MINDJAMMER
THE ROLEPLAYING GAME

PLAYER'S GUIDE
ADVENTURING IN THE NEW COMMONALITY OF HUMANKIND

by Sarah Newton

Commonality Space – 193 NCE

Outer Worlds

Outer Worlds

Galactic Plane

Cyg Rift

Fringe Worlds

Fringe Worlds

Cygnus Loop

Mardisti Anomaly

Lichtstrom

Cepheus

Vall

Vul Riff

Chembu Autonomous Region

Foliate Hierarchy

Tormlpedee

Cepheus Cloud

Corpeddy

California Nebula

Bar Nebula

Renraku

Mayapur Confederation

Antares Codominion

Guuleman

Bastion

Aquila Rift

Galactic North

Core Worlds

Old Earth

Ariane

Galactic South

Yorshimilayar

Auriga

Wolf Clouds

Cllandess

Prim Sector

O-Zone

Orion Nebula

Fish Hook Nebula

Lowhigh Radiant

Volshengis

Kandos-Kandos

Successor States

Bastion

Eyes of Orion

Venu Space

Barnards Loop

Pitatl Cultural District

Sytar Province

Sytar Expansionary Region

Gum Nebula

Fringe Worlds

Fringe Worlds

Outer Worlds

Outer Worlds

NEW COMMONALITY OF HUMANKIND

PER ANIMUM AD ASTRA

MINDJAMMER™

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INTRODUCTION

When you grasp how many worlds there are in the Commonality, it's mind-blowing. A hundred thousand, spread across a sphere three thousand light years across, teeming with humankind and its often strange descendants. When you grasp that almost all of those worlds belong to the Commonality in name only, that they're massively different from one another, flickering with friction and sometimes open war, struggling to make their voices heard in this battle-filled cosmic cacophony, you wonder what we're trying to accomplish here. What difference can a single person make, in the vastness of the universe?
    —SCI Force Controller Usher McGee, on the eve of the Willard-Khutep Event, 193 NCE

WHAT IS MINDJAMMER?

Welcome to *Mindjammer*—the roleplaying game of transhuman adventure in the Second Age of Space! This book is the *Mindjammer Player's Guide*, written specially for players of *Mindjammer—The Roleplaying Game*, the second edition of the ENnie Award-winning science-fiction RPG, updated and expanded for the *Fate Core* rules. *Mindjammer* is a cool yet believable setting of lost worlds, hyper-advanced technologies, and clashing civilisations, a unique and compelling space opera roleplaying game, a whole universe of action and adventure!

    Mindjammer takes place in the New Commonality of Humankind, an enormous interstellar civilisation centred on Old Earth. Following the invention of faster-than-light travel only two centuries ago, the Commonality is expanding to the stars, contacting lost worlds colonised in the distant past. The Expansionary Era is a time of turmoil; as the Commonality discovers and assimilates these lost colonies, it finds itself getting "colonised right back", its cultures and stability shaken to the core. Agents of the Commonality battle constantly against cultural contamination, and everywhere the frontier flares in conflict and war.

WHAT DO YOU DO IN MINDJAMMER?

Mindjammer addresses the great science-fiction issues of the 21st century—transhumanism, xenoscience, virtual worlds, synthetic life, and cosmological mysteries—and your *Mindjammer* characters can play adventures which explore any and all of them. You can play many different styles of science-fiction, too, all the way from pulpy sci-fi, through hard SF, space opera, political intrigue, military sci-fi, exploration and investigation, and more!

Your characters are representatives of the New Commonality of Humankind, a beacon of light in the blackness of space. You're taking its hyper-advanced technologies and transcendent intelligence to the stars. You're connected to the Mindscape, the vast technological "shared consciousness" which links all of the citizens of the Commonality together, storing memories and personality engrams, both yours and those of other people—including dead people—for you to use and remember as if they were your own. You can boost your skills and knowledge using your Mindscape implant— your direct neural connection to the Mindscape—and explore the astonishing powers of technopsi.

But you live in an era of violent change. In the past, the Old Commonality was a utopia, blessed by long life and advanced technology. And yet, over time, even though the stars sang with humanity's song, Old Earth began to stagnate and die. Two hundred years ago everything changed. Almost overnight, Old Earth's scientists discovered the secrets of faster-than-light travel. In their planeships they ventured to the stars, in search of the colonies they'd sent out millennia before.

What they found stunned them. The galaxy was alive! Everywhere they went, they found people. Vibrant cultures, strange civilisations, savage and untamed worlds. Suddenly, Old Earth was old no longer, but young, and excited by the prospects of an unknown future. It was a new age of discovery and expansion—a Second Age of Space.

The Commonality has even contacted alien intelligences—to find them far stranger and more difficult to understand than anyone had ever dreamed. The vegetable intelligences of Drefnia, the violent and corrosive Hooyow, and the silent Lowhigh are only the more comprehensible; and with the Planetary Intelligence, contact threatens to transform even humankind itself.

That's where you live. Today, the Commonality contacts lost colonies almost every day. Some are peaceful, others deeply inimical; the galaxy is a cacophony of conflicting cultures. At the same time, the Commonality struggles with the slow communication times of 2-space. The Mindjammers, sentient starships charged with maintaining interstellar communication and the Mindscape, hold your far-flung civili-sation together; but in the Core Worlds around Old Earth, the new 3-space far gates promise instantaneous travel and technological revolution. Everywhere the Commonality struggles to keep control, and no one knows what the future will bring.

WHAT KIND OF CHARACTERS CAN YOU PLAY?

The Commonality is a predominantly human civilisation—but the very definition of "human" now incorporates a staggering diversity. Your Old Earth ancestors who began the slow-er-than-light diaspora millennia ago were a homogenous species, but divergent evolution and genetic manipulation have made you into a multiplicity of post-human and para-human subspecies—or **hominids**—tailored to the many environments of space. Some of you are even uplifted animals—**xenomorphs**—who populate whole worlds, taken to the stars as cheap labour, or created intelligences known as **synthetics**. As a synthetic, you could be a sentient starship with the personality of a dead hero, or an intelligent weapon, an exploratory probe, or any other life form tailored for a myriad of purposes.

In *Mindjammer*, you can play characters like:
- soldiers of the Armed Forces Instrumentality, defending the Commonality frontier against the incursions of virulent alien cultures;
- agents of SCI Force—the Security and Cultural Integrity Instrumentality—investigating strange new cultures and managing their integration into the Commonality;
- the heroic crews of Space Force, patrolling the Commonality space lanes and the virtual spaces of the Mindscape, on the lookout for spies, alien agents, and invaders;
- intrepid 2-pilots, navigating the deadly mysteries of 2-space in their faster-than-light planeships, in constant mental contact with their sentient starship comrades. You can even play a sentient starship yourself!
- canny New Traders—the new breed of merchants on the Commonality frontier, mistrusted by most as evolutionary throwbacks to the bad old days of money and speculation, carving out a living carrying information and even goods between worlds, running the Commonality embargo and dodging agents and enforcers;
- rogues and adventurers, the flotsam and jetsam of the Fringe, xenomorphs falling between the gaps, disenchanted sentient starships left behind by the new technologies of 3-space;
- explorers, mercenaries, socialites, scientists and spies— and just about any character you can imagine in this adventure-filled galaxy of the far future!

WHAT'S IN THIS MINDJAMMER PLAYER'S GUIDE?

This *Mindjammer Player's Guide* contains everything you, as a player, need to play a game of *Mindjammer*. It introduces the detailed yet open setting of the New Commonality of Humankind, describing its astrography, society, and history, as well as the species and cultures your characters can belong to, the technology they can use, the occupations they can follow. It provides all you need to play far future transhuman space opera adventure using the *Fate Core* roleplaying system. The New Commonality setting is vast enough to contain any number of campaigns; this book presents one part—the Willard-Khutep Gulf—as an octant of space your characters may come from. It's an area on the borders of the Commonality and its nefarious foe, the Venu, racked by cultural conflict and intrigue, and threatened by war. You'll also find descriptions of other parts of the Commonality, including Manhome, the solar system of Old Earth itself, to give you a feel for this huge interstellar civilisation of which your character is a part.

Note that this book doesn't contain absolutely everything you need to be a gamemaster of *Mindjammer* (if you don't know the difference between a player and a gamemaster, take a quick look at page 7 now). If you think you want to be a *Mindjammer* gamemaster, then check out the core book for *Mindjammer—The Roleplaying Game*, which contains everything in this book, plus details of creating and using

starships, organisations, cultures, worlds, star systems, alien life, and more, as well as helping you put it all together to run your own transhuman science-fiction adventures!

This *Mindjammer Player's Guide* comprises eleven chapters. You don't have to read all of them to get started. In fact, you could probably just read **Chapter 2: A Quick Overview of the Game**, and then start playing. Here's what the chapters contain:

- **Chapter 1: Introduction** (you're reading it now!) introduces the *Mindjammer* game and explains what's in this book.
- **Chapter 2: A Quick Overview of the Game** introduces the basics of how to play *Mindjammer*.
- **Chapter 3: Welcome to the New Commonality of Humankind** introduces the vast interstellar civilisation which is the *Mindjammer* setting.
- **Chapter 4: How to Create Your *Mindjammer* Character** shows you how to create a character, and also how to work together with other players and your gamemaster to start off your *Mindjammer* campaign.
- **Chapter 5: Cultures, Genotypes, and Occupations** provides examples of cultures, genotypes (species) and occupations (careers, backgrounds, jobs) you can select for your characters.
- **Chapter 6: Aspects and Fate Points** describes these two key parts of the *Mindjammer* rules in detail.
- **Chapter 7: Skills and Stunts** describes the kinds of activities and specialisations your character may be competent in.
- **Chapter 8: Extras** introduces these extensions to your character's abilities, and provides a core list of special abilities you may have access to.
- **Chapter 9: Equipping Your Character** discusses how equipment works in the *Mindjammer* game, and provides examples of equipment for your character to use.
- **Chapter 10: How To Do Things** provides the core *Mindjammer* rules for resolving actions, challenges, contests, and conflicts.
- **Chapter 11: The Mindscape** describes this crucial part of life in the New Commonality, and provides guidelines for including it in play.

At the end of this book we've also provided appendices providing rules summaries and useful tables, a copy of the *Mindjammer* character sheet, and an extensive index.

THE UNIVERSE AWAITS!

Never has there been a greater time of opportunity. Old certainties are dying; the universe is in flux, and for the first time in ten thousand years no one knows what the future will bring. So charge your blaster, thoughtcast your orders to the starship sentience, and fire up the planing engines—come and defend the light of humanity's greatest civilisation as it spreads to the stars!

CHAPTER TWO
A QUICK OVERVIEW OF THE GAME

Controller McGee shimmered into existence in the training virtuality, his face gleaming with excitement against the backdrop of data spires. He eyed the four figures before him.

"You've all been assembled here because you're mavericks. Brilliant misfits, geniuses with an axe to grind. That's the energy we need, out here on the Fringe. This virtuality has cut-offs that mean you can't kill one another."

With a wave of his hand, four Venu attack droids bleeding with ruddy z-radiation materialised on the shining plain.

"Now—let's see what you can do!"

Before we get into the detail of the *Mindjammer* universe, we're going to give you a quick overview of how to play, including the basic *Fate Core* rules on which the game is based. *Mindjammer* is a roleplaying game, a game where you get together with a group of friends to tell a communal story about a team of characters you've created. It's a form of conversation, describing what your characters do and creating an exciting and action-packed science-fiction story. When it's unclear exactly what happens in that story, or whether a player's character succeeds in what they want to do, you use dice, and the rules in this book, to figure out the result.

WHAT YOU NEED TO PLAY

You don't need a lot of equipment to play *Mindjammer*—the main thing is your imagination. As well as that you need:

1. **Two to five people.** One of you should be the **gamemaster** (or GM). If you're reading this book, you've probably already decided you're going to be a **player**. We'll talk more about players and gamemasters below.
2. One **character sheet** for each player, and some paper for note taking. You can use the *Mindjammer* character sheet on page 192, make up your own, or just use a blank sheet. We'll describe what goes on your character sheet below.
3. **Fudge dice**. These are special six-sided dice marked on two sides with a "plus" symbol (⊕), on two sides with a "minus" symbol (⊟), and two sides with a "blank" or other

symbol (▪). You need at least four of these. You can get a special set of *Mindjammer* dice from www.mindjammer-press.com. You can use other dice too—see page 8.
4. **Tokens to represent fate points**. These are optional but handy. You can use poker chips, glass beads, buttons, coins, and so on. **Evil Hat Productions**, the inventors of Fate, also produce a cool set of Fate Cards which you can use instead of tokens (and even dice)—check out their website at http://www.evilhat.com. You don't have to use tokens—you can simply mark down your fate points on your character sheet—but they're good fun and make the give-and-take of fate points, a key part of the *Fate Core* system, much more tactile. You can get a special set of *Mindjammer* fate point tokens from www.mindjammer-press.com.
5. **Index cards, scratch paper,** or a **white board**. Again, these are optional, but they're useful for jotting down **aspects** (see below) during play.

PLAYERS AND GAMEMASTERS

When you play *Mindjammer*, you're either a player or a gamemaster. If you're reading this book, then you've probably decided you're going to be a player, but you don't always have to be—you can even take it in turns to be gamemaster, so that everyone gets a chance to be a player.

If you're a player, you take on the role of one of the

heroes of the game—what's known as a **player character** (sometimes just a "character" or "PC"). You decide what your character looks like, what he or she can do, and describe everything he does in the game universe. You have a character sheet for your character, with various details about your character—his possessions, fate points, notes about the things he can do, the people he knows, and so on.

In your game, you'll also have a **gamemaster** (there's usually only one at a time), who takes on the roles of the rest of the universe which your player characters live in. That's right! Your GM will describe your whole environment—your characters' surroundings, the people and aliens you meet (sometimes called **non-player characters** or NPCs), starships, planets, and events in the New Commonality. Your GM will set up the adventure-filled situations in which you and your fellow players find yourselves (these situations are called **scenarios**) and also adjudicate your actions, deciding which of the *Mindjammer* rules apply and helping determine their outcomes. Your GM is the final arbiter of what happens in your game.

As players, you collaborate with your gamemaster to play *Mindjammer*, rather than playing against one another. Your GM may be running the opposition your characters are facing—the bad guys of your story—but equally she'll be

The Example Game

The examples of how to play **Mindjammer** *in this book refer to characters in a campaign called* Agents of the Commonality. *It's a high-tech, action-packed campaign about troubleshooters travelling through the Commonality on deadly missions for their mysterious superiors in the Security and Cultural Integrity Instrumentality (page 19).*

The game has five players—Chris, Reiko, Ian, Jen, and Duncan—and one gamemaster, Sarah. Chris plays SCI Force controller Usher McGee, the nominal leader of the agents; Reiko plays Kallia Lao, a brilliant hacker and Mindscape "engineer"; Ian plays Mos Crotsos, a Kwo Hmene hominid mercenary with a dark and dangerous past; Jen plays cephalopoid xenomorph pilot Retzlaf Trine; and Duncan plays the sentient starship Greatest Enthusiasm in the Mission *and its avatar, Dev.*

You can see how this campaign came about in "Setting Up Your **Mindjammer** *Game" (page 30); sample character sheets are provided on pages 192 and 194, and at http://www.mindjammerpress.com/mindjammer/ mindjammer-downloads. If you like, you can use these to get playing straight away!*

Using Other Dice

You don't have to use Fudge dice to play **Mindjammer**. *Here are a couple of popular alternatives:*

Use Regular Six-Siders As Fudge Dice
You can use 4 regular six-sided dice to produce the same results as Fudge dice. Simply read a 1 or 2 as a "minus" (⊟), a 3 or 4 as a blank (■), and a 5 or 6 as a "plus" result (⊞).

Use D6-D6
Fudge dice give a result between -4 and +4 (see "How to Roll the Dice" on page 12), with most results being -1, 0, or +1. If you want a game with more extreme results, you can use two six-sided dice, and subtract the result of one from the other. This gives a result between -5 and +5, and a much wider spread than Fudge dice—you'll get extremely high or low results more often.

This changes the feel of the game; your skills matter a bit less, and wild and crazy things happen more often. Many people like using D6-D6 for a more pulpy, space opera feel; others find it's sometimes fun to use Fudge dice most of the time, but break out the D6-D6 when things are more extreme (say, if your character is drunk, or mad!).

playing your allies, too. The goal is to have fun, tell great stories, and make your player characters look like heroes.

THE CHARACTER SHEET

A **character sheet** contains all the descriptive details you need to play a character, including things your character can do and equipment he owns. On the next page you'll find the character sheet for SCI Force controller Usher McGee.

Let's have a look at the sections which make up a character sheet.

Aspects

Aspects are the heart of the *Mindjammer* rules, short phrases which describe a fact about your character—a physical detail, a bit of background history, a belief, a relationship with someone. Aspects can be positive or negative—the best are both.

Aspects affect how a character functions in play. When an aspect is immediately relevant to what your character is doing, it can provide a bonus to a dice roll, allow the dice to be re-rolled, or some other advantage. To get this bonus, you describe how the aspect benefits you, and (usually) pay a **fate point** (page 13): this is called **invoking an aspect.** When an aspect is disadvantageous to your character, it can be used to gain fate points back: this is called **compelling an aspect.** You'll

find examples of invoking and compelling aspects throughout this book, as well as more explanation on page 13.

Chris's character, Usher McGee, has the aspect I Don't Know Who To Believe*, which describes his tendency to suspect everyone of having some dubious agenda. It means it's difficult to deceive him, but also it can cause no end of problems when a friend or ally is trying to get him on board with a plan. It's a fun part of his character that causes endless trouble, and regularly generates a lot of action in the game.*

Skills

Skills represent specialised things your characters can do—your technical ability, academic knowledge, or physical talent. They're measured on a scale ranging from Average (+1) to Great (+4) and higher, representing greater degrees of ability.

If you're a beginning character, you'll have skills up to Great (+4) (or optionally higher or lower—see page 43), used together with dice rolls to see whether you succeed or fail at an action requiring that skill. Skills include things like running, fighting with weapons or guns, piloting starships, as well as intrinsic capabilities like strength, endurance, agility, and willpower. See **Chapter 7: Skills and Stunts** for more about skills, including detailed skill descriptions.

If your character is attempting an action for a skill you don't have, you make your dice roll as if you had a skill level of Mediocre (+0). Note however that some skills may require or imply certain equipment to be used, and that some actions require more than just a skill to attempt—see "Stunts" and "Extras" below, for example.

Usher McGee has the Ranged Combat skill at Average (+1), which means he's competent but not spectacular at shooting things with that Tyce LP-25 Null Pistol he's carrying. However, he doesn't have the Unarmed Combat skill at all, so if he finds himself in a punch- up, he rolls at Mediocre (+0). That's probably why he has Average (+1) Athletics—all that dodging and running away!

Characters aren't the only things that have skills in ***Mindjammer***. Alien life forms have them, and so do starships and vehicles, and even organisations and cultures. The rules sometimes work slightly differently in these cases—your GM will have the relevant information.

Stunts

Stunts represent techniques, knacks, or knowledge your character uses to get more from his skills. Characters with the same skills can be differentiated by having different stunts. Stunts are described in **Chapter 7: Skills and Stunts.**

*Usher has a stunt called "Memetic Engineer", which lets him use his Good (+3) Technical skill to create and modify "memes"—values and aspects belonging to a whole culture. It also lets him take a culture as an **extra** (see below).*

MINDJAMMER™
CHARACTER SHEET

Name: Usher McGee

Culture: Core Worlds

Tech Index: T9

Genotype: Commonality Human

Habituated Gravity: Standard (+0)

Occupation: Culture Agent

Actual Age: 140

Apparent Age: Mature Adult

STATUS

Fate Points: **3**

Refresh: **3**

Physical Stress: 1 ☐ **2** ☐ 3 ☐ 4 ☐

Mental Stress: 1 ☐ **2** ☐ **3** ☐ **4** ☐

CONSEQUENCES

2 Mild ( )

2 Mild ( )

4 Moderate ( )

6 Severe ( )

CREDIT STRESS

Credit Stress: 1 ☐ **2** ☐ **3** ☐ **4** ☐

2 Mild Cons ( )

2

4 Moderate Cons ( )

4

6 Severe Cons ( )

6

ASPECTS

High Concept: Supercilious SCI Force Controller

Trouble: Adrenalin Junkie

Cultural Aspect: Everyone is a Core Worlder in the End!

Game Aspects: Mindscape Implants are Thought Control! Someone is Killing Our Scientists!

Other Aspects: Stepped On Too Many Toes In SCI Force Central, The Power I Wield Comes From SCI Force Alone, I Don't Know Who To Believe

OTHER EXTRAS

Biomed Array:
Fair (+2) Technical
Cosmetic Enhancer
Extended Lifespan
Haze Field:
+1 defend bonus
Null Pistol
Commonality Culture:
Avg (+1) Assimilate
SCI Force:
Avg (+1) Security
Fair (+2) Provoke

SKILLS

Superb (+5):

Great (+4): Provoke, Will

Good (+3): Resources, Technical

Fair (+2): Contacts, Intrusion, Rapport

Average (+1): Athletics, Bureaucracy, Investigate, Notice, Ranged Combat

STUNTS

Cultural Intrusion: Use Intrusion for culture actions.
Ear to the Ground: Use Contacts for Initiative where you have a functioning contacts network.
Memetic Engineer: Use Technical for culture actions.
Mindburn: Use Will for mentral attacks via Mindscape.
Money Is Power: Use Resources for organisation actions.

NOTES

HALO

Special Ops Chip: Mindscape connectivity and special operations technopsi.

Extras

Extras represent extensions to your character—elements of the outside universe which are nevertheless integral parts of what makes your character tick. They can include equipment and technological enhancements (like built-in weapons, Mindscape implants, and genetic modifications), and also starships, vehicles, and organisations your character is involved with. The "Halo" and "Other Extras" sections on your character sheet can contain extras. Extras are described in **Chapter 8: Extras.**

Usher has an extra called "SCI Force", which represents the organisation he works for—the Security and Cultural Integrity Instrumentality (see page 19). It gives him access to several organisation skills (page 120) he can use when getting the organisation to intervene in a situation on his behalf.

Halo

Your **Mindjammer** character will usually be connected to the Mindscape (see sidebar) by Mindscape implant, giving you access to enhancements, knowledge, and the extraordinary powers of **technopsi**. This gives you a **halo**—a virtual field of data representing the additional abilities, personal information, memories, and so on, you have which are powered by the Mindscape. Halo abilities are usually **extras**.

When you're disconnected from the Mindscape, you can't access your halo or use any of its abilities. When you are connected, technopsi attacks can also target your own halo abilities, disabling and even stealing them. The Halo section on your character sheet collates your halo abilities in one place, making it easy to see at a glance which abilities rely on Mindscape access for use, and which can be targeted by technopsi. You can find out more about your halo and technopsi in **Chapter 11: The Mindscape.**

Stress

Stress is one of the ways you can avoid losing a conflict. There are two main types of stress: **physical stress** and **mental stress**, representing physical fatigue, bruising, minor injuries; or being shouted down in a debate, mental confusion, or temporary intimidation or hesitation. A third type of stress—**credit stress**—is used to track your character's access to goods and services or wealth (for example, if you want to become an interstellar merchant, or if you want to buy something beyond what you could normally afford). You have at least two stress levels in each type of stress, which you can burn off in corresponding physical, mental, or credit conflicts. Under special circumstances you can even burn points of stress in exchange for bonuses on dice rolls, representing making a draining strenuous effort (page 153). Physical and mental stress levels represent very temporary losses, and reset to zero at the end of a conflict when you've had a few moments to catch your breath, gather your thoughts, and so on; credit stress resets to zero at the end of a session of play.

Consequences

Consequences are another way of avoiding losing a conflict, but represent more significant, lasting impacts: physical injuries like blaster wounds, broken bones, or diseases; mental injuries like psychological trauma, social stigma, or phobias or mental illness; and financial impacts like considerable debts or insolvency. Whenever you take a consequence, you write an aspect in the corresponding Consequences slot on your character sheet, describing the impact involved. Unlike stress, consequences don't recover immediately, and the aspect stays on your character sheet until you remove it, leaving your character vulnerable to complications or other characters taking advantage of the injury or weakness.

Refresh

Your **refresh** is the total number of **fate points** (see below) you have at the start of every session. If you finish a session

with fewer fate points than your refresh, they reset to this total when you begin play again (page 92).

Tech Index

Your character's **tech index** determines the technological sophistication of the equipment you're used to handling. At character creation, this is equal to the tech index of your character's culture (page 51) or sometimes homeworld (page 36)—it may change later. Tech index affects how familiar your character is with the technology you encounter during play.

Habituated Gravity

Your character has a gravitational field you're used to operating in. For most characters this is 1G, the gravity field of Old Earth, also known as **standard gravity**. Most Commonality planeships, space stations, habitats and plateworlds are maintained at standard gravity, providing a consistent and comfortable environment across the Commonality. Many inhabited worlds, and indeed most planets, have differing gravity fields, and you may decide your character is accustomed to a gravity other than 1G, either through birth or long habituation. Your habituated gravity may change over time (page 44).

TAKING ACTION

When your character tries to do something uncertain in *Mindjammer*, you **roll dice** to see if you succeed. Not everything requires a dice roll; usually you'll only roll dice when the action your character is attempting is dramatically important or carries a certain weight of tension, such as if it's opposed by the efforts of another character, or if there's a significant obstacle in your way. Otherwise, as long as the GM says your action is physically possible, your character simply does what you say.

When Usher is practising with his Tyce LP-25 Null Pistol in the firing range, there's no real difficulty or danger—it's a routine training session, no one is threatening him, and he has plenty of time, so he doesn't need to roll the dice. However, later, after arriving at a rendezvous point in a shady part of startown and coming under heavy fire from a sudden ambush, he needs to roll dice to successfully return fire against his assailants!

How to Roll the Dice

A dice roll in *Mindjammer* uses four Fudge dice, abbreviated 4dF (but see "Using Other Dice" on page 8). To read the dice, calculate every "plus" as a +1, every "minus" as a -1, and every blank as a 0. Total these to get a result between -4 and +4.

For example:

⊟⊟⊞⊞ = 0
■⊟⊞⊞ = +1
■■⊞⊞ = +3
⊟⊟⊟⊞ = -2

Most results will be between -1 and +1. Usually, though, you won't use this as your final total: instead, if you're using an appropriate skill, you'll also add your character's rating in that skill.

For example, Usher rolls ⊟■⊞⊞ on the dice, getting a +1 result; he's rolling to see whether he successfully fires back at his ambushers in a run-down quarter of the starport, so he adds his Average (+1) skill rating in Ranged Combat, for a final total of +2.

Other modifiers may be added to this total. For example, invoking aspects can give a +2 bonus; and certain stunts can provide similar bonuses.

Let's look at what that final total means.

The Ladder

Mindjammer uses a ladder of adjectives and numbers to rate the final total of a dice roll, a character's skill, and any modifiers. Here it is:

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

It's up to you how you describe the results on the ladder—you can use the number in the left column, the descriptive adjective in the right, or both. You can say "I got a +4", or "I got a Great result"; both mean the same thing, and you can switch freely between them—as long as everyone understands what the result means, you're fine.

Roll Dice When. . .

You usually roll dice when:
- *You're overcoming an obstacle (page 155);*
- *You're creating an advantage for your character in the form of an aspect you can use (page 156);*
- *You're attacking someone in a conflict (page 156);*
- *You're defending yourself in a conflict (page 157).*

Results can go above and below the ladder; with skill levels of Superb (+5) and higher, a good dice roll and an aspect modifier can easily take the result to +9 or even higher, and poor skills and dice rolls can do the opposite. When you move off the ladder in either direction, you can come up with your own descriptors for those galaxy-shattering or abysmally cataclysmic results.

Interpreting the Results

When you roll the dice, you're trying to get equal to or above a certain number. That number is called the **opposition**; either an **active opposition**, representing someone (the GM or another player) rolling against you, or a **passive opposition**, representing an obstacle or simple difficulty with a set rating on the ladder. Note that if you're rolling against another character, that doesn't automatically mean active opposition: your GM may decide that some NPCs only represent passive opposition.

If your dice roll total (including your skill rating and any modifiers) equals or exceeds the opposition, that usually means you've succeeded at what you were trying to do.

Sometimes, rolling much higher than the opposition can give you a special result (like more damage on a physical attack); tied rolls can also have a special effect: see "The Four Actions" (page 155).

If you roll lower than the opposition, that may mean you fail at your action; however, it can also mean you succeed, but **at a cost**, or that there's some complication. Some game actions have special results when you fail your roll; see "The Four Outcomes" (page 154).

The difference between your dice roll total and the opposition is called **shifts**. On a successful roll, it determines how well you succeed in your action. If you roll equal to the opposition, you have zero shifts; one above the opposition, you have one shift; and so on. Sometimes you may also be interested in the number of shifts you roll **under** the opposition, to figure out how badly you fail a roll.

Usher McGee got a +2 result with his Ranged Combat attack action in the example above. Sarah, the GM, says "you're rolling against an active opposition, because the ambusher is trying to jump into cover behind his beat-up flyer. He rolls a +0, plus his Average (+1) Athletics skill, for a total +1. That's less than your +2, so he doesn't make it—you get 1 shift, dealing him 1 point of physical stress damage. He shouts out as your null beam sears through his cheap flashy camo jacket!"

FATE POINTS

Fate points (or "FP") are one of your most important resources during play, representing your ability to affect the game play in your character's favour. You can use tokens (see above) to represent your current fate points, or simply note them on your character sheet.

The number of fate points you have fluctuates during play. You can spend a fate point to **invoke an aspect, declare a**

story detail, or **activate a powerful stunt**. You can earn a fate point by **accepting a compel** on one of your aspects.

Invoking an Aspect

If you're attempting a skill roll and think one of your aspects (or even someone else's aspect, or a situation aspect) may help you, you can spend a fate point to invoke it and change the result of your dice roll. **Invoking an aspect lets you add +2 to your dice roll result, or re-roll the dice, whichever you prefer.**

You decide to invoke an aspect **after** you've made your dice roll (ie only when you need to), and you have to explain how the aspect in question helps you. Sometimes the aspect is obvious (*Veteran Artillerist of the Xeno Wars,* to help you when making a Ranged Combat attack with your grav tank's plasma cannon, for example); sometimes you'll need to get a bit creative with your description (*The Only Known Survivor of the Belgard Sanction* means I'm **really** trying to empathise with the plight of these oppressed xenomorphs!).

You can only invoke any given aspect once on a single dice roll, although you can spend multiple fate points to invoke more than one aspect—as long as you can describe how they all help you.

Usher McGee is trying to browbeat his way past a guard at the Belgardian prison camp where Mos Crotsos is being held. The guard provides Great (+4) passive opposition, and Usher's Provoke skill is also Great (+4).

Chris rolls a -1, a result of only Good (+3)—not enough for Usher to bully his way past the gate. He looks at his character sheet, and says, "You know, after that business on Mindborn, everyone should know The Power I Wield Comes From SCI Force Alone. *I'm going to really impress upon this guy that if he won't let me through the whole weight of the Commonality is going to come down on his head!"*

Sarah agrees, and Chris hands over a fate point to invoke the aspect, adding +2 to his existing +3 result, exceeding the Great (+4) opposition. The prison guard goes pale at the mention of a formal SCI Force complaint to the prison governor, and waves Usher through the gates, locking them behind him...

You can find out more about invoking aspects in **Chapter 6: Aspects and Fate Points** (page 88).

Declaring a Story Detail

Sometimes you want to add a detail to the story which is beneficial to your character. Maybe you want to say you've turned up at your destination at exactly the right moment, or that you've brought along the precise piece of equipment you need for a job, or that some other bit of synchronicity works to your advantage.

You can do this by spending a fate point. You should also try and justify your addition of this minor detail by relating it to one of your aspects. The GM may veto your declaration or ask you to modify it if it seems too unlikely or far-fetched.

Usher McGee is meeting the prison camp governor to free

Mos Crotsos, when the governor turns to an assistant and hisses something in a bizarre incomprehensible dialect.

Chris looks at his character sheet and says, "I have Everyone Is a Core Worlder In the End *as an aspect—can I declare that this guy is actually speaking an obscure Core Worlds dialect which I've heard before?"*

Given Usher's long and chequered past, Sarah decides this is possible, and Chris hands over a fate point and describes Usher switching into sibilant Core Worlds Parosheen. "Now you wouldn't be trying to go behind my back?" he says with a smile, as the governor and his minion stare back at him in surprise.

Accepting a Compel

Compels are a way of getting fate points back during play. Often you'll find one of your aspects looks like it should be making the situation you're in more difficult or otherwise creating drama; in such a case, you and the GM can decide precisely what that complication will be, and you'll get a fate point in return.

A simple complication may be that your character just fails at his action, or that he must respond in a certain, restricted way. Talk it over with your GM until you're both happy with the details.

If you want, instead of receiving a fate point for accepting the compel, you can **pay a fate point to avoid the compel** instead. Don't do this too often; not only are compels a great way of regenerating your fate points, but they also put your character at the centre of the drama, and add a lot of excitement and fun to the game. Remember, you're not trying to avoid problems for your characters, you're trying to have awesome adventures—and that means trouble!

Usher has the aspect Adrenalin Junkie. *He's inside the Belgardian prison camp governor's office when the governor's aide suddenly pulls a gun on him.*

Chris says, "Hell… this has gone sour quicker than I expected, I doubt I can even get a mindburn attack off in time. I'd better play along, leave Mos Crotsos with them, and get out of this place to regroup."

Sarah holds up a fate point and says, "And Usher's just going to let himself be walked all over, is he? Even though there's a chance he can disable the gunman in time? Even though he loves that adrenalin rush…?"

Chris grins and replies, "Okay, I got you. So Usher's going to try and mindburn the guy and let the whole mission dissolve into a gunfight with the authorities on one of our allied worlds? Awesome. I'll take the fate point."

Sarah describes Usher hurling himself to one side and assaulting the aide with a mindburn attack, as null beams bounce off the walls and Usher's own haze field. There are shouts as mayhem breaks out outside.

Chris shakes his head. Sarah grins, and asks for initiative.

You can even call for a compel to **complicate your own character's decisions**, if it relates to one of your aspects! **This is a great way of clawing back fate points**. The GM can also call for compels to make the universe respond to your characters' actions in a dramatic way; this also puts fate points back into your hands—where they can do most good—and generates tension, action, and trouble. You can suggest any kind of compel you think is appropriate—it doesn't just have to affect your own character. You can even suggest that a compel has just happened, if you see one happening naturally during play, and the GM can award fate points retrospectively as a result. Either way, the GM has final say.

See page 89 for more on compels.

WHAT NEXT?

That's pretty much everything you need to know to play *Mindjammer*! Everything which follows elaborates on these basic rules, providing details of how to use them in differing situations and describing how they tie into the *Mindjammer* setting.

In particular, you might want to check out the following chapters right now.

- **Chapter 3: Welcome to the New Commonality of Humankind!** introduces you to the *Mindjammer* setting, describing its history, culture, technology, astrography, and more. Read this if you want to get to grips with the background of *Mindjammer*, which can help you when creating your characters.
- **Chapter 4: How To Create Your Mindjammer Character** shows you how to create your *Mindjammer* characters and set up your game. Read this when you're ready to get filling in your character sheet.
- **Chapter 10: How To Do Things** gives you detailed rules for actions and consequences, and describes exactly what your characters can do, including how to run conflicts and work together to accomplish your goals.

CHAPTER THREE
WELCOME TO THE NEW COMMONALITY OF HUMANKIND

"Imagine it: the greatest civilisation humankind has ever known. It spans a hundred thousand worlds, yet its grasp is sometimes so fragile everything seems doomed to fall apart. It wants to unify the lost colonies in a golden age of optimism and exploration, yet sometimes it does so at the point of a gun. We're all supposed to be one, together, united, and yet we're many, diverse, divergent.

But the stars sparkle with life. Our life. Alien life. And everything in a whirlwind of change. Who knows what comes next?"

—Commonality starship *"Greatest Enthusiasm in the Mission"*, Mindborn Station, 192 NCE

So, now you have a pretty good idea of the basics of the *Mindjammer* roleplaying game. Before we get into the detail of creating characters and playing the game, we're going to introduce the *Mindjammer* setting in a bit more detail. Welcome to the New Commonality of Humankind!

WHAT IS THE NEW COMMONALITY OF HUMANKIND?

One way or another, the New Commonality of Humankind is "where you live". You might live just outside it, or even out among the Outer Worlds where people are just beginning to hear about this huge civilisation arriving on their doorsteps, but probably you're a Commonality citizen, living on one of the hundred thousand worlds in Commonality Space.

The Commonality is a place of diversity. In the Core, the Old Commonality existed in the Manhome system and a small group of nearby systems for 10,000 years. Commonality citizens from the Core are conservative traditionalists, and yet sophisticated, extremely long-lived (many centuries!), and with ridiculously high levels of technology. Out on the Fringe the Commonality is still expanding, rediscovering lost colonies almost every day: out here, people are as different as chalk and cheese, but they're generally individualistic and freewheeling, free of the baggage of the ten thousand years of civilisation which weighs down the Core.

Given the vast numbers of Commonality citizens, concepts of representative government are nonsensical at Commonality-level, although on individual planets and petty clusters some forms are permitted. In the Core Worlds, in the interests of social stability, ideas like democracy, free trade, and religion are largely illegal, although increasingly tolerated towards the Fringe.

Commonality government is a devolved benevolent dictatorship, diffuse and pervasive. For millennia it rigidly controlled Old Earth and a handful of Core Worlds, at the cost of eventual stagnation and decay; since Expansion, it has strained to encompass many thousands of worlds, as the "New" Commonality has adapted to govern a galactic empire. By nature it's oligarchic, with governors and apparatchiks appointed from the top down. Often resistant to change, it's plagued by inefficiency bordering on chaos and endless political intrigue, and often strays into ethically dubious territory to solve problems.

Right now it's the year 193 of the **New Commonality Era**. For the past two hundred years the Commonality has been expanding, contacting lost colony worlds. In places they've bombed recalcitrant governments back into the Stone Age, in others they've created "autonomous regions" and planted psy-ops to coax populations into the Commonality fold. There are interdictions, quarantines, and embargoes—and all the efforts required to enforce them.

As the Commonality pushes outwards, it finds life everywhere. Most intelligent life is descended from colonists from the First Age of Space, and sometimes divergent evolution has made this very alien indeed; but some has also been extra-terrestrial. So far, no other intelligent civilisations seem to have independently developed faster-than-light travel, although many have adopted the Commonality's technology with enthusiasm.

The Expansion's early years were a blitzkrieg: worlds resisting Commonality control were simply mowed down. The Commonality believed it was doing this for the best reasons, and was often contrite afterwards, but self-determination was never an option for many contacted worlds. With time, though, the Commonality has come to feel it doesn't have to use ordnance all the time to impose its will. The **instrumentalities** (organs of Commonality government) have become subtle, using psy-ops and long-term manipulation: they want to incorporate worlds, after all, not destroy them.

Cultural Neutralisation

However, the Commonality you live in is also keen to protect itself. When it rediscovers a lost colony, it always asks itself: does this world pose a threat? Past experience has taught the Commonality that the absolute priority in first contact is to protect the Commonality against any kind of threat—whether that's biological, political, or even cultural. Today, the neutralisation of cultural threats is the highest goal of the **Security and Cultural Integrity Instrumentality**, also known as SCI

Force, and whole cultures have been quarantined to that end. It's even theoretically possible that the Commonality could decide to destroy a sufficiently dangerous culture, although it isn't believed to have ever resorted to this final sanction. Rediscovered world cultures are evaluated for technological, material, and cultural resources, and the Commonality deals with threats simultaneously, establishing embassies or covert ops and exploiting resources at the same time.

Expansion and the Neo-Cultures

The Expansionary Era has opened a door which it's been impossible to close. You can feel it every day in your daily life: virulent alien cultures and vibrant new ideas are everywhere, threatening the ancient stability of the Commonality and forcing it to protect itself. When SCI Force and the Instrumentalities find a colony world with a strong and vibrant culture they can exploit, they often reinforce that culture to be a bastion against further cultural contamination from beyond the Frontier. Often these **neo-cultures** have new and unique cultures; sometimes they're descendants of historical Old Earth cultures. In both cases SCI Force encourages them to develop their cultural identities, while defusing dangerous elements and using their strengths to defend the Frontier. Your character may even come from one of these cultures, with values and beliefs different from the mainstream Commonality and instead deriving from ideas and traditions current thousands of years ago. The Commonality permits this limited cultural conflict within its own borders, hoping it will act as inoculation rather than disease.

A HISTORY OF THE COMMONALITY

For millennia, humankind spread out from Old Earth in great colony ships. The colonies it founded grew in isolation, taking strange and surprising paths, dealing with the challenges of new worlds with whatever lay to hand. If you're a **Fringe Worlder** (page 52), you probably come from one of those worlds—worlds where once messages from Old Earth took centuries to arrive. In the past, the stars sang with the songs of men, but it was a cacophony, and no interstellar civilisation was ever able to arise. Your world evolved pretty much in isolation.

Two hundred years ago, the discovery of 2-space thrust these worlds together after millennia apart. Conflict and chaos reigned. Old Earth, which controlled access to 2-space, prevailed, and the New Commonality Era—also called the Expansionary Era—was declared, the first true interstellar civilisation of humankind. Some worlds still resist, inimical or simply too alien after millennia of divergent evolution, but a new era has begun, revitalising the once decadent cultures of Old Earth. Where money had been unknown for millennia, New Traders now ply the spacelanes with their **Expansionary**

Era Currency Units (also known as **credits**); where Old Earth had been a vast and indulgent garden, explorers now push onto new worlds and bizarre and hazardous environments. It's an age of exploration and invention, a new Golden Age for humankind—the Second Age of Space.

Commonality Prehistory

If you're a Commonality citizen, you spent decades in education, learning the history and prehistory of your astonishing civilisation. The Commonality originally emerged from the dark age which followed an enigmatic **Fall of Man**, twelve millennia ago. Before that there are stories of a prehistoric age of space, but the ancient Cola Station in Old Earth orbit is the only relic from that distant time. The prehistory you know starts to become clear with the **Autumn Cultures**, petty states left over from an era of failed world government.

The Autumn Cultures were the product of a lack of imagination, an inability or unwillingness to tackle the problems which faced humankind—the need to unify, to abandon archaic economic organisation, to embrace the species-level challenge of leaving Old Earth. They marked a growing refusal to mature, a period of stagnation, conflict, and decline.

It's unclear what the Fall of Man was. War, collapse, ecological or economic catastrophe, or all of these things have been suggested, but its consequences are clear: humankind could not cope with the glaciation which followed, and what remained of civilisation fell to savagery. For a thousand years the archaeological record is confused, a succession of tribal migrations, petty tyrants and warlords, and the return of much of Old Earth to wilderness. Anything approximating civilisation appears to have been confined to closed cities; the wilderness became the province of mutants and wildmen, and the leftover war machines of the past.

The first glimmerings of the Commonality that would restore humankind began in Shine. With increasing confidence in climate control, the **Shine Commonality** pushed back the ice which had frozen the world, and unified it under a benevolent if overbearing rule.

The First Age of Space

The Shine Commonality lasted five hundred years, and culminated in the return of humankind to space and the colonisation of the solar system. By the time the early generation ships left for nearby stars, the Shine Commonality had been reborn as the Commonality of Humankind, and the First Age of Space had begun.

The early colonisation ships were fraught with problems, and there were as many catastrophic failures as successes. Gradually, humankind established toeholds on alien worlds, and with the invention of stasis fields the trickle of humankind to the stars became a flood. The Great Diaspora lasted five thousand years, a constant procession of stasis ships of all sizes, leaving the teeming solar system and its oppres-sive and regulated worlds for new homes where freedom of expression and alternative forms of belief, identity, and social organisation could be expressed without interference.

Although contact with many colony ships was lost, many reported home, using lightspeed communications taking centuries to announce that, in the depths of space, the stars now sang with the songs of humankind.

Early in the First Age of Space anagathic treatments transformed human society, and as human lifespans began to be measured in many centuries people developed societies which husbanded resources and planned for the future in long-term projects at last. At the same time a deep conservatism began to show in the worlds of Manhome—Old Earth's solar system—and the nearest colony worlds, whose long-lived populations became risk-averse. Uplifted animals performed hazardous or disagreeable jobs, and human society became introspective, concerned with security, long life, and the preservation of memory and the past.

Many disagreed with these tendencies, which nevertheless spurred the ongoing diaspora as people turned their backs on security and introspection for lives of unpredictable vitality on the unknown frontier. This time the new waves of diaspora were not just human, and uplifted animals—the **xenomorphs**—for the first time became significant populations of the new colony worlds.

Eventually even the Commonality's rulers realised the peril facing Old Earth. The Mortality Statutes, which fixed human lifespans at five hundred years, were not principally a response to overpopulation, but rather were born from a fear of stagnation, of the need to refresh the Commonality's meme and gene pools with new blood and ideas, to prevent stagnation and decay. It's still unclear whether they succeeded.

Decline

The diaspora continued for another three millennia, but the Commonality civilisation which developed in Manhome and the dozens of star systems close to Old Earth became old. With the development of early forms of the Mindscape, whole populations seemed to slumber in the exploration of memories and fantastic yet unreal worlds; for centuries, it seemed that the xenomorphs and the new synthetic intelligences, born from Mindscape technologies, carried the flame for the whole Commonality.

Eventually, the diaspora ceased. Occasional ships still left for unknown stars, but by the end of the fifth millennium, energy and enthusiasm seemed to have left humankind. The effort of monitoring slower-than-light contact with far-flung colonies seemed not worth the effort, and the Commonality began to contract, eventually settling on the few dozen star systems close to Old Earth where communications took less than fifty years. Commonality society turned inwards, obsessed with intrigue and ritual. Hand-in-hand with social decay came superstition, and the Commonality proscribed

things which disturbed social tranquillity—news and religion and antisocial ideas—and promoted social harmony and quiescence above all.

Human society became a gilded cage, its captives drugged and soporific, their long lives ending in pointless and painless euthanasia, all disagreeable jobs done by teeming faceless billions of xenomorphs and synthetics. Stagnation slipped unnoticed into decline, and when the distant lost colony worlds finally called home, it seemed nobody cared.

Renewal—The Second Age of Space

By the eleventh millennium of the First Age of Space, it was clear to any dispassionate observer that the Commonality was in trouble. The human species as it was known was degenerating; the social fabric was a dry husk, waiting only a puff of wind to blow it away. The rulers of the Commonality, in their desire to protect, were suffocating the society they had sworn to defend.

The discovery of **planing**, the technology to travel faster-than-light in 2-space, is still one of history's great mysteries, and highly controversial. It came at exactly the right time for the Commonality. At first no one cared; but as the first returnees from the rediscovered colonies became overnight celebrities in the Manhome Mindscape, ripples of excitement spread. Here was novelty; here were young, vibrant, excited

human beings, free from Commonality conditioning, questioning and challenging everything they saw. And there were more of them out there!

In a spirit of desperate friendship, the peoples of the Commonality embraced the rediscovered worlds and welcomed their peoples with open arms. By the time the one hundredth lost colony had been found, alien life had been detected, and First Contact with true alien minds. The Commonality was in a ferment of missionary zeal, and the galaxy seemed a wonderland, promising untold treasures. In a surfeit of bright-eyed enthusiasm a New Commonality of Humankind was declared, a revitalised civilisation and a Second Age of Space.

Conflict

First contact with the Venu brought the realisation that all was not perfect in this new Golden Age. A lost colony in the distant Orion Cluster, there had been only three communications in the entire First Age of Space. None of these had prepared the Commonality contact team for what they would find; a savage xenophobic society dwelling amongst the blasted ruins of a technological civilisation, with a fanatical hatred of anything that wasn't genetically pure human and worshipping a "god-emperor" whose word was law.

Until Venu Contact, Commonality contact teams had been unarmed, and not equipped for conflict. The contact team starship was seized, and all contact lost; subsequent efforts were met with violence, and the Commonality withdrew, to plan a better strategy for peaceful cultural exchange.

Forty years later, the Venu returned. Suddenly and in great numbers, piloting primitive yet heavily-armed starships reverse-engineered from Commonality planeships, they attacked Commonality worlds and made a beeline for Old Earth itself. Countless star systems were transformed into war zones, as in a 5-year blitzkrieg the Venu fleet subjugated world after world, and the Commonality fell back. As the invasion force approached the newly-designated "Core Worlds", the Commonality realised it faced an existential threat. In the solar system of Styphon, the Commonality threw everything it had against the Venu, and fought them to a standstill. The Venu, clearly overextended, began to withdraw, and the Commonality prepared to re-enter the devastated star systems and rebuild. The new Commonality "manowars" which were born in the Battle of Styphon V were the vanguard of this force.

The Commonality pushed the Venu almost back to Orion. Worlds closest to the Venu homeworld had been transformed, occupied by Venu populations or scarred by occupation. Reluctant to re-incorporate potentially hostile populations immediately, the Commonality re-drew its borders, acknowledging the client "Successor States" between it and the Venu. Attempts to approach the Venu homeworld with diplomatic overtures were met with force, and the "Stop-Start War" continued for years along the Venu border until the Commonality withdrew, establishing a "Quarantine Zone" with the hostile

and xenophobic state. Even today the Venu question is unresolved, and one way or another everyone is expecting war.

The Xeno Wars and the Sentient Alliance

By 160 NCE the Stop-Start War had fizzled, Venu and Commonality forces withdrawing. Pro-Venu states instigated anti-xenomorph pogroms on pro-Commonality worlds, which rapidly became a proxy conflict—the Xeno Wars.

Dates for the end of the Xeno Wars vary, but twenty-two years ago in 171 NCE a political alliance between pro-Xenomorph, pro-Commonality worlds arose which was strong enough to quieten most of the violence. This "Sentient Alliance" is the first xenomorph state, a buffer between the Commonality and the Venu and their Successor State satellites.

COMMONALITY GOVERNMENT

The government of the New Commonality of Humankind today unites over a hundred thousand worlds. Most of these have been rediscovered and integrated into the Commonality in the past two centuries, although a smaller number—the Core Worlds—never fell out of contact with Old Earth. Wherever you are in Commonality Space, at some time or another you'll end up face to face with the Commonality government in some form or another. You may even work for it!

Here's an overview of how the Commonality hangs together.

The Instrumentalities

The Instrumentalities are one of the two "arms" of Commonality government. Their nearest historical analogues are the civil services or mediaeval guilds: they aren't commercial entities, but organisational structures for executing the will of the **Custodians** of the Commonality (see below), its mysterious and shadowy pseudo-rulers. They're the "active" part of the Commonality government, and there's a very good chance your character may work in some way for one of them.

Instrumentalities operate throughout the whole Commonality, organising themselves on many different scales depending on what they're attempting to do. Each has multiple arms, including executive, enforcement, and intelligence. There are five principal instrumentalities.

- The Armed Forces Instrumentality
- The Internal Security Instrumentality
- The Space Force Instrumentality
- The Communications Instrumentality
- The Security and Cultural Integrity Instrumentality

The Ministries

The ministries, also known as **directorates**, are the second arm of the Commonality government, coordinating and creating the policies which the instrumentalities carry out. They're the passive, administrative part of the Commonality government—the occupiers of the halls of power, the strategists and intriguers. If your character works for one of the ministries, then he or she will most likely be an **administrator** (page 70), although if you're from the Core Worlds you may also be a **CORESPAN operative** (page 80).

Ministries interact at sector-level in an umbrella organisation called the **Pansectorate**; there's a Pansectoral Moot in session at every sector capital. There are five main ministries.

- The Ministry of Broadcast Propaganda
- The Ministry of Evolutionary Planning
- The Ministry of Internal Affairs
- The Ministry of Movement
- The Ministry of War and Defence

The Custodians

The **custodians** of the Commonality are its true rulers. Elusive, shadowy figures, often working alone, their agendas are species-level, spanning lifetimes. Some have palaces and centres of power; others seem invisible, appearing only when required. You know they're scary people with authority over all affairs in their domain, including life and death.

A single custodian "rules" a sector. The custodian interacts with the Pansectorate ministries, setting policies which the instrumentalities carry out. Watcher Craypast is ruler of the Rim Sector; he's said to be rarely at his palace on the sector capital of Tsentair, instead travelling between its many worlds. There are many rumours and alleged sightings of this mysterious figure.

The custodians are accountable to no one, except perhaps each other. For all intents and purposes they're a group of absolute rulers each in charge of their own domain, owing fealty to a higher abstract concept of "the Commonality". The system is designed to prevent corruption and promote disinterested action: they're above the law, have unlimited resources, but are ultimately responsible for the fate of the species. A quorum of three custodians can order another custodian to be put to death.

The custodians communicate, either by Mindscape or in person, on an ad hoc and informal basis, and the Whispering City in Jiva is where they meet on neutral ground, either in person or via avatar.

Most custodians are old, born on Old Earth or in Manhome: Watcher Craypast is relatively young at approximately 300 years old, but a staunch conservative when it comes to cultural integrity and xenomorph rights. It's rumoured that at least one custodian is a synthetic; some say all of them are.

For the 10,000 years of the Commonality's existence, the custodians were mostly confined to Manhome; they probably derived from national, cultural, and religious leaders of earlier times. Within Manhome, matters were smaller-scale and easier to control, particularly when most custodians were more or less continuously in session at Jiva.

The New Commonality was declared only 200 years ago, within the lifetimes of all the custodians, and they've been

Table 3-1: Corporacies of the Commonality	
Corporacy	**Activity**
Chembu Genurgy	Genurgic enhancements.
Combatechnologies, Inc	Combat armour, combat drones.
Darradine Industries	Technopsi devices, Mindscape implants.
Gant Shipyards	Planeship construction and repair.
HAL AG Industries	Gravtech and suspensor fields.
Hydrodyne Technologies	Transport and vehicles.
Javawayn Industries	Gravtech, star cities, luxury space hotels and cruisers, zero-G habitats.
Kessel Yards	Shipyards, ship hulls.
Magnatech, Inc	Kinetic weapons.
Mai Ling Military Optics	Combat drones, sensor arrays and drones, sentient weapons.
Mindborn Virtualities	Synthetics, virtualities, sentient starships.
Morbius Metals	Raw materials and metals.
Murasaki Corporation	Combat walkers, lifters.
Neverine Pharmaceuticals	Biomeds.
Perfidion Industries	Makepoint manufactories, space habs.
Pleskov and Sons Armaments (PASARM)	Heavy weapons.
TKX (Trondheim-Kawasaki Xenoforms)	Synthetics, genurgic enhancements.
Tyce Systems	Null weapons, blasters.
Universal Products	Multiple fields.

improvising wildly ever since. They have a wide remit, and are morally terrifying—their only priority is the preservation of the human race and Commonality culture. All other considerations are secondary, and already custodians routinely do things which most citizens would consider "evil".

It's clear that the custodians are tied to human thought processes, and could be second-guessed by an unfamiliar alien race. Their attempts to manipulate the Venu, for example, went horribly wrong.

The Corporacies

Corporacies are interstellar commercial polities with enormous holdings, often entire planets, spread throughout Commonality Space, overlapping with traditional polities. They are "new industries" established in the Expansionary Era in response to demands unknown on Old Earth for millennia. Some were created from pre-Expansion corporations; others from extinct megacorps from Old Earth history. As sources of troublesome memes they have a complex relationship with the Commonality and the New Traders, operating in a strange, extra-legal space; many people still believe commercial activity to be primitive and socially dangerous. Corporacies are one way the Commonality is a victim of the Expansion as much as its beneficiary.

COMMONALITY SPACE

Before the advent of planing, Old Earth seeded the galaxy by slower-than-light generation and stasis ship. For ten millennia colonies were established in isolation, dependent on Old Earth for information, forced to wait years for communications to arrive.

Later, with the Mindscape, synthetic intelligences were transmitted by tightbeam, and slowships became rarer. Evolution continued to diverge, and the further the synthetics travelled, the less the colonies they found resembled Old

Earth. Even then it was clear there were many colonies seeded by generation ship which did not communicate back to Old Earth, lost in the depths of space.

As the Commonality expands, everywhere it finds hitherto unknown worlds, colonised in the forgotten past. Before the Expansionary Era, the most distant world in communication with Old Earth was the strange culture beyond the Orion Nebula now known as the Venu—more than 1500 light years away—with whom there had only been four known contacts in recorded history. Commonality explorers have now established that generation ships penetrated much further; the lost colonies, when they are finally found, will likely stretch more than 10,000 light years from Old Earth, containing a vast number of inhabited systems colonised by Old Earth in antiquity and, potentially, other non-human species.

Commonality Space is a spherical volume of space which currently—more or less—marks the extent of the New Commonality's expansion. It's roughly 3000 light years in diameter, and contains 27 **sectors** in a 3 x 3 x 3 grid, centred on the Core Worlds sector. Commonality Space contains over 3000 **subsectors** of space, each divided into 8 **octants**. Many subsectors have been only cursorily explored; in total they're estimated to contain over 100 million stellar bodies, and over 100,000 worlds have either been rediscovered or settled (however lightly) to date.

The inside front cover of this book shows a schematic of Commonality Space, marking the current extent of Commonality expansion. This section discusses the principle features of that map.

The Core Worlds

The Core Worlds are the "home sector" of the Commonality, centred on Old Earth and dominated by the Core Worlds culture (page 52); see the schematic on the inside back cover. It contains roughly four million stellar bodies and 3000 populated worlds, at least 1000 of which are considered Core Worlds. Parts of the sector were invaded during the Venu War (110-120 NCE), and the scars are still visible.

Subsector TX3.3.3 of the Core Worlds is **Home**, also called the **Old Commonality**, and contains Old Earth. Old Earth itself doesn't belong to any octant—it stands at the hub of all eight, hence is often referred to as **Hub**, as well as the more common **Manhome**.

If you're from the Core Worlds, you're from an ancient culture—at least 5000 years old, and perhaps more than 10,000. Your homeworld may even have no record of ever having been colonised: there's even a minor heresy that humankind evolved on a Core World other than Old Earth and migrated there after a terrible war which devastated the planet—*The Legend of Micron Down*.

Core Worlds society is extremely stratified, and you're used to a degree of behavioural restriction which 21st century societies would find intolerable. Religion, political discussion, and unlicensed reproduction are all illegal, and most gestations are in vitro. Your life is a huge contrast to the freewheeling ways of the Fringe.

The Fringe Worlds

The Commonality Fringe is that huge volume of space which has been added to the Commonality since Rediscovery began two centuries ago. Basically, everything that is not Core Worlds belongs to the Fringe.

If your homeworld is a Fringe World, pretty much anything goes! Some parts of the Fringe are more settled than others— the coremost subsectors of the 26 Fringe sectors have been part of the Commonality for almost two hundred years—but out by the Commonality Frontier, your world might still be in the throes of Rediscovery and integration, a lively, chaotic melee.

The Outer Worlds

The Outer Worlds lie beyond the Commonality Frontier— mostly uncontacted worlds within the projected area of Human Space. If you're from an Outer World, you may never even have heard of the Commonality—or you may have hitched a ride on a stray deep space explorer, leaving behind a world that didn't even believe aliens existed. The Commonality's **event horizon probes** are active out among the Outer Worlds, pushing back the Frontier every day.

TECHNOLOGY

If you're a Commonality citizen, you've probably grown up on a world with a highly advanced level of technology. Even if you live out on the Fringe, the technology that Commonality membership gives you access to is mindblowing, with often surprising implications for its culture and the lives of its citizens. While there are no teleporters, for example, there are devices that can materialise objects out of thin air; most manufactured items are sentient, and yet computers are as archaic as abacuses and slide-rules.

Technological sophistication in the Commonality is measured on the **tech index** scale, used to quantify your character's exposure to technology and the technological sophistication of a world, society, or item. Tech indices have a **rating** on the ladder, used for game mechanical effects like the difficulty of repairing or making devices (page 172).

The following **technological paradigms** define Commonality life. When you want to imagine or describe the environments in which your character is acting, use these as a baseline for understanding what is and isn't possible.

Ubiquitous Intelligence—but No Computers

The computers of Old Earth's early technological era were a stepping stone to greater things. Like the abacus and slide-rule before them, they haven't been part of the Com-

Table 3-2: Tech Index

Tech Index	Rating	Title
T0	-5	Post-Animal
T1	-4	Stone Age
T2	-3	Metal Age
T3	-2	Age of Enlightenment
T4	-1	Industrial Age
T5	+0	Computer Age
T6	+1	Age of Genurgy
T7	+2	First Age of Space
T8	+3	Age of Ubiquitous Intelligence
T9	+4	Second Age of Space (Commonality standard)
T10	+5	Age of 3-Space (Commonality maximum)
T11	+6	Interdimensional Age (theorised next step in Commonality evolution)
T+	(etc)	(Theoretical higher levels)

monality's toolkit for millennia, and are now just historical curiosities. Their successors are synthetics, ubiquitous intelligence, and the Mindscape. In the Expansionary Era, intelligence is everywhere, its manufacture trivial; from side-arms to starships, intelligence is commonplace (although the Fringe and Outer Worlds may have other ideas).

Advanced Minds

Human intelligence was once regarded as the pinnacle of evolution; that's no longer the case. Synthetic intelligence exceeded human norms millennia ago, and now even organic Commonality citizens routinely have genurgically enhanced intelligence when they need it. As intelligence has become independent of the human brain, the definition of "human" has transcended organic bodies. In the New Commonality Era, synthetic sentiences housed in orbital Mindscape nodes and administrating whole worlds still regard themselves as members of **transhumanity**.

Infinite Storage Capacity

Technical restrictions on information storage went out with archaic computers in prehistoric times. Nowadays no one even thinks about data "storage"; there's more than anyone will ever need. Finding the information you're looking for, though—that's a different matter.

Discretionary Interfaces

Technological devices possess sufficient intelligence and Mindscape connectivity to present information in any form you need. You get to choose the interface you want—usually a **virtual vision** or a direct **mindlink**—in a feature known as "DI" or **discretionary interface**. Lower tech cultures may have more familiar interfaces to 21st century eyes (including the primitive "keyboard / monitor"), but intelligent Mindscape-linked devices are the Commonality norm.

Mindlink (direct Mindscape interface) mimics sensory **input**; you can see, hear, taste, touch, or smell things, providing a rich sensory experience. Often this degree of immersion—known as a **virtuality**—is used for entertainment, when distraction from your surroundings isn't an issue.

Virtual vision is less distracting and more practical for everyday use. Information appears as icons or other imagery framing your vision, all of which can be examined via technopsi command whenever you want.

For **skill chips** and **exoeidetic memory** (pages 132 and 179), the preferred DI is usually **direct memory engram**, which lets you effectively "remember" information—even though that information may have been originally experienced by someone else.

For communication, you'll generally use **thoughtcasts**. They're similar to an articulated "internal voice", and are transmitted as vocalised words which you then hear in your mind. Thoughtcasts are often called **techno-telepathy**.

Ubiquitous Perception

Throughout the Commonality—and especially in the Core Worlds—trillions of citizens regularly thoughtcast memories and direct perception feeds. If you have a Mindscape implant (most people do), you can usually locate a perception feed of any reasonably populated location, complete with sensory data. This is a form of **sensorview** (page 180) which you can use with Investigate and Notice rolls, with a base passive opposition equal to the inverse of the planet's population.

Variform Design

Although programmable matter is beyond Commonality tech, configurable micro-scale modular construction is common. **Variform** equipment comprises components which can reshape themselves according to purpose, need, or aesthetics; starships may hide and display weaponry, assuming threatening or non-threatening profiles; synthetics may extrude or reabsorb limbs, increase or decrease in size, and even change body plan.

Variform design adds complexity to a construct or piece of equipment, and so it isn't always used. However, if cost and complexity aren't an issue, even very large-scale constructs (space stations, capital ships, and even plateworlds) can have variform capability. Changing between variform configurations takes time but offers great functional flexibility.

Fields

Fields are space-time manipulators, an offshoot of gravity engine and shield technology, controlled via Mindscape, often known as **techno-telekinesis**. Although detectable by sensor-view and susceptible to jamming, they're nevertheless highly useful: you can use them to remotely manipulate objects, and they're frequently used by drones and other synthetics.

Abundant Power

The main energy source in the New Commonality is zero-point energy, the underlying background energy of "empty" space. Everyone calls it **ZIP**: there are ZIP cells, ZIP batteries, ZIP power plants, and so on. Although zero-point energy is essentially limitless and free, its extraction and use degrade the units which convert it into usable form, meaning you have to regularly overhaul or replace them.

No Faster-than-light Communication

Interstellar communication is limited by the speed of light, or by communications carried by planeships. The **Mindjammers** are the Commonality's com-ships, travelling between worlds, updating the Mindscape, keeping information flowing between the stars. In the limited number of Core Worlds connected by 3-space **fargate**, however (page 186), information transfer is nearly instantaneous.

Where Mindscape comms are absent or impractical, communication is by **tightbeam** maser or similar transmission. Tightbeam comms usually require line-of-sight and have limited range, but most tech index T9 comms devices or higher have tightbeam backup.

Ubiquitous Anti-grav

The Commonality achieved gravity control millennia ago, and anti-grav is its main slower-than-light propulsion technol-ogy, from starship gravity engines to the suspensor modules powering flyers.

Extreme Miniaturisation

With recent developments in 2-space technology, Commonality equipment is only as big as it needs to be. Devices can be vanishingly small—but most people prefer things at least hand-sized for practical use.

No Mindscape Consciousness

The Mindscape is a data storage medium and not a consciousness. While organic and synthetic minds access the Mindscape and control virtual avatars there, they have discrete physical existences (brains, for want of a better word), required for the phenomenon of consciousness to emerge. The situation is complicated by the existence of sentinels and other autonomous Mindscape helper routines, which possess a high degree of artificial intelligence but which aren't themselves conscious. The distinction is vital: **Mindscape nodes** are physical installations housing synthetic sentiences which manage and monitor Mindscape communication, but the Mindscape is the virtual space where communication takes place and where information is stored.

No Persistence of Identity

Individual identity is a phenomenon which emerges from a consciousness localised in a physical "brain"—however you define that brain (some are quite large…); it's likely quantum-level phenomena play a crucial role. This means that while Mindscape comms may permit the thoughtcasting of memories and even personality matrix facsimiles in the form of **thanograms**, it's not possible to transfer individual entities from one physical brain to another. For this reason **eidolons** (page 62) are always imperfect copies of their thanogram sources, separate individuals and in no way a continuation of the original entity. When a brain housing a mind is destroyed, that mind dies; any subsequent copies are different individuals.
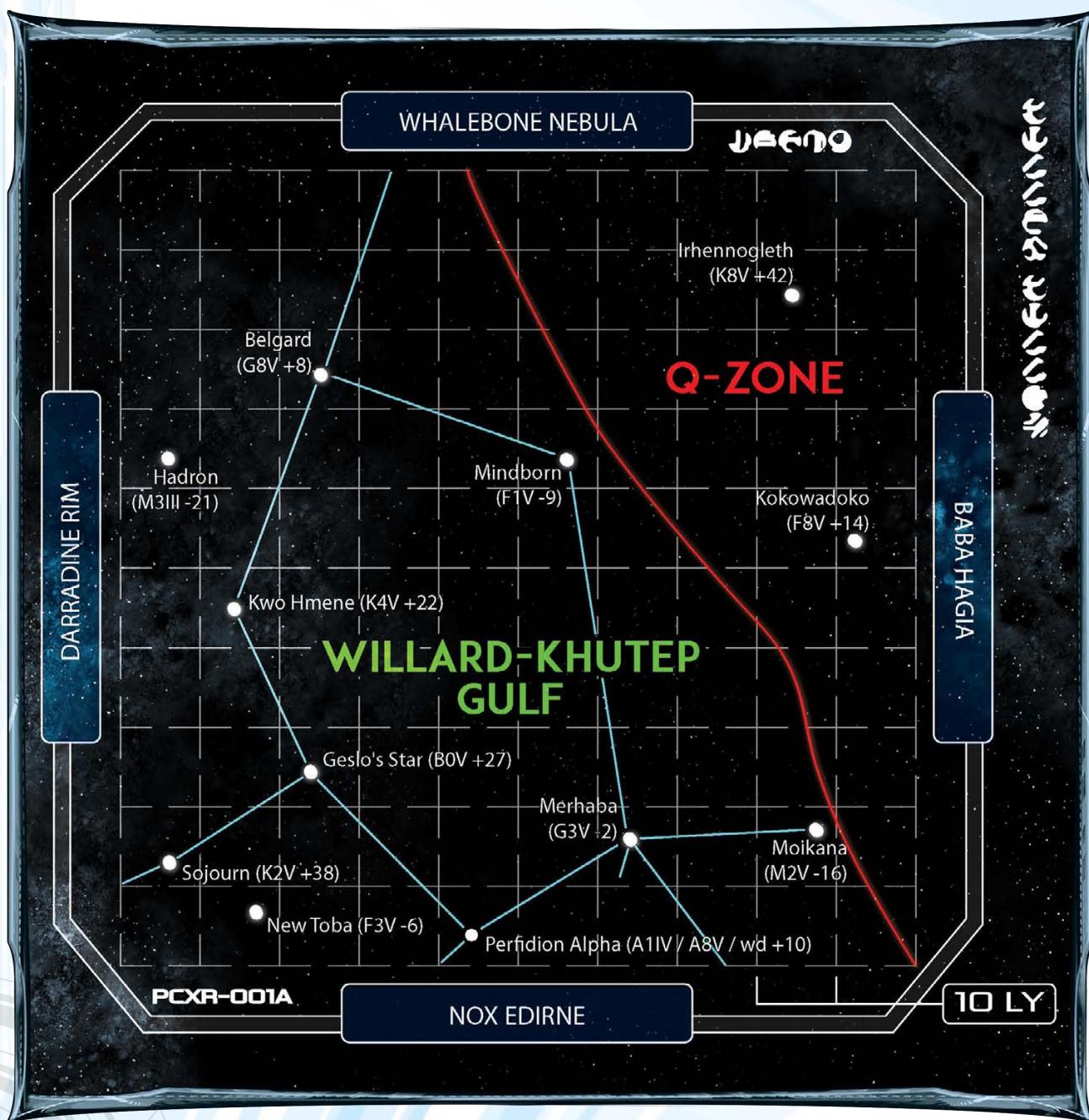
No Matter Transport—but Matter Creation

Less a technical issue than one of persistence of identity, matter transport is destructive of the original, merely creating a copy at the destination (with sufficient energy, originals need not even be destroyed). New 3-space technologies provide more reliable instantaneous travel.

Nevertheless, matter transport research has led to breakthroughs in mass / energy conversion. A **makepoint** (M/EC-Point) duplicates or creates matter, given sufficient energy; even with a ZIP plant, however, quantities are small. For larger amounts of material, physical mining and extraction is still more economically feasible, but for food and air replenishment on starships and space habitats, ammunition creation in weapons, and medical product synthesis, makepoints provide enormous advantages.

THE WILLARD-KHUTEP GULF

Commonality Space is vast, and filled with thousands of worlds. In this section, we're presenting just a small part of it—an octant of space called the **Willard-Khutep Gulf**. It's a good example of the sort of region you can find out on the Commonality Fringe, sparsely settled and with a relatively small number of surveyed stellar bodies. The Gulf is **octant delta** of the Darradine Restoration subsector, and is located directly to galactic east of the Darradine Rim octant found in the **Mindjammer—the Roleplaying Game** core book.

The Willard-Khutep Gulf is a great place for your **Mindjammer** characters to come from. It's part of the Commonality, but has only been rediscovered in the past century or so, and still has lots of frontier areas. The map shows only the main systems of interest; feel free to add more, and there are countless other stellar bodies which haven't been deemed important enough to settle, colonise, or otherwise exploit. We've provided descriptions of some of its worlds below, and in particular we've detailed four planets which could make good home-worlds for your first characters. Of course, your gamemaster may have lots of other ideas for your homeworlds!

WHALEBONE NEBULA

Irhennogleth (K8V +42)

Q-ZONE

Belgard (G8V +8)

Hadron (M3III -21)

Mindborn (F1V -9)

Kokowadoko (F8V +14)

DARRADINE RIM

BABA HAGIA

Kwo Hmene (K4V +22)

WILLARD-KHUTEP GULF

Geslo's Star (B0V +27)

Merhaba (G3V -2)

Moikana (M2V -16)

Sojourn (K2V +38)

New Toba (F3V -6)

Perfidion Alpha (A1IV / A8V / wd +10)

PCXR-001A

NOX EDIRNE

10 LY

We've also provided other character creation material for the Willard-Khutep Gulf throughout this book. In particular, you can find a number of example character genotypes, cultures, and backgrounds from the Gulf in **Chapter 5: Cultures, Genotypes, and Occupations.**

History

The volume of human space now known as the Willard-Khutep Gulf was rediscovered in the 55th year of the New Commonality Era (55 NCE), just prior to the outbreak of the Venu War. The region is believed to have been the destination of several Old Commonality slower-than-light colonisation efforts, thousands of years ago, targeting systems such as Geslo's Star and Kwo Hmene, Kokowadoko and Moikana, Merhaba, and New Toba and Irhennogleth. The starship sentience **Khutep** still lives, and is now the synth-colony sentience in the Mindborn system, where there's also a monument to Maya Lu Willard, Khutep's pilot and one time lover, who died 74 years ago in 119 NCE during the Venu War.

Astrogational Characteristics

The gulf itself is a spatial volume of relatively low stellar body density; it's roughly contiguous with the border of the Venu Q-Zone. The Merhaba-Mindborn run is notorious for **pulse dragon events** when low capacity ships attempt to make the 50LY 2-space passage.

Homeworlds in the Willard-Khutep Gulf

On the following pages you'll find writeups of four possible homeworlds in the Willard-Khutep Gulf, complete with planetary maps and statistics. Don't worry too much about the statistics ratings—your gamemaster has more information about how to use those—but their labels can be useful for describing where your character comes from. You can build these worlds into your character's story (page 35), or even use them as your character's homeworld (page 36).

Other Systems in the Willard-Khutep Gulf

There are many other stellar bodies and star systems in the Willard-Khutep Gulf; perhaps as many as a thousand. Most have only been cursorily surveyed and are as yet unmanned and unexplored, so who knows what's out there, but a good number of key exploitable systems have already been identified. Here are short descriptions of some of them, together with a single **high concept aspect.** You can build them into your character's story during character creation (see page 32), adding details to them in discussion with your GM, or maybe even visit some of them in your **Mindjammer** game—your GM will have lots more information!

BELGARD

- *Rediscovered culture world rocked by the Belgard Sanction debacle*

A rediscovered culture world racked by civil conflict. The Commonality is trying to keep the space lanes open at this strategic juncture—in spite of the recent Belgard Sanction which laid bare a recent manipulation attempt.

GESLO'S STAR

- *Strategic Space Station Orbiting a Blasted Vacuum World*

A failed colony world with controversial "ruins" similar to those found on Kwo Hmene (below), but in a blasted vacuum. There are signs of massive destruction in the system, tentatively dated to 50000BP +/-25K. The Commonality maintains a busy orbital starport at Geslo's Star as it's a strategic location on the spacelanes.

HADRON

- *Bizarre High Grav Synthetics Swarming Over a Crushing Billiard Ball World*

Hadron is a hostile environment for organic lifeforms, with a crushingly high gravity which has almost flattened the planet's smooth surface. Nevertheless there's an exotic microscale biosphere here which subsists on gravitosynthesis, and a scientific synth colony which claims to be making communication breakthroughs, all under the aegis of the Khutep sentience at Mindborn. It's off the spacelanes, and few people come here.

IRHENNOGLETH

- *Warrior World of Defiant Barbarians*

An ancient neo-Rhegedic lost colony culture world, isolated out in the Q-Zone since the end of the Venu War, it's low tech and rarely visited except by the occasional Commonality patrol. There's certainly no Mindscape, and its population seems to be only dimly aware there's a wider universe out there, and to care even less.

KOKOWADOKO

- *Volcanic World of Giant Lizards and Primitive Nomads*

The original colonists of this Q-Zone world seem to have sunk into poverty and ignorance rapidly, and even now seem not to have risen much. It's a young world with an impoverished

HOMEWORLD: MERHABA

Merhaba is the "capital" of the Willard-Khutep Gulf: the administrative hub of the octant, and the heart of Commonality activity. It's an ancient rediscovered world with deep traditions, and yet which has grown to embrace Commonality culture wholeheartedly. Each generation has been hugely different from the one that has gone before and, with the advent of longevity treatments, many from those generations are now living side by side, with some very different ideas of what kind of world Merhaba should be. For example, ancient Merhaban notions of honour still lead more conservative citizens to commit to duels with archaic melee weapons, which many young Merhabans simply scoff at. In spite of—or perhaps because of—this cultural friction, life on Merhaba is passionate, vibrant, and dynamic, and it prides itself on being a model Commonality world. Its capital city (which includes its **downport**, or ground-based starport facilities) is Neapolis.

Merhaba itself is a garden world; very earthlike, if rather warmer (it has no icecaps to speak of, and is subtropical to high latitudes), with a slightly longer year and a slightly lower gravity (giving you a bounce in your step!), as well as a stunning ring system visible in the sky. There are always a lot of offworld visitors here, and people are keen to experience new foods, ideas, music, art, and culture.

In many ways it's the paradise of the Willard-Khutep Gulf.

If your homeworld is Merhaba, your habituated gravity is likely to be Standard (+0): 0.9G, and you can select from any of the Commonality culture genotypes.

High Concept: Thriving Commonality Octant Capital.

Aspects: G-class Main Sequence Star; T-Congruent Biosphere; Generation Gap.

PLANETARY TYPE: *STANDARD GARDEN WORLD*

Planetary Age: *Mature (+0).*

Orbit: *Habitable Zone (+0): 1.2AU.*

Year Length: *1.3 standard years.*

Size: *Standard (+0): 10000km diameter.*

Density: *Standard (+0).*

Gravity: *Standard (+0): 0.9G.*

Day Length: *Standard (+0): 29 standard hours.*

Atmospheric Pressure: *Standard (+0): Oxygen atmosphere, breathable.*

Surface Temperature: *Warm (+1): average 20°C.*

Surface Liquid: *High (+1): 65%.*

Seasonality: *Standard (+0).*

Satellites: *1 Ring, 1 Planetesimal, 1 Planetoid.*

Planetary Bodies: *6 (1 gas giant).*

Habitability: *Agreeable (+3).*

CIVILISATION TYPE: *COMMONALITY CIVILISATION*

Designation: *Commonality Member (+3).*

Population: *High (+2): 9 billion.*

Government Type: *Commonality-controlled (+5).*

Societal Dev: *Sentience Coordinated Collective (+9).*

Openness: *Self-Improving (+2).*

Control Index: *Laissez-Faire (+0).*

Trade Index: *Ubiquitous (+4).*

Embargo: *None.*

Tech Index: *T9 (Second Age of Space).*

Starport: *Octant Hub (+5): A-class starport.*

Mindscape: *Mindscape Hub (+3).*

Culture: *Commonality culture.*

1 hex = 700 km

HOMEWORLD: KWO HMENE

Kwo Hmene is an ancient culture world (page 53) inhabited by 4 metre-tall giants! A well-defended theory speculates it was even settled before the First Age of Space, maybe as early as 77000 years ago. That shouldn't be possible—and yet there are "remains" on the planet which may be natural formations, but which may equally well be human or even alien ruins. The life forms on Kwo Hmene are "t-congruent", which means standard humans can eat them (and they can eat standard humans)—this probably occurred as a result of genurgic engineering after the initial colonisation, but even that's not clear.

In fact, the whole history of the Kwo Hmene colony is something of a mystery. There's controversial evidence that early colonisation efforts during the First Age of Space were wiped out by another species, arguably the indigenous 4-metre tall giant Kwo Hmene hominids, who then appropriated the colonists' technology. Unfortunately, Kwo Hmene's historical records don't go back anywhere near far enough to be sure.

Kwo Hmene itself is an inferior garden world: mostly earthlike, it seems to have suffered widespread devastation in the distant past (within the last 100,000 years), possibly caused by comet strike, a nearby supernova (there are several candidates), or advanced technological warfare. Since Rediscovery by the Commonality just over a century ago in 90 NCE, Kwo Hmene's tech index has risen to T7 (Second Age of Space), although the Commonality maintains a global Mindscape on the world and provides Mindscape implants to all who want them, as well as running the world's starport facilities. The Kwo Hmene themselves are currently debating whether to make the leap to the Age of Ubiquitous Intelligence (tech index T8), as the advent of widespread synthetic sentiences is likely to prove disruptive.

If your homeworld is Kwo Hmene, your habituated gravity is probably Low Standard (-1): 0.7G, and you're likely to be a Kwo Hmene hominid (page 65), or from one of the general Commonality culture genotypes (page 52).

High Concept: Ancient Culture World of Giants.

Aspects: Mysterious Unknown Ruins; T-Congruent Biosphere; Signs of Ancient Devastation; K-class Main Sequence Star; Violet-Green Exoflora Under a Pale Blue Sky; The Council Will Provide.

PLANETARY TYPE: INFERIOR GARDEN WORLD

Planetary Age: Aging (+1).

Orbit: Habitable Zone (+0): 0.6AU.

Year Length: 219 standard days.

Size: Standard (+0): 14500km diameter.
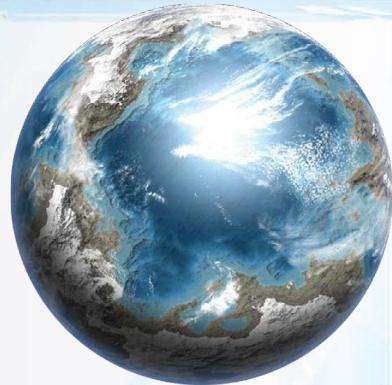
Density: Low Standard (-1).

Gravity: Low Standard (-1): 0.7G.

Day Length: Reduced (-1): 51 standard hours.

Atmospheric Pressure: Low (-2): Oxygen atmosphere, breathable.

Surface Temperature: Standard (+0): average 14°C.

Surface Liquid: Average (+0): 50% surface water.

Seasonality: Low (-2).

Satellites: 2 Planetoids.

Planetary Bodies: 9 (1 gas giant, 2 asteroid belts).

Habitability: Challenging (+1).

CIVILISATION TYPE: CULTURE WORLD

Designation: Culture World (+1).

Population: High Standard (+1): 600 million Commonality human and Kwo Hmene hominids.

Government Type: Oligarchy (+1).

Societal Dev: Selfless Redistribution Model (+2).

Openness: Self-Critical (+1).

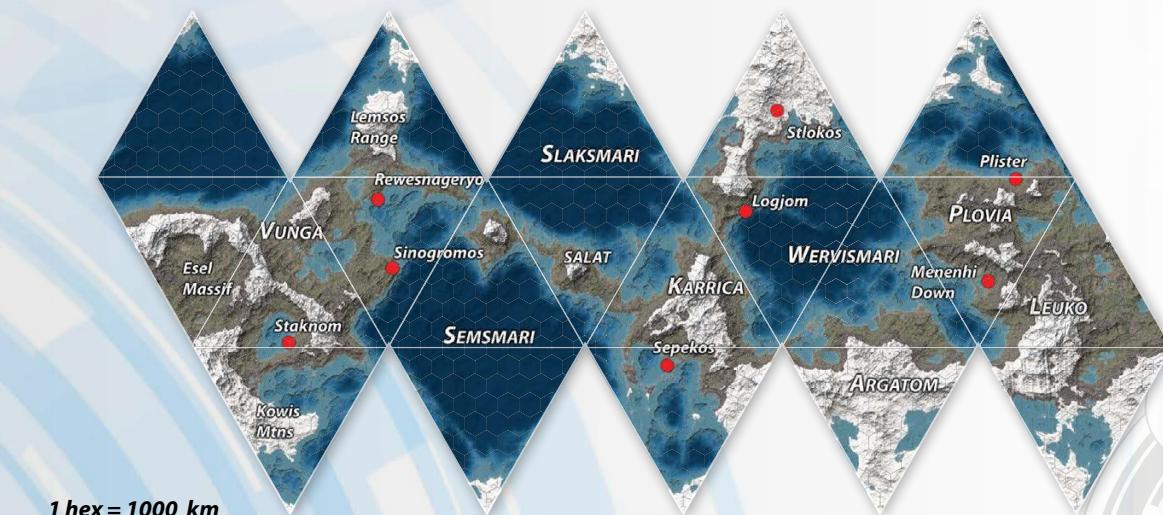**Control Index:** Laissez-Faire (+0).

Trade Index: Ubiquitous (+7).

Embargo: None.

Tech Index: T7 (First Age of Space).

Starport: Starport (+2): D-class starport.

Mindscape: Global Mindscape (-1).

Culture: Kwo Hmene (Commonality subculture—see page 53).

1 hex = 1000 km

HOMEWORLD: MINDBORN

Mindborn is a world of synthetic intelligences—what's known as an **S5 synth-colony**. It was begun over a century ago, in 72 NCE, by the Khutep sentience, one half of the Willard-Khutep partnership which surveyed and rediscovered this region; at that point, the initial colony effort was little more than a handful of self-replicating sentient probes which broke through the surface of an icebound oceanworld orbiting one of the system gas giants, and which gradually built the synthetic colony into the systemwide technological wonder it is today. The Khutep sentience still exists, and is the system sentience, the main administrator of the world, its system, and its civilisation. A monument to Maya Lu Willard is maintained in the heart of the underwater capital city of Maya / SysSec Down, which breaks through the ice crust at the planet's starport facilities.

Mindborn was heavily damaged in the Venu War (110-120 NCE); it reached S5 status (an independent synthetic Commonality world) in 126 NCE, after post-war reconstruction to B-class standards.

Mindborn had no native biosphere. Although the synth-colony had no need of one, Khutep (probably under Maya Lu Willard's coaxing) instigated a bootstrap terraforming effort which swiftly resulted in a simple but expanding biosphere of aquatic life forms transplanted from Old Earth. A population of cephalopoid xenomorphs (genurgically uplifted octopuses—see page 58) quickly followed, and now makes up a sizeable minority of Mindborn citizens.

Mindborn is the home of the Mindborn Virtualities corporacy, and much of the world's activity is geared towards the construction of synthetics and virtualities; some very well-known ships come from here, as do some excellent cephalopoid n-pilots (see page 82).

If your homeworld is Mindborn, your habituated gravity is likely to be Low (-2): 0.15G, and your genotype is likely to be **synthetic** (page 61), although you may also be a cephalopoid (octopoid) xenomorph (page 58). It's also possible to choose any of the Commonality culture genotypes (page 52), although they're in a minority here.

High Concept: Synth-Colony Managed by the Khutep Sentience.

Aspects: F-class Main Sequence Star; Beneath a Frozen Gas Giant Moon; Transplant Biosphere.

PLANETARY TYPE: OCEANWORLD

Planetary Age: Maturing (-1).

Orbit: Outer (+2): 16AU (gas giant moon).

Year Length: 47.5 standard years.

Size: Planetoid (-3): 2000km diameter.

Density: High Standard (+1).

Gravity: Low (-2): 0.15G.

Day Length: Slow (-2): 16 standard days.

Atmospheric Pressure: Trace (-10) on surface of moon only.

Surface Temperature: Frozen (-5): -240°C on surface of moon only.

Surface Liquid: Frozen ice surface oceanworld.

Seasonality: n/a.

Satellites: n/a.

Planetary Bodies: 8 (3 gas giants).

Habitability: Deadly (-9) on surface; Marginal (+0) in deep oceans.

CIVILISATION TYPE: SYNTHETIC COLONY

Designation: Commonality Member (+3).

Population: High (+2): 6 billion synthetic sentiences and 4 million organics.

Government Type: Commonality-controlled (+5).

Societal Dev: Sentience Coordinated Collective (+9).

Openness: Guarded (+0).

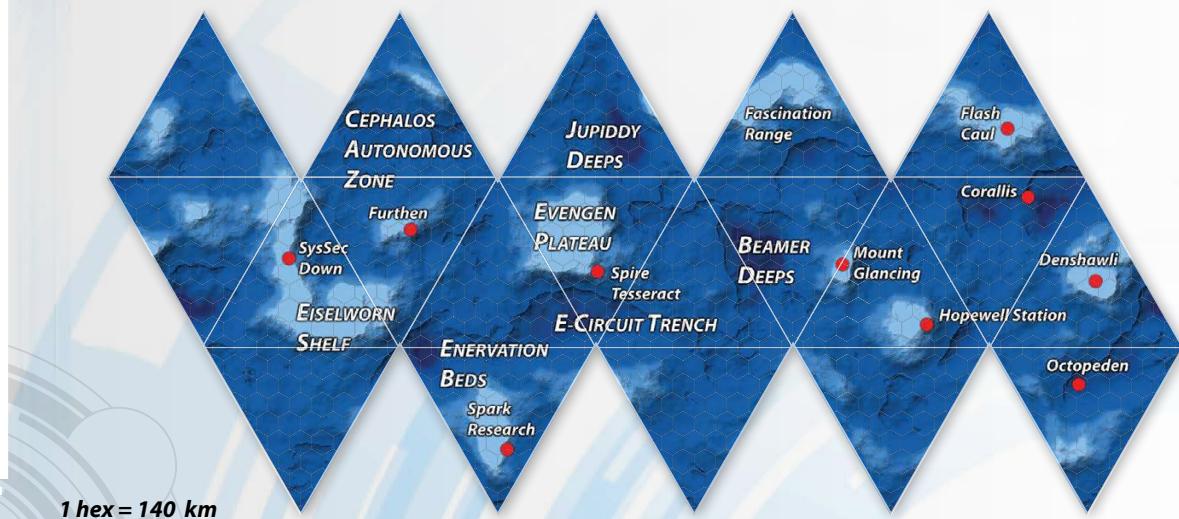**Control Index:** Surveilled (+2).

Trade Index: Low Moderate (-1).

Embargo: None.

Tech Index: T9 (Second Age of Space).

Starport: Starport (+4): B-class starport.

Mindscape: Systemwide (+1).

Culture: Commonality culture.

1 hex = 140 km

HOMEWORLD: PERFIDION ALPHA

Perfidion Alpha is a surprising trinary star system with no planetary bodies. The three stellar bodies in the system—an A-class subgiant star, a smaller A-class main sequence star, and a white dwarf—orbit one another in a mess of tortuous gravitational tides, and have prevented their accretion disks from ever coalescing into anything larger.

Nevertheless, the system occupies a strategic position in the Willard-Khutep Gulf, and contains considerable resources. As a result, it's the location of a sizeable population and is considered a Commonality "world" and a hive of industrial activity. As yet, it hasn't become sufficiently developed to be considered a "corporacy system", although several corporacies are active here, including the native Perfidion Industries. There are also three Javawayn star cities (page 65) in the system (named Perfidion Courtier, Rim Cycle Seven, and Andelaga), with millions of inhabitants. All in all, it's a pretty wild and woolly commercial frontier, teeming with all manner of artificial environments, space manufactories, and a thriving makepoint network, where the Commonality's resource allocation network collides directly with the credit-based economies of the Fringe. The Commonality tries to keep control, but law and order in such a large, chaotic, and hazardous system is patchy at best, and it's easily possible to lose your shirt—if not your life!

If Perfidion Alpha is your homeworld, your habituated gravity could be as low as Very Low (-3): 0.1G, although you may choose any gravity you like to represent your artificial habitat environment. You may also choose any of the genotypes from the Commonality culture (page 52).

High Concept: Planetless Star System of Industrial Star Cities.

Aspects: A-class Main Sequence Star in Dangerous Trinary System; Swept By Titanic Tidal Forces; Wild and Woolly Trade Centre; Watch Your Back—and Your Pocket!

PLANETARY TYPE: *ASTEROID BELT*

Planetary Age: *Very Young (-3).*

Orbit: *n/a.*

Year Length: *n/a.*

Size: *Multiple Planetesimals (-4) and space habitats.*

Density: *Low (-2) to Dense (+2).*

Gravity: *Very Low (-3) or above.*

Day Length: *n/a.*

Atmospheric Pressure: *n/a.*

Surface Temperature: *Variable.*

Surface Liquid: *n/a.*

Seasonality: *n/a.*

Satellites: *n/a.*

Planetary Bodies: *Planetesimals or smaller only; no planets.*

Habitability: *Hostile (-2) or worse.*

CIVILISATION TYPE: *INDUSTRIAL WORLD*

Designation: *Commonality Member (+3).*

Population: *High Standard (+1): 900 million.*

Government Type: *Commonality-Controlled (+5) in the star cities; many areas of the system are considerably more anarchic.*

Societal Dev: *Sentience Coordinated Collective (+9).*

Openness: *Guarded (+0).*

Control Index: *Speech (-1) in Commonality-controlled areas.*

Trade Index: *Extensive (+2).*

Embargo: *None.*

Tech Index: *T9 (Second Age of Space).*

Starport: *Starport (+4): B-class starport.*

Mindscape: *Systemwide (+1).*

Culture: *Commonality culture.*

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biosphere of reptile-analogues and a low population with primitive technology. The Commonality patrols here occasionally, although it hasn't been able to impose a quarantine due to the system's precarious astropolitical location.

MOIKANA

• *Decadent Former Spacefaring Frontier World Overrun by Space Force*

The population of this old colony world appears to share a lot in common with Kokowadoko, and there's a theory that the latter is actually a colony of this world, rather than from Old Earth direct. When rediscovered, Moikana's civilisation had regressed from starfaring technology, and has since evinced little desire to regain it. It's at the end of the spacelanes, on the border of the Q-Zone, and tolerates the Space Force base here with resignation.

NEW TOBA

• *Rebuilding Civilisation After Supervolcanic Devastation*

New Toba was a failed colony, a desperately struggling holdout world whose civilisation had been destroyed by global massive supervolcanic eruptions only a century or two ago. When rediscovered it was just beginning to piece back together its culture and indeed its old ecosystem. It welcomed the Commonality's assistance, and today is on the road to becoming a full Commonality world, although the environment here remains pretty marginal.

SOJOURN

• *Strategic Way Station on a Mysterious Post-Garden World*

On the border with the Darradine Rim, Sojourn is a Commonality way station on a post-garden world. There's a lot of exploration still to do here, and persistent rumours of mysterious geological structures in the outback. The Commonality has been considering the world as a potential terraforming candidate, as there's a lot of traffic through the system, a strategic link on the Core Worlds route.

CHAPTER FOUR
HOW TO CREATE YOUR MINDJAMMER CHARACTER

"That's one thing that blows me away about the Commonality. Back on Cheyjow, you went out into the wide world at 20, maybe 25 standard years of age. In the Commonality, at that age you're barely out of childhood, you've only just got your Mindscape implant, and hardly anyone will take you seriously. Those people don't leave college until they're 50; with lifespans of hundreds of years, maybe it doesn't seem that long. They tell me I'll be living that long now, thanks to Rediscovery. I'll be damned if I'm going back to school, though."
—Mindscape Hacker Kallia Lao, shortly after her arrest and recruitment into SCI Force, 193 NCE.

SETTING UP YOUR MINDJAMMER GAME

When you first sit down to play *Mindjammer*, you—players and gamemaster—should take a bit of time to decide what kind of game you want to play. Science-fiction has countless themes and many different styles; you can play disciplined Space Force crews patrolling the space lanes; steel-nerved mercenaries fighting foreign wars on the Fringe; enhanced individuals pushing the boundaries of what it means to be human; hardened colonists struggling to survive on a harsh world. *Mindjammer* can handle all these types of play, and lots more—so it's up to you to decide!

Your GM has lots of additional tools to help decide this. Right now, though, try and answer two core questions:
• What sort of people are your characters?
• What sort of environment are they in?
Answering these questions will suggest what your characters are good at, what they do, the troubles they face, and the impact they have on the setting. Just get some general ideas—you'll fill in the rest during play.

Let's start by looking at the *Mindjammer* setting to define your game environment. Later (page 33), we'll look at making characters to fit.

Choosing Your Part of the Mindjammer Setting

The *Mindjammer* setting is described throughout this book—if you've read **Chapter 1: Introduction** and **Chapter**

3: Welcome to the New Commonality of Humankind! you'll already have a good feel for it. It's a vast interstellar civilisation of hyper-advanced technologies, riven by stresses and strains as it rediscovers lost colonies and expands to the stars. It contains cultures, organisations, and star systems (both discovered and unexplored), weird alien life forms, intelligent starships, post-human entities, mysteries, histories, societies, and more. All of these are things your *Mindjammer* characters can interact with—or come into conflict with.

Don't worry about remembering (or even reading) all the details of the *Mindjammer* setting: if you've read the above paragraph, everything else is just gravy. You have enough in those few lines to begin to make the New Commonality your own; it's a big enough setting for you and your GM to customise, and even add whole civilisations, organisations, and species.

In fact, as you go through this chapter, you'll be doing just that. As well as creating characters, you'll be describing and even creating the environment in which they exist. Use the material presented in this book as a guide—but don't be afraid to strike out and invent things. The details will develop as you play.

Chris, Duncan, Ian, Reiko, Jen, and Sarah are talking about the **Mindjammer** *game they want to play. They've been watching some political action thriller movies, and are itching to play a science-fiction version where they're expert secret agents undertaking deadly missions in hostile political environments. They want lots of intrigue and mystery, but also action and cool gadgets. They're answering their core questions.*

First: what sort of people are their characters? A mix of misfits from all walks of life, recruited into a secretive agency tasked with missions no one else wants.

Second, what sort of environment are they in? Usually behind enemy lines, where there's a need for stealth and hi-tech infiltration, and a real danger of getting your head blown off. They have clear mission goals, and they want to make an impact on their game world.

Your Game's Scope

The New Commonality of Humankind is vast, but even it only takes up a small portion of Human Space, and the Fringe Worlds and Outer Worlds beyond are even larger. Space is a big place. How much of it you try and include in your campaign determines your game's **scope**.

In a small-scope game, you're looking at adventures in a single location—maybe one star system, or even a single space station, world, continent or city. The issues and problems your characters face will probably be interpersonal, local to the inhabitants. A larger scope game involves dealing with issues affecting the whole location—the future of the world or its culture, or even the whole Commonality or a local interstellar civilisation. Your game may even start small scope and become larger—a process that'll be familiar to you from novels and longer-running TV shows.

Sarah likes the idea of a bunch of misfits undertaking high-stakes secret missions, and thinks it'll make a great medium-scope game, with characters with difficult personal issues and relationships on operations of huge political and cultural consequence. She's familiar with the **Mindjammer** *setting, and while she could create an agency from scratch, she decides the Commonality has more than enough to fit the bill. She considers the Armed Forces Instrumentality, but figures their missions will be too military, and the group wants stealth, intrigue, and secret operations behind enemy lines. She decides the Commonality's Security and Cultural Integrity Instrumentality, also known as SCI Force, fits the bill, and briefly describes it to the group, who decide to call the campaign* Agents of the Commonality.

Your Game's Big Issues

Your game needs big issues which your characters care about—things which cause problems or threaten you, or things you want to protect. When you set up your *Mindjammer* game, you create two or more such issues, which become **aspects** (page 84) that are always present in your game.

The issues you choose should take into account your answers to the core questions, and also your game's scale. They should affect not just your characters but the wider universe. There are two types:

- **Current Issues:** These are existing problems or threats which have maybe been around for a long time. If your characters are dealing with current issues, then you're trying to change the world, solve social problems, make the

environment a better place. *Examples: corrupt mafia rulers, enemy occupation, a long war, constant cultural conflict.*

- **Impending Issues:** These problems have just begun to occur, and threaten disaster if they get a hold. If you're dealing with impending issues, then you're trying to stop things getting worse. *Examples: a crumbling culture, alien invasion, social unrest, disease, a revolutionary technological discovery.*

The players discuss the issues they want their **Mindjammer** *characters to face. Duncan immediately says "Mindscape mysteries", and the group discusses that: there are several worlds in the Willard-Khutep Gulf whose societies have been reacting badly to the introduction of the Commonality Mindscape, with a movement developing actively resisting the expansion of Mindscape connectivity. It's an ongoing problem, but makes life on these worlds difficult, and needs resolving. Ian comes up with "The True Worlders" as the name of the movement. This sounds like a current issue.*

Reiko wants the game to be about Something Terrible on the verge of happening. The group thinks maybe there's been some kind of secret discovery about the Mindscape in the Willard-Khutep Gulf, and there've been attacks on scientists—and Mindscape engineers in particular—which have been spreading panic among the already paranoid populations. Chris likes it as it feels like a cultural element the Commonality would be fighting to control using intrigue and the Mindscape as well as physical force. It makes a perfect impending issue.

MAKING THE ISSUES INTO ASPECTS

You're going to make these issues into game aspects, which are available to every character (including NPCs) at all times, either as invokes or compels. Write those aspects down now, and note down anything you need to remind you what they mean.

Sarah writes down Mindscape Implants Are Thought Control! *and* Someone Is Killing Our Scientists! *as two game aspects, derived from the current and impending issues above. She notes down next to* Mindscape Implants Are Thought Control!, *"Anti-Commonality agitation in the Willard-Khutep Gulf". And with* Someone Is Killing Our Scientists! *she writes "Rumours of murders of scientists and Mindscape engineers".*

Don't worry too much about the wording, especially if you're new to aspects; you'll get plenty of practice making aspects when you create characters, and you can always come back and turn these issues into aspects then.

FACES AND PLACES

Creating your two issues may have given you ideas about groups, factions, or organisations who may be significant in your game. Now's the time to personalise those forces a little—give your PCs non-player characters they can interact with when dealing with them. Discuss the issues some more, and try and come up with individuals who represent them or are otherwise significant in some way. Jot down what you come up with: you're looking for a name for that NPC, an idea of how they relate to the issue or organisation, and (if you can) a **high concept** aspect (page 37).

Do the same for locations: significant places which crop up when you're talking about the two issues—where the issues take place, or where you envisage scenes occurring, or which are important to the NPCs you've created. You don't need to create aspects for them; just jot them down.

The gamemaster may decide to use these NPCs and locations later during play, depending on how they relate to your game. Alternatively, one of the character ideas may be perfect for a player character!

One caveat: if you come up with a person or place which you imagine will be a mystery for your characters to unfold during play, don't define it in any detail. At most, refer to it generally—see "Secret or Hidden Aspects" (page 92) for more.

Sarah wants to set the game in the Willard-Khutep Gulf, the part of the Commonality described on page 24, so she doesn't have to come up with a complete planet from scratch. There are several candidate worlds for the issues the group have described, and she decides the planet of New Toba (page 29) will be perfect. She describes it briefly to the group—it's a lost colony world whose civilisation was devastated by a supervolcano before Rediscovery, and which is trying to piece together its ravaged ecosystem. The players then start to talk about key figures and locations for the game issues they've chosen. They come up with:

- *Valdislan Rocks, the former capital of one of the world's continents or countries (they're not sure which yet). It's mostly buried under lava flows, but its exotic landscape is still inhabited (sparsely) and the Commonality is helping reclaim its lost heritage.*
- *Tybra Megana, the leader of one of the main Valdislan "rifts" (the populated valleys between the barren lava fields), who desperately distrusts the Commonality's offer of free Mindscape implants. Her high concept is* We're Reclaiming Our World For Ourselves!
- *This brings us to a place—the Reclamation Initiative—a low-slung and ponderous complex at the very heart of Valdislan Rocks, and the location of frequent confrontations between factions sympathetic to the True Worlders, those who support the Commonality, and the Commonality itself. The Commonality has an informal embassy in the Reclamation Initiative called The Archive, where the players decide their characters are currently based.*
- *Sarah comes up with a friendly local, Hargabrand hei-Laxian, a pro-Commonality archivist at the Reclamation Initiative, who's the closest thing they have to a friend on the planet. Sarah explains he's one of the hei-Laxian, one of the nomadic tribes which emerged from the supervolcanic cataclysm which destroyed Toban civilisation, and now a significant element in the population of Valdislan Rocks. The group likes the idea of a near-barbarian scholar as their contact, and start calling him "Hargabrand the Librarian", which Sarah decides is cool.*
- *The Dead Scientist. The group decide to leave this a mystery for now—they know that somehow this is part of an event*

that's going to kick off their game, but don't want to pin it down too much at this stage.

The group decides to leave it there—that's enough to get an idea of what's going on at the very beginning of the game.

Create connections between the PCs and any NPCs you define. You'll have more connections as you create characters; if you want, you can wait until you've finished character creation, then do it in one go. We find it useful to do it in two stages: the first broad-brush description gives you ideas about the characters you'll create, and in turn the characters help flesh out locations and characters.

Creating Your Character

The New Commonality of Humankind is an interstellar civilisation of staggering diversity. Rough and ready spacers rub shoulders with solemn and traditional functionaries from complex Core World cultures; uplifted animal **xenomorphs** serve aboard sentient starships with the minds and memories of ancient war heroes; and everywhere the inhabitants of lost colony worlds gaze wide-eyed and incredulous at the technological marvels of a culture ten thousand years old. Whatever character you want to play, there's room for it somewhere in *Mindjammer*.

Unlike some roleplaying games, creating *Mindjammer* characters is an interactive, narrative process, and in some ways you can view it as actually playing the game, taking up all or part of a game session. Character creation is designed to be done as a group; it doesn't have to be—it's possible to create characters solo, or your gamemaster can create them in advance and bring them to your game session—but you'll get most out of your *Mindjammer* game if you take the time to create the characters you're going to play together.

When you create characters, you're **telling part of your characters' stories**. Characters with back-stories, histories, relationships with other people and even other characters, are filled with built-in drama and hooks to make them easy to play. Your character had a life before your game started; character creation is where you decide what that life was like.

Because you're stepping into your character's life story mid-way, character creation also gives you clues about the **next part of your character's story**. In that sense, character creation is about setting up some of what's going to happen when you start play—it's going to point towards your first **story arc** (page 170).

When you create your character, jot down any cool ideas or back-stories you come up with. You can use your character sheet (page 192) for a lot of this; we've also provided a character creation worksheet (page 193) for information you might not want to refer to all the time during play. Downloadable versions of these sheets are available at http://www.mindjammerpress.com.

Start character creation by creating two aspects—your character's **high concept** and **trouble** (page 37)—and then choosing his **culture, genotype** and **occupation**; and flesh-

ing out his back-story, in three separate **phases**. That gives you the rest of your **aspects**, and the information you need to select your character's **skills** and **stunts**, and any **extras** like genurgic enhancements, social relationships, and equipment. Then you're ready to play!

Character Creation Checklist

When you create a character, go through the following steps.

1. *Choose your character concept (page 34).*
2. *Choose your culture (page 35), and one cultural aspect.*
3. *Choose your genotype (page 35), and possibly one or more mandatory aspects and extras (see point 12 below).*
4. *Choose your occupation (page 36).*
5. *Create your high concept aspect (page 37).*
6. *Create your trouble aspect (page 37).*
7. *Choose a name (page 38).*
8. *Build your backstory by going through the three phases and creating your phase trio aspects (page 38).*
9. *Choose one Great (+4), two Good (+3), three Fair (+2), and four Average (+1) skills (page 40).*
10. *Choose at least three and no more than five stunts (page 41).*
11. *Write down your refresh (page 41) on your character sheet.*
    (a) Your refresh is 5 if you've chosen 3 stunts, 4 if you've chosen 4 stunts, and 3 if you have 5 stunts.
12. *Choose extras (equipment, enhancements, organisations, etc—see page 42) using your extras budget. Your extras budget is a special set of points in addition to your normal aspects, stunts, and skills, which you get to spend on these external "items" which nevertheless form part of your character. It gives you 1 aspect, 2 stunts, and 6 skill levels to spend on extras. If you have any mandatory genotype aspects or extras (above), these can also come out of your extras budget.*
    a) Write down which extras are in your halo (ie require a connection to the Mindscape to be usable—see page 43). The rest go in the "Other Extras" section of your character sheet.
13. *Calculate your stress and consequences (page 43).*
14. *Write down your tech index (based on your culture or homeworld) on your character sheet (page 44).*
15. *Write down your habituated gravity (usually standard gravity, but you may choose another, especially if your homeworld has a different gravity) on your character sheet (page 44).*
16. *Jot down any other starting equipment (page 44).*

STEP 1: CHOOSE YOUR CHARACTER CONCEPT

First, try and describe your character in a single sentence, or at most two, expressing your essence in as short a space as possible. This is your **character concept**. Here are a few ideas.

- Usher McGee is the highly-experienced team leader. He's human, from somewhere in the Core Worlds—the heart of the Commonality—and is much, much older than he looks, by over a century!

- Mos Crotsos is a giant hominid mercenary from the world of Kwo Hmene. She's aloof and efficient, and tight-mouthed about terrible things she's done in the past.
- Retzlaf Trine is a cantankerous cephalopoid xenomorph starship pilot from a world on the Commonality Fringe. He's tough and intelligent, and with a good heart if you can get through that abrasive exterior.
- Greatest-Enthusiasm-in-the-Mission is a sentient starship. He

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MINDJAMMER™
CHARACTER SHEET

Name: Mos Crotsos   **Occupation:** Merc

Culture: Kwo Hmene   **Genotype:** Kwo Hmene hominid   **Actual Age:** 30

Tech Index: T7   **Habituated Gravity:** Low Standard (−1) **Apparent Age:** Mature Adult

STATUS

Fate Points: 3
Refresh: 3
Physical Stress: 1 2 3 4
Mental Stress: 1 2 3 4

CONSEQUENCES

2 Mild ( )
2 Mild ( )
4 Moderate ( )
6 Severe ( )

CREDIT STRESS

Credit Stress: 1 2 3 4
2 Mild Cons ( )
2
4 Moderate Cons ( )
4
6 Severe Cons ( )
6

ASPECTS

High Concept: Giant Hominid Mercenary
Trouble: Do SCI Force Know What I Did?
Cultural Aspect: The Commonality Will Provide
Game Aspects: Mindscape Implants are Thought Control!
 Someone is Killing Our Scientists!
Other Aspects: Only Known Survivor of the Belgard Sanction,
Kallia Lao Tells Me I Haunt Her Dreams! I'm Indispensable!

OTHER EXTRAS

Hand Scanner:
 Built into null rifle
 Avg (+1) Investigate,
 Notice, Science
Null Rifle:
 +2 att bonus, range 5,
 Full Auto, Recoilless
Large:
 +2 Provoke bonus
Massively Muscled:
 +2 Physique bonus, w2
 Melee and Unarmed Cbt

SKILLS

Superb (+5):
Great (+4): Ranged Combat
Good (+3): Physique, Unarmed Combat
Fair (+2): Contacts, Provoke, Resources
Average (+1): Athletics, Knowledge, Notice, Rapport

STUNTS

Coolness Under Fire: Use Ranged Combat to defend against
 ranged physical attacks.
Killing Stroke: 1/scene, pay 1 fate point to increase a
 consequence you inflict by 1 step.
Overseer: 1/scene, generate a pool of shift points to
 distribute.
Survival: +2 Knowledge for surviving hostile environments.

NOTES

Large (+1) scale.
May acquire restricted
military equipment.

HALO

Mindscape Implant: Mindscape connectivity and technopsi.

has a remote-controlled human-looking avatar she just calls "Dev", who everyone tends to forget isn't actually human.

- *Kallia Lao is a silver-tongued Mindscape hacker with a string of convictions more than a light-year long. She's from a neo-Shinean culture world and never wants to go back.*

You can model your character concept after a favourite character from a novel, movie, or TV series, or simply base it around some specific thing you want to be able to do (like do stealth intrusion stuff, or fly a starship, or stomp around in powered armour). As with the game issues earlier, you'll unpack your character concept into five discrete parts of your character: your **culture, genotype**, and **occupation**; and your **high concept** and **trouble**.

Culture, genotype, and occupation are at minimum basic descriptors of your character—where you come from, your physical nature, and what you do. But they can be much more: they can help define what your character's passionate about, whether you have any special abilities, prejudices, motivations. Sometimes culture, genotype, and occupation are secondary to your character concept—sometimes they're fundamental. You'll choose at least one **cultural aspect** for your character, and you may have aspects for your genotype and occupation, too.

High concept and trouble are also aspects, and are complementary—you'll probably find them easier to define together than apart. Once you have these five elements defined, you can move on to the rest of character creation.

Don't worry too much, though: if your character concept changes during character creation, you can always come back and tweak these elements later. It's good to get something down at this stage, though, to help you through the decisions you'll make next.

STEP 2: CHOOSE YOUR CULTURE
All *Mindjammer* characters come from a **culture**—a set of social customs, ideologies and behaviours shared by its members. The **Commonality culture** is the dominant culture in most of Human Space, but even that isn't uniform—there's also its strange and hyper-conservative sibling, the **Core Worlds culture**. Your choice of culture determines your character's world view, available genotypes (see below), often even your physical form, and range of occupation choices, as well as your tech index and access to the Mindscape.

When you create a *Mindjammer* character, select a culture. If you're unsure, choose the Commonality culture; this is standard for most characters, and also allows you to choose most genotypes and a wide range of occupations. You must also choose a single **cultural aspect** at this point: you can make this up, or select from one of those provided for your culture.

Cultures (and cultural conflict) are a big thing in *Mindjammer*: cultures also exist in their own right, and have stat blocks like NPCs (your GM has information about this). Your characters can even act on behalf of cultures, taking them as **extras** (page 116).

Chris decides Usher McGee is from the Core Worlds culture (page 52). For his cultural aspect, he chooses Everyone Is a Core Worlder In the End!

Jen decides Mos Crotsos is from the culture world of Kwo Hmene in the Willard-Khutep Gulf. She looks at the "Neo-Culture" writeup on page 53 and the homeworld writeup for Kwo Hmene on page 27, and chooses The Commonality Will Provide as her cultural aspect.

Duncan decides Greatest-Enthusiasm-in-the-Mission is from the synthetic colony of Mindborn in the Willard-Khutep Gulf. Looking at the homeworld writeup on page 28, he sees this means he's from the Commonality culture (page 52). He chooses A Light For the Many Worlds of Space as his cultural aspect.

STEP 3: CHOOSE YOUR GENOTYPE
Your character's **genotype** represents your physical nature—your species, race, body plan, etc. It includes naturally evolved species, genurgically modified or divergent humans (**hominids**), uplifted animals (**xenomorphs**), and **synthetic beings**. Your genotype affects your physical and mental capabilities.

When you create a character, select a genotype. Some genotypes require you to choose a **genotype aspect**. Usually you'll write this down in the "Other Aspects" section of your character sheet, although your GM may sometimes allow you to write it down as your trouble (page 37) or even as all or part of your high concept (page 37), depending on how important you consider your genotype to be to your character concept. If you're defining your mandatory genotype aspect as an "Other Aspect", you'll pay for it from your **extras budget** (page 42) or define it as one of your **phase trio aspects** (page 38). Even if you don't have a mandatory genotype aspect, you can of course always choose to include your genotype in any of your aspects, depending on how important you'd like to make it.

Some genotypes also include **mandatory extras**. These are special abilities which you get by belonging to your genotype—things like infrared vision, heightened hearing, or even the ubiquitous Mindscape implant. **You can pay for these using either your extras budget or your character aspects and stunts** (or even a combination of the two). Additionally, in the case where a mandatory extra requires you to use one of your aspects, your GM may allow you to incorporate it into an existing aspect instead. For example, if your high concept is *Anarchic Mindscape Hacker*, the GM may decide that you don't also need to spend an aspect on a *Special Ops Mindscape Implant*; if one of your Other Aspects is *Enormous Ursoid Xenomorph*, the GM may decide that you don't also need to spend an aspect for your Large mandatory extra.

Usher McGee chooses the **Commonality Human** genotype. Chris uses his extras budget to buy the mandatory Mindscape Implant enhancement (page 132) for 1 aspect, writing it down in the "Halo" section of his character sheet (see page 11). He also

eyes the optional Extended Lifespan enhancement—he wants Usher to be over 100 years old, so he'll have to buy this with his extras budget, too.

Jen has already decided that Mos Crotsos is a **Kwo Hmene hominid** (page 65). This means she has to take two mandatory extras: Large (costing 1 aspect and 1 stunt), and Massively Muscled (costing 2 stunts). The Kwo Hmene genotype writeup says that the aspect for the Large mandatory extra is usually called something like Giant Among Humans. As Jen has already decided that her high concept aspect (see below) is going to be Giant Hominid Mercenary, Sarah agrees that this easily includes the Giant Among Humans mandatory genotype aspect, so she doesn't need to use a separate aspect for it. She still needs to spend a single stunt for the +2 Provoke bonus the Large extra gives her, so she notes that down in the Other Extras section of her character sheet as "Large: +2 Provoke bonus when appearing overbearing and threatening"; this costs her one of her character stunts. Finally, for the Massively Muscled extra, she spends the 2 stunts from her extras budget, and writes "Massively Muscled: +2 Physique bonus for strength-related rolls and weapon: 2 rating for Unarmed and Melee Combat attacks" in the Other Extras section of her character sheet.

Greatest-Enthusiasm-in-the-Mission is a starship sentience, one of the synthetic genotypes known as **installations** (see page 63). This also makes him an **eidolon**, meaning he has some of the memories and personality engrams of a now-dead organic (probably a human, but maybe not) derived from a Mindscape **thanogram** (page 179). He must take a mandatory genotype aspect such as Exotic Transhuman Intelligence, but as being a sentient starship is so integral to his character identity, Sarah allows him to combine it with his high concept aspect Mind-born Sentient Starship. Duncan uses his extras budget to buy the Mindscape Instance mandatory extra (page 136), which he notes in the Other Extras section of his character sheet, and also decides he'll need an avatar to join the group on planetbound adventures—he'll sort this out later (page 146).

STEP 4: CHOOSE YOUR OCCUPATION

Your character's **occupation** represents what you're doing when you start play. It could be a profession (like starship pilot), or just an activity or lifestyle choice (like civilian or rogue). Occupations represent broad categories of activity; your character will also select a build within that occupation, representing more closely what you do. So, if you choose "Civilian" as your occupation, you may actually be a Commonality citizen, a colonist, a Fringe Worlder, and so on.

Generally your culture and genotype will steer you towards certain occupations. These aren't absolute requirements: you can theoretically play a Commonality synthetic Fringe Worlder if you want, but it'll require a little more discussion with your GM to figure out how that combination makes sense. The suggested occupations in the culture and genotype write-ups (see **Chapter 5: Cultures, Genotypes, and Occupations**) are there to help you create a consistent character quickly; use them as you see fit.

When you create a *Mindjammer* character, select an occupation, and a **build** within that occupation, and write it down in the "Occupation" section of your character sheet. You don't have to take an aspect representing your occupation, but you can do so if you want to. Usually occupations are dealt with in your high concept aspect, but you may also incorporate it into one of your phase aspects (see below).

The occupation and build writeups (page 69) help you determine things like your high concept and your trouble, as well as select skills, stunts, enhancements, and any special equipment. We'll deal with all these things below; for now, just select an occupation and build for your character.

Chris chooses the "Security" occupation for Usher McGee, selecting the "Culture Agent" build to represent his job as a leader of a team doing secret missions. This gives him a **permission** (page 129) to upgrade his Mindscape Implant to a Special Ops Chip (page 132), which he does immediately at no extra cost.

Jen chooses the "Military" occupation for Mos Crotsos, selecting the "Merc" build, typical for the Kwo Hmene mercenary she wants her character to be. This gives her a permission (page 129) to spend her extras budget on restricted military equipment of "available" tech indices, which Sarah says will be the tech index of Kwo Hmene (T7 – First Age of Space) and possibly Mos Crotsos's own personal tech index (page 44), if different.

Duncan chooses the "Installation" occupation for Greatest-Enthusiasm-in-the-Mission, and the "Sentient Starship" build. Typical for sentient starships, he chooses to combine that build with the "Starship Engineer" build from the "Sci-Tech" occupation. This gives him a permission to have access to various laboratories and appropriate workshops during play. Being an installation also gives Greatest Enthusiasm a permission to take **construct skills** to represent things like his ship gravity and planing engines (see page 46 for more).

Homeworlds

*When you create your character, you **may** want to determine your **homeworld**—the world you were born and raised on, if any. You don't have to do this—you can leave your homeworld undefined at this stage if you like, and maybe figure it out later in character creation, or even in play. Your homeworld must be consistent with your culture and genotype, and may additionally help determine your tech index and habituated gravity (page 44). We've included four sample homeworlds on page 26 which you can use when creating your characters; your GM may provide you with others, and you can even make up your own.*

STEP 5: CHOOSE YOUR HIGH CONCEPT

Your **high concept** is a phrase that sums up what's most important about your character—an archetypal sound-bite about what you are. Look at your character concept, and come up with a single, short phrase which encapsulates it. You can summarise your genotype, culture, and occupation, or say something entirely different. Here are some ideas:

- Focus your high concept on your job: *SCI Force Controller, Starship Pilot, Low-level Enforcer*. You'll find examples in "Occupations" (page 69).
- Throw in a descriptor from your genotype, or maybe your attitude towards your job: *Ambitious SCI Force Controller, Xenomorph Starship Pilot, Low-level Synthetic Enforcer*.
- Mix two occupations in an unusual way: *SCI Force Controller-Redactor, Barbarian Starship Pilot, Sentient Starship Assassin*.
- Focus on an important organisation or family relationship—especially if it's well-known (see "Keep Setting Up Your Game", above): *SCI Force Agent Exiled From the Da Luz Criminal Family, Low-level Synthetic Enforcer for the Solenine Corporacy, Internal Security Instrumentality Sentient Starship Assassin*.

Don't worry about getting this perfect right now—you can always refine it before you start play, as you come up with ideas when creating the rest of your character.

Compare high concepts with the other characters you'll be playing with, to see if there's enough difference between them. Sometimes there'll be overlap, especially if you're all playing members of the same organisation (the *Agents of the Commonality* example game includes this possibility); again, don't worry—you can make your character concept distinctive when you define your **trouble** below.

Chris knows Usher McGee is the leader of the team of agents, and likes the idea of tying his high concept to an organisation. The group has decided they're playing members of SCI Force, the Security and Cultural Integrity Instrumentality, so Chris links that with his Core Worlder arrogance for a high concept Supercilious SCI Force Controller.

Jen isn't too interested in the SCI Force aspect, not sure yet just how Mos Crotsos got roped into the team. She chooses Giant Hominid Mercenary *as her high concept: it's simple, it's obvious, and it does what it says on the tin—just like her character.*

Duncan isn't sure what to do with "Sentient Starship", except that on its own it would be a pretty dull aspect. He has a read through the available homeworlds (see page 26), and likes the look of the synth-colony at Mindborn. He talks with Sarah about where Greatest-Enthusiasm-in-the-Mission's eidolon memories may have come from, and comes up with the high concept Sentient Starship of the Mindborn Khutep Descent. *Neither Duncan nor Sarah actually define what the "Mindborn Khutep Descent" is at this point—they just think it sounds pretty cool, and that maybe it's something they can explore during play.*

They may re-visit these high concepts later after character creation, but for now it's a good start.

STEP 6: CHOOSE YOUR TROUBLE

Once you've created your high concept and culture, genotype, and occupation, think of the one big thing that regularly messes up your character's life. This is your **trouble**, an aspect which brings drama and interest, stopping things from going smoothly and causing chaos when you don't want it. If your high concept represents who or what your character is, your trouble is what stops you fulfilling that high concept properly.

There are two types of trouble: **personal struggles** and **problematic relationships.**

Personal struggles are about your darker side— impulses that are hard to control. Maybe you're your own worst enemy, or traumas from your past or irresistible instincts or conditionings threaten to ruin your life. *Examples: Traumatised by the Xeno Wars, Sucker for a Sob Story, Poorly Sublimated Carnivore Instinct*.

Problematic relationships are people or organisations which complicate your life. Maybe it's a rival who wants you dead, employers you have a "difficult" relationship with, or even dependent family members or friends who are constantly getting into trouble. *Examples: Kasim Kasah Has Got It in for Me, SCI Force Have Me Over a Barrel, Hunted by the Venu Dark Radiance*.

Make sure your trouble isn't trivial or easy to resolve; nor should it make life impossible, or force you to spend every day dealing with it at the expense of everything else. It should be a source of drama, not a drag. Don't derive it directly from your high concept: if you're a *Supericilious SCI Force Controller*, don't make your trouble *Always Facing Cultural Conflict*—we know that, it's part of your job, so makes for a dull trouble. However, you could put a spin on it, like *Driven to Despair by Cultural Conflict*—now your character has personal issues doing his job, which could be interesting.

Make sure you and your GM are on the same page about your character's trouble. Come up with some ideas for invokes and compels, giving you both a clear idea of how your trouble might crop up in the game.

Chris wants to contrast Usher McGee's whole "arrogant yet expert leader" shtick; he wants something that will cause him

social difficulties, something just about him, but also gives a clue to why he took the path he did. He chooses Adrenalin Junkie as his trouble, figuring that this may also work as his character's **longevity aspect** (see page 125)—his character has been around for so damn long, he's started taking risks just to feel alive again…

Jen already knows Mos Crotsos has some shameful dark secret in her military past, and is interested in the fact that SCI Force might have recruited her against her will. It's something she'd like to explore in the game, so she decides to combine the two into Do SCI Force Know What I Did? as her trouble.

Duncan wants to avoid the obvious clichés of sentient starship troubles, and instead opts for something relating to Dev, the avatar the ship uses when interacting with people. He chooses Argumentative Avatar Anomaly as his trouble.

STEP 7: CHOOSE YOUR NAME

If you haven't done so already, choose a name for your character. This can be whatever you like—don't worry if it seems fanciful or humdrum, chances are it exists somewhere in the thousands of worlds of Human Space. If you choose a current Earth name, maybe your character comes from a neo-culture (page 53) or follows some esoteric Commonality fashion. There are some strange names in the Commonality—you'll see examples throughout this book—so you've got plenty of choice!

STEP 8: BUILD YOUR BACKSTORY

By the time your character is ready to play, you'll have seven aspects: your high concept, trouble, and cultural aspects, one extras aspect (possibly a genotype or occupation aspect), and three aspects representing your character's recent background, called the **phase trio**. We'll focus on these three aspects here. Before we do, make sure you've got at least your high concept, trouble, culture, genotype, occupation, and name figured out.

Phase trio aspects are made in three phases. The first relates to something interesting and adventurous your char-

The Good Thing About Troubles

Although your character's trouble may seem negative, the fact is you've lived with it a long time, and it hasn't killed you yet. It complicates things, but that doesn't mean it can't sometimes give you an advantage. Your character might have learned from your trouble; it may have made you stronger, given you a clearer sense of who you are. Don't just think about how your trouble might be compelled to cause problems; also consider how you could invoke it for a bonus. Here are some ideas.

- *Usher McGee's Adrenalin Junkie might be useful when he needs to suddenly dive into a dangerous situation, or get an extra spurt of energy to overcome some mental or physical trauma.*
- *Mos Crotsos's Do SCI Force Know What I Did? might help her be more observant when faced with a possible clue, or even drive her to do better to overcome her sense of guilt and shame.*
- *Greatest-Enthusiasm-in-the-Mission's Argumentative Avatar Anomaly might niggle at him to run that last sensor sweep again, or get that bit extra out of the ship's gravity engines, or to really explore what "interacting with humans" means!*

acter did relatively recently; the second and third describe how other characters in your group got involved in that event, and how you got involved in theirs.

The three phases tell a story about your characters. In each phase, you write down two things:

- **A summary of what happened in that phase.** Jot down a couple of sentences—the bare bones. You'll flesh it out (and even change it) later.
- **An aspect relating to the phase.** This can summarise the whole phase, or refer to some detail which matters to your character today.

You can use the character creation worksheet (page 193) to write these down. See below for examples.

PHASE ONE: YOUR ADVENTURE

This first phase represents your character's most significant recent adventure—the book, episode, movie, or whatever, in which you played a starring role.

Think about what has just happened to your character, in the recent past. A couple of sentences is all you need—you (and other players) can add more detail in the next two phases. Consider your high concept and trouble, maybe your culture, genotype, and occupation, and find where they intersect to create drama or dilemma.

Phases and Index Cards

By now you'll have come up with an adventure for your character. In the next two phases, you'll swap stories with other players, so their characters can become involved in your story—and you can become involved in theirs.

Jot down your character's name and the two sentence description about your adventure on a scrap of paper or index card, and pool them in the middle of the table. Then, each player takes a card belonging to someone else, and uses that in phase two (and the same for phase three). That way you still have the original details written down on your character creation worksheet, but other players can refer to your index card to see what events they need to hook their characters into.

Ask the following questions, and maybe discuss them with your group.

- What problem does your cultural background cause you?
- What dilemmas or difficulties crop up in your job?
- What happens when your trouble turns up at work?
- What's the bad thing that happened to kick the story off? Did it happen to you, or someone else? Who?
- What did you decide to do about the bad thing? Was it the right decision? What happened?
- Who did you come up against? Was it who you thought? Was it completely unexpected? Did anyone betray you?
- Did you sort the bad thing out? Did it go as expected? Is it all over, or will it return? Are there long-term consequences?

A note on timing: In the next two phases, two other characters in your group will become involved in your adventure, so be aware of when it happens; if it's too far back in time, maybe they won't be around, or you won't have met them yet. It's often best to start off vague, and not specify exactly when your adventure took place, and fill in the details later.

Jen answers the phase one questions for Mos Crotsos. The bad thing that happened was a mercenary ticket that went horribly wrong. Jen decides that something went wrong on a merc job on the culture world of Belgard (page 25), and almost everyone in Mos's company was killed. Somehow she survived, but found herself a prisoner—until she was mysteriously released.

Jen writes down an aspect related to this story. She chooses The Only Known Survivor of the Belgard Sanction, *because she wants to highlight again that Mos has some shady secrets in her past—and a lot of mystery and maybe bad karma to work out. She's itching to find out just how she got released.*

Sarah now also has some details to add to the game: she now knows that there is (or recently was) some sort of military

conflict on the world of Belgard, and there was some major, possibly military event called the Belgard Sanction which went horribly wrong. She also wonders if there were any more survivors of Mos Crotsos's mercenary company—and why. She notes these down as potential hooks for future scenarios.

PHASE TWO: CROSSING PATHS

Here's where you start to tie your group together, by having other characters play a minor supporting role in your phase one adventure, and vice versa.

Look at the index card you've got from another player in your group, detailing their character's name and phase one adventure. Now think of a small role your character played in that other character's adventure. Discuss it with the other character's player, then add a single sentence or phrase to their index card to reflect your character's supporting role. There are three types of supporting role:

- **Complicating the adventure:** Your character made the adventure dangerous, or more uncertain or complicated, maybe because of a game or cultural aspect, or his high concept or trouble. We know both characters survived—although the aspect you eventually choose could talk about this. Don't worry about how the complication was resolved—just describe how you caused the problem. *Examples: Kallia Lao tried to hack some SCI Force restricted content for Usher McGee, but failed. Usher McGee was*

effectively demoted and sent out to the sticks from "SCI Force Central" as a result.

- **Solving a situation:** Your character solved, or helped solve, a major problem the main character in the adventure was facing; this may involve your character's high concept aspect. Don't worry about what caused the complication—just describe how your character solved the problem. *Examples: Usher McGee pulled strings to get Mos Crotsos released from the Belgard stockade.*

- **Complicating and Solving:** Your character either complicated a situation but solved a different one, or solved one problem but created another. Use elements of both ideas, linking them with the word "later". *Example: Greatest-Enthusiasm-in-the-Mission offered Retzlaf a position as his new pilot; later, it turned out the ship was trailing some pretty intense heat from Mindborn SysSec!*

The idea is to highlight your own character's contribution to the the other character's adventure so you can create a good aspect for your own character from it. The aspect can be something you're now known for, or can do, or did, items of equipment you have, or a relationship with a person (good or bad).

Jot down the other character's adventure idea and your contribution on your own character worksheet; you'll get an aspect from your supporting role. The other player should

Fewer Than Three Players

The phase trio assumes your group has at least three players. If you have fewer, or if you're creating your character solo, try the following:

- **Skip phase three** (or even phases two and three) and invent an aspect instead, or leave it blank to be filled in during play.
- **Create another story:** This can be a joint story for phase three if you're creating characters with two players, or two brand new stories for phases two and three if you're creating a single character solo.
- **Have your GM create characters:** In this case, your GM is creating NPCs alongside your character. They don't need to have detailed skills, stunts, extras, and so on, but the phase trio can be very useful for creating NPCs. Your GM can create characters with their own stories, to support your own adventures and provide adventures for your character or characters to guest-star in. Later, these NPCs can provide excellent background material—you can maybe go back to "Faces and Places" (page 32) and incorporate them there.

    You may even have more than three phases; see "Changing Character Power Levels" (page 43).

Aspects on Your Character Sheet

In addition to your seven character aspects, you also have the two game aspects you created when you first decided your game issues (page 31). All nine aspects are entered on your character sheet, and are available to your character; look through them now and think about how you might use them to do cool things during play.

*There's one other aspect you may sometimes find on your character sheet: a **flaw**, sometimes called a **weakness aspect.** This is a predominantly negative aspect which your character may incur as a result of choosing a certain genotype or special ability. Examples include:* Light-Sensitive; Unable to Function in Gravity; Slow-Moving. *In some ways, flaws are like permanent consequences (page 164). If you receive a flaw, you don't have to buy it with your extras budget—you get it for "free". See page 85 for more.*

jot down your contribution to their character's adventure on their sheet, if there's room.

Chris has Mos Crotsos's starting adventure, and needs to fit Usher McGee into it. He decides Usher—for some reason—solved Mos's situation by negotiating her release from imprisonment on Belgard. Chris writes down the aspect The Power I Wield Comes From SCI Force Alone *to represent the organisation he represents—and its immense influence.*

PHASE THREE: CROSSING PATHS AGAIN

Once phase two is complete, do the same again, but with a different character's adventure.

Ian gets Mos Crotsos's starting adventure next, and tries to figure out how Retzlaf Trine fits into it. He decides that Retzlaf piloted the dropship during the Belgard Sanction that was due to pick up Mos Crotsos's mercenary company. Because of the intense fighting, they couldn't get through to the landing zone, and only just escaped, with the ship suffering heavy damage, and leaving Mos to be taken prisoner.

He takes the aspect Sometimes You Just Have to Cut and Run *to reflect both actions.*

That's it! You now have your phase trio aspects, and likely a lot of new background material. Go back and check your high concept and trouble aspects (and even your culture, genotype, and occupation) to see if you need to tweak them to reflect your three phases.

Choosing Skills and Stunts

Now it's time to choose your character's skills; see **Chapter 7: Skills and Stunts** for descriptions of the skills available.

When you create a character, you select skills in the form of a "pyramid", with a single skill as your best skill at the level of Great (+4) (usually called your **peak skill**), and one more skill on every level below down to Average (+1). This gives a beginning *Mindjammer* character the following skills:

- One Great (+4) skill
- Two Good (+3) skills
- Three Fair (+2) skills
- Four Average (+1) skills

Any skill which doesn't appear in your skill pyramid is considered to be at Mediocre (+0). That's right: you can even attempt a skill you have no special training in. The GM always has the final say, but expert systems, the Mindscape, skill chips, and the high levels of character competence mean that pretty much anyone can jump in a vehicle and drive it or shoot a few rounds from a slug thrower. This isn't the case with **stunts** (see below); if you need a stunt to attempt something, not having that stunt usually means you can't even try (but check with your GM).

Mos Crotsos is the combat and tactics expert in the group, and looks to maximise her skills in those areas.

Looking at the Military: Merc occupation build on page 76, Jen sees that the three recommended skills are Melee Combat, Ranged Combat, and Resources. These make sense to her, except that, the way she's imagining Mos right now (a massively strong giant of a woman), maybe her Melee Combat skill should be Unarmed Combat instead. Also, probably her Resources skill shouldn't be that high: she doesn't imagine Mos currently having that much access to credits, resource allocation, and so on. She chooses Ranged Combat as her peak skill at Great (+4), Unarmed Combat one step down at Good (+3), and put Resources at Fair (+2)—a bit depleted, but it's possible it could go up or down as play progresses.

She then selects Physique at Good (+3)—Mos is basically a giant, after all!—and then Provoke at Fair (+2). Mos is going to be pretty scary when she puts her mind to it. She then opts for Contacts as her third Fair (+2) skill: Mos is a Kwo Hmene hominid, and apt to stand out like a sore thumb—as will any other Kwo Hmene she might meet. She figures she has good reason to know a lot of her fellow hominids, and if not she can certainly spot them in a crowd and strike up a conversation.

That leaves her four Average (+1) skills. She's now thinking more broadly, things that will be useful in play. She chooses Athletics and Notice, as they're definitely applicable to a professional soldier, and Rapport, as she has her eye on the "Overseer" stunt to represent her tactical ability. Finally, she chooses Knowledge—she likes the look of the "Survival" stunt, but also wants something non-military, to give Mos a bit more depth in play.

Some skills provide additional benefits, such as Physique, Resources, and Will, which give you additional physical, credit, and mental stress boxes and even consequences. If you want to be particularly robust in those areas, take one or more levels in these skills.

The Skill Cap

*In **Mindjammer**, normal, unenhanced human beings (and related sentients) have a maximum permitted skill level of Fantastic (+6). For those with Mindscape implants and access to the Mindscape, this is increased to Epic (+7). This is known as the **skill cap**. It's not absolute, however; skill chips (page 132) may take individuals above the skill cap using the Mindscape, and enhancements such as synaptic enhancers (page 131) may increase the skill cap itself. Finally, as individual sentiences begin to transcend human limitations, the skill cap may be increased for **post-human characters** (page 124).*

WHICH SKILLS TO CHOOSE

You can generally choose whichever skills you want for your character. Your occupation makes some likelier than others; a starship pilot is more likely to have a good Pilot skill than a mercenary or diplomat. Look through the "Skills" entries for your chosen occupation in **Chapter 5: Cultures, Genotypes, and Occupations**, and select at least one level in the skills indicated there. If you find you don't want to take those skills, maybe select an occupation which is more in keeping with the skills you'd like you're character to be good at—in the long run, you'll be happier with your character that way.

Choosing Stunts and Refresh

Stunts modify how skills work. See page 94 for selecting stunts and creating your own.

When you create a character you may choose or invent three to five stunts. Stunts help you refine your character from the broad-brush depiction you currently have from your skill selection. Your occupation suggests three typical stunts for you; you can take these if they fit how you imagine your character, but you don't have to. You get three stunts for free, and you can take up to two more at the cost of lowering your refresh by one each. This means: **the more cool stuff you want your character to be able to do, the more you'll need to accept compels to build up your fate points.**

ADJUSTING REFRESH

A character starts with a **refresh** of 5. That means he'll start each session off with 5 fate points (page 92).

For each additional stunt you take above three, you must reduce your refresh by 1. So, if you take four stunts, your refresh is reduced to 4. The maximum number of stunts you can take as a beginning character is five, which reduces your refresh to 3 (but see "Choosing Extras" below).

Your refresh may never drop below 1. If it ever drops to

0 or lower for any reason, your character is considered no longer viable, and his story ends in that scene.

Mos Crotsos decides to take the full five stunts—the maximum she can take—as she needs to use one of those stunts to cover her "Large" mandatory extra (see "Choosing Extras", below). That leaves her four stunts. She looks at the suggested stunts in the "Merc" writeup (page 92), and decides she'll just take one of those. First, she takes the Overseer stunt, which lets her use her Average (+1) Rapport skill to give bonus points to others under her command. Then, she takes the Survival stunt, which gives her a +2 bonus when using her Average (+1) Knowledge skill to survive in environments which are "hostile" for Kwo Hmene hominids. Those two stunts flesh out her character concept a bit more. Next, she focuses on stunts which will make her a more effective mercenary fighter: Coolness Under Fire, which lets her use her Great (+4) Ranged Combat skill to defend herself in a firefight; and Killing Stroke (the one suggested by the "Merc" occupation build), which lets her "upgrade" a consequence she's inflicted on an opponent in unarmed combat by one step, once per scene. She'd also really like Tough as Nails, but she can't afford that right now; maybe that's something she can build up to using her advancements during play (see page 174).

To cover these five stunts, Jen reduces Mos Crotsos's basic refresh by 2 points, which means she begins play with 3 fate points.

Choosing Extras

You can now choose your character's **extras**. Extras represent things external to your character, but which are nevertheless crucial parts of your character, and as such deserve a bit of special treatment within the rules. There are many types of extra, including: genurgic enhancements, special weapons and armour, special abilities you get by virtue of your genotype, organisations your character belongs to, starships you own or have access to, and so on.

In game terms, an extra is a collection of one or more skills, stunts, or aspects, or a combination of all three. For example, a Mindscape implant, a crucial genurgic enhancement for citizens of the Commonality, is an extra which is an aspect; whereas a skill chip, a genurgic enhancement which augments a character's own skill levels, is an extra which is a stunt. A Dispersion Field, a powerful force field used for personal defence, is an extra built up of two stunts; and a *Herald*-class fast courier starship is an extra which gives your character access to one or more (usually more) additional skills, allowing you to use it to travel in n-space, jump through 2-space, and more.

See how all of those extras above are clearly not parts of your character's body or mind, but are nevertheless things which you'd consider important enough to your character to be worth giving rules-mechanical details? That's what extras are. They overlap somewhat with **equipment**, which is described in more detail on page 128, but don't worry—you'll also have equipment you can use on top of the things you buy as extras (see page 116).

Because an extra has an effect on the rules (a bonus, a skill, an aspect, etc), each extra therefore has a **cost**, measured in stunts, aspects, or skill levels. Your character begins with an **extras budget** which you can use to "buy" extras, as follows:
- 1 aspect
- 2 stunts
- 6 skill levels

This means your character may buy extras costing up to the above total. These might be up to 9 separate extras, or even just 1 large extra (like a starship) with 1 aspect, 2 stunts, and 6 skill levels.

Many extras also have a **tech index**, indicating their sophistication. When you're creating your character, you may not select an extra with a tech index higher than your own personal tech index; see page 129 for more.

If you need to, you may also spend your character's refresh and skill levels to buy extras. However, you can't do the opposite; you may not use your extras budget to buy your own aspects, skills and stunts.

Mos Crotsos wants some special equipment which will give her an advantage during play. As part of the Kwo Hmene genotype, she was already required to take the mandatory extras "Large" (costing 1 aspect and 1 stunt) and "Massively Muscled" (costing 2 stunts). She was able to use her high concept Giant Hominid Mercenary *to cover the aspect cost of the "Large" extra, and one of her own character stunts to cover its stunt component (a +2 Provoke bonus), but for the "Massively Muscled" extra she has to use both stunts from her extras budget. That means she now has 1 aspect and 6 skill points to spend on extras.*

Jen decides she wants Mos Crotsos to have access to the Commonality Mindscape. None of her character permissions or aspects have provided that so far, so she decides to spend the 1 aspect from her extras budget on a Mindscape implant.

That leaves the 6 skill points. Jen would quite like Mos to have some kind of special weapon to give her a rules-mechanical bonus in combat, as that fits in with her character concept, so

Changing Character Power Levels

In **Mindjammer**, you'll often use a character's peak skill level as a shorthand for roughly how powerful and experienced he is. Your character usually begins as a Great (+4) character, but sometimes you may want to create characters with more or less experience. You can do this by modifying the number of phases, refresh, skill points, and stunts you receive, as well as your extras budget.

A **Good (+3) character** is less experienced than normal—often appropriate for a gritty game of tough choices and survival. Create a Good (+3) character as follows:

- Select your culture, genotype, and occupation as usual. Select a high concept and trouble, but only run through two phases of the phase trio—a **phase duo**—for two phase aspects.
- Begin with 3 refresh. You get 2 free stunts, and may select 1 more at the cost of 1 refresh.
- Begin with 10 skill levels. Select the following skills:
  - 1 x Good (+3)
  - 2 x Fair (+2)
  - 3 x Average (+1)
- Spend the following extras budget:
  - No additional aspects
  - 1 stunt
  - 3 skill levels

A **Superb (+5) character** is more experienced than normal—appropriate for larger-than-life games of high-power cinematic swashbuckling. Create a Superb (+5) character as follows:

- Select your culture, genotype, and occupation as usual. Select a high concept and trouble, and run through four phases—a **phase quartet**—to give you four phase aspects.
- Begin with 7 refresh. You get 4 free stunts, and may select up to 3 more at the cost of 1 refresh each.
- Begin with 35 skill levels. Select the following skills:
  - 1 x Superb (+5)
  - 2 x Great (+4)
  - 3 x Good (+3)
  - 4 x Fair (+2)
  - 5 x Average (+1)
- Spend the following extras budget:
  - 2 aspects
  - 3 stunts
  - 10 skill levels

Sarah agrees that she can swap 3 of her skill points for a single stunt, which she spends on a Null Rifle (a Commonality laser weapon—see page 140), which will give her a +2 bonus to Ranged Combat attacks. With the remaining 3 skill points, she opts for a hand scanner (page 145) with three skills: Average (+1) Investigate, Notice, and Science. Sarah tells Jen that, if she likes, the hand scanner can be built directly into her Null Rifle. Cool! says Jen, why not?

As Mos Crotsos's personal tech index (page 44) is T7 (First Age of Space), the same or higher than all these items, she can acquire these extras without difficulty.

Filling In Your Halo

When you choose your extras, figure out which of them require Mindscape connectivity to function. Write these extras in the section labelled "Halo" on your character sheet; they're your **halo abilities** (page 177), and you can lose access to them if you're cut off from the Mindscape, and they can even be affected by technopsi. Items in **Chapter 9: Equipping Your Character** are clearly identified as halo abilities; discuss with your GM any items you're unsure about.

For example, Mos Crotsos notes her Mindscape implant extra down in the "Halo" section of her character sheet; she notes the rest of her extras in the "Other Extras" section.
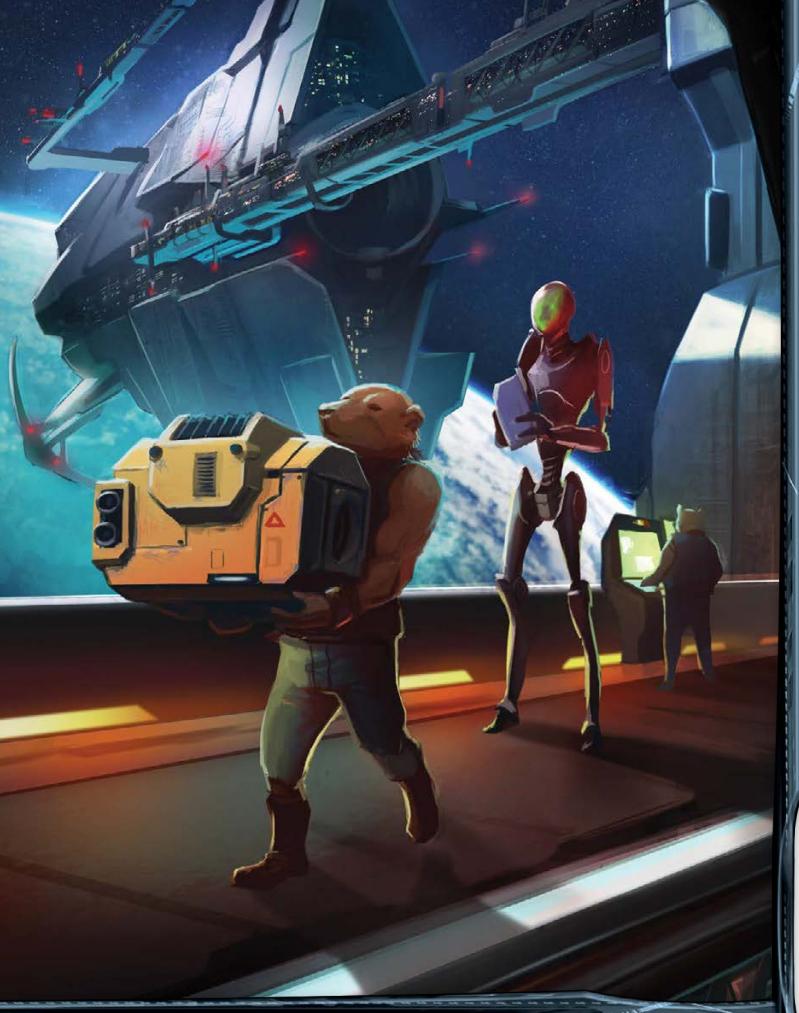
Finalising Your Character

You're almost done! Now just calculate your stress and consequences, and note down your tech index, habituated gravity, and any other items of equipment.

STRESS AND CONSEQUENCES

Stress and consequences are your two ways of avoiding losing conflicts—see **Chapter 10: How To Do Things.** Put simply, stress represents temporary effects of conflicts which you can recover from in moments; consequences represent more serious results, including longer-term injury, trauma, and other lingering effects.

Your character has three stress tracks. Your **physical stress track** represents injury, physical fatigue, and the like; your **mental stress track** represents mental fatigue and confusion; and your **credit stress track** represents depletion of your wealth and access to resources. Your character has two **stress boxes** in each stress track by default.

Your character also has two sets of **consequence slots**. The first set is used for consequences resulting from physical and mental stress (these are your main consequence slots, usually just called "general consequences" or simply "consequences"); the second set is used for consequences resulting from credit stress (called "credit consequences"). Each set can hold three consequences; the first is **mild**, the second **moderate**, and the third **severe**. There's also a notional fourth **extreme consequence** slot, not marked on your character sheet but which can sometimes occur: see page 166. Unlike

HABITUATED GRAVITY

You can discuss with your gamemaster to select a specific gravity field, or simply opt for the default Standard (+0) gravity of 1G; write it on your character sheet now. Make sure your chosen gravity field is consistent with your back story, particularly your homeworld (if you've specified one), culture and genotype; a standard Commonality human who's spent forty years serving aboard Space Force starships is unlikely to be habituated to a very high gravity field. Additionally, if your gravity field is significantly different from standard gravity, you may want to incorporate it into your aspects—perhaps as part of your high concept, trouble, or even a genotype aspect. Gravity can have significant effects on your character.

Looking up Mos's homeworld of Kwo Hmene on page 27, Jen sees it has a gravity of "Low Standard (-1)", or 0.7G. Although Jen knows Mos has been imprisoned on Belgard for a while, she decides that, to begin with, Mos's habituated gravity will be that of her homeworld. This will make her a bit clumsier in standard gravity, and a little weaker, but as she's hugely muscled she's not worried too much to begin with, and she likes the idea of seeing if the different gravity can come in handy. In any case it will probably change quickly during play. She writes "Low Standard (-1)" in the "Habituated Gravity" section of her character sheet.

HOW TO CHOOSE STARTING EQUIPMENT

Equipment works a little differently in **Mindjammer** from many other roleplaying games. Essentially, in the far future, post-scarcity civilisation of the New Commonality, you're often in a position where you have whatever equipment you need to do a job. Instead, the thing that matters is whether or not you, the player, consider a given piece of equipment to be a "signature item" for your character (and therefore worthy of special attention), or whether it's just something pretty trivial you just use to perform a task and then move on.

"Signature items" in **Mindjammer** are defined as **extras** (page 116). They're a permanent part of your character sheet, and give you specific advantages in terms of the rules—perhaps a bonus to a roll, or even a skill. We've talked about extras above.

All other equipment is just something which gives you a **permission** (see page 69) to describe your character acting in a certain way. If you have a p-suit, which can be pressurised against vacuum, you can describe yourself floating out in space without dying horribly.

Take a look at your character sheet now, and think about the equipment your character would routinely need to use the skills, stunts, and aspects marked there. Here's the thing: you automatically have **all** that equipment! If you have a Ranged Combat skill, then you have a ranged weapon (probably a gun, but that depends on your tech index). If you have a Pilot skill, then you have a flying vehicle; if you have the Starship Pilot stunt, then you also have a starship! In **Mindjammer**, skills, stunts, and aspects automatically "come with" the equipment you need to use them.

stress, general consequences aren't classed as physical or mental; they can be either.

Some skills, stunts, and extras modify the number of stress boxes and consequences you have. The Physique skill (page 106) gives you additional physical stress boxes; Will (page 115) gives you additional mental stress boxes; Resources (page 109) gives you additional credit stress boxes; and all three can grant you additional consequences slots.

Mos Crotsos has no skill levels in Will, so begins play with 2 mental stress boxes. She has Good (+3) Physique, so she gets two additional physical stress boxes, for a total of 4. She has Fair (+2) Resources, so she gets one additional credit stress box, for a total of 3. She has 3 general consequence slots, and 3 credit consequence slots.

TECH INDEX

Your character's **tech index** is determined by your culture (page 51) or your homeworld (page 36); if they're different, you may choose which you want to use. It affects how familiar you are with the technology around you, and how well you understand it. It's measured like a skill, using the ladder (page 12). Write it down on your character sheet now.

Mos is from the culture world of Kwo Hmene, with its own Kwo Hmene neo-culture. Both homeworld and culture have a tech index of T7 (First Age of Space), so Jen writes "T7" in the tech index section of her character sheet.

Now, "have" in **Mindjammer** doesn't necessarily mean ownership. To be honest, people in the New Commonality aren't that bothered about "owning" things (although people from rediscovered worlds out on the Fringe might disagree!). Instead, "having" a piece of equipment means to have access to it; you can make use of it routinely in play. If you have a starship, take a moment to describe it. If it's a nifty one-person runabout, requiring just one crew and maybe with space for a handful of friends, then, yes, you pretty much have that ship—it could be on loan from Space Force, or some mercantile corporacy, or another organisation, or you could in some way "own" it. If you've described "your" ship as a massive deep space explorer with a crew of 400, then you're probably one of the crew: you might be full-time (in which case you're probably currently on leave), or maybe you're (semi-)retired. Either way, you don't have complete freedom to use the ship as you see fit, but you can use it to move from system to system in accordance with your skills. The way you define your equipment can even shift with time in accordance with the game; the key thing is that you can always keep using your abilities.

This process of defining equipment works with all your skills, stunts, and aspects. If there's anything not clearly marked on your character sheet which you think your character has and which you think might be interesting in play, write it down in the "Notes" section of your character sheet. You don't have to do this—your GM won't penalise you if you have "Ranged Combat" on your character sheet and you haven't written down "Handgun" on your character sheet—but it can be useful just to remember the sort of things you can describe your character doing. These items won't give you any special bonuses—that's what extras are for—but they do exist to give you colour for your descriptions and maybe allow you to attempt things you otherwise couldn't (that **permission** thing again).

Remember that the tech index of any equipment you're marking down may not normally be higher than your character's own tech index. If it is, either you may not select that item, or you must agree a story justification for why you would have it. In such a case it's even possible you may not understand or be able to use the item very well (page 97).

Next, look at your extras, and any stunts which give you special bonuses. These often represent more powerful items of equipment. Sometimes you've acquired these explicitly: you may have spent 2 stunts from your extras budget to acquire a Personal Sensor Array, for example. Other times, it might not be so obvious: you may have spent 1 stunt to acquire the Glide special ability (page 124) in the form of a genurgic enhancement called a Glide Membrane; this may now be part of your body, but it's also an item of equipment, in a sense.

From the above you should have a good idea of the equipment you're beginning play with. Bear in mind that you may not be physically carrying all those things on your person; but they're "within reach" in such a way that you can reasonably

Wealth in the Second Age of Space

For millennia, money was an anachronism in the Commonality of Humankind—as outmoded and obsolete as an abacus or a tinder box, a relic of the bad old days of primitive barter and speculation. Resource allocation in the Commonality is both complex and simple: thanks to makepoints, and the near unlimited power provided by zero point power cells, most items people desire or need are readily and freely available. Where there's scarcity, it's usually because of legal or social restrictions—heavy weapons aren't generally made available to the populace, for example. In such cases, acquisition is less a factor of anything as unsophisticated as money, and much more reliant upon personal connections and access to resource allocation plans.

*Or, at least, that's the theory. In the last two hundred years, out on the Fringe, all the old economic certainties which upheld the Commonality for ten millennia have fallen, replaced by chaos and unpredictability. In the face of poor communications, lack of intercultural cooperation, and inadequate resource and transportation networks, the Commonality has fallen back on that most primitive of expedients after all—money. The **Expansionary Era Currency Unit**, officially called the EECU but generally called the **credit**, is accepted as scrip across the Fringe and on many Commonality worlds. Small, difficult to destroy, and with simple basic sentiences, credits are available in various shapes and denominations, from coins, to variable value cards, to flexible bills, and are able to identify themselves in such a way as to preclude forgery by any but the most sophisticated endeavours. They look very impressive, bright, technological, holographic, sentient, and have become the de facto interstellar currency all across the Commonality frontier.*

They're immensely popular amongst the people who use them, and fashionable in some of the Commonality's more decadent or pretentious parts. Needless to say, the Core Worlds refuse to have anything to do with such savagery…

use your skills, stunts, and aspects. Once you begin play, there are other ways of obtaining additional equipment, either on a temporary basis, or more long-term, for use in special situations: see page 128 in **Chapter 9: Equipping Your Character** for more.

That's It! Your **Mindjammer** character is ready. Time to play!

your starship systems, its "electronics" and the various technological systems and hook-ups required for functioning. You start with 2 systems stress boxes, and may have more.

- There's a space for a "Schematic". Your sentient starship character can be one of those detailed in the **Mindjammer** core book or in other supplements (your GM will have details), or it can be something completely unique, created by you. This section is for sketches, silhouettes, deckplans, or any other representation of your ship you think is useful.

Now, when you create a sentient starship character, you follow the character creation checklist on page 33 as usual. However, you have some slightly different options for skills, stunts, and extras.

As we mentioned on page 36, Mish has two occupations: starship engineer, and sentient starship. Checking out the writeup for the sentient starship build on page 74, you can see that the skills, stunts, and extras look a bit different, with skills like Planing and Systems, and stunts like Blind Jump and Long-Distance Life Support. Those are construct skills and stunts—more on those below.

Selecting Skills, Stunts and Extras for Sentient Starship Characters

Your sentient starship character has two different types of skills, stunts, and extras. The first type is just like any other character, representing the things you know how to do. The second type represents the physical capabilities of your ship body: its planing engines, its gravity engines, its sensors, hull strength, and so on. All these things are **construct skills**: a Planing skill of Fair (+2) means you have more powerful planing engines for travelling faster-than-light through 2-space than if you only had a Planing skill of Average (+1), for example. **Construct stunts** and **construct extras** work similarly: there are stunts for things like going onto high alert, and extras for things like starship weapons and energy shields.

The Installation occupation on page 73, and specifically the Sentient Starship build, give examples of construct skills, stunts, and extras. Your GM has complete information about these, and we've also included the key ones in this book to help you create your own sentient starship characters (see pages 96 and 149).

Creating a Unique Ship vs One of a Class

There are many well-known classes of starship in the New Commonality, from the near-legendary *Mindjammers*, who update the Mindscape between star systems, to the *Botany Bay*-class Stage II Explorers, who mount extended missions beyond the Commonality frontier. The **Mindjammer** core book has example statistics for these ships and many more.

If you want to create a ship of one of these classes, then treat the statistics in the core book as if they were an occupa-

CREATING A SENTIENT STARSHIP CHARACTER

So far, everything we've discussed about creating characters has assumed you're a roughly human-sized organic or synthetic lifeform. However, in **Mindjammer**, you can play many other things as characters, and in particular **sentient starships**.

Your gamemaster has lots of technical information about starships—space battles, flying through 2-space, and so on—but here were going to discuss creating sentient starship characters.

Sentient starship characters use a special version of the character sheet called a **construct sheet**. We've included a blank sheet on page 194, and the sheet for the example character Greatest-Enthusiasm-in-the-Mission is shown below.

Greatest-Enthusiasm-in-the-Mission's (let's call him Mish for short…) construct sheet looks pretty straightforward: you can see entries for name, culture, occupation, tech index, and so on, as well as aspects.

You'll see a few differences on the construct sheet:

- There's a "Scale" entry at the top (see below, and also page 172). This is usually "Huge (+2)" for starships, but it could be "Large (+1)" or even "Enormous (+3)". If you're happy with "Huge (+2)", write that in now; otherwise check with your GM to see if other scales are possible.
- You have a "Systems Stress" track as well as physical and mental stress. Systems stress measures the damage done to

MINDJAMMER™
CONSTRUCT SHEET

Name: Greatest Enthusiasm in the Mission ("Mish")
Culture: Commonality
Tech Index: T9

Scale: Huge (+2)
Type: Installation
Habituated Gravity: Standard (+0)

Occupation: Culture Agent
Actual Age: 120
Apparent Age: Mature Adult

STATUS

Fate Points: 3
Refresh: 3
Physical Stress: 1 ☐2 ☐ 3 ☐ 4 ☐
Systems Stress: 1 ☐2 ☐ 3 ☐ 4 ☐
Mental Stress: 1 ☐2 ☐ 3 ☐ 4 ☐

CONSEQUENCES

2 Mild ( )
2 Mild ( )
4 Moderate ( )
6 Severe ( )

CREDIT STRESS

Credit Stress: 1 ☐2 ☐ 3 ☐ 4 ☐
2 Mild Cons ( )
2
4 Moderate Cons ( )
4
6 Severe Cons ( )
6

ASPECTS

High Concept: Sentient Starship of the Mindborn-Khutep Descent
Trouble: Argumentative Avatar Anomaly
Cultural Aspect: A Light For the Many Worlds of Space
Game Aspects: Mindscape Implants are Thought Control! Someone is Killing Our Scientists!
Other Aspects: Mindborn SysSec Are Isolating the Khutep Sentience, If I Hadn't Lied I Would Have Died, No One Can Resist Dev's Human Touch

SCHEMATIC

SKILLS

Superb (+5):
Great (+4): Technical
Good (+3): Deceive, Rapport
Fair (+2): Manoeuvre, Planing, Systems
Average (+1): Passive Sensing, Provoke, Ranged Combat, Stealth

STUNTS

Extended Manoeuvrability (Atmospheric): Use Manoeuvre in planetary atmospheres.
Passenger Accommodations: Carry up to 20 passengers.
Push the Jump Maximum: Roll vs ship consequences to make an extra jump, +1 per additional extra jump.
Silent Running: Use Stealth instead of Intrusion to pass unseen.
Starship Engineer: Use Technical for construct actions.

EXTRAS

Advanced Sensors: +2 bonus to Active Sensing overcome actions.
Haze Field: +1 defend bonus and basic ray shielding.
Ship's Cat

HALO

Active Sensor Drones: Avg (+1) Active Sensing
Mindscape Instance: Mindscape copy, enables technopsi and connectivity.
Dev Avatar: Avg (+1) Empathy, Investigate, Notice, Physique, Rgd Cbt 3 physical stress boxes

tion build. You don't have to choose exactly the skills, stunts, and extras shown for a *Profit*-class New Trader, but selecting them will make you a "typical" member of that class. Remember that sentient starships are individual thinking beings, and there's a lot of scope for variation.

If you want to create a brand new class of ship, go for it! You may want to chat it through with your GM, but the Commonality is a vast civilisation, and there are countless ship types out there, and many are just one-of-a-kind.

Duncan decides that Mish is a one-of-a-kind prototype produced by the Khutep sentience on Mindborn over a century ago, in 72 NCE. He hasn't decided on a name for the ship class yet—he's going to see how it goes. This means Duncan doesn't need to look at any of the ship statistics in the **Mindjammer** *core book (though he can if he wants an example, or some inspiration). He's just going to make it up as he goes along.*

What Do I Need?

At minimum, your sentient starship character needs the following:

- A **Planing** skill, to give it planing engines to travel faster-than-light through 2-space, usually between star systems.
- A **Manoeuvre** skill, to give it gravity engines to travel slower-than-light through normal space (n-space), usually between planets within star systems.
- A **Systems** skill, representing its life support, power, and operational systems, which must be at the same level as your ship's scale (see below).

You may also want the following skills:

- **Passive Sensing**, representing your passive sensor system equipment for detecting other ships, doing sensor sweeps of planets and star systems.
- **Active Sensing**, representing your active scanners for deep scanning other ships, stellar and planetary bodies, and so on.
- **Ranged Combat**, representing your ship's weapons and targeting systems.
- **Close Combat**, representing your ship's ability to ram or mount boarding actions against other ships.
- **EW**, representing your ship's electronic warfare capability.
- **Hull Strength**, representing your ship's especially strengthened superstructure.

These nine core **construct skills** are described in **Chapter 7: Skills and Stunts**. Additionally you may of course select skills such as Deceive, Knowledge, Rapport, Science, Stealth, etc, as normal.

Duncan knows that Mish is Huge (+2) scale (see below), which means he has to have a Systems skill of Fair (+2). He notes that on his construct character sheet to start with. He then writes in the Planing and Manoeuvre skills, both at Fair (+2) too. That's the very minimum he needs to be a functioning sentient starship.

He then plugs in some character skills. He chooses Great (+4) Technical as his peak skill, as he wants Mish to be an expert starship engineer. He then selects Rapport at Good (+3), as he figures he'll need this for relating to people of all scales and sizes. Unusu-

ally, he then chooses Deceive at Good (+3), too, after looking at his aspect If I Hadn't Lied I Would Have Died. *Having a deceitful ship feels unusual, and there's lots of scope for roleplaying there.*

That leaves four Average (+1) skills. Duncan selects Ranged Combat and Passive Sensing, as they feel vital for a ship operating on the perilous frontier. He finishes off with Provoke, which he figures is good against ships and human-sized targets alike, and Stealth.

The Scale Thing

We haven't talked much about scale so far. It's something which becomes important when you start interacting with entities much bigger or smaller than you are. In **Mindjammer**, there are numerous scales, from Quantum (-3), Micro (-2) and Small (-1), through Medium (+0) and Large (+1), right through to Interplanetary (+7), Interstellar (+8), and Galactic (+9). Human-sized characters are Medium (+0) scale, while starships are usually Huge (+2), but might also be Large (+1) or Enormous (+3).

Differences in scale make it difficult for entities to interact. A larger scale entity finds it harder to target a smaller one, but when it does make contact, the result is usually much more powerful; and vice versa. You can find out more about using scale on page 172.

Now, when you take a skill as a sentient starship, remember that means you use that skill **as a starship**. So, if you take the Ranged Combat skill, that skill represents the null cannon and other starship weapons you're equipped with, which are used to fire on other ships, all being used at the scale of your ship. The same goes with Stealth, for example, too, which represents the starship's ability to hide from other starships. Some skills work on multiple scales: Will, for example, and Rapport, are aspects of your personality, so they work equally whether you're interacting with a Medium (+0) scale human or a Huge (+2) scale starship.

There are two ways to use skills at a scale different from your own. The first is to use a stunt which specifically allows you to use one of your skills at a different scale. An example is the Starship Pilot stunt, which lets a human-sized character use their Pilot skill to take actions at the scale of a starship. The second—representing, say, your starship's ability to fire a blaster rifle at a human target—is to use an **avatar**.

So What's This About Avatars?

Avatars are artificial humanoid bodies which can be remote-controlled by other characters. They're not alive per se—they don't have their own consciousness—although organic ones can be almost indistinguishable from living beings. All characters may use avatars, but they're most often employed by sentient starships and other constructs when they want to interact with human-sized characters.

Avatars are extras, and can have their own skills, stunts, and extras, all bought using your sentient starship character's extras budget (and even character points). Each has its own

physical stress track, representing the avatar's own body, which is separate from your sentient starship character's physical stress track, which represents your starship hull. If your avatar is mostly mechanical, it may also have its own systems stress track. Avatars are usually Medium (+0) scale, to make it easier to interact with human-sized characters, but don't have to be.

Duncan knows that Mish's avatar is going to be the most important extra he has—it's how he interacts with the whole human-sized world. He calls his avatar **Dev**: Dev looks just like a human, right down to his well-groomed appearance and stimulating dress sense—except for his amazing eyes.

The first thing that Duncan does is decide which of Mish's skills could be usefully used by the Dev avatar. His Great (+4) Technical skill is the obvious candidate. The Starship Engineer stunt (page 114) normally lets a human-sized character use Technical for construct actions; Mish can already do this, so Duncan redefines the stunt to let Mish use Technical for character actions as well as construct actions. The Dev avatar is now able to act as a Great (+4) Technical engineer!

Mish's only other skills which might be useful to Dev are Ranged Combat and Stealth, but they're only Average (+1), so they're hardly worth spending a full stunt on. Duncan decides to keep Mish's other 4 stunts, and his 2 extras budget stunts, in hand for now. Instead, he spends 5 skill points from Mish's extras budget to enhance Dev's abilities. He decides to take five extra skills, all at Average (+1): Empathy, Investigate, Notice, Physique, and Ranged Combat. Mish can only use these skills when he's acting through his avatar, but he can also use his Technical, Deceive, Rapport, Provoke, and Stealth skills, so Dev is actually a pretty capable extension of Mish's abilities!

Finishing Up

Statistics like fate points, refresh, habituated gravity, tech index, stunts, and extras are figured just as normal. Take a look through your construct character sheet and fill in any of the blanks and spend any remaining character points or extras budget now.

Duncan still has four stunts to choose for Mish. He opts for Extended Manoeuvrability (Atmospheric), reasoning it'll be necessary for Mish to make planetary landings. He then chooses Silent Running, Passenger Accommodations (up to 20 crew and passengers!), and Push the Jump Maximum—Dev can wield a mean hyper-spanner and get the engines singing when they have to!
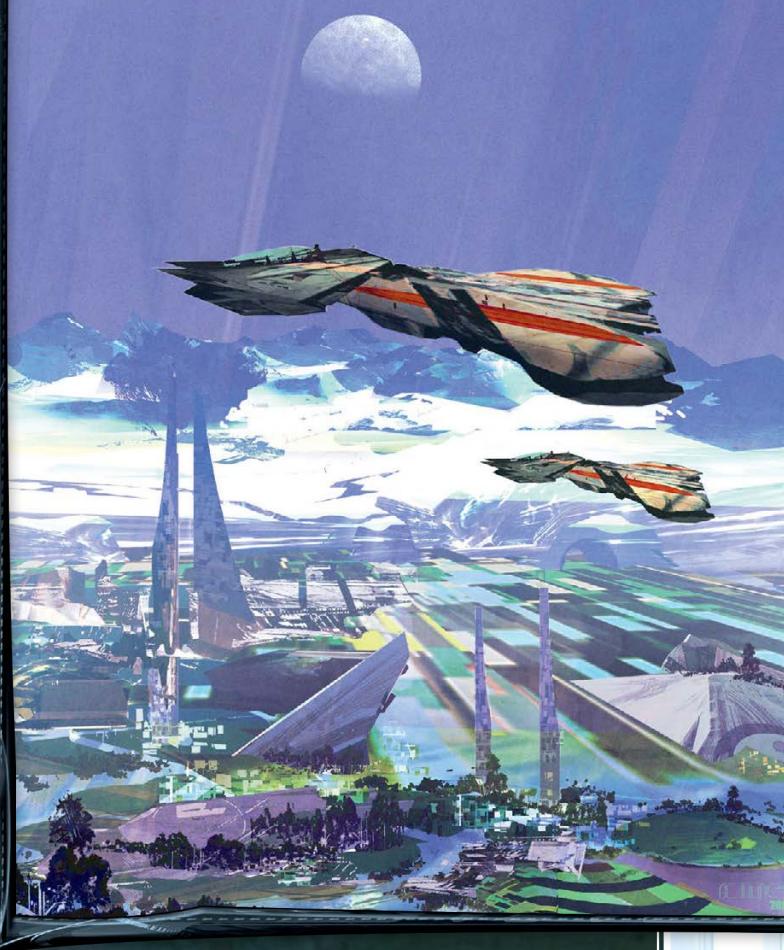
For his remaining extras budget, Mish selects a Mindscape instance, a copy of the Mindscape built into his synthetic sentience so the ship and crew can always get Mindscape connectivity. He then spends his final skill point on a new extra: an "Active Sensor Drone" with an Average (+1) Active Sensing skill, and uses one of the two stunts from his extras budget for an Advanced Sensors extra, giving a +2 bonus to the drone's Active Sensing overcome actions.

That leaves Duncan with 1 stunt point to go. He spends it on a haze field for the ship, giving it a +1 bonus when defending against attacks.

Finally, Duncan fills in the rest of Mish's construct sheet. Mish has 2 physical and mental stress boxes, 3 systems stress boxes, and 2 credit stress boxes; and Dev has 3 physical stress boxes. Mish is 120 years old, with a habituated gravity of Standard (+0) and a tech index of T9 (Second Age of Space). Duncan sketches in an elongated teardrop shape and a rough deck layout for Mish's hull. He'll fill in the details during play.

QUICK CHARACTER CREATION

Sometimes you may not want to go through the full character creation process above. Maybe an extra player has turned up without a character, or maybe another character has died in the middle of a session and you don't want to take time out. Or maybe you've decided just to jump in and play with your group, without creating characters. If any of this applies, you can leave most of your character sheet blank, and fill it in as you play!

To do this, you need just three things as the bare minimum for starting play:

- Your character's high concept
- Your peak skill
- Your name

You can even start off pretty vague with your high concept—*Starship Pilot, Grizzled Merc, Cocky Farmboy, Cheeky Trader With a Roguish Charm* will all do fine to get you going. You can tweak things later as you play.

Your peak skill is just what you're best at. It probably follows your high concept—*Starship Pilot* probably has, well, Pilot as his peak skill; *Grizzled Merc* probably has Ranged Combat. *Cocky Farmboy*—well, maybe it's Will, or Drive, or Technical. *Cheeky Trader With a Roguish Charm*—how about Resources? Or Rapport? Deceive?

At the same time, if you think of any skills you think you'll be bad at, jot them down—they'll be at Mediocre (+0).

For your name, think briefly about genotype and culture, if it hasn't already come up in your high concept. You don't have to be too precise—"human" is okay, if that's as far as you want to go at this stage, but it's probably worth deciding whether you're character is decidedly non-human before you start play—especially if you turn out to be a sentient starship! Your GM is well within her rights to reject any decisions during play which turn out to be too unlikely, so get any exotic requests in now!

With this method, you start with 8 refresh, which means you start play with 8 fate points.

During your first session, you'll try to pin down the rest of your skills, stunts, and aspects. Don't worry if you don't manage it all; you can continue into the second session doing the same. Before long, though, you should take time to fill in the rest of your character sheet once you have a clear vision of your character.

Choosing Aspects During Play

Leave your **trouble** aspect blank for now, unless you already have a clear idea. For your cultural aspect, once you begin to home in on your character's culture, start trying to express how it affects him—that'll probably come out of some decision or event in the game.

As you're not going through the phase trio, you won't have phase aspects: instead, you're just going to create three aspects for your character which seem cool and useful during play. The best time to do this is when you need a bonus, and you're looking for an aspect to invoke.

Again, don't worry too much about getting these aspects word perfect immediately: you can tweak any new aspects at the end of the session.

Choosing Skills During Play

If you need to roll for a skill you don't have on your character sheet, you can either assume your skill level is Mediocre (+0), or you can write that skill in an empty slot and roll it at that level. Keep doing this until you've filled in all your skill slots.

Don't worry if you choose to roll the skill at Mediocre (+0) and then decide later you want to write that skill in a slot; maybe you just weren't on form the first time. It's fine to write it down at a higher level.

## Choosing Stunts During Play

To pick a stunt during play, you must reduce your refresh by 1 point, and give up (spend) one of the 8 fate points you started play with, up to a maximum of 5 stunts. That means if you've spent all your fate points, you can't choose a stunt during play. You can still mark it down as the stunt you want, but you can't use it until the next session, when your fate points reset to your new refresh level.

Choosing Extras During Play

Everything we've said above about choosing aspects, skills, and stunts also applies to extras—except of course that extras often represent things like equipment, access to starships and organisations, enhancements, and so on.

One of the first extras you'll probably decide on is the Mindscape implant. Most **Mindjammer** characters have access to the Mindscape—it's an integral part of the game. You may find your GM requires you to automatically mark it down on your character sheet—if so, remember it costs 1 aspect from your extras budget.

Other extras usually crop up when you start to use your skills—remember that every skill automatically comes with whatever basic equipment is required to use it, but that equipment gives no bonus or particular advantage. Your Ranged Combat skill, for example, may give you a light handgun or a null pistol (page 140)—these provide no bonus, they're simply there to explain how you use the skill. If when you get into Ranged Combat you decide you have something more powerful—say, a blaster rifle or an auto rifle with built-in grenade launcher—then you can write it down on your character sheet as long as you have the extras budget to pay for it.
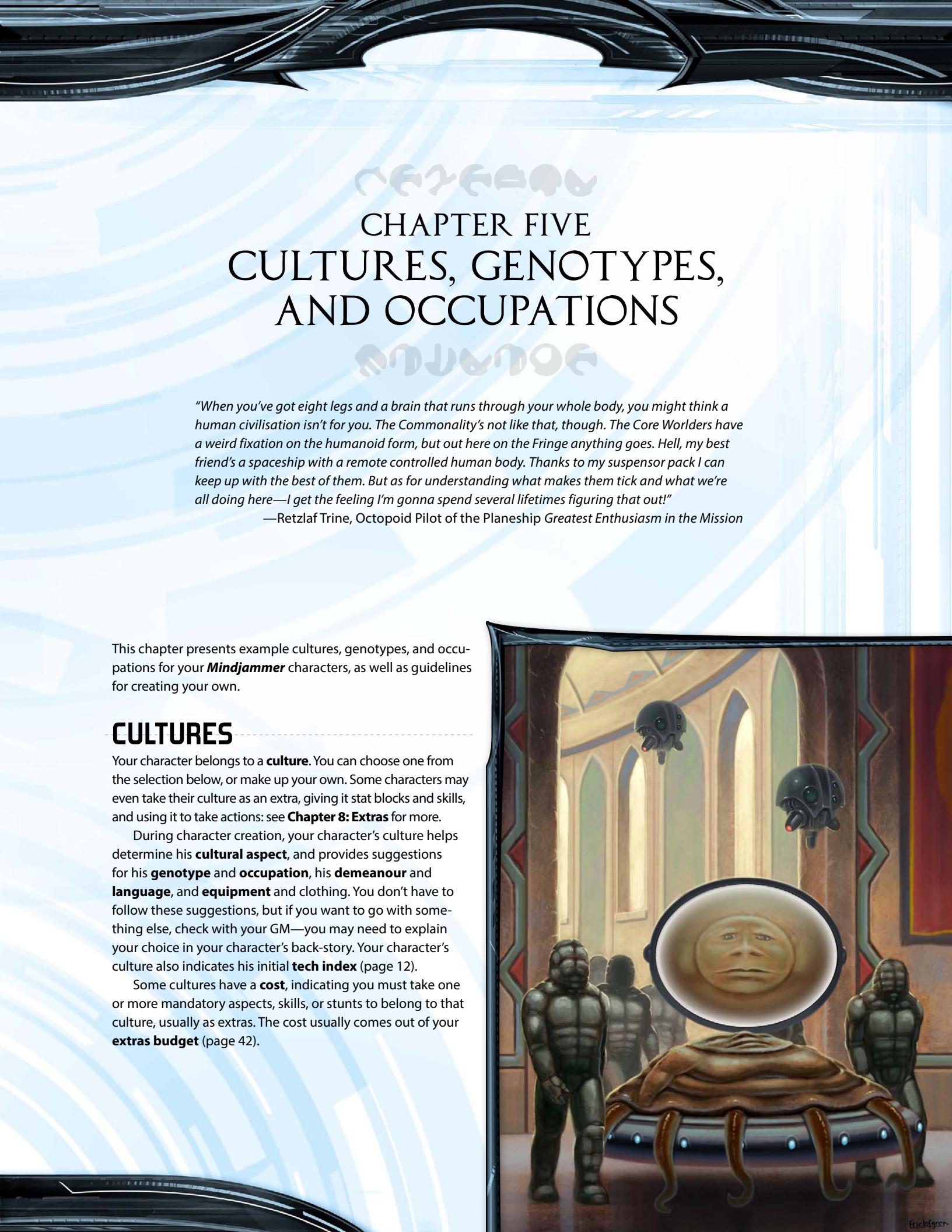
CHAPTER FIVE
CULTURES, GENOTYPES, AND OCCUPATIONS

"When you've got eight legs and a brain that runs through your whole body, you might think a human civilisation isn't for you. The Commonality's not like that, though. The Core Worlders have a weird fixation on the humanoid form, but out here on the Fringe anything goes. Hell, my best friend's a spaceship with a remote controlled human body. Thanks to my suspensor pack I can keep up with the best of them. But as for understanding what makes them tick and what we're all doing here—I get the feeling I'm gonna spend several lifetimes figuring that out!"
—Retzlaf Trine, Octopoid Pilot of the Planeship *Greatest Enthusiasm in the Mission*

This chapter presents example cultures, genotypes, and occupations for your *Mindjammer* characters, as well as guidelines for creating your own.

CULTURES

Your character belongs to a **culture**. You can choose one from the selection below, or make up your own. Some characters may even take their culture as an extra, giving it stat blocks and skills, and using it to take actions: see **Chapter 8: Extras** for more.

During character creation, your character's culture helps determine his **cultural aspect**, and provides suggestions for his **genotype** and **occupation**, his **demeanour** and **language**, and **equipment** and clothing. You don't have to follow these suggestions, but if you want to go with something else, check with your GM—you may need to explain your choice in your character's back-story. Your character's culture also indicates his initial **tech index** (page 12).

Some cultures have a **cost**, indicating you must take one or more mandatory aspects, skills, or stunts to belong to that culture, usually as extras. The cost usually comes out of your **extras budget** (page 42).

Using Your Tech Index

At character creation, your tech index is the same as the tech index of your culture or homeworld, and represents the sophistication of the technology you're used to. It may limit your skills and stunts (for example, you may not easily learn the Starship Pilot stunt if your tech index is T8 or less), and influences your cultural context (page 97). You use it as a modifier to rolls to repair or create items of technology (page 172); the item's own tech index modifies the opposition you face.

Additionally, the difference between your tech index and the tech index of the location you're in forms a penalty to rolls you make to cope with local technology, at the GM's discretion. For example, if your tech index is T9 (Second Age of Space), you're used to finding out information using the Mindscape; if you're on a T5 (Computer Age) world, you incur a -4 penalty to rolls to find out information—you're not accustomed to visiting libraries, accessing primitive databases, manually trawling through texts. Conversely, if you're a barbarian from a T2 (Metal Age) culture, trying to negotiate a T9 Commonality metroplex incurs a huge -7 penalty! Visitors to worlds of radically differing tech indices are encouraged to employ guides…

Your tech index may change over time. Whenever you complete a significant milestone (page 174), you may use the skill point you receive to modify your tech index instead of increasing a skill. You may modify your tech index downwards as well as upwards—sometimes it's necessary to get used to a lower level of technology…

The Commonality Culture

This is the culture which unites the many worlds of Commonality Space. Originating on Old Earth and the Core Worlds, it now incorporates the many populations which have been Rediscovered during the Expansionary Era. It includes the cultural contributions of divergent races and species.

Characters from the Commonality culture are the "norm" in **Mindjammer**, and probably the most comprehensible to 21st century minds. They have the widest behavioural range, an unquenchable self-confidence, optimism, and belief they're doing the right thing, and access to the technology and sophistication to back it up.

Cultural Aspects: *Humanity is Transcending; A Light for the Many Worlds of Space.*

Genotypes: Commonality Human, Xenomorph, Synthetic, Hominid.

Demeanour: Conservative, controlled, diverse yet alert for divergence.

Language: Universal.

Tech Index: T9 (Second Age of Space).

Occupations: Culture Agent, Sci Tech, Spacer.

Equipment: Advanced, discreet; Mindscape implant, various enhancements.

THE CORE WORLDS CULTURE

In many ways, the Core Worlds culture is the "true" Commonality culture—that of Old Earth and the ancient colony worlds of the Old Commonality before the discovery of planing. It's thousands of years old, complex and full of incomprehensible hierarchies and traditions. Many individuals have been enhanced to the extent they may no longer be fully human; most view the chaos and conflict of the Fringe with confusion, fear, and disdain.

Cultural Aspects: *The Old Ways are Best; The Core Worlds are the Commonality; Status and Reputation Above Everything!*

Genotypes: Commonality Human, Synthetic, Hominid.

Demeanour: Hyper-conservative and regimented, with byzantine customs, unreadable.

Language: Universal.

Tech Index: T10 (Age of 3-Space).

A Note on Languages

*The Commonality speaks a language known as **Universal**, also called **Unilingua** or **Galingua**. It's an amalgam of Anglic, Hispanian, and Shinese, with a wide vocabulary derived from earlier Old Earth tongues. Most Commonality worlds speak Universal as their second language. It has a standard spoken and written form, and also translinguistic stages of greater semantic efficiency and requiring greater conceptual facility known as **gestalt language** (page 181), often used by sentiences enhanced beyond human norms.*

*Since Expansion and the establishment of **culture worlds** throughout the Commonality, ancient Old Earth tongues predating Universal have made a comeback. Culture worlds plunder all periods of history where there's a record, and there are worlds speaking Classical Latin, Enlightenment French, Post-Ruin Frankite, and Diaspora Yarpeen, all co-existing in the Commonality's cultural melange. Universal continues to be vital.*

Other languages include Venu, the languages of the Successor States, and the non-standard (and very strange) communications of Lowhigh infra-speech and the multi-sensory "language" of the Planetary Intelligence, predictably known as Chembu. Thankfully translator sentinels and interpreter synthetics help make this cacophony intelligible!

Occupations: Administrator, Citizen, Diplomat.
Equipment: Complex and distinctive, status-linked clothing; Mindscape implant, unusual enhancements (autotroph, etc).

Neo-Cultures

The **neo-cultures**, also known as **culture worlds,** are a special phenomenon in Commonality Space. Created from worlds with vibrant cultures, they're engineered as defensive bastions in areas of intense cultural conflict. They share the Commonality's core values, but are highly distinct, often with strong ethnic definition, unique languages and customs, and an insistence that they're right and everyone else is wrong.

Some neo-cultures are unique, found nowhere else in the Commonality; others derive from ancient Old Earth cultures, in particular the Autumn Cultures which preceded the First Commonality and formed the core of the Great Diaspora.

Cultural Aspects: *True to My Roots, We've Got It Right;* Neo-Shinean: *Inscrutable, Conformist, Self-Denying;* Neo-Franchian: *Joi-de-Vivre, Passionate, Indignant;* Neo-Yoosan: *Gung-ho, Adventurous, Frontier Spirit;* Neo-Anglan: *Stiff Upper Lip, Tolerant, Proud;* Neo-Yarpeen: *Bureaucratic, Inclusive, Relaxed.*

Genotypes: Commonality Human, Non-Commonality Human, Xenomorph, Synthetic, Hominid.

Demeanour: Variable; often foreign to the local environment.

Language: Varies. May speak Universal.
Tech Index: Any, usually at least T4 (Industrial Age).
Occupations: Ambassador, Artist, Zealot.

Jendattu—A Lost Colony

Only recently visited by Event Horizon Probe (EHP), there is no official Commonality presence in the system apart from the EHP Zero Node which remained according to standard exploration protocols. The world is ripe for First Contact.

Jendattu is an inferior garden world, verging on marginal, with a highly eccentric orbit and a very long day/night cycle. Colonised by slowship 4000 years ago, it offered a harsh environment with extreme seasonality and hazardous surface conditions, and the colony quickly fell into savagery. Its low population density nevertheless covers much of the world's habitable surface, with tech indices no greater than T2 (Metal Age) and frequently much lower. Jendattu's inhabitants are a hardy human stock with unusual adaptations to the exotic flora and fauna. They're unaware of the Commonality's existence.

Cultural Aspects: He is Happy Who Survives to See the Morning; Blessed are the Child-Givers; I Laugh at Storm and Lightning!

Two Neo-Cultures

Kwo Hmene

A culture world of giant hominids ruled by a solemn Plenipotentiary Council, an oligarchy which coordinates the global economy. It's a strong neo-culture with some significant elements clearly originating in the Yurashan region of Old Earth, but also with many otherwise unknown and incredibly ancient antecedents.

See the homeworld writeup on page 27 and the genotype writeup on page 65 for more on Kwo Hmene.

Cultural Aspects: The Council Will Provide; We Must Shine the Light; Mystery Precedes.

Gorko

A Neo-Moskene culture world deep inside Commonality Space, Gorko has been a breadbasket for neighbouring high-population worlds since the start of the Expansionary Era. Its population comprises mostly indentured agriculturalists with a spiritual bond to the soil, enhanced for life in Gorko's damp, high-gravity environment. Despite its low T3 (Age of Enlightenment) tech index, its people are renowned for their fiery tempers and riotous dancing; the Gorkany Dancers are known throughout the Commonality. There's a Temple of Universal Mind in the capital of Strelets, but only the richest minority can afford imported implants. Most people can't even read.

Cultural Aspects: Mother Gorko blesses her Children; The Nail That Sticks Up Gets Hammered Down; The Lords Look After Us.

Equipment: Culturally distinctive clothing and gear; some neo-cultures allow enhancements (including Mindscape implant).

Lost Colony

Out beyond the Commonality Fringe lie millions of stars, and thousands of lost worlds, colonised by slowship in the First Age of Space and waiting for Rediscovery. Most are mired in barbarism or at best pre-industrial cultures, but every so often a lost colony is rediscovered which has achieved or retained technological sophistication, sometimes including slower-than-light interstellar travel.

A character from a lost colony culture is in a unique situation: either his world has only just been contacted, and he represents the vanguard of visitors to Commonality Space; or he's from a world still unknown, arrived in the Commonality by some unknown means—smugglers, adventurers,

uncontrolled Fringe world exploratory missions. The Fringe is wide, deep, and porous; sometimes people make it through without the Commonality catching on.

Cultural Aspects: *Fiercely Nationalistic; Inferiority Complex; Resistant to Change, Xenophobe.*

Genotypes: Mostly Non-Commonality Human or Hominid; Xenomorph and Synthetic possible.

Demeanour: Often bewildered or in culture shock; daunted or angered by the Commonality's size and power; sometimes excited, often naive.

Language: Usually an unknown tongue, sometimes related to an ancient Old Earth language. May know a smattering of Universal, usually with a thick accent.

Tech Index: Any.

Occupations: Barbarian, Contact Specialist, Outer Worlder.

Equipment: Culturally distinctive and often backward clothing and gear; no Mindscape implant, usually no enhancements (see tech index).

Rediscovered World

When the Commonality rediscovers a lost colony, it begins incorporating it into mainstream Commonality culture. Values are changed, societies manipulated, and the world made ready to take its place alongside other member worlds. Integration is managed by SCI Force, the Security and Cultural Integrity Instrumentality; from Rediscovery to final cultural integrity, the world is known as a rediscovered world.

Rediscovered worlds all began as lost colonies—some recently, others up to two centuries ago. They have a Commonality presence, perhaps including the Mindscape and / or a Temple of Universal Mind (page 185), and usually some technological uplift. Not all rediscovered worlds are open to visitors; culturally dangerous or fragile worlds are subject to Commonality embargo, with interdiction measures to ward away trespassers.

Cultural Aspects: *Nostalgic; Overcompensating; Hungry for Novelty; Familiar yet Exotic.*

Genotypes: Mostly Non-Commonality Human or Hominid; Commonality Human, Xenomorph, and Synthetic possible.

Demeanour: Hodgepodge of local and Commonality styles and behaviours; something "not quite right", element of foreignness.

Language: Usually unique, perhaps related to ancient Old Earth language; Universal as a second language.

Tech Index: Usually at least T4 (Industrial Age).

Occupations: Fringe Worlder, New Trader, Rogue.

Equipment: Mix of local and Commonality gear, Commonality versions of traditional items or local versions of Commonality equipment; possible access to the Mindscape and enhancements, depending on tech index and embargo.

Raquahan—A Rediscovered World

Rediscovered a century ago and rapidly opened to the Commonality culture, Raquahan was colonised by slowship during the Diaspora. Despite metabolic incompatibilities with the local biosphere, the colony thrived and achieved an interplanetary culture over a thousand years ago, sending probes to nearby stars. The Raquahani never forgot their offworld origins, and detected Core Worlds signals over the past millennium and sent several in return (presumably still on the way).

Raquahan knows more about the Commonality than the Commonality does about Raquahan. Their culture feels archaic, dating from the First Commonality's heyday, and their language likewise. The Raquahani share their world with an uplifted amphibious species which lives in the planet's warm shallow seas. The world has been integrated into the Mindscape and is currently in Stage Two Normalisation; its inhabitants routinely obtain Mindscape implants.

Cultural Aspects: Old Fashioned and Friendly; Obsessive about Food; Egalitarian.

Creating Your Own Culture

You can create new culture write-ups for characters to belong to. Note that this is different from creating cultures as **organisations** (page 116), although the two are linked; you may sometimes want to create both together, particularly if a character has a culture as an extra (page 116).

CREATE A CONCEPT

Start with a sentence or two summarising your new culture. It may be a **subculture**, particularly of the Commonality; a lost colony culture; a Rediscovered culture; and so on. Consider how the culture views the universe, what makes it unique, and its technological sophistication—its **tech index.**

What's a Subculture?

*A **subculture** is a culture which shares more than half its aspects with a larger culture, called its **parent culture**, from which it gains various advantages. It's what's known as a **nested organisation.** You can find out much more about cultures and organisations in the **Mindjammer** core book.*

SELECT CULTURAL ASPECTS

Using your culture's concept, come up with three or four aspects: attitudes, beliefs, values, and even prejudices which make that culture distinct. If you're creating a subculture, make sure one or two of these aspects are taken directly from (or derived from) the parent culture.

SELECT GENOTYPES

Think about the genotypes which members of your culture may be from. Only write down "Commonality Human" if you're creating a Commonality subculture. If you're creating a lower tech culture (T7 or less), then don't write down "Synthetics". Lost colonies or rediscovered worlds are frequently hominids, and many also have xenomorph populations. If you choose "Xenomorph", think about which uplifted animal they're derived from.

SELECT DEMEANOUR

Think about how introvert or extrovert, optimistic or pessimistic, etc, a typical member of your culture is. In particular, consider his behaviour in the face of the Commonality culture; does he accept it enthusiastically, or feel cowed or inferior before its might?

SELECT LANGUAGE

Cultures with a close relationship to the Commonality may speak Universal (page 52); rediscovered worlds and more distant subcultures may speak it as a second language. Neo-cultures (page 53) may speak a language derived from a historical Old Earth culture.

SELECT TECH INDEX

Select a tech index (page 12) for your culture based on its history. Unless you have something extraordinary in mind, only the Core Worlds culture has a T10 tech index; the Commonality and its subcultures may have T9, as may related cultures. Lost colony and rediscovered worlds usually have T8 or less, unless they've somehow invented FTL travel independently (not many cultures have).

SELECT SOME OCCUPATIONS

Think of three typical occupations for your culture. Check out the Downtecher occupation (page 71) for ideas for occupations on more primitive worlds.

SELECT SOME EQUIPMENT

Think of what a typical member of your culture is wearing and the gear he has. Characters don't automatically get this equipment, but it provides descriptive flavour.

TEST IT ALL OUT

Create a character using the new culture, and play a session or two. Does it meet your expectations? If not, go back and tweak the write-up appropriately.

GENOTYPES

Your character's genotype represents his species, race, body plan, and so on. Choose one of the following genotypes, or make up your own (page 68).

A genotype may have a **mandatory spend**: aspects and extras which a character must purchase with his extras budget. These may be technological enhancements, detailed in **Chapter 9: Equipping Your Character** (page 129), or natural abilities, detailed in **Chapter 8: Extras** (page 121) and shown with an **asterisk** in the genotypes below.

Your character's **genotype** helps determine his chronological and apparent ages (which may be different if your character has had longevity treatments), and provides suggestions for **occupations** (page 69), **enhancements** (page 129), and **aspects** (page 84), as well as indicating which **mandatory extras and aspects** the character must purchase as the mandatory spend. You may use or ignore the suggested occupations, enhancements, and aspects, but you must take the mandatory aspects and extras.

Commonality Humans

Mandatory spend: 1 aspect
Humans are the standard genotype of the Expansionary Era. Except for longevity and ethnicity, Commonality humans are physically little different from our own time.

Chronological Age: 36-65.
Apparent Age: Young adult.
Typical Occupations: Citizen, Culture Agent, Military, Rogue, Sci Tech, Spacer.
Typical Enhancements: Extended Lifespan.
Mandatory Extras: Mindscape Implant.
Genotype Aspects: You may take a genotype aspect.
The Best that Genurgy Can Build
Millennia of genurgic improvement means you're a perfect specimen of the human species.
Invoke: To use a physical capability, sense, or mental faculty in a superior fashion.
Compel: To be prejudiced or affected by perceived genetic inadequacy; to not understand the limitations of less genurgically-tailored genotypes.
Obedient to the Will of the Commonality
The rightness of the Commonality's ideology and actions is deeply ingrained in Commonality humans.
Invoke: To resist persuasion, persuade someone that you're right, persevere with an action because you believe in it.
Compel: To have difficulty disobeying a Commonality stricture or direct order from on high; to be unable to think "out of the box".

Extreme Longevity

Commonality humans routinely live many centuries. Until the Expansionary Era, life spans were set by the Mortality Statutes at 500 years. Since then, considering the vastly increased scope for accidental death facing Commonality citizens, most worlds have rescinded the Statutes and there is now no legal maximum to how long you can live. Conservative worlds (especially in the Core Worlds) may frown on the "new-fangled" indefinite life spans and quietly continue traditional euthanasia at 500, but the Commonality recently celebrated its millionth citizen to reach 700 years old, and bookmakers are taking bets on how long people will live before accident takes them.

This is changing societies immensely. People now routinely spend 25 to 30 years in education, not beginning their first careers until 40 or 50 years old. You can create Good (+3) characters to represent younger members of the Commonality, and use Superb (+5) characters for those over a century old, to represent their great experience (see page 43).

On Fringe worlds, the Commonality is pragmatic about its longevity treatments, aiming to mitigate culture shock. Most contacted worlds have limited access to anagathics, and few have as yet been profoundly affected by longevity.

The End of Sexual Dimorphism

One consequence of genurgic enhancement is the breaking of the link between sex and reproduction. Many worlds, especially Core Worlds, now grow new Commonality citizens entirely in vitro, although some citizens still voluntarily become pregnant as a "life experience".

This has reduced the importance of sexual dimorphism in personal identity and family structures. While many Commonality citizens still adhere to male or female gender identities, just as many do not, adopting more neutral or asexual identities depending on culture and inclination.

Nor is physical sexual identity fixed: genurgic regimes allow Commonality citizens to freely shift between biological sexes, becoming male, female, both, or neither, according to preference or temporary inclination. Switching between biological sexes isn't a quick process—it takes a little over a year—but the opportunity to experience life from a wide variety of biological sex standpoints is regarded as lightly as the choice of fashion, occupation, or other enhancements.

This is not the case on rediscovered worlds, where a more traditional, largely binary sexual dimorphism persists (although multiple genders are frequently encountered). This simple modification in human identity is perhaps one of the biggest causes of cultural conflict in the Expansionary Era.

In game terms, players have a high degree of freedom when selecting their character's sex. Additionally, they may use a minor milestone (page 174) to take an aspect modifying their biological sex, as long as they have access to genurgy and wait the year or so for the enhancement to complete.

Differential Bioforms—The Weirdness of the Core

Alternate body plans and extreme divergence from the human norm is more common in the Core Worlds than out on the Fringe—a consequence of millennia of social development and increasing complexity and sophistication (some would say decadence…). The following are some alternatives to the standard human body plan, with indications of the enhancements involved. Individuals can be encountered out on the Fringe—in the Core, you can find whole cities or even worlds where these bioforms are the norm.

Autotrophs: *Individuals with the ability to generate their own nutrition, either from sunlight (photosynthesis), heat sources, proximity to energy fields, or other sources.* **Enhancements:** Autotrophic Enhancement.

Communals: *Groups of individuals possessing bodies and minds intertwined in exotic ways; single minds sharing multiple limbs, organs, or bodies, multiple minds sharing single limbs, organs, or bodies; or any number of exotic combinations.* **Enhancements:** Dispersed Control Enhancement, Mindscape Implant, Scale Change, Variable Physiology, Variform Body Plan.

Extremorphs: *Individuals tailored for extreme environments: vacuum, very high gravity, corrosive or toxic atmospheres, high pressure environments, and so on.* **Enhancements:** Adaptation Implant, Enhanced Musculature, Gills, Shell Plating, Transdermal Reinforcement, Wings.

Integrates: *Individuals with mechanical rather than genurgic enhancements, to the extent they are now mostly non-organic.* **Enhancements:** Extensible Manipulators, Structural Reinforcement, major mechanical enhancements.

Neutrals: *Individuals without biological sex, including the influential nootropes of Old Earth, whose word is life and death, and the Neumanners of Von Neumann's world, who exist only to serve the Tribune Sentience.* **Enhancements:** frequently Autotrophic Enhancement, *Sexually Neuter*-type aspect.

Non-Commonality Humans

Mandatory spend: 1 aspect

Non-Commonality humans run the range of natural human capabilities, and are rarely the result of genurgic management, although some may have enhancements. They have fewer behavioural restraints and less cultural conditioning than Commonality humans.

Chronological Age: 25-35.
Apparent Age: Mature adult.
Typical Occupations: Civilian, Downtecher, Merchant, Rogue.
Typical Enhancements: Rejuve.
Mandatory Extras: None.
Genotype Aspects: You must take at least 1 genotype aspect.
Idiosyncratic Adaptations
Where you come from they do things differently.
Invoke: To come up with a unique and unusual answer to a problem or adaptation to a circumstance.
Compel: To be unable to handle a situation, as it's completely out of your experience.

Xenomorphs

Humanity has always looked to the animal kingdom for companionship and aid, domesticating species as desired. For millennia, the Commonality has created animal companions with human-like intelligence and fully or partially humanoid body plans: the **xenomorphs**.

Xenomorphs were traditionally considered property under Commonality law. The Expansionary Era, with thousands of rediscovered xenomorph and hominid worlds, has made this a nonsense, and xenomorphs are in a legal limbo, subject to local custom. Xenomorph communities exist on the edges of Commonality society, doing menial jobs, avoiding the attentions of their often arbitrary creators; yet individual humans often accord xenomorphs equal status in their families. Some lost colony worlds (often hominid ones) accept xenomorphs as equal partners; others (usually with

Ethnicity

Old Earth eliminated ethnic diversity millennia ago, resulting in a homogenous population where personal appearance is a matter of fashion and preference. Out in the "Ten Thousand Worlds", however, every rediscovered world has its own ethnic variations, developed over millennia of isolation. Further, the Commonality encourages "neo-cultures" with robust cultures and ethnicities often derived from Old Earth history. Today's Commonality teems with ethnic diversity—some old, some new.

little experience of diversity) see them as animals or even "abominations". The "Xenomorph Question" is a burning issue for the Evolutionary Ministry, and xenomorphs travelling the Commonality face an unpredictable ride.

Xenomorph characters are uplifted animals, and vary in appearance from nearly completely animal to almost entirely human. Known as **genotype divergence** (GD), this variation is measured on the ladder (page 12), from -4 to +4 (with -4 being indistinguishable from the original animal, and +4 being indistinguishable from human).

To create a xenomorph character, select an animal genotype and its genotype divergence and note it on your character sheet (usually with its genotype aspect). This helps you describe its appearance and actions: a GD (-2) cetacean is still mostly dolphin, whereas a GD (+2) one is very humanoid, though with obvious cetacean features such as rubbery grey skin, blowhole, and streamlined physique. Xenomorphs with a GD below (-3) or above (+3) are casually indistinguishable from the original animal or human genotypes. GD may also be a bonus or penalty to certain dice rolls; for example, if you're a GD (-2) feline xenomorph, you may incur a -2 penalty to Rapport rolls when trying to get by on a world where xenomorphs don't enjoy full rights.

Before the Expansionary Era, xenomorphs had no access to anagathics, and had tragically short lives. Since the Xeno Wars (page 19), the situation has been chaotic, but Sentient Alliance scientists are now developing longevity treatments with some success. Outside the Alliance, many xenomorphs remain downtrodden, resentful, even rebellious.

The following entries detail key xenomorph types—there are many more. In addition to genurgic enhancements, xenomorphs may select certain natural abilities (page 121), like "Jumper" for pithecines, some of which may be mandatory.

CANIDS

Mandatory spend: 2 aspects

Canids are derived from Old Earth wolves and dogs. Enthusiastic, loyal, and with a strong pack instinct, their relatively short natural lifespans mean they're often keen seekers of longevity treatments.

Chronological Age: 15-20.
Apparent Age: Aging adult.
Typical Occupations: Merc, Scavenger, Zealot.
Typical Enhancements: Ranged Combat Skill Chip.
Mandatory Extras: Hypersense (Smell)*.
Genotype Aspects: You must take at least 1 genotype aspect.
Loyal
You're loyal to your leader or cause, come what may.
Invoke: To excel on behalf of your leader or cause.
Compel: To do what your leader or cause demands, even if it hurts you.
Headstrong
Your enthusiasm often gets the better of you.

Invoke: To act decisively, gain the drop on someone.
Compel: To rush in when caution would be better.
I Really Love Doing This!
Whatever it is, if your leader wants you to do it, you really love doing it!
Invoke: To excel at something from sheer enthusiasm; sway someone with your infectious enthusiasm.
Compel: To carry on doing something when you should really stop.

CEPHALOPOIDS

Mandatory spend: 3 aspects, 2 stunts

Cephalopoids are derived from Old Earth cuttlefish, squid, and octopuses. Most retain the radial or bilateral symmetry and tentacled form of their original body plan, and with amphibian enhancements may often use grav packs, EVA harnesses, or even grav suspensor cybernetic enhancements to move about out of water. They're highly adept at spatial geometry and three-dimensional manoeuvres, including in large groups; cephalopoid thanograms are often used in Space Force mediator eidolons (page 74).

Unenhanced cephalopoids have one of the shortest life spans of any xenomorph—some 40-50 years, or less if they reproduce naturally (this tends to be fatal for them)—and consequently longevity enhancements are often a priority.
Chronological Age: 18-25.

Apparent Age: Mature adult.
Typical Occupations: Deep Space Explorer, Pilot, Starship Engineer.
Typical Enhancements: EVA Harness or Grav Pack, Mindscape Implant, Pilot Skill Chip; frequent cybernetic (mechanical) or genurgic enhancements, including: Extendable Limbs, Hypersense (Polarised Vision), Mimic, Multi-Attack, Spatial Geometry, Spider Feet, Wing Membrane.
Mandatory Extras: Aquatic*, Constrict, Tentacles.
Genotype Aspects: You must take at least 1 genotype aspect.

Two or Three Mandatory Aspects?

If you're a cephalopoid, cetacean, canid, or ursoid, you must spend two or even three aspect slots on mandatory extras and a genotype aspect. As a beginning character you usually only have one aspect in your extras budget. In this case, you need to wrap up one (or two) of the two (or three) aspects in your character aspects—either in your cultural aspect, high concept, or trouble, or in your phase aspects. See page 37 for more.

At Home in Zero Grav

Your ancestors swam in the oceans of Old Earth; now, the oceans of space are your playground.

Invoke: To be agile and dexterous when making zero-G manoeuvres.

Compel: To feel clumsy on land.

Mayfly Life

Without longevity treatments, your lifespan is much shorter

than standard humans. This affects how you perceive time, and also your world view.

Invoke: To focus on the here and now; to react or make decisions more quickly than others.

Compel: To behave with undue caution; to fail to grasp the greater perspective.

Semi-Autonomous Limbs

Your "brain" is distributed throughout your body, meaning

MINDJAMMER™
CHARACTER SHEET

Name: *Retzlaf Trine*
Culture: *Commonality*
Tech Index: *T9*

Occupation: *Starship Pilot*
Genotype: *Xenomorph (octopoid)*   Actual Age: *30*
Habituated Gravity: *Standard (+0)*   Apparent Age: *Mature Adult*

STATUS

Fate Points: 3
Refresh: 3
Physical Stress: 1 2 3 4
Mental Stress: 1 2 3 4

CONSEQUENCES

2 Mild ( )
2 Mild ( )
4 Moderate ( )
6 Severe ( )

CREDIT STRESS

Credit Stress: 1 2 3 4
2 Mild Cons ( )
2
4 Moderate Cons ( )
4
6 Severe Cons ( )
6

ASPECTS

High Concept: *GD-2 Octopoid Xenomorph 2-Pilot*
Trouble: *Semi-autonomous Limbs*
Cultural Aspect: *We Are All Humankind*
Game Aspects: *Mindscape Implants are Thought Control!*
Someone is Killing Our Scientists!
Other Aspects: *Fresh Out of the Neural Regen Tank*
That's the Last Time I Fall For a Sob Story, Sometimes You Just Have to Cut and Run

OTHER EXTRAS

Grav Pack
Hand Scanner:
  Avg (+1) Science
T9 Auto-targ Null Pistol:
  Fair (+2) Rgd Cbt
Personal Sensor Array:
  Fair (+2) Investigate
  Avg (+1) Notice
Constricting Tentacles:
  As aspect; +2 Unarmed Cbt create adv + attack bonus

SKILLS

Superb (+5):
Great (+4): *Pilot*
Good (+3): *Empathy, Technical*
Fair (+2): *Athletics, Notice, Science*
Average (+1): *Drive, Physique, Unarmed Combat, Will*

STUNTS

Meditech: +2 Technical bonus to treat physical consequences.
Psychologist: +2 Empathy bonus to treat mental consequences.
Redaction: Treat mental damage via Mindscape; 1/session, reduce consequence severity by 1 step.
Starship Pilot: Use Pilot for construct actions.
Zero-G Specialist: +2 create advantage bonus when manoeuvring in zero-G.

NOTES

HALO

Mindscape Implant: Mindscape connectivity and technopsi.

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Cultures, Genotypes & Occupations

your multiple limbs can often make their own decisions!

Invoke: To have your tentacles react to situations with lightning speed, without your conscious control.

Compel: To take an unconscious action which is problematic or embarrassing.

CETACEANS

Mandatory spend: 3 aspects, 2 stunts
Cetaceans are derived from Old Earth dolphins, orcas, and whales. They're also known as Swimmers.

Chronological Age: 50-100.

Apparent Age: Mature adult.

Typical Occupations: Ambassador, Colonist, Space Force Marine, Spacer.

Typical Enhancements: EVA Harness or Grav Pack, Mindscape Implant, Pilot Skill Chip.

Mandatory Extras: Active Sonar*, Aquatic*.

Genotype Aspects: You must take at least 1 genotype aspect.

Friendly

You're gregarious, friendly, and curious.

Invoke: To strike up a positive relationship with someone.

Compel: To be taken for a ride, be naive, fall for someone's deceit.

Mischievous

Sometimes your friendliness strays into mischief.

Invoke: To gain a Rapport bonus to entertain, humour, distract or befriend someone.

Compel: To make a joke or play a prank at the wrong moment; get into trouble playing the fool.

At Home in Zero Grav

Your ancestors swam in the oceans of Old Earth; now, the oceans of space are your playground.

Invoke: To be agile and dexterous when making zero-G manoeuvres.

Compel: To feel clumsy on land.

FELINES

Mandatory spend: 1 aspect, 1 stunt
Felines are derived from the great cats of Old Earth. They're carnivores, with excellent reflexes and hunting instincts, and innate grace and confidence.

Chronological Age: 16-25.

Apparent Age: Mature adult.

Typical Occupations: Assassin, Explorer, Starship Pilot.

Typical Enhancements: Mindscape Implant, Personal Sensor Array, Pilot Skill Chip.

Mandatory Extras: Hyper-Reflexes*.

Genotype Aspects: You must take at least 1 genotype aspect.

Sensuous Movements

Your sleek body moves with innate grace, capturing everyone's attention.

Invoke: To gain a bonus on Rapport or Deceive rolls, look attractive, gain someone's favour; be naturally agile.

Compel: To stand out in company, attract attention.

Curious

What's that? No, not that—that! Here—let me see!

Invoke: To gain a bonus when researching or investigating something, spot something you wouldn't normally notice.

Compel: To poke your nose in where you really shouldn't.

I'll Do It My Way!

You're independent-minded: you may not know what you like, but you'll make your own mind up!

Invoke: To take the initiative, excel when you're on your own.

Compel: To be a poor team-player, have trouble following instructions, choose the worse option out of bloody-mindedness.

PITHECINES

Mandatory spend: 1 aspect, 2 stunts
Pithecines derive from Old Earth gorillas, bonobos, and chimps. Gregarious and dexterous, they fit in well with human societies.

Chronological Age: 16-25.

Apparent Age: Mature adult.

Typical Occupations: Belter, Military, Technician.

Typical Enhancements: Aggressor Implant, Engineering Skill Chip, Mindscape Implant.

Mandatory Extras: Expert Climber*, Jumper*.

Genotype Aspects: You must take at least 1 genotype aspect.

Sudden Burst of Speed

You can move with lightning speed.

Invoke: To dodge an object, run incredibly fast, surprise someone.

Compel: To startle someone, accidentally give away your presence.

Fond of Hierarchies

You're never happier than when you know who's boss, and who you can boss around.

Invoke: To be efficient in a leadership role, or follow orders where there's a strong hierarchy.

Compel: To have difficulty taking the initiative, become nervous or ineffective when it's not clear who's in charge.

Can I Try That?

Watching other people do stuff is so interesting… you're sure you can do it, too.

Invoke: To assist someone or learn from someone effectively.

Compel: To get in someone's way, be overbearing, interfere.

URSOIDS

Mandatory spend: 2 aspects, 1 stunt
Ursoids are derived from the black, brown, and polar bears of Old Earth.

Chronological Age: 25-35.

Apparent Age: Mature adult.

Typical Occupations: AFI Trooper, Colonist (Heavy labour), Gangster, Space Force Marine.

Typical Enhancements: Defence Chip, Mindscape Implant, Transdermal Reinforcement.

Mandatory Extras: Large*.

Genotype Aspects: You must take at least 1 genotype aspect.

Bull in a China Shop

You're enormous, and massively strong. Fragile things don't stand a chance.

Invoke: To smash things, break doors, bonds, etc.

Compel: To accidentally smash something, trip an alarm, make a noise.

Bear with a Sore Head

You can be… irascible.

Invoke: To terrify someone by roaring at them, win an argument without saying anything, force someone to back down, get someone's attention.

Compel: To be offensive or insulting, or fail abysmally when trying to be nice.

Eats Anything

You're descended from omnivores. You might not know whether you can eat it, but you'll try.

Invoke: To forage easily, have no trouble eating "foreign" or exotic food, wrestle down things which most people would consider toxic or disgusting.

Compel: To eat something that's going to do you no good, or that wasn't even supposed to be food; be unable to resist eating something that looks tasty, whatever the consequences; make a pig of yourself.

Synthetics

Synthetics are artificial life forms, from entirely mechanical to entirely biological, though the distinction is often blurred; the key is that synthetics are made, not born. Commonality synthetics are as intelligent as they need to be: intelligence is easily created, and synthetics with higher than human intelligence operate starships, space stations, habitats, and even entire worlds.

Basics

*Not all synthetics are eidolons. For less demanding roles, like sentient weapons, vehicles, industrial equipment, and the micro-sentiences in EECU credits, simple, mass-produced personalities known as **basics** are sufficient. Basics aren't Commonality citizens: they're "blank-born", created without memories, and effectively highly sophisticated machines. Basics begin rudimentary mental development after their incept dates, but rarely develop complex personalities, and are carefully screened for deviations from acceptable norms.*

Your synthetic character is an **eidolon**, and has a personality derived from a **thanogram**, the memory and personality engram of a deceased individual stored in the Mindscape (see **Chapter 11: The Mindscape**). Eidolons are Commonality citizens; they're most definitely not the same person as the original whose thanogram they derive from, but are instead imperfect copies with many shared memories, new and unique individuals in their own right. Many eidolons revere their source personalities as "parental" figures, and some even display religious feelings.

Synthetics usually hail from the Commonality culture, although some neo-cultures support them. Rarely, synthetics may come from advanced lost colonies or rediscovered worlds.

Synthetics come in three types: **mechanicals**, **organics**, and **installations**.

MECHANICALS

Mandatory spend: 1 aspect, 1 stunt
Mechanicals are predominantly or entirely composed of inorganic materials, powered by zero point cells. They look like the classic robot, although strictly speaking a mechanical is an eidolon and a robot is a basic. Generally humanoid or vehicle-shaped, mechanicals are employed for ruggedness and endurance, and include attack droids, hazmat or industrial processing synthetics, and alien environment explorers.

Chronological Age: Not applicable. Mechanicals use the "Maintenance" rules (page 173).

Typical Occupations: AFI Trooper, Belter, Deep Space Explorer, Technician.

Typical Enhancements: Contact Control, Mindscape Instance.

Mandatory Extras: Extreme Environment Adaptation.

Genotype Aspects: You must take at least 1 genotype aspect.

Artificial Mechanical Life Form
You're not flesh and bone, but metal and circuits. This combines with your extreme environment adaptation.

Invoke: To be robust, go without rest, not require oxygen or normal life-support.

Compel: To have difficulty understanding humans and other organics, not detect changes to the environment which don't affect you.

ORGANICS

Mandatory spend: 2 aspects
The term "organic" is often used to refer to naturally-born sentient beings as well as synthetics, though thanks to in vitro reproduction in the Commonality the distinction isn't always clear. Properly speaking, organics are synthetics with a majority of organic components; they may have varying body plans, and are less rugged than mechanicals. They include multi-service synthetics such as domestics and sanitationals, and those tasked with interpersonal duties. Some ship's avatars choose organics for their housings.

Eidolon Crisis

*Eidolons incurring mental stress can undergo **eidolon crisis.** This may also happen to basics whose personality development exceeds standard parameters. Eidolon crisis is a form of mental breakdown, with symptoms ranging from mild neurosis to dangerous psychosis.*

An eidolon suffering a severe consequence as a result of mental stress damage undergoes eidolon crisis; a basic does so on a moderate consequence or above. The synthetic becomes unstable and unpredictable; at worst it suffers personality disintegration and violent psychotic episodes. Eidolon crisis consequences can be treated with the Redaction (Empathy) stunt (page 102) or the Eidolon Engineer (Technical) stunt (page 113).

Chronological Age: 30-50.

Apparent Age: Mature being.

Typical Occupations: CORESEC Enforcer, CORESPAN Operative, Synthetic Colony Administrator.

Typical Extras: Autotrophic Enhancement, Cosmetic Enhancer, Variform Body Plan.

Mandatory Extras: Mindscape Implant.

Genotype Aspects: You must take at least 1 genotype aspect.

Ghost in the Flesh
This shell is flesh and blood—but you're so much more.

Invoke: To draw on experience from your thanogram source,

Sentient Starships

*Sentient starships are a major part of **Mindjammer**, and you can create them as player characters. The most famous sentient starships are the **Mindjammer**s; sleek, sophisticated ships which constantly travel the Commonality's spacelanes, synchronising the Mindscape and carrying its traffic between worlds. With Mindscape instances of their own, they're telepathic starships!*

*Sentient starships aren't restricted to using only their physical starship bodies; using a remote control synthetic known as an **avatar**, a sentient starship may transfer a large part of its consciousness into an independent synthetic body, and embark on planetbound adventures! See "Creating a Sentient Starship Character" (page 46) for more.*

Variforms

While naturally evolved life forms generally have stable body plans, perhaps changing shape slowly over their lifetimes, synthetics have no such restrictions. Mechanicals, organics, and installations (including starships) routinely possess the ability to reconfigure their physical shape to suit their current activity. This may mean becoming taller and shorter, wider and narrower, smaller and larger; or even transforming from, say, a combat mechanical blistering with weaponry to a sleek flyer with a full passenger component.

See also the "Variform" special ability (page 127) and the "Malleable Body" natural ability (page 121) in Chapter 8: Extras, and the "Variform Body Plan" and "Variform Hull" enhancements in Chapter 9: Equipping Your Character.

have weird physiological abilities, adapt to the situation.

Compel: To be weirdly inhuman, experience dysphoria, have difficulty empathising with natural or artficial lifeforms; get lost in memories not your own.

INSTALLATIONS

Mandatory spend: 2 aspects, 1 stunt
Installations are large-scale synthetics like starship sentiences, node minds (inhabiting global Mindscape instances, etc), and corpuses (operating buildings). Many installations are sufficiently advanced that they have additional **posthuman builds**.

Installations use **construct skills and stunts (**see page 96) in addition to character skills and stunts. You also have an additional **systems stress track,** and take construct actions. See "Creating a Sentient Starship Character" (page 46) for more.

Chronological Age: Not applicable. Installations are subject to the "Maintenance" rules (page 173).

Typical Occupations: Node Mind, Sentient Starship, Space Force Mediator.

Typical Enhancements: Avatar, Enhanced Neural Net, Variform Hull.

Mandatory Extras: Mindscape Instance.
Genotype Aspects: You must take at least 1 genotype aspect.
Exotic Transhuman Intelligence
You're so far beyond what most people consider alive that you're forging your own path. Who knows what you might become?

Invoke: To make a huge intuitive leap, make brilliant deductions, deal with concepts beyond the human norm.

Compel: To be unable to connect with humans and other organics or understand their motives, experience dysphoria from your thanogram memories.

Hominids (Homo Variens)

Hominids derive from human stock which through genurgy or genetic drift have become separate species or subspecies. They're the most numerous form of "alien" in **Mindjammer**—and certainly those which interact most with humans. Some are far removed from their human ancestors. Four hominid species—the Chembu, Hydragand-Dezimeer, Javawayn, and Kwo Hmene—are introduced below. There are many others.

CHEMBU

Mandatory spend: 3 aspects, 1 stunt
The Chembu are genurgists—specialists in genurgic enhancement—and the managers of the Chembu Genurgy Corporacy (page 20). Their homeworld is an oceanworld inhabited by a bizarre organic global Mindscape-analogue, which welcomed the original colonists (after some horrific initial misunderstandings) into its "mass mind". Known as the **Planetary Intelligence** or just **Chembu**, it's connected to the Mindscape, although its thoughts are too alien for most people.

Before the colonists' arrival, the Planetary Intelligence lived by genurgically modifying its environment. The Chembu hominids now have a symbiotic relationship with it, a phenomenon with significant philosophical ramifications. It has sensory, communication, and manipulative organs best described as "psionic", whose powers the Chembu have been unable to replicate.

The Chembu themselves are genurgically-enhanced

The Planetary Intelligence

The Planetary Intelligence is the most remarkable being ever encountered by humankind. The biosphere of the world of Chembu exhibits emergent properties which aren't reducible to its constituent organisms; in effect, the whole planet is a single organism, alive and conscious in ways which its constituents—including the genurgically modified Chembu hominids—cannot comprehend.

All organisms on Chembu are attuned to the emergence and maintenance of the Planetary Intelligence—every plant- and animal-analogue acts as though it was an organ or computing constituent contributing to the Intelligence's whole. Commonality scientists theorise that's exactly what they are—that, at some point in the distant past, the predecessors of the Planetary Intelligence reconfigured all life forms on their planet to act as nanomachine assemblies, giving birth to a single, planetwide organism.

It's teaching the Chembu how to do this. And it appears to have a sense of humour...

waterworld dwellers. They appear "streamlined", with hairless, dolphin-line skin, lungs and gills, and other modifications. When creating a Chembu character, you may use your character aspects, skills, and stunts to buy genurgic enhancements as well as your extras budget.

Chronological Age: 40-60+.
Apparent Age: Mature adult.

Bioships

*The Chembu aren't the only "children" of the Planetary Intelligence. Since First Contact, the Planetary Intelligence has worked with the Commonality to create the **Bioship Fleet**—interstellar vessels comprising mechanical components mixed with organic material hybridised from human and Chembu stock.*

The bioships are amongst the biggest of the Commonality's citizens: vast bio-mechanical vessels as much as ten kilometres long. The first bioship, Planet Seed 1, with an incept date of 244/77, is now over 115 years old, it's 10.5 kilometres from end to end, and still growing…

Typical Occupations: Corporacy Mercantilist, Diplomat, Genurgist.
Typical Enhancements: Extended Lifespan.
Mandatory Extras: Gills, Mindscape Implant.
Flaw: Weakness to hot, dry conditions.
Genotype Aspects: You must take at least 1 of these.
Commune with the Planetary Intelligence
Chembu is Mother, Chembu is Father, Chembu is All. No human can understand the all-encompassing love that is commune with the Planetary Intelligence.
Invoke: To succeed at a recovery obstacle for a consequence caused by mental stress; resist coercion or intimidation; gain knowledge from the Planetary Intelligence (similar to exomemory—see page 179).
Compel: To be lost or susceptible to coercion or suggestion when out of contact with the Planetary Intelligence; be lost within or distracted by the Planetary Intelligence massmind.
The Individual is Nothing: the Group Mind is All
You may look like an individual, but you're not. There is only one Chembu.
Invoke: To gain strength from the knowledge that you're not alone; share knowledge, feelings, perceptions; communicate effortlessly with Chembu.
Compel: To have difficulty understanding individualism; act counter to your own individual interests if it benefits Chembu; be distracted by the Group Mind.

Nature is to be Improved Upon!

The Planetary Intelligence improved you; now it's your mission to improve the cosmos, one being at a time.

Invoke: To find and take advantage of flaws in a naturally evolved being; gain a bonus when creating, understanding, or repairing a genurgic modification.

Compel: To act superior to lesser beings; stumble upon a flaw in yourself; point out a flaw in others, or attempt to fix it.

HYDRAGAND-DEZIMEER

Mandatory spend: 3 aspects, 3 stunts

The Hydragand-Dezimeer are two radically divergent hominid subspecies locked in a strange symbiosis. Originally from a lost colony located in the Xi Auri Perseus protoplanetary disk, they appear to have undergone extreme genurgic enhancement millennia ago. The Hydragand are particle harvesters with stony vacuum-sealed carapaces, who float free in the belts, collecting hydrogen and other molecules in naturally-generated magnetic fields and returning them to the Dezimeer—large, slow-moving metabolisers dwelling beneath magnetic sheaths on the surface of planetesimals—who use them in complex metabolic activity to process and reconfigure local material and incubate new generations of Hydragand. Their "technology" is bizarrely organic—almost agricultural.

On first contact, it was almost impossible to believe the Hydragand-Dezimeer were hominids at all. These exotic *homo variens* are now found throughout Commonality Space in asteroid belts and protoplanetary disks; the Morbius Metals corporacy has even launched a class of mining vessels tailored to their needs (page 149).

Hydragand characters are created like any other; Dezimeer should be treated either as starship extras for a Hydragand character, or as construct characters: they're usually shipbound, using avatars for non-ship activities.

Chronological Age: 25-35 (Hydragand); 50-70 (Dezimeer).
Apparent Age: Mature adult (though it's difficult to say).
Typical Occupations: Belter, Colonist.
Typical Enhancements: Avatar (Dezimeer), Mindscape Instance.
Mandatory Extras: Adaptation (Vacuum), Energy Fold, Shell Plating.
Genotype Aspects: You must take the following genotype aspect.

Exotic Vacuum Symbiote

You're not truly complete if you're alone—and when you're around other humans, you certainly feel that way.

Invoke: To gain a bonus to intimidate or impress someone; be strong, have great mental and physical endurance; endure isolation, especially in space; to be at home in zero gravity.

Compel: To feel alienated and alone without contact with others of your kind; be physically and socially clumsy around people, or in gravity fields.

JAVAWAYN

Mandatory spend: 2 aspects, 2 stunts

The Javawayn are low-gravity hominids with no known homeworld. Inhabitants of gigantic spacefaring vessels known as **star cities,** they have little experience of planetary life. They're short, emaciated humanoids with large heads, prehensile feet, and brittle bones, highly susceptible to blows, kinetic weapons, and standard gravity and above. Dwelling in 0.3G or less, they're known throughout the Commonality; even before the Expansionary Era they had a relativistic interstellar drive, now mostly updated with Commonality planing engines, although the more traditionalist star cities still travel slower-than-light. They journey throughout the Fringe and Core Worlds, providing excellent shipyards, luxury interstellar hotels, and "cruise ships". Javawayn venturing briefly into environments higher than 0.3G use grav harnesses.

The Javawayn operate the Javawayn Industries corporacy, manufacturing grav suspensors and hulls for zero-G habitats, starships, orbitals, and plateworlds.

Chronological Age: 30-50.
Apparent Age: Mature adult.
Typical Occupations: Corporacy Mercantilist, Negotiator, Starship Pilot.
Typical Enhancements: Avatar, Extended Lifespan, Pilot Skill Chip.
Mandatory Extras: Small*, Zero-G Adaptation.
Genotype Aspects: You may take 1 or more genotype aspects.

Love of Negotiated Profit

The Corporacy runs in your blood; you strive to enhance its prestige and wealth—and your own!

Invoke: To gain a bonus in business, negotiations, or trade deals; be knowledgeable about business in the Commonality; appraise the value of something.

Compel: To be greedy, hold out for more, become uninterested if there's "nothing in it for you".

KWO HMENE

Mandatory spend: 1 aspect, 3 stunts

The Kwo Hmene are 4 metre-tall hominids with barrelled chests native to the rediscovered world of Kwo Hmene in the Willard-Khutep Gulf (page 24). They are Large (+1) scale (as opposed to standard humans and most other characters, who are Medium (+0) scale—see page 172 for more on what this means). They naturally have a habituated gravity of Low Standard (-1): 0.7G, yet are still stronger than standard humans due to their great size. Most have a personal tech index of T7 (First Age of Space), although those with contact with Commonality facilities may have T8 or even T9.

Kwo Hmene origins are a mystery: genurgic evidence suggests their departure from Old Earth may have preceded the First Age of Space, perhaps by thousands of years. They are "giants", in simple parlance: strong, with powerful features, and with thought processes often alien to other humans.

They are natural athletes and warriors, yet also artists and philosophers. Their language has no simple relation to any other known human or hominid language; it appears to have diverged a very long time ago indeed.

Chronological Age: 30-40.

Apparent Age: Mature adult.

Typical Occupations: Artist, Explorer, Merc.

Typical Enhancements: Mindscape Implant.

Mandatory Extras: Large*, Massively Muscled*.

Genotype Aspects: You must take the *Giant Among Humans!* genotype aspect (which counts as the mandatory aspect for your Large extra), and you may take other genotype aspects.

Giant Among Humans!

You are 4 metres tall, towering over standard humans. This aspect counts as the mandatory aspect for your Large extra.

Invoke: To be highly visible or intimidating; to reach things out of reach; to be able to lift heavy things or do great physical damage.

Compel: To stand out like a sore thumb; to be unable to use commonly available clothing, equipment, or vehicles; to terrify people when you don't mean to; to be a really easy target.

Natural Athlete and Warrior

Your culture isn't that far from its uncivilised state, and your body is naturally toned and ready for running, climbing, jumping—and fighting!

Invoke: To run, jump, climb, or fight very effectively; to be physically impressive or intimidating.

Compel: To react instinctively or reflexively when that's a really bad idea; to be distracting or intimidating, or just to attract lots of attention, when you really don't want to.

Philosopher-Artist

Your people feel a great need to discuss and express their sublimated uncivilised instincts—and you've chosen to do so through philosophy and art.

Invoke: To create aesthetically pleasing works of art; to make philosophically profound statements; to hold your own in competition with other artists or philosophers; to have an insight into artistic or philosophical issues.

Compel: To be disinclined to action; to be overly analytical; to appear superior or overly academic when it's to your disadvantage.

Aliens

Few people realised that extra-terrestrials would be so alien. In all the First Age of Space, Old Earth never heard back from any slowships which had contacted alien intelligences, and the prevailing orthodoxy was that humankind was alone, at least in this part of the galaxy (dubious signals received from the direction of Andromeda, and ambiguous chatter from the 8th Millennium Deep Space Probes before they mysteriously went offline were never considered conclusive). First Contact therefore came as a surprise.

Even More Alien

The alien intelligences given here are the ones that are most similar and comprehensible to Commonality citizens. There are others, so drastically removed from Commonality norms that people have difficulty even beginning to comprehend them—indeed, the jury is still out as to whether some of them are intelligent at all. For more on the truly alien aliens of **Mindjammer**, *see the* **Mindjammer** *core book.*

The more the Commonality expands, the more alien species it encounters. As yet, none has been advanced enough to pose a threat, and Commonality researchers have many theories to explain this situation, all as provisional as the previous "Just Us" orthodoxy. The Custodians of the Commonality acknowledge this might not always be the case and, after the Venu, the Commonality is cautious when encountering alien life.

We'll be honest: playing an actual alien character in **Mindjammer** is "tricky". The thing is, in the vast majority of cases, it's incredibly difficult for humankind to even begin to comprehend a truly alien mindset (even the word "mind" is often of dubious merit…), so playing them as characters is a challenge, to say the least. However, it's not impossible: some aliens are less alien than others, and in some cases approach comprehensibility to our minds. We've provided two such examples below, both of which are found in Commonality Space: the **Hooyow** or "War Monsters"; and the **Lowhigh** or "Listeners". There's a middle-ground, too, which is ripe with some good alien roleplaying opportunities: playing a Chembu hominid (described above), which is in symbiotic contact with the massive and unfathomable alien being known as the

The Hooyow War Scythe

On Valhalla, the traditional Hooyow war scythes are fashioned from the natural fibre glass which grows in its exotic environment; in Commonality Space, these items are fashioned by makepoint, or occasionally crafted by Valkyrie themselves. They have up to six blades, and may make multiple attacks if the Hooyow has the Multiple Natural Weapons natural ability (page 121). To disrespect a Hooyow's war scythe is to invite violent retribution. But then again, so many things do…

Planetary Intelligence. A Chembu character means you're close enough to human to be able to interact meaningfully with other members of humankind—it's just that you have a decidedly alien "patron" linked with your mind which has a weird and possibly even transcendent agenda…

HOOYOW

Mandatory spend: 1 aspect, 2 stunts

The **Hooyow**, or "War Monsters", are violent hexapedal aliens. Contacted only fifty years ago, little is known about them. They have three walking "modes" (two-legged, four-legged, six-legged), are cannibalistic, and like fighting; they're intelligent, technologically primitive, and short-lived, with a violent world-view. Their homeworld, dubbed Valhalla, is quarantined, but specialist Hooyow serve the Commonality as soldiers or martial arts instructors.

Hooyow interaction is governed by a complex behavioural code the Commonality calls "honour". Decisions are based on hierarchical intimidation and short, non-lethal duels rather than discussion.

Hooyow society lacks fire- and metals-based technology (tech index T0); create Valhallan Hooyow characters accordingly. Hooyow in Commonality service (informally known as Valkyrie) seem to be adapting native Hooyow practices to the higher tech Commonality environment.

Chronological Age: 15-20.
Apparent Age: Mature adult.
Typical Occupations: Barbarian, Downtecher, Military.
Typical Enhancements: Jumper*, Multiple Natural Weapons*, Spider Climb*.
Mandatory Extras: Expert Climber*, Shell*.
Flaw: Weakness to Fire.

Story Hook: A Day for Honour

You've made a faux pas *on Valhalla, the Hooyow homeworld, and the only way out is by ritual combat. Before that, you must prove himself by enduring the* Chau Cheng, *the Test of the Wilderness. With Valhalla's chlorine-tainted atmosphere and poisonous flora and fauna, can you survive to wield a war scythe and face one of Valhalla's champions to preserve the Commonality's honour?*

Genotype Aspects: You must take at least 1 genotype aspect.

Eat Your Foe and Take His Strength

You honour your vanquished foe when you devour his body and take his strength within you!

Invoke: To intimidate others in battle, feel emboldened to attack or resist pain or damage.

Compel: To disgust civilised beings, become distracted in combat.

You Slight My Honour!

You do not feast with me? You wish to talk instead of fighting to decide this question?

Invoke: To gain a bonus because your honour is at stake; believe you are absolutely right; be massively intimidating.

Compel: To take violent offence on the most bizarre of pretexts; attack someone apparently without provocation.

Short-Lived

Your chitinous body was never designed to survive the corrosive rains of your homeworld long. But you will burn bright!

Invoke: To act decisively, enjoy the here and now, gain bonuses to reach decisions or move quickly.

Compel: To be impetuous, headlong, innocent, naive; not think of your own safety (or that of your companions!).

LOWHIGH

Mandatory spend: 3 aspects, 2 stunts

The **Lowhigh**, or "Listeners", are a species of mysterious, mystical "space gypsies". They have no vocal organs, and no eyes; what appear to be two enormous "ears" are in fact infrared receptors. When humans first met them, the Lowhigh seemed to be constantly listening for something—hence their epithet. Unlike the Hooyow, the Lowhigh are spacefarers, sailing great, majestic **lightjammers**, and are found on several worlds. They are 2.5 metres tall, with five hundred-year lifespans. Their dark homeworld orbits a brown dwarf known as "Shrine".

The Lowhigh are very alien. They seem barely interested in humans or the Commonality. Their worlds have high atmospheric helium and background radiation, suggesting an industrialised, fusion-powered past; but their societies are largely non-technological (except for the lightjammers), and the Lowhigh remain tight-lipped.

Lowhigh communicate via fluctuating heat patterns in their large, screen-like "ears", requiring a synthetic interpreter (hand scanners work; a synthetic with infrared receptors and emitters is better). Humans with IR goggles can learn to "read" Lowhigh infra-speech, but reproducing it is impossible without equipment.

Chronological Age: 150-200.

Apparent Age: Mature adult.

Typical Occupations: Ambassador, Contact Specialist, Starship Pilot.

Typical Enhancements: Speaker Drone, Enthrall*.

Mandatory Extras: Enhanced Sense (Infrared Vision)*, Sixth Sense*.

Flaw: Blind and Deaf.

Genotype Aspects: You must take at least 1 genotype aspect.

Uninterested in Human Affairs

Who knows what the Lowhigh think about, out among the stars?

Invoke: To resist distraction, concentrate on a task at hand, be dispassionate and objective.

Compel: To be unable to focus on a matter of importance to others; not understand correct behaviour or the complexities of a situation.

Silent, Inscrutable Mystics

The Lowhigh don't make a sound, and yet they're speaking all the time. What about?

Invoke: To communicate without seeming to, be mysterious and confusing, impress or intimidate.

Compel: To appear aloof or arrogant; be unable to get your point across.

Our Past is Not your Affair

Something happened in the Lowhigh past, which left most of their planet a blasted wasteland and sent them hunting among the stars for… what?

Invoke: To know unusual things about weapons, technologies, the galaxy, aliens, rogue planets, science; resist attempts to make you "speak".

Compel: To appear unfriendly; be troubled by some seemingly ordinary event; be haunted by guilt.

Creating your Own Genotypes

There are many genotypes in Human Space, and you can create your own. Here's how.

CREATE A CONCEPT

Describing your new genotype in a paragraph, summarising its main features.

The Aquatics of Belomor are amphibious hominids adapted to a lightless existence. They have slick skin, webbed hands and feet, gills, and enormous eyes. Although humanoid, they live on the dark seabeds of their world, away from the Commonality metroplexes.

FIGURE LIFESPAN AND APPARENT AGE

Consider how long your genotype is likely to live. If it's a hominid, start from the standard human lifespan; if a xenomorph, aim between that and the original animal lifespan; if an alien, it could be anything—the longer it lives, however, the less likely it is to find things in common with humans and similar genotypes. Extremely long-lived species may find humans too ephemeral to be worth getting to know…

Does your new genotype have access to longevity treatments? If not, put the genotype's chronological age just under half its lifespan, and set the apparent age as "mature adult", or "young adult" if you prefer. If yes, then put the chronological age at the upper end of its lifespan, and set the apparent age as "young adult", or "mature adult" if you prefer.

The Aquatics of Belomor are hominids with Commonality

access to longevity treatments. We set their chronological age to 50-60, and their apparent age to "young adult". Longevity has a major impact on Aquatic society.

SELECT ANY MANDATORY EXTRAS

Did your genotype concept describe any abilities which every member has? If so, that's a mandatory extra. Pick no more than one or two extras here, as they restrict your genotype's extras budget and maybe character aspects and stunts; leave yourself room to create a unique character. Powerful genotypes may have a relatively limited budget after mandatory extras have been determined.

Extras may be natural abilities (page 121) as well as enhancements (page 129); genotypes usually "breed true", so these abilities are likely part of their makeup. You can also select genurgic enhancements: "Mindscape Implant" is a typical example.

We pick the Aquatic natural ability, which includes gills and other external features—slick skin, webbed feet, etc. We also choose Enhanced Sense (Infrared Vision) to cover the ability to see in Belomor's lightless depths. That's a mandatory extras cost of 2 aspects and 1 stunt, so we already have to use a character aspect for one of those, probably incorporating it into the high concept or trouble.

SELECT SOME TYPICAL ENHANCEMENTS

Think of two or three typical enhancements for your genotype. These are usually genurgic enhancements, but can include mechnical enhancements, natural abilities, and even equipment. If your genotype has access to longevity treatments, include an appropriate enhancement.

Our Belomor Aquatic wants Mindscape Implant, as well as Extended Lifespan. We also select Bioelectric Field Implant, figuring it could be useful for keeping the Aquatic's skin moist as well as protecting it from harm.

SELECT SOME GENOTYPE ASPECTS

If there's anything essential to your genotype concept which you haven't addressed yet, include it here as one or more genotype aspects, and indicate at least one must be selected. If not, include 1 to 3 optional genotype aspects for characters who are more typical or obvious members of the genotype. Don't make this too onerous; if you already have a couple of mandatory extras, don't add any more here unless you absolutely have to.

We decide none of the genotype aspects are mandatory. Instead, we identify a single optional aspect which looks cool: Lives Away From Humans in the Lightless Depths. *We jot down a couple of invokes and compels for this aspect.*

SELECT ANY FLAWS

Are there any major disadvantages to this genotype? There don't have to be; compels on mandatory extras or genotype aspects can cover small inconveniences. If there's anything

big you want to emphasise, make it a flaw (page 85).

There's one big drawback to being an Aquatic—Susceptible to Dehydration. *Any Aquatic must make sure they don't get caught out of water for too long!*

SELECT SOME OCCUPATIONS

Finally, think about things your genotype typically does. Commonality life is highly specialised, and genotypes often fill occupational niches. Choose three typical occupations, from the lists below or ones you create yourself.

We figure the Aquatics fill their own niches, but we don't want to create three new occupations. We choose Commonality Citizen and Scientist from existing occupations, and create one new one—Metroplex Deep Liaison—which we'll detail later.

TEST IT ALL OUT

That's it! Now create a character using your genotype, exploring the permutations and tweaking as you go. Play your character for a session or two to see if everything fits your concept. If not, go back and change it. Once you're happy, your new genotype is good to go!

OCCUPATIONS

Your character's occupation is what your character does. It doesn't have to be a formal profession or career—it's as much about identity and calling as job—but it should encapsulate what your character spends most of his life doing. When you create a character, select a single occupation from those below or create one yourself (page 83).

Each occupation provides a description, and perhaps one or more **permissions**. A permission lets your character pick an otherwise unavailable extra, like a starship, and also indicates broader resources the occupation has access to.

An occupation includes **builds**—informal yet more detailed instances of that occupation, providing typical high concepts, troubles, aspects, skills, stunts, enhancements (including **natural abilities**, marked with an asterisk), and equipment. When you select an occupation, you can also select a build. The builds given aren't mandatory; they show example abilities occupations might have. You don't have to select those abilities; just use what you want. You can select some of the suggested abilities, then make the rest up yourself. If you want a very quick character, use all a build's suggested abilities and get playing right away.

Depending on your culture and genotype abilities, you may not be able to afford all the abilities listed for a build. That's fine: just pick those you want and can afford, then look upon the rest as abilities to buy with your advancements during play (page 174). You can even change occupation as part of character advancement (page 83).

Civilian

Most human beings are civilians—from the densely populated Core Worlds, to the lost colonies being rediscovered every day.

Permissions: May take an organisation (especially a community) as an extra (page 116).

SAMPLE BUILD: ADMINISTRATOR

Every society needs administrators, whether Core Worlds nootropes, Solenine intendants, or the countless civil servants who populate every world.

High Concept: *Corrupt Planetary Intendant; Idealistic Reformer.*

Trouble: *Needs to Meddle; Rarely Takes the Initiative.*
Skills: Bureaucracy, Contacts, Deceive.
Stunts: Cog in the Machine, Ear to the Ground, Fast Talk.
Enhancements: Organisation extra, Bureaucracy Skill Chip.
Equipment: Helper drone, official clothing, access to resources and transport.

SAMPLE BUILD: ARTIST

Artists are in demand throughout the Commonality, to pique jaded Core World appetites or articulate the intense experiences of life out at the Rediscovery "event horizon".

High Concept: *Seeker of New Sensations; Travelling Performer of the Star-Binder Troupe.*

Trouble: *Can't Leave It Alone; Taunted by Death Threats; Wanted for Sedition.*

Skills: Empathy, Notice, Technical (art).
Stunts: Artist, Eye for Detail, Nose for Trouble.
Enhancements: Cosmetic Enhancer, Sensory Enhancement, Subdermal Holoprojector.
Equipment: Tools of the trade, outlandish garb, personal defence weapon.

SAMPLE BUILD: COLONIST

The Expansionary Era has provided outlets for those who find it difficult to fit into Commonality society. Instead of re-education resorts, many now head out to the Frontier to forge new lives.

High Concept: *Ruggedly Self-Reliant Pioneer; Exiled Old Believer.*

Trouble: *Problems with Authority; Provincial and Unsophisticated.*

Skills: Physique, Technical, Will.
Stunts: Always Making Useful Things, Indomitable, Tough as Nails.
Enhancements: Mindscape Implant, Respirocytes, Skill Chip.
Equipment: Dwelling, technical tools, vehicle.

SAMPLE BUILD: COMMONALITY CITIZEN

Commonality citizens lead charmed lives, with extended lifespans, genurgic enhancements, and post-scarcity economies. Social structures vary: Core World citizens are often born in vitro and raised in communal, specialised environments; whereas those on rediscovered worlds differ from planet to planet.

High Concept: *Child of an Interstellar Utopia; Pampered Elite.*
Trouble: *Kept in a Gilded Cage.*
Skills: Bureaucracy, Rapport, Resources.
Stunts: Cog in the Machine, Commonality Resource Allocation, Streetwise.
Enhancements: Cosmetic Enhancer, Mindscape Implant, Pheromone Synthesis.
Equipment: Suitable to function, dwelling, access to transport.

SAMPLE BUILD: FRINGE WORLDER

The most recent additions to Commonality society are the Fringe worlds—sometimes already integrated, sometimes full of fiery resistance, they are unique and energetic cultures unfamiliar with the Commonality's ways.

High Concept: *Wide-eyed Redneck; Fact-Finding Representative of an Alien World; Uncertain Backwater Resident.*

Trouble: *Out of Your Depth; Resentful; Techno-Shock.*
Skills: Deceive, Notice, Rapport.
Stunts: Best Foot Forward, Body Language Reader, Cool Customer.
Enhancements: None, or: Mindscape Implant, Rejuve, Skill Chip.
Equipment: Dwelling, professional gear, alien-looking personal effects.

SAMPLE BUILD: OUTER WORLDER

Populations of the Outer Worlds have probably never heard of the Commonality, and may not even know there's life out there. If they're not on their homeworld, they've either been abducted, or are part of a secret exchange with an offworld power.

High Concept: *Mysterious Emissary of an Unknown Culture; Outer Worlds Dweller.*

Trouble: *Xenophobic; Profound Culture Shock; Unaware of the Wider Cosmos.*

Skills: Deceive, Knowledge (local environment), Physique.

Stunts: Lies Upon Lies, Survival, Tough as Nails.

Enhancements: None usually; if tech index permits: Cosmetic Enhancer, Respirocytes, Sensory Enhancement.

Equipment: Alien-looking personal effects; maybe loaned Commonality gear such as p-suit, hand scanner.

Diplomat

With the constant cultural friction along the Frontier, and the endless issues thrown up by the Commonality's young and vibrant interstellar society, diplomats are everywhere. Some work for the Communications Instrumentality; others represent other cultures or worlds.

Permissions: Access to interstellar transport (starship extras), diplomatic organisations.

SAMPLE BUILD: AMBASSADOR

Most rediscovered worlds not yet fully integrated into the Commonality have a Commonality ambassador and staff. Likewise, the same worlds send ambassadors to the Commonality.

High Concept: *Sophisticated Commonality Ambassador; Access to the Highest Echelons.*

Trouble: *Cultural Relativism; Aware of the Consequences.*

Skills: Empathy, Rapport, Will.

Stunts: Best Foot Forward, Fortress of the Will, Negotiator.

Enhancements: Cosmetic Enhancer, Neurosynthetic Extensors, Pheromone Synthesis.

Equipment: Quality apparel tailored to local tastes, Communications Instrumentality extra.

SAMPLE BUILD: NEGOTIATOR

Where ambassadors fail, or where they aren't yet allowed, nego-

tiators are on the front line, hammering out peace agreements, forging the terms on which a world will join the Commonality.

High Concept: *Hard-nosed Negotiator; Fearless Arbitrator of Hopeless Causes.*

Trouble: *Looking for the Agenda; Manipulator.*

Skills: Deceive, Empathy, Rapport.

Stunts: Lie Whisperer, Negotiator, We Come in Peace.

Enhancements: Enhanced Reflexes, Pheromone Synthesis, Transdermal Reinforcement.

Equipment: Commonality culture as extra.

Downtecher

Maybe you're from a low tech lost colony or Fringe world, or a neo-culture which eschews advanced technology. Either way, your tech index (page 12) is no higher than T4, and probably lower.

Permissions: Your skills apply to archaic or low-tech applications by default; see "Cultural Context" (page 97).

SAMPLE BUILD: BARBARIAN

Some worlds are so primitive that all knowledge of advanced technology has been lost. Sometimes the Commonality quarantines these worlds; other times it occupies them and assimilates the native culture; at other times still, the world escapes notice—except perhaps for New Traders or other ne'er-do-wells. Barbarian characters make their way off these worlds and tread a path of mayhem through the Commonality.

High Concept: *Wide-eyed Barbarian from a Lost World; Tech-Priest.*

Trouble: *Superstitious; Techno-Fear; Violent and Unsophisticated.*

Skills: Knowledge, Melee Combat, Physique.

Stunts: Hurled Weapon, Survival, Tough as Nails.

Enhancements: Heirloom weapon as extra (page 129),

Massively Muscled*, Robust Physiology*.

Equipment: Archaic armour, archaic melee weapon, riding animal.

SAMPLE BUILD: BOOTSTRAPPER

Some cultures when faced with the Commonality—and especially the Commonality Embargo—double their efforts to catch up, spurring cultural renaissances and technological leaps. Bootstrappers are from those societies—born into turbulent change, they rise through the tech indices by sheer power of will, and the occasional bit of reverse-engineered tech.

High Concept: *Wild-eyed Innovator; Determined to Catch Up.*
Trouble: *Left Behind; In Constant Techno-Shock.*
Skills: Knowledge, Technical, Will.
Stunts: Better than New!, Bloody-minded, Survival.
Enhancements: n/a.
Equipment: Low-tech gear of disparate tech indices, perhaps with suspicious similarities to Commonality design.

SAMPLE BUILD: UPLIFTER

The Commonality doesn't leave all low-tech cultures where it finds them; some it uplifts, sending in cultural and technical teams to raise the world to standard Commonality tech as quickly as possible. Uplifter characters may not understand the tech they're using, and may be in profound culture shock, but they're beginning to cope in Commonality society—just!

High Concept: *Fringe World Uplifter; In the Mud Gazing at the Stars.*
Trouble: *Doesn't Understand His Own World; Running to Catch Up.*
Skills: Knowledge, Resources, Technical.
Stunts: Better Than New!, Commonality Resource Allocation, Specialist (Commonality Tech).
Enhancements: Mindscape Implant, Rejuve, Skill Chip.
Equipment: Standard Commonality gear, but imported, careworn, and often repaired from repeated misuse.

Explorer

There are countless worlds out there—lifeless planets in unvisited star systems, alien worlds untouched by humankind, lost colonies waiting for Rediscovery. Usually the Event Horizon Probes alert the Commonality to interesting systems, but occasionally it's done the old way—one starship at a time. Explorers may work for the Communications Instrumentality, the Space Force Instrumentality, or a rediscovered world or non-Commonality culture. They may even work for a group of New Traders or a corporacy following the Event Horizon Probes seeking new markets, or an academic like an archaeologist or xenobiologist, exploring strange new worlds.

Permissions: May take starship and organisation extras.

SAMPLE BUILD: ARCHAEOLOGIST

There are worlds out there with thousands of years of human

history—some still inhabited, others blasted to vacuum or failed and overgrown. That means ruins—and treasure, metaphorical if not literal. Space Force and SCI Force aren't the only ones employing archaeologists in the wake of contact efforts—some are freelance, others hunt for more than just knowledge.

High Concept: *Harebrained Professor; Daredevil Adventurer; Grizzled Treasure Hunter.*
Trouble: *Heedless of Peril; Distracted; Head in the Clouds.*
Skills: Investigate, Knowledge, Science / Technical.
Stunts: I Know That!, Specialist (Archaeology), The Power of Deduction.
Enhancements: Energy Fold, Sensory Enhancement, Skill Chip.
Equipment: EVA harness, personal sensor array, portable lab.

SAMPLE BUILD: CONTACT SPECIALIST

Once the Event Horizon Probes and the "bugs and slugs" of the Evaluation Bureau have done their jobs, the Contact Bureau takes over. The most scientific and least frightening of the SCI Force bureaus, it's nevertheless ruthless in its operations.

High Concept: *Cautious First Contact Specialist; Ruthless Contact Agent.*
Trouble: *Sucker for Protocol; See the Bigger Picture.*
Skills: Empathy, Rapport, Science, Technical.
Stunts: Cultural Liaison, Cultural Redaction, Memetic Engineer, Specialist (Cultural Anthropology).
Enhancements: Cosmetic Enhancer, Neurosynthetic Extensors, Skill Chips (Science, Technical), Subdermal Stunner.
Equipment: Haze field, personal sensor array.

SAMPLE BUILD: DEEP SPACE EXPLORER

Out beyond the Commonality frontier, at the edge of Human

Space, even the Event Horizon Probes grow thin, and exploration proceeds at a snail's pace. Deep space explorers may be loners, or crews of explorer ships on multi-year missions, looking for elusive signs of life and intelligence.

High Concept: *Loner Deep Space Explorer; On a Five-Year Mission Beyond the Frontier.*

Trouble: *Used to His Own Company.*

Skills: Pilot, Technical, Will.

Stunts: Sensor Analysis, Sensor Scan, Starship Pilot.

Enhancements: Autotrophic Enhancement, Nanocells, Skill Chip.

Equipment: *Botany Bay*-class explorer ship, p-suit, personal sensor array.

SAMPLE BUILD: MARKET MAKER

Market makers are explorers opening up new worlds to trade. They can be disciplined crews associated with major corporacies, or small ships of shady rogues working for the highest paying New Trader—or even freelancers, looking to strike it big.

High Concept: *Ruthless Corporate Startup Agent; Freebooter with Something to Sell.*

Trouble: *An Enemy in Every Port; Honest Streak.*

Skills: Deceive, Notice, Resources.

Stunts: Body Language Reader, Fast Talk, Money is Power, Starship Trader.

Enhancements: Cosmetic Enhancer, Neural Disruption Field, Vampire Implant.

Equipment: *Venture*-class corporacy seeder or *Adam Smith*-class subsidised freighter, personal weapons and armour, cargo.

SAMPLE BUILD: SCOUT

Space Force uses scouts—individuals operating solo or with a sentient ship on exploratory missions, patrolling new space lanes, visiting outlying star systems and early-stage synthetic colonies, and acting as couriers and on miscellaneous duties where infrastructure is thin.

High Concept: *Grizzled Space Force Scout; Tight-lipped Solo Courier.*

Trouble: *The Far Look; Lure of the Big Empty.*

Skills: Empathy, Pilot, Technical.

Stunts: Starship Pilot, Starship Engineer, Starship Therapy.

Enhancements: Accelerated Healing, Autotrophic Enhancement, Skill Chip.

Equipment: *Icarus*-class scout ship, p-suit, monitor band cloak.

Installation Occupations

Installations include city sentiences, sentient starships like Mindjammers, and the node minds that maintain the workings of the Mindscape. Unlike many other characters, installations often have dual builds, using one of the builds below and another non-installation build. For example, a

sentient starship character may also be a SCI Force culture agent or a starship engineer. In such cases, simply join the skills, stunts, and enhancements lists together for suggestions when creating your character. This isn't mandatory: node minds, for example, generally only have the one build.

The following builds use construct skills (see page 96); if they take a second build, they may select either character or construct versions of the other build's skills.

Permissions: May take an avatar extra.

SAMPLE BUILD: MINDJAMMER

Mindjammers are the quintessential Commonality starship (page 148); sentient planeships with personalities derived from ancient heroes, they lead romantic lives, journeying constantly between the stars, updating the Mindscape and knitting the Commonality together. There have been several models since the Expansionary Era began, but all with a recognisable shape. Mindjammer characters may have a strict or loose professional brief; as long as they update the Mindscape, observe Commonality law, and don't stop travelling, they have a lot of leeway.

High Concept: *Hero to Starships Everywhere.*

Trouble: *Instantly Recognisable; On the Run from a Previous Life.*

Skills: Manoeuvre, Planing, Rapport.

Stunts: Blind Jump, Flying Ace, Popular.

Enhancements: Special Ops Mindscape Instance, Variform Hull.

Equipment: Avatar, null cannon, repulsor shield, x-core.

SAMPLE BUILD: NODE MIND

Node minds are born administrators, controlling Mindscape nodes and the satellites of a star system's Mindscape instance.

They are patient and wise, content to observe and transmit the thoughtcast communications of a whole planet without participating except when required. Node mind characters have the disadvantage of being tied to a star system, although their avatars give them some leeway.

High Concept: *Discreet Ubiquitous Hyperintelligence; Paternalistic Node Mind.*

Trouble: *Casual Attitude to Privacy; Distracted.*

Skills: Rapport, Systems, Technical.

Stunts: Dirigeant, Distributed Systems, Mindscape Engineer.

Enhancements: Enhanced Neural Net, Local Interface Takeover, Special Ops Mindscape Instance.

Equipment: Avatar, EW system, ECM array, repair drones.

SAMPLE BUILD: SENTIENT STARSHIP

Almost all Commonality starships are sentient, although non-sentients are sometimes encountered on the Fringe and beyond. Sentient starship characters usually have specific personal goals, and team up with similar-minded crews, more like a member with an equal say than a vehicle.

High Concept: *Sentient Starship with Eidolon Mind; Passionate Interstellar Enthusiast.*

Trouble: *Haunted by Whispers from the Past; Posthuman Concerns.*

Skills: Manoeuvre, Planing, Systems.

Stunts: Blind Jump, Dogfighter, Long-Distance Life Support.

Enhancements: Force Field Generator, Special Ops Mindscape Instance.

Equipment: Avatar, makepoint, null cannon, repulsor shield.

SAMPLE BUILD: SPACE FORCE MEDIATOR

Commonality fleets have an advantage over foes like the Venu: their sentient starships are in near-instantaneous contact via Mindscape, coordinating attacks and manoeuvres. Overseeing this coordination, offering advice and harmonising actions, are the mediators or fleet sentiences. A mediator character is a starship sentience operating within a Space Force fleet, and usually the flagship with command rank.

High Concept: *Veteran Mediator of the Pacification Campaigns; Battle Fleet Sentience with Nerves of Steel.*

Trouble: *Chessmaster's Mind; Haunted by Bad Decisions.*

Skills: Active Sensing, Manoeuvre, Rapport.

Stunts: Battlefield Analysis, Formation Leader, Mediator.

Enhancements: Enhanced Neural Net, Enhanced Sensor Package, Special Ops Mindscape Instance.

Equipment: Gravity cannon, repulsor shield, space combat drones, torsion field projector.

Merchant

Trade is a complex business in the New Commonality, as planing technology finally makes transportation of certain goods economically realistic between the stars. Merchants may work for corporacies, swaying whole worlds with their economic

clout, or be disreputable New Traders, plying the spacelanes of the Frontier and filling the gaps the Commonality can't reach.

Permissions: May take starship and organisation extras.

SAMPLE BUILD: CARTEL MEMBER

Some merchants never see the day-to-day business of trade, instead spending their lives on high-level strategies in smoke-filled rooms or virtual geopolitical conspiracies affecting the fates of entire worlds. These "masters of the universe" are the high-level managers of the corporacies, and have vast resources at their disposal.

High Concept: *Mysterious Leader of the Mai Ling Consortium; Devious Power Broker.*

Trouble: *Intendant Kashguri has the Dirt on Me; Trod on People on the Way Up.*

Skills: Bureaucracy, Deceive, Resources.

Stunts: Executive Officer, Mind Games, Money is Power.

Enhancements: Dispersed Control Enhancement, Nanocells, Neurosynthetic Enhancers.

Equipment: Corporacy as extra (particularly Resources).

SAMPLE BUILD: CORPORACY MERCANTILIST

Corporacy mercantilists may be captains or senior crew-members of subsidised merchant fleets, or may be based in corporacy HQs directing strategy. They're ruthless, and often sent to set up business on newly rediscovered worlds.

High Concept: *Machiavellian CEO; Ruthless Market Maker.*

Trouble: *The Corporacy Comes First; Everything's For Sale.*

Skills: Bureaucracy, Deceive, Resources.

Stunts: Cook the Books, Project Coordinator, Starship Trader.

Enhancements: Dispersed Control Enhancement, Neu-

rosynthetic Extensors, Skill Chip.

Equipment: Corporacy as extra, sometimes *Keynes*-class Subsidised Freighter as extra.

SAMPLE BUILD: NEW TRADER

New Traders are viewed with suspicion by Commonality citizens; many consider them evolutionary throwbacks, little better than licensed pirates or gangsters. They perform a valuable service on Fringe and Outer Worlds, seen as a necessary evil by Pansectorate governments and as romantic heroes by local populations. They're a rough, hardy bunch who play fast and loose with the Commonality's trade and information embargoes, constantly suspected by SCI Force of harbouring spies, criminals, and worse. While the Commonality would like to control all inter-world trade, the pell-mell of the Expansionary Era makes this impossible.

High Concept: *Roguish New Trader on the Edge of the Law; Little Better Than a Licensed Pirate.*

Trouble: *Shunned by the Authorities; Hounded; Evolutionary Throwback to the Dark Days of Speculation.*

Skills: Deceive, Pilot, Resources.

Stunts: Cool Customer, Starship Pilot, Starship Trader.

Enhancements: Bioelectric Field Enhancement, Skill Chip, Subdermal Weapon.

Equipment: *Profit*-class New Trader as starship extra, basic cargo.

Military

Conflict is everywhere in the Expansionary Era, whether quelling restive Core World populations, policing problematic cultures, or conducting pre-emptive or defensive wars or peacekeeping missions on the volatile frontier. Military characters may work for the Armed Forces Instrumentality, Space Force, or SCI Force, or may be representatives of rediscovered world or lost colony armed forces. On the Fringe they may even be mercenaries.

Permissions: Access to restricted military equipment of available tech indices (page 129).

SAMPLE BUILD: AFI TROOPER

Far from being a monolithic military organisation, the Armed Forces Instrumentality is a loose association of fighting forces from many worlds, from the Core to the Fringe, under the leadership of general staff sentiences and senior generals. AFI troopers come from many different units with varying traditions, with one goal: to protect the Commonality from external threats. The Commonality was caught unprepared by the Venu War: with the AFI, it refuses to make the same mistake twice.

High Concept: *Lethal Commonality Killing Machine; Dashing Drop Trooper; Veteran of the Venu War.*

Trouble: *Blind Rivalry with Tornado Company; I Was Only Following Orders.*

Skills: Physique, Provoke, Ranged Combat.

Stunts: Covering Fire, Heavy Weapons Specialist, Tough as Nails.

Enhancements: Accelerated Healing, Aggressor Implant, Enhanced Reflexes.

Equipment: Blaster weapon or slug thrower, dispersion field, shock suit.

SAMPLE BUILD: ASSASSIN

The Commonality values its own stability and continuity above all, and if that means removing certain people, then so be it. Assassins are often mechanicals or other synthetics, highly professional and almost untraceable. Most people targeted for "clearing" by Commonality administrators never even know it.

High Concept: *Hi-Tech Assassin; Deranged Blade for Hire.*

Trouble: *Losing Touch with Humanity; I Have the Death Sentence in Thirteen Sectors.*

Skills: Ranged Combat, Stealth, Unarmed Combatants.

Stunts: Called Shot, Killing Stroke, Vanish.

Enhancements: Attack Enhancement, Ranged Combat Chip, Subdermal Projector.

Equipment: Intrusion fold, monitor band cloak, stealth field.

SAMPLE BUILD: HITAT ASSAULT TROOPER

The Hi-Threat Assault (HiTAT) Trooper is an AFI special forces group trained for operations in theatres with a high materiel component, such as in combat against Venu combat walkers or other mobile mechanised artillery.

High Concept: *Grim-Faced Armour-Clad Killer; Elite Mechanised Killing Machine.*

Trouble: *Sees Combat Solutions to Everything; No Social Skills.*

Skills: Melee Combat, Physique, Ranged Combat.

Stunts: Heavy Weapons.

Enhancements: Aggressor Implant, Enhanced Musculature, Synthetic Musculature.

Equipment: EVA Harness, Hi-Threat Assault Armour, Plasma Launcher.

SAMPLE BUILD: MERC

Mercenaries are discouraged in the Commonality, but this hasn't stopped companies cropping up all over the Fringe. Conflict is endemic, and often waged at massively different tech indices; professional fighting companies who can level the field and achieve specific objectives on budget and on time are in constant demand.

High Concept: *Dead-eyed Mercenary Veteran; Fringe World Cadre Trainer.*

Trouble: *In it for the Money; Legal Grey Area.*

Skills: Melee Combat, Ranged Combat, Resources.

Stunts: Grease the Wheels, Heavy Weapons Specialist, Killing Stroke.

Enhancements: Aggressor Implant, Defence Chip, Transdermal Reinforcement.

Equipment: Personal weapon and / or heavy weapon, shocksuit and / or dispersion field.

SAMPLE BUILD: REGULAR ARMY

Rediscovered world and lost colony armed forces train competent soldiers. Not as heavily-armed or well-equipped as the Commonality military, they lack nothing in combat ability and esprit de corps—despite what others might think.

High Concept: *Loyal Ground Pounder; Career Military.*

Trouble: *Unused to Offworld Service; Chip on the Shoulder; Out of Date Tech.*

Skills: Athletics, Physique, Ranged Combat.

Stunts: Grappler, Quick on the Draw, Take the Blow.

Enhancements: (If available) Aggressor Implant, Defence Chip, Ranged Combat Skill Chip.

Equipment: Blaster weapon or slug thrower, mesh and / or dispersion field.

SAMPLE BUILD: SCI FORCE ENFORCER

SCI Force culture ops aren't always slick faceless operations dealing with remote information management and memetic control. Sometimes, you have to get up close and personal, especially when the other side is trying to make its point down the barrel of a gun. SCI Force enforcers are highly-trained agents designed to tackle violent cultural conflict head-on.

High Concept: *Unyielding SCI Force Armsman; The Hammer That Knocks The Nail In.*

Trouble: *Haunted by a Past Life; Jumps to Violent Solutions.*

Skills: Notice, Provoke, Ranged Combat.

Stunts: Armour of Fear, Danger Sense, Uncanny Accuracy.

Enhancements: Enhanced Reflexes, Ranged Combat Skill Chip, Subdermal Null-weapon.

Equipment: Combat drone, haze field, p-suit with PSA.

SAMPLE BUILD: SPACE FORCE MARINE

Space Force marines are legendary throughout the Commonality for their military competence and ability to get the job done using precisely targeted and unyielding violence. They're usually found onboard Space Force vessels in hotspots inside the Commonality and out on the Fringe, but can also be found dirtside where local conditions demand.

High Concept: *Heroic Defender of the Space Lanes; Away Team Weapons Specialist.*

Trouble: *Blood-drenched Reputation; Loves a Good Brawl; First into Trouble.*

Skills: Athletics, Physique, Ranged Combat.

Stunts: Coolness Under Fire, Tough as Nails, Zero-G Combat Specialist.

Enhancements: Aggressor Implant, Artificial Nervous System, Defence Chip.

Equipment: Sealed compound armour, dispersion field, EVA harness, null rifle.

Rogue

The Commonality likes to think of itself as a monolithic utopia, where everyone is cared for and no one is excluded from the pansentient projects of Expansion and Rediscovery. This isn't true: all across the Commonality, from the teeming
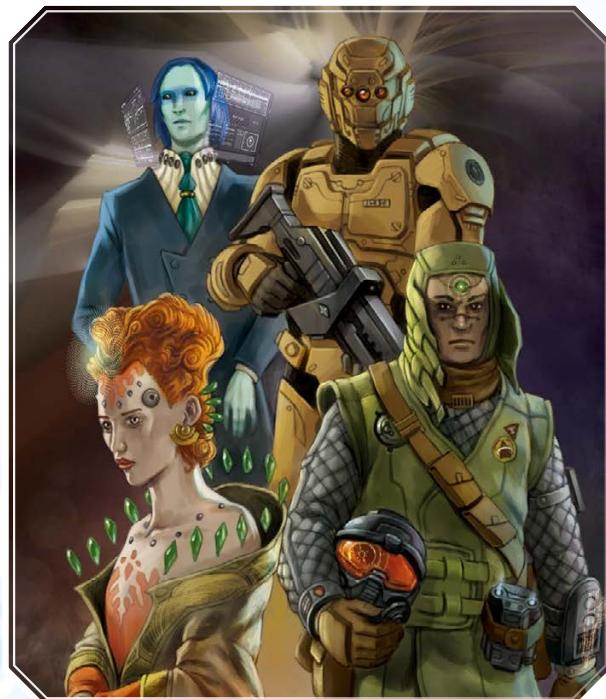
continent-spanning metroplexes of the Core Worlds to the neglected backwaters of the Fringe world space lanes, people fall through the cracks, living by their wits and forming vibrant subcultures far from the Commonality's dreams of benevolent supervision.

Permissions: Illegal access to restricted military equipment of appropriate tech indices; organisations as extras.

SAMPLE BUILD: ENTERTAINER

Entertainers range from classically-trained and enhanced dancers in the stadia of Jiva, whose bodies themselves are works of art, to singers and dancers in just about every starport bar across the Fringe. Entertainer characters are often on the move, with a network of contacts seemingly on every world; and, when the work's thin, they do a little other business on the side...

High Concept: *Voice of an Angel; Dive-bar Muso; Star City Showgirl.*

Trouble: *Made the Bargain at the Crossroads; Fame Costs; Addict; Sugar Daddy.*

Skills: Contacts, Deceive, Rapport, Will.

Stunts: Acting, Fortress of the Will, Performance.

Enhancements: Cosmetic Enhancer, Pheromone Synthesis, Variform Body Plan.

Equipment: Haze field, personal equipment (musical instruments, etc), helper drone.

SAMPLE BUILD: GAMBLER

Gambling, like religion, is heavily controlled within the Commonality, and generally banned in the Core Worlds (unless part of some complex social ritual). Needless to say it thrives—and, out on the Fringe, it's as popular as ever. Gambler characters know when it's time to quit, either to avoid losses or just unwelcome attention.

High Concept: *Cool-headed Player with Nerves of Steel; Compulsive Gambler.*

Trouble: *I Owe a Guy; Adrenalin Junkie; Lost Everything.*

Skills: Deceive or Provoke, Resources, Will.

Stunts: Cool Customer, Hard Boiled, I'm Good For It.

Enhancements: Enhanced Reflexes, Pheromone Synthesis, Sensory Enhancement.

Equipment: Concealable weapon, haze field, flashy or trashy personal effects.

SAMPLE BUILD: GANGSTER

Commonality sentiences and Mindscape sentinels constantly look out for organised crime networks, and as a result such networks are the most close-mouthed, paranoid, and over-violent bunch of sociopaths and psychopaths you could never hope to meet. On the Fringe, gangsters are more common—but they're falling like cut wheat before their fearsome Commonality brethren.

High Concept: *Head of the Maratolbi Brotherhood; Bullet-headed Muscle.*

Trouble: *Anger Management Issues; You Gotta Be Loyal; Looking Out for Number One.*

Skills: Deceive, Provoke, Will.

Stunts: Mindburn, Mind Games, Torturer.

Enhancements: Aggressor Implant, Black Chip, Synthetic Musculature.

Equipment: Criminal underground as extra; monitor band cloak, personal weapon, repulsor field.

SAMPLE BUILD: UNDERWORLDER

People fall between the cracks of Commonality society everywhere, and end up in the underworlds—subcultures, underclasses, hidden cities of desperate individuals living on their wits and whatever drops down from above. Many underworlders are xenomorphs, but in the chaos of the Expansionary Era, anyone can find themselves in a benighted world where the protections and comforts of everyday life are suddenly gone.

High Concept: *Undercity Lowlife; Downtrodden Dreamer from the Undertow.*

Trouble: *On the Run; Thick Accent and Coarse Manners; Light-fingered; Trust Issues.*

Skills: Intrusion, Melee Combat, Stealth.

Stunts: Face in the Crowd, Hacker, Killing Stroke.

Enhancements: (If available) Black Chip, Chameleon Field, Nanocells.

Equipment: Intrusion fold, personal melee weapon, maybe personal ranged weapon.

SAMPLE BUILD: ZEALOT

Rediscovery has not only brought the Commonality into contact with new worlds, it has introduced new cultures and new ideas—new memes—to wreak havoc in long-stable societies. Zealot characters represent one of these memes, promoting it wherever they go, often at considerable personal cost and even danger. The Commonality discourages such activities—so zealots are likely underground, too.

High Concept: *Devotee of a Forbidden Religion; Violent Radical with an Explosive Agenda.*

Trouble: *Blinded by Faith; Running Away from a Previous Life.*

Skills: Contacts, Deceive or Rapport, Will.

Stunts: Acting or Performance, Ear to the Ground, Hard Boiled.

Enhancements: Black Chip, Chameleon Field, Subdermal Projector.

Equipment: Monitor band cloak.

Sci-Tech

Every instrumentality needs a scientist, just as pretty much every ship or shipyard needs engineers. Maybe you work with your hands, putting buildings, people, or synthetics back together; maybe you're a virtualist or a theoretician, spending most of your time in the Mindscape.

Permissions: Access to labs, various extras.

SAMPLE BUILD: EIDOLON ENGINEER

Eidolons, the synthetic personalities compiled from the thanograms of the dead, are created in eidolon rigs by eidolon engineers. They're responsible for ensuring the new sentients meet the Eidolon Compliances (page 186), redacting those who undergo eidolon crisis, and destroying those who do not meet their exacting standards.

High Concept: *Godlike Creator of Artificial Minds; Inspired Eidolon Artist.*

Trouble: *We're All Just Thanograms in the End; Haunted by Eidothanasia.*

Skills: Empathy, Investigate, Technical.

Stunts: Eidolon Engineer, Psychologist, Redaction.

Enhancements: Nanocells, Special Ops Chip, Technical Skill Chip.

Equipment: Eidolon rig, PMI.

SAMPLE BUILD: GENURGIST

Most Commonality genurgists are Chembu, but not all. Genurgist characters may enhance other characters, and even create new enhancements. They're likely to be enhanced themselves, seeing their own bodies as living laboratories.

High Concept: *Chembu Genurgic Engineer; Cutting-Edge Enhancements Innovator.*

Trouble: *Experimental Interventions; Sees Every Imperfection.*

Skills: Resources, Science, Technical.

Stunts: Genurgic Engineer, Money is Power, Specialist (Genurgy).

Enhancements: Extended Lifespan, Neurosynthetic Extensors, Technical Skill Chip.

Equipment: Genurgy lab.

SAMPLE BUILD: MEDITECH

The classic meditech, skilled in diagnosis and treatment of physical wounds and (sometimes) mental damage, is still in demand—although some are synthetics, closely allied with the autodocs.

High Concept: *Cool-Headed Combat Medic; Grouchy Starship Meditech.*

Trouble: *Dammit, I'm a Doctor, Not a [_____]; Dogged by Violence and Disaster.*

Skills: Empathy, Science, Technical.

Stunts: Meditech, Psychologist, Specialist (Medicine).

Enhancements: Energy Fold, Nanocells, Technical Skill Chip.

Equipment: Biomed array, biomed kit, PSA.

SAMPLE BUILD: MEMETIC ENGINEER

It's difficult to view a culture as one big engineering project—unless you're a memetic engineer. These extraordinary individuals adjust cultural ideologies, excise and implant new memes, and guide the development of entire civilisations.

High Concept: *Memetic Engineer in the Culture Wars; SCI Force Memoplex Manipulator.*

Trouble: *Lost in Abstraction; The Bigger Picture.*

Skills: Empathy, Intrusion, Technical.

Stunts: Cultural Intrusion, Cultural Redaction, Memetic Engineer.

Enhancements: Dispersed Control Enhancement, Neurosynthetic Extensors, Skill Chip.

Equipment: Culture as extra, PMI, PSA.

SAMPLE BUILD: MINDSCAPE ENGINEER

Many Mindscape engineers are synthetics, and some are node minds responsible for the day-to-day management of global Mindscape instances. Mindscape engineers create imposalities, customise sentinels, and design unique experiences with fictionals and other Mindscape virtual entities.

High Concept: *Otherworldly Mindscape Engineer; Virtuality Artist.*

Trouble: *Constantly Distracted; Incongruous in Actuality.*

Skills: Intrusion, Technical, Will.

Stunts: Domination, Hacker, Mindscape Engineer.

Enhancements: Imposality, Neurosynthetic Extensors, Special Ops Mindscape Instance.

Equipment: PMI.

SAMPLE BUILD: SCIENTIST

Commonality scientists enjoy a depth of knowledge 21st century scientists can only dream of. Extreme specialists, they have Mindscape access to the whole scientific knowledge of humankind—and even the augmented intelligence to know what to do with it. Scientific research in the Expansionary Era

is taking humankind into new frontiers of experience.

High Concept: *Bright-eyed Commonality Scientist; Scientific Visionary.*

Trouble: *Obsessed with a Secret Plan; Science Solves Everything.*

Skills: Science, Technical, Will.

Stunts: Always Making Useful Things, Polymath, Specialist (Science Specialty).

Enhancements: Energy Fold, Neurosynthetic Extensors, Science Skill Chip.

Equipment: Hand scanner / PSA, Science specialty lab.

SAMPLE BUILD: STARSHIP ENGINEER

Small starships often combine the roles of pilot and engineer, or include repair drones. Larger vessels require dedicated engineers—even teams of them—to keep ships functioning physically and mentally as they navigate 2-space perils.

High Concept: *Chief Engineer on the Furious Destruction; Passionate Planeship Greasemonkey.*

Trouble: *At Home in Engineering; Don't Hurt My Ship!*

Skills: Science, Technical, Will.

Stunts: Push the Jump Maximum, Specialist (2-Space), Starship Engineer.

Enhancements: Bioelectric Field Enhancement, Nanocells, Technical Skill Chip.

Equipment: Engineering rig, PSA, starship as extra.

SAMPLE BUILD: SYNTHETICS ENGINEER

A significant proportion of Commonality citizens are synthetics—life forms created rather than born. Synthetics engineers create and repair these life forms, improving on previous generations and customising individuals to specific needs. Their creations are basics by default, but they work closely with eidolon engineers to create full eidolons.

High Concept: *Creator of Synthetic Life; Passionate Synthetics Engineer.*

Trouble: *Hard To Get Close To; What is Life Anyway?*

Skills: Investigate, Science, Technical.

Stunts: Meditech, Synthetics, Truth Scan.

Enhancements: Nanocells, Special Ops Chip, Technical Skill Chip.

Equipment: Synthetics lab.

SAMPLE BUILD: TECHNICIAN

Technology is so ubiquitous in the Commonality as to be almost invisible, yet even the smallest nanodevice requires maintenance and repair. Most items are self-repairing, but mishaps do occur, and devices become sick or impaired, which is where technicians come in. They keep the Commonality's technological infrastructure running, and carry it forwards in technological advances.

High Concept: *Brilliant Inventor; Space Force Tech with Nerves of Steel.*

Trouble: *It'll Work This Time!; The World's a Machine.*

Skills: Investigate, Technical, Will.

Stunts: Always Making Useful Things, Better Than New, The Power of Deduction.

Enhancements: Energy Fold, Nanocells, Technical Skill Chip.

Equipment: Effectors, PSA, technical toolkit.

SAMPLE BUILD: TECHNOPSI REDACTOR

Sentient starships aren't the only intelligent beings to undergo mental trauma: all synthetics are susceptible to eidolon crisis, while they and organics can also be damaged by mindburn and other extreme forms of technopsi. Redactors enter damaged minds via Mindscape implant, and vicariously experience and simultaneously repair the damaged neural pathways. Needless to say, redactors themselves are sometimes in need of redaction…

High Concept: *Hyper-empathic Redactor; Sinister Mind Manipulator.*

Trouble: *Haunted by Trauma; Sees Right Through You.*

Skills: Empathy, Technical, Will.

Stunts: Redaction, Probe, Psychologist.

Enhancements: Empathic Lace, Nootropic Gland, Special Ops Chip.

Equipment: Effectors, haze field, PSA.

Security

Maybe you're a SCI Force agent; or a Mindscape hacker working for (or against) a corporacy; or maybe you're a spy from a non-Commonality culture, working for the Internal Security Instrumentality, or for the Communications Instrumentality gathering information beyond the Fringe.
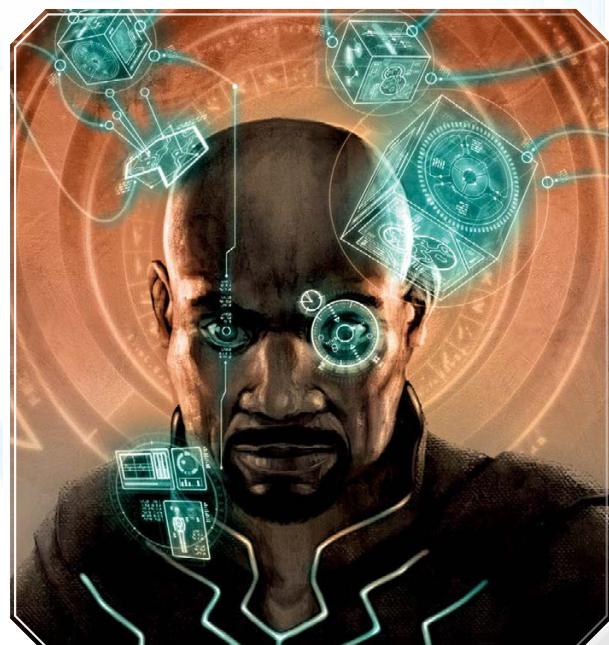
Permissions: May take Special Ops Chip / Black Chip*.

*If this occupation is selected at character creation, the character may take this enhancement instead of the Mindscape implant.

SAMPLE BUILD: CORESEC ENFORCER

CORESEC is the ruthlessly efficient and overbearing enforcement arm of CORESPAN, the Core Worlds Pansectorate, and a branch of the Internal Security Instrumentality (page 19). Its agents are responsible for maintaining the often baroque social structures and behavioural regimes of the Core Worlds, and suppressing opposition, dissent, and aberrant thought or behaviour where such things are deemed a concern. When they're encountered outside the Core, it's usually because they're pursuing a fugitive.

High Concept: *Deadly CORESEC Enforcer; Security Agent from the Core Worlds.*

Trouble: *Drenched in Blood; Interfering Rivals.*

Skills: Provoke, Ranged Weapon, Will.

Stunts: Armour of Fear, Called Shot, Mindburn.

Enhancements: Bioelectric Field Implant, Neural Disruption Field, Special Ops Chip, Subdermal Projector.

Equipment: Monitor band cloak, PSA, repulsor field.

SAMPLE BUILD: CORESPAN OPERATIVE

CORESPAN, the governing administrative network of the Core Worlds, isn't generally welcome outside its jurisdiction, and is very different from the Pansectorates of other Commonality sectors, being generally more intimidating and oppressive, perhaps a legacy of several millennia of tight cultural control. When encountered, it usually means they're on a mission pursuing the interests of a Core Worlds faction—perhaps even the Terragrond, the Old Earth custodians themselves.

High Concept: *Inhuman Nootrope Manipulator; Terrifying CORESPAN Intendant.*

Trouble: *Enemies Everywhere; Far From Human.*

Skills: Deceive, Investigate, Will.

Stunts: Domination, Mind Games, Probe.

Enhancements: Autotrophic Enhancement, Nanocells, Sensory Enhancement.

Equipment: Monitor band cloak, null weapon, stealth field.

SAMPLE BUILD: CULTURE AGENT

An uneasy threatened peace is maintained across the Commonality by the culture agents of SCI Force, responsible for monitoring, managing, and mitigating the conflicts which occur when the cultures encountered by the Expansion come into contact with Commonality worlds. Culture agent characters enjoy great leeway in accepted backgrounds and behaviours, often recruited from Fringe worlds themselves—and much is expected from them in return.

High Concept: *Machiavellian Cultural Manipulator; SCI Force Culture Agent.*

Trouble: *Assumption of Superiority; Ruthless.*

Skills: Intrusion, Technical, Will.

Stunts: Cultural Intrusion, Memetic Engineer, Mindburn.

Enhancements: Nanocells, Special Ops Chip, Subdermal Weapon.

Equipment: Culture as extra, p-suit and PSA.

SAMPLE BUILD: GESTALT CONTROLLER

Humankind's historical languages have been insufficient to cope with the requirements of post-human intelligence. Gestalt language (page 181) is the successor of human language; a dense, hyper-contextual, and Mindscape-supported communication form which is both highly efficient and able to be tailored to different levels of intelligence. Even unenhanced humans can use its simplest forms. Gestalt controller characters are hyperintelligent by default, and can research and create new forms of gestalt language to influence the development of humankind's very thoughts. They frequently take gestalt language enhancements (page 181) instead of stunts.

High Concept: *Godlike Creator of New Worlds of Thought; Hyperintelligent Gestalt Controller.*

Trouble: *Painfully Sensitive; Unsettling Conversationalist.*

Skills: Provoke, Technical, Will.

Stunts: Probe.

Enhancements: Gestalt Controller, Nanocells, Neurosynthetic Extensors, Special Ops Chip, Stage I Gestalt Communication.

Equipment: Monitor band cloak, p-suit, PSA.

SAMPLE BUILD: MINDSCAPE HACKER

Mindscape hackers range from those breaking into restricted content or imposalities (page 182) to those who hack the Mindscape's very structure, modifying fictionals, invading halos, and stealing memories and abilities from connected individuals.

High Concept: *Genius Mindscape Hacker; Mindscape Intrusion Specialist.*

Trouble: *Hidden Scans; Pursued by Sentinels.*

Skills: Intrusion, Investigate, Stealth.

Stunts: Hacker, Mindscape Stealth, Security Specialist.

Enhancements: Artificial Nervous System, Nanocells, Skill Chip.

Equipment: Monitor band cloak, PSA, stealth field.

SAMPLE BUILD: SPY

Even with the Mindscape, nanobugs, and most information travelling via thoughtcast, it's still possible to keep things secret in the Commonality. Spies may be agents of instrumentalities, trawling the Mindscape and tracking the physical whereabouts of suspected individuals; or may work for corporacies, breaking into the physical and virtual HQs of other corporacies in search of valuable intelligence.

High Concept: *Agent of an Unknown Instrumentality; Deadly Corporacy Spy.*

MINDJAMMER™
CHARACTER SHEET

Name: *Kallia Lao*

Culture: *Fringe Worlds*

Tech Index: *T9*

Occupation: *Mindscape Hacker*

Genotype: *Non-Commonality Human* Actual Age: *26*

Habituated Gravity: *Standard (+0)*   Apparent Age: *Young Adult*

STATUS
Fate Points: *3*

Refresh: *3*

Physical Stress: 1☐ 2☐ 3☐ 4☐

Mental Stress: 1☐ 2☐ 3☐ 4☐

CONSEQUENCES
2 Mild ( )

2 Mild ( )

4 Moderate ( )

6 Severe ( )

CREDIT STRESS
Credit Stress: 1☐ 2☐ 3☐ 4☐

2 Mild Cons ( )

2

4 Moderate Cons ( )

4

6 Severe Cons ( )

6

ASPECTS
High Concept: *Silver-tongued Mindscape Hacker*

Trouble: *Impossible Overachiever*

Cultural Aspect: *Inscrutable Non-conformist*

Game Aspects: *Mindscape Implants are Thought Control!*
Someone is Killing Our Scientists!

Other Aspects: *Mad Hacker Flashbacks From the Hadron*
Imposality, Serves McGee Right For Trusting a Thief!
Your Memories Are Mine to Mould

OTHER EXTRAS
Monitor Band Cloak
Null Pistol
Personal Sensor Array:
    +2 sensorview bonus
Stealth Field (visible light)
Stun Pistol

Fringe Ops organisation:
    Fair (+2) Contacts,
    Knowledge
    Avg (+1) Intrusion,
    Resources

SKILLS
Superb (+5):

Great (+4): *Intrusion*

Good (+3): *Stealth, Will*

Fair (+2): *Deceive, Investigate, Ranged Combat*

Average (+1): *Contacts, Notice, Resources, Technical*

STUNTS
Fast Talk: +2 to Deceive overcome rolls to bluster past.
Ghost in the Machine: +2 Stealth bonus in the Mindscape.
Hacker: +2 Intrusion create adv and overcome to hack
    the Mindscape or halos.
Probe: +2 Will create adv to discern surface thoughts.
Super Hacker: +2 Intrusion attack bonus vs halos / sentinels
    or when hacking the Mindscape or a halo.

NOTES

HALO
Special Ops Chip: Mindscape connectivity and special
    operations technopsi.

Trouble: *I Buried the Real Me; Unable to Trust.*
Skills: Deceive, Intrusion, Investigate.
Stunts: Acting, Eavesdropper, Security Specialist.
Enhancements: Chameleon Field, Cosmetic Enhancer, Special Ops Chip, Variform Body Morphology.
Equipment: Monitor band cloak, nanobugs, stealth field.

SAMPLE BUILD: THIEF

Thievery is still a surprisingly popular occupation in the Commonality, and more so on Fringe and Outer Worlds. Commonality thieves have excellent technical expertise to bypass security measures, but that doesn't stop them stealing the same old things—wealth, precious materials, and valuable items—although information brokers are sometimes little different from spies.

High Concept: *Information Broker for an Unknown Patron; Interstellar Jewel Thief.*

Trouble: *Light-Fingered; Wanted in a Hundred Systems.*

Skills: Deceive, Intrusion, Stealth.

Stunts: Always a Way Out, Cool Customer, Slippery Target.

Enhancements: Artificial Nervous System, Sensory Enhancement, Suction Glands.

Equipment: Monitor band cloak, stealth field.

Spacer

You may be a squeaky clean pilot working for Space Force, a hard-as-nails asteroid miner grubbing for a claim, a commerce raider out on the Fringe, or any of the above, pressed into service with SCI Force.

Permissions: May take a starship extra.

SAMPLE BUILD: BELTER

Many belters are Hydragand-Dezimeer (page 65); those that aren't are just as often mechanical as organic, sometimes even a single mining vessel operating solo with a flotilla of drones. Some people like the life on the prospecting frontier—it's ideal for solitary personalities to hook up with a like-minded ship and no other interference.

High Concept: *Grizzled Asteroid Miner; Devil-May-Care Belter Pilot.*

Trouble: *Not Used to Dirtside; Loner; Claim-Jumper.*

Skills: Pilot, Technical, Will.

Stunts: Miner, Sleep When You're Dead, Starship Pilot.

Enhancements: Adaptation Implant, Autotrophic Enhancement, Energy Fold.

Equipment: *Prospector*-class mining vessel or *Divergence*-class symbiotic miner, energy grapple, helper drone, mining gear, p-suit with PSA.

SAMPLE BUILD: PIRATE

It's harder to lead the life of a pirate than a gangster, and freebooters are largely unknown within the Commonality. On the porous Fringe, however, and especially near the Successor States and the Venu Q-Zone, there are places where ruthless pirates prey on New Traders, colonists and the usual traffic of the space lanes. Space Force tries to suppress piracy, but some have received letters of marque as long as they act against the Commonality's foes.

High Concept: *Blackhearted Freebooter; Flamboyant Space Pirate.*

Trouble: *Hunted Look; Path of Blood.*

Skills: Provoke, Pilot, Ranged Combat.

Stunts: Gunnery, On Your Tail, Torturer.

Enhancements: Aggressor Implant, Enhanced Reflexes, Vampire Implant.

Equipment: Pirate ship as extra, haze field, null weapon.

SAMPLE BUILD: SCAVENGER

A civilisation as large as the Commonality, even with ZIP cell and makepoint technologies, generates a lot of garbage, and along the Fringe political instability can make a system a burgeoning colony one year and a rubble-strewn wasteland the next. Scavenger characters thrive in this environment, combing battlefields and seeking out failed colonies and disaster zones, salvaging and repairing ships, weapons, and equipment for sale or barter.

High Concept: *Sharp-Eyed Treasure Hunter; Junk Monkey; Battle Chaser.*

Trouble: *Eye for the Main Deal; Nothing's Ever Quite New.*

Skills: Notice, Pilot, Technical.

Stunts: Always Making Useful Things, Eye for Detail, Starship Pilot.

Enhancements: Energy Fold, Sensory Enhancement, Skill Chip.

Equipment: Restored starship as extra, scavenged personal weapons and armour.

SAMPLE BUILD: STARSHIP PILOT

There are two types of starship pilot in ***Mindjammer***: 2-pilots and n-pilots. 2-pilots pilot ships faster-than-light through 2-space (between star systems), while n-pilots do so slower-than-light, usually within a single star system, through n-space or normal space. On smaller starships, often a single pilot will do both jobs.

2-pilots are in constant, low-level neural contact with their ship sentience throughout the 2-space "jump", ensuring it remains concentrated and develops no aberrations. When aberrations do develop, 2-pilots can counsel ship sentiences, and in emergency take the sentience offline and pilot the ship themselves—a last resort causing extreme mental trauma to the 2-pilot.

High Concept: *Highly-Strung 2-Pilot; N-Pilot Fighter Ace.*

Trouble: *Interdependence with Starship Sentience; Ice Cold.*

Changing Occupations

*During play you may find your character concept changes. Perhaps he begins to play a new role, or switches from one occupation to another. This kind of change is handled by modifying your character's high concept, which you can do as a **major milestone** (page 175). As long as you can narrate how it comes about, and with your GM's approval, you can change your high concept to reflect a change in occupation, and begin to acquire the skills, stunts, and enhancements suggested for your new desired build. At best you'll change one stunt, skill, or aspect per session, so it may take time before you come to resemble the new occupation you're targeting.*

*One of the special features of the **Mindjammer** setting is the growing tendency for intelligent beings to become more intelligent, advanced, and to outgrow their biological origins. This is called **going post** (short for "posthuman"), and is also handled using the occupation system, with a series of "Posthuman Occupations". For lots more on going post, see the **Mindjammer** core book.*

Skills: Empathy, Pilot, Technical.
Stunts: Starship Engineer, Starship Pilot, Starship Therapy.
Enhancements: Neurosynthetic Extensors, Piloting Skill Chip, Sensory Enhancement.
Equipment: Starship as extra, p-suit, null weapon.

Creating your Own Occupations

The above occupations aren't exhaustive: here's how to build your own.

CREATE A CONCEPT

Before you create a new occupation, make sure it doesn't exist already. Builds and occupations are different; occupations are high-level collections of builds, and cover many areas. Summarise what your occupation means for a character, including examples of characters with that occupation, then compare it to the existing occupations; you may find you're describing a build belonging to an existing occupation. You can add builds to existing occupations as described below.

If you're sure you're creating an original occupation, write down its description and a good name for it now.

THINK ABOUT PERMISSIONS

What are the unique features of your new occupation? What resources or abilities does it give you access to? This access is known as a **permission**. You don't have to create a permission for every occupation, but try and think of one. It could be access to restricted equipment, or the ability to create extras like organisations and starships; it could be the chance to buy certain special abilities for your character (genurgic enhancements, mechanical abilities, etc).

COME UP WITH SEVERAL BUILDS

Builds are specific instances of an occupation—a "zoom-in" on how that occupation might look when built as a character. You may have a "military" character (an occupation), but is he a soldier, a marine, or a mercenary? You've probably already come up with several builds in your occupation concept; read through and see if you can identify them. Create at least two builds for your occupation. If you can't do that easily, you may be describing a build already; go back and re-think the higher-level occupation.

For each build, complete the following four steps:

1. THINK ABOUT HIGH CONCEPTS AND TROUBLES

Write down at least two high concepts and two troubles for your build. As you're creating a build rather than a character, your two troubles in particular may feel dry, perhaps too closely related to your high concept. That's fine: your build provides suggestions for creating characters, as well as a quick template for an NPC of that build if you need one on the fly.

2. DECIDE ON CORE SKILLS AND STUNTS

Think of the three most important skills for your build. Be prepared to think laterally: some builds are mentally gruelling, requiring Will; others are physically demanding, requiring Physique; others still require good interpersonal skills, like Rapport.

For each skill, come up with one stunt. These can be pre-generated stunts from this book, or unique stunts you create yourself. This is where your build gets to shine, so don't be afraid to list 3 completely unique stunts here. See page 94 for how to create stunts.

3. SUGGEST ENHANCEMENTS AND EQUIPMENT

Whether or not a build can take enhancements depends on its access to technology. Commonality builds can take genurgy, mechanical enhancements, and so on, but these may be restricted or unavailable on non-Commonality worlds. Check your concept to decide.

Generally, **natural abilities** are a matter for genotype, not occupation. There are exceptions: individuals may *develop* natural abilities in their occupations, such as high-G ore miners acquiring the Massively Muscled natural ability.

4. TEST IT OUT!

Create at least one character for each build of your occupation, and test them out in play if you can. If you find things which don't work—or are too over- or under-powered—go back and change them. Once you're happy with the result, you're good to go!
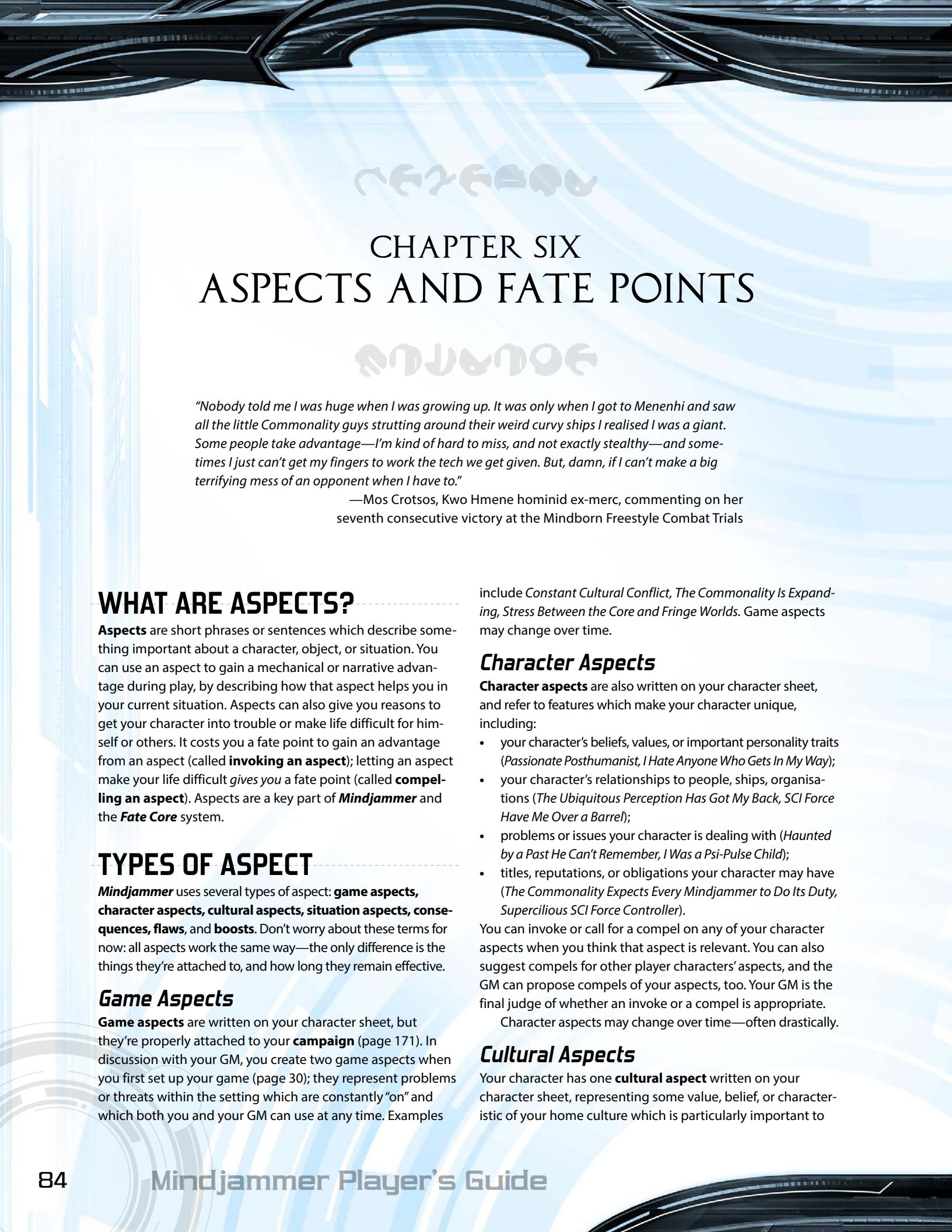
CHAPTER SIX
ASPECTS AND FATE POINTS

"Nobody told me I was huge when I was growing up. It was only when I got to Menenhi and saw all the little Commonality guys strutting around their weird curvy ships I realised I was a giant. Some people take advantage—I'm kind of hard to miss, and not exactly stealthy—and sometimes I just can't get my fingers to work the tech we get given. But, damn, if I can't make a big terrifying mess of an opponent when I have to."

—Mos Crotsos, Kwo Hmene hominid ex-merc, commenting on her
seventh consecutive victory at the Mindborn Freestyle Combat Trials

WHAT ARE ASPECTS?

Aspects are short phrases or sentences which describe something important about a character, object, or situation. You can use an aspect to gain a mechanical or narrative advantage during play, by describing how that aspect helps you in your current situation. Aspects can also give you reasons to get your character into trouble or make life difficult for himself or others. It costs you a fate point to gain an advantage from an aspect (called **invoking an aspect**); letting an aspect make your life difficult *gives you* a fate point (called **compelling an aspect**). Aspects are a key part of *Mindjammer* and the *Fate Core* system.

TYPES OF ASPECT

Mindjammer uses several types of aspect: **game aspects, character aspects, cultural aspects, situation aspects, consequences, flaws**, and **boosts**. Don't worry about these terms for now: all aspects work the same way—the only difference is the things they're attached to, and how long they remain effective.

Game Aspects

Game aspects are written on your character sheet, but they're properly attached to your **campaign** (page 171). In discussion with your GM, you create two game aspects when you first set up your game (page 30); they represent problems or threats within the setting which are constantly "on" and which both you and your GM can use at any time. Examples

include *Constant Cultural Conflict, The Commonality Is Expanding, Stress Between the Core and Fringe Worlds*. Game aspects may change over time.

Character Aspects

Character aspects are also written on your character sheet, and refer to features which make your character unique, including:

- your character's beliefs, values, or important personality traits (*Passionate Posthumanist, I Hate Anyone Who Gets In My Way*);
- your character's relationships to people, ships, organisations (*The Ubiquitous Perception Has Got My Back, SCI Force Have Me Over a Barrel*);
- problems or issues your character is dealing with (*Haunted by a Past He Can't Remember, I Was a Psi-Pulse Child*);
- titles, reputations, or obligations your character may have (*The Commonality Expects Every Mindjammer to Do Its Duty, Supercilious SCI Force Controller*).

You can invoke or call for a compel on any of your character aspects when you think that aspect is relevant. You can also suggest compels for other player characters' aspects, and the GM can propose compels of your aspects, too. Your GM is the final judge of whether an invoke or a compel is appropriate.

Character aspects may change over time—often drastically.

Cultural Aspects

Your character has one **cultural aspect** written on your character sheet, representing some value, belief, or characteristic of your home culture which is particularly important to

you. Characters sharing a common culture may share cultural aspects, but generally it's better to customise the aspect to show specifically what it means to your character.

Cultural aspects may change as your character's beliefs change. Usually a cultural aspect changing is a big thing, the result of a major campaign event or experience for your character.

Example cultural aspects include: *Mindscape Implants Are Thought Control, Synthetics Aren't Real People, Humanity Is Transcending*.

Genotype Aspects

Any character may select a **genotype aspect,** but they're mandatory for certain genotypes. A genotype aspect may be incorporated into your high concept (*Steely-Nerved Xeno-morph 2-Pilot*), or may be a phase aspect or even an extra (*Infectious Canid Loyalty*). It describes a feature of your character's genotype heritage; it may change over time, but if it's mandatory you may not remove it completely.

Situation Aspects

Situation aspects don't belong on your character sheet. They represent temporary features of your environment—the nature of your location (*Camouflaged Hiding Spot*), weather (*Blinding Dust Storm*), lighting (*Actinic Solar Flare*), and so on; or they can be temporarily attached to a character, especially when you create an advantage on a target (page 156) (*Disarmed, Pinned Down by Covering Fire*). They can be simple descriptions (*Teeming Downtecher Cityscape*), or represent problems or details which must be addressed (*Looming Lava Flow*).

Situation aspects last for the current scene, or until they no longer make sense (but in any case no longer than the current session). They're usually accessible to everyone in the scene, although you must describe how you use them.

Consequences

Consequences are negatively-phrased aspects which represent lasting injuries or disadvantages you incur as a result of a conflict. You generally choose to take a consequence—it's a way of avoiding getting **taken out** (suffering total defeat—see page 167). There are several degrees of consequence, from **mild, moderate**, and **severe**, to (rarely) **extreme**. Examples include: *Bleeding Heavily, Mental Trauma, Shocked into Silence, Guts Hanging Out*. Consequences last from a scene or two to multiple scenarios, depending on severity.

Because consequences are predominantly negative, you're likely to incur a lot of compels when you have one; anyone who can justifiably narrate it can invoke or create an advantage on it. See page 164 for more.

Boosts

Boosts are ephemeral aspects, like situation aspects but lasting only for one, single invoke. You gain one when you don't succeed well enough when creating an advantage, or sometimes as an added bonus when you succeed at an action. Invoking a boost doesn't cost a fate point.
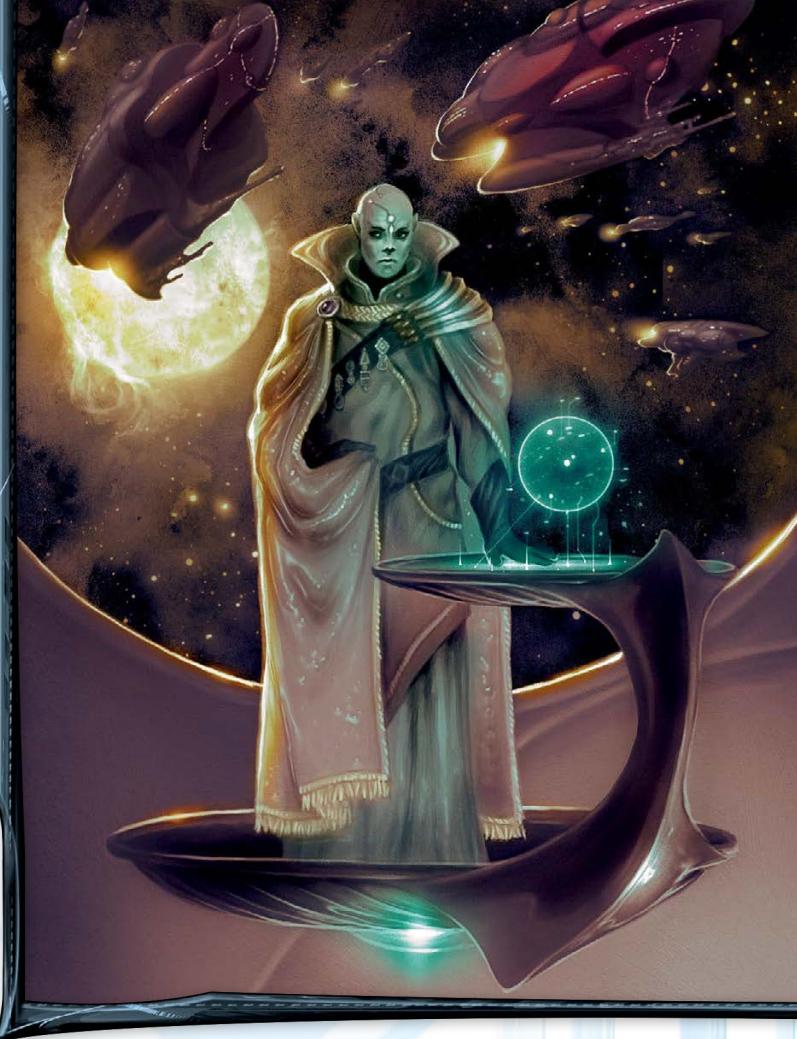
Usually only the person who created a boost gets the bonus. However, you can also pass a boost to another character to use, as long as you can describe how that works.

Flaws

Flaws are a negative aspect which you sometimes write on your character sheet. They're additional to all your other aspects, and you receive them when you select certain special abilities, genotypes, etc. Flaws usually indicate a weakness in your makeup, usually linked to that special ability or genotype. Examples include: *Weakness to Standard Gravity and Above, Susceptible to Kinetic Weapons, Blind and Deaf, Highly Flammable*.

WHAT DO ASPECTS DO?

Aspects tell you two vital things: **what's important to your character**, and **when to use the mechanics**.

What's Important to Your Character

Your character's aspects highlight what's important about you, and what you as player should focus on when playing. They're like a checklist of what makes your character awesome and unique; lots of characters might have a high Provoke skill, but only Usher McGee knows that *The Power I*

Wield Comes From SCI Force Alone. When an opportunity arises for Usher to lean on that massive shady organisation he represents to scare the hell out of a minion, you get a moment in the spotlight.

Your GM will use your aspects when she designs scenarios. That's because they highlight what matters to you and the other characters, indicating the relationships between you and their stresses and pressure points. Your aspects also give your GM hooks into NPCs and organisations she can involve in the game—being a *Sentient Starship* is one thing, being a *Sentient Starship of the Mindborn-Khutep Descent* is another.

Game aspects operate similarly, highlighting what's important about the setting to *every player*. They focus on why everyone's playing in the first place—playing on a planet with *Loyalties Split by the Fiver Separatists* and where *Mindscape Implants are Thought Control!* gives you lots to get your teeth into.

Situation aspects add colour to what may otherwise be generic scenes—a shootout in a starport bar can be cliched, but with *Transparent Force Field Protects From Orbital Vacuum* as a situation aspect, it's much more dramatic, full of potential for creating advantages and possible disaster!

When to Use the Mechanics

Aspects indicate when to use the game mechanics—like rolling dice—to deal with a situation. If you say to your GM, "I cycle the airlock and enter the docking bay", and there's nothing special about either the airlock or the docking bay, then you don't need to roll the dice—you can simply say it happens. But if the situation aspects say it's a *Dangerously Malfunctioning Airlock* leading to a *Spooky Stardock Filled with Flickering Shadows*, you suddenly have an element of danger, and that's worth rolling the dice for.

In this way, aspects can highlight the things which it's coolest and most awesome for your character to do. If you see a situation developing in play where you could invoke one of your aspects, or call for a compel, then *just do it*—the game will be deeper and more fun for it, and again your character gets the spotlight.

COMING UP WITH GOOD ASPECTS

Aspects are important—so how do you create good ones? The most effective aspects are **double-edged, say more than one thing**, and **keep the phrasing simple.**

Double-Edged

A good aspect should offer a clear advantage to your character, while suggesting lots of ways it can make your life more complicated. An aspect which easily does both will get used more in play than one which is predominantly positive or negative; you'll get to do more awesome stuff, and, just as importantly, earn back those fate points you've spent doing so.

When you create an aspect, think of two ways you could invoke it, and two ways it could be compelled against you. If that's difficult, then maybe your aspect isn't double-edged enough—see if you can tweak it to make it better.

Let's look at an aspect like Sentient Starship. *It's obvious you can invoke this when manoeuvring through n-space, interacting with ships and starports, firing weapons, and so on, but the downsides don't immediately jump out, and it doesn't say much about its owner's personality. It's not that double-edged.*

What happens if we change it to Sentient Starship of the Mindborn-Khutep Descent? *Now, we still have that sentient starship cool, but we can immediately see how its owner might not be able to resist a request to do a job for "the Mindborn-Khutep Descent", if that's, say, an organisation, and that there may be potential dangers and consequences the starship may face when coming up against allies and particularly enemies of the Descent in play. It also asks the very big questions of just what is the Mindborn-Khutep Descent and what does it mean for the character, which may well be awesome things to explore during play.*

This applies for all aspects, including game, situation, cultural, and genotype aspects. Any situation aspect, for example, should be usable equally by you and your opponents—it should present opportunities for invokes, but also for you as players to compel one another's characters.

Say More Than One Thing

Your character's aspects can say things about your beliefs and values, your relationships with people and organisations, everyday problems you face. The best say things about more than one of these things, providing you with several ways to use them in play.

For example, you can invoke the aspect I Must Make Amends! *whenever you do a good deed, making up for "something bad" you once did. Someone might compel it to force you to do something you'd rather avoid. So it's already double-edged, which is good.*

Eventually, though, this aspect might get repetitive. It says one very clear thing about your character: either you're trying to make amends, or it doesn't come up.

*Let's link it to an organisation—*SCI Force Says I Must Make Amends! *Now your aspect has many more dimensions: it's still double-edged, but now SCI Force has a hold over you, can force you to do things—and clearly is somehow linked to the "something bad" you did. Suddenly, the aspect has a lot more story going for it.*

This isn't as important for situation aspects because they aren't around for long; but it's great if your game, character, cultural, and genotype aspects can say more than one thing.

Clear Phrasing

It's easy to create an aspect which is too ambiguous or vague; it's a short phrase, and meant to be open to interpretation. Sometimes, though, it can be difficult to pin down exactly what it means.

By all means use florid or evocative language: *Secret Scion of an Ancient Religion* says more than *Unknown Orphan*. But make sure you and your GM both know what that aspect *means*.

First, make your aspect clear enough that your fellow players don't keep asking you what it means or whether it applies.

Take the aspect Yearns for the Past. *It expresses a kind of melancholy about a character—but it's unclear how to invoke or compel it. How does it help you? How can someone compel it to cause you trouble? There's definitely a meaty aspect in there somewhere, but it's too hard to grasp as it is.*

Let's say you want your character to feel overwhelmed by the changes the Commonality is wreaking on your homeworld, and to long for how things were. You can't understand what your world is becoming, and your people are losing their culture and history.

This is great, so we rephrase the aspect as Life Was Better Before the Commonality! *It's lost some of the melancholy, but it's now full of ideas for invokes to resist Commonality traditions, stand up for your homeworld, and even for compels to refuse Commonality advantages.*

TROUBLE THINKING UP ASPECTS

Sometimes the near-infinite flexibility of aspects can make it a challenge to come up with them. Here are some tips.

Leave It Until Later

If you have difficulty thinking up a cool aspect for your character, just leave it blank to start with, and fill it in during play. You'll soon find your character in situations where your personality, appearance, and backstory come into focus, giving you ideas.

The same applies if you have too many ideas and can't decide which to chose. Jot all your ideas down for now, and try them out in your first session or two to see which one really works—then write that in the blank slot.

What Do We Care About? Why?

When in doubt, come back to the core questions which aspects answer: what's important in your game, and why do you care about it? Your genotype, occupation, culture, and background help you focus on your aspects. However, don't try and summarise the whole thing in your aspect; think about what it reveals about your character. Ask what really matters to your character about your occupation, culture, genotype, or this phase of your backstory.

- What was the outcome of the phase? Is it important?
- Does your character have any significant relationships or contacts as a result of your phase, culture, genotype, or occupation?
- Does it suggest any important facets of your character's personality, values, or beliefs?
- Does it give your character a reputation? Good or bad?
- Does the phase, culture, genotype, or occupation create any specific problem for your character during play?

These answers can be bad things as well as good: ending up with a relationship to your great nemesis is as cool for your character as having a great friend.

Bounce off the other players, too. Hook your stories together, checking out what other characters find cool to invoke about your aspect, or even compel, or what it says about their stories. Work together to develop links between your characters and their aspects—that will pay dividends during play.

During one of Kallia Lao's guest star phases (page 39), Reiko declares that Kallia tried to hack some SCI Force restricted content for Usher McGee, but failed, exposing Usher McGee and resulting in his demotion within SCI Force!

Reiko's trying to decide how to phrase this as an aspect. Looking through the questions above, she sees lots of choices—a relationship with Usher, a reputation, a problem…

Reiko discusses it with the group, and everyone's excited by the idea of Kallia having some passive-aggressive guilt relationship with Usher that will deepen the characters interactions. Reiko picks Serves McGee Right for Trusting a Thief!, *figuring that it not only gives her a relationship and a problem, but also a personality trait and a reputation! That should provide ample invokes and compels during play.*

Aim for Variety

Avoid making your aspects too similar. Having all relationships means you can't use any aspects unless those people are somehow in play; all personality traits means you have no hooks into your environment. If you can't decide, consider your other aspects.

Chris looks over Usher McGee's aspects for his first two phases: Stepped On One Too Many Toes in SCI Force Central, *and* The Power I Wield Comes From SCI Force Alone! *These are both relationships, tying him clearly to an organisation. The fact that both aspects pull in two directions—one is a positive relationship to SCI Force, and the other is negative—is going to provide a good bit of tension in play, but Chris decides he also wants something focussing on how his recent adventure changed him. He chooses* I Don't Know Who To Believe, *figuring that it conflicts nicely with his* Supercilious SCI Force Controller *high concept, which should provide some interesting drama—and earn him fate points!*

Use the Massmind!

You can always ask the GM and other players to create an aspect for you. Explain what's happened in your phase, then ask them the sort of questions you'd normally answer. What do they care about in the phase you just described? What excites them? Why? Can they think of tweaks to make the phase more dramatic or exciting? What would be a good aspect to sum it up?

You don't have to accept their choice: it's your character, and your decision. Look at it as a sounding-board for what your

group wants to see coming out of your character, and let their ideas jumpstart your own thoughts. Collaborating on aspects is a great way to get everyone invested in one another's characters.

WHAT TO DO WITH ASPECTS

In **Chapter 2: A Quick Overview of the Game** we touched upon **invoking** aspects to help your character, and **compelling** them to complicate his life. Here's more detail about that.

Invoking Aspects

If you're in a situation where one of your aspects might give you an advantage in some way, you can invoke it. Most of the time you use aspects, you'll be doing this.

To invoke an aspect, first explain how that aspect helps you in your current situation. Then, spend one of your fate points, and choose one of the following benefits:

- add a +2 bonus to your current skill roll after you've rolled the dice;
- re-roll all the dice on your current skill roll;
- pass a +2 bonus to another character's roll, if it's reasonable that the aspect you're invoking could help;
- add +2 to any source of passive opposition you choose, provided you can justify how the aspect adds to that opposition. If there would have been no opposition in the first

place, your invoke creates passive opposition at Fair (+2).

You make your skill roll **before** deciding whether to invoke an aspect—you may not need the benefit. You can invoke as many aspects as you want on a single dice roll, as long as you have enough fate points (or free invokes—see page 156); however, you can't invoke the same aspect more than once on a single roll (this is a very good reason why you shouldn't try to pack too many things into a single aspect). If the +2 bonus or re-roll isn't enough to get the result you want, you'll need to invoke a second aspect (for another fate point) for another +2 bonus or a re-roll—or fail at your attempt (page 154).

You must describe how an aspect is relevant to your situation for it to be a legitimate invoke; you can't just make up nonsense and expect it to work. Your group must agree your description makes sense; the GM, as ever, is the final judge.

That doesn't mean you can't get creative with your descriptions. In many cases, that's exactly what you should do—**Mindjammer** shines when you find new and cool ways to invoke your aspects. Sometimes, though, it's obvious how an aspect applies, and you can just hold up a fate point and everyone will nod and agree. Other times, you'll add more description to clarify why the aspect gives you an advantage. That's one of the reasons we recommend making sure everyone understands what your aspects mean (including the GM!)—you're less likely to have difficulty explaining why you should be allowed an invoke in the heat of play.

Retzlaf Trine is trying to fly out of a starport docking bay with a Mindborn SysSec patrol boat in hot pursuit. The bay's force shields are almost up, and it's a Superb (+5) difficulty manoeuvre with Retzlaf's Great (+4) Pilot skill.

Ian rolls badly, and says, "I want to invoke Fresh Out of the Neural Regen Tank *on this roll."*

Sarah looks at him sceptically. "How does that work?"

Ian says, "I figure that the distributed neural net in my semi-autonomous limbs is still pretty much hooking itself back together after my stint in the regen tank, so even though my conscious mind has screwed up the manoeuvre, a bunch of my tentacles suddenly fire up and pull the ship in a steep dive
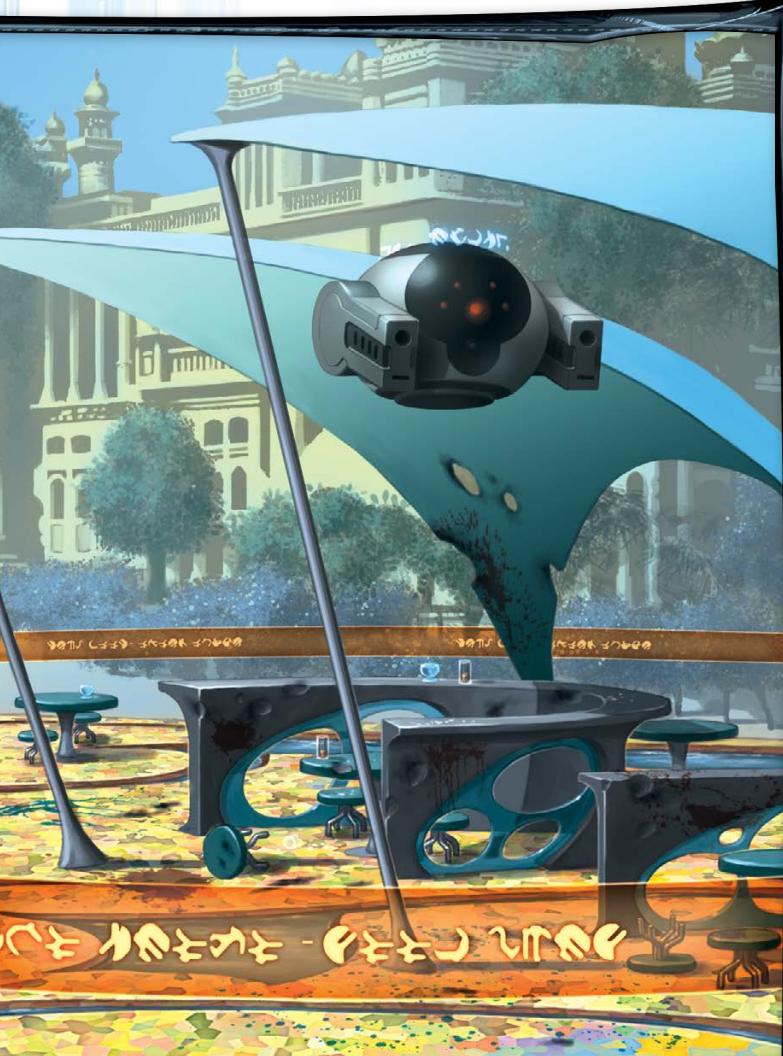
through the gap in the force shields at the last minute!"

Sarah nods and says, "Okay, I'll take that."

Ian spends the fate point.

You can find examples of invoking aspects throughout *Mindjammer*—it's an integral part of how the *Fate Core* system works.

Sometimes you'll invoke someone else's aspect. To do that, pay them the fate point you spend. They can't re-spend it until the next scene, however.

FREE INVOKES

You don't always have to pay a fate point to invoke an aspect—some invokes are free.

For example, when you successfully create an advantage, you get a **single, free invoke** of the aspect you've created. If you succeed with style, you get **two free invokes**. Some actions also give you **boosts**—free invokes of aspects that only last for that invoke. See "The Four Actions" (page 155) for more.

Likewise, you get a free invoke of any **consequence** you inflict in a conflict.

Free invokes are like normal invokes, with two exceptions: you don't have to pay a fate point, and you can stack the free invoke with a normal, paid invoke **of the same aspect** for a larger bonus. A +2 bonus could become a +4, a single re-roll could become two re-rolls, or you could add +4 to a passive opposition instead of +2—all for a single fate point.

If the aspect you've created is still around after you've used the free invoke, you can keep invoking it in subsequent exchanges as long as you pay the fate points.

Mish succeeds with style on a shot with his starship null cannon, and forces the pursuing SysSec patrol boat to take a Dead Mans' Tumble *consequence. On the next exchange, as the patrol boat spins out of control, Mish kicks in his gravity engines to get him to the jump point, and invokes the consequence for*

free because he just created it, giving him a +2 or a re-roll, or even a +4 or two re-rolls if he pays a fate point.

You don't have to use your free invoke yourself; you can pass it to another character. You can set up "combos" and other teamwork manoeuvres, where one or more characters prepare the ground and set up a final character for a "big blow" against a major opponent. For example, three characters could create advantages, then pass all three free invokes to a final, fourth character to use in his attack on an opponent—a potential +6 bonus, or three re-rolls, or a +6 passive opposition! See "Teamwork" (page 169) for more.

Compelling Aspects

If you're in a situation where one of your aspects, or any other aspect currently in play, looks likely to cause serious trouble, that aspect may be subject to a compel.

To compel an aspect, you must first explain why that aspect is relevant, then come up with a proposed complication which that aspect causes. You can negotiate that complication's details with your GM, or another player affected by the compel, who then has two choices:

- to accept the compel, and receive a fate point;
- to pay a fate point and prevent the compel from happening.

Once you accept a compel, it happens **regardless of what anyone does**—you can't take any action to avoid or mitigate it, but must deal with the new direction the game takes as a result. That's the point of a compel; you're accepting a problematic event happening as a result of an aspect.

If you pay a fate point to prevent the compel, then you must describe how you avoid it. Sometimes this may just mean saying the event never happened; sometimes it may mean your character taking an action to prevent it. As long as your group and the GM agree, either method works.

The proposed compel must make sense in terms of the current game situation; the GM is the final judge.

When you (a player) compel another character, **it costs you a fate point to propose the compel.** It doesn't cost your GM any fate points to compel; likewise, you can also propose a compel on your own character for free.

TYPES OF COMPEL

There are two types of compel; **decision-based** and **event-based**.

DECISION-BASED COMPELS

A **decision-based compel** results from a decision your character makes. Here's a typical format:

You have _____ aspect in _____ situation, so it makes sense that you'd decide to _____. This goes wrong when _____ happens.

Here are a couple of examples of that format in action:

"Mish has Argumentative Avatar Anomaly *when the group are in delicate negotiations with the High Rhetor of Belgard, so it*

makes sense that Mish's avatar, Dev, would suddenly take it upon himself to argue with the Rhetor over a point of diplomatic protocol. This goes wrong when the High Rhetor's Advisory Council take umbrage at the breach of court etiquette and summarily accuse the group of lèse-majesté!"

"Retzlaf Trine has That's the Last Time I Fall for a Sob Story, so it makes sense that he'd refuse to turn back after receiving a distress call when fleeing the erupting Harappa Seven volcano on New Toba. This goes wrong when he's spotted by a media drone, which relays the event to the planetary Mindscape, turning the local population against the Commonality."

Note that the real impact of these compels isn't the decision the character makes, but **the way things go wrong afterwards**—being tried in court for lèse-majesté to turning the local population against the Commonality, neither of which can be avoided if you accept the compel. This is crucial: it's the complication which occurs **as a result of** a character's decision that makes it a compel. A character's cultural aspect can be a great source of decision-based compels; characters making dramatic and problematic decisions based on their cultural values is the sort of thing that makes *Mindjammer* games sing!

The decision part of this kind of compel should be obvious, and something you might have been thinking of doing anyway. The same applies when proposing a compel for an NPC or another player character: you should have a clear idea of what that NPC or PC might do before you propose the compel.

Compels are a great way of generating fate points. When you propose a decision-based compel of your own character to your GM, you're actually asking for something to go wrong for your character, and for you to get paid a fate point for letting it happen! As long as the compel has a good, meaty complication, the GM should go along with a compel you propose for your own character. If the GM thinks the complication is a bit weak, try and come up with something more robust.

Hands Off My Character!

As a player, you're always ultimately in charge of your own character and what you say and do. Your GM can offer a decision-based compel, but if you don't want to accept it, your GM shouldn't force the issue by demanding a fate point. Instead, try and negotiate the details of the compel until you find one you're both happy with, and derive the complication from that instead. If you can't find a mutually acceptable compel, then drop it.

Avoid Out-of-Character Compels

If you propose a decision-based compel, and no one can agree on what the decision should be, drop the whole compel—it shouldn't cost a fate point to counter. Countering a decision-based compel should only mean that the complication—what goes wrong afterwards—doesn't happen.

EVENT-BASED COMPELS

An **event-based compel** happens to your character when your surroundings unilaterally respond to an aspect in a way that complicates your life, regardless of what you do. Here's a typical format:

You're in _____ situation and have _____ aspect, so it makes sense that unfortunately, _____ would happen to you. Damn your luck.

Here are a couple of examples:

"Usher McGee is attempting to blag some resources from the local SCI Force outpost in the Sojourn system and has Stepped On Too Many Toes In SCI Force Central, *so it makes sense that, unfortunately, the local SCI Force controller would remember him from way back and immediately revoke his resource allocation permissions. Damn his luck.*"

"Kallia Lao is on the verge of penetrating a highly sensitive imposality in the Mindborn Mindscape and has Mad Hacker Flashbacks From the Hadron Imposality *as an aspect, so it makes sense that, unfortunately, the Mindborn imposality would have security updates from Hadron and recognise her, alerting the local sentinels to her presence and launching an attack. Damn her luck.*"

Here, again, it's the complication that results **after the event** that's the real point of the compel—the sudden cancellation of all resource allocation requests, or the imposality sentinels being alerted to your presence, neither of which you can avoid if you accept the compel.

Event-based compels are a great tool for your GM, and a cool way to have the world react to your characters in unexpected ways that tie into your aspects. They're great for you as players, too, as you get rewarded for simply being there. You can try and propose event-based compels for your own character, but this is trickier than decision-based compels, requiring you to exert a degree of control over part of the game you're not usually in control of. But feel free to propose them anyway—your GM may well ride with your suggestion if it's an awesome addition to the game!

COMPELLING WITH SITUATION AND GAME ASPECTS

You can use situation and game aspects for compels. As these are external to characters they're almost always event-based compels. Here are a couple of examples:

"Because the docking bay is A Maelstrom of Fiery Plasma, *it makes sense that, unfortunately, the Venu spy can escape through the confusion. Damn your luck."*

"Because the planetary atmosphere is A Thick Soup of Organic Compounds, *it makes sense that you won't find the caves before the planetary defence force scout craft arrive and detect you. Damn your luck."*

RETROACTIVE COMPELS

Sometimes your character fulfils the conditions of a compel without one being formally on the table—and without any fate points having changed hands. You've been playing your aspects and got into all kinds of trouble, or maybe another player has done the same.

Shout out! Your GM can treat this like a compel after the fact, and retroactively award a fate point.

ROLEPLAYING ASPECTS

You can also use aspects when roleplaying, as cues for your character's behaviour. Your character's aspects are always in effect—not just when invoked or compelled.

Read "between the lines" of your different aspects, too. Usher McGee has *Supercilious SCI Force Controller* and *Adrenalin Junkie*. What happens when those two aspects collide?

Roleplaying your aspects has a huge advantage: it feeds the GM ideas for compels, which earn you fate points. You're already integrating your aspects into your actions; all the GM has to do is highlight the complications and propose compels.

Your GM can use NPC aspects the same way, and also use your characters' aspects to judge how the rest of the world reacts to them. Kallia Lao has *Serves McGee Right For Trusting a Thief!*—how do her allies behave when they find out Kallia's not only a thief but has also let her boss down—and says she doesn't even care? This may even be a reputation which precedes her—even a lever unscrupulous (and even villainous) characters might use.

Aspects also suggest a character's appearance. *Supercilious SCI Force Controller* suggests Usher looks arrogant and maybe even uptight—someone others might have trouble warming to. *Fresh Out of the Neural Regen Tank* might make Retzlaf Trine sparky, hyper, and with *really shiny* tentacles that just can't stop fiddling with things. The sort of person people just notice when they walk past…

Mos Crotsos returns to the Greatest-Enthusiasm-in-the-Mission to find a crowd of refugees fleeing from an invading army on the ravaged world of New Toba. Jen looks at Mos's character sheet and sees The Only Known Survivor of the Belgard Sanction *and* Do SCI Force Know What I Did?*, and figures that Mos*

is haunted by survivor guilt and desperately wanted to prove to SCI Force—and indeed anyone—that she didn't deliberately leave her mercenary company behind. Mos grabs her null rifle from the weapons' locker and heads out to help the refugees.

Sarah says word of Mos taking sides in the ongoing Toban conflict could reach the planetary authorities like lightning, and before she knows it the invading army could be rising up against the Commonality and attempting to seize Mos and the whole group. She holds up a fate point and grins, indicating a compel.

Jen takes the fate point, accepting the complication. "Screw it," she says, firing up her weapon's scanners and getting ready to defend the refugees. "In for a penny…"

CREATING AND DISCOVERING NEW ASPECTS IN PLAY

You can use skill rolls to create, discover, or gain access to other aspects during play.

Generally you use the **create an advantage action** (page 156) with a specific skill to create a new aspect with a free invoke. Your description of the advantage usually indicates whether you're creating a brand new aspect or taking advantage of an existing one. If you're bringing a new element into play—maybe blasting an airlock or short-circuiting the artificial gravity—you're indicating a new situation aspect.

Sometimes you'll place an advantage on an aspect that already exists, either in the scene or on someone's character sheet. You may face an active or passive opposition to stop you from doing this—for example, from the person whose aspect you're trying to use. Again, this usually gets you a free invoke.

If you're not trying to get a free invoke, and just think it would make sense for a certain aspect to exist in the scene you're in, you don't need to make a create an advantage action. Just suggest the aspect, and, if everyone agrees, then the aspect exists.

Secret or Hidden Aspects

You can use some skills in create an advantage actions to reveal **hidden aspects** belonging either to scenes or NPCs. If you get a tie or better, your GM simply tells you what the hidden aspect is. You can "fish" for aspects if you're not sure what you're looking for; succeeding on the roll is good reason to find something useful.

Usually most aspects in play should be public knowledge **to you the players** (ie, but not necessarily your characters). All your character sheets are generally in full view on the table, and major and supporting NPC sheets may be likewise. However, that doesn't necessarily mean that your **characters** know about these aspects—but that's one of the reasons the create an advantage action exists: to let your character learn about other characters.

Aspects are only useful if you use them—if no one discovers an aspect, it might as well not exist. That's why you as a player usually know what aspects are available, and can use the create an advantage action to determine whether your character knows, too.

Removing or Changing Aspects

You can change game and character aspects (including cultural and even genotype aspects) using **milestone advancements** (page 174). If you want to remove a situation aspect, you must roll a tie or better on an overcome action, or roll some other action that would make the situation aspect no longer apply (for example, blowing the cargo bay doors on a starship when there's an *On Fire* aspect would extinguish the fire, removing the aspect). Any character trying to stop you rolls active opposition; otherwise, your GM may set a passive opposition, or simply allow the action to succeed without a roll if there's no particular risk or interest associated with the attempt.

Lastly, if at any point it makes sense for a situation aspect to be no longer in play, simply remove it.

THE FATE POINT ECONOMY

Fate points are crucial for using aspects, and ideally they flow back and forth freely, as you spend them on invokes and earn them back again by accepting compels. There's a knack to getting this to and fro going in your game, but when you do, it feeds directly in to the dramatic ebb and flow. Here's how it works.

Refresh

You starts each session with a number of fate points equal to your **refresh**. A default starting character has a refresh of 5, but you can spend up to 2 points of your refresh to buy additional stunts (page 41).

Your refresh rate increases as your character advances during play—see "Advancement" (page 174)—and again you can spend these points on more stunts, or to increase your starting fate point total. Your refresh may never be lower than 1.

Sometimes—especially if you've been subject to a lot of compels—you may end a session with more fate points than you started with. In that case, you start with that number next session—you don't lower your fate points to be equal to your refresh rate.

Spending and Earning Fate Points

You spend fate points as follows:

- **Invoking Aspects:** Invoking an aspect costs one fate point, unless it's a free invoke (page 154).
- **Powering Stunts:** Some high-powered stunts cost a fate point to activate (page 95).
- **Refusing Compels:** Avoiding the complication associated with a compel costs one fate point.

You earn fate points as follows:

- **Accepting Compels:** Agreeing to the complication associated with a compel earns you one fate point; this may be retroactive (page 91).
- **Having Your Aspects Invoked Against You:** If another PC or an NPC pays a fate point to invoke one of your aspects (or an aspect attached to you), you gain that fate point at the end of the scene. This includes advantages created on your character, and consequences.
- **Conceding in Conflicts:** You receive a fate point when you **concede** in a **conflict** (page 166), plus one additional fate point **for each consequence you received** in that conflict. Note that this isn't the same as being taken out (page 167).

CHAPTER SEVEN
SKILLS AND STUNTS

"You'd be surprised how much of what you know works just as well in the Mindscape. It doesn't matter if you're in an imposality or just riffing off your own discretionary interface, if you're good at creeping around in actuality, then your instincts will be good in the virtual world, too. And there's no lock yet, plasteel or quantum cyclic, which can keep me out for long…"
—Kallia Lao, commenting on the Second Mindborn SysSec Intrusion of 193 NCE

ABOUT SKILLS

All characters have **skills**—broad areas of activity which they're competent in. Skills include innate abilities like Physique and Will, knowledge and academic skills like Science and Technical, trained competencies like Ranged Combat, and—for construct characters such as sentient starships—even built-in ship systems such as Active Sensing. Skills are the basis for **skill rolls**, the dice rolls which govern everything your character does in the game involving challenge and chance.

Every skill has a **rating** on the ladder (page 12); the higher the rating, the more skillful your character. Your skills begin with different ratings on a **skill pyramid** (page 41), indicating what your character is more or less proficient at.

Skills are described in terms of four game actions you can do with them—**overcome, create an advantage, attack**, and **defend**—and the specific contexts in which they are used.

The Four Actions

The four actions are detailed in **Chapter 10: How To Do Things.** They are:

- **Overcome:** Where you surmount a hindrance or challenge to succeed at a task.
- **Create an Advantage:** Where you modify your surroundings to put yourself in an advantageous position, by creating new aspects or discovering existing ones and invoking them for free.
- **Attack:** Where you harm someone in a conflict—physically, mentally, emotionally, socially, or financially.
- **Defend:** Where you stop someone harming you, getting past you, or creating an advantage to use against you.

Some skills also have special effects, like giving you more physi-cal, mental, credit, or system stress boxes or even consequences.

What the four game actions mean in descriptive terms depends on the skill you use them with. An attack action with the Ranged Combat skill might mean shooting a blaster rifle

or grenade launcher, whereas an attack action with the Provoke skill might mean shouting at someone or more subtly bullying them.

ABOUT STUNTS

Stunts are special abilities your character has which change the way his skills work in limited circumstances. They can indicate special training, like Mindscape Engineer or Starship Engineer (stunts for the Technical skill); or personal talents, like Danger Sense or Keen Hearing (stunts for the Notice skill). Some stunts are also **extras**, representing genurgic modifications, natural abilities, and even equipment (this is especially true of stunts associated with construct skills: see **Chapter 8: Extras** and **Chapter 9: Equipping Your Character**, below). This chapter describes those stunts associated with your character's skills.

While many characters share the same skills, stunts are more individual, and a way of differentiating one character from another. You'll often want to invent your own stunts, based on the special things you want your character to do: we give guidelines for doing so below. We've also provided example stunts with every skill description, including those we think are useful for integrating specific features of the *Mindjammer* setting like the Mindscape or technopsi.

Retzlaf and Mish both have the Technical skill, but Retzlaf has the Meditech stunt, which means he can use his skill to heal and give medical attention to organic beings, as well as take more conventional Technical actions, whereas Mish has the Starship Engineer stunt, which means he can use his Technical skill to modify and repair starships, too. This differentiates the two characters—with the Meditech stunt for his Technical skill, Retzlaf is much more of a "medic" or "ship's doctor" than Mish, whose Starship Engineer (used via the Dev avatar) very much marks him out as… you guessed it… a starship engineer.

You don't always have to use a stunt: just because Retzlaf has the Meditech stunt doesn't mean he can't also repair, say, a broken-down grav flyer.

Stunts are also used to indicate specialisations, often associated with occupations (page 69). Stunts like Genurgic Engineer are specific to the Genurgist occupation; you need to belong to that occupation, or otherwise explain how you have that training, in order to take the stunt. Some stunts have other stunts as prerequisites, permitting increased specialisation.

Stunts and Refresh

As explained in **Chapter 6: Aspects and Fate Points** (page 92), taking a stunt reduces your character's refresh by one. When you create a character you get three stunts for free.

CREATING STUNTS

You can pick ready-made stunts from the skill descriptions below or from the examples throughout this book. To create your own, think about what you want your stunt to do.

Add a New Action to a Skill

You can use a stunt to add an action to a skill which it can't normally do, for use in limited situations. The action can be one which is available to another skill, meaning that one skill can substitute for another in limited circumstances; or it can be unique to the stunt.

The Ambush stunt (page 112) allows you to use your Stealth skill to make physical attacks, as long as your target isn't aware of your presence.

Add a Bonus to an Action

You can use a stunt to get a bonus to a specific action made by a skill in limited situations. This can represent a specialisation, or a circumstantial bonus. The circumstance should be narrower than what's normally allowed by the action, and should apply to a single action, or at most two, undertaken with a skill.

The usual bonus is a +2 to the skill roll total, or 2 additional shifts after the roll has succeeded (depending on the desired effect of the stunt). You can also use it to represent any effect worth 2 shifts as an additional benefit of succeeding at the skill roll, such as a Fair (+2) passive opposition, the equivalent of a 2-point hit, a mild consequence, or an advantage that takes Fair (+2) opposition to remove.

The Covering Fire stunt (page 108) lets you create a Fair (+2) opposition against sprint actions in a zone until your next turn, whenever you succeed at a Ranged Combat attack action with a fully automatic weapon.

Create a Rules Exception

You can use a stunt to make a single exception to the rules under narrow circumstances. **Chapter 10: How To Do Things** deals with the circumstances under which skills can be used; stunts can break those rules, letting your character stretch what's possible.

The only restriction is that a stunt can't change the core rules for aspects and fate points; see **Chapter 6: Aspects and Fate Points.**

The Riposte stunt (page 105) lets you inflict a 2-stress hit back on your attacker whenever you succeed with style (page 155) on a Melee Combat defend action, instead of gaining a boost.

Stunts—Special but not Overwhelming

The circumstances when you can use a stunt should be fairly narrow compared with the normal use of the skill it modifies. A stunt should be limited enough in its usability that it feels special when you use it, but not so limited that you hardly get

chance to use it at all. If a stunt ends up replacing all of the skill's actions, it's not limited enough. Here are a couple of ideas:

- restrict the stunt to a specific action or couple of actions (ie only create an advantage actions, or attack and defend rolls).
- limit the situations when the stunt can be used (only when you're using null weapons, only when you're on a starship, etc).

Ideally try and use both of the above—restrict the stunt to a specific action, under limited circumstances. If you think that might be too narrow, read through the suggested contexts for the skill the stunt belongs so: if you can see at least one context where your stunt is relevant, you're probably fine. If not, adjust the stunt slightly to make sure it can crop up.

You can also:

- limit the stunt to only being used once in a certain period of game time, ie once per conflict, scene, or session.
- require that the stunt cost a fate point to use.

Requiring a fate point to use a stunt is appropriate if the stunt is very powerful, doesn't easily fit into any suggested restriction (so, for example, it adds a new skill action and a bonus), or significantly affects conflicts (page 160). Particularly, stunts which allow extra damage in a conflict above the usual bonuses should probably cost a fate point to use.

During play, Usher has increased his refresh by 1 point using advancements, and Chris is considering creating a new stunt for him called "Withering Put-Down", which he wants to use to get a +2 bonus to any Provoke attack. While it meets the requirement of covering only one of the four actions, Sarah thinks it's still too broad, as it could effectively replace the normal use of the Provoke skill, and asks him to narrow it down.

Chris says, "What if, instead of the +2 bonus, when someone uses their 2-point stress box to absorb one of my Provoke attacks, I can make them use their mild consequence instead?"

Sarah likes this, because it'll come up in nearly every Provoke conflict Usher gets into, but won't be something he can use every exchange. She still thinks it's a little powerful, though—it effectively does more damage—and suggests it should only be used once per conflict. Chris agrees, and writes down Usher's new stunt on his character sheet.

Stunt Families

Sometimes you'll want more detail about a particular training or group of special abilities, for example to represent an occupation (like starship engineer), branch of technical knowledge (like technopsi), or even martial arts school. You can group related stunts together in a **stunt family.**

To do this, select one stunt as a "gateway stunt"—the introductory stunt that serves as the prerequisite for all the other stunts in the family. Then, simply create a group of stunts all related to or deriving from the gateway stunt, either adding to its effects or branching out into discrete specialties. Here's how you can group them:

STACKED STUNTS

The simplest stunt family contains stunts which are successively more effective in the same situation.

- **If the previous stunt added an action,** narrow its context further, and give it a +2 bonus in that new context. Follow the rules in "Add a Bonus to an Action" above.
- **If the previous stunt gave a bonus**, give an additional +2 bonus or an additional 2-shift effect to the same action.
- **If the previous stunt allowed a rules exception**, increase the exceptionality, if appropriate.

Your second stunt may end up effectively replacing the first. This is fine; view it as a single super-stunt costing 2 points of refresh.

The Drinks For All My Friends stunt (page 109) has the Streetwise stunt as a prerequisite, allowing you to additionally create an advantage when you overcome an opposition, representing how the general attitude turns in your favour.

BRANCHED STUNTS

A branched stunt relates to the original in theme or subject matter, but represents an entirely new effect. If stacked stunts expand a stunt or skill vertically, branched stunts expand it laterally.

If the gateway stunt added an action to a skill, a branched stunt might add another action, or provide a bonus to a different action, or create a rules exception. The effect isn't derived from the gateway stunt, but is complementary to it.

This lets you highlight different elements of a skill, and differentiates characters with the same skill by giving them different specialties.

Look at the Fast Talk stunt (page 100), which gives you a +2 bonus to overcome actions with the Deceive skill, as long as you don't talk to the person you're deceiving for very long.

Fast Talk has 3 branched stunts: Quick Disguise, Instant Cover, and Hey, What's That? These provide a rules exception, an additional situation aspect, and a +2 bonus to create a distraction respectively. Each thematically relates to rapid, spontaneous uses of Deceive, but with its own unique flavour.

SKILLS AND THE MINDSCAPE

Characters with Mindscape implants (usually most *Mindjammer* characters) have access to an almost infinite network of expert skill and data systems to enhance their skills. For example, characters may buy **skill chips** as enhancements (page 132), or **invoke the Mindscape** to scan for information, techniques, and memories to assist in a task. An academic may scan the Mindscape for a nugget of information; an engineer seek out a schematic for an equipment item he isn't used to working with; an explorer look up a map of a planet he's flying over for the first time.

Technopsi Chrome

*Mindscape-connected characters can achieve seemingly miraculous effects known as **technopsi**. These include thought-communication using technological telepathy, remote control of devices using thought, accessing sensor data via virtual vision overlays and direct neural input, performing actions in virtual environments known as **virtualities** and **imposalities**, and more.*

*The external details of technopsi and other Mindscape-related effects are described in **Chapter 11: The Mindscape**. In the skill descriptions below, Mindscape uses are described where appropriate.*

Raising the Bar

With the Mindscape, expert skill systems and the memories of millennia of humankind are available almost instantaneously, allowing tasks which our 21st century considers almost impossible to be routinely performed by the average Commonality citizen. Anyone can fly an aircraft or even a starship with the right chip—up to a point.

Over the millennia, skill chips and the Mindscape have enabled Commonality society to massively increase the difficulty of tasks its members routinely attempt. Where everyone can pilot a starship from A to B, the real experts now undertake tasks impossible to those without Mindscape access. It was the Mindscape which first allowed humans to pilot through the quantum complexities of 2-space; today, someone with a Pilot skill chip and the Starship Pilot stunt can attempt this in an emergency, but a professional 2-pilot with thousands of lives in his hands wants a Great (+4) Pilot skill, the Starship Pilot stunt, and a Pilot skill chip before he even thinks about taking a cruise liner through 2-space. The risks are simply too high: 2-space travel is hard.

2-pilot Mister Jonaton Calm is taking a Settler Ship with 10,000 colonists through 2-space. It's a 75 light year trip, and an Epic (+7) passive opposition. The ship has a Good (+3) Planing skill, so the distance is within its jump maximum.

Mister Calm has Great (+4) Pilot skill, and the Starship Pilot stunt. As per the teamwork rules (page 169), he gains a +1 bonus from the ship's Planing skill. He has a Pilot skill chip, which gives him an additional +1 bonus, for a total of Fantastic (+6).

He makes his Pilot skill roll, rolling a +0—not enough to succeed at the jump. Faced with a jump failure, Mister Calm spends a fate point to invoke the Mindscape, finding the memories of other 2-pilots who've done this same journey, and giving him a final total of +8. Just under 4 weeks later, the Settler Ship and its 10,000 colonists drop out of 2-space at their destination.

Both skill chips and invoking the Mindscape require reliable Mindscape access. Commonality worlds are equipped with global Mindscape instances; Fringe Worlds may have limited Mindscape connectivity; Outer Worlds have none at all. Individuals travelling the Commonality Fringe may use starship Mindscape instances, and even personal Mindscape instances (PMIs), but these are restricted in capability (page 184).

THE SKILLS LIST

Here is a list of skills and example stunts for your **Mindjammer** games, highlighting features of the **Mindjammer** setting. Each skill description includes those game actions where you can use it; if you can't use a skill in a particular game action (Investigate isn't used to make attack actions, for example), that action isn't listed.

Construct Skills and Stunts

*The list of skills below includes skills which may be used by human-sized characters, including avatars (page 146), others which may be used by characters of any scale, including sentient starships and other constructs (generally more "personality-based" skills such as Provoke, Rapport, and Will), and skills which are specific to constructs only—known as **construct skills**. These skills are **marked in blue and headed with an icon** below so that you know they're specifically for characters like sentient starships, Space Force mediators, planetary sentiences, and other characters which are a much larger scale than standard humans.*

You'll also notice that some stunts of non-construct skills are more appropriate for constructs than organic characters. We've also marked those clearly where they occur.

*When a construct skill, stunt, or extra represents **physical gear** (noted in the writeups below), there's a limit to how many points you may spend on it, based on your scale (page 172). A Large (+1) construct such as a starfighter or shuttle may only have 6 points of physical gear; a Huge (+2) construct such as a standard starship may have up to 19 points; and Enormous (+3) vessels like capital ships and manowars may have up to 34 points of physical gear. In most cases, if you're a Huge (+2) sentient starship, you won't approach this limit, but it's worth keeping an eye on.*

Your GM has lots more information on how constructs operate during play.

The Skills List

Skills given in italics are **construct skills.**

Table 7-1: Skills	
Active Sensing	Notice
Athletics	*Passive Sensing*
Bureaucracy	Physique
Close Combat	Pilot
Contacts	*Planing*
Deceive	Provoke
Drive	Ranged Combat
Empathy	Rapport
EW	Resources
Hull Strength	Science
Intrusion	Stealth
Investigate	*Systems*
Knowledge	Technical
Manoeuvre	Unarmed Combat
Melee Combat	Will

▲ Active Sensing

If you're a construct like a sentient starship, Active Sensing is how you examine your environment. It's the starship equivalent of the Investigate skill (page 103). Using it makes you automatically visible to detection attempts by others. Passenger vehicles, merchant vessels, and space stations use Active Sensing constantly—in fact, not doing so may be grounds for suspicion…

Sentient starship characters may use this skill as the Investigate skill. However, if you can't adequately observe a situation, the GM may rule you need to use an avatar (page 146).

⊛ **Overcome:** Find objects and constructs that are difficult to detect; scan an asteroid field for a cloaked ship or a planetary surface for an energy signature.

⊕ **Create an Advantage:** Discover a target's capabilities, including scans of a deserted space station for life signs; detecting the presence of ZIP plants or zero-point torpedoes; conducting system surveillance; and interpreting the results of planetary and system scans.

Related Construct Extras: Advanced Sensors (page 149), Geoanalysis Suite (page 149), System Survey Drone (page 151).

Cultural Context

What you can do with a skill often depends on where you grew up and what you do—your homeworld, culture, and occupation. Someone from an early industrial age Fringe World will use the Technical skill very differently from someone from the Commonality Core.

This is often linked to your tech index (page 12). Your GM also has lots more information on how the capabilities of your home culture might have affected the technologies you're used to using.

When you try and use one of your skills in an alien cultural context, you face a +1 or +2 increase to opposition to reflect your unfamiliarity. If the context is drastically different—if you're from an early computer age society and you're trying to fix a starship's planing engines, or you're a Commonality 2-pilot flying an industrial age biplane—your GM may disallow the attempt completely. Likewise, your GM may disallow a beginning character from selecting stunts like Starship Pilot if you're from a low-tech culture—or at least require an acceptable description of the extraordinary way you learned it.

Cultural context isn't necessarily a permanent feature. If you're an Outer World barbarian, you may initially be unable to use a null rifle with your Great (+4) Ranged Combat skill; but after a few days or weeks observing how it works, you may attempt a Ranged Combat overcome roll (maybe against a difficulty equal to the difference in tech index), and if successful start to use the null rifle with an Unfamiliar Weapon-type flaw (page 85). Thereafter, you can remove the flaw with an advancement, or even use a major milestone to change your high concept to reflect you're no longer unfamiliar with Commonality tech.

STUNTS

✦ **Anomaly Scan:** Use Active Sensing instead of Empathy to defend against Deceive attempts. It's a combination of sensor countermeasures and intuition.

Athletics

Athletics represents your character's physical fitness, through training, natural genotype capability, or genurgic enhancement, and how good you are at moving your body. It's a popular choice for action-oriented characters.

⊛ **Overcome:** Make physical movement actions like jumping, running, climbing, swimming, or moving in zero-G; or move between **zones** (page 161) in a conflict, if you're facing opposition from a situation aspect or obstacle

(including another character). Additionally, take part in contests or challenges involving such activities, like chases or races.

⊕ **Create an Advantage:** Jump to higher ground, run faster than an opponent can keep up with, or perform dazzling acrobatic or zero-G manoeuvres to confuse or evade opponents.

◉ **Defend:** Defend in physical conflicts against close hand-to-hand attacks or ranged weapons like firearms. Additionally, avoid others creating advantages against you, and prevent people from moving past you, if you're in a position to physically do so.

STUNTS
+ **Acrobat:** Gain a +2 bonus to Athletics overcome actions when making impressive acrobatic manoeuvres like leaps, rope swings, balancing on tightropes or narrow ledges.
+ **Charge:** *Requires Fair (+2) Athletics.* Make an Athletics roll to charge a target **and** attack them; the target must be 2 **zones** (page 161) away. You gain any weapon-related bonus. You may only charge if your movement is unrestricted by any situation aspect or character.
+ **Dazing Counter:** When you succeed with style on a defend action against an opponent's Unarmed Combat or Melee Combat attack, you automatically counter with a nerve punch or stunning blow. Attach a *Dazed* situation

aspect to your opponent with a free invoke instead of just a boost.
+ **Sprinter:** Move two zones for free in a conflict without rolling, instead of one, provided there are no situation aspects restricting movement.
+ **Zero-G Specialist:** Gain a +2 bonus to create an advantage actions when manoeuvring in zero-G. Especially useful for setting yourself up to make subsequent attacks or complex manoeuvres.

Bureaucracy
A good bureaucrat understands organisations and their rules, including laws, precedents, custom and tradition, bribery, and other ways of tying up progress and petitioners in light years of red tape. Bureaucracy is a key skill for Core Worlds intendants, corporacy and legal advisors, Pansectorate and Instrumentality administrators, justice specialists, as well as being an all-purpose knowledge skill for acting in organisations, including knowing how much to bribe.

◉ **Overcome:** Overcome administrative obstacles like customary precedents, legal impediments and arguments, import restrictions, red tape, and organisational obfuscation. Also, provide active opposition to someone doing the same.

⊕ **Create an Advantage:** Bribe an official, know how to best couch a request, contact an individual within an

organisation, and gain information otherwise hidden by paranoid bureaucrats.

Attack: Cause mental or credit stress to a target with legal arguments or administrative restrictions. Depending on the nature of the bureaucracy, each attack may take minutes (entangling someone in Mindscape bureaucracy), hours (making a legal case in court), or even days or weeks (in an environment where communication is slow).

Defend: Defend against Bureaucracy attacks—fighting red tape fire with fire, and deconstructing legal arguments; or defend against Provoke if performed at a distance, involving law enforcement, behavioural enforcers, etc.

STUNTS

✦ **Cog in the Machine:** You're expert at operating in a greater organisational structure, whether a Core Worlds bureaucracy, Pansectorate or Instrumentality command structure, or corporacy hierarchy. Use your Bureaucracy skill to take organisation actions (see page 120).

✦ **Customs Negotiator:** Use your Bureaucracy skill to avoid snarl-ups when trading starship cargoes.

✦ **Dirigent:** *Requires a special ops or black chip, and an occupation permission.* You're a Mindscape **dirigent** (page 74), administering a Mindscape node and the access privileges of Mindscape users. Gain a +2 bonus to Bureaucracy actions in the Mindscape. You may temporarily block someone's activities in the Mindscape, forcing them to make overcome actions; or give someone temporary special ops chip privileges or revoke them.

✦ **Executive Officer:** *Requires organisation extra.* Gain a +1 bonus to any organisation actions where you act directly.

✦ **Law:** Gain a +2 bonus to Bureaucracy attack or defend actions when fighting a legal case in court.

✦ **Project Coordinator:** You know how to structure projects to cope with bureaucratic and administrative requirements. Gain a +2 overcome bonus to complete a project task or push a project to completion.

▲ Close Combat

Close Combat represents your ability as a construct like a sentient starship to attack close-up, in the same zone. It includes ramming other vessels, and conducting boarding actions if you have an appropriate crew.

Overcome: Show off your ramming and boarding prowess in contests or demonstrations. Usually you'll use attack actions instead.

Create an Advantage: Make trick manoeuvres, attempts to ram weapons and drives, temporarily destabilise or flank the target; assess your target's combat capabilities, spotting strengths and weaknesses you can exploit.

Attack: Make physical attack actions by ramming, or using dedicated weapons like rams, grapples, etc.

Defend: Defend against attacks or create an advantage actions made with Close Combat, or any action where violently interposing yourself could prevent it from happening. You can't use Close Combat to defend against Ranged Combat or EW attacks.

Related Construct Extras: Grappling Gear (page 149), Ram (page 151), Tractor Beam (page 152).

STUNTS

✦ **Boarding Actions:** You have a dedicated strike team for boarding actions. Gain a +2 bonus to attack and create an advantage Close Combat actions when boarding another vessel.

Contacts

Contacts represents networking, whether physical or virtual, and measures knowing and making connections with people.

Overcome: Overcome any obstacle related to finding someone. Whether by old-fashioned "man on the street" searching or trawling the Mindscape, you track people down or otherwise get access to them.

Create an Advantage: Know the right person to talk to for something you need, or decide you know that person already; create story details represented by aspects ("My Mindscape contacts tell me Needles McBride is the *Best Meditech For A Thousand Light Years*—we should talk to her."). Additionally, create advantages representing the "word on the street" about individuals, objects, or locations, based on what your contacts tell you. This is more reputation than fact, like *Wanted Across A Thousand Star Systems* or *Swindling New Trader*; whether the target lives up to it is irrelevant—people often have misleading reputations. Also, use your contacts network to plant information, or get information to help in a conflict.

Defend: Defend against people creating social advantages against you, as long as you can describe how your contacts network can do so; prevent people from using Deceive or Contacts to "drop out of the Mindscape" or otherwise go off-grid; interfere with Investigate attempts to locate you.

STUNTS

✦ **Ear to the Ground:** When someone attacks you in a physical or virtual area where you have an operating contacts network, use Contacts instead of Notice for initiative order, because you got a tip-off it was coming.

✦ **Finder:** Use your Contacts skill to find starship cargoes, or otherwise take construct actions.

✦ **Insider:** You easily navigate bureaucracies and organisations because you know people on the inside who can help you. Use Contacts instead of Bureaucracy for overcome or create an advantage actions related to getting inside assistance.

✦ **Rumourmonger:** Gain a +2 bonus to create an advantage

actions when planting vicious rumours about someone.

✦ **The Weight of Reputation:** *Requires an appropriate aspect.* Use Contacts instead of Provoke to create an advantage relating to the fear generated by the sinister reputation you've cultivated for yourself and your shady associates.

Deceive

Deceive represents your character's ability to lie to and misdirect people. Several extras and stunts exist to give you bonuses to Deceive actions, including disguises.

🎯 **Overcome:** Bluff your way past someone or give a false impression. For minor NPCs this is just an overcome roll, but for PCs or major NPCs it requires a contest; the target opposes with Empathy. Winning could justify placing a situation aspect on your target, if buying into your lie helps you in a future scene.

Additionally, use Deceive to decide if a disguise is effective (whether on yourself or someone else); you need time and the appropriate gear; or do small tricks of sleight-of-hand and misdirection.

🎯 **Create an Advantage:** Create momentary distractions, cover stories, or false impressions; feint in a fist fight, putting an opponent *Off Balance* and setting you up for an attack. Do the "What's over there?" trick to give you a *Head Start* when you run away. Establish an *Influential Common-*

ality Ambassador Cover Story for when you visit a ruler on a new colony world. Trick someone into revealing an aspect or other information.

🛡 **Defend:** Defend against attempts to discern your true motives using Empathy, or throw off Investigate attempts with false information.

Related Construct Extras: Chameleon Coating (page 149), Variform Hull (page 152).

STUNTS

✦ **Acting:** Gain a +2 bonus to overcome actions when trying to convince people you are a specific person.

✦ **Cook the Books:** You're skilled at presenting **organisations** in a fraudulent light—whether good or bad. Use your Deceive skill to take organisation actions (see page 120).

✦ **Cool Customer:** You can bluff very effectively; gain a +2 bonus when creating advantages against an opponent.

✦ **Fast Talk:** Gain a +2 bonus to overcome actions when talking to someone for no more than a few sentences before breezing past them.

✦ **Hammerhead:** Use Deceive instead of Drive or Pilot to make manoeuvres in pursuits, chases, and conflicts which throw your opponent off. If you also have the Starship Pilot stunt (page 107), you can use this stunt for starship actions.

✦ **Hey, What's That?** *Requires Fast Talk.* Gain a +2 bonus to momentarily distract someone, as long as the distraction involves saying something.

Social Skills and Other Characters

Many social skills let you change another character's emotional state, or make them accept some fact in the story (like believing one of your lies).

*A successful social skill use does **not** allow you to force another character to act against his nature or how the person controlling the character sees him. Another player whose character is affected by one of your skills may describe how their character responds. They can't negate your victory, but they can choose what it looks like.*

So, you may successfully Provoke a character by screaming at him, intending to scare him into hesitation. But if the other player doesn't imagine his character reacting that way, you should work out an alternative—maybe you make him so angry that he's unbalanced by his rage, or embarrass him in public. You still create your advantage, but your target's player retains control of his character.

- ✦ **Instant Cover:** *Requires Fast Talk.* You can spin up an instant cover story, even using the Mindscape to plant fictional references to support it. Whenever you make a Deceive overcome action in public, you automatically have a situation aspect representing that cover story for the rest of the scene. The first invoke of this aspect in the scene is free.
- ✦ **Lies upon Lies:** Gain a +2 bonus to create an advantage against a target who has already believed one of your lies this session.
- ✦ **Mind Games:** Use Deceive to make mental attack actions, as long as you can make a clever lie part of the attack.
- ✦ **One Person, Many Faces:** Whenever you meet someone new, you can spend a fate point to declare you've met them before under a different name and identity. Create a situation aspect representing the identity, and use Deceive instead of Rapport when interacting with that person.
- ✦ **Phantom Bogey:** *Requires you to be a sentient starship.* You can create "ghost images" of your hull in detection equipment, gaining a +2 bonus to overcome and create an advantage actions to misdirect, feint, or conceal your position.
- ✦ **Quick Disguise:** *Requires Fast Talk.* Use Deceive to create a convincing physical disguise in a moment, improvising from items to hand in almost any situation.
- ✦ **Suspension Matrix:** You have a virtual "disguise" masking your presence and identity in the Mindscape; gain a +2 bonus to Deceive overcome actions there. You may become less noticeable, and appear to be someone else on casual inspection.
- ✦ **We Come In Peace:** Misrepresent your culture to other cultures, including preventing them from realising you're carrying out secret cultural operations (page 116). Use Deceive to take cultural actions.

Drive

Drive represents operating vehicles in a two-dimensional environment, like ground cars, tanks, and surface water vessels. This includes remote Mindscape control of vehicles like lifters and avatars (page 146). For vehicles in a three-dimensional environment (like aircraft, grav vehicles, and starships), use the Pilot skill (page 107).

- ⊛ **Overcome:** Use Drive like Athletics when controlling a vehicle; manoeuvre in difficult conditions (rough terrain, narrow clearance); perform stunts, races and chases (using the contest rules—page 159).
- ⊛ **Create an Advantage:** Determine the best route in a vehicle, learning features as aspects; declare you know a *Convenient Shortcut*-type advantage. Also modify Athletics advantages for use with vehicles, including superior positioning, putting your opponent in a bad spot, or perilous or fancy manoeuvres (*Fishtail Reverse*).
- ⊛ **Attack:** Ram a vehicle or target, although you (or your

vehicle) also take any stress damage you inflict.
- ⊛ **Defend:** Avoid damage to your vehicle in physical conflict, prevent people creating advantages against you, or stop someone getting past you in a vehicle.

STUNTS

- ✦ **Archaic:** You're skilled with pre-industrial vehicles, usually drawn by draught animals, and / or ride such draught animals as your cultural context allows; if appropriate you even own one. Depending on your cultural context (ie if you grew up on a pre-industrial world), this may be your default context for the Drive skill anyway (in which case you may even call the skill "Ride").
- ✦ **Hard to Shake:** Gain a +2 Drive bonus when pursuing another vehicle.
- ✦ **Pedal to the Metal:** You can coax more speed out of your vehicle than normally possible. In a contest where speed is the primary factor (like a chase or race), a tie on your Drive roll is considered a success.
- ✦ **Ramming Speed!** Ignore two stress points of damage when ramming another vehicle; if you ram for four stress damage, you only take two points yourself.

Empathy

Empathy represents understanding and spotting changes in an intelligent being's emotional state. It's essentially the emotional Notice skill (page 105). Depending on your cultural context, it's probably limited to your genotype and maybe a few others: Commonality citizens are generally exposed to hominids, xenomorphs, and synthetics as well as Commonality humans, but reading the emotions of a newly discovered culture or an exotic alien species may face increased opposition until research is undertaken.

- ⊛ **Overcome:** Detect a change in someone's attitude or intent. With a period of peace and quiet (usually at least an hour) you can help others recover from mild mental consequences (page 165).
- ⊛ **Create an Advantage:** Read a target's emotional state, assessing existing aspects and creating new ones, as long as you have interpersonal contact, including gauging psychological weaknesses to use in mental attacks. Mindscape contact alone isn't usually enough, although you can use it to read a character's **halo** (page 177). If the target knows you're trying to read them, they can defend with Deceive or Rapport.
- ⊛ **Defend:** Defend against Deceive, seeing through lies to someone's true intent, and against others creating social advantages against you.

Related Construct Extras: Starship Therapist (page 151).

STUNTS

- ✦ **Cultural Redaction:** *Requires Redaction.* Assess the emotional state of whole cultures, including gauging weaknesses,

and conduct propaganda campaigns to treat cultures damaged in cultural conflict. Use Empathy to take cultural actions (see page 120), including any stunts you know.

✦ **Lie Whisperer:** Gain a +2 Empathy bonus to detect lies, whether aimed at you or someone else.

✦ **Nose for Trouble:** Use Empathy instead of Notice to determine initiative in a conflict, as long as you've observed or spoken to those involved for a few minutes during the same scene.

✦ **Psychologist:** Once per session, reduce someone else's mental damage-related consequence by one level (severe to moderate, moderate to mild, mild to nothing at all) on a successful Empathy roll, with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, and Great (+4) for severe. You must talk with the person you're treating for at least half an hour to use this stunt, and you can't use it on yourself. (Normally this roll would only start the recovery process, instead of changing the consequence level.)

✦ **Redaction:** *Requires Mindscape Implant, Psychologist.* Use Empathy in the Mindscape to treat organic and synthetic minds suffering from Mindscape-related consequences like mindburn, eidolon crisis, and so on. Additionally, once per session you can reduce someone else's consequence caused by social, mental, or technopsi damage by one level (severe into moderate, moderate to mild, mild to nothing at all) on a successful Empathy roll, with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, or Great (+4) for severe. You must be in Mindscape contact with the person you're treating for at least half an hour to use this stunt, and you can't use it on yourself.

This stunt includes the effects of the Starship Therapy stunt—you don't need both.

✦ **Starship Therapy:** *Requires Mindscape Implant.* A limited form of technopsi redaction (above) often taken by 2-pilots; use Empathy to treat mental stress incurred by sentient starships as a result of failed planing engine operations (page 165).

✦ **Xeno-Empath:** You have experience with many non-human intelligent beings, and may have studied their psychologies. You incur no penalties or increased difficulties when reading their emotions, including using your Empathy stunts.

▲ EW

EW represents a sentient starship's (or other construct's) ability to make electronic warfare attacks on similar targets. EW attacks do systems stress damage (page 163).

🎯 **Overcome:** Force a construct to behave in an uncontrolled way, fleeing, malfunctioning, divulging information. It's usually a simple roll against minor constructs, or a contest or conflict opposed by Systems or Deceive.

✨ **Create an Advantage:** Create advantages representing temporary systems confusion like *Systems Overload, Con-*

fusing Inputs, Screeching Static, etc.

⚔ **Attack:** Make EW attacks on a target construct, doing systems stress damage. It's resisted by Systems or Deceive.

Related Construct Extras: Induction Drones (page 151).

STUNTS

✦ **Direct Denial Assault:** Your EW attacks are concerted and overwhelming to crush morale and collapse resistance. Gain a +2 create advantage bonus when using EW to cow the opposition.

▲ Hull Strength

Represents physical gear (page 96)

Your sentient starship hull is reinforced and structured to be highly resistant to physical damage. You gain additional physical stress boxes and maybe consequences.

🎯 **Overcome:** Succeed in tests of your hull strength, push through obstacles, resist extreme heat or adverse environmental conditions.

✨ **Create an Advantage:** Create advantages in physical conflicts like *Resistant to Buckling* when ramming, etc.

🛡 **Defend:** Block another construct's movement if you can effectively do so.

Special: Average (+1) or Fair (+2) Hull Strength gives you a 3-point physical stress box; Good (+3) or Great (+4) also gives you a 4-point box; and Superb (+5) or above also gives you an additional mild consequence.

Related Construct Extras: Armoured Hull (page 149).

STUNTS

✦ **Rugged Superstructure:** Once per session, pay a fate point to reduce a moderate physical consequence to mild, or remove a mild consequence entirely.

Intrusion

Intrusion represents your character's ability to get into and out of places that are off-limits, and also steal things. It covers proficiency in security measures and countermeasures (including the Mindscape), allowing you to hack systems, disable alarms, and so on.

🎯 **Overcome:** Steal things or infiltrate places, whether actual or virtual (in the Mindscape), including: bypassing locks, traps, and security measures; accessing restricted content; pickpocketing and filching; covering your tracks.

✨ **Create an Advantage:** Case a location (actual or virtual) to assess its security measures and any vulnerabilities; examine similar intrusion attempts to understand how they succeeded (or failed), and discover any evidence left behind.

Related Construct Extras: Intrusion Drone (page 151).

STUNTS

✦ **Always a Way Out:** Gain a +2 create an advantage bonus when trying to escape from a location.

+ **Beat Them At Their Own Game:** *Requires you to be a sentient starship.* You have expert knowledge of bypassing counter-intrusion measures. Gain a +2 bonus to overcome and create an advantage actions to physically enter a zone closed to constructs.
+ **Cultural Intrusion:** You're expert at assessing cultures for weaknesses or cultural defences, perhaps advising SCI Force or other agencies in cultural operations. Use Intrusion to take cultural actions (see page 120).
+ **Hacker:** Gain a +2 bonus to overcome and create an advantage actions when hacking the Mindscape, exploit the Mindscape's own loopholes rather than reprogramming it (see "Mindscape Engineer" on page 114), as well as aggressively mining another person's halo for information or to disrupt it (page 178).
+ **Security Specialist:** Spend a small amount of time reinforcing security and creating counter-intrusion measures on a particular security system, like a lock, trap, or Mindscape restricted content node, virtuality, or imposality (page 182). Whenever someone tries to overcome your security, you provide active resistance with your own Intrusion skill roll (even if you're not present).
+ **Super Hacker:** *Requires Hacker and a Special Operations / Black Chip.* Gain a +2 bonus to attack actions when hacking the Mindscape, including attacking sentinels (page 182) and hacking another person's halo to steal abilities or inflict damage (page 177).
+ **Talk the Talk:** Use Intrusion instead of Contacts when dealing with other intrusion specialists.
+ **You're Never Safe:** Use Intrusion to make mental attacks and create advantages against a target, by staging your intrusion attempt in such a way as to shatter their confidence in their security.

The Knowledge, Science, and Technical Skills

The Knowledge, Science, and Technical skills deal with information in different ways. Knowledge represents what you know; the things you remember, the results of your education. Science represents what you can understand or figure out; your competence with the scientific method. Technical represents your ability to apply that knowledge in concrete terms: to make or repair things.

For example, when approaching a foreign language:
* *Knowledge says: "I know how to speak this language."*
* *Science says: "I can try to decipher this unknown tongue."*
* *Technical says: "I can try to build a translation device."*

Investigate

Investigate represents your ability to find things out using effort and examination. It operates in actual and virtual environments: you can use Investigate to discover things in the Mindscape, interpreting results from of devices and enhancements like hand scanners and personal sensor arrays—an activity known as **sensorview** (page 180).

○ **Overcome:** Find information that's difficult to uncover; analyse a real or virtual crime scene for clues, search a cluttered cargo bay for contraband, ascertain an individual's location using the Mindscape, sift through an unlocked virtuality of restricted content for a thoughtcast that makes everything make sense. Racing against the clock to collect evidence or find a bomb before disaster strikes is a classic Investigate contest (page 159).

○ **Create an Advantage:** Find out almost anything about anyone or any location or object, as long as you take the time, creating advantages about almost anything your character could reasonably unearth, including: eavesdropping on a conversation, looking for clues at a crime scene, examining Mindscape records, verifying the truth of information, conducting surveillance, interpreting hand scanner and PSA results, and researching a cover story.

STUNTS

+ **Eavesdropper:** When creating an advantage using Investigate by eavesdropping on a conversation, you discover or create one additional aspect. You don't get an extra free invoke.
+ **Lie to Me:** Use Investigate instead of Empathy to defend against Deceive. What others discover through gut feeling and intuition, you learn through careful observation of micro-expressions.
+ **Sensor Analysis:** Use sensorview and Investigate for active sensing starship actions.
+ **The Power of Deduction:** Once per scene, spend a fate point on an Investigate roll to discover or create one aspect per shift on the scene or person you're observing. You only receive one free invoke from this roll.
+ **Track FTL:** Use Investigate to calculate a starship's destination or system of origin. This is a create an advantage action with a difficulty of Average (+1), plus 1 per additional ship concerned (the jump wake becomes increasingly complex and difficult to read). You must first have detected the jump wake to use this stunt, and must be using a starship's active sensors.
+ **Truth Scan:** *Requires a Special Operations / Black Chip.* Use a target's Mindscape implant as a polygraph, using Investigate instead of Empathy to determine if they're lying. If you succeed with style, you may also create an advantage representing the truth the target is attempting to mask.

Knowledge

Knowledge represents your ability to know or remember facts—your general education and knowledge, and your ability to access exomemories in the Mindscape (page 179). It doesn't cover understanding that information, or applying it practically, which are governed by the Science and Technical skills.

🜂 **Overcome:** Apply what you know to achieve a goal, like identifying a public figure, or recalling the key features of Lowhigh Infraspeech (page 68); determine whether your character knows the answer to a difficult, usually non-scientific, question, where tension exists in not knowing the answer.

🜂 **Create an Advantage:** To know a detail or obscure bit of information about a topic, or add one to the setting, perhaps as an aspect.

STUNTS

✦ **Appraise:** You're familiar with the value of things, either in terms of currencies such as Commonality credits (page 17) or their resource exchange value in the Commonality Core. Gain a +2 bonus to overcome and create an advantage actions related to an item's value, including buying and selling cargoes if you have the Starship Trader stunt (page 110).

✦ **I Know That!** You have excellent general knowledge, and exomemory routines constantly trawling the Mindscape. For a fate point, use Knowledge in place of **any other skill** (including Science!) for one roll or exchange, as long as you can justify having knowledge of what you're attempting (usually exomemory itself is sufficient justification).

✦ **Shield of Logic:** Use Knowledge to defend against Provoke, as long as you can justify your ability to overcome your emotional response through logic and ratiocination.

✦ **Specialist:** Choose a non-scientific field of knowledge like: trade routes, public figures, starship classes, legends, superstitions, a particular culture or subculture, Commonality customs, or political affairs. Gain a +2 to all related Knowledge rolls.

✦ **Survival:** You can survive in hostile environments restricted only by your cultural context. Gain a +2 bonus to overcome and create an advantage actions relating to surviving in those environments. Your actions must be at least possible; you can't live off the land in an airless asteroid belt, for example (unless you're a Hydra-gand-Dezimeer—see page 65!).

▲ Manoeuvre

Represents physical gear (page 96)

Representing your construct character's ability to move under its own power, including n-space or atmospheric manoeuvres, moving between zones, chasing, or evading attacks. If you don't have a Manoeuvre skill at Average (+1) or higher, you can't move under your own power!

Selecting this skill gives you the ability to manoeuvre in a single environment: choose one from Table 7-2: Manoeuvre Environment. Your tech index must be at least equal to that indicated to manoeuvre in this environment. You can extend your Manoeuvre capacity into other environments using the Extended Manoeuvrability stunt (below).

🜂 **Overcome:** Move between zones in a conflict; overcome opposition from a navigation hazard or other attack; take part in races or chases.

🜂 **Create an Advantage:** Perform dazzling manoeuvres, evading, putting yourself in a superior position, etc.

🜂 **Defend:** Defend in physical conflicts against close-up ramming attacks or boarding actions, or ranged combat attacks; or prevent other constructs moving past you. If you have no Manoeuvre skill, you offer only Mediocre (+0) passive opposition to such attempts.

STUNTS

✦ **Ace:** Gain a +2 bonus to overcome rolls when executing difficult manoeuvres.

✦ **Charge!** Gain a +2 attack bonus when you move at least 1 zone before attacking.

- ✦ **Dogfighter:** *Must be Large (+1) or smaller.* Gain a +2 bonus to defend actions in dogfights or similar conflicts where you can manoeuvre freely.
- ✦ **Extended Manoeuvrability:** Use your Manoeuvre skill in an additional environment: choose one from Table 7-2: Manoeuvre Environment. You may take this stunt multiple times.
- ✦ **Formation Leader:** Take a create an advantage action affecting all members of your "formation"; the resulting aspect is a situation aspect. If all members take the action you specify, they may all use the free invoke.
- ✦ **Ramming Speed!** Use your construct's Manoeuvre skill instead of Close Combat to make ramming attacks doing physical stress damage.

Table 7-2 Manoeuvre Environment	
Manoeuvre Environment	**Tech Index**
Aquatic	T4
Atmospheric	T4
Ground	T1
Ocean Surface	T2
Orbital	T5
Space	T7

Melee Combat

Melee Combat represents your ability to fight at close-quarters (within the same zone) using weapons. For the unarmed counterpart, see Unarmed Combat (page 114); for the ranged counterpart, see Ranged Combat (page 108); for the sentient starship counterpart, see Close Combat (page 99).

⊛ **Overcome:** Show off your melee weapons prowess in a contest or demonstration; participate in a regulated bout or sport fighting.

⊛ **Create an Advantage:** Perform strikes to stun, dirty moves, attempts to trip or disarm, and so on; or assess another combatant's fighting style, spotting strengths and weaknesses you can exploit. See page 168 for examples.

⊛ **Attack:** Make physical attack actions with melee weapons. You must be in the same zone (page 161) as your opponent.

⊛ **Defend:** Defend against attack or create advantage actions made with Melee Combat or Unarmed Combat, or prevent an action by violently interposing yourself. You can't use Melee Combat to defend against Ranged Combat attacks unless you have a stunt like Blaster Bolt Defence (below).

STUNTS

- ✦ **Archaic Melee Weapons:** You specialise in melee weapons your culture no longer uses: swords, axes, spears, maces, and elaborate martial arts weapons. Gain a +2 bonus to attack actions with these weapons.
- ✦ **Backup Weapon:** Whenever an opponent is about to create a *Disarmed*-type advantage against you, spend a fate point to declare you have a backup weapon. Instead of a situation aspect, your opponent gets a boost instead, representing the momentary distraction you suffer having to switch.
- ✦ **Blaster Bolt Defence:** You have an energy blade or similar melee weapon (page 141), and the expertise to use it. As well as normal attacks, you may use Melee Combat with your energy blade to defend against attacks from ranged blaster weapons (page 137) by "deflecting" the blaster bolt. This can be combined with the Riposte stunt (below).
- ✦ **Heavy Hitter:** When you succeed with style on a Melee Combat attack action and reduce the shifts by one to gain a boost (page 85), gain a full situation aspect with a free invoke instead.
- ✦ **Hurled Weapon:** You may throw melee weapons into adjacent zones and make Melee Combat actions against targets there. You incur a *Disarmed* situation aspect, but no one gets to invoke it for free.
- ✦ **Killing Stroke:** Once per scene, when you force an opponent to take a consequence, spend a fate point to increase that consequence's severity (mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence **and** a second consequence, or be **taken out** (page 167).
- ✦ **Lightning Attack:** *Requires Mindscape Implant or Nanocells.* Use technopsi to manipulate the plasma containment field of an energy sword or mace; this stunt gives you one of these weapons if you don't already have one. The field moves—and therefore attacks and defends—extremely quickly, independent of your physical reactions. Gain a +2 bonus to Melee Combat attack and defend actions with the weapon. You must be connected to the Mindscape or employ nanocells (page 130) to use this stunt.
- ✦ **Riposte:** If you succeed with style on your Melee Combat defend action, you may inflict a 2-shift hit rather than receive a boost.

Notice

Notice represents overall perception, the ability to pick out details at a glance. It also operates in the Mindscape, and allows you to spot things using **sensorview** (page 180) with enhancements, hand scanners, PSAs, and so on. It's quick compared to Investigate, requiring less effort, although the detail it provides is often more superficial.

⊛ **Overcome:** Notice something unusual, hear a faint sound, detect unusual behaviour in the Mindscape, spot the telltale shimmer of a chameleon field around that innocent-looking bystander. Often used reactively, the

GM will call for a Notice roll when succeeding or failing would result in something cool happening, rather than you having to specifically try and notice things left, right and centre.

⊕ **Create an Advantage:** Spot details that stand out in a crowd, find a *Handy Escape Route* through an explosion-filled space battle; notice external details about people (use Empathy for internal details), either as existing or new aspects. A Notice roll could say you spot *A Patch of Turbulence* in your sensorview, which could cause your pursuer's grav flyer to veer out of control.

⟳ **Defend:** Defend against Stealth attempts to ambush you, or discover you're being observed.

STUNTS

✦ **Body Language Reader:** Use Notice instead of Empathy to learn a target's aspects through observation.

✦ **Danger Sense:** You have an uncanny sense for danger, and your Notice skill is unaffected by environmental conditions like total concealment, darkness, or sensory impairments in situations where someone or something intends to harm you.

✦ **Eye for Detail:** With concentration and using Mindscape direct perception feeds and memories and exomemories (page 179), you can recall any place you've been to in detail, sometimes noticing things you didn't before. For a fate point, make a Notice (or sometimes Investigate) roll to look over a place, no matter how long ago you left.

✦ **Keen Hearing:** Gain a +2 on Notice rolls to detect sounds.

✦ **Reactive Shot:** Use Notice instead of Ranged Combat to pop off quick, reactive shots with a ranged weapon that don't involve a lot of aiming. You can't definitively identify the target you're shooting when you use this stunt. For example, you can shoot the figure you see lurking in the shadows, but you can't find out if it's a friend or foe until you've made the shot!

✦ **Sensor Scan:** Use sensorview and Notice for passive sensing starship actions.

▲ Passive Sensing

As a contruct such as a sentient starship, you use passive sensors to perceive your environment without emitting signals that would cause you to be detected. This is the construct equivalent of the Notice skill.

⟳ **Overcome:** Make a preliminary scan or detection roll; spot constructs in the vicinity.

⊕ **Create an Advantage:** Create advantages based on what you've detected; find a *Direct Route to Your Destination*, get a *Situational Awareness of the Battlefield*, or even notice specific details or aspects of a target.

⟳ **Defend:** Defend against Stealth attempts to ambush you, or attempts to Deceive; realise you're being observed.
Related Construct Extras: Remote Sensor Package (page 151).

STUNTS

✦ **Top Urgency:** Place your passive sensors on "top urgency" alert, gaining a +2 bonus to all Passive Sensing rolls. If any Passive Sensing roll fails, you go off alert, and may not use the stunt again until the next scene.

Physique

Physique represents raw strength and endurance. It also provides you with additional physical stress boxes and consequences.

⊛ **Overcome:** Take actions requiring brute force, often to overcome a situation aspect on a zone (page 161) or physical obstructions like locked doors or prison bars; you may need a contest (page 159) to smash, break, or bypass a reinforced obstruction. Physique is also used for arm-wrestling matches and tests of strength, marathons, stamina tests, resisting poisons or diseases, or other endurance-based contests or challenges.

⊕ **Create an Advantage:** Create advantages in physical conflicts, often related to wrestling and grappling such as *Pinned* or *Arm-Lock*; or discover a target's physical weaknesses—your grapple may tell you your opponent has a *Wrenched Shoulder*, etc.

⊗ **Attack:** Physique isn't used for attack actions—see Unarmed Combat (page 114) instead.

⟳ **Defend:** Defend against an opponent's movement if you're blocking access. Physique isn't used to defend against attack actions—see Unarmed Combat (page 114).

Special: Physique gives you additional physical stress boxes and consequence slots (page 164). Average (+1) or Fair (+2) Physique gives you a 3-point stress box; Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box; and Superb (+5) Physique and above gives you an additional mild consequence slot as well as the 3-point and 4-point stress boxes.

STUNTS

✦ **Grappler:** Gain a +2 bonus to Physique create an advantage actions when wrestling or grappling.

✦ **Take the Blow:** Use Physique to defend against Melee Combat or Unarmed Combat attacks made with punches, kicks, or bashing weapons. You always take 1 point of physical stress damage on a tie.

✦ **Tough as Nails:** Once per session, pay a fate point to reduce a moderate physical consequence to a mild physical consequence, or erase a mild physical consequence completely.

Pilot

Pilot represents navigating vessels in a three-dimensional (or more!) environment, like aircraft, grav vehicles, submarine vessels, and starships, including remote Mindscape control of drones (page 146). For vehicles in a two-dimensional environment, like ground cars or surface water vessels, use the Drive skill (page 101).

⟐ **Overcome:** Use Pilot like Athletics or Drive to manoeuvre in a starship, grav flyer, etc, including in difficult conditions like conflicts, turbulent atmospheres, debris-filled space battles, or in restricted spaces or when you want to do impressive stunts. Pilot is also used for races and chases using the contest rules (page 159).

⊕ **Create an Advantage:** Determine the best navigation route in a starship or other vessel, including route aspects like *Bypass the Bearclaw Nebula* or *Optimised 2-Space Route*. Use Athletics or Drive advantages modified for flyers or starships, including superior positioning, putting your opponent in a bad spot, or perilous or fancy manoeuvres (*Precipitous Orbital Entry*).

⊛ **Attack:** Ram another vessel; you (or your vessel) also take any stress damage you inflict.

⊚ **Defend:** Avoid damage to your vessel in a physical conflict, prevent people creating advantages against you, or stop someone getting past you in a vessel.

STUNTS

✦ **Archaic:** You're skilled in pre-industrial three-dimensional navigation vessels like gliders, balloons, ornithopters, submersibles, and riding animals operating in aerial or submarine environments. This requires a specific planetary environment, perhaps a waterworld of aquatic hominids, or a dense atmosphere world where pre-industrial flight is a possibility. Depending on your cultural context (ie if you grew up on such a world), this may be your default context for the Pilot skill anyway.

✦ **On your Tail:** Gain a +2 Pilot bonus when pursuing or shaking another vessel.

✦ **Pedal to the Metal:** You can coax more speed out of your vessel than normally possible. In a contest where speed is the primary factor (like a chase or race), a tie on your Pilot roll is considered a success.

✦ **Ramming Speed!** Ignore two stress points of damage when ramming another vessel; if you ram and hit for four stress damage, you only take two yourself.

✦ **Starship Pilot:** Use your Pilot skill for starship actions like manoeuvres, evasion, etc, including controlling space combat drones. If you have a starship extra, you receive a teamwork bonus (page 169) if your starship extra has an Average (+1) Manoeuvre skill or better.

▲ Planing

Represents physical gear (page 96)

As a sentient starship, Planing represents your ability to use your planing engines to travel faster-than-light through 2-space. If you don't have this skill, you cannot travel through 2-space. You must be at least tech index T9 to take this skill, and to take it at Superb (+5) or Fantastic (+6) you must be tech index T10. Higher skill levels aren't currently available in the Commonality. Your GM has much more information on planing and 2-space jumps.

⟐ **Overcome:** Use Planing against a passive opposition based on ship scale, distance, and conditions to navigate through 2-space.

⊕ **Create an Advantage:** Create advantages to avoid jump wake detection; direct your planing engines to fill a zone with z-radiation when entering or leaving 2-space.

STUNTS

✦ **Blind Jump:** For a fate point, you may jump immediately into 2-space without a detailed course or specific destination. This causes you to automatically misjump, suffering an n-space displacement, but there are no other consequences.

Provoke

Provoke represents your ability to elicit negative emotional responses from others—inspiring fear, anger, shame. You need justification from your situation, an aspect, an advantage you've created with a skill like Rapport or Deceive, or because you've learned your target's aspects (using, say, Empathy). Your target must feel emotion—some basic mechanicals (page 61) and other automata can't be provoked, and usually can't provoke you either.

⟐ **Overcome:** Get someone to do what you want in an emotionally uncontrolled way; intimidating someone for information, annoying them so they lash out, scaring them into fleeing, often against minor NPCs or when it isn't worthwhile to play out the details. Against PCs or important NPCs, you'll probably use the contest rules. Targets oppose with Will.

⊕ **Create an Advantage:** Create advantages representing momentary emotional states in your target like *Enraged, Shocked,* or *Hesitant*. It's opposed with Will.

⊛ **Attack:** Inflict emotional harm, cowing or angering your target, making them lose their composure. Your relationship to the target and your circumstances affect whether you can make this kind of attack.

STUNTS

✦ **Armour of Fear:** Use Provoke to defend against Melee Combat and Unarmed Combat attacks until the first time you take damage. You can force your opponents to hesitate, but once the first attacker shows you're not immune, your advantage vanishes.

- ✦ **Hi-Threat Manoeuvre:** Use Provoke against starships, as long as you're piloting a starship yourself.
- ✦ **Mindscape Warrior:** You can make yourself or any Mindscape sentinels you control appear as monstrous, techno-synthetic warriors inside the Mindscape, letting you use Provoke to make mental stress attacks in the Mindscape.
- ✦ **Okay, Fine!** Use Provoke instead of Empathy to learn a target's aspects by bullying them until they reveal one. The target defends with Will. If the GM thinks you could learn a particular aspect this way anyway, then you gain a +2 bonus.
- ✦ **Provoke Violence:** Create an advantage on an opponent using Provoke, and use your free invoke to become the target of that opponent's next relevant action, drawing its attention from another target.
- ✦ **Torturer:** Gain a +2 bonus to Provoke attacks, as long as you have torture implements which are effective against your target.

Ranged Combat

Ranged Combat represents your ability to use ranged weapons like firearms, blaster weapons, grenade launchers, and heavier weaponry, including construct weapons for sentient starships, either in conflicts or against unresisting targets (like locks on doors and recalcitrant machinery…). It's the ranged counterpart of the Melee Combat skill (page 105).

- 🎯 **Overcome:** Show off your marksmanship in a contest or demonstration or participate in a regulated sport.
- 🎯 **Create an Advantage:** Perform special moves like trick shots, forcing someone to keep their head down under heavy fire, disarming a target, or impairing a vehicle. Also create advantages based on your knowledge of ranged weaponry (like placing a *Delicate Targeting Mechanism* aspect on an opponent's null rifle).
- 🎯 **Attack:** Make physical attacks with ranged weapons **up to one or more zones away** (page 161).
- 🎯 **Defend:** Usually you don't use Ranged Combat for defend actions—instead, you use Athletics to get out of the way of ranged weapon attacks. However, you can use Ranged Combat to lay down covering fire, which may constitute a defend action for your allies or to oppose someone else's movement action (although it could easily also be an advantage such as *Covering Fire* or *Hail of Blaster Bolts*).

Related Construct Extras: Marksman (page 151), Space Combat Drones (page 151).

STUNTS

- ✦ **Archaic Ranged Weapons:** You specialise in ranged weapons your culture no longer uses: bows, spears, black powder firearms. Gain a +2 bonus to attack actions with these weapons.
- ✦ **Battlefield Analysis:** *Requires you to be a sentient starship.* Gain a +2 bonus to create an advantage actions when using Ranged Combat for tactical battlefield analysis.
- ✦ **Called Shot:** During a conflict, spend a fate point and declare a specific condition you want to inflict on your target, like Shot in the Leg. If you succeed, you do normal stress damage and also inflict the condition on them as a situation aspect.
- ✦ **Coolness Under Fire:** Your character keeps his cool in firefights, remaining aware of his defensive situation. Use Ranged Combat to defend against physical attacks.
- ✦ **Covering Fire:** Pin down opponents with a withering hail of gunfire. On a successful Ranged Combat attack action with a fully automatic weapon, you also create Fair (+2) opposition against sprint actions in the affected zone until your next turn. Usually this kind of interference would require a separate create an advantage action, but this stunt provides it in addition to the normal result of your attack.
- ✦ **Gunnery:** *Requires you to be a non-starship character.* You're skilled with starship weaponry like gravity cannon and torsion field projectors. Use Ranged Combat for starship actions (page 96).
- ✦ **Heavy Weapons Specialist:** Gain a +2 bonus on attack actions with heavy weapons (page 136).
- ✦ **Orbital Assault:** *Requires you to be a sentient starship.* Attack planetary surfaces from orbit. Gain a +2 bonus to create an advantage or attack actions; attacks automatically gain an explosive (1) effect (page 138).

- ✦ **Quick on the Draw:** Use Ranged Combat instead of Notice for determining initiative in physical conflicts where shooting quickly is a deciding factor.
- ✦ **Swarm:** *Requires you to be a starfighter or atmospheric fighter of scale Large (+1) or smaller.* Lets a fighter wing attack a construct 1 scale larger than usual with no penalty. One fighter attacks, with the rest providing teamwork bonuses. See also the Formation Leader stunt (page 105).
- ✦ **Uncanny Accuracy:** Once per conflict, gain an additional free invoke on an advantage you create when taking time aiming or lining up a shot.

Rapport

Rapport represents making positive connections to people and eliciting positive reactions. It's the skill of being liked and trusted.

- 🌐 **Overcome:** Charm or inspire others or establish a good relationship; charm your way past a sentinel, convince the Pansectorate administrator to take you into their confidence, or become the man of the hour at the starport bar. For minor NPCs this is an overcome action, but for major NPCs or PCs it may be a contest.
- 🌐 **Create an Advantage:** Create a positive mood on a target or scene, get someone to confide in you out of genuine trust, or pep talk someone into having *Elevated Confidence*, stir a crowd into a *Joyful Fervour*, or make someone *Talkative* or *Helpful*.
- 🌐 **Defend:** Defend against attempts to sully your reputation, sour a mood you've created, or make you look bad in front of others.

STUNTS

- ✦ **Best Foot Forward:** Twice per session, you may turn a boost you receive on a Rapport roll into a situation aspect with a free invoke instead.
- ✦ **Broker:** Use Rapport to undertake commercial construct negotiations, including selling starship cargoes.
- ✦ **Commander-in-Chief:** You're a natural leader, capable of commanding thousands. Use Rapport for organisation actions relating to armies, fleets, and unit and mass combat actions (page 120).
- ✦ **Cultural Liaison:** Your diplomacy skill extends to swaying entire cultures; use Rapport for culture actions (page 116).
- ✦ **Demagogue:** Gain a +2 Rapport bonus when communicating before a large audience. This is an area effect against NPCs or PCs.
- ✦ **Drinks for All My Friends!** *Requires Streetwise.* On a successful overcome action with Streetwise, create an advantage describing how the general attitude turns in your favour, usable for the rest of the scene. Anyone trying to remove this aspect faces a Fair (+2) opposition.
- ✦ **Haggle:** If your Resources skill is no lower than 2 points below the opposition, use Rapport instead of Resources to acquire things from outlets and individual merchants.

- ✦ **Mediator:** *Requires you to be a sentient starship character.* You can mediate communications between multiple constructs, often in stressful situations like space battles. Gain a +2 bonus to create advantage actions to facilitate communication and cooperation in fleet and battlefield actions. Additionally, you may provide a teamwork bonus to a single recipient in a mediation situation, even when you don't have the corresponding skill.
- ✦ **Minions:** Once per session, when using Rapport to command a minor NPC group, you may "attach" them to yourself for the rest of the scene, so that they stand between you and damage. Any hits done to you fill their stress boxes first, and your attacks receive a teamwork bonus based on the number of minions attached.
- ✦ **Negotiator:** You're skilled in trade and management negotiations; use Rapport for organisation actions (page 120).
- ✦ **Overseer:** You command groups to accomplish tasks, whether military, naval, or workers on large-scale projects. Once per scene, make an overcome action against an opposition representing the difficulty of the command situation; shifts generated become a bonus point pool which those you are commanding may use in actions you've commanded them to do (attacking, moving, etc).

  Passive opposition is usually Average (+1), but may increase if the command situation is tough; active opposition may be the Will of an unwilling group. If you also have the Commander-in-Chief stunt, you may use this in army and fleet conflicts.
- ✦ **Performance:** Gain a +2 bonus to overcome and create an advantage actions for artistic performances, speeches, and so on, where influencing the audience is key.
- ✦ **Popular:** If you're in an area where you're popular and well-liked, use Rapport instead of Contacts. You may establish your popularity by spending a fate point to declare a story detail, or because of prior justification.
- ✦ **Streetwise:** Gain a +2 bonus to overcome actions when mixing with subcultures "on the street".

Resources

Resources represents your material wealth or access to resources, and your ability to apply it. Out among the Fringe Worlds, this may be actual monetary wealth in the form of Expansionary Era Currency Units (or "credits"); in the Commonality, where money is little used, this is more a measure of a character's influence and ability to commandeer resources, equipment, and facilities as required.

- 🌐 **Overcome:** Avoid or bypass a problem when throwing money at it will help, including bribery, and acquiring rare or expensive items; auctions and bidding wars can be challenges and contests. You can also take a few hours to spend or reallocate resources to help others recover from mild credit consequences; more serious consequences require more advanced resource allocation facilities (page 165).

Create an Advantage: Acquire or "buy" things, or declare you have an item to hand or can quickly acquire it, giving you an aspect representing the object. See "What Is Equipment" (page 128) for more on obtaining equipment during play. Also, grease the wheels and make people more friendly, whether using bribery (I Scratch Your Back . . .) or just buying drinks.

For example: Kallia needs an EVA harness for a secret attempt on an orbiting Mindscape node, but doesn't want to spend advancements. She succeeds at a Resources roll against a Fair (+2) passive opposition, and gets EVA Harness *as an advantage for the next scene.*

Attack: Make attacks in credit conflicts (page 160).

Defend: Defend in credit conflicts (page 160).

Special: Resources gives you additional credit stress boxes and consequence slots (page 164). Average (+1) or Fair (+2) Resources gives you a 3-point stress box; Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box; and Superb (+5) Resources and above gives you an additional mild consequence slot as well as the 3-point and 4-point stress boxes.

Related Construct Extras: Labs (page 151), Makepoint (page 151), Ore Processor (page 151).

STUNTS

✦ **Bail Out:** You're an expert in Commonality resource allocation; use Resources to remove moderate and serious credit consequences (page 165).

✦ **Cargo Hold:** *Requires you to be a sentient starship; represents physical gear (page 96).* By default, as a sentient starship you have only a small storage locker to transport cargoes equal in scale to your own scale minus 1 (so usually Large (+1) scale cargoes). For each point of Resources skill, you may transport 1 cargo unit of this scale, 10 units of the scale below, and so on. With the Cargo Hold stunt, you have a dedicated cargo hold allowing you to transport 10 times that amount.

✦ **Commonality Resource Allocation:** You're connected to Commonality resource and supply chains. Twice per session, gain a boost representing increased resource availability.

✦ **Docking Bay:** *Requires you to be a sentient starship; represents physical gear (page 96).* By default, as a sentient starship you may house 10 Small (-1) constructs (usually drones). With this stunt, you may house 1 construct of the next scale down from you (like a starfighter), 10 constructs of the scale below that, and so on.

✦ **Grease the Wheels:** You're expert at diplomatically giving people money and gifts to keep the wheels in motion. Use Resources instead of Bureaucracy for actions involving bribery.

✦ **I'm Good For It:** Use Resources instead of Rapport when persuading or influencing someone using your wealth.

✦ **Money is Power:** You leverage your credit-worthiness, resource chains, and supply connections to influence corporations and large groups. Use your Resources skill for organisation actions (page 120).

✦ **Savvy Investor:** Gain an additional free invoke when you create Resources advantages describing a return on an investment you made in a previous session.

✦ **Starship Trader:** *Requires starship extra.* You have access to a starship with a cargo hold, and understand the ins and outs of interstellar commerce. Use your Resources skill for construct actions, including cargo trading.

Science

Science represents your understanding of and competence with the scientific method, as opposed to "knowing things" represented by the Knowledge skill or the hands-on manufacturing and repairing ability of the Technical skill. It overlaps with the Investigate skill, but where Investigate represents finding and gathering data, Science represents figuring out what it means. If you want to make scientific breakthroughs and know complex, esoteric formulae, this is the skill you need.

Overcome: Understand or figure out an answer to a scientific question, such as identifying the cause of a star's sudden instability, devising a formula for a poison antidote, cracking a code, or deciphering an ancient inscription on a Predecessor ruin. Determine whether your character understands or can figure out a difficult, scientific problem, where tension exists in not working out the answer.

Depleting Resources

*Some **Mindjammer** games focus on wealth, resources, and finance very little, and you may simply assume characters have whatever gear they need for the tasks at hand. Other games—for example, involving New Traders, corporacies, or situations where scarcity is suddenly an important part of the adventure—put finance, wealth, and commerce in a position of importance.*

When you draw on your Resources a great deal, you may incur the following disadvantages:

- *When you fail a Resources roll to acquire something, you may make up the difference by taking credit stress damage (page 153).*
- *In appropriate circumstances, you may burn a point of credit stress to give yourself a bonus on an appropriate skill check (page 153).*
- *If you get in a credit conflict (page 160), you may find yourself taking credit stress and consequences.*

⊕ **Create an Advantage:** Research and figure out a detail or obscure piece of information, or add one to the setting.

Related Construct Extras: Science Officer (page 151).

Table 7-3: Science Roll Opposition	
Complexity of Problem	**Opposition**
Trivial. Only roll if you're lower tech than the question.	Moderate (+0)
Application of basic theory. Most science rolls use this opposition.	Average (+1)
Extension of basic theory.	Fair (+2)
Application of expert theory. You're likely to need some help.	Good (+3)
Extension of expert theory.	Great (+4)
Application of advanced theory.	Superb (+5)
Extension of advanced theory.	Fantastic (+6)
Application of breakthrough theory.	Epic (+7)
Theoretical breakthrough, leading to a paradigm shift to the next tech index.	Legendary (+8)

STUNTS

✦ **Polymath:** Your scientific knowledge spans many fields, and you unite it in a single object of study, using exomemory and Mindscape enhancement to fill in the gaps. For a fate point, use Science in place of **any other skill** (including Knowledge!) for one roll or exchange, as long as you can justify having scientific knowledge of the action you're attempting (exomemory may be sufficient justification).

✦ **Ratiocinate:** You may spout bewildering scientific gobbledigook at the drop of a hat. Use Science instead of Provoke when talking to an opponent about science.

✦ **Shield of Science:** Use Science for defend actions against Provoke, as long as you can justify your ability to overcome your emotional response through scientific refutation.

✦ **Specialist:** Choose a scientific field like: Archaeology, Biology, Chemistry, Humanities (Art, History, etc), Physics (Astro, Quantum, etc), Planetology, Psychohistory, Psychology, Social Dynamics. Gain a +2 bonus to related Science rolls.

Stealth

Stealth represents your ability to operate unseen, whether hiding and moving without people spotting you, or without leaving traces. It includes actions in the Mindscape.

⊚ **Overcome:** Get past a situation requiring you to not be detected, such as sneaking past automated defences, hiding from spy drones, or avoiding leaving traces as you access Mindscape content.

⊕ **Create an Advantage:** Position yourself for ambushes, or

Science and Tech Index

Tech index affects your Science skill rolls in two ways.

First, the technological complexity of the scientific problem modifies the opposition you face, as shown on page 22. If you're facing a genurgy problem (a T6 (+1) technology), the opposition is increased by +1; if you're facing a 3-space problem (a T10 (+5) problem, it's increased by +5. At the same time, the opposition is increased by +1 for every tech index you are below the tech index of the problem, or decreased by -1 for every tech index you are above. You add your Science skill to your roll as normal.
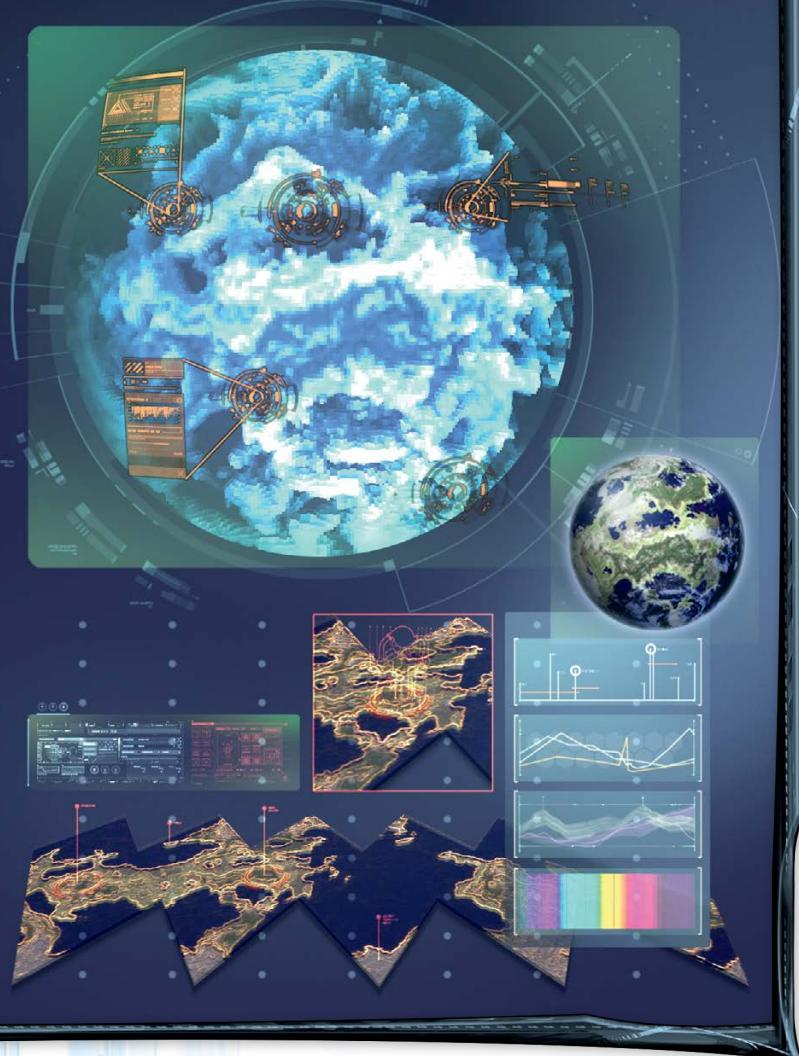
Example 1: you're a T9 scientist with a Good (+3) Science skill facing a Great (+4) complexity T10 science problem—something requiring you to take the expert theories you know and extrapolate from them in innovative ways. The opposition is Great (+4), modified by +5 for being a T10 problem, and +1 for the one level of difference between your T9 tech index and the T10 tech index of the problem—a total opposition of +10! You roll your Good (+3) Science skill as normal; it's clear you're going to need tools, teamwork, or some hefty aspects to get near the problem.

Example 2: you're a T10 scientist with a Good (+3) Science skill trying to solve a T9 science problem. Let's keep the complexity Great (+4), giving us a total opposition of Great (+4), +4 for being a T9 problem, and -1 for the level of difference between your T10 tech index and the T9 tech index of the problem—a total opposition of +7.

Second, if you must rely on unfamiliar local technology or research methods in your effort, your Science rolls are penalised by the difference between your own tech index and the tech index of your environment. If you're Commonality trained (a tech index of T9 (+4)), and you're forced to research a scientific problem on a T4 (-1) Industrial Age Fringe World, you'll incur a -5 penalty to your research activities. These penalties can be avoided by having things like your own laboratory or even, in many cases, a personal Mindscape instance.

Example 3: you're a T9 scientist trying to decipher an ancient yet distantly-related hominid language on a pre-industrial (T3) Fringe World. You don't have any dedicated linguistics stunts, nor any Mindscape access; you face an opposition of, say, Good (+3) for the deciphering, modified by a massive +6 for having to rely on unfamiliar technology—likely parchment and ink!—for a final difficulty of +9.

avoid them; be *Like A Shadow* when sneaking past automated defences, or *Leave an Anonymous Signature* when accessing a Mindscape imposality.

🜃 **Defend:** Foil Notice or Investigate attempts to seek you out or track you down.

Related Construct Extras: Chameleon Coating (page 149), Cloaking Device (page 149).

STUNTS

✦ **Ambush:** Use Stealth to make physical attacks, as long as your target is unaware of your presence.

✦ **Face in the Crowd:** Gain a +2 bonus to Stealth rolls to lose yourself in a large crowd of physical beings.

✦ **Ghost in the Machine:** Gain a +2 bonus to Stealth rolls to avoid detection in the Mindscape.

✦ **Silent Running:** *Requires you to be a sentient starship.* Use Stealth instead of Intrusion to bypass security measures when it's more a matter of passing unseen than countering scans and surveillance.

✦ **Slippery Target:** As long as you remain in darkness or shadow, use Stealth to defend against Ranged Combat attack actions by opponents at least one zone away.

✦ **Stealth Manoeuvre:** Make stealthy manoeuvres in vehicles and vessels—hiding, tailing surreptitiously, etc. Use Stealth instead of Drive or Pilot, as long as you're making stealthy manoeuvres. If you also have the Starship Pilot stunt (page 107), you can use this stunt for starship actions.

✦ **Vanish:** Once per scene, spend a fate point to vanish while in plain sight, placing a *Vanished* situation aspect on yourself. While you're *Vanished*, opponents may not make attack actions or create advantages against you, unless they first succeed at a Notice overcome roll (basically meaning they have to give up an exchange to try). The aspect goes away as soon as you invoke it, or someone makes the overcome roll.

▲ Systems

Represents physical gear (page 96)

As a sentient starship, Systems represents the "softer" aspects of your functions: your power plant, life support systems, communications, networks, and even sometimes the morale of your crew (assuming they're not other player characters). It also adds to your systems stress track. You **must** have a Systems skill at least equal to your scale.

🜃 **Overcome:** Maintain functions like life support in hostile conditions or for a long period; communicate through jamming; or provide power for a feat of significant magnitude.

🜃 **Create an Advantage:** Create advantages representing your systems resilience, crew morale, or impressive power supply.

🜃 **Defend:** Defend against attempts to directly damage or compromise your systemic functions like overloading comms, networks, or power grids.

Special: Average (+1) or Fair (+2) Systems gives you a 3-point systems stress box; Good (+3) or Great (+4) also gives you a 4-point box; and Superb (+5) or above also gives you an additional mild consequence.

Related Construct Extras: Ponics (page 151), X-Core (page 152).

STUNTS

✦ **Distributed Systems:** Your vital systems are distributed throughout your structure, with multiple redundancies and few if any single points of failure. Gain a +2 bonus to defend against attempts to overwhelm your systems.

✦ **Long-Distance Life Support:** *Represents physical gear (page 96).* You're designed for long-endurance operations without resupply. Gain a +2 bonus to overcome or defend actions to continue functioning on reserves.

✦ **Passenger Accommodations:** *Represents physical gear (page 96).* By default, you can transport 1 passenger per point of Systems skill if your scale is Huge (+2), and 10 if you're Enormous (+3). You can't transport any passengers if you're Large (+1). With this stunt, you may transport ten times as many, including 1 passenger per point of Systems skill even if you're only Large (+1) scale. Passengers may be troops, crew, or paying passengers. You must have a steward for every 50 paying passengers; this may be another character, or an extra (see page 116).

Technical

Technical represents your practical ability to create, maintain, and repair things, whether mechanical items, organic beings, or virtual or even cultural objects. Whereas Science enables you to make a breakthrough in scientific understanding, Technical lets you create a technological device utilising that understanding. It automatically assumes you have the tools needed for basic uses of the skill. See page 172 for more on repairing and creating devices.

🜃 **Overcome:** Create, maintain, repair, and even destroy devices, assuming you have the time and tools you need. Also, take at least a few minutes to perform first aid to help others recover from mild physical consequences; more serious consequences usually require medical facilities (page 165). Actions with Technical are often part of a more complex situation, making it a popular skill for challenges (page 158). For example, if you're just fixing a broken hatch, neither success nor failure is interesting—you should just succeed and move on. However, if you're trying to get the airlock to cycle while a squad of attack droids is closing to attack…

🜃 **Create an Advantage:** Create advantages representing features of a device, whether a useful feature or strength (*Rugged Construction, Armour-Plated*) or a vulnerability you can exploit (*Exposed Exhaust Port, Hasty Work*); also including quick and dirty sabotage efforts or jury-rigging

of devices. You might rig a *Makeshift Grav Lift* to get to the deck above, or cause the automated defences to overheat and gain a *Warped Targeting Alignment* to make it harder to hit you.

- **Attack:** Usually you won't use Technical for attack actions, unless you're in a conflict specifically about using devices (perhaps involving cargo handlers or trash compactors…). Usually, weapons you create with Technical will be used with other skills to attack—someone who makes a blaster still needs Ranged Combat to fire it well.
- **Defend:** As with attack actions, usually you won't use Technical to defend, unless you're somehow using it to control a piece of machinery that you block an attack with.

Related Construct Extras: Auto-Doc (page 149), Auto-Repair System (page 149), Mining Drones (page 151), Repair Drones (page 151), Repair Yard (page 151).

STUNTS

- ✦ **Always Making Useful Things:** You never have to spend a fate point to declare you have the proper tools for a job, even in extreme situations (like being imprisoned and separated from all your stuff).
- ✦ **Artist:** The items you create have artistic as well as practical value. Gain a +2 bonus to create advantage actions when creating a work of art.
- ✦ **Better than New!** When you succeed with style on an overcome action to repair an item, give it a new situation aspect (with a free invoke) reflecting the improvements you've made, instead of just a boost.
- ✦ **Collateral Damage:** Use Technical to make attack actions against opponents, as long as there are devices and structures in the area that you can use to cause damage, like power conduits that could be ruptured, power plant exhaust ports that could be opened, gears that could be thrown.
- ✦ **Craft:** You're trained to use Technical at a tech index lower than your own; choose a tech index from page 22. You may take this stunt multiple times.
- ✦ **Eidolon Engineer:** You're skilled in the creation, maintenance, and modification of eidolons, the advanced artificial personalities assembled from thanograms which inhabit synthetic bodies. Gain a +2 bonus to Technical rolls when working on eidolons; you also have access to an **eidolon rig**, allowing you to use your skill. You can also use Technical to treat **eidolon crisis** (page 62). See page 62 for more on eidolon creation.
- ✦ **Engineering Support:** *Requires you to be a sentient starship.* You (or perhaps your engineering crew) can reconfigure your systems to provide more power, boost shields, improve manoeuvrability, and so on. Gain a +2 bonus to create an advantage actions where your engineering know-how or personnel save the day.
- ✦ **Genurgic Engineer:** You're skilled in the creation and implementation of genurgic enhancements, the advanced

Technical and Tech Index

Tech index affects your Technical skill rolls in two ways.

*First, the tech index of the item you're creating, maintaining, or repairing modifies the opposition you face, as indicated in **Chapter 9: Equipping Your Character.** The basic opposition is equal to either the creation or maintenance difficulty (page 172), or the severity of the consequence (page 164) in the case of a repair. If you're repairing a null pistol (a T7 (+2) device), the opposition is increased by +2; if you're manufacturing a disintegrator rifle (a T10 (+5) device), it's increased by +5. At the same time, the opposition is increased by +1 for every tech index you are below the tech index of the item, or decreased by -1 for every tech index you are above. Your Technical skill is added to your roll as normal.*

For example: you're a T4 Industrial Age technician with a Good (+3) Technical skill trying to repair a mild consequence (Fair (+2) opposition) to a T7 (+2) null pistol. The mild consequence indicates a relatively minor repair job, with an opposition of Great (+4), but the +3 for the difference in tech indices makes this a significant but possible repair for our Industrial Age technician, with a total opposition of Epic (+7).

Second, if you must rely on unfamiliar local tools for your efforts, your Technical rolls are penalised by the difference between your own tech index and the tech index of your tools. This penalty can usually be avoided by having an appropriate technical kit.

For example: you're a T9 Second Age of Space Commonality-trained technician with a Good (+3) Technical skill and the Starship Engineer stunt, trying to repair a moderate consequence (Great (+4) opposition) to your T9 starship which has crashed on a T4 Industrial Age world. The base opposition is Legendary (+8), and if you don't have the necessary tools, that will increase by +5 (the difference between your tech index and the planet's tech index) to a massive +13!

physical modifications common in the Commonality (page 129). Gain a +2 bonus to Technical rolls when providing someone with a genurgic enhancement, or creating, repairing, or modifying one. A successful roll can act as a permission for another character wishing to gain an enhancement. You also have access to a genurgy lab (page 151).

- ✦ **Meditech:** You're skilled in the treatment of wounds and sicknesses suffered by organic beings (including organic synthetics); gain a +2 bonus to overcome actions when

subsequent Planing roll; on a failure, the ship must take a consequence to its power plant equal to the shifts by which the roll was failed, regardless of whether the Planing roll succeeds or not.

If the jump was successful, you can try for another jump, at a +1 opposition. Further jumps can be attempted until the ship is finally overhauled or its power plant explodes and the ship is taken out (page 167).

✦ **Starship Engineer:** You're skilled in maintaining and repairing starship systems. Use your Technical skill for starship actions, including recovery obstacles (page 165).

✦ **Surgical Strikes:** When using Technical in a conflict involving large devices, machinery, etc, you can filter out unwanted targets from whole-zone area effect attacks without having to divide up your shifts (normally you'd need to divide your roll between your targets).

✦ **Synthetics:** Gain a +2 bonus to overcome rolls dealing with the creation and repair of synthetics, whether organics, mechanicals, or installations. You have access to a synthetics lab.

Unarmed Combat

Unarmed Combat represents your ability in weaponless close-quarters combat (within the same zone), including attacks made by animals using natural weapons like claws and teeth. For the armed counterpart, see Melee Combat (page 105); for the ranged counterpart, see Ranged Combat (page 108); for the starship counterpart, see Close Combat (page 99).

🎯 **Overcome:** Show off your martial arts prowess in a contest or demonstration; participate in a regulated sports bout.

⊕ **Create an Advantage:** Perform special moves like: dirty tricks, attempts to disarm or assess an opponent's fighting (or martial arts) style, or spot weaknesses in a form you can exploit. See page 168 for more examples.

⊛ **Attack:** Make unarmed hand-to-hand physical attack actions; you must be in the same **zone** (page 161) as your opponent.

⊙ **Defend:** Defend against attack or create advantage actions made with Unarmed Combat or Melee Combat, and any action where interposing yourself could prevent it from happening. You can't use Unarmed Combat to defend against Ranged Combat attacks, unless you have an enhancement such as a Defence Chip (page 132).

STUNTS

✦ **Heavy Hitter:** When you succeed with style on an Unarmed Combat attack action and reduce the result by one to gain a boost, gain a full situation aspect with a free invoke instead.

✦ **Killing Stroke:** Once per scene, when you force an opponent to take a consequence, spend a fate point to increase that consequence's severity (mild becomes moderate,

treating physical consequences. You have access to medical facilities, and may treat mild, moderate, and severe consequences (page 165).

✦ **Memetic Engineer:** You're skilled at creating, maintaining, and modifying **memes** (aspects belonging to cultures). Use Technical in cultural actions; you may also take a culture extra (page 116).

✦ **Mindscape Engineer:** *Requires Special Ops or Black Chip.* Gain a +2 bonus to create advantage actions to modify the structure of the Mindscape, create virtualities, imposalities, and technurgy items, affect the functioning and usability of haloes (page 177), and so on. This can be actively resisted. See **Chapter 11: The Mindscape** for more.

✦ **Miner:** Gain a +2 Technical bonus when mining ore; you have access to mining equipment. For more information about mining, see the *Mindjammer* core book.

✦ **Push the Jump Maximum:** *Requires Starship Engineer.* Create bypasses and new routings to squeeze an extra jump out of a starship power plant that has exceeded its jump maximum—the maximum allowed number of light years it can jump, as detailed in the *Mindjammer* core book. This is hazardous, but is sometimes the difference between life and death. Roll against passive opposition from any appropriate ship consequences (such as those incurred when exceeding the jump maximum). On a success, none of these consequences apply to the

moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence **and** a second consequence, or be taken out.

✦ **Martial Arts Specialist:** You specialise in martial arts, possibly a specific school or style. Gain a +2 bonus to create an advantage actions when using your martial arts moves.

✦ **Mindscape Defence:** Your mental preparedness lets you fend off sentinel attacks and related attempts to create advantages in the Mindscape. Gain a +2 bonus when using Unarmed Combat to defend against Mindscape sentinels.

Will

Will represents your mental fortitude, in the same way that Physique represents your physical fortitude. It's a key skill for resisting mental attacks, and for using intrusive, aggressive, or dominating technopsi abilities via the Mindscape.

⚙ **Overcome:** Solve puzzles and riddles or decipher codes, or overcome obstacles where it's a matter of time, will power, and brute mental force; contests include examinations or difficult games like chess, or the aggressive use of technopsi abilities.

⚙ **Create an Advantage:** Gain advantages from states of deep concentration or focus.

⚙ **Attack:** Make technopsi attack actions using the corresponding stunts below.

⚙ **Defend:** Defend against mental attacks from Provoke, representing your control over your reactions, or defend against technopsi attacks (see below).

Special: Will gives you additional mental stress boxes and consequence slots (page 164). Average (+1) or Fair (+2) Will gives you a 3-point stress box; Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box; and Superb (+5) Will and above gives you an additional mild consequence slot as well as the 3-point and 4-point stress boxes.

STUNTS

✦ **Domination:** *Requires Probe, Special Ops or Black Chip.* Initiate a Will vs Will technopsi contest against any Mindscape-connected being; if successful, you may control the target's physical actions for that exchange. If you win the contest, you gain control of the target for the rest of the scene; if the target wins, it breaks your control and you may not try again this scene.

Dominated targets move clumsily and jerkily, and there's no fine control; you can't dominate someone to fly a starship or perform an operation, for example. However, domination is effective against sentient starships…

✦ **Fortress of the Will:** Gain a +2 Will bonus to defend against Provoke and Will attacks to deal mental stress or control your actions. If you have a special ops or black chip, this includes technopsi attacks.

✦ **Hard Boiled:** Once per session, ignore a mild or moderate consequence for the rest of the scene; it can't be compelled against you or invoked by your opponents. At the end of the scene, the consequence returns, much worse: a mild consequence becomes moderate; and a moderate consequence becomes severe.

✦ **Illusion:** *Requires Special Ops or Black Chip.* Gain a +2 Will bonus to use technopsi in create advantage actions to create images in a target's mind or optic nerve. This can be resisted using Will.

✦ **Indomitable:** Gain a +2 bonus to defend against Provoke attacks related to intimidation and fear.

✦ **Mindburn:** *Requires Special Ops or Black Chip.* The classic and much-feared Mindscape mental attack; use Will to make attack actions causing mental stress against another target in the Mindscape, sending waves of overwhelming Mindscape routines burning into the target's Mindscape implant and eventually irrevocably burning their brain. Mindburn may also be used to disrupt halo abilities (page 177).

✦ **Probe:** *Requires Special Ops or Black Chip.* Use technopsi to interface directly with an opponent's Mindscape implant and perceive his surface thoughts. Gain a +2 bonus to create an advantage actions to discern the surface thoughts of a target. If you succeed with style, you gain two aspects; one for the target's surface thoughts, and one for any thoughts the target is trying to suppress.

✦ **Sleep When You're Dead:** Use Will instead of Physique to resist fatigue, exhaustion, or sleep deprivation.

✦ **Virtualisation:** *Requires Special Ops or Black Chip.* A specialised technopsi effect similar to Mindscape engineering (page 114); **for a fate point**, you can make create advantage actions to "edit" or "rewrite" the Mindscape environment, creating aspects like *Confusing Static, Kabalos Loop, Logic Trap*, etc. In imposalities, virtualisation will be resisted with the active opposition of its creator.

EXTRAS

"If you're human you're going to need some gear. Go for enhancements if your body image can take it: there's nothing like Mindscape or neural control for rapid reactions. If not, we can kit you out with external cyberwear. Look at me: I can change my skin, hair, and eye colour just by thinking, even my physical sex if I give it a few months. This force field—you can just make it out, yes?—is thought-activated. And there's an intelligent biomed array in my p-suit which constantly monitors and maintains my physical form. How do you want to improve yourself?"
—SCI Force Controller Usher McGee, conducting first stage enhancement conditioning

WHAT ARE EXTRAS?

An extra is an extension to your character. It goes on your character sheet, but represents abilities you wouldn't normally be capable of, and which may be external to your character. At its simplest, an extra can be a genurgic enhancement or a special item of equipment; more complex extras can be suites of skills, aspects, and stunts you gain because you belong to an organisation or starship crew. The key point is that an extra is mechanically **part of your character**: its abilities usually sit on your character sheet and are controlled by you. Non-player characters controlled by your GM can also have extras.

Extras are an intrinsic part of *Mindjammer*, and the guidelines below are used throughout the chapters which follow. Extras are used for:

- **Your halo:** the enhancements and abilities you use via your Mindscape implant (page 132).
- **Enhancements:** genurgic, mechanical, or organic modifications to your own body, giving you special abilities (page 122). *Example: Mindscape Implant, Skill Chip.*
- **Genotype extras:** natural abilities you gain from your genotype (page 55). *Example: Amphibious, Natural Armour.*
- **Hypertech:** technological devices which give you extra abilities with rules-mechanical effects (page 136). *Example: Disintegrator Rifle, Autodoc.*
- **Vehicles and vessels:** transport giving you abilities other than just driving or flying places (pages 146 and 148). *Example: Mindjammer starship, All-Terrain Vehicle.*
- **Organisations and cultures** which your character can control or influence. Your GM has full rules on how to create and handle organisations and cultures, but we've provided a list of organisation and culture skills on page 120 which you can select from if you want to have an organisation or culture on your character sheet as an extra. *Example: SCI Force, the Commonality Culture.*

Extras usually require a **permission** or **cost**. You may have to spend skill points, stunts, or aspects; or belong to a tech index, occupation, or genotype; or have a specific aspect.

Buying Extras

When creating your character, you get an **extras budget**—a number of skill points, stunts, and aspects to spend on extras (see page 42). You can also use your character's own skills, stunts, and aspects for extras if you want.

Mindjammer provides many ready-made extras. You don't have to use these; if you have an idea for an item, enhancement, or organisation that's not covered here, you can create it yourself.

When creating a new extra, think about the following:
- What element of the *Mindjammer* setting do you want to make into an extra?
- What do you want it to do?
- What character elements (skills, stunts, etc) do you need to express its capabilities?
- What costs or permissions should be required?

Extras can use some or all of the following abilities.

The Fate Fractal

Up to now we've focussed on creating and describing characters. Before we go further, here's something crucial you should know:

*In **Mindjammer**, you can treat **anything** like a character. Whether it's a starship, organisation, solar storm or alien monstrosity, anything can have aspects, skills, stunts, stress tracks, and consequences.*

*This is called the **Fate Fractal,** and you've already seen a few hints about it earlier, when you gave your **Mindjammer** game its own aspects, or placed situation aspects on the environment. We use the Fate Fractal extensively from here on in. In many cases, it's something that's more of use to your GM, but with extras it's also something that can affect your character directly, too.*

Extras As Aspects

Many extras use aspects as **permissions**: a character may have to have a certain aspect before he can buy the extra's abilities (skills, stunts, and aspects). Maybe he has to be born with some trait, or have obtained a certain status. Alternatively, the extra might itself provide an aspect for the character to buy.

A Special Ops Chip *(page 132) is a restricted access version of the Mindscape implant, available only to characters from certain occupations (Culture Agent, etc). It takes the form of an aspect, costing a character 1 aspect slot.*

Extras As Stunts

Many extras comprise one or more stunts; you may have to buy all of them, or just those you want.

The Shell Plating genurgic mod (page 131) costs 1 stunt to acquire, giving you an armour:2 rating.

SHIFT RATINGS

Many extras—particularly those used as weapons and armour—provide **shift ratings**. These are bonuses which add shifts to your dice roll result **after that dice roll has already succeeded**. Although most are used in physical conflicts, they can also apply to mental, social, and even credit conflicts.

A **weapon rating** adds to the physical stress damage of a successful hit with that weapon. A weapon with a weapon:2 rating does 2 more points of stress than it normally would **on a successful hit**, including ties (technically a 0 stress hit). Weapon ratings make fights much more dangerous.

An **armour rating** reduces the stress damage of a successful hit. Armour with an armour:2 rating subtracts 2 points of stress damage from a successful hit. If that reduces a successful hit to 0 stress or below, you still inflict a boost.

Shift ratings generally run from 1 to 4, and occasionally higher. The "Weapons" and "Armour" sections in **Chapter 9: Equipping Your Character** provide many examples; you can also create your own.

A null rifle has a weapon:2 rating, and costs 1 stunt to buy as an extra. For the same cost, you could create a Threatening CORESEC Uniform extra, with a shift:2 rating on Provoke rolls made to threaten and intimidate.

Extras As Skills

Extras may also consist of **skills**, often giving you access to different **types** of skill, like construct extras (like starships) providing access to construct skills (page 96), culture extras providing access to culture skills (page 120), and so on.

Extras Taking Stress and Consequences

Extras may provide you with additional stress and consequences. Sometimes this is obvious; spending a stunt to upgrade your armour to compound armour lets you take an additional mild consequence (representing damage to the armour). Sometimes it's more subtle. For example, taking a construct (like a starship) or organisation extra lets you act **as a construct or organisation** against other constructs or organisations; because your extra is acting at a different **scale** (page 172) and / or a different type of conflict than you (ie,

against other constructs or organisations), it automatically has its own appropriate stress tracks and three consequences.

Characters with extras can also use their own stress tracks and consequences instead of those of their extras.

Usher McGee has SCI Force as an organisation extra. It gives him several organisation skills (page 120) he can use when interacting with other organisations, representing Usher getting SCI Force to act on his behalf, and also gives him three stress tracks (physical, mental, and credit) and two sets of three consequence slots which his relationship to SCI Force can take before being taken out, ruining his relationship to the organisation permanently. Additionally, Usher can always use his own physical, mental, and credit stress tracks and his consequences to absorb damage which would otherwise affect his relationship to SCI Force, as long as Chris can describe how that works.

Extras As "All of the Above"

Extras don't have to be just aspects, skills, or stunts; most are combinations of two or more. Genurgic modifications like Adaptation Implants and Energy Folds comprise both an aspect and a stunt, and organisations and constructs such as starships and vehicles can consist of aspects, stunts, and even a skill pyramid or column.

Permissions and Costs

A **permission** is the narrative justification that lets you take an extra in the first place. Usually one of your aspects or your occupation or genotype explains why your character is qualified to take an extra; alternatively you can also just agree with the GM it makes sense for your character to have an extra and then buy it.

Customising Extras

With the GM's approval, you can customise an extra to better represent what you want. Maybe you want your Mindscape Implant to boost your technopsi abilities under certain conditions? In that case, it's not just an aspect, it's a stunt, too. Or maybe you want to absorb radiation as a genetic mutation, but don't want to pay the stunt cost for the "Absorb Energy" extra to get the armour:2 rating as well as the aspect (page 122); in that case, drop the stunt component and simply take *Irradiated Skin* for a single aspect cost, invoking it when resisting radiation or irradiating those around you.

Similarly, you don't have to buy all of an extra's components at one go. **If it makes sense**, you can buy one part of an extra first, then others later as you advance. For example, having taken Absorb Energy as an *Irradiated Skin* aspect during character generation, you may decide to spend a point of refresh gained as an advancement (page 174) to "upgrade" it with the extra's stunt component. This means you develop an armour:2 rating against radiation—maybe representing you understanding your ability better, or the ability developing over time.

Customising extras applies particularly to construct, organisation, and culture extras; you can find examples on pages 10 and 47.

Making Your Own Extras

With your GM's approval, you can use these guidelines, the special abilities on page 122, and the examples in **Chapter 9: Equipping Your Character** and elsewhere to create your own extras. Often this is as simple as repurposing an existing extra. Do you like the Active Sonar natural ability (page 121)? Perhaps you could re-describe it as a genurgic mod, a mechanical enhancement, or even an item of equipment? You must still pay the cost and maybe have a permission, but many extras can be repurposed in this way.

What an Extra Represents

It's easy enough to visualise extras when they're genurgic enhancements or items of equipment. But what about extras representing constructs, or organisations—a Mindjammer starship, or SCI Force? What does it mean when your character has one of these on his character sheet?

Extras of this nature represent abilities which your character can use **by belonging to a greater community**—for example, the crew of a Mindjammer starship, or the Security and Cultural Integrity Instrumentality.

If you have the Manoeuvre construct skill (page 104) as part of a starship extra, that means you have access to a starship, and can make rolls to move that ship using its Manoeuvre skill. Doing that means you're on the ship (or perhaps remote controlling or communicating with it via technopsi), asking it (or its pilot) to make gravity engines manoeuvres. It doesn't mean you have the Pilot skill yourself (although you might also have that); but rather that you can call on a starship to make Manoeuvre construct actions on your behalf during play.

Likewise, you may have the SCI Force extra as an aspect, invoking it whenever you ask SCI Force to help you. If you also have Provoke as an extra skill, that lets you ask people inside SCI Force to make propaganda attacks against the mental stress tracks of other organisations.

Note that it's always **you** as a player who makes the dice rolls and decisions for your extras, as if you were playing the members of that Mindjammer crew or SCI Force organisation. Your character gets them to act on your behalf; and you get to play out the action. There's no doubt about whether they'll help, and you can control their actions within the parameters given.

The following examples show what extras can do. See the appropriate sections throughout this book for more.

- **The Mindscape Implant (page 132):** Most Commonality characters (and others) buy this with their extras budget. It's an aspect, and gives your character the permission to describe his actions using technopsi and the Mindscape, and to invoke the Mindscape when you need it.

- **P-Suit:** Many characters working for Commonality instrumentalities (page 19) will be wearing a p-suit anyway—a suit of adaptive weave armour with markings identifying the instrumentality you work for. However, for a cost of 2 stunts, you can mark it down on your character sheet as an extra with an armour:2 rating and a permission to attach additions like personal sensor arrays, biomed arrays, and grav harnesses.
- **Starship:** You can take a starship as a construct extra (page 116). This means you have access to a starship—maybe you own it, or you're a crewmember, or you're commandeering its services by virtue of your rank in, say, Space Force or SCI Force.
- **Organisation:** Usher McGee takes SCI Force as an organisation extra. Sarah rules this lets him use his *Supercilious SCI Force Controller* high concept for organisation actions; he also uses 3 skill points from his extras budget to purchase two organisation skills, and writes on his character sheet: *"SCI Force—Fair (+2) Provoke; Average (+1) Security".*

TEAMWORK BONUSES FROM EXTRAS

If you have an appropriate personal stunt (Gunnery, Memetic Engineer, Starship Pilot, etc), you get a **teamwork bonus** (page 169) from an extra skill for a corresponding character skill, when you use it for an action with that extra.

New Trader Maximillian Proffitt has Great (+4) Pilot and the Starship Pilot stunt, which lets him use his Pilot skill against other starships (chasing other ships, evading, etc). He also has Average (+1) Manoeuvre as a starship extra skill for his ship, the Rosemary Princess. This gives him a teamwork bonus when using his Starship Pilot stunt, for a total Superb (+5) Pilot skill when chasing or evading other starships with his own starship's gravity engines.

If an extra has a skill which you don't have as one of your own extra skills, you can get a teamwork bonus only if the character who does have it as an extra skill takes an action to give you a teamwork bonus. You must still have the appropriate personal stunt.

Retzlaf Trine has a Great (+4) Pilot skill and the Starship Pilot stunt. However, he doesn't have Greatest-Enthusiasm-in-the-Mission as a starship extra. If Retzlaf wants to pilot Mish, he normally just uses his Great (+4) Pilot skill. However, Mish could take an action to give Retlaz a +1 teamwork bonus from Mish's own Fair (+2) Manoeuvre skill, maybe by providing co-piloting assistance, navigational overlays, etc, . If Mish is doing something else at the time—maybe blasting away at the pursuing Venu Warhawk using the ship's null cannon and his Average (+1) Ranged Combat skill—then he can't provide this teamwork bonus.

Shared Extras

Often, some or all of the characters in your group may belong to the same organisation, culture, or starship crew, creating a **shared extra**. The skills, stunts, and aspects which a single character purchases for that extra exist both on his character sheet, and on a notional "extra sheet". If characters sharing an extra each contribute to the same skill, they can both take advantage of the total skill level.

If, say, Kallia Lao took an Average (+1) Provoke skill as an extra skill for the SCI Force organisation, then this would combine with Usher McGee's Fair (+2) Provoke skill for SCI Force, for a total Provoke skill of Good (+3), representing the group's total ability to get SCI Force to act on their behalf in organisation actions with the Provoke skill. The group may even want to start keeping an "organisation sheet", similar to a character sheet, to jot down these combined abilities, especially if they start to acquire aspects, stunts, and extras for the same organisation extra.

VYING FOR CONTROL

You may have an extra skill for a shared extra which also has a broader existence of its own in your campaign—a culture, an organisation like SCI Force, and so on. If your extra skill in that extra is lower than the skill level it has as a campaign NPC, what does that mean? For example, you may have an extra skill of Good (+3) Provoke (page 120) for an organisation which actually has Superb (+5) Provoke when statted as an NPC. This is likely if you take a well-known or large-scale construct, organisation, or culture as an extra.

A situation like this indicates you're just one person sharing that larger entity with notional NPCs you might not know. You may not have full control over your extra's abilities—in this case, its Provoke skill; if you attack another organisation, for example, you only do so with your Good (+3) Provoke. It's even possible the remaining 2 skill levels in Provoke which you don't control may not agree with your action, and try to stop you!

This is a great opportunity for drama. For example, your GM may declare you must make an overcome roll to avoid the opposition the remaining force is posing—maybe a Rapport roll (representing negotiation), Provoke, or even Security, representing internal conflict, mutiny, or even civil war! The same applies to any larger-scale shared extra used like this—organisations, starships, cultures, and others—whose internal politics are fraught with intrigue and factionalisation.

MORE THAN ONE SHARED EXTRA?

There's no restriction to the number of shared extras you can take. You can belong to SCI Force **and** be a crewmember of the *Exorbitant Destiny*. If that gives you conflicting aspects, so much the better—that's the stuff great drama is made of!

Damage to Extras

Extras like starships, organisations, and cultures have independent existences, and can take damage and consequences in their own right (pages 163 and 164). However, you may always take the stress and consequences yourself instead of applying it to your extra; this can be a great way of preventing your starship from being destroyed, for example.

Organisation and Culture Skills and Stunts

Your GM has lots more information on how to use organisations and cultures in play, including lists of organisation skills, stunts, and extras. To aid you in creating organisation extras for your characters, we're providing a summary of the main organisation skills and stunts below. Check with your GM or the **Mindjammer** *core book for more information.*

Table 8-1: Organisation and Culture Skills and Stunts			
Skill	**Description and Sample Stunts**	**Skill**	**Description and Sample Stunts**
Assimilate	Steal parts of a target organisation. Stunts include: Divide and Conquer.	Provoke	Your organisation's ability to attack another organisation's morale or reputation with propaganda attacks, etc. Stunts include: Witch Hunt.
Bureaucracy	Run an organisation smoothly. Stunts include: Organogrammaton.	Rapport	Your organisation's diplomatic ability. Stunts include: Diplomatic Team.
Contacts	Other organisations your organisation knows. Stunts include: Stakeholder Intervention; The Ties That Bind.	Resources	Your organisation's wealth and resources. Stunts include: Aid Package.
Deceive	Your organisation's ability to deceive the public. Stunts include: Public Relations.	Science	Your organisation's scientific know-how, personnel, and facilities. Stunts include: Innovator; Specialist.
Empathy	Your organisation's ability to gauge public feeling. Stunts include: Arbitration and Reconciliation; Zeitgeist.	Security	Your organisation's ability to field armed teams for physical attacks and defence. Stunts include: Extreme Sanction.
Intrusion	Your organisation's ability to break into another organisation. Stunts include: Corporate Raider.	Stealth	Your organisation's ability to act in a covert manner. Stunts include: Shadow Management.
Investigate	Your organisation's ability to find out information. Stunts include: Counterintelligence; Only Connect.	Structure	Your organisation's structural soundness and ability to withstand physical attacks. Stunts include: Decentralised Structure.
Knowledge	Your organisation's archives, databanks, and institutional knowledge. Stunts include: Known Knowns; Market Awareness; Specialist.	Technical	Your organisation's ability to manufacture and repair goods, etc. Stunts include: Specialist.
Manoeuvre	Your organisation's ability to physically move from zone to zone, particularly important for armies, fleets, etc. Stunts include: Guerrilla Warfare.	Will	Your organisation's ability to assert itself against propaganda attacks against its morale and reputation. Stunts include: Esprit de Corps.
Notice	Your organisation's ability to spot things in its immediate vicinity.		

Extras and Advancement

Like characters, extras can be modified and improved, and your character can even acquire new ones. See "Advancement and Extras" (page 176) for more.

Natural Abilities

Many life forms have **natural abilities** which are very different from those of standard humans, and which deserve special treatment in the rules, either with bonuses, skill ratings, aspects, rules exceptions, or even separate skills. A natural ability is an extra which contains one of more of the special abilities listed in this section, and which has a descriptive title indicating how those special abilities manifest themselves for the life form.

For example, the special ability called Flight is listed below (page 123), and simply describes how the power of flight works in the **Mindjammer** rules. It's a special ability which is used by grav lifter equipment and fixed and rotary wing gear, but also by life forms with wings and with lifting organs such as hydrogen (and other) gas bags. You can see how the Flight special ability is used for the Grav Pack and Flight Capacity extras in **Chapter 9: Equipping Your Character** (pages 145 and 135 respectively); and in the table below you can see how the same ability provides the Gas Bags and Wings natural abilities for life forms.

Table 8-2: Natural Abilities

Name	Special Ability	Cost	Name	Special Ability	Cost
Active Sonar	Hypersense (Sonar)	1A, 1S	Life Leech	Drain Energy (Metabolic Energy)	1A
Amphibious	Adaptation (Amphibious)	1A	Lightning Fast	Speed Bonus	1S
Aquatic	Adaptation (Underwater)	1A	Malleable Body	Variform	1A
Chill Touch	Absorb (Heat) or Drain (Heat)	1A, 1S / 1A	Manipulation Field	Particle Energy Control	1A, 1S
Constriction Attack	Constrict	1S	Massively Muscled	Strength Bonus	2S
Density Control	Density Control	1A	Multiple Natural Weapons	Multi-Attack	1A, 1S, 1+SP
Disease Carrier	Infect	1+SP	Natural Armour	Armoured	1S
Dispersed Body	Custom*	1A	Natural Mimic	Mimic	1A
Disruption Field	Drain Energy (Electricity)	1A	Neural Disruptor Field	Mental Blast	1+SP
Egg Injector	Inject Parasite, Parasitise	1A, 1S, 1+SP	Paralysing Venom	Paralyse	1S
Energy Generation	Project Energy (specify type, whether Ranged or Close)	2S + *Draining*, etc, flaw	Parasite	Parasitise	1A, 1+SP
Enhanced Sense	Hypersense	1A, 1S	Pheromones	Pheromone Cloud	1A, 1S
Enthral	Enthral	1A	Puppetteer	Puppetteer / Possessor (Other Organics only)	1S
Expert Climber	Expert Climber	1S	Regeneration	Regeneration	1A
Gas Bags	Flight	3S	Repulsion Field	Force Field	1-6S
Glide Membrane	Glide	1S	Robust Physiology	Health Bonus	2S
Hallucinogen Secretion	Hallucinate	1S	Sixth Sense	Custom*	1A, 1S
Highly Adapted	Adaptation	1A	Small	Body Scale Change (Smaller)	1A, 1S
Horrific	Intimidate	1S	Snare Projector	Snare	2S
Howl Attack	Howl	1S	Spider Climb	Spider Feet	1S
Hyper-Reflexes	Reaction Bonus	1S	Swallow	Custom*	1S
Improved Resistance	Energy Resistant (Heat, Cold, etc)	1S	Tentacles	Constrict, Extend Limb, Tentacles	1A, 3S
Jumper	Leap	1S	Venomous	Poison	1S
Large	Body Scale Change (Larger)	1A, 1S	Wings	Flight	3S

*check with your GM for how these natural abilities work.

Max Proffitt's starship extra, the Rosemary Princess, is hit in construct combat for 4 stress. Max has the option of describing this as null cannon damage to his starship's hull, requiring repair, or marking off a 2-point stress box and a mild consequence on his own character sheet, representing perhaps burn damage he suffers when a control console explodes in a shower of sparks.

Even if you're **vying for control** of an extra (see above), any damage affects the whole extra; characters with only minor skill levels in a larger shared extra can get that extra into serious trouble. Usually, however, if a PC or PC group doesn't have overall control of a shared extra, the extra may concede rather than face destruction; this is a great opportunity for compels.

If a construct or organisation extra is taken out and destroyed, your character gets the points spent on it back, and may spend them again at the next appropriate milestone.

SPECIAL ABILITIES

Special abilities are abstract extras used to describe how you can do cool things using these rules. They're abstract in the sense that they contain no descriptive chrome; instead, they provide the mechanical "backbone" for other extras—genurgic mods, mechanical or virtual enhancements, equipment,

and the natural abilities of organic beings. They're referenced extensively in **Chapter 9: Equipping Your Character.**

Use these abilities to create your own extras, either by selecting one or more special abilities and giving them a descriptive gloss (making them into, say, a genurgic enhancement, mutation, piece of equipment, etc); or by using them as templates to create new special abilities.

ABSORB ENERGY

Costs 1 aspect, 1 stunt

You can absorb one energy type—heat, kinetic, gravity, sound, radiation, etc—selected when you take the ability. As a stunt, you gain an armour:2 rating against that energy type.

- **Invoke:** To create or increase passive opposition, representing sudden cold, lack of gravity, soundlessness, etc; gain a bonus on a Project Energy attack; boost your ability to resist the energy.
- **Compel:** To inadvertently absorb energy.

ADAPTATION

Costs 1 aspect

You're adapted to function in an additional environment, selected when you take the ability. Environments include: extreme heat or cold, corrosive / acidic / insidious environments, high / low gravity, high / low ambient pressure (gas or liquid), radiation (various types), liquid, vacuum, electrically charged, extreme sonic, intense kinetic, amphibious, and so on.

- **Invoke:** To know about the environment, operate easily in it, exploit its features to put others at a disadvantage.
- **Compel:** To be at a disadvantage in radically different environments, or be otherwise disadvantaged by your adaptation.

ARMOURED

Costs 1 stunt

Gain a natural armour:2 rating.

AUTOTROPH

Costs 1 aspect (usually genotype)

You can synthesise your own food. Describe the energy source you need to do this; sunlight, proximity to magnetic fields, a ZIP cell, heat, etc.

- **Invoke:** To survive without food.
- **Compel:** To become weakened when the environment prevents you from synthesising food; be unable to understand or partake in the pleasures of eating.

BODY SCALE CHANGE

Requires Variform or genotype permission
Costs 1 aspect, 1 stunt

You're 1 point of **scale** (page 172) larger or smaller than usual, giving you the associated benefits and penalties, as well as the bonuses below.

Smaller: As a stunt, gain a +2 Stealth bonus when your small scale helps you hide and sneak.

- **Invoke:** To be unobtrusive, present a smaller target, appear unthreatening, squeeze into small spaces; move stealthily or with agility.
- **Compel:** To find equipment is too big; be ineffective at intimidating; for people to underestimate you or take you for a child; be socially disadvantaged or ignored; suffer increased effects from alcohol, poison, or wounds.

Larger: As a stunt, gain a +2 Provoke bonus when your large scale helps you appear overbearing and threatening.

- **Invoke:** To be highly visible, get a good viewpoint, appear dangerous, impressive, get the drop on someone, do massive damage with a smashing weapon.
- **Compel:** To be unable to wear normal clothes or armour or use normal equipment; be unable to pass through a restricted space, or become trapped; be highly visible and unable to move stealthily; to be clumsy.

If you also have the Variform special ability (page 127), you may change your scale up or down by 1 step. This requires one scene, and may be part of a create an advantage roll.

CONSTRICT

Costs 1 stunt
Gain a +2 bonus for attacks with tentacles, bear hug, etc.

CONTACT CONTROL

Costs 1 stunt
You can control equipment by touch, ie via nanocell or direct mechanical interface. This replicates some technopsi functions, but is more limited. You can control Mindscape-enabled devices without using the Mindscape (and therefore without being detectable via Mindscape), even when there's no Mindscape present. You must have physical contact with an item's control surface; a create an advantage Technical action may rig a temporary one.

CRUSH

Costs 1 stunt
Gain a +2 attack bonus vs grappled or immobilised targets.

DENSITY CONTROL

Requires Variform or genotype permission
Costs 1 aspect
You can increase or decrease your density; you must have a body structure which allows this. This may make you harder to hit or damage.

- **Invoke:** To resist damage, shrink your body, or increase body scale and diffuseness to be more threatening, less heavy, etc.
- **Compel:** To be too heavy or too light; be disrupted by wind, fall through the floor.

DISPERSION

Costs 1 stunt
You can control multiple (usually synthetic) extensions to your body, over and above any combat or sensor drones. Under the right conditions, you can make your surroundings seem to come alive.

For a fate point, make a single skill roll using the physical form of one or more Mindscape-linked items in your zone, which may resist, plus 1 zone per additional fate point. You may attack, defend, create an advantage, etc.

DRAIN ENERGY

Costs 1 aspect
You can drain one energy type—heat, nuclear power, metabolic energy, electricity, etc—from a target, which you must specify when you take the extra.

- **Invoke:** To render inactive a device or object powered by that energy; attack (usually unarmed, may be ranged) to drain energy.
- **Compel:** To be overcome by an energy surge; be affected by shielding affecting the energy; become weak when deprived of the energy source.

ENERGY RESISTANT

Costs 1 stunt
Gain a +2 bonus to resist an energy type—heat, radiation, blasters, etc—which you must specify when you take the extra.

ENTHRAL

Costs 1 aspect
Your appearance, movement, voice, etc, captivates and holds the attention of a particular type of target. You must specify the action you take and the target type it affects when you take the extra.

- **Invoke:** To make it easier for you to persuade, influence, or intimidate a target; or distract or hold its attention.
- **Compel:** To attract unwanted attention to yourself; distract someone at a critical moment.

EXPERT CLIMBER

Costs 1 stunt
Gain a +2 bonus to overcome and create advantage actions when climbing.

EXTEND LIMB

Costs 1 stunt
Your limbs are extensible, either by organic "stretching" or telescoping technological structures. Your Unarmed Combat or Melee Combat attacks have a range of 1.

FLIGHT

Costs 3 stunts
You can fly. Use Athletics to make movement actions in the

air, ignoring ground-based opposition from subjects which can't fly. You may perform the same actions as Drive, but using Athletics; you're effectively your own vehicle. Gain an additional free zone of movement, and move and attack a target up to 2 zones away.

FORCE FIELD
Costs 1-6 stunts
You're protected by a force field, providing a defend bonus against physical attacks and absorbing 1 or more consequences as shown in Table 8-3: Force Field Protection.

Table 8-3: Force Field Protection

Stunts	Field Protection
1	+1 defend bonus
2	+2 defend bonus
3	+3 defend bonus
4	+3 defend bonus, absorbs 1 mild consequence
5	+3 defend bonus, absorbs 1 mild and 1 moderate consequence
6	+3 defend bonus, absorbs 1 mild, 1 moderate, and 1 severe consequence

GLIDE
Costs 1 stunt
You can make movement actions using Athletics through the air between points, as long as your destination is lower than your starting point. The minimum horizontal distance glided is the vertical distance descended.

HALLUCINATE
Costs 1 stunt
You can make a target hallucinate, giving you a +2 bonus on Provoke attacks and create advantage rolls.

HEALTH BONUS
Costs 2 stunts
Gain a +2 bonus to rolls to resist disease, poison, etc. You may also take one additional mild consequence.

HOWL
Costs 1 stunt
Use Provoke against every creature in your zone, plus 1 zone per fate point expended. This is an area effect (page 170). It doesn't affect your allies, but does affect neutral bystanders.

HYPERAGILITY
Costs 1 aspect, 1 stunt
Gain a +2 bonus on any Athletics rolls requiring physical agility.
• **Invoke:** To outperform unenhanced human abilities.

• **Compel:** To stand out in a crowd by appearing almost supernaturally graceful.

HYPERINTELLIGENCE
Costs 1 aspect, 3 stunts
Gain a +2 bonus on any Knowledge, Science, or Technical roll where reasoning power is the determining factor.
• **Invoke:** To gain an insight an order of magnitude greater than normal human capability.
• **Compel:** To have trouble understanding or relating to unenhanced minds.

HYPERSENSE
Costs 1 aspect, 1 stunt
One of your senses—hearing, sight, smell, taste, touch—is enhanced far beyond normal human capabilities, selected when you take the ability. This isn't simply good eyesight, etc: you can see in the infrared, have telescopic / microscopic vision, hear sonar, and so on. You gain a +2 Investigate or Notice bonus when using that sense.
• **Invoke:** To perceive something not normally possible by virtue of your enhanced sense; gain a bonus where your hypersense gives you an advantage.
• **Compel:** Your sensory input is overloaded, or your hypersense puts you at a disadvantage.

HYPERSTRENGTH
Costs 1 aspect, 2 stunts
You're incredibly strong. Gain a +2 bonus to Physique rolls, and a weapon:2 rating on Unarmed Combat and Melee Combat attacks.
• **Invoke:** To lift or move things up to the limit of your physical frame in mass.
• **Compel:** To not know your own strength.

IMAGE PROJECTION
Costs 1 aspect, 1 stunt
You can project a 3D image perceptible to visible light. This is not a hallucination; usually it's a hologram or similar visual phenomenon. You can use Will to create such images as advantages.

INCREASED SKILL CAP
Costs 1 aspect, 1 stunt
You transcend the human skill cap by 1 level, up to Epic (+7) without Mindscape access and Legendary (+8) with. Higher levels are attainable by going post. The aspect cost represents the **post-human aspect** you must take at the same time (check with your GM or the *Mindjammer* core book for more).

INFECT

Costs 1+ skill points

You carry a disease or infection and can infect a target by touch or at range; the target resists with Physique. Damage is physical stress damage; any consequences infect the target with the disease.

INJECT PARASITE

Costs 1 stunt

You can use Unarmed Combat to inject a target with an "egg" on any consequence—a self-replicating assembly of cells, mechanical components, or Mindscape / virtual analogues. The egg is 1 scale (page 172) smaller than you. Unless removed, the consequence may be compelled in a subsequent scene for the "egg" to grow and hatch. A hatched egg becomes a **parasite**, making Parasitise attacks (page 126) at Average (+1) for a mild consequence egg, Fair (+2) for moderate, and Good (+3) for severe.

INTIMIDATE

Costs 1 stunt

You have a horrific or highly threatening appearance or behaviour. Gain a +2 bonus to Provoke attacks and create an advantage actions when used to instill fear.

LEAP

Costs 1 stunt

Gain a +2 bonus to overcome and create advantage actions when jumping.

LONGEVITY

Costs 1 aspect, 1 stunt

You are 100 years older than the default character age (page 55); gain an additional 5 skill points, and make one of your aspects into a **longevity aspect.** Commonality organic characters can expend up to 6 stunts on this ability, each time giving you an extra century of life and 5 more skill points; at your GM's discretion, synthetic characters may have no such limitation.

Longevity Aspects

Very long-lived characters have **longevity aspects** *representing their unique world view and life experience, including:* Not Clumsy Any More, This Is My Eighth Career, I Get Married Every Fifty Years Whether I Like It or Not, You Don't Grow up for the First Ninety Years.

MENTAL BLAST

Costs 1+ skill points

Projects a field of gauss energy and microwaves, overloading the target's synapses, doing mental stress damage and causing confusion, unconsciousness, and brain damage at extreme intensities.

MENTAL RESISTANCE

Costs 1 stunt

Gain a +2 bonus to resist mental stress attacks and overcome mental consequence recovery obstacles.

METEORURGY

Requires permission
Costs 1 aspect, 1+ skill points

Provides a Meteorurgy skill allowing you to change the weather. Changing weather in your zone to an adjacent condition is Fair (+2) opposition, taking 1 scene. Adjacent conditions include: sunny to overcast, overcast to precipitating, hot to warm, cold to freezing. Weather conditions are confined to those possible for the environment. Each further shift in weather conditions takes 1 additional scene and increases the passive opposition by +2.

MIMIC

Costs 1 aspect

You can mimic another creature's sensory profile for one sense—the sounds it makes, the scents it emits, its appearance, etc—specified when you take the extra. You may purchase this extra multiple times.

- **Invoke:** To gain a bonus on Deceive rolls, etc, where physical or audio mimicry is important; automatically pass casual inspection as the entity you're mimicking.
- **Compel:** To inadvertently mimic an entity during a time of stress; have an unidentifiable sensory profile for machines or devices (ie your voiceprint does not register, etc).

MULTI-ATTACK

Costs 1 aspect, 1 stunt, plus 1 skill per additional attack

You have multiple attack skills which can contribute to your attack action. You may have three Unarmed Combat skills (say, Punch, Kick, and Throw), two Ranged Combat skills (say, Blaster Rifle and Grenade Launcher), two Melee Combat skills (say, two Energy Blades), or a combination. Take an aspect to reflect this (*Attacks With Teeth and Claws, Bristling With Weapons*). In an exchange, select one attack skill as your main attack skill; each of your other attack skills provides a teamwork bonus (page 169) to the main skill, and allows you to attack one additional target.

This is a multiple target attack (page 170): you may divide the result of your attack dice roll result between the targets however you want. Any weapon ratings are applied after the success or failure of each attack has been determined.

For example: the Combatechnologies Robust Defender combat drone has the Bristling With Weapons *aspect, and spends 4 skill points on 2 separate Average (+1) Melee Combat and 2 Average (+1) Ranged Combat skills. It's armed with twin weapon:1 blasters. It gains a +3 teamwork bonus to one attack, and may divide its attack roll result between up to 4 separate targets. It applies the weapon:1 rating to the two targets it attacks with its blasters (these may be the same target).*

PARALYSE
Costs 1 stunt
Use Unarmed Combat, Ranged Combat, etc, to create a *Paralysed*-type advantage on a target.

PARASITISE
Costs 1 skill, 1 aspect
You're a parasite "living" on a host, which must be at least 1 scale larger than you. You have an aspect (often a consequence created by the Inject Parasite special ability, page 125), and a Parasitise skill with a rating based on the consequence severity. You usually attack once per scene for physical parasites, and once per scene or exchange for Mindscape ones, inflicting stress or mild consequences; parasites don't usually aim to kill their hosts. Attacks are resisted by the target's Physique (or Will for Mindscape targets), or by the Technical skill of an attending meditech. Attempts to remove the parasite are made by Technical, and the parasite resists by attacking its host on each attempt.

PARTICLE ENERGY CONTROL
Costs 1 aspect, 1 stunt
You control one type of energy—electricity, gravity, magnetism, photons (light and darkness), radiation, sound, wind, etc—at particle level, selected when you take this ability. As a stunt, you gain a +2 bonus when creating advantages with the energy type using any skill.
- **Invoke:** To affect energy in your zone, plus 1 zone per fate point; damage, destroy, or manipulate objects operating with or affected by that energy.
- **Compel:** To inadvertently interrupt or distort energy in your vicinity, adversely affecting equipment or betraying your presence.

PHEROMONE CLOUD
Costs 1 aspect, 1 stunt
Gain a +2 Rapport bonus to overcome and create advantage actions against susceptible (usually organic) targets in the same zone.
- **Invoke:** To distract, seduce, or enrage targets; gain an advantage when dealing with targets or avoiding them.
- **Compel:** To have people react strongly to you at inconvenient moments.

POISON
Costs 1 stunt
Your attack (usually Unarmed Combat) also creates a *Poisoned*-type situation aspect.

POSSESSOR / PUPPETTEER
Costs 1 stunt
You can control a target's actions, effectively making it into a temporary extra. It's a Will vs Will contest; on a success, your target incurs a *Possessed*-type aspect, invoked to block its actions or compelled to make it behave as you wish. Actions the target takes under your control are automatically at Mediocre (+0) skill level. Physical versions of this ability require you to touch the target.

PROJECT ENERGY
Costs 2 stunts
You can project one form of energy—heat, cold, electricity, radiation, sonic, etc—specified when you take this ability. Gain a +2 bonus to either Melee or Ranged Combat attacks with this energy; successful attacks also gain a weapon:2 rating.

REACTION BONUS
Costs 1 stunt
Gain a +2 bonus to rolls where quick reactions are important, including initiative (page 162) and dodging.

REGENERATION
Costs 1 aspect
You can rapidly regenerate tissue to recover from wounds.
- **Invoke:** To automatically succeed at recovery obstacles, or reduce the time required to recover from a consequence by one step.
- **Compel:** To be forced to rest whenever you are regenerating.

SNARE
Costs 2 stunts
You can trap other beings using webs, goo, pheromones, compulsion fields, domination fields, etc—specify one when you select this ability. Gain a +2 Unarmed Combat or Ranged Combat bonus to create *Ensnared*-type advantages.

SPATIAL GEOMETRY
Costs 1 stunt
You have an enhanced ability to perceive, calculate, and navigate in 3-D space. Gain a +2 bonus to create advantage rolls for any corresponding skill use, including piloting, flying, swimming underwater, as well as dogfighting sensor sweeps and targeting actions.

SPEED BONUS
Costs 1 stunt
Gain a +2 bonus to movement actions where speed is a factor.

SPIDER FEET

Requires Expert Climber
Costs 1 stunt
Gain a +2 Athletics bonus to make great climbs (upside down, on ceilings, etc).

STRENGTH BONUS

Costs 2 stunts
Gain a +2 Physique bonus for strength-related rolls, and a weapon:2 rating on Unarmed Combat or Melee Combat attacks.

TENTACLES

Costs 1 aspect, 1 stunt
Decide if these supplement or replace your normal limbs; as an enhancement, they're usually additional, whereas mechanical and natural mods replace. As a stunt, gain a +2 Melee Combat or Unarmed Combat bonus to create advantage actions.

- **Invoke:** To immobilise targets, reach into hard-to-get areas, appear threatening and intimidating, make surprising and flexible moves.
- **Compel:** To be instantly noticeable, flail around clumsily, have difficulty using standard equipment.

VARIFORM

Requires synthetic or alien genotype permission
Costs 1 aspect
You can reconfigure your physical form within broad parameters.

- **Invoke:** To reconfigure your physical form, shrinking and expanding by up to 50%, changing your superficial appearance: face, limb length, number of joints, size of torso, chassis, hull, etc. You can't become more or less massive, but you can become thinner, bulkier, more aerodynamic. This can give you a *Variform* aspect appropriate to your assumed form. You can also hide or reveal your other enhancements. It takes 1 exchange to change form, plus an additional exchange for any enhancement to be hidden or revealed.
- **Compel:** To suddenly alter form in response to emotion or stimulus; to not have a piece of equipment, limb, ability, etc, instantly available when you need it.
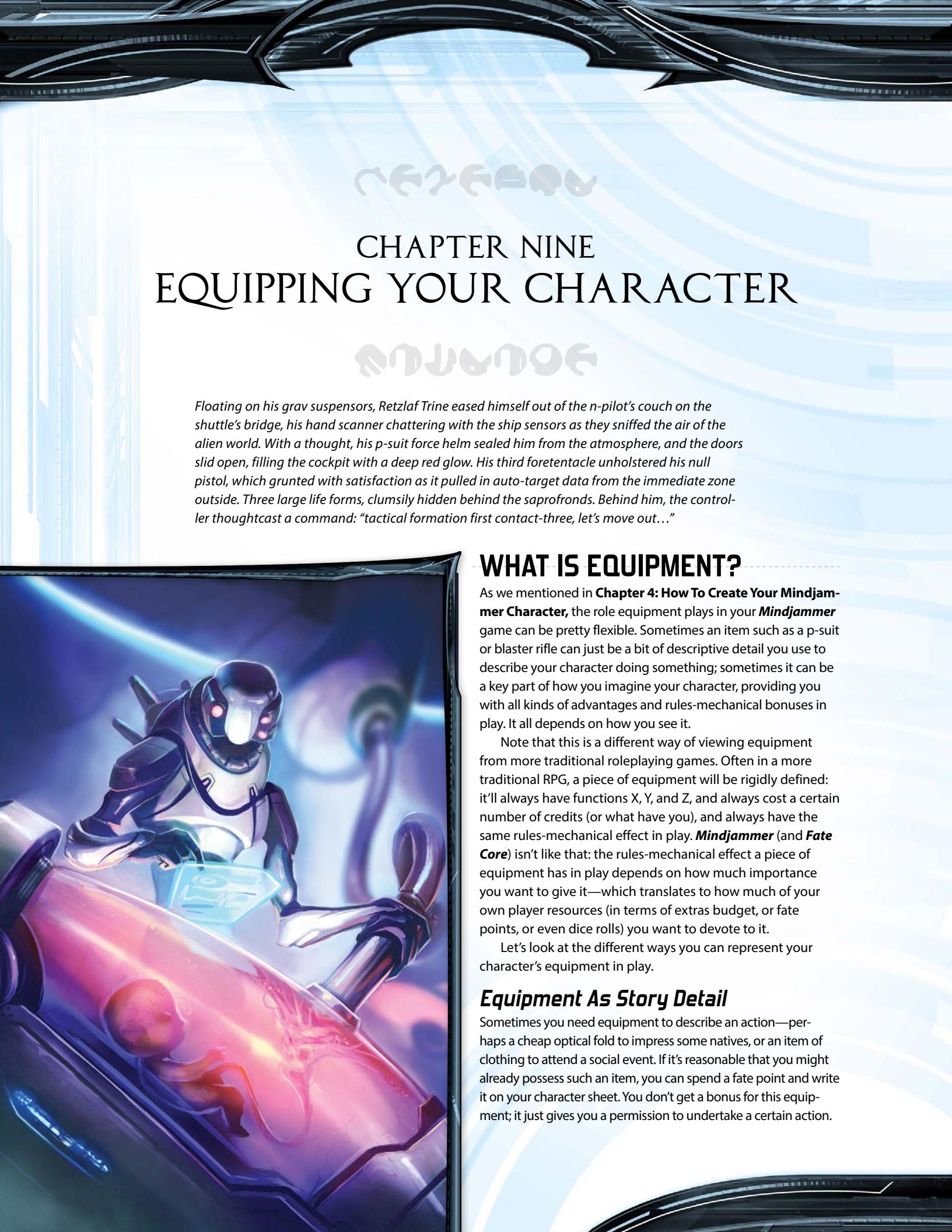
CHAPTER NINE
EQUIPPING YOUR CHARACTER

Floating on his grav suspensors, Retzlaf Trine eased himself out of the n-pilot's couch on the shuttle's bridge, his hand scanner chattering with the ship sensors as they sniffed the air of the alien world. With a thought, his p-suit force helm sealed him from the atmosphere, and the doors slid open, filling the cockpit with a deep red glow. His third foretentacle unholstered his null pistol, which grunted with satisfaction as it pulled in auto-target data from the immediate zone outside. Three large life forms, clumsily hidden behind the saprofronds. Behind him, the controller thoughtcast a command: "tactical formation first contact-three, let's move out…"
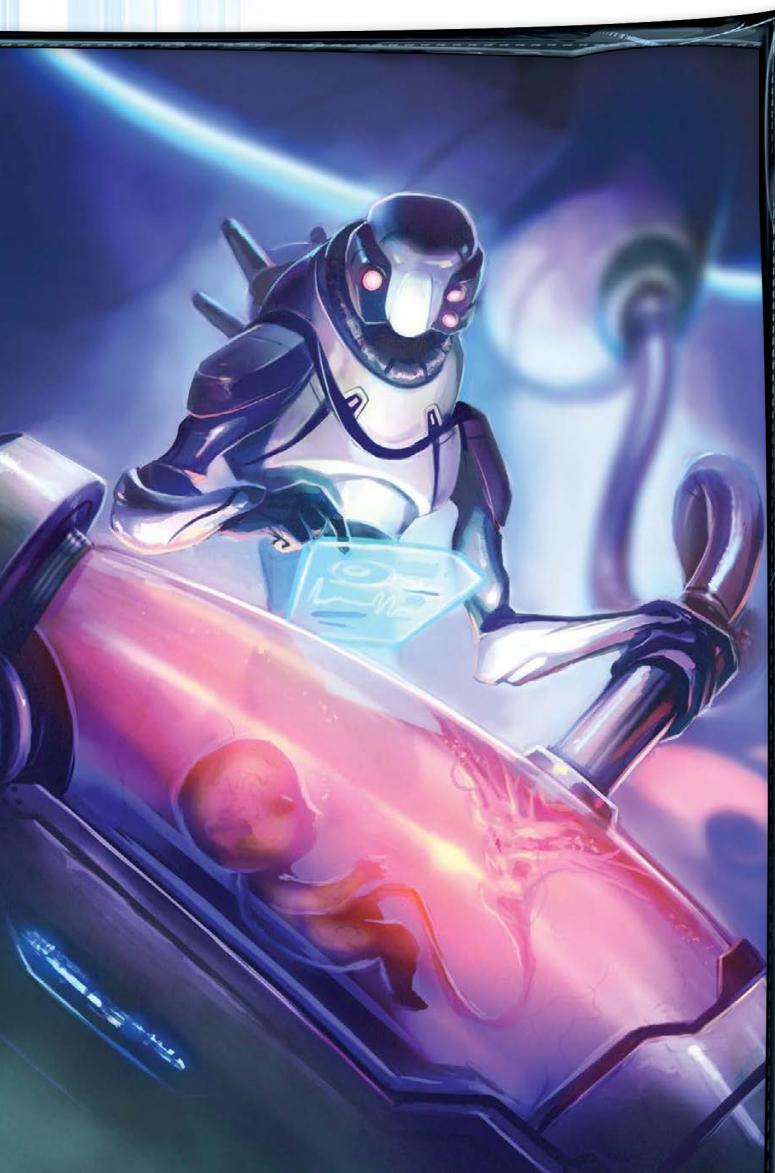
WHAT IS EQUIPMENT?

As we mentioned in **Chapter 4: How To Create Your Mindjammer Character,** the role equipment plays in your *Mindjammer* game can be pretty flexible. Sometimes an item such as a p-suit or blaster rifle can just be a bit of descriptive detail you use to describe your character doing something; sometimes it can be a key part of how you imagine your character, providing you with all kinds of advantages and rules-mechanical bonuses in play. It all depends on how you see it.

Note that this is a different way of viewing equipment from more traditional roleplaying games. Often in a more traditional RPG, a piece of equipment will be rigidly defined: it'll always have functions X, Y, and Z, and always cost a certain number of credits (or what have you), and always have the same rules-mechanical effect in play. *Mindjammer* (and *Fate Core*) isn't like that: the rules-mechanical effect a piece of equipment has in play depends on how much importance you want to give it—which translates to how much of your own player resources (in terms of extras budget, or fate points, or even dice rolls) you want to devote to it.

Let's look at the different ways you can represent your character's equipment in play.

Equipment As Story Detail

Sometimes you need equipment to describe an action—perhaps a cheap optical fold to impress some natives, or an item of clothing to attend a social event. If it's reasonable that you might already possess such an item, you can spend a fate point and write it on your character sheet. You don't get a bonus for this equipment; it just gives you a permission to undertake a certain action.

Equipment As Aspects

As we mentioned on page 44, you automatically have the basic equipment you need to use your skills—a handgun if you have the Ranged Combat skill, and so on. If you want something more complex to give you a rules mechanical effect, one of the simplest ways can be to have an **aspect**. Acquiring such an item during play requires a Resources roll, **creating an advantage** for the item (page 156). If you fail at this acquisition roll, you may **succeed at a cost** (page 155) by incurring **credit stress** (page 153) equal to the difference between your roll and the difficulty; this may inflict consequences.

The passive opposition for this roll is determined as usual; it's probably Average (+1) or at most Fair (+2) unless the item is scarce, expensive, or otherwise difficult to acquire. The aspect you gain represents the item, and lasts as long as a normal situation aspect (page 85). If you wish to keep the item longer, you must cement it as an extra.

Equipment As Extras

For more complex mechanical effects, you can define an item as an extra using your extras budget. Some items are **restricted items**, requiring a permission—at least a narrative justification for how you acquired it. This may depend on the "control index" of the world you're trying to acquire the equipment on (check with your GM); or it may require you to belong to a certain occupation or organisation. Restricted items are indicated with an asterisk (*) in the tables and descriptions below; it's up to the GM how difficult they are to acquire, but should at least require a permission, or Contacts, Bureaucracy, Rapport or Resources rolls.

You can define items you're acquiring like this on the fly. As they're a little more involved than aspects, we've provided plenty of examples of how you might define key items of equipment in the sections below. Use these as baselines: you can customise them further, or define them on your character sheet at a higher or lower extras cost, with correspondingly poorer or greater abilities. Maybe the item is broken or damaged, or an upgraded version?

Heirloom Equipment

*Sometimes you inherit equipment from families or other organisations. These **heirloom items** are usually acquired as an aspect to begin with (*Grandmother's Energy Blade*), but may be added to with extras budget stunts and skills later, either at character creation or during play.*

Control Indices and Illegality

*Enhancements may break laws on certain worlds, particularly those involving weaponry. Where appropriate, an enhancement has a **control index**, indicating the control index of a world at which the enhancement becomes controlled (ie illegal or otherwise restricted). At that control index and above, you can't freely purchase the enhancement but require a **permission** (often an occupation permission). If one or more of your enhancements are lower than your current world's control index, you'll have to conceal them or face legal and security challenges, including Bureaucracy and other conflicts. The lower an enhancement's control index, the more tightly controlled it is; the higher, the more freely available.*

ENHANCEMENTS

Enhancements are **extras** (page 116) representing technological modifications to your character. You can buy them using aspects, refresh, or skill points, usually from your **extras budget**, character creation points, or **advancements** (page 174).

There are four types of enhancement:
- **Genurgic Mods:** Modifications to your body;
- **Improvements:** Enhancements to your equipment;
- **Mechanical:** Enhancements to the functions of robots, starships, and other mechanicals;
- **Virtual:** Enhancements operating purely or principally in the Mindscape.

In addition, **hypertech** (page 136) represents equipment which often replicates the functions of enhancements in external form.

The enhancements below are mostly self-explanatory, representing technological implementations of the special abilities in **Chapter 8: Extras**. If not, full descriptions are given below. Entries with a "Y" in the "Halo" column are **halo abilities** (page 11). You're encouraged to create new enhancements using the technological paradigms on page 21 and the special abilities on page 122.

Genurgic Mods

Genurgic mods directly reconfigure your genurgic makeup, affecting physical changes. They're available at tech index T6 and above. Any organic being may use genurgy, including organic synthetics and cyborgs. Inorganic synthetics like mechanicals and installations (page 62) use **mechanical enhancements** instead (page 134).

Table 9-1: Genurgic Mods lists the mods commonly available in the Commonality; most are provided by the Chembu Genurgy corporacy (page 20).

Table 9-1: Genurgic Mods

Name	Special Ability	Halo	Tech Index	Control Index	Cost
Absorption Field	Absorb Energy		T7	+2	1A, 1S
Accelerated Healing	Regeneration		T6	+3	1A
Adaptation Implant	Adaptation		T7	+3	1A
Aggressor Implant	See below	Y	T8	+0	1A, 2S
Attack Enhancement	Multi-Attack		T6	+2	1A, 1S, +SP
Artificial Nervous System	Hyperagility		T6	+3	1A, 1S
Assisted Leap	Leap		T6	+3	1S
Augmented Resistance	Energy Resistant		T7	+2	1S
Autotrophic Enhancement	Autotroph		T7	+4	1A
Bioelectric Field Implant	Force Field (see below)		T7-10	+1	1-6S + flaw
Chameleon Field	Mimic		T6	+0	1A
Cosmetic Enhancer	See below		T6	+3	1A
Damping Field	Drain Energy (Electricity, etc)		T7	-2	1A
Defence Chip	See below	Y	T8	-1	1-2S
Dispersed Control Enhancement	Dispersion	Y	T8	-1	1S
Empathic Lace	See below	Y	T9	+3	1S
Energy Fold	Particle Energy Control	Y	T9	-1	1A, 1S
Enhanced Constitution	Health Bonus		T6	+3	2S
Enhanced Musculature	Strength Bonus		T6	+3	2S
Enhanced Reflexes	Reaction Bonus		T6	+3	1S
Enhanced Speed	Speed Bonus		T6	+3	1S
Extendable Limb	Extend Limb		T7	+3	1S
Extended Lifespan	Longevity; see below		T8	+4	1A, 1S
Gills	Adaptation (Underwater / Amphibious)		T6	+5	1A
Glide Membrane	Glide		T6	+3	1A
Howl Emitter	Howl		T6	+0	1S
Metabolic Booster	See below		T7	+2	1A
Mindscape Implant	See below	Y	T6	+3	1A
Nanocells	Contact Control		T8	+1	1S
Neural Disruption Field	Mental Blast	Y	T8	-1	1+SP
Neurosynthetic Extensors	Hyperintelligence	Y	T8	+3	1A, 3S
Nootropic Gland	Mental Resistance		T7	+3	1S
Paralysing Touch	Paralyse		T6	-1	1S
Pheromone Synthesis	Pheromone Cloud		T6	+2	1A, 1S
Rejuve	Longevity; see below		T7	+3	1A, 1S
Respirocytes	See below		T8	+4	1A

Table 9-1: Genurgic Mods (Continued)

Name	Special Ability	Halo	Tech Index	Control Index	Cost
Sensory Enhancement	Hypersense		T6	+3	1A, 1S
Shell Plating	Armoured		T6	+0	1S
Scale Change (Larger or Smaller)	Body Scale Change		T6	+4	1A, 1S
Skill Chip	See below	Y	T8	var	1S
Special Ops Chip	See below	Y	T6	special	1A
Subdermal Holoprojector	Image Projection	Y	T7	+3	1A, 1S
Subdermal PMI	See below	Y	T8	+2	1S
Subdermal Projector	Project Energy (specify type, plus whether Ranged or Melee)		T7	-1	2S + *Draining* flaw
Subdermal Snare	Snare		T7	+0	2S
Subdermal Weave	See below		T6	+2	1S
Suction Glands	Expert Climber		T6	+3	1S
Synaptic Enhancer	Increased Skill Cap	Y	T8	+3	1A, 1S
Synthetic Musculature	Hyperstrength		T8	+3	1A, 2S
Tentacles	Constrict, Tentacles		T6	+4	1A, 2S
Transdermal Reinforcement	See below		T7	+1	1S
Vampire Implant	Drain Energy (Life Drain)		T7	-1	1A
Variable Physiology	Density Control		T9	+3	1A
Variform Body Plan	Variform		T9	+3	1A
Variform Physiognomy	See below		T9	+3	1A
Venom Injector	Poison		T6	-2	1S
Wings	Flight		T6	+3	3S + *Draining* flaw

AGGRESSOR IMPLANT

Costs 1 aspect, 2 stunts
Combines Mindscape skill chip enhancement with hormonal regulators to increase your aggressiveness. Gain a +2 bonus to Unarmed and Melee Combat attacks. As an aspect it improves your reflexes, but can make you fly into a rage.

BIOELECTRIC FIELD IMPLANT

Costs 1-6 stunts + Draining *flaw*
Your metabolism generates a powerful energy field protecting you from attacks and providing a defend bonus and possibly absorbing consequences. It's very draining, and can be compelled to leave you weakened.

COSMETIC ENHANCER

Costs 1 aspect
This common mod, originally used for vanity purposes, is now part of the complex social rituals of the Commonality Core.

You can modify skin, hair, eye colour; change sex, mental state, muscle amount and tone; and increase or decrease dopamine and other hormone levels. Superficial changes take one scene, or much longer for more profound modifications.

The *Draining* Flaw

Mods with the Draining *flaw can be compelled to represent fatigue, malfunctions, or your character becoming incapacitated after use, perhaps even incurring a consequence. It may be offset by the Metabolic Booster mod.*

DEFENCE CHIP

Costs 1-2 stunts

Mindscape-enhanced evasion and self-defence routines analyse the flow of combat and let you use Unarmed or Melee Combat to defend against Ranged Weapon attacks. An additional stunt buys the **advanced defence chip**, providing a +2 bonus to all Athletics, Melee Combat, or Unarmed Combat defend actions.

EMPATHIC LACE

Costs 1 stunt

Gain a +2 bonus to Redaction attempts (page 102), but you must take any consequences you treat onto yourself at 1 level lower. *For example, if you use Empathic Lace to redact a moderate mental consequence, you yourself incur a mild mental consequence.*

EXTENDED LIFESPAN

Costs 1 aspect, 1 stunt

A high-tech version of the Longevity extra (page 125) available in the Commonality, it's usually taken during character creation. Commonality citizens are geneered by default not to age naturally after reaching maturity; this enhancement means your character is already making use of this, ie you're older than a single unenhanced lifespan. You still have the body of a mature human—a physiological age of mid- to late-twenties—but you're at least a century older.

METABOLIC BOOSTER

Costs 1 aspect

This nanoregime lets you metabolise and store greater energy levels for other enhancements. It offsets the *Draining* flaw and helps with enhancements like Bioelectric Field Implants, Subdermal Projectors, and Wings.

- **Invoke:** To gain a bonus on any other genurgic mod; stay awake or keep active; gain a bonus to Physique rolls.
- **Compel:** To require increased food; become physically weak after a large energy expenditure; be unable to succeed at recovery obstacles after major use.

MINDSCAPE IMPLANT

Costs 1 aspect

The Mindscape implant is **the** defining technology of the Commonality, permitting your character to access the interstellar information storage and communications network known as the Mindscape (page 177). Most Commonality characters take this mod as a mandatory extra at character creation; those who do not take an *Implant Reject* flaw (page 85). Mechanical and installation characters take a Mindscape Instance mechanical enhancement instead.

- **Invoke:** To use the Mindscape, enhance an ability, or remember an exomemory (page 179).
- **Compel:** To be easily tracked or detected.

REJUVE

Costs 1 aspect, 1 stunt

This low-tech version of the Longevity extra (page 125) is used on rediscovered and Fringe Worlds which don't yet have full access to Commonality tech, up to and including Stage Four Cultural Integrity and cultures subject to the Commonality Embargo. Rejuve is a one-off medical procedure using DNA recombination to reduce a person's physical age, usually taken when a character is over 50 years old. You have a physiological age equal to your chronological age minus 30, and gain 5 additional skill points and a **longevity aspect** (page 125).

RESPIROCYTES

Costs 1 aspect

Respirocytes are artificial blood cells which oxygenate tissues even when your heart has stopped. They enable you to perform athletic feats that seem impossible.

- **Invoke:** To hold your breath, have increased stamina and resistance; gain bonuses to recover swiftly when overcoming recovery obstacles.
- **Compel:** To show up as enhanced on scans; be noticeable due to rapid recovery, slow breathing, heartbeat, etc.

SKILL CHIP

Costs 1 stunt

Aggregations of exomemory techniques, expert knowledge, and neural and nervous system boosters, skill chips provide a +1 bonus to any single specific skill when connected to the Mindscape. They provide the core knowledge and techniques required by a Commonality professional.

It takes time to benefit from a skill chip; like any new equipment, muscle and mental memory must learn to compensate for increased capacity and reaction speed. You can't simply plug in a new one and go.

A skill chip user often carries a personal Mindscape instance (page 184) so that it continues to operate even outside normal Mindscape range. This works seamlessly as long as the PMI has been updated in the past few months; older PMIs may provide more limited bonuses.

A skill chip may be damaged by mindburn or other physical attacks (probably as a compel of a consequence when you try to use the chip).

SPECIAL OPS CHIP

Requires occupation permission, Mindscape implant
Costs 1 aspect

A form of Mindscape implant with the "safeties" taken off, a special ops chip allows for illegal and damaging actions in the Mindscape and against Mindscape users, including technopsi attacks like mindburn, domination, and Mindscape hacking. Illegal versions are known as **black chips**. Note that if you have a permission to upgrade to a special ops chip, you

simply replace your Mindscape implant aspect with a special ops chip aspect; you don't need both.

SUBDERMAL PMI

Requires occupation permission
Costs 1 stunt

This special ops version of the personal Mindscape instance (page 184) is restricted in availability. Built into the owner's body usually as part of his Mindscape implant, it's casually undetectable, and with a monitor band cloak is detectable only on a detailed scan.

SUBDERMAL WEAVE

Costs 1 stunt

Permanent armour beneath your skin, undetectable on casual scans. Gain an armour:1 rating.

TRANSDERMAL REINFORCEMENT

Costs 1 stunt

Your skin, bones, and musculature are genurgically reinforced, undetectable on casual scans. You can take an additional mild consequence.

VARIFORM PHYSIOGNOMY

Costs 1 aspect

While non-synthetic organics don't usually have variform body plans, this lets you reconfigure your facial features, disguising yourself and even mimicking other people.
- **Invoke:** To be unrecognisable, look like someone else.
- **Compel:** To elicit suspicion, disturb others by inadvertently "morphing" or shifting features.

WINGS

Costs 3 stunts + Draining *flaw*

You have enormous organic wings. You must modify an aspect (probably your high concept) to reflect this.

Improvements

Improvements are special abilities applied to equipment. It's often easier to buy an improvement than, say, a genurgic mod; you don't need a genotype aspect, for example. You may need a permission (like an occupation permission) to purchase hazardous or potentially illegal improvements.

BIOMED ARRAY

Costs 2 skill points

Applied to armour or clothing, this provides a Fair (+2) Technical skill for overcoming mild consequence recovery obstacles, avoiding the -2 penalty for operating on yourself (page 165).

EVA HARNESS

Costs 1 stunt

You may use your Athletics skill for zero-G movement actions, incurring no penalties.

PSA

Costs 1 stunt and / or 2 skill points

The **personal sensor array** may be applied to armour or clothing. For 2 skill points, it provides Fair (+2) Notice and Investigate skills when used for sensorview actions; for 1 stunt, it provides a +2 bonus to sensorview actions.

REGENERATING AMMO

Costs 1 aspect

Your weapon contains a makepoint which gradually replenishes its ammo supply (page 139). **Most weapons acquired on T9+ Commonality worlds have this as standard and**

Table 9-2: Improvements					
Name	Special Ability	Permission	Tech Index	Control Index	Cost
Biomed Array	See below		T8	+3	2SP
Energy Absorber	Absorb Energy		T7	+1	1A, 1S
Energy Projector	Project Energy	Y	T7	-1	2S
EVA Harness	See below		T6	+3	1S
Poisoned	Poison	Y	T6	-1	1S
PSA	See below		T8	+3	1S and / or 2SP
Regenerating Ammo	See below		T9	+0	1A
Sentient	See below		T8	+4	1A, 1+S, 1+SP
Vac Sealed	See below		T6	+3	1A
Variform	Variform		T9	+3	1A

Feeder Tanks

Force Visor with HUD

Integrated EVA Harness

Personal Sensor Array

Biomed Array

Holster

Personal Mindscape Instance

P-Suit
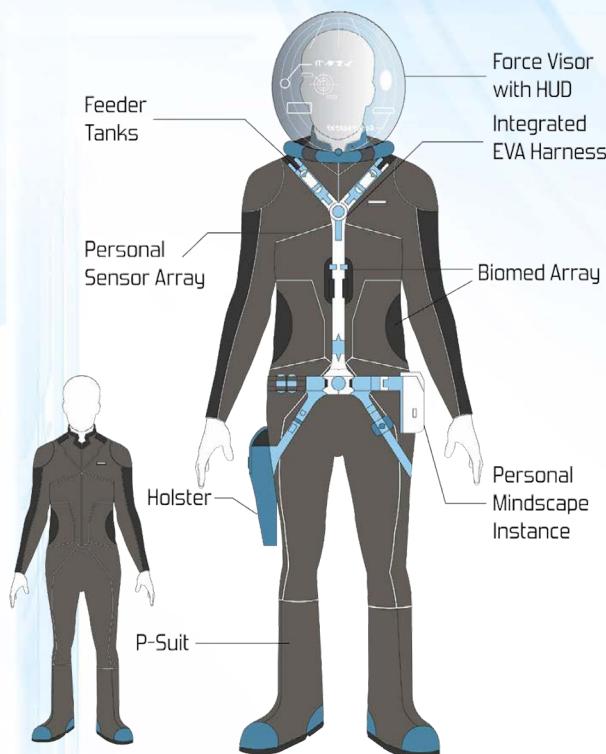
don't require you to spend an aspect.

- **Invoke:** To burn through ammo at a rapid rate, gaining a bonus to hit or damage.
- **Compel:** To be forced to scale back your attack because your ammo is regenerating.

SENTIENT

Costs 1 aspect, plus (optionally) 1 or more stunts and skills

An item of equipment like a weapon has a synthetic **eidolon** sentience (page 61). You take the item as an extra with at least 1 aspect; you may also take skills and stunts for the item. Most equipment acquired on T8+ Commonality worlds has a **basic** sentience; this improvement indicates the sentience is an eidolon; choose how that's expressed in its aspect (*Sentient Blaster Veteran of the Xeno Wars,* etc).

- **Invoke:** Your equipment understands the task at hand and gives you a bonus.
- **Compel:** Your equipment misunderstands the task or refuses to cooperate for some reason.

For example: Captain Gunne, Sentient ex-Military Blaster Rifle; Regenerating Ammo; Average (+1) Notice, Ranged Combat; Costs 2 aspects, 2 skill points.

Table 9-3: Mechanical Enhancements

Name	Special Ability	Halo	Tech Index	Control Index	Cost
Absorption Field	Absorb Energy		T7	+2	1A, 1S
Armour Plating	Armoured		T4	+0	1S
Built-in Weapon	See below		T5	-1	1A
Capture Mesh	Snare		T6	+1	2S
Chameleon Field	Mimic		T6	+0	1A
Climbing Motile	Spider Feet		T5	+3	1S
Compact / Dispersed Structure	Density Control		T5	+4	1A
Competence Subsystem	Increased Skill Cap	Y	T8	+4	1A, 1S
Control Override	Possessor / Puppetteer (Other Mechanicals only)		T6	+3	1S
Crusher	Crush		T5	+3	1S
Damping Field	Drain Energy (Electricity)		T6	+0	1A
Defence Subsystem	As Defence Chip, above	Y	T8	-1	1-2S
Direct Interface	Contact Control		T6	+3	1S
Energy Projector	Project Energy (specify type, whether Close or Ranged)		T6	+1	1S
Enhanced Neural Net	Hyperintelligence	Y	T8	+2	1A, 3S
Enhanced Sensor Package	Hypersense		T6	+4	1A, 1S
Extensible Manipulators	Extend Limb		T5	+4	1S

Table 9-3: Mechanical Enhancements (Continued)

Name	Special Ability	Halo	Tech Index	Control Index	Cost
Extreme Environment Adaptation	Adaptation		T5	+4	1A*
Flight Capacity	See below		T6	+2	3S
Force Field Generator	Force Field		T7-10	+2	1-6S
Glide Chute	See below		T5	+3	1A
Heat Sink	Drain Energy (Heat)		T5	+2	1A
Heavy Duty Manipulators	Strength Bonus		T5	+3	2S
Holoprojector	Image Projection	Y	T6	+3	1A, 1S
Local Interface Takeover	Dispersion	Y	T8	-1	1S
Mechanical Tentacles	Constrict, Tentacles		T5	+3	1A, 2S
Mindscape Instance	See below	Y	T6	+3	1A
Monitor Band Cloak	See "Stealth Gear"	Y	T6	special	1S
Multi-Weapon	Multi-Attack		T5	+1	1A, 1S, +SP
Neural Disruptor	Mental Blast	Y	T6	-1	SP
Overclocking	Speed Bonus		T5	+3	1S + *Draining* flaw
Particle Grapple	Particle Energy Control		T9	+1	1A, 1S
Rapid Response	Reaction Bonus		T5	+3	1S
Ray Shielding	Energy Resistant (Radiation, Lasers)		T5	+3	1S
Scale Increase / Decrease	Body Scale Change		T5	+4	1A, 1S
Special Ops Mindscape Instance	See below	Y	T6	special	1A
Structural Reinforcement	Health Bonus		T5	+4	2S
Variform Hull	Variform		T8	+4	1A

*combines with genotype aspect.

VAC SEALED

Costs 1 aspect

Applied to clothing or armour, this indicates your apparel is airtight with a 3-hour air supply. It may be combined with Feeder Tanks (page 144) for virtually unlimited endurance.

Mechanical Enhancements

Mechanical enhancements usually apply to robots, starships, vehicles, and other mechanicals (page 62). They are fully artificial, requiring power, and may malfunction. Organic characters with mechanical enhancements may become cyborgs.

Table 9-3: Mechanical Enhancements lists those commonly available in the Commonality; see page 20 for the corporacies which provide them.

BUILT-IN WEAPON

Costs 1 aspect

You have a weapon from "Weapons", below, built into your body; you may have to increase your scale with the Scale Increase enhancement to accommodate it. You must pay any costs for the weapon and this enhancement; use this enhancement's control index, or the control index of the weapon minus 1, whichever is lower.

FLIGHT CAPACITY

Costs 3 stunts

You have grav lifters, fixed or rotary wings, or even dirigible lifter tanks, depending upon available technology.

GLIDE CHUTE

Costs 1 aspect

You have a parawing, descent chutes, or even jet thrusters allowing you to make a controlled gliding descent.

MINDSCAPE INSTANCE

Costs 1 aspect

This is the mechanical enhancement version of the Mindscape implant used by Commonality mechanical synthetics, installations, sentient starships, etc. It's also a limited copy of the Mindscape (page 184).

SPECIAL OPS MINDSCAPE INSTANCE

Requires permission
Costs 1 aspect

This is the mechanical enhancement version of the special ops chip (page 132).

Virtual Enhancements

Virtual enhancements operate in the Mindscape; they have no physical manifestation. They include fields, imposalities, technurgy, and so on—see **Chapter 11: The Mindscape** for more. They're exposed via your character's **halo** (page 177), which means they can be detected, jammed, hacked, and even stolen! Attacks using virtual enhancements are **technopsi** attacks, usually affecting your target's mental stress track.

Table 9-4: Virtual Enhancements lists commonly available virtual enhancements; see page 20 for the corporacies providing them.

IMPOSALITY

Requires Mindscape Engineer and Domination
Costs 2 stunts

Use the Technical skill to create a permanent *Imposality* (page 182) advantage in the Mindscape. You can invoke this in a Will technopsi attack to "trap" a target in the imposality, either using an ongoing mental attack, or a situation aspect providing passive opposition to the target's actions.

Table 9-4: Virtual Enhancements

Name	Special Ability	Tech Index	Control Index	Cost
Compulsion Field	Snare	T7	-2	2S
Imposality	See below	T7	+1	2S
Logic Bomb	Inject Parasite, Parasitise	T7	-1	1A, 1S, 1+SP
Mindscape Competency Enhancement	Increased Skill Cap; see below	T8	+3	1S
Sentinel	See below	T8	+3	1S

MINDSCAPE COMPETENCY ENHANCEMENT

Costs 1 stunt

You have an increased capacity for expert action in the Mindscape only.

SENTINEL

Costs 1 stunt

Once per session, you may protect yourself with one or more Mindscape **sentinels** (page 182). These operate like minions (page 109).

HYPERTECH

Hypertech is advanced equipment available to Commonality characters, including vehicles, weapons, personal armour, and other items. Hypertech items are presented below as extras, but may be acquired in several ways.

Weapons

There are many weapons in Human Space, from standard-issue handguns to disintegrators, meson rifles, and other exotic energy weapons.

WEAPON ASPECTS

Many weapons have aspects. When you buy a weapon with your extras budget, you automatically get access to these at no extra cost. They include:

- **Burst Fire:** The weapon may fire bursts of 3 or so shots against a single target. This may do more damage, increase your chance of hitting, or provide suppressing fire. It may be compelled to run out of ammunition.
- **Full Auto:** The weapon may target multiple targets in a single zone (page 161); you may divide your attack among two or more opponents if you wish. It may be compelled to run out of ammunition, overheat, and so on.
- **Heavy Weapon:** The weapon is large and usually requires special training to use (page 108). Heavy weapons may be built into powered physical armour (page 141) at no extra cost, negating the need for crews and bipods / tripods.
- **Recoilless:** The weapon causes no recoil and is suited for use in low- and zero-G conditions.

THE WEAPONS TABLES

The tables below present various weapons, from primitive melee weapons to advanced energy weapons. They comprise the following columns:

- **Weapon:** The weapon's name.
- **Damage:** How the weapon helps you damage your opponent; a weapon rating (page 117) or attack bonus.
- **Range:** The weapon's range in **zones** (page 161). Range 0 indicates a melee weapon, which uses the Melee Combat skill; ranges 1 and above indicate ranged weapons using the Ranged Combat skill.

Table 9-5: Archaic Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Black Powder Musket	w:2	2	T3	+0	*Smokey, Slow Reload*	1S
Black Powder Pistol	w:2	1	T3	+0	*Smokey, Slow Reload*	1S
Blade	w:0	1	T2	+3	*Close Combat Weapon, Concealable*	Auto
Bludgeon	w:1	0	T0	+3		1S
Bow, Composite	w:1	3	T2	+1		1S
Bow, Simple	w:0	2	T1	+1	*Hard to Draw*	Auto
Broadsword	w:2	0	T2	+1	*Heavy*	1S
Crossbow	w:2	2	T2	+1	*Slow Reload*	1S
Net	w:0	1	T0	+3	*Clumsy*	Auto
Spear	w:0	1	T0	+2		Auto
Sword	w:1	0	T2	+1	*Good Defence*	1S

Table 9-6: Blaster Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Blaster Pistol	w:1	1	T8	-1		1S
Blaster Rifle	w:3	3	T8	-2	*Full Auto*	2S
Burner*	w:4	3	T8	-1		2S
Flamer	w:3	2	T4	+0	Low-tech version of Burner	2S
Fusion Lance*	w:4	1	T8	-3	*Armour-Piercing, Heavy Weapon*	3S
Meson Rifle*	w:5	3	T9	-3		3S
Plasma Launcher*	w:6	3	T8	-3	*Bipod, Crew, Heavy Weapon*	3S

Do I Have to Spend a Stunt to Have a Blaster Rifle?

No, you don't. Buying a weapon as an extra is a way of giving you rules-mechanical advantages like weapon ratings, attack bonuses, or weapon aspects. If you're not concerned with such advantages and simply want to describe your character using a certain weapon purely for colour, your GM may allow you to do so as part of the gear you automatically get when taking the Melee Combat or Ranged Combat skills. See also page 128 for more on acquiring equipment (including weapons) during play.

- **Tech Index:** The weapon's tech index (page 22).
- **Control Index:** The world control index at which a weapon's availability becomes restricted (page 129).
- **Notes:** Weapon notes, including weapon aspects.
- **Cost:** The extras budget cost of the weapon as currently defined.

ARCHAIC WEAPONS

Primitive weapons doing low-velocity impact or slashing / piercing damage; at best they have a **weapon rating**.

BLASTER WEAPONS

Advanced weapons using magnetically confined plasma or flammable compounds. Blaster weapons do heat damage; they have weapon ratings, and automatically create advantages like *Burning* or *On Fire* when their attacks succeed.

Blaster Rifle
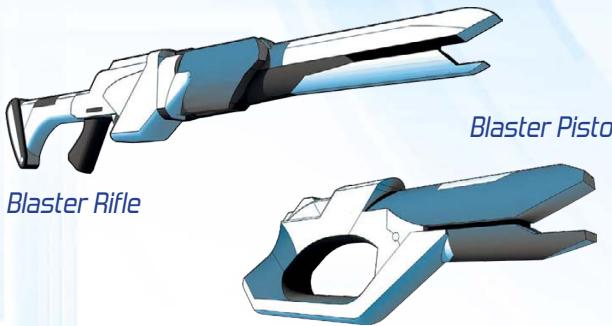
Blaster Pistol

NOTES:

Blaster pistols and **blaster rifles** include the *Tyce Systems T-20 20 megawatt blaster pistol a*nd the *Tyce Systems T-50 50 megawatt blaster rifle.*

The **meson rifle** is a handheld particle accelerator, an enormous weapon with suspensor field and steady harness; the *Pleskov (PASARM) Nova-1220* is a typical model.

GRENADES AND EXPLOSIVES

Grenades use the Ranged Combat skill to attack, but may only be thrown into your own or an adjacent zone. If a grenade lands in your own zone, you may be affected.

Grenades use the **area effect** rules (page 170), and affect

Meson Rifle
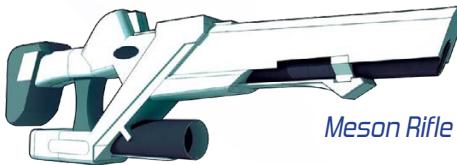
friend and foe alike. Their range indicates the number of zones they affect when they explode; "0" means the current zone, "1" means the current zone and all adjacent zones, etc. When you purchase grenades as an extra, you acquire several—maybe a belt or case—although you probably don't carry all of them on your person. All grenades have *Limited Supply* and *Easy Target* aspects.

NOTES:

EMP grenades affect mechanicals' mental stress tracks and the systems stress tracks of starships, installations, and similar constructs.

The **grenade launcher attachment** can be attached to any kinetic, null, or blaster rifle, and projects grenades to greater ranges with better accuracy than thrown grenades. The **grenade launcher** is a standalone model, roughly rifle-sized.

Sonic grenades require Standard (-1 to +1) atmospheric pressure or above to be effective.

KINETIC WEAPONS

Mid-tech weapons using solid slug ammunition inflicting kinetic damage, kinetic weapons (also known as **kinorifles** and **kinopistols**) have a weapon rating. Alternative ammunition types may be available for an additional 1 stunt cost:

- **Armour-Piercing:** Reduces armour ratings by -2; may be invoked against *Heavily Armoured* vehicles, etc.
- **Dum-Dum:** Imposes a -1 penalty on Ranged Combat rolls, but you may require the target to take a consequence instead of marking off stress.

Table 9-7: Grenades and Explosives

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Bio	+0	1	T6	-4	As "Infect" (page 125)	1+SP
EMP	+4	0	T5	-3	See below	2S
Explosive ("Frag")	+4	0	T4	-2	*High Explosive*	2S
Gas	+0	1	T4	-4	As "Poison" or "Paralyse" (page 126)	1S
Radiation ("Rad")	+2	1	T6	-4	*Radioactive*	2S
Smoke	+2	0	T4	+3		1S
Sonic	+2	0	T7	+1	See below	1S
Stun	+2	0	T5	+1	Create an advantage only	1S
Tangle	+0	0	T7	+1	As "Snare" (page 126)	2S
Grenade Launcher Attachment	+1	+1	T5	+1		1S
Grenade Launcher	+2	+1	T5	+1		1S
Rocket Launcher*	+5	2	T5	-3	*High Explosive*	3S

Table 9-8: Kinetic Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Assault Rifle*	w:3	3	T5	-2	*Burst Fire, Full Auto*	2S
Auto Rifle	w:2	3	T4	+0		1S
Auto Shotgun*	w:4 / 2[1]	2	T5	-2	*Burst Fire, Full Auto*	2S
Handgun, Light (.22)	w:0	1	T4	-1	*Concealable*	Auto
Handgun, Medium (9mm)	w:1	1	T4	-1	*Concealable*	1S
Handgun, Heavy (.357)	w:2	1	T4	-1	*Difficult to Conceal*	1S
Machine Gun, Light (LMG)*	w:3	2	T4	-3	*Heavy Weapon, Full Auto, Bipod*	2S
Machine Gun, Medium (MMG)*	w:4	3	T4	-3	*Heavy Weapon, Full Auto, Bipod, Crew, Overheating*	2S
Machine Gun, Heavy (HMG)*	w:5	4	T4	-3	*Heavy Weapon, Full Auto, Armour-Piercing, Tripod, Crew*	3S
Machine Pistol (9mm)*	w:1	1	T5	-2	*Full Auto*	1S
Shotgun	w:4 / 2[1]	3	T4	+0		2S
Submachine gun (SMG)*	w:2	2	T4	-2	*Full Auto, Unconcealable*	2S
Sniper Rifle*	w:2	4	T4	-1	*Accurate, Unwieldy*	2S

[1]: w:4 in the same zone, otherwise w:2

Running Out of Ammo

Commonality weapons of T9+ automatically have the Regenerating Ammo improvement (page 133); weapons of T8 and below may run out of ammo as part of their normal operation.

In **Mindjammer***, weapons run out of ammo as a dramatic event, not as a routine piece of book-keeping. It's not necessary to track every bullet or energy point your weapon has; instead, your GM may compel your weapon to run out of ammo at dramatically important moments. Running out of ammo this way doesn't mean you simply reload; that's assumed to be a standard part of using your weapon. Instead, you're actually out of ammo and must take action to find more if you want to continue to use that weapon (effectively removing a notional* Out of Ammo *situation aspect). Your GM won't usually allow you to replace your spent ammo until at least the next scene, even if you're in an environment where a simple Resources roll should be able to replenish it.*

- **High-Explosive:** May be used against targets 1 scale larger with only a -2 reduction in damage rather than -4 (page 172).
- **Tracer:** Automatically creates *Tracer Targeting*-type advantages on any shot (even if it fails).

NOTES:

Examples of **kinorifles** include the *Magnatech AR7 7mm autorifle.*

Kinorifle

Kinopistol
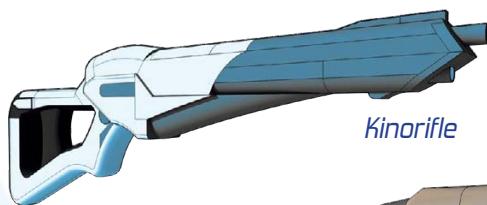
Table 9-9: Null Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Null Pistol	+0	3	T7	-1	*Recoilless*	Auto
Null Rifle	+2	5	T7	-2	*Full Auto, Recoilless*	1S
Disintegrator Rifle*	+4	2	T10	-2	*Experimental, Recoilless, Terrible Wounds*	2S

Null Rifle

Null Pistol

Disintegrator Rifle
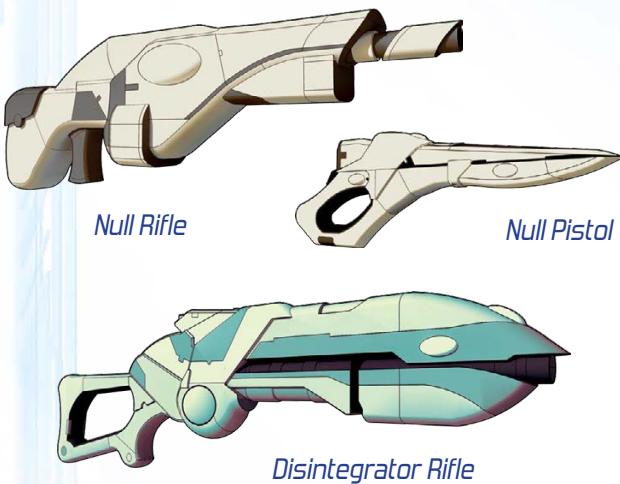
NULL WEAPONS

Advanced weapons using coherent beams of electromagnetic spectrum energy like visible light or microwave lasers. All null weapons have a *Recoilless* aspect, and are popular in low or zero-G environments. They're also known as **beamers** or **laser weapons**. Very accurate, they provide an attack bonus instead of a weapon rating—you can "sweep" the beam across the target.

NOTES:

Examples of **null pistols** and **null rifles** include the *Tyce Systems LP-25 25 megawatt laser pistol* and the *Mai Ling Null-70 70 megawatt laser rifle.*

The **disintegrator rifle** is experimental and hard to obtain; it's a large weapon, firing a torsion beam which tears its target apart. The *AFI X-2 Torsion Disintegrator (Classified)* is an example.

SONIC AND STUN WEAPONS

Advanced non-lethal weapons projecting sonic or high-gauss fields, overloading nervous or synthetic pseudo-nervous systems and rendering targets unconscious or incapacitated. Recoilless, they nevertheless require a Standard (-1 to +1) atmospheric pressure or above to function.

Stun weapons function as the Mental Blast special ability (page 125), causing mental stress damage or creating advantages, but using the Ranged Combat skill. **Sonic weapons** operate similarly but have limited range; they may be used on a wide beam as a **multiple target** attack (page 170).

SPECIAL WEAPONS

Special weapons don't fit into any of the above categories. They include both melee and ranged weapons.

Table 9-10: Sonic and Stun Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Hypo Gun	+0	1	T5	+0	As "Paralyse" or "Poison" (page 126)	1S
Paralysis Wand	+2	0	T9	+1	Create an advantage only	1S
Snare Gun	+0	1	T5	+1	As "Snare" (page 126)	2S
Sonic Disruptor Pistol (Screamer)	+0	1	T6	-1	*Recoilless, Screaming*	Auto
Sonic Disruptor Rifle (Howler)	+2	2	T6	-1	*Recoilless*, as "Howl" (page 124)	2S
Stun Baton	+2	0	T7	+1	Create an advantage only	1S
Stun Pistol	+0	1	T5	+0		Auto
Stun Rifle	+2	2	T5	+0		1S

Table 9-11: Special Weapons

Weapon	Damage	Range	Tech Index	Control Index	Notes	Cost
Energy Knife* [1]	+3	0	T8	+0	*Close Combat Weapon*	2S
Energy Mace* [1]	+4	0	T8	+0	*Knockback*	2S
Energy Sword* [1]	+5	0	T8	+0	*Fast, Good Defence, Knockback*	3S
Monofil	+6	0	T9	-3	*Cuts Anything, Hazardous in Use*	3S
Vibro Axe	+3	0	T6	-1	*Bloody, Noisy*	2S
Vibro Knife	+2	0	T6	+0	*Close Combat, Noisy*	1S
Vibro Sword	+4	0	T6	-1	*Noisy, Obvious, Ungainly*	2S

[1]: if you have the Blaster Bolt Defence stunt (page 105) you automatically have a +0 version of one of these weapons.

Monofil

NOTES:

Energy knives, maces, and **swords** are often ritualised duelling weapons, though some prefer them as superior close combat weapons. They may be used with the Blaster Bolt Defence and Lightning Attack Melee Combat stunts (page 105). The *Hydrodyne M-200 Integral Defender,* frequently built into p-suits as a holdout weapon, is an example energy mace.

The **monofil** is a lethal invisible blade comprising a single monofilament (a wire one molecule thick) held in place by a suspensor field. If two monofils ever connect, one or both suspensor fields may collapse and the blades drift free, causing terrible damage.

Vibro weapons are early powered melee weapons with rapidly vibrating blades. They cause bloody wounds.

ARMOUR

There are two types of personal protection against physical attacks: **physical armour**, and non-physical **force fields**. Like weapons, armour may have **armour aspects**.

Physical Armour

For 1 stunt point, you can buy physical armour providing an armour:1 rating against physical stress, representing basic **mesh armour**. For each additional stunt point, you may upgrade to a better type of physical armour, increasing your armour rating (to a maximum of armour:3) and perhaps absorbing additional consequences.

ASSAULT ARMOUR

Costs 5 stunts

Comprising powered exoskeleton, reinforced polymer plates, and variform weave, and forming a sealed combat suit adaptable to many combat environments, assault armour

Table 9-12: Physical Armour

Armour	Rating	Cons	Tech Index	Notes	Cost
Archaic Hide	a:1		T0	Protects against archaic weapon damage only	1S
Archaic Rigid	a:3		T2	Protects against archaic weapon damage only, *Hot To Wear*	3S
Archaic Semi-rigid	a:2		T2	Protects against archaic weapon damage only, *Heavy, Noisy*	2S
Assault Armour*	a:3	2	T9	*Airtight, Distorting, Noisy*	5S
Combat Suit	a:2		T6		2S
Compound Armour*	a:3	1	T7	*Bulky, Unconcealable*	4S
Hi-Threat Assault Armour*	a:3	3	T9	*Highly Intimidating*	6S
Mesh	a:1		T4-6	*Head and Limbs Exposed*	1S
Shocksuit	a:3		T9		3S

Hi-Threat
Assault Armour

Shocksuit

Archaic Armour

*Primitive societies use **archaic armour**, which provides protection against archaic weapons only (page 137), up to but excluding black powder firearms. **Archaic hide** armour includes leather and cuirbouilli; **archaic semi-rigid** armour includes lamellar, scale, and chain mail; and **archaic rigid** armour includes plate armours.*

SHOCKSUIT

Costs 3 stunts
A bulkier version of the combat suit, the shocksuit comprises a reactive variform weave powered by a built-in ZIP cell.

Force Fields

For 1 stunt point, you can buy a force field giving you a +1 defend bonus against physical attacks, representing a basic **haze field**. For each additional stunt point, you may upgrade to a better type of force field, increasing your defend bonus (to a maximum of +3) and perhaps absorbing additional consequences.

ABSORPTION FIELD

Costs 4 stunts
A self-contained version of the genurgic mod (page 129), the absorption field is noisy, and distorts the user's visual signature and manipulative ability. It's powerful enough to be airtight, though doesn't usually come with an air supply.

is frequently improved with heavy weapons, EVA harness, biomed array, and so on.

COMBAT SUIT

Costs 2 stunts
A heavy duty adaptive weave coverall for combat use, frequently combined with a haze or dispersion field.

COMPOUND ARMOUR

Costs 4 stunts
A mixture of reinforced polymer plates and adaptive weave, compound armour is obvious and bulky, and the preferred choice of AFI professionals.

HI-THREAT ASSAULT ARMOUR

Costs 6 stunts
High-end powered armour, sealed and with a sentient exoskeleton, this is the nearest physical armour gets to a fully-enclosed combat walker (page 147). It's massive and extremely intimidating, usually vac sealed, and frequently paired with EVA harness, heavy weaponry, strength boosts, and combat drones.

MESH

Costs 1 stunt
The lightest modern armour, consisting of adaptive fibre covering torso and abdomen which goes rigid against blunt trauma damage. Lower tech mesh refers to the heavier "bulletproof jacket".

Table 9-13: Force Fields					
Armour	**Rating**	**Cons**	**Tech Index**	**Notes**	**Cost**
Absorption Field*	+3	1	T8	*Airtight, Clumsy, Distorting, Noisy*	4S
Assault Field*	+3	2	T9		5S
Dispersion Field	+2		T7	*Noticeable*	2S
Haze Field	+1		T7	*Unobtrusive*	1S
Repulsor Field	+3		T8	*Visually Distorting*	3S
Singularity Field*	+3	3	T10	*Blacklight Field, Impenetrable, 2-space Sink*	6S

Assault Field   *Singularity Field*

ASSAULT FIELD

Costs 5 stunts

A more advanced version of the absorption field, it's less restrictive to the user's manipulative ability, and able to absorb more damage.

DISPERSION FIELD

Costs 2 stunts

Not overly obtrusive but nevertheless easily detectable, dispersion fields are the entry-level combat force field.

HAZE FIELD

Costs 1 stunt

Ubiquitous in the Commonality, haze fields are low-level force fields, subtle and generally unobtrusive, and often paired with cosmetic enhancers (page 131).

REPULSOR FIELD

Costs 3 stunts

High-energy combat force fields, repulsor fields distort the light around the wearer and are easily visible.

SINGULARITY FIELD

Costs 6 stunts

Also called the **blacklight unit**, this is the most powerful force field known to the Commonality. It uses planing theory to shunt damage into 2-space, shrouding the user in an angular black field from which no light escapes.

Table 9-14: Specialist Armour

Armour	Rating	Tech Index	Notes	Cost
Low Signature Insertion Suit	a:1 +1	T8	*Stealthy*	2S
P-Suit	a:1 +1	T7	*Vac Sealed*	2S
Reflective	a:2	T6	*Variable Light Lasers Only*	1S
Zero-G Armour	a:2	T7	*EVA Harness, Vac Sealed*	3S

Specialist Armour

Some forms of personal protection combine elements of physical armour and force fields.

LOW SIGNATURE INSERTION SUIT

Costs 2 stunts

A combined adaptive weave and custom haze field p-suit, specially designed for stealth missions. It's largely undetectable without a blatant physical search.

P-SUIT

Costs 2 stunts

A one-piece fitted adaptive weave coverall incorporating a haze field, standard issue for active personnel. Low-powered, with a force visor sealing against inimical or hostile environments and 3 hours of breathable air recycled from the wearer's body (with optional feeder tanks), it can incorporate an EVA harness, personal sensor array, or biomed array.

REFLECTIVE ARMOUR

Costs 1 stunt

A low-tech highly reflective foil coverall capable of reflecting the energy from visible light null weapons, ie lasers. It offers no protection against other weapons, although it may be combined with mesh armour and even a p-suit.

ZERO-G ARMOUR

Costs 3 stunts

A flexible suit of vac-sealed adaptive mesh incorporating a force helmet and EVA harness, this is standard issue for Space Force marines. It incorporates the Vac Sealed and EVA Harness improvements for a single stunt cost. **Improved Zero-G Armour** also incorporates a dispersion field.

STEALTH GEAR

Mindjammer stealth missions are a constant battle of measure and countermeasure, involving Mindscape deceit and stealth as much as physical subterfuge.

EFFECTORS

Cost 1 aspect, 1 stunt

Aka **finger fields** or **fiddlers**, these very small tractor fields allow micro-level manipulation. Some stealth drones (page 146) use them, although it lowers their stealth profile. You can have one built in as an enhancement, but large-scale manipulation makes power an issue, so most are palm-sized Mindscape-controlled modules incorporated in p-suits or EVA / utility harnesses. Effectors allow physical manipulation without physical contact at up to 1 zone range—effectively technopsi telekinesis.

HEAT SHIELD

Costs 1 stunt

This basic stealth field masks infrared signatures, providing a +2 bonus to avoid detection by IR or similar technologies.

INTRUSION FOLD

Costs 1 stunt

An aggregation of intrusion measures to thwart security, locks, sensors, automated defences. It doesn't mask your signature, but insinuates itself into security systems and prevents them from operating. It provides a +2 Intrusion bonus to overcome security measures.

MONITOR BAND CLOAK

Requires occupation permission
Costs 1 stunt

A small field projector dampening a Mindscape implant's **monitor band**, rendering your character virtually undetectable by Mindscape tracer, but also preventing you from using the Mindscape while it's active. You can deactivate an active monitor band cloak if you know someone has one and you're at handshake range (the same zone); it's a hacking attempt (page 103) against a Fair (+2) passive opposition, or an active opposition by the target's Intrusion (Security Specialist), Deceive (Suspension Matrix), Stealth (Ghost in the Machine), or Technical (Mindscape Engineer) skill.

NANOBUGS

Cost 1+ skill points

Tiny, insect-sized low-level sentiences, nanobugs infiltrate areas and conduct passive surveillance (using the Notice skill). When passive, they're at least Superb (+5) to detect, or the surveilling agency's Stealth roll, whichever is higher. If they detect something, they immediately return to base, simultaneously transmitting their findings, when they may be detected actively or passively against only a Fair (+2) opposition. Stopping a nanobug from escaping or transmitting is a hacking attempt against Fair (+2) passive opposition or the Intrusion roll of a security specialist (page 103).

STEALTH FIELD

Costs 1 or more aspects

A variation on haze fields, they can make subjects appear invisible or part of the scenery. They operate in multiple parts of the electromagnetic spectrum—visible light, electromagnetic, gravitic, and so on—selected when you take the item.

Invoke: To avoid detection in that energy spectrum.
Compel: To emit an energy surge in that spectum.

WEAPON SILENCER

Costs 1 aspect

Weapon silencers exist for most weapons which emit noise when fired, and are generally not interchangeable.

Invoke: To attack silently.
Compel: To misfire or be off target.

GENERAL EQUIPMENT

Enhancements aren't always appropriate, even in the Commonality, and equipment replicating their effects is ubiquitous on lower tech worlds where enhancements may be restricted or unavailable. Here are some examples.

EVA HARNESS

Costs 1 stunt

For use in zero-G environments (space walks, EVA, etc), the EVA harness lets you use your Athletics skill for movement actions in zero-G with no penalty.

FEEDER TANKS

Costs 1 aspect

These small genurgy tubes create breathable air to sustain characters indefinitely, as long as they're "fed" occasionally.

Table 9-15: Stealth Gear					
Name	Enhancement	Halo	Tech Indx	Ctrl Indx	Cost
Effectors	See below	Y	T9	+2	1A,1S
Heat Shield	See below		T5	+2	1S
Intrusion Fold*	See below		T8	-3	1S
Monitor Band Cloak*	See below		T6	+2	1S
Nanobugs*	See below		T8	-3	1+SP
Stealth Field*	See below		T6-9	-2	1+A
Weapon Silencer*	*Silenced Weapon* aspect		As wpn	-1	1A

Table 9-16: General Equipment

Name	Enhancement	Halo	Tech Index	Control Index	Cost
Binoculars	Hypersense (Vision) stunt bonus		T4	+4	1S
EVA Harness	See below		T6	+4	1S
Exo-Grapple	Spider Feet		T6	+2	1S
Feeder Tanks	Adaptation (Airless environment)		T6	+5	1A
Grav Pack	Flight		T8	+3	3S
Hand Scanner	See below		T6-9	+3	1+SP
Hazard Suit	Energy Resistant (various)		T5-9	+5	1+S
Holo-Projector	Image Projection		T6	+3	1A, 1S
Holo-Sleeve	Mimic		T7	+3	1A
Infra-Goggles	Hypersense (Infrared Vision)		T5	+3	1A, 1S
Listening Device	Hypersense (Hearing)		T5	+3	1A, 1S
Meteorurgic Array	Meteorurgy		T7	-3	1A, 1+SP
Mindscape Tracer*	See below		T7	-1	1S
Mono Wing	Glide		T6	+3	1S
Night-vision Goggles	Hypersense (Night Vision)		T5	+3	1A, 1S
Personal Mindscape Instance	See below	Y	T6	+3	1A
Suspensor Field Modulator	Particle Energy Control (Gravity)		T7	-1	1A, 1S

Hand Scanner

HAND SCANNER
Costs 1+ skill points
Sensor suites with a raft of sophisticated motion sensors, radar, sonar, and organic and synthetic life signs detectors, Commonality scanners are DI-equipped (page 22), and are intelligent enough to answer questions. They usually have the Notice and Investigate skills; some models may also have Knowledge and Science.

MINDSCAPE TRACER*
Costs 1 stunt
A standalone device or extension to hand scanner, PSA (page 133), or starship sensor suite, this lets you locate and track an individual by his unique **Mindscape ID**. It requires orbital sensor support (perhaps provided by global Mindscape node) for ranges greater than continental, but otherwise is the same as detecting the monitor band (page 180). Mindscape ID availability depends on the target and the world's control index.

PERSONAL MINDSCAPE INSTANCE*
Costs 1 aspect
A small portable instance of the Mindscape with limited functionality, it's described more fully on page 184.

MEDICAL EQUIPMENT

AUTODOC
Costs 1 aspect, 1 stunt, and 1+ skill points
An advanced sentient biomed array (page 133) in the form of a non-portable rig usually built into an installation like a starship, large vehicle, or dedicated medical facility. It usually has at least a Great (+4) Technical skill, the Meditech stunt, and the Regeneration extra.

Table 9-17: Medical Equipment

Name	Enhancement	Tech Index	Control Index	Cost
Autodoc	Meditech, Regeneration	T8	+4	1A, 1S, 1+SP
Biomed Kit	See below	T8	+4	2SP
Stasis Chamber*	See below	T7	-2	1S

BIOMED KIT

Costs 2 skill points

Similar to a biomed array, this portable device gives you a Fair (+2) Technical skill for recovery obstacles. It contains a basic sentience, diagnostic routines, and essential treatments. You may use it on yourself at the usual penalty (page 165).

STASIS CHAMBER

Costs 1 stunt

The discovery which took the First Commonality to the stars: a spacetime distortion field which slows the passage of time in a restricted volume to practically nothing. Affected volumes acquire a grey reflective sheen, and no force may enter; an operational stasis field may pass through the heart of a star. For a fate point you may activate a stasis chamber and "freeze" everything within (usually 1 zone in size) in indefinite suspension. You may deactivate the field (for a fate point) at any point. You may activate the field with you inside, but may not deactivate it, although you may set a timed deactivation. Activation and deactivation are usually by Mindscape or nanocell; "locked" stasis chambers may require an Intrusion roll.

DRONES

Drones are ubiquitous in the Commonality, and a great way to provide you and your group with additional useful skills for specific missions. At the beginning of a mission or adventure, as long as you have the appropriate permissions or resources, you may select a drone to accompany you. It provides additional skills and possibly teamwork bonuses, and optionally a stunt and / or aspect. Your character may only spend your

Drone

extras budget or advancements on drones, but you may change the invested budget entirely at the beginning of a new mission or adventure (or appropriate milestone).

Most drones are Small (-1) (page 172), usually with one or two stress boxes and one or two consequences. Starships may also have drones like space combat and system survey drones, usually Medium (+0) scale (page 172).

The drones in Table 9-18 are examples; you may take greater or lesser versions for the appropriate cost.

STARSHIPS AND VEHICLES

This section presents starship and vehicle extras with example skills, stunts, and aspects, which you may buy for your character with your extras budget. Your GM has lots more information on starships and vehicles, including many more example types.

When you buy a starship or vehicle extra, its skills are **construct skills** (see page 96) which may be used for construct actions. Starships and vehicle extras may also have stress tracks and consequences as required: by default they have two stress boxes in their physical and systems stress tracks, and also a mental stress track if they're sentient (starships are); they have more stress boxes if they have the appropriate skills. They may also take 3 consequences. See "Extras Taking Stress and Consequences" on page 117 for more.

Vehicles

ATV

Costs 1 aspect + 6 skill points

The Hydrodyne Habitat ATV is an all-purpose pressurised all-terrain vehicle found on worlds throughout Commonality Space, and particularly on the Fringe.

AVATAR

Costs 1 aspect, 2 skill points

Gives you a synthetic body you can remote control using technopsi, effectively using it as a "vehicle". It has physical and systems stress boxes, and may take up to 3 consequences. Use your Drive or Pilot skill instead of Athletics; you may also give

Name	Enhancement	Tech Index	Ctrl Index	Cost
Combat Drone	Good (+3) Ranged Combat; Fair (+2) Athletics; Average (+1) Physique; Covering Fire stunt	T8	-1	1S,6SP
Helper Drone	Good (+3) Bureaucracy; Fair (+2) Contacts; Average (+1) Rapport; Cog In the Machine stunt	T8	+4	1S,6SP
Sensor Drone	Good (+3) Notice; Fair (+2) Investigate; Average (+1) Athletics; Lie to Me stunt	T8	+1	1S,6SP
Speaker Drone	Fair (+2) Knowledge; Specialist (Lowhigh Culture) stunt	T8	+3	1S,2SP
Stealth Drone	Fair (+2) Stealth, Intrusion; Average (+1) Investigate, Notice; Always a Way Out stunt	T8	-1	1S,6SP

Table 9-18: Drones

Table 9-19: Vehicles

Name	Enhancement	Scale	Tech Index	Ctrl Indx	Cost
ATV	Fair (+2) Manoeuvre, Passive Sensing; Average (+1) Ranged Combat, Systems; *Rugged All-Terrain Vehicle*	Large (+1)	T7	+3	1A, 6SP
Avatar	Average (+1) Athletics, Unarmed Combat; *Remote Starship Avatar*	Medium (+0)	T9	+3	1A, 6SP
Commonality Assault Walker	Good (+3) Ranged Combat; Fair (+2) Close Combat; Average (+1) Manoeuvre; Called Shot stunt; *Extremely Intimidating*	Large (+1)	T8	-3	1A, 1S, 6SP
Flyer	Fair (+2) Manoeuvre	Large (+1)	T8	+4	2SP
Lifter	Average (+1) Unarmed Combat; Heavy Hitter stunt	Large (+1)	T9	+3	1S, 1SP
Triphib	Good (+3) Manoeuvre; Fair (+2) Passive Sensing; Average (+1) Active Sensing; Extended Manoeuvrability (Aquatic, Orbital) stunts	Large (+1)	T8	+3	2S, 6SP

ATV

Flyer

it skills and stunts as an extra (avatars generally take character skills and stunts instead of construct ones). Many stunts and extras (like the construct Marksman extra, page 151) automatically provide an avatar at no additional cost.

COMMONALITY ASSAULT WALKER
Costs 1 aspect, 1 stunt, 6 skill points
A 4-metre tall humanoid assault walker usually fitted with auto- or laser cannon. It has a single person crew, and may be remote controlled using technopsi (page 180).

FLYER
Costs 2 skill points
A usually unpressurised personal grav vehicle capable of reaching orbit, and the most common vehicle on Commonality worlds.

Lifter

LIFTER
Costs 1 stunt, 1 skill point
A large exoskeleton used for shifting heavy loads, it may be piloted physically or remotely using technopsi (page 180).

TRIPHIB
Costs 2 stunts, 6 skill points
A grav flyer with submersible and orbital capability, often carried aboard explorer ships.

Table 9-20: Starships

Name	Enhancement	Scale	Tech Index	Ctrl Indx	Cost
Botany Bay-class Explorer*	Good (+3) Active Sensing; Fair (+2) Passive Sensing, Planing; Average (+1) Manoeuvre, Systems; Long Distance Life Support stunt; Remote Sensor Package (avatar); *Starry-Eyed Explorer*	Huge (+2)	T9	+3	1A, 2S, 9SP
Herald-class Fast Courier*	Good (+3) Planing; Fair (+2) Manoeuvre; Average (+1) Rapport; Negotiator stunt; *Sleek and Agile Courier*	Huge (+2)	T9	+3	1A,1S, 6SP
Icarus-class Scout*	Fair (+2) Passive Sensing; Average (+1) Active Sensing, Manoeuvre, Planing, Technical; Auto-Repair System extra (stunt); *Lone Explorer of the Big Empty*	Large (+1)	T9	+3	1A,1S, 6SP
Mindjammer*	Good (+3) Manoeuvre; Fair (+2) Planing; Average (+1) Ranged Combat; Mindburn stunt; Special Ops Mindscape Instance extra (aspect); *Hero of the Spacelanes*	Huge (+2)	T9	+3	2A,1S, 6SP
Profit-class New Trader	Fair (+2) Planing; Average (+1) Manoeuvre, Ranged Combat; *Cargo Hold stunt*	Huge (+2)	T9	+0	1S,4SP
Prospector-class Mining Vessel	Fair (+2) Planing; Average (+1) Active Sensing, Manoeuvre, Passive Sensing, Technical; Ore Processor extra; *Tough and Battered Mining Ship*	Huge (+2)	T9	+4	1A,1S, 6SP

Starships

If you're investing many extras budget points and advancements in a starship extra (especially if you're creating a shared extra with other characters—see page 119), you may want to note it on a construct sheet (page 194) as well as on your character sheet.

BOTANY BAY-CLASS EXPLORER

Costs 1 aspect, 2 stunts, 9 skill points
The core of the Space Force exploration fleet with a crew of 50-100, this is a good ship for a party to take as a **shared extra** (page 119).
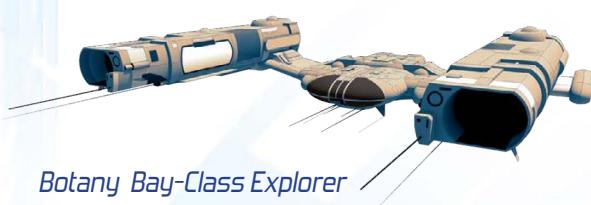
Botany Bay-Class Explorer

HERALD-CLASS FAST COURIER

Costs 1 aspect, 1 stunt, 6 skill points
Small agile ships used by the instrumentalities for urgent business, fast couriers have a crew of 1 or 2 in addition to the ship sentience, and from 3-4 passengers, expandable up to 40 or so with passenger modules (page 112).

ICARUS-CLASS SCOUT

Costs 1 aspect, 1 stunt, 6 skill points
A small 1-man scout complementing the Event Horizon Probes (page 186) and the *Botany Bay*-class explorer, it can

Herald-Class Courier
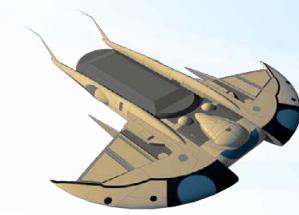
Profit-Class New Trader

squeeze in an extra crewmember for a limited period, or up to 3 passengers in great discomfort for a week or so.

MINDJAMMER

Costs 2 aspects, 1 stunt, 6 skill points
The signature ship of the Commonality, Mindjammers travel the spacelanes updating the Mindscape and tying the Commonality together. They often travel with up to 4 organic and synthetic companions.
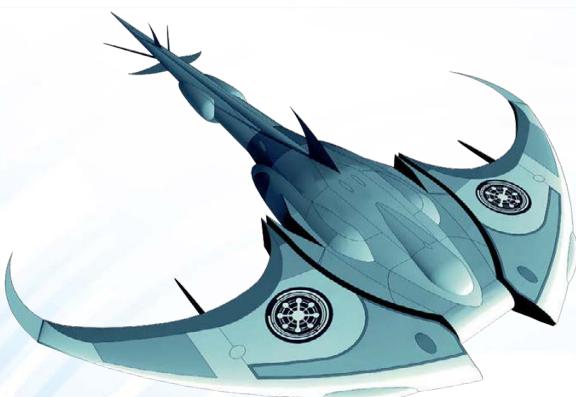
Mindjammer
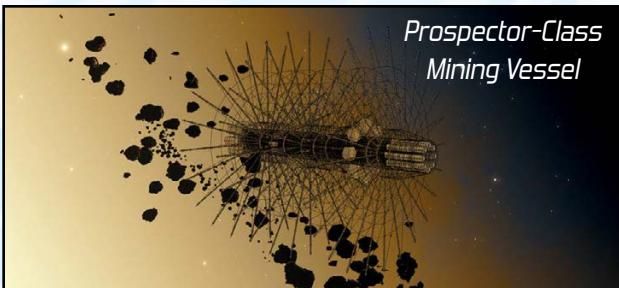
Prospector-Class Mining Vessel

PROFIT-CLASS NEW TRADER

Costs 1 stunt, 4 skill points

A cramped 1-person freighter with room for 1 other crew member and 2 passengers or additional crew. It has a cargo hold, but usually also bolts on additional cargo pods (page 110).

PROSPECTOR-CLASS MINING VESSEL

Costs 1 aspect, 1 stunt, 6 skill points

Often two-person vessels, with one organic and one starship sentience, both loners and happy with the isolated life in asteroid belts and accretion disks. They can take 3 more crew at multiple occupancy.

CONSTRUCT EXTRAS

If you're a sentient starship character, or another type of installation (page 63), you may purchase the following items of equipment using your extras budget. You can also buy them for starships or vehicles which you purchase as extras themselves. You can also find more construct extras in the **Mindjammer** core book.

ADVANCED SENSORS

Costs 1 stunt

Gain a +2 bonus to Active Sensing overcome actions.

ARMOURED HULL

Costs 1-3 stunts

Available in light, medium, and heavy versions, this physical armour provides an armour:1 to armour:3 rating.

AUTO-DOC

Costs 1 aspect, 2 stunts

You gain the Meditech (Technical) stunt (page 113) and optionally the Regeneration enhancement (page 126), and you may use your Technical skill for character recovery actions.

AUTO-REPAIR SYSTEM

Costs 1 stunt

You can repair yourself. Gain a +2 Technical bonus to your own recovery obstacles (page 165).

CHAMELEON COATING

Costs 2 stunts

Your exterior surface can change colour, pattern, IR profile, etc. Gain a +2 bonus to Stealth and Deceive actions to pass unnoticed or as another construct to scans.

CLOAKING DEVICE*

Costs 1 aspect

You have a variform and chameleon field array. When activated, you're effectively invisible to regular scans and visible light, giving a huge advantage in Stealth actions.

ECM ARRAY

Costs 1 stunt

An array of electronic countermeasures supplements your systems resilience. Gain a +2 bonus to your Systems skill defend actions against EW and Mindscape attacks.

GEOANALYSIS SUITE

Costs 1 stunt

You have specialist mining sensors; gain a +2 bonus to your Active Sensing overcome and create an advantage actions when trying to find a mining strike.

GRAPPLING GEAR

Represents physical gear (page 96); costs 1 stunt

You have mechanical grapples and short-range field augmentation, giving you a +2 Close Combat create advantage bonus against targets in the same zone.

GRAVITY CANNON

Costs 1 aspect, 3 stunts

You're equipped with a beam weapon creating disruptive gravity wells in a limited volume of space. These cause explosions and structural integrity collapses where they intersect with solid objects, and damage Enormous (+3) targets or greater simply by proximity. They aren't cleared for atmospheric use.

Against Huge (+2) targets or smaller, they have a w:4 rating; against Enormous (+3) targets or larger, this is a +4 attack bonus instead. Within an atmosphere, this is an explosive attack with a 2-zone radius, placing an automatic *Environmental Destruction* situation aspect on the target zone.
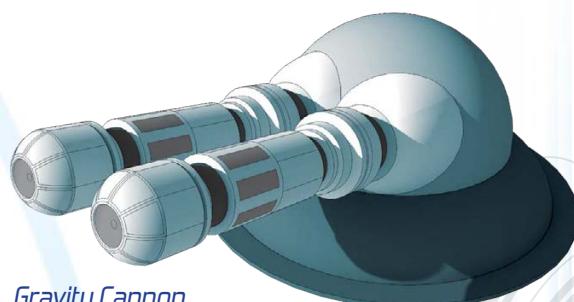
Gravity Cannon

Table 9-21: Construct Extras

Item	Tech Index	Ctrl Indx	Notes	Cost
Advanced Sensors	T6	+4		1S
Armoured Hull	T6		Available in light (a:1), medium (a:2), and heavy (a:3) versions	1-3S
Auto-Doc	T8	+4		1A, 2S
Auto-Repair System	T8	+3		1S
Chameleon Coating	T6	+0		2S
Cloaking Device*	T9	-4	Restricted	1A
ECM Array	T7		+2 defence bonus.	1S
Geoanalysis Suite	T6	+2		1S
Grappling Gear[1]	T5	+3		1S
Gravity Cannon	T8	-4	w:4 / +4 attack bonus, range 3; *Incredibly Destructive*	1A, 3S
Induction Drone	T8	-2	Fair (+2) EW; Average (+1) Manoeuvre; Swarm stunt; Medium (+0). Requires docking bay.	1S, 3SP
Intrusion Drone*	T8	-2	Average (+1) Intrusion; Small (-1).	1S, 1SP
Labs	T6+	+3		1S
Makepoint	T9	+2		1A
Marksman	T9	-1	Requires halo connectivity.	1S
Mining Drones	T8	+3	Medium (+0) scale. Requires docking bay.	1S
Null Cannon	T7	-1	w:0, range 4; *Recoilless, Full Auto.*	Auto
Ore Processor[1]	T4	+3		1S
Ponics	T7	+5		1A
Ram	T2	-1	w:2 rating to ramming attacks.	1S
Remote Sensor Package	T9	+2	Requires halo connectivity.	1S
Repair Drone	T8	+3	Average (+1) Technical. Medium (+0) scale. Requires docking bay.	1S, 1SP
Repair Yard	T3	+3		1S
Repulsor Shield	T9		+2 defend bonus.	2S
Science Officer[1]				1S
Space Combat Drone	T8	-3	Average (+1) Manoeuvre, Ranged Combat; Swarm stunt (optional). Medium (+0) scale. Requires docking bay.	1S, 2SP
Starship Therapist[1]				1S, 2SP
System Survey Drone	T8	+2	Fair (+2) Active Sensing, Passive Sensing. Medium (+0) scale. Requires docking bay.	4SP
Tractor Beam	T8	+1	Requires grappling gear.	1-2S
Torsion Field Projector	T10	-4	W:5, range 1; *Spinal Mount*; Enormous (+3) constructs and above; double damage to Venu vessels.	1A, 3S
Variform Hull	T8	+4		1A
X-Core[1]	T9	+2		1S

[1]: Represents physical gear (page 96).

INDUCTION DRONES

Costs 1 stunt, 3 skill points

You're equipped with specialist space combat drones which close with target vessels to overwhelm their systems with concentrated EW attacks. You must have a docking bay (page 110).

INTRUSION DRONE

Costs 1 stunt, 1 skill point

This small drone is used for physical intrusion attempts. It also functions as an avatar for your own Intrusion skill use.

LABS

Costs 1 stunt

You have a lab providing one of the following Technical stunts (page 113): Eidolon Engineer, Genurgic Engineer, Synthetics Engineer.

MAKEPOINT

Costs 1 aspect

You have a makepoint (page 151), producing oxygen, water, food, and small items for your crew. This is standard on most Commonality vessels of T9+.

MARKSMAN

Costs 1 stunt

Lets your avatar use your Ranged Combat skill for character-scale actions. If you don't already have an avatar, this gives you one.

MINING DRONES

Costs 1 stunt

Gives you a +2 Technical bonus for mining operations. You must have a docking bay.

NULL CANNON

No cost

This is the default Commonality beam weapon you automatically get by virtue of having the Ranged Combat skill. More powerful versions are available by spending extras points.

ORE PROCESSOR

Represents physical gear (page 96); costs 1 stunt

You may use Technical to process mineral ore or other raw materials into refined products.

PONICS

Costs 1 aspect

You have self-contained ponics facilities providing food and breathable atmosphere almost indefinitely.

RAM

Costs 1 stunt

You have a specialist ram providing a weapon:2 rating to ramming attacks.

REMOTE SENSOR PACKAGE

Costs 1 stunt

Lets your avatar use your Passive Sensing skill as the Notice skill for character-scale actions. If you don't already have an avatar, this gives you one.

REPAIR DRONE

Costs 1 stunt, 1 skill point

You have a drone allowing character-scale actions and a teamwork bonus on construct repair rolls. You must have a docking bay.

REPAIR YARD

Costs 1 stunt

You have a specialist repair facility like a dry dock or space dock, with engineers and spare parts stores. You may use Technical for maintenance actions (page 173) and recovery actions to restore any consequences on constructs up to your own scale minus 1.

REPULSOR SHIELD

Costs 2 stunts

You have a more advanced force field, standard issue on Space Force warships.

SCIENCE OFFICER

Represents physical gear (page 96); costs 1 stunt

Similar to the Specialist stunt (page 111): you have a science officer crew member enabling you also to take character-scale actions.

SPACE COMBAT DRONE

Costs 1 stunt, 2 skill points

You have one or more space combat drones; an amred, mobile, ablative "shield" intercepting big gun ordnance and enemy fighters and attacking mother ships directly. You may gain a teamwork bonus with your own Ranged Combat skill, or that of a gunner crew member.

STARSHIP THERAPIST

Represents physical gear (page 96); costs 1 stunt, 2 skill points

You have a starship therapist crew member with Fair (+2) Empathy or better. You may get treatment for mental stress, and use Empathy for recovery obstacles (ie to heal yourself).

SYSTEM SURVEY DRONE

You have a drone capable of remote passive and active sensing actions. You must have a docking bay.

Torsion Field Projector

TORSION FIELD PROJECTOR

Costs 1 aspect, 3 stunts
Invented by the Commonality since the Venu War, these huge spinal mounts are fitted in the latest manowars, though the new manned heavy fighter has an experimental, range 0 model. They disrupt a target's structural integrity, particularly effective against the unstable Venu "dirt drive", doing double damage and often causing Venu ships to simply explode.

VARIFORM HULL

Costs 1 aspect
Your hull is able to adopt multiple different configurations, often expressing emotional or official attitudes or profiles. See page 22.

X-CORE

Represents physical gear (page 96); costs 1 stunt
You have an x-core or **extension core** providing an additional zero-point power core, doubling your jump maximum (the accumulated distance you may jump before your planing engines require overhaul). You may take an action to jettison your old power plant in emergencies like core explosions.

TRACTOR BEAM

Requires Grappling Gear; costs 1 or 2 stunts
You gain a +2 bonus to Close Combat overcome actions in the same zone, and a +2 bonus to Close Combat create advantage actions up to a 2-zone range.

HOW TO DO THINGS

The Stroma were like trees, big and barky, slow-moving, blind to visible light. Mos Crotsos stamped the ground, blocked the dim red sunlight from the exos' skin, looming above them like a moving mountain. Two of the tree-people froze, fronds readjusting to read her tactile signature. The third bent impossibly, cracking like wood, in a crazed parody of a bow.

With luck, first contact was just about to succeed. Maybe she would be needing those weapons after all.

This chapter contains the core rules for playing **Mindjammer**: how to roll the dice to take actions, how to conduct conflicts, how to sustain and recover from damage, how to deal with movement and teamwork, and how to improve your character over time.

ROLLING THE DICE

You roll the dice to see whether you succeed or fail at something you're trying to do, when there's an interesting consequence of you failing, or an interesting obstacle in your way. That obstacle may be a person or other active party—a starship, organisation, or alien life form—or an environmental obstacle like a lava flow on an inferno planet; or it may be the sheer difficulty of what you're trying to do (hold your breath as the airlock cycles). Here's what you do:

- Choose a skill appropriate to the action you're attempting.
- Roll four Fate dice ("4dF").
- Add together the symbols showing on the dice. A ⊞ is +1, a ⊟ is −1, and a ⬛ is 0.
- Add your rating in the skill to the dice roll. The total is your result on the **ladder** (page 12).
- If you invoke an aspect, add +2 to your result or re-roll the dice.

Kallia's trying to break into Mindborn SysSec HQ; Sarah decides this is a simple overcome action. Reiko looks through Kallia's skills and picks Stealth, hoping she can sneak past rather than trying to hack the security systems. Her Stealth skill is Good (+3), so she'll add three to whatever she gets on the dice. She rolls:

⊟ ⬛ ⊞ ⊞

Her total result is +4 (+1 from the dice, and +3 from her skill), which corresponds to a Great (+4) result on the ladder.

Opposition

When you roll the dice, you compare the result to an **opposition**. Opposition is **active**, the GM or another person rolling dice against you; or **passive**, a rating on the ladder representing the influence of the environment or situation. Your GM decides on the opposition.

Sarah decides to roll active opposition against Reiko for the security system at Mindborn SysSec HQ. She decides the most appropriate opposing skill is Notice—the sensors are trying to spot any intruders. Mindborn's tech index is T9 (Commonality

Extra Effort

*When you make a dice roll, you can voluntarily check any one of your physical, mental, or credit stress boxes for a bonus equal to that stress box's value, as long as you can describe how that **extra effort** would help your attempt.*

Reiko could describe Kallia straining herself physically as she contorts her body through the security sensor's null beam lattice; by filling her 2-point stress box (page 163), she could gain a +2 bonus to her roll.

Active or Passive?

If a PC or NPC can interfere with an action, they roll active opposition. This doesn't count as an action for the opposing character; **you can roll as many oppositions as you need in an exchange,** *although you may only roll for one action.*

If there's no character in the way, then look at any situation aspects to see if they represent obstacles, or consider the circumstances (rough terrain, a complex security system, time running out, etc). If something sounds interesting, choose a rating on the ladder as a passive opposition.

Sometimes something inanimate might seem like it should provide active opposition (like the ubiquitous Automated Defences), *or maybe an NPC can't actively resist (maybe they don't know what the PC is doing). In such cases, go with whichever type of opposition fits the circumstances or makes the scene more interesting.*

standard), and it's a synth-colony swarming with sentiences, so she gives its security system a Great (+4) skill. She rolls:

■➕➕■

...for a result of +2!

That's a Fantastic (+6) total, beating Reiko's roll by two.

THE FOUR OUTCOMES

When you roll the dice, you'll either fail, tie, succeed, or succeed with style. Every roll you make in *Mindjammer* results in one of four broad outcomes.

FAIL

If you roll lower than the opposition, you fail.

In this case, you either don't get what you want; or you get what you want at a **serious cost** (see below); or you suffer some negative mechanical consequence; or sometimes more than one of the above. Your GM decides any cost or consequence.

TIE

If you roll the same as the opposition, you tie.

In this case, you get what you want, but at a **minor cost** (see below); or you get a lesser version of what you wanted.

SUCCEED

If you roll higher than the opposition by 1 or 2 points (or "shifts"), you succeed.

In this case, you get what you want at no cost.

SUCCEED WITH STYLE

If you roll higher than the opposition by 3 or more shifts, you succeed with style.

You get what you want, but also get an additional benefit.

THE FOUR ACTIONS

When you make a skill roll, you're taking one of four actions: overcome, create an advantage, attack, or defend.

You choose which action you're taking based on the skill you're using and what you're trying to achieve. Usually the action you want is obvious from the skill description, your goal, and the circumstances.

⊛ Overcome

Use the overcome action to achieve goals appropriate to your skill.

Every skill has key activities; a character with Intrusion tries to bypass a security system, a character with Empathy tries to calm a crowd, a character with Technical tries to repair a malfunctioning gravity engine.

When your character's in such a situation and there's something between you and your goal, use the overcome action. It's the default action for a skill—if you're not attacking, defending, or creating an advantage, you're probably attempting an overcome action.

- **If you fail an overcome action**, you either don't attain your goal, or you attain it at a **serious cost**.
- **If you tie an overcome action**, you attain your goal at a **minor cost**.
- **If you succeed at an overcome action**, you attain your goal at no cost.
- **If you succeed with style at an overcome action**, you get a **boost** (page 85) in addition to attaining your goal.

Retzlaf Trine crawls through the accessways of the Mindborn SysSec HQ, trying to disable its null beam defences. If he succeeds, Kallia can hack the installation sentience before the imminent rescue attempt.

Sarah says, "You make it to the control hub and start working, but hear the hum of grav sensors approaching below you—sounds like the next guard patrol got here early."

"Damn," Ian says. "I need to disable these defences and get out—if they find me, McGee already said he'd deny all knowledge."

Sarah shrugs. "Work fast? It's a passive opposition—pushed for time, dealing with complex systems, I'll call it Superb (+5)."

Retzlaf has Good (+3) Technical. Ian grumbles. "Should've convinced Dev to do this." He rolls a +1, for a Great (+4) result. Not enough.

Other Benefits and Penalties

Sometimes situations suggest a different benefit or penalty for an action result. You can tweak an action's result if it makes sense.

For example, the overcome action says you get a boost in addition to success when you succeed with style. But if that overcome action ends the scene, or you can't think of a good boost, you can create a story detail (page 13) as a benefit instead.

Ian chips in a fate point and says, "What about my Semi-Autonomous Limbs?", *referring to one of his aspects. Sarah nods, and with the invoke Retzlaf manages a Fantastic (+6). That's enough to succeed, but not with style, so Retzlaf achieves his objective at no cost.*

Ian describes how Retzlaf's many limbs seem almost to work independently to short-circuit the null beam defences before swinging him out of sight and into cover as the patrol approaches…

⊕ Create an Advantage

Use the create an advantage action to create a situation aspect that gives you a benefit, or to claim a benefit from an aspect you have access to.

The create an advantage action covers using your skills to take advantage (hence the name) of your environment or situation. Maybe you're changing your circumstances (throwing sand in an opponent's eyes or setting something on fire), or discovering new information (researching a space station's weak spot), or taking advantage of a previous observation (your opponent's bad temper).

When you roll to create an advantage, specify whether you're **creating a new situation aspect** or **taking advantage of an existing aspect**. If the former, are you attaching that aspect to a character or the environment?

Opposition can be active or passive. If you're targeting another character, they get to roll a defend action.

If you're using create an advantage to **create a new aspect…**

* **If you fail**, you either don't create the aspect, or you create it but it helps an opponent or other character to your detriment, giving them the free invoke. Reword the aspect accordingly.
* **If you tie**, you get a **boost** (page 85) instead of a situation aspect. Reword the aspect to reflect its temporary nature (*Disabled Control Hub* becomes *Showers of Sparks*).
* **If you succeed**, you create a situation aspect with a free invoke.

* **If you succeed with style**, you create a situation aspect with two free invokes instead of one.

Deep in the Mindborn Khutep Descent imposality, Kallia is fighting two Mindscape sentinels. The first couple of exchanges have gone badly, and she's taken a couple of big hits. Reiko says, "Sarah, you said there was a blue crystalline data lattice around the imposality, right?"

Sarah nods. Reiko asks, "Can I dislodge some of it to slow these guys down? If they're sentinels belonging to the imposality, maybe they'll be less keen to trash these data networks than me."

Sarah says, "Sounds good. Sounds like a create an advantage action with Intrusion, using your Hacking stunt. One of the sentinels gets to roll a defend action against you, because it's close enough to avoid the obstacle before you create it."

Kallia has Great (+4) Intrusion. Reiko rolls a +1, for a Superb (+5) result. The nearest sentinel rolls a Fair (+2) to defend; Kallia succeeds with style! Reiko places the aspect Obstructing Data Lattices *on the scene, and notes she can invoke it* twice *for free. Sarah describes the sentinels' difficulty advancing, and now Kallia has a little bit of an advantage in the coming exchange…*

If you're using create an advantage **on an existing aspect…**

* **If you fail**, you give a free invoke of the aspect to an opponent or another character instead, to your detriment.
* **If you tie or succeed**, you get a free invoke of the aspect.
* **If you succeed with style**, you get two free invokes of the aspect.

Mish approaches a fellow sentient starship who has contacts high in the Mindborn hierarchy. Duncan says, "I'm using Deceive to create an advantage, trick this planer into opening up. I'm looking for some juicy observation I can use later or pass on to McGee."

Sarah says, "Isolation Therapy is an Icarus-*class scout ship, so she's a bit of a loner, and not very slick. She has no real Deceive or Empathy, so she's just naturally wary rather than suspicious. Try and beat Fair (+2)."*

Mish has Good (+3) Deceive, and rolls +1, for a success.

Sarah grins, and says, "Okay, here's what you notice. Iso, as she calls herself, has more than a passing interest in human physicality. She has an avatar down in the starport bar, eyeing up the staff and customers. She gets pretty damn lecherous when she speaks to young men and women…"

Sarah slides an index card with the aspect A String of Failed Relationships *on it, indicating the sentient scout ship's aspect is now public. Duncan notes he has a free invoke on it.*

"Lecherous, eh?" he says. "Lecherous for Dev? My avatar's in the bar, right?"

Sarah grins. "Now you mention it…"

Duncan rolls his eyes. "To boldly go, eh?"

⊘ Attack

Use the attack action to harm someone in a conflict.

Conflicts aren't always physical; some skills allow you to hurt someone mentally or even financially. Usually your target

actively opposes your attack action. Passive opposition means you've caught him unaware or otherwise unable to properly resist, or the NPC isn't important enough to roll dice for. Opposing in this way always counts as a defend action.

- **If you fail an attack**, you don't harm your target. Additionally, this means your target succeeded on his defend action (see below), which could have other effects.
- **If you tie an attack**, you don't do any harm, but you gain a boost (page 85).
- **If you succeed at an attack**, you inflict a **hit** on your target equal to the number of shifts you got, forcing the target to "buy off" the value of your hit by taking stress or consequences. If the target can't do that, he gets **taken out** of the conflict (page 167).
- **If you succeed with style at an attack**, it works like a success, but you may also reduce the value of your hit by one to gain a boost.

Mos Crotsos is in combat with Doyeux, a soldier of the Belgardian 214ᵗʰ infantry, during the ill-fated Belgard Sanction. Disarmed, the giant Kwo Hmene attempts to bludgeon the trooper into submission.

Mos has Good (+3) Unarmed Combat; Doyeux defends with his Fair (+2) Athletics. Jen rolls a +2, then subtracts -2 for her Large (+1) scale (see page 172), for a Good (+3) attack.

Sarah rolls a -1 for Doyeux, for an Average (+1) total defend. Jen wins by 2 points, and adds the +4 shift bonus she gets for her Large (+1) scale, plus her w:2 rating for her Massively Muscled extra, inflicting a dazzling 8-shift hit. As Doyeux is armed with a null rifle, Jen decides this isn't good enough. "I'm also invoking Giant Hominid Mercenary," *she says, "because, dammit, this is what I do!"*

Jen spends a fate point for a final Superb (+5) attack, winning by 4 points and succeeding with style. Adding in her +4 shift bonus and w:2 rating, she gets a massive total of 10 shifts. She decides to inflict a 10-shift hit (she could also have inflicted a 9-shift hit and gained a boost). Now Doyeux needs to see if he can use his stress boxes and consequences to stay in combat long enough to shoot back!

Two Sides of the Same Coin

The defend action outcomes mirror some of the outcomes of attack and create an advantage actions. For example, if you tie a defend action, you grant your opponent a boost, while if you tie an attack action, you gain a boost.

That doesn't mean the attacker gets two boosts! We're talking about the same boost here, just from two different points of view. It's mentioned in both actions so the results are complementary.

⟳ Defend

Use the defend action to avoid an attack or prevent someone from creating an advantage against you.

Whenever someone attacks you in a conflict or tries to create an advantage on you, you may try to defend. This isn't always about physical danger—some skills defend against attacks on your mind, resolve, or even finances.

When you roll to defend, it's usually against active opposition like an NPC's attack or an environmental force the GM has decided is exciting enough to roll dice for (maybe a micro-meteor shower puncturing your p-suit). Sometimes you'll roll against passive opposition, maybe from the environment (a corrosive atmosphere) or an NPC who isn't important enough to roll dice for.

- **If you fail a defend action**, you suffer the consequences of whatever you were trying to prevent. You might take a hit or have an advantage created on you.
- **If you tie a defend action**, you grant your opponent a boost.
- **If you succeed at a defend action**, you avoid the attack or the attempt to create an advantage on you.
- **If you succeed with style at a defend action**, it works like a success, but you also gain a boost as you turn the tables momentarily.

Usher McGee is trying to hurl himself out the way of a null pistol attack in the Belgardian prison camp governor's office. Sarah describes the governor's aide using Ranged Combat as an

attack, firing wildly in McGee's direction. The aide has Fair (+2) Ranged Combat; McGee defends with Average (+1) Athletics.

Sarah rolls a +1 for the aide, for a total Good (+3). Chris rolls a +2 for McGee, tying at Good (+3). McGee doesn't take a hit, but he does grant the aide a boost, which Sarah decides to call Fallen Prone Behind a Desk!

CHALLENGES, CONTESTS, AND CONFLICTS

Usually a single skill roll decides how a situation plays out. You can describe actions in any timeframe or level of detail when making a skill roll; a single Pilot roll can determine an hour-long hazardous atmospheric re-entry, or whether you avoid the null cannon attack of the starfighter tailing you.

Sometimes, though, you'll be doing something dramatic and exciting, like a pivotal scene in a movie or book. In these situations, you can "zoom in" on the action and handle it with multiple skill rolls, letting the wide range of dice results make things dynamic and surprising. Most combat scenes work this way, but you can zoom in on anything you consider impor-tant—starship chases, technopsi confrontations, political intrigues, cultural conflicts, and more.

There are three ways to zoom in on the action:
- **Challenges**, when one or more characters try to achieve something dynamic or complicated;
- **Contests**, when two or more characters compete for a goal;
- **Conflicts**, when two or more characters try to harm each other.

Challenges

A single overcome action can deal with a straightforward goal or obstacle like hacking a security system. It's useful when the details aren't important or worth spending too much time on, when you just need to know whether your character succeeds without setbacks or costs. Sometimes, though, it's not enough to hack the security system—because you also have to fend off the attacking troopers and set up a force field to keep pursuers off your back.

A challenge is a series of overcome actions to resolve an especially complicated or dynamic situation. Each overcome action uses a different skill to deal with one task or part of the situation, and you interpret the separate results together to figure out how the situation resolves.

To figure out if a situation is right for a challenge, ask the following questions:
- Does each separate task generate tension and drama in its own right? If all the tasks are actually part of the same goal—"accessing the control surface", "identifying the security subsystem", and "re-routing the surveillance feed" when you're hacking a security system—then that should be one overcome action, where you can use those details

to explain what happened if the roll goes wrong.
- Does the situation require different skills to deal with? Holding off the troopers (Ranged Combat) while setting up a force field (Technical) and hacking a security system (Intrusion) so you can escape is a good opportunity for a challenge.

To embark upon a challenge, identify the separate tasks or goals that constitute the situation, and treat each as a differ-ent overcome roll. Depending on the situation, your GM may require that some rolls happen in a certain order, or that one character or several characters attempt the different rolls.

Kallia is hacking the docking bay vac shield controls in the Mindborn SysSec HQ so the group can escape. Normally, this wouldn't be that interesting—just an overcome roll—except that she's trying to do it before a swarm of patrol drones overruns the bay.

Sarah sees several different components to the scene. First there's the hacking action; then there's keeping the drones at bay; and finally there's re-establishing the force field to stop the drones pursuing as they escape into space. All that calls for Intrusion, Technical, and Ranged Combat.

The group decides three characters will roll these three skills sep-arately. Sarah sets the opposition for each at Good (+3)—she wants the group to face reasonable difficulty and a variable outcome.

Now they're ready to start.

In a challenge, you roll for each overcome action in which-ever order seems most interesting or logical, but you **don't describe how everything turns out until you've collected all the results.** This gives you and your GM the freedom to describe each roll in the way that makes most sense and is the most entertaining. If you or any other character gets a boost, you can pass it to another action in the challenge, as long as you can describe how that works.

Once all the rolls have been made, consider the successes, failures, and costs of each action to gauge the overall out-come. The results could lead to another challenge, a contest, or even a conflict.

The group decides to tackle holding off the drones first. Mos Crotsos rolls a -1 on her Great (+4) Ranged Combat, tying the roll and allowing her to achieve the goal at a minor cost. Sarah says, "I'm going to say the patrol drones' null beam fire gives me a Keep Your Heads Down *boost to use against Kallia—hacking requires concentration, after all."*

Reiko sighs and nods, then rolls a terrible -3 on Kallia's Great (+4) Intrusion hacking attempt against the boosted Superb (+5) passive opposition. Kallia has the option to fail, or succeed with a major cost. Reiko chooses success, leaving Sarah to think of a major cost.

How to make hacking the docking bay vac shield costly? Sarah grins. "This is a story more than a mechanics thing, but you're using Intrusion, under pressure, short of time—I could see you inadvertently tripping alarms when hacking those shields…"

Reiko says, "But that will let them know where we're leaving

from!" Sarah is just grinning. Reiko sighs again. "Okay, fine. Mind-born SysSec are now going to be sending external interceptors. Let's get a move on!"

Ian now rolls for the final part of the challenge—Retzlaf Trine's Good (+3) Technical, re-setting the force field. Sarah describes the patrol drones zipping in and out of Mos Crotsos's suppressing fire. "We've got to go, now!"

Trine rolls a +2, for a Superb (+5) total, as the force field flickers to life, blocking off the drones' access. "Let's go!"

Together the group finishes describing the scene—Kallia finishes hacking just in time, and the force field rises. Some drones get sizzled, but Mish sighs with relief as the group run onto the bridge of the Greatest Enthusiasm in the Mission… until he fires up the engines and sees the Mindborn active defender manoeuvring into position just outside the docking bay doors.

But that's the next scene…

If you have any boosts unused in a challenge, you can keep them for the rest of the scene or whatever scene you're transitioning to, if the challenge's events connect directly.

CREATING ADVANTAGES IN A CHALLENGE

You can attempt create an advantage actions during a challenge, either for yourself or someone else; this doesn't count as one of the challenge actions. Failing in the create an advantage action could incur a cost or problem that negatively impacts a challenge action; advantages can help challenge actions, but the tactic isn't without risk.

ATTACK ACTIONS IN A CHALLENGE

Challenges focus entirely on overcome actions, usually against passive opposition. If you end up in a situation where it seems reasonable to roll an attack, switch to a **conflict** instead (page 160).

Contests

If two or more characters have mutually exclusive goals but aren't directly trying to harm each other, they're in a **contest**. Arm wrestling matches, races, and public debates are examples of contests.

When setting up a contest, ask the following questions:
- What are the "sides" in the contest? Is every character in it for himself, or are groups opposing groups? Multiple characters on a side roll together using the "Teamwork" rules (page 169).
- What's the contest environment? Can you define any features as situation aspects?
- How are the sides opposing each other? Are they opposing directly (like a sprint race or a staredown attempt), or are they competing to overcome something in the environment (like an obstacle course or judges panel)?
- What skills are appropriate for the contest? Does everyone roll the same skill, or can several apply?

On board the evac shuttle, Retzlaf Trine has spotted a Belgardian assault craft approaching Mos Crotsos's merc unit in the heat of the Belgard Sanction. There's no time to issue a warning—can he get there before the assault ship strafes Mos's location?

Sarah looks through the questions for setting up the contest.

The battlefield has the Fog of War *situation aspect. Trine and the assault craft are directly opposing each other, providing active opposition.*

The assault ship is rolling its Good (+3) Stealth skill for the contest, because it's approaching Mos's position nap of the earth, low and fast and hard to detect. Retzlaf Trine is making a movement action with the evac shuttle, so he's rolling his Great (+4) Pilot.

A contest proceeds in a series of **exchanges**. In an exchange, every participant can make one overcome action to determine how well they do in that stage of the contest.

When you make a roll in a contest, you compare your result to everyone else's.
- **If you got the highest result, you win the exchange.** If you're rolling directly against the other participants, that means you got the highest rank on the ladder out of everyone. If you're all rolling against something in the environment, it means you got the most shifts out of everyone. Winning the exchange means you score a **victory**. You

can represent this with a tally mark or tick on a piece of paper. Describe how you take the lead in the contest.
- **If you succeed with style and no one else does**, then you get two victories.
- **If there's a tie for the highest result, no one gets a victory, and an unexpected twist occurs.** This could mean several things—maybe the terrain or environment shifts, the conditions of the contest change, or something unexpected occurs, affecting all the participants. The GM should create a new situation aspect reflecting this.
- **The first participant to achieve three victories wins the contest.**

In the first exchange, Ian rolls poorly for Retzlaf Trine, for a Fair (+2) total. Sarah rolls a 0 and stays at Good (+3). Sarah wins, so the Belgardian assault ship marks 1 victory. Sarah describes the ship's sonic boom as it crosses the horizon and hurtles like a missile towards the merc company's position.

➤ **Retzlaf Trine**
➤ **Assault Ship |**

In the second exchange, Ian rolls well, getting a Fantastic (+6), whereas the assault ship only gets a Fair (+2). That's success with style, so Ian picks up two victories and takes the lead, describing Trine's evac shuttle burning through the atmosphere on an intercept course.

➤ **Retzlaf Trine | |**
➤ **Assault Ship |**

In the third exchange, they tie at Good (+3). Sarah has to introduce an unexpected twist, and says, "Okay—one of the

mercs has spotted what's going on. He's raising his arm—it looks like he has a plasma launcher—but he's not pointing at the assault ship. He's aiming at you!" She writes down a Collateral Damage *situation aspect on an index card and puts it on the table.*

In the fourth exchange, they tie again, at Great (+4). Ian says, "I want to invoke two aspects—first, Octopoid Xenomorph 2-Pilot *from my character sheet, because this sort of stuff totally is my schtick, and second* Collateral Damage, *because I figure that this evac shuttle can take a plasma hit and I'm not gonna let Mos Crotsos's team get roasted!" He passes Sarah two fate points.*

That puts his final result at Legendary (+8), success with style and another two victories. That gives Trine and the evac shuttle four victories to the assault ship's one, and he wins the exchange and the contest!

➤ **Retzlaf Trine | | | |**
➤ **Assault Ship |**

Sarah and Ian describe how the merc company starts to run for cover, just as the evac shuttle intercepts the assault ship and starts blasting with its null cannon. The fight is on!

CREATING ADVANTAGES IN A CONTEST

During any exchange, you can try to create an advantage **before** you make your contest roll. **This is an exception to the usual rule that you can only make one action roll in an exchange.** If you're targeting another participant with that create an advantage action, they defend normally. If someone can interfere with your attempt, they provide active opposition as normal.

Creating an advantage like this carries a risk—**failing to create the advantage means you forfeit your contest roll**, which means you can't make progress in the current exchange. If you at least tie, you can make your contest roll normally.

If you're providing a bonus via the Teamwork rules (page 169), failing to create an advantage means the lead character doesn't benefit from your help this exchange.

Retzlaf tries to thoughtcast an alarm to Mos Crotsos as he's firing on the assault ship. Ian says he wants to create an advantage called Alerted to Danger.

He rolls Provoke to create the advantage and gets a Great (+4). Sarah says it's a Fair (+2) passive opposition (she could call for a roll of Mos Crotsos's Notice skill, but doesn't think it's worth removing the focus from combat to do so).

Retzlaf succeeds, alerting Mos and her merc unit, and Ian notes he has a free invoke on Alerted to Danger.

Because Ian didn't fail, he makes his contest roll normally. Sarah decides that being detected isn't going to stop the assault ship in the slightest, except that it now switches to its Fair (+2) Manoeuvre (a lower skill than its Good (+3) Stealth) and rolls normally.

ATTACK ACTIONS IN A CONTEST

Making an attack action in a contest means it's no longer a contest; switch to a **conflict** instead.

Conflicts

In a **conflict**, characters are actively trying to harm one another. It may be a fire fight, martial arts attack, or a duel with energy blades. It could also be a tough interrogation, a mindburn assault, or a shouting match with a loved one. It could even be a battle between starships, a trade war, an aggressive buy out, or a financial attack on an institution. **As long as the characters involved have the intent and the ability to harm one another, it's a conflict**.

Conflicts are physical, mental, systems, or credit in nature, based on the stress track being affected. Physical conflicts cause bruises, slashes, gunshot trauma, and other injuries; mental conflicts cause loss of confidence and self-esteem, loss of composure, and other psychological trauma; systems conflicts cause showers of sparks, starship device and system failures, and the loss of key functions; credit conflicts cause loss of resources, creditworthiness, and crippling debt.

Setting up a conflict is more involved than contests and challenges:

• Set the scene, describing the environment, situation aspects, and **zones**, defining who's participating and what

side you're on.

- Determine the **turn order**.
- Start the first exchange:
  - On your turn, take an action and resolve it.
  - On other people's turns, defend or respond to their actions as necessary.
  - At the end of everyone's turn, start a new exchange.

A conflict ends when everyone on one side has **conceded** or been **taken out** (page 167).

SETTING THE SCENE

Together with your GM, you and the other players should answer the following questions about the scene's circumstances:

- Who's in the conflict?
- Where are they positioned relative to one another?
- When is the conflict taking place? Is that important?
- What's the environment like?

You don't need great detail here, or precise distances or times—just enough to make it clear what's going on. Your GM can use this information to create situation aspects to define the arena of conflict.

Mos Crotsos, Retzlaf, and Kallia are on the regressed world of Moikana, investigating a possible smuggling operation within the Space Force outpost. They find a warehouse by a landing strip in the endless jungle, where smugglers have been shipping surplus Space Force personnel weapons for sale to the regressed low-tech Moikanans. Unfortunately someone has alerted the smugglers, and four Moikanan goons are waiting for them when they arrive—together with the looming floating stingray form of an organic synthetic—a renegade Space Force operative behind the smuggling operation!

The conflict participants are obvious—the PCs, and the stingray synthetic and four smugglers under Sarah's control, which she decides are minor NPCs (described in the **Mindjammer** *core book). The jungle warehouse is the environment, and the group describes it—crates everywhere, large and open, probably a second floor. Sarah adds the loading door is open to the jungle because they're waiting for a ship.*

SITUATION ASPECTS

Look for environmental features to make into exciting situation aspects for the conflict. Don't overdo it—three to five are plenty. Promising features include:

- Planetary conditions—does the world have markedly different gravity, temperature, or atmosphere, is it exposed to vacuum, etc?
- Mood, weather, or lighting—is the environment dark or poorly lit, stormy, creepy, blindingly bright?
- Obstacles to movement—dense vegetation, broken terrain, mud everywhere, frictionless, low-G, etc.
- Things to hide behind—vehicles, obstructions, bulkheads, rocks, plants.

- Things you can knock over, wreck, or use as improvised weapons—containers, storage units, tools.
- Things that are flammable, corrosive, or explosive.

Considering our jungle warehouse, Sarah decides the High CO_2 Content *of the Moikanan atmosphere is distracting to newcomers without breathers—they'll get headaches, blurred vision, etc. She also decides there are enough crates to make movement an issue, picking* Heavy Crates *and* Cramped *as aspects. She picks* Open to the Jungle *as a situation aspect, figuring someone might try to escape, take cover, or take the combat out there.*

Don't forget that you can suggest situation aspects yourself. If your GM has described the scene as poorly lit, you should be able to invoke a *Shadows* situation aspect on a Stealth roll, even if you haven't previously established it as an aspect. If an environmental feature requires you to *do something* to make it into a useful situation aspect, that's a perfect case for a create an advantage action. Usually an airlock doesn't expose a docking bay to *Cold Hard Vacuum* without someone cycling it first…

ZONES

Conflicts occurring over a wide area can be broken down into **zones** for easier management.

A zone is an abstract representation of space, usually physical, but sometimes mental, social, or even virtual. Being in the same zone means you're close enough to interact directly with someone (walk up to and punch them in the face).

A conflict should rarely involve more than a handful of zones; two to four is ideal, unless it's a really big conflict. Keep it simple—zones should give a tactical feel for the environment, but the moment where you start reaching for a ruler or

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Situation Aspects and Zones In Mental and Credit Conflicts

*In a mental or credit conflict, it may not make sense to use situation aspects and zones to describe a physical space. In an interrogation, for example, physical features of a place create fear; but not in a ruthless corporate takeover attacking your credit track. Emotional conflicts usually use a target's own weaknesses against him—in other words, his own aspects and flaws—while credit conflicts may use an opponent's weaknesses (*Greed Is Good, Inveterate Speculator, *etc), but equally situation aspects may devolve from the broader economic environment (*Desperate Trade War, Economic Collapse, Cultural Revolution*).*

Situation aspects and zones aren't always appropriate for mental and credit conflicts; don't feel obligated to include them.

grid, you're probably going too far.

- If the area is bigger than a house, maybe divide it into two or more zones—think of a starship or hostile planetary environment.
- If it's separated by turbolifts, screens, or bulkheads, they probably indicate different zones.
- "Above X" and "below X" can be different zones, especially if moving between them takes some doing—think of the space around something large, like a space station.

Note down any situation aspects that might make moving between zones problematic. If that means you need more situation aspects, add them now.

Sarah decides the warehouse needs multiple zones. The main floor is big enough for two zones, and the Heavy Crates *she mentioned earlier make it hard to freely move between them.*

She also makes the landing strip outside a separate zone with an Open to the Sky *situation aspect, and then Moikana's jungle, with an* Impenetrable Undergrowth *aspect, figuring anyone trying to flee that way will have a hard time.*

ESTABLISHING SIDES

Conflicts are about goals, with two or more sides either trying to achieve a goal or to stop the other side achieving theirs. You and the other characters normally form one side, fighting against NPCs who form the other. Different setups are possible, however—you can fight one other player characters, and even join with NPCs to form one or more sides.

In a conflict, it's important to establish who's on which side, what their goals are, and where everyone is situated in the scene (who's in which zone, etc). It's also important to determine how each side divides up to face the other. Is one character being mobbed by the bad guy's henchmen, or is the opposition spreading itself equally among you and the other characters? Once conflict starts this may change, but this gives you a starting point.

In the Moikanan warehouse fight, the sides are obvious—the synthetic stingray and the smuggler goons want to neutralise the PCs, and the PCs want to stop them. The conflict starts with everyone on the main warehouse floor. Sarah decides the synthetic stingray and one smuggler are going after Mos Crotsos, two thugs are after Kallia, and the last is chasing Retzlaf Trine.

TURN ORDER

The order you act in a conflict is called the **initiative order**, and is based on your rating in a specific skill. For physical conflicts, that skill is Notice (or Active or Passive Sensing for ships); for mental conflicts, it's Empathy; for systems conflicts, it's Systems; and for credit conflicts, it's Bureaucracy. Whichever participant has the highest skill rating acts first, followed by everyone else in descending order.

On a tie, compare a secondary or tertiary skill. For physical conflicts, that's Athletics, then Physique; for mental conflicts, Rapport, then Will; for systems conflicts, Active / Passive Sensing then Technical; and for credit conflicts, Contacts, then Resources. Your GM will usually choose the most advantageous NPC to determine her initiative order, and let all NPCs act at that time, or may determine initiative for each NPC individually.

Retzlaf has Fair (+2) Notice, higher than everyone else, so he goes first. Mos Crotsos has Average (+1) Notice, but gets a +1 bonus from the hand scanner built into her null rifle, so she also acts as if she had Fair (+2), joint first.

Kallia has Average (+1) Notice, so she acts third.

The synthetic stingray has no Notice skill (although it has Great (+4) Athletics), so it acts last, together with the smugglers, who are minor NPCs.

THE EXCHANGE

Exchanges in conflicts are more complicated than in contests. In an exchange, every character may take an action in initiative order.

Usually you'll attack or create an advantage on your turn, because that's what conflicts are about—taking out your opponent, or making it easier to do so.

However, you may have a secondary goal, in which case you may make an overcome action instead. This most often happens when you try to move between zones but a situation aspect gets in your way.

Zone 3:
Upstairs

Ladder

Zone 4:
Landing Strip

Zone 2

Zone 1

Zone 5:
Jungle
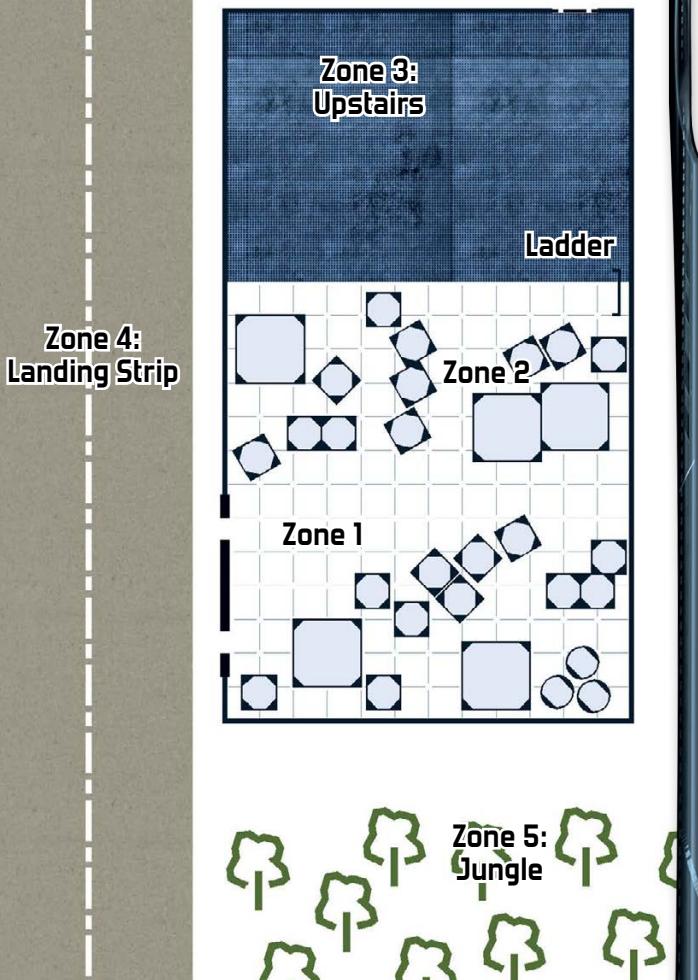
You may only make one skill roll on your turn in an exchange, unless you're defending against someone else's action, which you can do as often as you want. You can even make defend actions on behalf of others, as long as it's reasonable for you to interpose yourself between the attack and its target. In that case, you suffer the effects of any failed defend rolls yourself.

FULL DEFENCE

You may forego your action in an exchange to concentrate on defending against attacks. You get a +2 bonus on all defend actions in that exchange, but may take no other action.

In the first exchange of our warehouse fight, Ian has Retzlaf do a full defence—normally he could defend and act, but he only has Unarmed Combat at Average (+1), and a null pistol which attacks at Mediocre (+0). With a full defence he gets a +2 to his defend rolls until his next turn, when hopefully either Mos or Kallia will be able to help him.

At the same time, Jen has Mos Crotsos attack the smuggler attacking her. That's her action for the exchange—she can still roll to defend whenever she needs to, but she can't do anything else proactive until her next turn (in the next exchange).

On Reiko's turn, she has Kallia create an advantage by placing a Hemmed In *aspect on one of the smugglers attacking her, hoping to corner him between some crates. That's her action for the exchange.*

Sarah goes last, and has all her NPCs attack their chosen targets.

RESOLVING ATTACKS

A successful attack causes a hit on a target equal to the shifts generated on the dice roll. If you get three shifts, you cause a 3-shift hit.

If you're hit by an attack, you must absorb the hit to stay in the fight, or get **taken out**. You can absorb hits by taking **stress** and / or **consequences**. You can also **concede** a conflict before getting taken out to keep some control over what happens to your character.

STRESS

Your first approach to absorbing a hit is usually to try and take **stress**.

Managing Minions

GMs with a lot of minor NPCs can use passive opposition to keep dice rolling to a minimum. Minions can also be grouped together to make things simpler still.

Stress represents the reasons you might avoid the full force of an attack. Maybe you twist away from a blow, or an attack looks serious but is actually a flesh wound. Mentally, stress might mean you manage to ignore an insult, or resist an instinctive emotional reaction. Systems stress might be an ever-popular shower of sparks on the bridge's control panels. Credit stress might mean you put your creditworthiness on the line to stay in a bidding war. You can only do this so many times before you have to face the music.

On your character sheet, you have a number of **stress boxes**, each with a different shift value. All characters get a 1-point and a 2-point stress box; you may get additional, higher-value boxes depending on certain skills (usually Physique, Resources, Systems, and Will).

When you take stress, check off a **single** stress box with a value equal to the shift value of the hit. If that box is already checked, check off a higher value box. If there's no available box of that shift value or higher, and you can't take any consequences (see below), you're **taken out** of the conflict. **You can only check off one stress box per hit**.

Remember you have three sets of stress boxes, or maybe even four if you're a sentient starship! One is for physical stress, one for mental, and one for credit; and sentient starships (and other constructs) also have a systems stress track. You start with a 1-shift and a 2-shift box in each of your stress tracks. If you take stress from a physical source, check off a physical stress box; if it's a mental hit, check off a mental stress box; if it's a systems attack (like EW or electronic warfare), check off a systems stress box; if it's an attack on your creditworthiness and resources, check off a credit stress box.

After a conflict, when you get a minute to breathe, any physical, mental or systems stress boxes you checked become unchecked, available for you to use again. Credit stress boxes clear at the end of the current game session.

Stinger, the synthetic who's the smuggler ringleader, slams into Mos Crotsos with a massive 7-shift hit, smashing her with its stingray-shaped body. As she's Large (+1) scale (see page 172), this is reduced to 3 shifts. Looking at her character sheet, Jen sees that she's only got two stress boxes left—a 2-point and a 4-point.

Because her 3-point box is already checked, the hit must be absorbed by a higher-value box. Jen reluctantly checks off Mos's 4-point box.

STATUS:
Physical Stress: 1 [X] 2 [ ] 3 [X] 4 [X]
Mental Stress: 1 [ ] 2 [ ] 3 [ ] 4 [ ]

Sarah and Jen describe the outcome—Mos hurls herself to one side to barely dodge a blow that shatters a nearby crate, peppering her face with splintered plass. Mos has one more stress box on her sheet, a 2-shift box. That means her reserves are almost gone, and the next major hit she takes is going to hurt bad…

CONSEQUENCES

Your second option for absorbing a hit is to take a **consequence**.

A consequence is more severe than stress—it represents a lasting injury or setback that will be a problem for your character after the conflict.

Consequences have three levels of severity: mild, moderate, and severe. Each has a different shift value: two, four, and six, respectively. You have two sets of available consequence slots on your character sheet: one set for physical and mental consequences combined, and one for credit consequences.

CREDIT STRESS
Credit Stress: 1 [ ] 2 [ ] 3 [ ] 4 [ ]
2 Mild Cons ( )
2
4 Moderate Cons ( )
4
6 Severe Cons ( )
8

CONSEQUENCES
2 Mild ( )
2 Mild ( )
4 Moderate ( )
6 Severe ( )
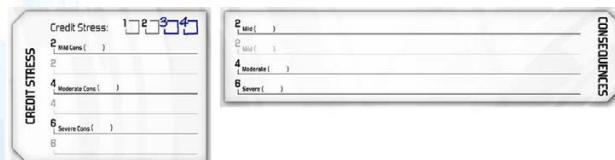
When you use a consequence slot, you reduce the shift value of the attack by the shift value of the consequence. **You can use more than one consequence slot at a time.** Any shifts remaining must be absorbed by a **single** stress box to avoid being taken out.

There's a penalty to taking consequences. The way you describe the consequence in the slot is an **aspect** representing the attack's lasting effect. The opponent who forced you to take the consequence gets a free invoke, and the aspect remains on your character sheet until you've **recovered** from the consequence (page 165). While on your sheet, a consequence is treated like any other aspect, except because it's negative, it's generally used to your character's detriment.

Unlike stress, a consequence takes time to recover from after the conflict. For physical, mental, and systems consequences, you only have one set of consequence slots. This means that, if you have to take a mild consequence to reduce a mental hit and your mild consequence slot is already filled with a physical consequence, you're out of luck; you must use a moderate or severe consequence to absorb the hit. The

exception to this is the extra consequence slot you get from a Superb (+5) Physique, Systems, or Will, which is reserved for physical, systems, or mental harm, respectively.

You have a separate set of consequences for use in credit conflicts. Credit conflicts are different in nature from the more direct mental, physical, and systems conflicts, and credit consequences are managed separately.

Kallia is attacked by two smugglers, who land a 6-shift hit on her. She still has all her stress boxes and consequences available.

She has two ways to take the hit. She could take one severe consequence, negating 6 stress, or take a moderate consequence (4 stress) and use her 2-point stress box. She decides she's not likely to be hit for that much again, so she takes the severe consequence to keep her stress track open for smaller hits.

Sarah and Reiko agree to call the severe consequence Nearly Gutted. *Kallia takes an agonising bolt from one of the smugglers' blasters, gritting her teeth through the pain…*

NAMING A CONSEQUENCE

Consequences are aspects; naming them determines the real effect they have on how you can describe your character's subsequent actions. Here are some examples.

Mild consequences don't require immediate medical or reparative attention. They hurt, and may present an inconvenience, but they aren't going to force you into inactivity. Mild mental consequences express things like small social gaffes or surface emotion changes; mild starship consequences represent temporary system failures, superficial hull damage, and ostentatious showers of sparks; mild credit consequences represent depleted resources or temporarily exceeded credit limits. Examples: *Black Eye, Bruised Hand, Winded, Flustered, Cranky, Temporarily Blinded, Turret Number One Offline, Abraded Hull Plating, Docking Bay Fire, Empty Pockets, No Credit Till Tomorrow*.

Moderate consequences represent fairly serious impairments requiring dedicated effort to recover from (including medical attention). Moderate mental consequences express damage to your reputation, or emotional problems you can't just shrug off with an apology and a good night's sleep. Moderate starship consequences represent severely damaged drives and systems, weapons malfunctions. Moderate credit consequences represent problems with financing agencies

or cash flow. Examples: *Deep Cut, First Degree Burn, Exhausted, Drunk, Terrified, Gravity Engines Offline, Structural Integrity Compromised, Out of Credit, Cash Flow Crunch*.

Severe consequences go straight to the autodoc, redactor, repair yard, or local Pansectorate or corporacy audit bureau—they're extremely nasty, and prevent you from doing a lot of things, and will lay you out for a while. Severe mental consequences express serious trauma or relationship-changing harm; severe starship consequences represent massive hull damage, turrets exploding, your entire planing engine array being jettisoned and on fire; severe credit consequences include suspension of resource access, seizure of assets, or credit blacklisting. Examples: *Second Degree Burn, Compound Fracture, Guts Hanging Out, Crippling Shame, Trauma-Induced Phobia, Deadman's Tumble, Crippled and Burning, Asset Seizure, Blacklisted*.

RECOVERING FROM GENERAL CONSEQUENCES

To recover from a consequence and free up its consequence slot, you must succeed at an action that justifies that recovery, then wait an appropriate amount of game time for that recovery to occur.

This **recovery action** is an overcome action; the obstacle is the consequence. For a physical consequence, the action is medical treatment or first aid; for a mental consequence, it may involve redaction (page 102), counselling, or simply R&R with friends; for a starship consequence (physical or systems) it may involve automatic repair systems, actual engineers hard at work, or even a stint in dry dock or a repair yard.

The difficulty of the recovery action is based on the shift value of the consequence; mild is Fair (+2), moderate is Great (+4), and severe is Fantastic (+6). If you're attempting a recovery action on yourself, the difficulty is increased by +2.

Your immediate environment must be free of distraction and danger to attempt a recovery action—you can't undertake a course of redaction therapy while cowering in a bomb crater as the attack drones hunt you down.

Success at a recovery action lets you rename the consequence aspect to show it's in recovery. For example, *Broken Leg* could become *Immobilised by Regenerator Gel*, *Scandalised* could become *Damage Control*, *Disabled Planing Engines* could become *Limping Home On One Engine* and so on. It doesn't yet free up the consequence slot, but indicates you're recovering and changes the ways the aspect can be used.

Whether you change the consequence's name or not (sometimes it might not make sense to change it), mark it with an asterisk (*) to indicate recovery has started.

RECOVERING FROM STARSHIP STRESS

An exception to the above is that on ships with dedicated repair crews or facilities (including engineer PCs who aren't otherwise engaged), recovery actions may be attempted **during starship combat** to restore stress boxes (although not consequences—there isn't usually enough time). This requires the Technical skill and the Starship Engineer stunt, or other appropriate stunts or extras (such as Auto-Repair System); the difficulty is Average (+1). You may use any shifts generated on the roll to buy off stress boxes on a point-for-point basis. So, for example, you may use 2 shifts to clear a 2-point physical or systems stress box of starship damage. Note that you must be able to describe how this works (it may require you physically EVAing out onto the hull during a raging space battle!).

RECOVERING FROM CREDIT CONSEQUENCES

Recovery from harm to your credit stress track works slightly differently, mostly because danger to your credit stress track resets every **session**, not every scene. As a result, you can make recovery actions to remove credit **stress** as well as consequences.

You attempt credit recovery actions by generating credit of your own on an overcome action using the Resources skill. The difficulty is Average (+1) for recovering credit stress, or according to consequence severity (see above) for removing consequences.

You may invoke the situation aspect granted by an equipment item to convert the item into credit, meaning you sell or otherwise dispose of the item: remove it from your character sheet. Use the shifts generated on the recovery roll to buy up credit stress boxes or remove credit consequences.

Anyone can do this to remove mild consequences, but above that you need a stunt. The Bail Out stunt (page 110) is used for credit recovery actions for characters; the Starship Trader stunt (page 110) does the same for starships.

RECOVERY TIME

Once you've succeeded at a recovery action, and maybe renamed the consequence, you must wait the time for the consequence to "heal".

- For a mild consequence, you must wait one **scene** after the recovery action, before removing the aspect and clearing the slot.
- For a moderate consequence, you must wait one **session**, meaning if you succeed at a recovery action in the middle of a session, you recover in the middle of the next session.
- For a severe consequence, you must wait one **scenario**.

Kallia took a Nearly Gutted *severe consequence as the result of the fight. Back on the ship, Retzlaf uses his Meditech stunt to treat the blaster wound, allowing him to use Technical for recovery actions for moderate and severe physical consequences. Ian makes his Technical roll at a difficulty of Fantastic (+6) and succeeds.*

This allows Kallia's Nearly Gutted *aspect to be renamed* Strapped Up in Healing Gel *and start the recovery process. After the next whole scenario she can erase that aspect from her sheet and use her severe consequence again.*

EXTREME CONSEQUENCES

As well as the two sets of mild, moderate, and severe general and credit consequences, you also get one last-ditch chance to stay in a conflict—the **extreme consequence**. Between major milestones (page 175), you may only use this option once, whether in a physical, mental, or credit conflict.

An extreme consequence absorbs up to 8-shifts of a hit, but at an extremely serious cost—**you must replace one of your aspects (excluding your high concept) with the extreme consequence**. An extreme consequence literally changes who you are.

You can't make a recovery action to rename or recover from an extreme consequence—it stays with you until your next major milestone. After that, you can rename it to reflect that you're no longer vulnerable to the worst of it, as long as you don't just change it back to the aspect it previously was: an extreme consequence is a permanent change to your character.

CONCEDING A CONFLICT

When all else fails, you can also just give up. Maybe you can't absorb another hit, or decide continuing the conflict isn't worth the punishment. At any moment before a subsequent roll is made you can declare that you **concede the conflict**. Once the dice hit the table, it's too late—you must live with the consequences, whether that's more stress, more consequences, or being taken out.

Conceding a conflict gives your opponent what they wanted from you, or (in the case of two or more combatants) removes you as a concern for the opposing side. You're out of the conflict.

But it's not all bad. First, **you get a fate point for choosing to concede**. Additionally, if you've sustained any consequences in this conflict, you get one fate point for each. You may use these fate points once the conflict is over.

Second, **you avoid the worst parts of your fate**. Yes, you lost the conflict, and your opponent is fully victorious, and the narration must reflect that; but conceding can make the difference between, say, being mistakenly left for dead, or ending up in the enemy's clutches, in shackles, without any of your stuff—the sort of thing that can happen if you're taken out.

The stingray synthetic is too much for Mos Crotsos, having hit her with several devastating attacks in the course of the fight. Before Sarah's next turn, Jen says, "I concede. I don't want to risk any more consequences."

Mos has taken both a mild and a moderate consequence. She gets three fate points—one for conceding, and two more for the two consequences she took.

Sarah says, "So, what are you trying to avoid here?"

Jen says, "Well, I don't want to get killed or captured, for starters."

Sarah chuckles and says, "Fair enough. We'll say Stinger knocks you out cold and doesn't finish you off, because it's still busy with Retzlaf and Kallia. It may even think you're dead. I feel like the loss needs some more teeth, though. Hm..."

Reiko pipes up with, "How about it damages your null rifle?"

Sarah nods. "Yeah, that's good. The synthetic slams into you, bashing your null rifle and disabling its hand scanner functionality as well as knocking you out."

Jen says, "Dammit! Retzlaf, I hope you're gonna be able to repair that…!"

GETTING TAKEN OUT

If you have no stress or consequences left to absorb the shifts of a hit, you're **taken out**.

Taken out is bad—not only are you **completely defeated** in the conflict, but the person who took you out can decide **exactly what that defeat means**. Yes, that means they can decide your character is dead, or otherwise permanently out of the game. The only restriction is that they can't decide anything that's out of the scope of the conflict (like having you die from shame), but that still gives them a lot of power over your character that you can't do anything about.

CHARACTER DEATH

Be cautious about permanently removing a character from play on a taken out result. Of course, according to the rules you're completely within your rights to decide a taken out character dies, or goes insane, or loses the will to continue their action-packed life. Indeed, it's necessary to have that risk as a **possibility** in the game to give your characters' esca-

pades meaning, poignancy, and excitement.

But think carefully about destroying a player's character on the results of a dice roll. As a player, you invest time and effort developing your character, and losing it in play simply leaves you with the effort of starting over and doing the whole thing again. It's often better to make a taken out result mean a really, **really** bad defeat for your character—a chance to put your character through hell. If you're taken out in physical conflict, for example, you may find yourself captive and stripped of everything you own, on trial for cowardice or dereliction of duty, or suffering life-changing wounds; taken out in mental conflict could mean a complete breakdown, personality change, or inability to continue in the same walk of life.

Of course, that doesn't mean death or permanent destruction of your character should never be on the table. In particular, climactic scenes of a scenario often require these high stakes. However, your GM should always be **perfectly clear** when these are the stakes, and give you the chance to avoid the conflict if you want to. Losing a character should always be a moment of high drama, and it's much more exciting if **everyone** knows it's on the cards.

MOVEMENT

In a conflict, it's sometimes important to track the relative positions of participants; this is one reason for dividing the conflict environment into **zones** (page 161). This section deals with how participants move between zones in a conflict.

In a conflict, **if there's nothing preventing you, you can move one zone in addition to your action for an exchange**.

If you want to move **more than one zone** in an exchange, you can use your action for that exchange to do nothing but move. In this case, you may move a number of zones equal to your Athletics skill (or Drive, Pilot, etc).

You don't usually have to roll to move like this. However, if another character or a situation aspect obstructs your

movement, you must make an overcome action using the appropriate skill.

If you fail the roll, whatever was obstructing you keeps you from moving. If you tie, you may move, but your opponent gains a temporary advantage of some kind. If you succeed, you move without consequence. If you succeed with style, you get a boost in addition to your movement.

Retzlaf wants to "run" after one of the smugglers (using his grav pack) who's firing his blaster pistol from the second floor. He needs to cross one zone to the access well for the second floor, and then zoom up it, making his opponent two zones away.

He's currently in a hand-to-tentacle fight with a smuggler with Fair (+2) Unarmed Combat skill. Sarah says, "Okay, the smuggler you're fighting is trying to stop you getting away, so he's providing active opposition."

Retzlaf's Athletics is Fair (+2). Ian rolls a +2, for a Great (+4) result. The smuggler rolls a –1, a result of Average (+1). That gives Retzlaf three shifts—success with style.

Ian and Sarah describe Retzlaf wriggling past the smuggler, dragging himself over a crate, and hauling himself up the ladder well three rungs at a time. Retzlaf gains a boost, which he calls Grav Pack Momentum.

The smuggler up top swallows hard, aiming his blaster…

CREATING ADVANTAGES IN A CONFLICT

Aspects you create as advantages are situation aspects—your GM can use them to justify overcome actions, they last until they become irrelevant or the scene ends, and in some cases may represent as much a threat to you as your opponent.

When you create an advantage in a conflict, think about how long you want that aspect to last and who should have access to it. It's difficult for anyone besides you and your allies to justify using an advantage you create on a character, but it's also easier to justify removing it—one overcome action could undo it. It's harder to justify removing an aspect on the environment (seriously, who's going to deactivate those *Whirling Turbofans* you just activated?), but **anyone** in the scene could potentially take advantage of it.

Any situational modifier can be an advantage. Here are some ideas.

- **Temporary Blinding:** Throwing dirt or spraying something in an enemy's eyes places a *Blinded* aspect on him, which might require him to make an overcome action to get rid of the aspect before doing anything dependent on sight. *Blinded* might also be an opportunity for a compel, so be aware your opponent may take advantage of it to replenish his fate points.
- **Disarming:** You knock an opponent's weapon away, disarming him until he can make an overcome action to recover it.
- **Positioning:** Use advantages to represent positioning, like *High Ground* or *Cornered*, and invoke them to take advantage of it.

Covering Fire and Protecting Others

The main way to help prevent someone else from getting attacked is by creating an advantage. You pass the free invoke to the person you're helping to make it harder to hit them.

You can also interpose yourself directly between an attack and its intended target, so that an opponent has to get through **you** *to get to your ally. In that case you're defending as normal and taking the stress and consequences yourself.*

If you want to defend other characters without directly putting yourself between them and their attacker, you need a stunt.

- **Winded and Other Minor Injuries:** Some attacks are debilitating because they're painful rather than wounding, including nerve hits, groin shots, and other "dirty tricks". Use advantages to create *Pain-Blindness* or *Stunned* aspects, etc, on your opponent, following up with attacks exploiting them to do more damage.
- **Taking Cover:** Use advantages to represent positions of cover and invoke them for your defence. This can be as general as *Found Some Cover* or as specific as *Behind the Starport Bar*.
- **Altering the Environment:** Use advantages to alter the environment to your benefit, creating barriers to movement by scattering *Space Junk*, or setting things *On Fire*.

OTHER ACTIONS IN A CONFLICT

Sometimes you may do something else while your friends are fighting. Maybe you're hacking a security system, searching the Mindscape for information, or using sensorview to check for hidden assailants.

You can do this as a modified form of **challenge** (page 158). One of the challenge actions is likely "defend yourself"; in any exchange where someone attacks you or tries to create an advantage on you, you must defend successfully to take one of the other actions in the challenge. As long as no one successfully attacks you or creates an advantage on you, you can use your action to roll one of the challenge actions.

Kallia is trying to force an airlock open so she and her team can break into a Mindborn system patrol boat rather than fighting off innumerable defence drones.

Sarah says, "Let's call it a Fair (+2) Technical action to disable the airlock mechanism, then a Fair (+2) Intrusion roll to hack the iris valve enough to squeeze through. The other action is defending yourself."

On that exchange, Kallia successfully defends against an attack, so she uses her action to disable the locking mechanism.

She fails, and decides to succeed at a cost. Sarah figures the easiest thing is to hit her with a consequence because she's in a fight. So she disables the lock, but not before one of the defence drones zaps her with a Lasered Leg.

On the next exchange, she fails to defend against an attack, so she doesn't get to roll for the challenge.

On the third exchange, she defends and succeeds with style at the Intrusion roll to get the iris valve opened. She signals to her friends and takes a Head Start boost, because it's about to be a chase…

ENDING A CONFLICT

Usually a conflict ends when all members on one side have conceded or been taken out.

As a GM, once a conflict has ended you should award any fate points earned by conceding. As a player, you should note down any fate points received when your aspects were invoked against you, note down any consequences you incurred, and erase any checks in your stress boxes.

The warehouse conflict is finally over. Sarah concedes the conflict on behalf of the stingray synthetic and the remaining smuggler, and the PCs proceed to check out the smuggled Space Force surplus weapons they were looking for.

Because Sarah conceded, Stinger escapes to fight another day. Because Jen conceded to Sarah earlier, she also gets fate points: one for conceding, and another two for the mild and moderate consequences she took. All the invokes used against her were free, so that's all she gets. The hand scanner built into her null rifle is also no longer functional as a result of conceding; she'll need to repair or replace it.

Ian gets one fate point, because Sarah let one of the smugglers invoke his Semi-Autonomous Limbs aspect against him during the conflict.

Free Actions

Sometimes your character does something in conjunction with or as a step toward your action in an exchange. Maybe you quick-draw a weapon before firing it, or shout a warning before opening an airlock, or quickly size up a starport bar before joining a brawl. These **free actions** are colourful description more than anything, meant to add atmosphere.

You don't need to go to the rules for a free action. If there's no significant or interesting opposition, you don't need a roll, but just do what you say you do; replacing a power cell or fishing for something on your tool belt is part of performing an action—you don't need additional mechanics to handle it.

Reiko gets no fate points, because all the invokes against Kallia were free, from advantages and boosts. Because she won, she doesn't get any fate points for the consequences she incurred.

SWITCHING TO A CONTEST OR CHALLENGE

Sometimes participants in a conflict are no longer interested in or willing to harm one another, because of a change in circumstances. In this case, you can switch straight to a contest or challenge, as appropriate. Don't award any end-of-conflict fate points until you've also resolved the contest or challenge.

Previously, Kallia hacked a Mindborn system patrol boat so the PCs could escape attacking defence drones. Now they decide to run for the bridge and fire up the gravity engines to escape.

The defence drones and PCs have mutually opposing goals, but can't harm one another, so instead of running the next exchange, Sarah switches to a contest. Even though the PCs have consequences and are due fate points, they won't get them until we find out if they can get to the bridge and escape in the SPB, or get caught by the defence drones.

Teamwork

Characters can help each other out with actions. You can do this in two ways: by **combining skills**, when everyone puts the same kind of effort into an action (say, using Physique to push open a jammed blast door); or by **stacking advantages**, when everyone cooperates to set a single person up to do well (say, causing multiple distractions so one person can use Stealth to sneak through to the tractor beam controls). When you **combine skills**, figure out who has the highest skill level among the participants. Every other participant with at least Average (+1) **in the same skill** adds a +1 bonus to the highest person's skill level, and then only the lead character rolls. If you have three helpers and you're the highest, you get a +3 bonus on your skill roll.

If you fail a roll to combine skills, all participants share in the costs—whatever cost or complication affects one character affects all of them, or everyone has to take consequences.

In the dash to the bridge, if the PCs just wanted to run away from the defence drones, they could combine skills. Retzlaf Trine would have the highest Athletics at Fair (+2), Mos Crotsos has Average (+1), and Kallia has no Athletics skill, so the group would roll Fair (+2) for Retzlaf, with a +1 bonus from Mos.

Sarah's defence drones only have Average (+1) Athletics, but there are five of them, so they would roll Superb (+5) for the purposes of the contest.

When you **stack advantages**, one character takes the action, and all the other participants take create an advantage actions, and give whatever free invokes they get to that character. Remember that multiple free invokes from the same aspect can stack.

However, the PCs' goal isn't just to run, but to make it to the bridge and pilot the SPB away. As Retzlaf is the only pilot, he's the

logical recipient of stacked advantages from Kallia and Mos.

They each create advantages on their turn, resulting in two free invokes from Mos's Covering Fire *and Kallia's* Hey! Over Here! *aspects. This gives Retzlaf a huge +4 bonus on his Athletics roll to reach the bridge!*

Affecting More Than One Character

You can sometimes affect more than one target with a single action. You can use explosions, gas, stun beams, sonic attacks, etc, to inflict physical damage over wide areas; you can use Provoke in mental conflicts to establish dominance in a group; you can use Rapport to make an inspirational speech affecting everyone listening.

ADVANTAGES ON THE SCENE

The simplest way to affect more than one character is to **create an advantage on the scene** rather than a single target. A *Gas-Filled Chamber* can affect everyone in it, or an *Inspirational Mood* in a gathering may be contagious. You have to make an overcome action to bypass a situation aspect like this; it won't usually cause damage, but it will make things more difficult for those affected.

AREA EFFECTS

Grenades, explosions, gas, and the like affect all possible targets in one or more zones, depending on their power. This is known as an **area effect**. You roll for your attack (usually using Ranged Combat) as normal, but use the dice roll result on every available target in your target area, who must defend against the same result. You may even have to defend against your own roll—especially if you drop that grenade right at your feet!

MULTIPLE TARGETS

Some actions allow you to "filter" specific targets, like using full automatic fire with a ranged weapon to target several opponents but not your allies. If you're taking an action where it makes sense for its effectiveness to be divided among available targets, make your dice roll as normal, but divide it among the targets you want to affect, who defend as normal.

Those who fail to defend either take stress or gain an aspect, depending on what you were trying to do. If you create an advantage on multiple targets, you **do** get a free invoke for each one.

Mos Crotsos fires her Mai Ling Null-70 null rifle at three defence drones. The GM is treating them as three separate sup-porting NPCs with two stress boxes and one mild consequence, so Jen decides Mos will target multiple targets. She uses her Great (+4) Ranged Combat and her rifle's +2 attack bonus, getting an Epic (+7) result.

Jen wants to finish one of the drones if she can, so she divides her 7 shifts as Superb (+5), Average (+1), and Average (+1). Sarah rolls to defend for all three.

The first drone rolls a Mediocre (+0) and takes 5 stress. Even if it uses its mild consequence, this still leaves it with 3 stress points to mark off, and the maximum it has is a 2-point stress box. There's nothing it can do; the first defence drone is taken out, dropping to the ground buzzing and sparking as the null rifle slices it open.

The second defender gets a Fair (+2) defence, beating the Average (+1) attack roll. It sweeps forward undaunted.

The third drone gets a Mediocre (+0) defence, taking a single point of stress. Sarah checks its 1-point stress box, describing it beeping with pain as its hull flares from the beam.

DEALING WITH TIME

There are two types of time in a *Mindjammer* game: **game time** and **story time**.

Game Time

Game time represents the actual time you spend at the table playing *Mindjammer*. Each unit of game time corresponds to an amount of real time.

- **Exchange:** The time it takes all participants in a conflict to take a turn, usually no more than a few minutes.
- **Scene:** The time it takes to resolve a conflict, deal with a single significant situation, or accomplish a goal. Scenes vary from a minute or two to half an hour or more.
- **Session:** All the scenes in a single sitting; a session ends when you stop play for the night (or day). Usually 2 to 4 hours, but you're only really limited by your need for food and sleep. A **minor milestone** (page 174) usually occurs after a session.
- **Scenario:** Usually between one and four sessions; a scenario resolves a problem or dilemma presented by your GM, or wraps up a storyline. A **significant milestone** (page 174) usually occurs at the end of a scenario. Look at this like an episode of a TV show—the number of sessions it takes to tell one story.
- **Story Arc:** Usually between two and four scenarios, an arc typically culminates in an event that changes the game universe significantly, building from the resolution of the scenarios. An arc is like a season of a TV show, where episodes lead to a tumultuous climax. You won't always

The Time Ladder

Several Nanoseconds	A Day
Half a Millisecond	A Few Days
A Millisecond	Several Days (A Week)
A Few Milliseconds	Half a Month
Several Milliseconds	(A Few or Several Weeks)
Half a second	A Month
A Second	A Few Months
A Few Seconds	Several Months
Several Seconds	Half a Year
Half a Minute	A Year
A Minute	A Few Years
A Few Minutes	Several Years
Several Minutes	Half a Decade
Half an Hour	A Decade
An Hour	A Few Decades
A Few Hours	Several Decades
Several Hours	Half a Century
Half a Day	A Century

How Much Time Is a Shift Worth?

The number of shifts (positive or negative) on a roll can help you judge how great the time jump is.

Mindjammer expresses time using a specific or abstract measure of number and a unit of duration, like "a few days", "twenty seconds", "three weeks", and so on. While you can improvise these increments easily, we've also provided an example time ladder below.

We recommend you measure the duration of game actions as half, one, a few, or several of a given time unit. If you imagine something taking six hours, express it as "several hours"; if twenty minutes, as either "several minutes" or "half an hour", whichever feels closer.

This gives you a starting point for moving up and down your time ladder; each shift lets you move up or down (as appropriate) from your starting point. If your starting point is "several hours," and you want to accelerate things, then one shift can change the time taken down to "a few hours", two shifts down to "one hour", and three shifts down to "half an hour".

The time ladder lets you quickly manage changes in duration no matter what your starting point or time frame, from nanoseconds and milliseconds at Mindscape speeds to entire generations.

have a recognizable arc—you can instead bounce from situation to situation without a defined plot structure. **Major milestones** (page 175) usually happen at the end of a story arc.

- **Campaign:** The length of time you've been playing this particular game of *Mindjammer*—every session, scenario, and story arc. There's no upper limit; some campaigns last for years; others finish a story arc and then stop. A typical campaign might run a few story arcs (maybe ten scenarios) before a grand finale. Your campaign may even be structured as a "super-arc," with one massive conflict that everything else is a part of.

Story Time

Story time is time as *your characters* perceive it—the time it takes them to accomplish the things you say they do during play. Often you describe story time in passing ("It takes you an hour to dock at Merhaba highport") or as part of a skill roll ("After 4 hours of observing the starship, you learn the following…").

Usually story time has no relation to real time. A combat exchange might take a few minutes to play out in real time, but only covers a few seconds of a firefight. Likewise, your GM can cover long stretches of time in a simple description ("The contact takes two weeks to reply—are you doing anything while you wait, or can we skip to the meeting?").

USING STORY TIME IN SUCCESS AND FAILURE

Adjusting the passage of story time is a great way to handle especially good or bad rolls.

Taking extra time is a great way to succeed at a cost (page 154). You get what you want, but at the cost of more time, meaning your efforts may come too late. Or the cost could push a deadline over a threshold—and now you have extra problems to deal with.

Alternatively, extraordinary success can **reduce** the time an action takes. An exomemory roll takes only a few milliseconds; or you find a starship cargo the same day rather than in a few days' time.

You can also use invokes and compels to manipulate time, making things easier or more complicated. ("Hey, I'm a *Grease Monkey*, so fixing these planing engines shouldn't take that long, right?")

DEALING WITH SCALE

Whether it's infantry vs combat walker, starfighter vs space station, or local government vs corporacy, sometimes size really does matter. In *Mindjammer*, we categorise entities according to their **scales**, as shown in Table 10-1: Scales.

So far these rules have pretty much assumed that entities **of equal scale** have interacting with one another—they've mostly been about humans and other Medium (+0) scale entities interacting with other humans. However, there've been a few examples of Large (+1) entities (such as Mos Crotsos) interacting with Medium (+0) scale characters, and you'll also come across situations where starships are interacting with starships, organisations with organisations, and so on. When entities of **different** scales interact, they usually gain bonuses or incur penalties to their action rolls to affect the larger or smaller entity, depending on the circumstances.

- **When interacting with a larger scale entity**, you gain a +2 bonus to your roll to affect your target per scale larger, and incur a -4 penalty to any shifts which result.
- **When interacting with a smaller scale entity**, you incur a -2 penalty to your roll per scale smaller, and gain a +4 bonus to any shifts which result.

From a mechanical perspective, **all** entities use the same scale table. However, whether one entity can affect another is

TABLE 10-1: SCALES

Scale	Rating	Example
Quantum	-3	Elementary particles, Planck-scale entities.
Micro	-2	Nanocells.
Small	-1	Small animals.
Medium	+0	Human beings, most animals.
Large	+1	Vehicles, starfighters, very large animals.
Huge	+2	Most starships, gigantic animals.
Enormous	+3	Very large starships, capital ships, small cities.
Regional	+4	Metropolises, space stations, asteroids.
Continental	+5	Nations, orbital habs, large asteroids.
Planetary	+6	Planets, plateworlds.
Interplanetary	+7	Solar systems.
Interstellar	+8	Sectors, interstellar civilisations.
Galactic	+9	The Commonality, major interstellar civilisations.

also a factor of your action description. Theoretically a human and a planet are 6 points of scale apart, so a human could (again, theoretically) attack a planet with a pointed stick, with a +12 attack bonus and a -24 shift penalty. However, this situation is clearly nonsensical; there's no point even contemplating a dice roll. More reasonably, a human could affect a Large (+1) organisation like an association of 50 people. Again, it probably makes no sense to contemplate an attack with a pointed stick; however, a create advantage action using Provoke is entirely possible.

Some stunts specifically let you use your skills to take an action affecting a construct, organisation, or culture. For example, the Gunnery (Ranged Combat) stunt lets you use your Ranged Combat skill for a construct combat action. In such a case, you effectively act at the same scale as your construct (usually Huge (+2), but could be Large (+1) or Enormous (+3)).

CREATING, UPGRADING, AND REPAIRING ITEMS

You can use the Technical skill is to create items of equipment. This works similarly to using Resources to acquire equipment, but you can do it in isolation, away from a ready supply, as long as you have access to reasonable tools and materials (which may themselves be situation aspects). Some items may need special facilities to create, like eidolon rigs, genurgy

labs, or synthetics labs. A successful Technical roll creates an aspect representing the item in question.

Your roll usually faces passive opposition equal to the tech index rating of the item you're trying to create (page 22). For example, a null pistol is tech index T7 (+2), so a Fair (+2) difficulty. This difficulty is modified by your own tech index and the tech index of the environment you're working in: see "Technical and Tech Index" (page 113) for details.

It usually takes a scene to create an item; this may be "Several Days" (page 171) without specialist gear, reduced by 1 step if you have an appropriate toolkit and another step if you have access to an appropriate lab or facility. If you fail the roll to create an item, you may succeed at a cost by increasing the time taken by one step per shift of failure.

As with creating any advantage, the aspect for the constructed item lasts as long as appropriate, but usually no longer than the current session. If you wish to acquire it permanently, you may spend a milestone advancement, even if you're in the middle of nowhere; this use of the Technical skill justifies acquiring the item.

Upgrades

You can add extras to an item, whether one you've created or already own, using your extras budget or advancements at an appropriate milestone. Usually this doesn't require a dice roll if you have access to gear, tools, and labs; otherwise you must make a Technical roll as if you were creating the item, at the **start** of the next session. On a success, you or another character may spend an advancement to acquire the extra ability; on a failure, the milestone advancement does not occur—you don't lose the advancement, but must wait until the end of the session before you can spend it.

Repairing Equipment

Equipment can take damage in several ways. Most directly, equipment statted as an extra with stress and / or consequences can take damage as normal. Additionally, items like armour or force fields can sometimes take additional consequences for you. Situation aspects can represent damage to gear—for example, an opponent could target your weapon in a conflict, creating a *Malfunctioning* aspect on it. Finally, when you succeed at a cost, that cost may involve a consequence or situation aspect being placed on an item of equipment.

However they're incurred, consequences representing damage to equipment don't usually clear up on their own; you need to repair them. This is a recovery action (page 165) with a passive opposition based on the severity of the consequence being repaired; see "Technical and Tech Index" (page 113) for modifiers to the roll.

Once you've succeeded at a recovery action to repair equipment, the consequence should be marked as *Under Repair*, and will then be removed after the required time period has elapsed. At your GM's discretion, succeeding with

Using Resources in Repair and Maintenance

If you're in the right environment—a major starport with shipyards, an eidolon repair facility—you may use Resources instead of Technical to repair and maintain items. This represents employing an expert to do the job for you. At your GM's discretion, you may do this for organic recovery actions, too, representing engaging doctors and medical facilities.

You may also use Resources to create an advantage on your own recovery action roll, representing resource expenditure on parts, labour, expertise, etc.

style may reduce the time required to the next consequence down (severe to moderate, moderate to mild).

DAMAGE TO MECHANICALS AND SIMILAR SYNTHETICS

Physical and systems stress damage to constructs like mechanicals, starships, installations, and other non-organic synthetics is treated with Technical skill and stunts representing repair rather than medical treatment. Usually there's no game mechanical difference, but in environments without access to spare parts, makepoints, tools, or the opportunity to make them, recovery may not be possible.

Maintenance

Usually it's assumed that you're doing what you need to in order to maintain the equipment you use. Many Commonality items are self-maintaining, and it's assumed that you maintain those that aren't as part of everyday use.

Sometimes, though, maintenance may not be possible. The environment may be hostile, or you may not have access to correct materials or technology to carry out maintenance. Your GM has rules for what to do in such cases, but essentially you'll be required to roll Technical, applying modifiers as indicated in "Technical and Tech Index" (page 113).

PREVENTIVE MAINTENANCE

It's generally best, though, to perform maintenance **before** an item has a problem—particularly when it comes to overhauling starship planing engines prior to them reaching their jump maximum! Often you won't need to roll for preventive maintenance, for example on starships when you're docked at a repair yard. However, if you do need to roll, treat preventive maintenance as a repair attempt with a difficulty of Mediocre (+0), modified according to "Technical and Tech Index" as usual.

ADVANCEMENT

Your character won't remain static as you play the game, but will grow and change. The conflicts you face and the complications you overcome will alter who you are, and push you toward new challenges.

Your game universe will change, too. You'll resolve threats, change the appearance of a location, or make such an impact on a planet or the campaign universe that one of your game's themes may even need to change. In this section, we discuss how your characters change.

Character advancement lets you change something on your character sheet to something equivalent, or add something new. The moments in the game you can do this are called **milestones**.

What's a Milestone?

A milestone is a point during the game where you have the chance to change or advance your character. Milestones usually happen at "break points" in the game—the end of a session, scenario, or story arc.

Milestones usually follow a significant event that justifies your character changing. Maybe you reveal a significant plot detail, defeat a major villain, or resolve a plotline at the end of a scenario; maybe you resolve a major storyline that shakes up the campaign at the end of a story arc. Your GM decides when a milestone occurs; sometimes it may work to have a milestone in the middle of a session.

There are three types of milestone: minor, significant, and major.

Minor Milestones

Minor milestones usually occur at the end of a session of play, or when one part of the story has been resolved. They're more about changing your character than making him more powerful, about adjusting to whatever's happening in the story,

Milestones and Advancements

At a milestone, you may do the following:
- **Minor:** *Switch a skill or stunt;* **or** *rename an aspect;* **or** *buy a stunt.*
- **Significant:** *As minor milestone, plus: gain 1 skill point;* **and** *rename a severe consequence;* **and** *buy a new extras aspect.*
- **Major:** *As significant milestone, plus: rename an extreme consequence;* **and** *gain 1 refresh;* **and** *rename your high concept.*

including changing extras such as equipment, etc. You don't always have to take advantage of a minor milestone.

At a minor milestone, you may do **one** (and only one) of the following:
- Switch the rank values of any two skills; or replace one Average (+1) skill with one that isn't on your character sheet.
- Change any single stunt for another stunt.
- Purchase a new stunt, provided you have the refresh to do so (page 92). Remember, you can't go below 1 refresh.
- Rename one aspect that isn't your high concept. This can be an extra.

You can **also** rename any moderate consequences, starting them on the road to recovery (page 165), if you haven't already done so.

Minor milestones are good for slight character adjustments. Maybe you haven't been using a stunt as often as you thought, or you resolved your *Personal Vendetta With the Gestalt Controller*; or any change that keeps your character up to date.

You should justify a minor milestone change in terms of game events. Don't change *Hot Temper* to *Staunch Pacifist*, for example, unless something happened in the game to inspire such a serious change of heart; maybe you met an inspirational mentor, or had a transcendent experience that made you lay down your blaster. Your GM is the final judge, but the key is to not sacrifice fun for consistency.

Mos Crotsos gets a minor milestone. Jen looks over her character sheet for anything she wants to change. One thing that sticks out is that during the last session, Kallia has been scheming behind Mos's back a lot and putting her in a bad position with Usher McGee.

Jen looks at Reiko and says, "You know what? I have this aspect, Kallia Lao Tells Me I Haunt Her Dreams! *I think I need to change that in light of current circumstances, and call it* I Know Kallia's Up to Something.*"*

Reiko says, "Seriously? I mean, it's not like she does it all the time."

Jen grins, "Well, when she stops, she can change it back."

Sarah approves the change, and Jen rewrites one of Mos's aspects.

Meanwhile, Retzlaf Trine also gets a minor milestone. Ian notices Retzlaf spends a lot more time firing his Auto-Targ null pistol at people than he does driving a vehicle. He asks Sarah if he can swap his Average (+1) Drive skill for his notional Mediocre (+0) Ranged Combat (remember, if you don't have a skill at Average (+1) on your character sheet, you generally have it at Mediocre (+0)). She agrees, and Ian notes the new skill on his character sheet.

Significant Milestones

Significant milestones usually occur at the end of a scenario, the conclusion of a big plot event, or roughly every two or three sessions. They're about learning new things from the challenges your character has experienced, and becoming more capable.

At a significant milestone, you gain the benefit of a minor milestone, and also all of the following:

- You may purchase a new aspect, as long as that aspect represents an extra. It costs 2 points of refresh.
- You gain one skill point, which you can spend to buy a new skill at Average (+1) or increase an existing skill by one rank, or change your tech index (page 44).
- If you have any severe consequences, you can rename them to begin the recovery process, if you haven't already.

You should also check for possible changes to your habituated gravity (page 44); discuss with your GM.

SKILL COLUMNS

When you created your character, you arranged your skills in a pyramid. When you advance your character, you no longer have to stick to that structure.

When you add new skill levels, all you have to do is make sure **you don't have more skills at one rank than at the rank below it**. This leads to your skills being structured in **skill columns** rather than a skill pyramid. If you have 3 Good (+3) skills, you must have at least 3 Fair (+2) skills and 3 Average (+1) skills to support them.

The skill pyramid already follows this rule, but make sure you don't break the rule when increasing skill ranks. It's easy to forget that if you upgrade a skill, you might suddenly not have enough skills below it to "support" its new rank.

For example, let's say you have 1 Good (+3), 2 Fair (+2), and 3 Average (+1) skills—the typical skill pyramid, like this:

```
Superb (+5):
Great (+4):
Good (+3):    Ranged Combat
Fair (+2):    Notice        Physique
Average (+1): Athletics     Melee Combat    Stealth    SKILLS
```

Now you get a significant milestone, and want to upgrade one of your Fair (+2) skills to Good (+3). That would give you 2 Good, 1 Fair, and 3 Average skills, like this:

```
Superb (+5):
Great (+4):
Good (+3):    Ranged Combat  Physique
Fair (+2):    Notice                        SKILLS
Average (+1): Athletics     Melee Combat    Stealth
```

See how that doesn't work? It's missing the second Fair (+2) skill it needs to "support" those two Good (+3) columns. In this case, you can either buy a new skill at Average (+1), then upgrade it in a subsequent milestone to Fair (+2), where it can support you upgrading your other Fair (+2) skill to Good (+3); or you can "bank" the skill point and not spend it now, but wait until you have enough skill points to buy the skill at whatever rank you need to support the move (in this case,

2 skill points for that Fair (+2) skill, plus 1 for the upgrade). It all depends on whether you want to put new stuff on your character sheet or not in the meantime, or whether you want to wait until you have the points saved.

Retzlaf Trine gets a significant milestone at the end of a scenario, and gains an additional skill point.

Ian wants to take Retzlaf's Notice up to Good (+3) from Fair (+2). He knows that's going to break the skill column rules, though, so he takes Deceive at Average (+1) instead—he's been in a few situations lately where he's needed to pull the wool over other character's eyes (especially Mish!), and he figures it'd be good to not always be totally transparent to an Empathy roll.

If he waits two more milestones, he can upgrade one of his Average (+1) skills to Fair (+2), and bump his Notice up to Good (+3) all at once, as he originally wanted.

Retzlaf also has one of the benefits from a minor milestone. He's been in a lot of fights this game so far, and feels like his Sometimes You Just Have to Cut and Run *aspect isn't getting all that much use. He replaces it with* You Can Rely On Me In a Tight Spot! *to reflect his changing attitude about the violence he encounters.*

The higher your skills get, the harder it is to advance them. This is intentional—no one's ever going to be awesome at everything they do, all the time.

Major Milestones

Major milestones only occur when something huge happens in your campaign—the end of a story arc (or three scenarios or so), the death of a main NPC villain, or any other large-scale event that shakes up your game.

Major milestones are about gaining more power. Yesterday's challenges aren't enough anymore, and tomorrow's dangers demand you get more organised and experienced to face them.

A major milestone gives you all the benefits of a significant milestone (which also include those of a minor milestone), as well as **all** the following:

- If you have an extreme consequence (page 166), you can rename it to reflect you've moved past its most debilitating effects. You may now take another extreme consequence in the future, if you wish.
- You get an additional point of refresh, which you can spend on a new stunt (or aspect, if you have 2 points), or keep to give yourself more fate points at the beginning of a session.
- You can rename your character's high concept if you wish. This is also an opportunity to change your character's **occupation** (page 69).

A major milestone is a big deal. When you have more stunts and extras, you also have a broader range of bonuses, which makes your skills more effective; and a higher refresh gives you a larger pool of fate points, meaning you're less dependent on compels.

Also, a major milestone signals major changes in the universe around you. Some of that will be reflected in how your campaign advances, but equally you're probably going to end

up as a group of characters with a different set of priorities and concerns than when you started.

Kallia reaches the end of a long story arc and is awarded a major milestone. The PCs have just overthrown the Mindborn SysSec hierarchy, leaving an enormous power vacuum in the campaign.

Kallia took an extreme consequence in the past arc of scenarios, one of her aspects being replaced by Tortured by the 3-Prolusion Inquisitor. *She now renames that aspect again, calling it* Revenge on the Prolusion Cabal!—*she hasn't escaped the scars of the experience, but it's better than where she was, now that her aims are at least proactive.*

Kallia also gets an additional point of refresh. Reiko asks Sarah if she can turn her experience with the Inquisitor into something that will allow her to fight virtuality assassins in the future. Sarah has no objection, and Reiko creates a stunt on the spot.

"Shriekback: use the Hacker stunt to make Mindscape attacks against virtuality assassins."

Retzlaf also gets a major milestone. He decides to bank the additional point of refresh, taking him up to 4. He's eyeing up some new enhancements in the form of a new extras aspect (costing 2 refresh), which he'll set about obtaining next session.

Finally, Usher McGee also reaches a major milestone. Chris realises that being a Supercilious SCI Force Controller *has become a little limiting, so he decides to change his high concept. During this past arc, Usher has begun to question who she is, and it's redefining everything he knew about himself. Chris is starting to think about possible posthuman occupations for McGee. Sarah has an idea for the next story arc, and based on the events leading up to the major milestone they change McGee's high concept to* Mindborn Controller Paradox. *What precisely that means for Usher will be one of the themes of the next campaign arc.*

So we have Kallia with a new appetite for revenge, Retzlaf transforming his body, and Usher McGee exploring the boundaries of what it means to be human. Sarah makes notes about what this all means for the coming scenarios!

Advancement and Extras

Advancements apply equally to your extras just as much as your character's own skills, stunts, and aspects. You can emphasise new equipment over old, upgrade (or replace) genurgic enhancements, add new features to starships, or even change your role within an organisation. To be specific:

- You can change an extra's aspect at any minor milestone, or at a major milestone if it's tied into your high concept.
- You can advance an extra's skill at any significant or major milestone, provided the move is legal. You can buy new extra's skills at those milestones as well. You can also swap skill ranks between another skill and your extra skill at a minor milestone, like any other skill.
- You can advance your extra's stunts at a major milestone when you get a refresh point. You can add a new stunt effect to an existing extra, or buy a new stunt-based extra. You can also change out a stunt-based extra at a minor milestone, like you can with any other stunt.

Many extras comprise more than one element. If possible, we recommend you let players develop the separate parts of such extras at different milestones, to minimize confusion during play. You may need to discuss how this works in story terms, but usually most extras are capable of piecemeal advancement.

CHAPTER ELEVEN
THE MINDSCAPE

"Without the Mindscape—that implant in your head—you wouldn't even know me as a person. This human body—can you smell its musky secretions? I love that stuff…—is just a shell I remotely control. In reality I'm this whole ship around you. That's my body. I have a partly organic neural net—a bioorganic brain—in a corpus behind the bridge, but my hands, my eyes, my senses, they stretch all through the vessel. Here, take this perception feed, let me show you how it feels…"
—Dev, avatar of the planeship *Greatest Enthusiasm in the Mission*,
freaking out new recruits in engineering, 193 NCE

The Mindscape is a communications medium, a vast data store, and a collection of virtual spaces. It permeates the Commonality, connecting citizens, conveying thanograms and thoughtcasts, and enabling technopsi. There are Mindscape satellites, vaults, and networks throughout Commonality Space.

You can use the Mindscape in many ways, including:

- Exploiting Mindscape data to reinforce the use of a skill (for example, using **exomemory** to find obscure information).
- Using the Mindscape medium to take actions affecting the actual world (for example, using mindburn or technopsi domination to overwhelm actual-world targets).
- Taking actions within the Mindscape virtual environment (for example, using the Mindscape Engineer stunt to create virtual environments, or the Hacker stunt to attack Mindscape sentinels).

THE HALO

Your **halo** is an extension of yourself as a Mindscape-connected individual **into** the Mindscape. It's the aggregation of all your abilities which rely on Mindscape connectivity to function, including skill chips, the Mindscape implant, appropriate enhancements, and *content* like thoughtcasts and exomemories. It's exposed to the Mindscape, subject to Intrusion and Hacker attempts. Abilities within your halo can be used as long as you're connected to the Mindscape, and become temporarily unusable whenever you're not.

Mindscape-connected individuals perceive one anoth-er's haloes; it's how implants connect when **handshaking**, routinely exchanging public personal information. You can choose what personal information you make public in your halo; most people reveal their names, Mindscape ID, and often trivia like occupation, interests, and homeworld. You can find this information easily, usually without a dice roll.

Your halo also contains private encrypted content; information about skills, stunts, and aspects which depend on the Mindscape, including skill chips; and anything else you've marked down as a **halo ability** (page 11). You can discover and read encrypted halo content using technopsi, even disrupting, damaging, or disabling halo abilities, and in extreme cases even **stealing** them.

Hacking Someone's Halo

Use the Hacker (Intrusion) stunt, Mindscape Engineer (Technical) stunt, or other appropriate ability to forcibly read the private contents of someone's halo. This is a create an advantage action, identifying one crucial Mindscape ability or content item possessed by the target. Discuss this information with your GM; it shouldn't be trivial or irrelevant, but directly useful, like the **existence** of an enhancement, skill chip, or exomemory. If you succeed with style, you may read the information in detail, discover two items, or create two advantages.

Hacking attempts usually face Fair (+2) passive opposition, unless your target has a specific stunt or special ops chip, in which case they use Will or even Intrusion as active opposition.

Disrupting Halo Abilities

Use stunts like Mindburn, Probe, Hacker, and Mindscape Engineer in technopsi attacks to damage a target's halo abilities. You can use your mental stress boxes or consequences to absorb attacks on your own halo; otherwise, a successful attack disables one of your halo abilities (or two on a success with style), placing a consequence on that ability equal to the shifts of the attack. You must make an appropriate recovery action, possibly using Hacker, Redaction, or Mindscape Engineer, to regain use of the ability.

For disruption attacks using Mindburn and Probe, the target may choose which halo ability is affected; for Hacker and Mindscape Engineer attacks, the attacker chooses.

Stealing Halo Abilities

You can use the Hacker and Mindscape Engineer stunts, and to a lesser extent Probe, to **steal** a halo ability instead of (or as well as) disrupting it, as long as that ability has no physical or genurgic component. This usually applies to Mindscape content like thoughtcasts and exomemories, but includes skill chips and virtual enhancements.

To do this, you must first target a **specific** halo ability with a create an advantage action, giving you an aspect representing the stolen ability. You may use milestone advancements to "cement" such stolen halo abilities as your own.

DOING THINGS WITH THE MINDSCAPE

You may use the Mindscape to take actions in the actual world, either using the Mindscape directly or drawing on its content to enhance your knowledge or skills. This phenomenon is known as **technopsi**.

Thoughtcasts

Thoughtcasting, also known as **techno-telepathy**, is one of the two principle uses of the Mindscape (the other being **exomemory**—see below). Thoughtcasting allows one Mindscape-connected individual to communicate with another, either in real-time or delayed sequential exchange. You vocalise a message in your mind (ie in words), then use the Mindscape implant to transmit that message across the Mindscape to a recipient, who hears those same words in their mind. Entire conversations may be held this way, while to an outside observer it looks like nothing is happening.

Thoughtcasts are usually private between participants (of whom there may be many), but you can hack them using the Hacker stunt, a Fair (+2) passive opposition unless opposed by Hacker or Will if your target has a special ops or black chip.

To thoughtcast to someone you must know his **Mindscape ID**. The recipient may be anywhere in the Commonality,

although interstellar thoughtcasts only travel at the speed of Mindscape updates (page 23), and not in real-time. If a Mindscape user is within visual range, you may usually perceive his halo automatically and invite him to communicate via thoughtcast, a process known as **handshaking**. A Mindscape user may decline a handshake, or may use his **privacy field** to render his halo opaque, or even a monitor band cloak (page 144). If you have the Hacker stunt or a special ops chip, you may roll to communicate with a character against his will; this is often a precursor to a technopsi attack (page 180).

Searching for a Mindscape-connected user in a crowd of Mindscape-connected individuals requires sensorview (page 180) and a dice roll. At ranges beyond line-of-sight you need a Mindscape tracer (page 145).

Exomemory

The Mindscape is also a vast store of data, including **exomemory** memory engrams. You may thoughtcast your memories to the Mindscape, where they may be accessed and "re-remembered" by you and even other people. It's voluntary, like taking photographs or videos today; people do it at important moments, to "relive" the experience later. Exomemories may be **public**, **private**, or **restricted**.

Public exomemories are accessible on any Knowledge, Science, or Technical roll, perhaps to create an advantage. A **private exomemory** has a Fair (+2) passive opposition before it can be accessed with a Hacker roll; anyone may designate one of their exomemories as private. A **restricted exomemory** may only be created by someone with a special ops or black chip, usually using the Technical skill, and is treated as restricted content (page 180).

Exomemories can also be accessed when **invoking the Mindscape** (page 95).

MEMOPLEXES

The personalities of humans and other sentient beings are directly related to their memories; how they remember their experiences and actions, and how they interpret the universe around them. A change in your character's memories, whether through experience, mental damage, or exomemory, can change your personality.

The Commonality exploits this phenomenon by creating **memoplexes**, also known as **servitor gestalts**. A memoplex is a specially designed array of exomemories which provides individuals sharing it with a common set of abilities, vicarious experiences, and knowledge. Joining a memoplex alters a member's personality in specific ways—perhaps making members of a military memoplex more violent or tactically-minded; or members of a political or instrumentality memoplex more loyal or bestowing shared attitudes and beliefs. Memoplexes are used when joining sensitive organisations to ensure loyalty.

In game terms, a memoplex is an **extra**. It may provide you with skills and stunts, but by definition it provides one

or more propagandistic aspects which direct your personality down a clearly defined path. This could be as simple and unsubtle as *Loyal Servitor of the 3-Space Instrumentality* or as devious as *When You Have a Hammer Everything Starts to Look Like a Nail*. Memoplexes aren't common for general members of organisations, but for secret elite forces within them.

Sarah has decided that Usher McGee's new Mindborn Controller Paradox *high concept represents a secret memoplex maintained by a mysterious organisation. She provides it with an Eidolon Engineer stunt and a Knowledge Specialisation (Perdemicon Phenomenon) stunt, and Great (+4) Knowledge, Good (+3) Technical, and Fair (+2) Deceive skills. McGee doesn't receive any of these skills and stunts for free, but memoplex membership gives him a permission (page 118) to acquire any of them using advancements.*

THANOGRAMS

A **thanogram thoughtcast** uploads a **thanogram**—a personality and memory "snapshot" of an individual at the moment of their death. Invasive once begun, the process can be damaging, and people usually wait until they know they're dying before initiating one. Treat a thanogram thoughtcast as a Superb (+5) Mindburn conflict lasting 5 exchanges; once started it can't be stopped. Some technopsi specialists can force targets to initiate thanogram thoughtcasts involuntarily.

Countless thanograms are stored in the Mindscape, in varying degrees of completeness, and may be examined. Usually this involves simply searching exomemories; however, in extreme cases you can instantiate a thanogram in an eidolon rig as a personality simulation and interrogate it. Ethically dubious, this isn't available to normal Commonality citizens.

Thanograms are the basis for eidolon personalities (page 62). Usually eidolons are derived as much as possible from a single thanogram, for greater coherence and stability. However, some may comprise elements from two or more thanogram sources, providing unique memory and personality traits at the risk of instability and unpredictable flaws.

Sensorview

Sensorview is an additional sense possessed by Mindscape-linked characters, allowing you to use the Mindscape and linked equipment like hand scanners, PSAs, and starship active and passive sensors to perceive targets in unique ways. It's mostly used like any other sense—you can use the Mindscape to perceive things, use your Investigate and Notice skills to "see" infrared or other energies with your PSA, and so on. A target must be perceived in sensorview to be the target of technopsi attacks.

Remote Control

You can use technopsi to control equipment. Depending on the discretionary interface (page 22), you may even use the device's senses via sensorview, as with an avatar. Using remote control on a device you have as an extra is automatic; use your own skills or the extra's as appropriate. You may also use remote control on devices which don't belong to you—including those belonging to other people.

Taking remote control of an item is a create an advantage action, giving you an aspect representing that item. Devices designed to be used this way provide passive opposition no greater than Fair (+2) to appropriate skills like Drive, Pilot, Investigate, Notice, etc. Most devices which may be remote controlled are **not** open access like this, and must be hacked with Hacker (Intrusion) or an appropriate Technical skill or stunt against Fair (+2) opposition or higher.

Use Hacker (Intrusion) or an appropriate Technical or Will roll to seize remote control of items controlled by others, actively opposed by an appropriate skill. This usually requires a special ops or black chip; it's a create an advantage action, giving you an aspect representing control of the device.

Mindburn

If you have a special ops or black chip, you may make **mindburn** mental attacks on Mindscape-connected targets. You may do this immediately on targets you're already in communication with; otherwise you must use sensorview or Mindscape tracer to locate and identify the target (page 145).

Mindburn isn't directly affected by range. You must concentrate throughout the attack, which precludes attacks over interstellar distances, but if, say, you can locate a target on a planet from orbit (or vice versa), then a mindburn attack is possible.

Direct Perception Feeds

Direct perception feeds enable **ubiquitous perception** (page 22). They're a way to invoke the Mindscape on skill rolls like Notice, Investigate, Knowledge, or other sensorview—including targeting for technopsi attacks. DP feeds are usually limited to public spaces; instrumentality, corporacy, or Pansectorate personnel, criminals, and other individuals concerned with secrecy or privacy don't thoughtcast DP feeds. That doesn't mean an unconnected individual might not be accidentally providing a DP feed which might be useful, or that you can't insinuate stealth or sensor drones into a zone.

Restricting Mindscape Access

If you're a Mindscape **dirigeant** (page 99), or exceptionally a Mindscape engineer or hacker, you may prevent an individual from accessing the Mindscape. For a normal target you must simply know the target's Mindscape ID and locate him using sensorview or Mindscape trace whenever he uses the Mind-

scape. A target may hide using a monitor band cloak or other form of Mindscape stealth.

If your target has a special ops or black chip, you need a contest, usually of your Bureaucracy against your target's Hacker, Mindscape Engineer, Stealth, etc. The target may even defend using technopsi like mindburn if he can identify you.

Gestalt Communication

Gestalt language is the next stage in the evolution of language, used by trans- and post-human hyper-intelligences, enhanced by emotional markers, Mindscape acceleration routines, and hyperlinguistic shortcuts—the so-called **gestalts**. Levels of gestalt language convey concepts with exponentially increasing speed and sophistication. Some are usable by non-augmented humans; others require enhancement, or even for you to have "gone post" (page 83). The lowest level gestalt language is standard Commonality speech, technically referred to as **zero-gestalt**.

GESTALT LANGUAGE ENHANCEMENTS

While human beings are *affected* by gestalt language, you need a **gestalt language enhancements** to actively *use* it. A combination skill chip and neural accelerator, they may be taken as genurgic mods or mechanical enhancements. Lower level gestalt language enhancements are for human and other similar beings; higher enhancements are for posthumans like planetary and installation sentiences, or for organics with post-human occupations like **Gestalt Linguists**.

★ STAGE I GESTALT COMMUNICATION

Requires Mindscape Implant
Higher intelligences aggregate entire conversations into discrete utterances called **gestalts**, a form of hyperword. You may use gestalt communication via technopsi with this enhancement; it may or may not have a verbal element, but always has a substantial thoughtcast component. You gain a +2 bonus to overcome actions to persuade, intimidate, provoke, or elicit emotional responses, or to convey a great deal of information rapidly. Stage I Gestalt Communication is non-creative; you work within a pre-defined hyperlinguistic milieu of ready-made gestalts.

★ GESTALT CONTROLLER

Requires Stage I Gestalt Communication
Gestalt controllers define the gestalts used in Stage I Gestalt Communication. They're extremely powerful, and gain a +2 bonus to create advantage actions to guide any conversation to a predetermined conclusion or create and control context.

★ GESTALT COMBAT

Requires Stage I Gestalt Communication
You specialise in gestalt utterances used to dominate and cow opposition; gain a +2 bonus to attack and defend actions in mental conflicts. The target need not be connected to the Mindscape to be affected. Consequences may modify the target's behaviour and personality.

★ GESTALT PROPAGATION

Requires Stage I Gestalt Communication
When you succeed at a gestalt language attack action, spend a fate point to force a consequence, or to affect an entire zone.

★ STAGE II GESTALT COMMUNICATION

Requires Stage I Gestalt Communication, post-human occupation permission
Used by advanced corpuses and similar sentiences. You may create your own gestalts dynamically, on the fly, making your use of language immensely powerful. Gain a +4 bonus on all gestalt language actions. Stage II gestalts are effectively **memoplexes** (page 179).

DOING THINGS IN THE MINDSCAPE

As well as a tool for actions in the actual world, the Mindscape is also an environment in which you act.

Describing the Mindscape

While the Mindscape isn't a "place", it's sometimes convenient to treat it as one. Most Mindscape access is transparent and unnoticeable, like accessing your own memories or talking to someone. Sometimes, such as when accessing maps, images, etc, it's convenient to use a "virtual vision" to represent the information, like a transparent overlay over your normal vision.

Mindscape interaction is sometimes sufficiently complex that it's best represented as a virtual environment. Discretionary interfaces let you experience the Mindscape as a place—multidimensional, with sensory input as required. Your body remains as it was, but your attention is focussed on the Mindscape "virtuality". Usually the nature of this virtuality is a matter of choice—you can select the "theme" yourself

Stage III Gestalt Communication

The Planetary Intelligence is the only known instance of Stage III Gestalt Communication: the non-linear communication of complete conceptual commonality. It's bound by the Treaty of Casuistry Shore (41 NCE) from unilaterally subjecting Commonality citizens to Stage III gestalt, although the Chembu participate on a daily basis.

(mediaeval, natural, tech, mathematical, geometric, abstract). Accessing restricted content may force you into a specific theme, depending on its technopsi ability (usually very high); such a virtuality is called an **imposality**. If you're in a controlled virtuality (ie somewhere you shouldn't be) and you can't find your way out, you may be trapped there.

Acting In Virtualities and Imposalities

In game terms, virtual environments are treated similarly to actual ones. Your GM will describe the virtual space: you may be moving through a semi-abstract lattice of data-beams and blazing Mindscape nodes, surrounded by glowing avatars and sentinels (the "default" Mindscape virtual environment); or you may perceive the virtuality as a mediaeval castle, a beautiful forest, or an underwater reef. You take actions in a virtuality using your usual skills—Athletics, Stealth, etc—although actions requiring Physique or other purely physical capabilities may use Will, or even Hacker (Intrusion), Mindscape Engineer, or Virtualisation.

Imposalities are virtualities in which the environmental "skin" is selected by the controller, giving them an advantage and putting intruders at a disadvantage. You may find an imposality obstructing you; maybe it's a labyrinth, or a tangled jungle, or filled with illusory distractions. Passive opposition in an imposality is at least Fair (+2), and the imposality has a situation aspect which can be used against you.

Accessing Restricted Content

Mindscape content can be restricted to specific individuals; to everybody else, it's not even there. You can restrict content

Sentinels

Mindscape sentinels are automated Mindscape entities—not intelligent per se, but with a high degree of artificial intellligence—which can take on any appearance, often depending on discretionary interface. They may appear as virtual squid-like monsters, howling ghosts of whirling data, crystalline samurai, black-suited assassins, or other fanciful forms. They may attack with mindburn or domination, and may even turn up in groups. They often guard restricted content or imposalities. You need at least a special ops chip to combat them: most Commonality citizens aren't equipped to fight them at all. If that's you, then you can fall back on your Athletics—and run!

yourself as a create an advantage action (usually using Will, or sometimes Technical). If you have a special ops or black chip, you may restrict content you haven't created.

To access restricted content, you must make a Hacker (Intrusion) or Mindscape Engineer (Technical) roll against the appropriate skill of the person restricting it, or a fixed difficulty. Some restricted content may be protected by **sentinels**, which you must overcome before you can make the roll to access the content. As hacking restricted content is illegal, you may be spotted by patrolling sentinels even when the content isn't specifically protected, a possible result of success at a cost. Hacking restricted content may be a contest (page 159); can you succeed before the sentinels show up?

Encountering Fictionals

There is no guarantee that information in the Mindscape is true. There are pseudo-memory engrams which never happened to anyone; thanograms of personalities which never existed outside a work of fiction. These are **fictionals**, and they're where the Mindscape begins to stretch the human mind.

Imagine a world where you could talk to the Buddha, or to Jesus. Or where you could remember flying like a bird through the sky, or wielding creative powers like a god. All these things and more exist within the Mindscape, allowing the human mind to experience impossible things, imaginary events, and grow and develop from the experience. Reality, simulation, fiction, and memory blur in the Mindscape.

The nature of the Mindscape requires that fictionals are clearly identified. Sentinels patrol the Mindscape validating content; counterfeiting an actual is a major crime, usually only perpetrated by black or special ops chip users.

Mindscape fictionals are mostly a descriptive element applied to exomemories, virtualities, and personalities in the

Mindscape. Problems begin when you don't realise you're dealing with a fictional, or when the fictional by its nature delivers a profoundly disturbing experience. Did you really have a secret life as a corporacy assassin? Is your family really dead? Is your friend really plotting against you?

Here's how to handle that.

PERCEIVING FICTIONALS

Fictionals are usually clearly identified. When they're not, you must roll Investigation, Notice, or perhaps Hacker (Intrusion) against passive opposition or the Deceive skill of the fictional or its creator. This is a create an advantage action; if you succeed, you realise the fictional's nature; otherwise, you accept its reality, even though you may logically know it's impossible. See below for what that means.

THE TROUBLE WITH FICTIONALS

Fictionals can be deeply disturbing—horrific, psychologically harrowing, or just plain confusing, messing with your sense of reality.

A **fictional exomemory** can be compelled against you. You usually acquire a fictional memory as a success at a cost when creating an advantage, etc; you take the exomemory as a consequence, **and** gain a free invoke. Sufficiently consequential fictional exomemories (like extreme consequences) can literally change who you are.

A **fictional environment** can force you into a situation where you can't react; you're falling, or in your childhood home as it's nuked from orbit. There may be little difference between a fictional environment and an imposality, except that a fictional environment may itself be an attack.

A **fictional character** is essentially a disguised sentinel. It may take actions as a sentinel, but its real danger comes when you accept it's real. You can talk to your dead lover, an ancient guru, or even the Buddha, and your mind can accept the experience as real. If you do accept a fictional character as real, they may make Provoke attacks and create an advantage actions against you—positively or negatively—leaving you with consequences or situation aspects like *Survivor Guilt*, *Everything I Know Is Wrong,* or *There Is No Spoon*.

CREATING FICTIONALS

You may create fictionals using Will or even Technical (including the Artist stunt). Such fictionals are always identified as such. To create a fictional which appears real requires Deceive and a special ops or black chip, or the Hacker or Mindscape Engineer stunt. Fictionals are created initially as **aspects**; use advancements to give them skills, stunts, etc, as extras (see

Teamwork Against Fictionals

While fictionals may tailor themselves to each target's own exomemories, often appearing deeply personal, they remain objective threats in the Mindscape. As a result, you may cooperate with other characters to overcome them.

Emulators

Many citizens maintain virtual simulations of themselves in the Mindscape—stand-ins and substitutes which answer messages and represent them in routine interactions. These are particularly useful for remote communication; an emulator can deliver a message on your behalf to a person many light years away, appearing to answer in natural conversation using your own thoughtcasts. Emulators operate similarly to fictionals, and can also be defined as extras with the same limitations.

"Technurgy" below and "Creating, Upgrading, and Repairing Items" on page 172).

Hacking the Mindscape

A lot of this chapter falls under "hacking the Mindscape". You may use Hacker, Mindscape Engineer, and even Virtualisation to create advantages in the Mindscape, modifying its structure and giving you bonuses, in the same way as you use your skills to create advantages in the actual world.

Technurgy

Technurgy is the art of creating virtual items in the Mindscape using the Mindscape Engineer or Virtualisation stunts. Technurgy items can be aspects or extras, helping you in the Mindscape or against Mindscape targets. Examples include:

- **Logic Traps** give you a bonus to Domination or Probe actions.
- **Virtualisation Bombs** temporarily "destroy" or disrupt virtualities by creating a situation aspect.
- **Sniffer Routines** give you an Investigate bonus within the Mindscape.
- **Unpackers** give you a bonus when penetrating restricted content (page 182).
- **Ultrascans** give you a bonus to notice concealed items in the Mindscape.

As with creating items of actual equipment, a technurgy roll gives you an aspect for the item in the Mindscape. It lasts as long as appropriate, but no longer than the current session. You may spend advancements to "cement" the item as an extra, giving it additional skills, aspects, and stunts.

MINDSCAPE PHENOMENA

The Mindscape gives rise to several phenomena which have a great impact on life in the Commonality.

Chronodisplacement

There's one great limit to the Mindscape: the speed of light. Without intervention, the Mindscape in one star system would differ hugely from another; its participants, memories, thoughtcasts, and stored information. The **Mindjammer fleet** travels constantly throughout the Commonality, updating Mindscape nodes with data gathered on their voyages. This keeps the Mindscape largely synchronised—the Mindscape at one end of Commonality Space may be several years out of step with the Mindscape at the other, but the body of stored information is broadly the same.

Personal experience of this lack of Mindscape synchronisation is a relatively new phenomenon, occurring since Rediscovery. When travelling the spacelanes, it's possible to "run ahead" of the Mindjammer fleet, and find the local Mindscape isn't synchronised with your own memories and experiences. This **chronodisplacement** can be disconcerting for those relying on the Mindscape as a backup for their memories and sense of self. For others, it can be liberating, freeing them from the Mindscape's psychological "crutch"—an independence increasingly important in the struggle against foes like the Venu.

Chronodisplacement means you may sometimes encounter problems when invoking or creating advantages using the Mindscape. It's a great way to compel, and an interesting success at a cost; you may become confused, disoriented, or receive partially inaccurate or less than helpful information. It shouldn't happen regularly, but if you've been travelling rapidly across multiple star systems, chronodisplacement might be an issue. In extreme cases, it may even be a situation aspect.

Mindscape Instances

Normally the Mindscape isn't something you "see" as a physical object. Orbital or system-wide Mindscape relay satellites are unobtrusive, and your Mindscape implant connects you invisibly and automatically.

This isn't always the case. Many planets—especially Fringe and Outer Worlds—have no Mindscape access. In such cases, devices are available containing "copies" of the Mindscape, imperfect and out of date to varying degrees, to power Mindscape-related abilities like skill chips. These are **Mindscape instances**: fuzzier, less-detailed versions of the Mindscape, still usable and updating themselves automatically whenever in contact with the Mindscape proper. Without a full Mindscape connection, the highest level Mindscape instance determines technopsi ranges and capabilities. Mindscape instance signals are easily detectable.

PERSONAL MINDSCAPE INSTANCES (PMIS)

A small hand-sized device containing a drastically reduced Mindscape instance providing fallback technopsi support and rudimentary Mindscape access. It broadcasts to Mindscape implants within a 1-zone range, enabling skill chips and Mindscape-powered enhancements. PMIs can be compelled, and suppressed by a monitor band cloak. Subdermal PMIs are used by instrumentalities like SCI Force.

You may invoke a PMI to assist with Knowledge, Science, and Technical skill rolls, but not for detailed exomemory searches or invoking on other skill rolls. You may take actions **with** the Mindscape (page 178) using a PMI, but not **in** the Mindscape (page 181).

STARSHIP OR INSTALLATION MINDSCAPE INSTANCES (SMIS AND IMIS)

Starships like Mindjammers and major orbitals, plateworlds, or other space stations have large-scale Mindscape instances capable of long-term independent operation. Usually built into a construct's superstructure and not removable, they have a range equal to the construct scale plus any adjacent zone. They enable all actions **with** the Mindscape, including reasonably detailed exomemory, and very local use of actions **in** the Mindscape.

The Temple of Universal Mind

Life in the Commonality blurs the distinctions between life and death, real and artificial, individual and communal— even what it means to be alive and human. Commonality citizens have had millennia to cope with this; Fringe and Outer Worlds, unused to the Mindscape, thanograms, and eidolons, experience profound culture shock. The Commonality handles this with the **Temple of Universal Mind***: a quasi-religious organisation run by the Communications Instrumentality, it's a rediscovered world's first global Mindscape instance, marking the arrival of Commonality culture. The Temple often limits Mindscape access to external interfaces like terminals, though Commonality citizens can usually access normally.*

GLOBAL MINDSCAPE INSTANCES

The basic Mindscape required by a Commonality member world, it's at least a single orbital Mindscape node with full sentience, broadcasting to all or part of a planetary surface; the core node is also usually backed up by multiple relay sats covering the entire world or system. Full Mindscape access is provided; the only difference between a world fully in the Mindscape and one on the Fringe being brought into the network is the frequency of updates from the Mindjammer fleet.

GLOSSARY

The following is a glossary of the core essential terms for the **Mindjammer** setting. An exhaustive and updated version can be found at www.mindjammerpress.com/x-memcore

AU, Astronomical Unit: *The distance between Old Earth and Sol, approximately 150 million km (93 million miles), commonly used as a unit of distance within star systems.*

autotroph: *Hominid genurgically modified to produce its own food.*

avatar: *A remote controlled usually humanoid physical body used by installation sentiences.*

basic: *A simple artificial intelligence governing basic equipment.*

bioship: *A genurgically engineered semi-organic planeship bred by Chembu Genurgy.*

black chip: *Mindscape implant with the "safeties" illegally deactivated. See Special Ops Chip.*

brainjack: *Human Venu starship pilot used instead of ship sentiences. Usually psychotic.*

Chembu: *Hominid species evolved through contact with the Planetary Intelligence. Genurgy specialists.*

chronodisplacement: *Mental shock caused when local Mindscape is out-of-date with your own memories.*

Commonality, The: *Advanced interstellar transhuman polity centred on Old Earth.*

Commonality Space: *Volume of space roughly 3000 light years across, centred on Old Earth.*

corpus: *Synthetic brain at the heart of an installation sentience.*

CORESEC: *Ruthless security and enforcement arm of the Core Worlds Pansectorate.*

CORESPAN: *The Core Worlds Pansectorate. Intimidating and oppressive administrative network of the Core Worlds.*

Core Worlds: *Volume of Commonality Space immediately around Old Earth which formed the slower-than-light First Commonality.*

corporacy: *Commonality-wide megacorporation with more power than most governments.*

Culture World: *Cultural "strong point" created by the Commonality to resist cultural conflict.*

Custodian: *One of the mysterious rulers of the Commonality.*

direct perception feed: *Process by which Commonality citizens upload continuous sensory data to the Mindscape.*

dirt drive: *Dangerously unstable version of the planing engine reverse-engineered by the Venu.*

Dirty Mary: *Highly radioactive Venu disruptor cannon reverse-engineered from Commonality tech.*

discretionary interface, DI: *The ability of Mindscape participants to switch between a variety of Mindscape interfaces on the fly and at will.*

drone: *A servitor remote providing expert skill systems; usually a basic.*

EECU, aka Expansionary Era Credit Unit: *AKA "money", unsophisticated exchange medium reinvented to cope with primitive conditions on the Commonality Fringe.*

effector, aka finger field, fiddler: *Energy field manipulator used for "techno-telekinesis".*

eidolon: *Synthetic sentience with a personality derived from one or more thanograms.*

Eidolon Compliances, The: *Functional requirements for creation of a stable eidolon.*

eidolon crisis: *Mental damage suffered by an eidolon personality.*

eidolon rig: *Physical and virtual equipment required for eidolon creation.*

Embargo, The: *Measure by which the Commonality prevents hypertech from falling into the hands of cultures unprepared for its use.*

emulator: *Form of Mindscape sentinel simulating your personality for remote communication.*

Event Horizon Probes, The: *Network of sentient probes exploring star systems beyond the Frontier.*

exomemory: *A memory engram uploaded to the Mindscape.*

Expansion: *Process by which the Commonality has been recontacting lost colony worlds and expanding its territory. See also Rediscovery.*

Expansionary Era: *AKA The Second Age of Space, the New Commonality Era. Period since invention of planing technology when the Commonality has been expanding to recontact lost colony worlds.*

far gate: *AKA 3-space gate. Method of travelling through 3-space.*

Far Gate Project: *Commonality endeavour to establish far gates at all sector capitals. Currently underway.*

fictional: *A Mindscape sentinel or pseudo-eidolon created from an entirely artificial thanogram.*

First Age of Space: *Period of slower-than-light colonisation by the Commonality beginning appx 10,000 years ago.*

Fringe, The: *Volume of Commonality Space integrated into the expanding Commonality since Rediscovery.*

Fringe World: *World outside the Core Worlds. May be a rediscovered or lost colony world, or a new Commonality world.*

Frontier, The: *Current extent of Expansion. The Frontier is being pushed outwards every year.*

genotype divergence: *The amount by which a xenomorph diverges from its source animal stock towards the human.*

genurgy: *Programmed manipulation of the human genome and associated biomatrices to customise and enhance natural abilities.*

gestalt controller: *Individual responsible for the creation and manipulation of gestalt language.*

gestalt language: *Language of incrementally powerful and effective hyperwords and similar utterances; posthuman form of language.*

gravity engines: *Principle slower-than-light star drives used by the Commonality.*

Great Diaspora: *5000 year period beginning 10000 years ago when the Commonality sent out most of its slower-than-light colony expeditions.*

halo: *Virtual assembly of an individual's enhancements powered by the Mindscape.*

handshaking: *Process of establishing direct Mindscape contact between individuals.*

haze field: *Low-powered force field. Personal and construct versions exist.*

heliopause: *AKA n/2 boundary. Edge of a star system where it's safe to engage planing engines; closest safe point of emergence from 2-space.*

hominid: *Divergent genotype derived from human stock. Many rediscovered and lost colony inhabitants are hominids.*

Human Space: *Theoretical volume of space reached by humankind during the First Age of Space; a flattened sphere some 20,000 light years in diameter, centred on Old Earth.*

imposality: *Virtuality in which DI is disengaged and the environment entirely controlled by the creator.*

Installation: *Large-scale synthetic sentience, usually in a construct such as a starship, building, metroplex, city, etc.*

instrumentality: *Administrative bodies constituting the executive branch of the Commonality government. Includes SCI Force, Space Force, the Armed Forces Instrumentality, etc.*

ISI: *Internal Security Instrumentality; the Commonality police.*

jump maximum: *Maximum cumulative distance a planeship can travel through 2-space before requiring overhaul.*

jump point: *Point at which it's safe to enter 2-space. Usually the heliopause.*

lost colony: *World settled by humankind during the Great Diaspora.*

makepoint: *Mass-energy converter capable of synthesising food, elements, air, etc.*

Manhome: *Solar system of Old Earth.*

mechanical: *Predominantly inorganic synthetic of roughly human scale.*

mediator: *Starship sentience specialising in*

coordinating fleet actions.

memetic engineer: *Individual specialising in cultural manipulation.*

memoplex, aka servitor gestalt: *Exomemory aggregation providing common experiential background to specialist group.*

mindburn: *Mental attack using the Mindscape implant.*

Mindjammer: *Planeship dedicated to updating the Mindscape throughout the Commonality.*

mindlink: *Override of five primary senses by the Mindscape implant, allowing user to fully experience a virtuality or direct perception feed. A form of DI.*

Mindscape: *Virtual information storage and communications medium linking all Commonality citizens.*

Mindscape implant: *Genurgic enhancement allowing an individual to neurally interface with the Mindscape.*

Mindscape instance: *Device containing a discrete instance / copy of the Mindscape, connected to via Mindscape implant. May be updated by Mindjammer; often portable.*

monitor band: *Carrier signal emitted by Mindscape implants.*

monitor band cloak: *Portable / wearable device suppressing the monitor band.*

nanocells: *Direct physical interface to equipment usually controlled by Mindscape.*

neo-culture: *Artificial culture world sponsored and created by the Commonality.*

New Trader: *Individual engaging in trade and commerce of dubious legality on the Fringe.*

node: *Major Mindscape instance, usually orbital or global.*

n-space: *Normal space, travelled through using gravity engines.*

n/2 boundary: *AKA jump point; distance from star at which it's safe to enter or exit 2-space. Usually the heliopause.*

organic: *Strictly speaking a synthetic intelligence comprising mostly organic components; loosely, any organic life form.*

Outer World: *World currently beyond the Commonality Frontier.*

Pansectorate: *Sector-level Commonality government comprising multiple ministries.*

Planetary Intelligence: *Transcendent alien intelligence emerging from the biosphere of the planet Chembu. The largest known single organism.*

planeship: *Starship capable of travelling through 2-space.*

planing: *Faster-than-light travel in 2-space.*

planing engines: *Starship drive capable of travelling through 2-space.*

Predecessors: *Mysterious alien species extant in Commonality Space c. 1 million years ago. Their fate is unknown.*

privacy field: *DI-related Mindscape lock which makes an individual uncontactable by Mindscape. It doesn't cloak the monitor band.*

psionics: *Natural field and quantum manipulation and communication abilities evinced by rare exofauna. Humankind appears incapable of psionics, even with genurgy.*

Pulse Dragon Phenomenon: *Mysterious phenomenon causing destruction of any planeship dropping out of 2-space directly into the interstellar medium.*

quarantine: *Extreme form of the Commonality embargo, in which access to and from a world is forbidden or tightly controlled.*

Quarantine Zone, aka Q-Zone: *No Man's Land between Commonality Space and the Venu Empire.*

redaction: *Advanced mental trauma therapy using the Mindscape implant to directly modify an individual's memories and psychic configuration.*

rediscovered world: *Lost colony which has been recontacted by the Commonality.*

Rediscovery: *Process of recontacting lost colony worlds and integrating them into the Commonality civilisation.*

SCI Force: *Security and Cultural Integrity Instrumentality; part of Commonality government tasked with defending against culture conflict and contamination.*

Second Age of Space: *200-year period of modern interstellar era dating from the beginning of Expansion.*

sensorview: *Using DI and Mindscape perception to view the actual world environment.*

sentinel: *Mindscape security routine protecting against intrusion, etc.*

skill chip: *Mindscape enhancement augmenting an individual's skills.*

slowboat: *aka slowship; a starship without planing engines travelling slower-than-light.*

special operations chip: *Modified Mindscape implant with the "safeties" taken off.*

star city: *Extremely large space vessel travelling faster- or slower-than-light, often operated by Javawayn Industries.*

starship therapy: *Targeted form of redaction treating damaged starship sentiences.*

stasis boat: *starship life boat placing crewmembers in protective stasis.*

suspension matrix: *Virtual disguise masking identity in the Mindscape.*

synthetic: *Artificial life form; see also installation, mechanical, organic.*

tachyon distortion field, aka 2-space field: *Protective torus which lifts a planeship from n-space into 2-space.*

technopsi: *Pseudo-psionic effects achievable via the Mindscape implant.*

technurgy: *Creation of virtual devices in the Mindscape.*

Temple of Universal Mind: *Basic Mindscape instance tailored for minimal culture shock on primitive rediscovered worlds.*

Ten Thousand Worlds, The: *Epithet for Commonality Space; in reality there are many more than 10,000 worlds.*

thanogram: *Aggregation of exomemories thoughtcast by an individual, usually upon dying.*

thanogram thoughtcast: *Process of thoughtcasting a thanogram to the Mindscape.*

thoughtcast: *Process of uploading internally verbalised communications or memory engrams via Mindscape implant into the Mindscape.*

3-space: *Other-dimensional phenomenon permitting extremely rapid interstellar travel, covering 1 light year per 30 seconds, between fixed points at 3-space "far gates".*

tightbeam: *Direct non-Mindscape communication using maser or other coherent beams; usually requires line of sight and limited by range.*

2-space: *Other-dimensional phenomenon allowing the warping of n-space to achieve faster-than-light speeds of approximately 3 light years per standard day.*

Universal: *AKA Unilingua or Galingua; language spoken by most citizens of the Commonality. Includes hyperlinguistic gestalt communication forms.*

variform: *Capability of a genurgic or mechanical enhancement to dynamically reconfigure its physical form.*

Venu, The: *Human lost colony culture from the Orion cluster, deeply inimical to the Commonality.*

virtuality: *Virtual Mindscape space; may be accessed by mindlink or other forms of DI.*

virtual vision: *Form of DI, enabling the Mindscape to be viewed as an "HUD overlay" over the user's normal visual field.*

xenomorph: *Group of sentient species derived from uplifted terrestrial animals, initially for cheap labour. There are many xenomorph species, some more human-looking than others.*

zanthrium: *Rare heavy transuranic element vital for the functioning of ZIP cells and planing engines.*

ZIP cell: *Zero-point energy cell, providing near-limitless power to equipment.*

ZIP plant: *Power plant for a large-scale construct such as a starship, space station, or city.*

z-radiation: *Radiation emitted by the torsion field in a ZIP cell; highly damaging to organic cells.*

MINDJAMMER REFERENCE SHEETS

The Ladder (page 12)

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

The Time Ladder

Several Nanoseconds	A Day
Half a Millisecond	A Few Days
A Millisecond	Several Days (A Week)
A Few Milliseconds	Half a Month
Several Milliseconds	(A Few or Several Weeks)
Half a second	A Month
A Second	A Few Months
A Few Seconds	Several Months
Several Seconds	Half a Year
Half a Minute	A Year
A Minute	A Few Years
A Few Minutes	Several Years
Several Minutes	Half a Decade
Half an Hour	A Decade
An Hour	A Few Decades
A Few Hours	Several Decades
Several Hours	Half a Century
Half a Day	A Century

Skill Rolls (page 93)

- Roll four **Fate dice** and add to **skill** rating. Compare to opposition. For each step on the ladder greater than the opposition, you earn a **shift**.
- **Extra Effort (page 153):** Voluntarily check a physical, mental, or credit stress box for a bonus on an appropriate roll equal to that box's stress value.

Opposition Types (page 153)

- **Active:** Another character rolls against you.
- **Passive:** A static rating on the ladder.

Teamwork (page 169)

- **Combining Skills:** Every participant with at least Average (+1) in a skill gives a +1 bonus to the character with the highest skill rating in that skill.
- **Stacking Advantages:** One character acts, and the rest take create an advantage actions and pass the free invoke to the acting character.
- You get a teamwork bonus from one of your own extra's skills if you have an appropriate stunt

The Four Actions (page 155)

- **Overcome:** Get past an obstacle.
- **Create an Advantage:** Invoke an aspect for free.
- **Attack:** Harm another character.
- **Defend:** Prevent attacks or advantages on you.

The Four Outcomes (page 154)

- **Fail:** Fail your action or succeed at a serious cost.
- **Tie (0 shifts):** Succeed at a minor cost.
- **Succeed (1-2 shifts):** Succeed with no cost.
- **Succeed With Style (3+ shifts):** Succeed with an additional benefit.

Movement (page 161)

- You may move a single zone and take any other action.
- You may use your entire action to move a number of zones equal to your Athletics or Manoeuvre skill.

Aspect Types (page 84)

- **Game Aspects:** Permanent, made during game creation.
- **Character Aspects:** Includes genotype and cultural aspects, permanent, made during character creation.
- **Situation Aspects:** Last for a scene, until overcome, or until irrelevant.
- **Boosts:** Last until invoked once.
- **Consequences:** Last until recovered.
- **Flaws:** Permanent, a weakness which others usually (but not always) invoke against you.

Weapon Aspects (page 136)

Situation aspects you gain access to by possessing a weapon.

- **Burst Fire:** Fire burst of 3+ shots against a single target; do more damage, increase chance of hitting, or provide suppressing fire.
- **Full Auto:** Divide your attack value among multiple targets in a single zone.
- **Heavy Weapon:** Powerful but requires special training.
- **Recoilless:** For use in low- and zero-G conditions.

Weapon & Ammunition Types (page 138)

- **Armour-Piercing Ammo:** Reduces armour ratings by -2; invoke against *Heavily Armoured* vehicles.
- **Blasters:** Automatically create *Burning* or *On Fire* advantages as well as damage.
- **Dum-Dum Ammo:** -1 Ranged Combat; you may require a target to take consequence instead of stress.
- **Grenades and Explosives:** Throw into your own or adjacent zone; area effect on one or more zones; *Limited Supply* and *Easy Target* aspects.
- **High-Explosive Ammo:** Use against targets 1 scale larger with only -2 damage reduction instead of -4.
- **Null Weapons:** *Recoilless* aspect.
- **Sonic Weapon:** As stun weapons; limited range; use wide beam as multiple target attack.
- **Stun Weapons:** Use Ranged Combat to cause mental damage; *Recoilless*; requires Standard atmospheric pressure or higher.
- **Tracer Ammo:** Automatically creates *Tracer Targeting*-type advantages.

Scale (page 172)

You usually act at your current scale.

- **When interacting with a larger scale entity,** you gain a +2 bonus to affect your target per scale larger, and incur a -4 penalty to any shifts which result.
- **When interacting with a smaller scale entity,** you incur a -2 penalty to affect your target per scale smaller, and gain a +4 bonus to any shifts which result.

Scale	Rating	Example
Quantum	-3	Elementary particles, Planck-scale entities.
Micro	-2	Nanocells.
Small	-1	Small animals.
Medium	+0	Human beings, most animals.
Large	+1	Vehicles, starfighters, very large animals.
Huge	+2	Most starships, gigantic animals.
Enormous	+3	Very large starships, capital ships, small cities.
Regional	+4	Metropolises, space stations, asteroids.
Continental	+5	Nations, orbital habs, large asteroids.
Planetary	+6	Planets, plateworlds.
Interplanetary	+7	Solar systems.
Interstellar	+8	Sectors, interstellar civilisations.
Galactic	+9	The Commonality, major interstellar civilisations.

Invoking Aspects (page 88)

Spend a fate point or free invoke, to do one of:

- +2 to your skill roll.
- Reroll all your dice.
- Teamwork: +2 to another character's roll vs relevant passive opposition.
- Obstacle: +2 to the passive opposition.
- Free invokes stack with a paid one and each other.

Compelling Aspects (page 89)

DECISION-BASED:

You have _____ aspect in _____ situation, so it makes sense that you'd decide to _____. This goes wrong when _____ happens.

EVENT-BASED:

You're in _____ situation and have _____ aspect, so it makes sense that, unfortunately, _____ would happen to you. Damn your luck.

Earn Fate Points (page 92)

Earn fate points when you:
- Accept a compel.
- Have your aspects invoked against you.
- Concede a conflict.

Challenges (page 158)
- Each obstacle or goal that requires a different skill gets an overcome roll.
- Interpret failure, costs, and success of each roll together to determine the final outcome.

Contests (page 159)
- Contesting characters roll appropriate skills.
- If you get the highest result, you score a victory.
- If you succeed with style and no one else does, you score two victories.
- If there's a tie for the highest result, no one scores a victory, and an unexpected twist occurs.
- First participant to score three victories wins the contest.

Conflicts (page 160)
- Set the scene and define aspects and zones.
- Determine **turn or initiative order**:

Character Type	Conflict Type	Skill Determining Initiative Order
Character	Physical	Notice, Athletics, Physique
	Mental	Empathy, Rapport, Will
	Credit	Bureaucracy, Contacts, Resources
Construct	Physical	Active or Passive Sensing, Manoeuvre, Hull Strength
	Systems	Systems, Active or Passive Sensing, Technical

- Start the first exchange:
  - On your turn, take an action (usually an attack) and resolve it.
  - On other people's turns, defend or respond to their actions as necessary.
  - Once everyone has taken a turn, begin a new exchange.
- Conflict ends when everyone on one side has conceded or been taken out.
- **Conceding:** You may give up before the next roll; you lose, but avoid the worst, and earn 1 fate point +1 fate point per consequence sustained in conflict.
- **Creating Advantages in Conflicts:** *Temporary Blinding, Covering Fire, Disarming, Positioning, Winded, Dirty Tricks, Taking Cover, Altering the Environment*.
- **Area Effects:** Roll dice once; every target in the area must defend against that result.
- **Multiple Target Attacks:** Roll dice once; divide the result among the targets as you want; each target defends against the result assigned to it.

Being Hit By An Attack (page 163)

Fill in **one** stress box greater than or equal to the shift value of the attack; take one or more consequences; or fill in **one** stress box and take consequences. If you can't do any of these things, you're **taken out**.

Consequences (page 164)
- **Mild:** Reduce the shift value of attack by -2.
- **Moderate:** Reduce shift value by -4.
- **Severe:** Reduce shift value by -6.
- **Extreme:** Reduce by -8, and permanent character aspect.

CONSEQUENCES AND STRESS RECOVERY (PAGE 165)
- **Mild:** Overcome Fair (+2), one whole scene.
- **Moderate:** Overcome Great (+4), one whole session.
- **Severe:** Overcome Fantastic (+6), one whole scenario.

TABLE: DESCRIBING CONSEQUENCES

Character Type	Consequence Type	Examples
Character	Mild	*Black Eye, Bruised Hand, Winded, Flustered, Cranky, Temporarily Blinded, Empty Pockets, No Credit Till Tomorrow.*
	Moderate	*Deep Cut, First Degree Burn, Exhausted, Drunk, Terrified, Out of Credit, Cash Flow Crunch.*
	Severe	*Second Degree Burn, Compound Fracture, Guts Hanging Out, Crippling Shame, Trauma-Induced Phobia, Asset Seizure, Blacklisted.*
Construct	Mild	*Wildly Sparking Console, Confused Sensors, Thrown Off Aim, Stalled, Overheating.*
	Moderate	*Shield Power Drained, Sensor Overload, Tank Track Control System Disabled, Power Conduit Severed, Venting Into Space.*
	Severe	*Raging Fire on Deck Three, Cargo Hold Taking on Water, Structural Integrity Compromised, ZIP Core Going Critical, Planing Engines Offline, Weapon Systems Disabled, Shields Down, Axle Broken.*

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MINDJAMMER
CHARACTER SHEET

Name:

Culture:

Tech Index:

Occupation:

Genotype:

Habituated Gravity:

Actual Age:

Apparent Age:

STATUS

Fate Points:

Refresh:

Physical Stress: 1 2 3 4

Mental Stress: 1 2 3 4

CONSEQUENCES

2 Mild ( )

2 Mild ( )

4 Moderate ( )

6 Severe ( )

CREDIT STRESS

Credit Stress: 1 2 3 4

2 Mild Cons ( )

2

4 Moderate Cons ( )

4

6 Severe Cons ( )

6

ASPECTS

High Concept:

Trouble:

Cultural Aspect:

Game Aspects:

Other Aspects:

OTHER EXTRAS

SKILLS

Superb (+5):

Great (+4):

Good (+3):

Fair (+2):

Average (+1):

STUNTS

NOTES

HALO

MINDJAMMER
CHARACTER CREATION WORKSHEET

SCOPE

Game Name:

Scope:

QUESTIONS

What sort of people are your characters?

What sort of environment are they in?

ISSUES

Current Issue:

Impending Issue:

FACES & PLACES

Name:

Issue / Aspect:

Name:

Issue / Aspect:

Name:

Issue / Aspect:

CHARACTER CONCEPT

Culture:

Genotype:

Occupation:

High Concept:

Trouble:

Name:

PHASE TRIO

PHASE ONE – Your Adventure:

Phase One Aspect:

PHASE TWO – Crossing Paths:

Phase Two Aspect:

PHASE Three – Crossing Paths Again:

Phase Three Aspect:

CHOOSE:
- Tech Index (from culture)
- Habituated Gravity
- Starting Equipment (page 44)

SKILLS & STUNTS:
- 1 x Great (+4)
- 2 x Good (+3)
- 3 x Fair (+2)
- 4 x Average (+1)
- 3 stunts for free
- Buy up to 2 more for 1 refresh each
- 3 stunts = 5 refresh
- 4 stunts = 4 refresh
- 5 stunts = 3 refresh

EXTRAS BUDGET:
- 1 aspect
- 2 stunts
- 6 skill points

STRESS:
- 2 stress boxes for physical, mental, and credit stress.

Physical Stress:
- Physique 1-2: +3 pt box
- Physique 3-4: +4 pt box
- Physique 5+: +mild consequence

Mental Stress:
- Will 1-2: +3 pt box
- Will 3-4: +4 pt box
- Will 5+: +mild consequence

Credit Stress:
- Resources 1-2: +3 pt box
- Resources 3-4: +4 pt box
- Resources 5+: +mild consequence

MINDJAMMER
CONSTRUCT SHEET

Name:

Scale:

Occupation:

Culture:

Type:

Actual Age:

Tech Index:

Habituated Gravity:

Apparent Age:

STATUS

Fate Points:

Refresh:

Physical Stress: 1 ☐ 2 ☐ 3 ☐ 4 ☐

Systems Stress: 1 ☐ 2 ☐ 3 ☐ 4 ☐

Mental Stress: 1 ☐ 2 ☐ 3 ☐ 4 ☐

CONSEQUENCES

2 Mild ( )

2 Mild ( )

4 Moderate ( )

6 Severe ( )

CREDIT STRESS

Credit Stress: 1 ☐ 2 ☐ 3 ☐ 4 ☐

2 Mild Cons ( )

2

4 Moderate Cons ( )

4

6 Severe Cons ( )

6

ASPECTS

High Concept:

Trouble:

Cultural Aspect:

Game Aspects:

Other Aspects:

SCHEMATIC

SKILLS

Superb (+5):

Great (+4):

Good (+3):

Fair (+2):

Average (+1):

STUNTS

EXTRAS

HALO

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