent saving up enough money and investments to retire in relative security. It takes some serious bad times to degrade this level of planning: the resource level in significantly unfortunate events, all within one month. Permanent resources provide for ordinary expenses, petty cash and capital funds the same as purchasing normal resources or being shareholding crew.

If you ever need to liquidate permanent resources, make one roll as if determining Capital Funds with +4 Skill bonus, and do not apply the modifiers for Stingy or Moneyed Individual. The sale of your assets produces credits appropriate to the result of your roll on the Capital Funds chart for the permanent resource level you previously possessed. You cannot sell part

RESOURCE LEVEL	STANDARD OF LIVING	TEMPORARY COST	NORMAL COST	PERMANENT COST
1	Raggedy Edge	~	~	~
2	Red Line	8 Cr (\$200)	16 Cr	1500 Cr
3	Less Poor	20 Cr	80 Cr	2500 Cr
4	Shiny	40 Cr	240 Cr	5000 Cr
5	Good Times	80 Cr	640 Cr	12000 Cr
6	Jackpot	160 Cr	1600 Cr	25000 Cr

of your permanent resources; you may only sell everything and purchase a new standard of living as normal. A permanent Jackpot does not automatically provide a private floating island, but you'll be well on your way

Complications

Passengers

Passengers are treated as separate entities from the crew of a ship. What constitutes a job or income for them will often be very different from typical crew. A Companion taking a respectable client gets a Shiny way of life compared to a typical spacehand, perhaps better depending on the circumstances. Passengers can always be brought on for any given mission as well, earning their keep and taking a cut of the profits as well as if they were salaried crew. Paying one's way with small shipboard tasks (cooking, cleaning, and so forth) can keep a determined passenger at a ragged Redline indefinitely. A passenger that drops below Redline needs to find a new direction in life.

Dead Broke

Dead Broke characters are considered to be at one step worse than normal for determining petty cash, and have the usual starting wealth penalties. Stingy characters have their usual hesitations in parting with any coin but, in addition, the Difficulty number for any roll to make a capital purchase on their own is +2 higher, and any concerted effort by the whole crew to make a purchase is more difficult by +2 for each Stingy character on the ship.

Some Assumptions:

1. Priority will be given towards keeping the ship fueled, repaired, in operational condition and up-to-date on loans.
2. The general well-being of the crew is pretty similar.
3. Using the model of the crew of *Serenity*, most ships out in the black are not rolling in cash. Most ships should probably range from operating at the Redline up to everything being Shiny. Most crews will be happy simply being Less Poor.



Being Buzzed (Ships' Sensors)

By Buscadero

I couldn't find any rules regarding a spaceship's sensors and their use. So I used what little is said in the core rulebook and converted rules from the Star Wars Role-playing Games by WEG and WotC. I originally intended to differentiate between active and passive, but then I read the small paragraph on p. 101 of the core rulebook which deals with sensors. There it says:

"Sensors come in two modes: simple detectors [...] and scanners [...]. Both types use a mix of active (transmitting) and passive (receiving) techniques spread pretty much across the electromagnetic spectrum."

Although I find that quite strange, I incorporated it. Sensors in passive mode are merely gathering information about the immediate vicinity of the boat, while sensors in active mode send out energy pulses to gather additional data.

Operating starship sensors requires a roll using the ship's Comm/Sensors (Alertness) + the operator's Technical Engineering/Sensors.

Sensors can perform two distinct tasks: detection and identification. When a sensor detects something, it means that it has noticed the object, but cannot identify exactly what it is. When a sensor identifies something, that means that the sensor identifies the type of ship or object (i.e., telling the difference between a Firefly class transport and an Alliance Patrol Boat).

If the sensors are set to passive mode and simply receive information about the immediate vicinity (out to Medium range), the operator's skill is penalised by -1 step. Gathering data from sensors in passive mode is a free action. In active mode, sensors actively send out pulses in all directions to gather information about the ship's surroundings. Using sensors in active mode is an action.

A sensor in search mode sweeps a specific area (i.e., front, left, right, or rear) for information. This grants a +1 step Skill bonus and is also an action.

The Difficulty to locate an object with sensors depends on the object's size and the range from the ship.

TONNAGE (STRENGTH)	DIFFICULTY DETECT/IDENTIFY
Up to 100 (Str d2)	13/15
101 – 1,000 (Str d4)	11/13
1,001 – 10,000 (Str d6)	9/11
10,001 – 100,000 (Str d8)	7/9
100,001 – 1 million (Str d10)	5/7
> 1 million (Str d12)	3/5

RANGE CATEGORY	SKILL MODIFIER
Point Blank	+1 step
Short	-
Medium	-1 step
Extreme	-2 step
Long	-3 step

SITUATION	DIFFICULTY MODIFIER
Target firing jammer warheads	+16 (to identify only)
Target firing decoy warheads	+12 (to identify only)
Target running silent	+12
Target concealed behind massive body	+8
Target using Passive sensors	-
Target using Active sensors	-4

I do like the idea that a passing boat buzzing actively can be detected even though it is out of sensor range. You could let your players make an Average Skill roll using their boat's Alertness + Perception. If they succeed, a soft bleep tells them that they were buzzed, although a quick glance on the sensor readout does not reveal any boat nearby.

Finally, to the subject of 'Schleichfahrt' (running silent)! Boats may turn off all of its major systems, including engines, communications, sensors, and power generators. The ship is adrift in space, with its life support systems running on auxiliary power only. Boats can seldom run silent for longer than a few minutes before life support systems shut down for lack of power. There needn't be new rules concerning running silent, because this situation is already covered with what we have at hand.

I have tried to avoid the detailed topic of jammers and decoys because a decoy missile's primary task is to fool the enemy ship's targeting systems. Jammers are offensive electronic countermeasures that are designed to emit signals that interfere with the operation of sensors by saturating them with noise or false information. I didn't want to come up with a starship combat system which would have been a prerequisite to discuss decoys.

In my opinion, typical sensors in the 'Verse do not produce a significant enough amount of radiation to have detrimental effects on the



performance of other sensors. Whenever we see sensors put to use they seem somewhat unreliable; such as missing the bounty hunter's boat in *Objects in Space* or nearly missing the search and rescue ship on Miranda. I'd like to stress that energy pulses generated by active sensors should only be used to temporarily blind a target after some quite major modifications: at least Hard Technical Engineering Skill roll. Since all spaceworthy vehicles must be shielded against electromagnetic radiation, sending out strong pulses should rarely interfere with shipboard systems. However, extreme electromagnetic pulses (EMP) — such as used by the Reavers — will definitely teach most boats how to do the Dying Cockroach because all systems will crash temporarily. The more sophisticated the electronic equipment is, the longer it takes for the effects to wear off. Everyone aboard will suffer orientation loss for a few seconds.

Because this application of electromagnetic energy is more an attack than one of the standard uses of active sensors, you'll probably understand my reservations concerning this matter. The Difficulty of any roll made to turn a sensor into a weapon depends primarily on your style of play. If you allow your characters to make frequent use of this tactic, lower the Difficulty at will. You're in charge, after all. (In my opinion, the word that there is a crew that frequently bombards

opponents with electromagnetic radiation will spread fast, possibly gaining the characters and/or their boat the 'Branded' complication.) I think that this kind of jury-rigging should be used only as a last resort, because the radiation will damage your own systems as well.

Roll a Skill of your choice (I'd suggest Technical Engineering /Sensors, but felonious characters might go for Covert as well) against a Difficulty threshold to simulate that you are working within a limited time frame when you want to give a EMP treatment to an approaching spacecraft. If you want to annoy a space station or facility (and have enough time at hand), roll against a normal Difficulty. Whether electromagnetic shielding affects the Difficulty is again entirely up to you. I'd recommend taking into account what the objective of the EMP attack is. If it should blind the target, consider its Alertness Level. If the target is about to be knocked out, consider its Intelligence.

A lower Level might add to the Difficulty, while a higher Level might

decrease it. (The higher the Levels are, the more susceptible equipment is installed.) Range might be important as well.

Finally I'd like to add that I don't intend to allow my players to use their boat's sensors as a dangerous EMP weapon, but temporarily blinding

"Kaylee! Go to blackout, we're bein' buzzed."

— Wash

a target could be an option: a successful Skill roll inflicting a few points of Stun damage and penalizing the target's Alertness by -2 step (-4 step in case of an extraordinary success). If you want to know how long the effect lasts, roll the target's concerned Attribute to get the number of minutes. Afterwards, the fried sensors should be replaced.

Rules Lite

If you find these rules are too complicated, this is what I did to simplify them;

- 1: Do not distinguish between detection and identification anymore.
- 2: Range does not penalize skill rolls, but increases the difficulty.

Sensors require a roll using the ship's Alertness (Comm/Sensors) Attribute + the operator's Technical Engineering / Sensors Skill.

If the sensors are set to passive mode and simply receive information about the immediate vicinity (out to Medium range), the operator's skill is penalized by -2 Skill Steps. Gathering data from sensors in passive mode is a free action.

In active mode, sensors actively send out pulses in all directions to gather information about the ship's surroundings. Using sensors in active mode is

TONNAGE (STRENGTH) DIFFICULTY

Up to 100 (Str d2)	13
101 – 1,000 (Str d4)	11
1,001 – 10,000 (Str d6)	9
10,001 – 100,000 (Str d8)	7
100,001 – 1 million (Str d10)	5
> 1 million (Str d12)	3

RANGE CATEGORY DIFFICULTY

Point Blank	-4
Short	-
Medium	+4
Long	+8

SITUATION DIFFICULTY MODIFIER

Target firing jammer warheads	+ (warheads combined damage)
Target running silent	+12
Target concealed behind massive body	+8
Target using Passive sensors	-
Target using Active sensors	-4

an action. A sensor in search mode sweeps a specific area (i.e., front, left, right, or rear) for information. This grants a +1 step skill bonus and is also an action.

The Difficulty to locate and identify an object with sensors depends on the object's size and the range from the ship.

