



HARDNOVA II

ENHANCEMENT PACK



THIS BOOK REQUIRES
HARDNOVA II

WRITTEN & DESIGNED BY
MATT DRAKE
BRETT M. BERNSTEIN

ARTWORK BY
CHRIS MARTINEZ
BRETT M. BERNSTEIN & MATT DRAKE

©2004 Politically Incorrect Games. HardNova and genreDiversiion are trademarks of Politically Incorrect Games. All Rights Reserved. No part of this book may be reproduced in any form, except where noted. This includes distribution of the original electronic file. Two copies may be printed for personal use only.

WWW.PIGAMES.NET

THIS BOOK REQUIRES HARDNOVA II: SPACE OPERA ADVENTURES

Welcome to the **HardNova 2: Enhancement Pack**. This book contains new material for use with HardNova 2 as well as a scenario, alternate character sheet, new templates, and an additional reference page. If you would like to contribute your

own scenarios, templates, species, or gimmicks, feel free to join our Collaborative Site (<http://www.pigames.net/collaborative/>), or simply drop by our forums (<http://www.pigames.net/forum/>) and let us know what's on your mind.

NEW SPECIES

GILLIES

Gillies are a short race, with the tallest just over a meter tall. They have large eyes and ears, and are covered head to toe in soft, downy fur. They are extraordinarily dexterous, able to grip equally well with hands and feet, and equipped with a prehensile tail which they use as a fifth limb. Their fur ranges in tone from bright reds and yellows to deep black, often with stripes or spots.

Gillies are a primitive race in comparison to the USU member races. They have never developed interstellar travel, and are in fact so technologically underdeveloped that they have not advanced beyond a stage similar to that of medieval Europe. The gillies gain their name from the explorer *Gill*, who discovered them and named the planet after himself.

Possibly the most interesting fact about gillies is the fact that they cannot speak, and have great difficulty understanding audible communication. Their primary mode of communication is telepathy.

Gillies present interesting challenges and opportunities as player characters. While they are mute, they are also able to communicate silently or over greater distances. They are also less developed than the standard races presented in the core

rules, and physically may be at something of a disadvantage due to their diminutive size. However, they can definitely be used if both the player and gamemaster agree on a few points.

Gillies can take nearly any skill that the player can explain. High levels of athletics, survival, finesse and brawling are obvious choices, but there is no reason a gillie could not learn how to be quite skilled with a firearm. A gillie could even make a fine pilot with sufficient training, though such a situation might be a little more difficult to explain, as would high levels of advanced engineering, astronavigation or mechatronics, for example. Without extraordinarily good explanation, it would be difficult to imagine how a gillie could obtain high levels of streetwise or street cred skills, as gillies are almost uniformly going to be native to Gill, and therefore not have networks on other planets. Of course, if the player and gamemaster can agree on it, anything is possible.

Gimmicks, likewise, can present interesting possibilities. While the standard template for gillies does not allow for cultural or enhancement gimmicks, a player with sufficient explanation might be able to explain why some of these might be applicable. In general, for a gillie character to take any non-psionic gimmick, he will need to have spent a significant amount of his life off his home world. This is easily explained by making Gill a colony world, or one petitioning for USU membership. Gillies can remain an enigma, but not an unplayable character template.

Playing gillies can be tricky. Remember that a gillie can address as many people as are present at a time, or as few as he desires. For instance, if a gillie character wishes to communicate a secret to a person in a crowded room, this is easily managed. At the same time, the gillie could easily tell the same thing to everyone within fifty feet. The downside of this prodigious ability is that the gillie character cannot answer a simple radio call, or even order dinner at a drive-through window.

Gillies are also considerably smaller than the other races, and their presence in the USU planets is rare enough to be noted. While the USU member races are common enough to be accepted, gillies will be noticed wherever they go - as long as they are noticed at all. Their inability to answer simple greetings may be seen as rude, and they may be the subject of discrimination or persecution.

GILLIE CHARACTERS

Limitations

reasoning 3
influence 1

Required Gimmicks

telepathy
dextrous
sure-footed
weak

Optional Gimmicks

psionics



NEW GIMMICKS

CULTURAL GIMMICKS

Fame

the character is well known by members of his own species—all influence-based tasks in which his fame may assist him receive -2DIFF; this is also applied to tasks in which others attempt to recognize or otherwise use his status against him (convincing a horde of fans to ask the character for autographs, for example)

Striking Appearance

the character possesses a beauty powerful enough to charm individuals with which he or she interacts—all influence-based tasks in which the character's appearance may be a factor receive -2DIFF

ENHANCEMENT GIMMICKS

Autoinjector

the character has a device implanted beneath his skin which automatically administers drugs to alleviate pain and eliminate infection when injured—the character can ignore all penalties due to injury

Camouflage

the character is capable of altering the pigment in his skin allowing him to blend in to his surroundings—all awareness-based tasks to notice the character receive +2DIFF in normal light and +4DIFF in partial light

Optical Ranging

the character is able to focus his eyes at longer ranges, decreasing difficulty of all long range personal combat tasks by one (1)

DETRIMENTAL GIMMICKS

Addiction

the character is either physically or psychologically dependent on a particular substance, typically illegal drugs or the latest technological craze—aside from specific effects which may be assigned by the gamemaster, the character must make a successful trivial composure task (fitness-based for physical dependencies and reasoning-based

for psychological) each hour to resist the *addictive urge*; each successful task increases the difficulty by one until he fails; if the character cannot gain access to the substance after a failed composure task, he receives 1*FAT*

Disfigurement

the character is horribly disfigured as the result of an accident or genetic mutation—all influence-based tasks in which the character's appearance may be a factor receive +2*DIFF*

STARSHIP GIMMICKS

Ablative Hull Plating

the starship's specially treated hull increases its armor rating by one against laser weapons

Bot Bay

bay(s) designed to carry and maintain repair bots which can be deployed to various parts of the ship to carry out routine maintenance and emergency damage control

Hidden Compartments

special compartments are hidden under the floors and in walls; they (and their contents) are shielded and almost impossible to detect without advanced scanning gear

Point Defenses

an array of small laser emitters, capable of destroying incoming missiles and rockets (challenging difficulty) and mines (routine difficulty); the lasers can also be used as a single weapon attack at point blank range with a damage value of 1*STR*

NEW STARSHIP WEAPONS

GRAVITIC MINES

These powerful devices are used as deterrents and defensive weapons. Only starships equipped with fighter, assault, or shuttle bays can lay mines. Gravitic mines are attracted to the nearest ship within point blank range and a frame rating of 2 or greater. As a safety feature, they can also be programmed to ignore specific ships. Gravitic mines have both a speed and handling rating of 0. There are two versions—the explosive model has a damage value of 5*STR*, while the electromagnetic disruption model, intended to overload circuits (and those with the electrical vulnerability), has a damage value of 5*MEC*.

GENERIC DRUGS/TOXINS

APHRODISIACS

Aphrodisiacs use pheromones to cause attraction between the sexes. All influence-based tasks used against a member of the opposite sex (or indeed the same who might fancy you) in the presence of an aphrodisiac receive -1*DIFF*.

BIODESTABILIZERS

Biode stabilizers were invented by terrorists seeking to kill humans with biomechanical implants. They are extremely dangerous and highly illegal. Once introduced into the blood stream intravenously, they will cause all tissue connecting the biomechanical equipment to decay rapidly, rendering the components inoperable. A second dose inflicts 1*FAT* per hour until the character is unconscious. A third dose inflicts 1*INJ* per day until the character dies. Blood transfusions can stop this process, but there are no other known cures.

NEURAL EXCITERS

This type of drug increases activity in the neural pathways of the brain, allowing greater creativity and memory. All reasoning-based tasks receive -2*DIFF* for a number of turns equal to the character's fitness rating multiplied by two. Additional doses within a twenty-four hour period will have no effect.

NEURAL INHIBITORS

The centaurian government first developed a drug to block psionic ability about one-hundred years ago. Today, these drugs are reserved for the most dangerous criminals or those suffering from mental illness brought on by their powers. Individual doses are ineffective as it takes at least a week of constant use to totally block psionics. Once it begins to work, a character also receives +2*DIFF* on all awareness-based tasks. Failure to maintain dosage will eventually cause the drug to stop working after a few week's time.

PAIN RELIEVERS

These common drugs reduce the penalty imposed on tasks for being injured by one.

POISONS

Poisons are used to inflict injury upon ingestion or any other means which cause them to enter the bloodstream. This can either be a one time effect (three grades of injury, for example) or a continuing effect (one grade of injury each hour, for example) and represent snake venom, insect bites, or poisonous substances such as arsenic and cyanide.

SEDATIVES

Sedatives are used to promote sleep by inflicting 2*FAT* per dose.

SENSORY EXCITERS

This type of drug increases activity in the neural pathways of the sensory organs. All awareness-based tasks receive -1DIFF for two hours. The character also receives +1DIFF on all awareness-based tasks for twelve hours once the dosage wears off.

STIMULANTS

Stimulants allow characters to fight the effects of fatigue, ignoring all penalties due to fatigue for four hours. The character receives 1FAT when the dosage wears off, however.

PSI-TRIP

Psi-trip is a dangerous but powerful psychotropic drug that is quickly gaining popularity despite its highly illegal status among USU member worlds. In small doses, psi-trip heightens a user's psionic abilities and makes him highly receptive to surface emotions. In larger doses, the drug can cause powerful hallucinations, and in very large doses, psi-trip can be quite deadly. The real danger of psi-trip lies in the dosage—the difference between a small dose and a large one is a matter of a couple of drops on the back of the tongue, and overdose is far too easy.

The most sinister secret behind psi-trip is in its manufacture. The drug can only be synthesized from the nodes which grant a gillie its telepathic abilities. Extracting the nodes from a gillie is invariably fatal to the *donor*.

GAME EFFECTS

When taking a dose of psi-trip, the character must make a streetwise task. If successful, he ingests the intended dose (see below). If this task is failed, the character takes a dosage one size larger than intended.

SMALL DOSE

With a small dose, the user gains the temporary benefit of the empathic sense gimmick. If the character already possesses *any* psionic gimmick, the character also receives the telepathic sense gimmick. If the character already possesses the telepathic sense gimmick, the character gains the brain pick gimmick. The additional gimmicks last for four hours, after which time the character suffers 2FAT as he comes down from his high.

LARGE DOSE

With a large dose, the user experiences powerful hallucinations, and suffers 1FAT immediately. The hallucinations last for six hours, after which time the drug wears off and the user suffers an additional 3FAT as he struggles to come down. The character also receives +1DIFF on all tasks for the next six hours.

These hallucinations are very pleasurable and highly addictive. The user must pass an immediate fitness-based composure task or become addicted to psi-trip, gaining the addiction gimmick.

EXTREME DOSE

With an extreme dose, the user's brain begins to generate hallucinations so powerful that his brain immediately overloads. The user must make a fitness-based composure task every hour for the next eight hours. Each failure results in 1INJ. If the user survives the eight hours, he suffers an additional 4FAT and receives +2DIFF on all tasks for the next twelve hours. If he has not already gained the addiction gimmick, the user instantly gains it at this point.

PARALLAX DRIP

Parallax drip (or *the drip*) is a common street drug, sold on most colony worlds. It has been outlawed due to its addictive nature which has interfered with colony productivity. In small doses, the drip induces heightened reflexes and touch. When extended doses are taken, however, it induces paranoia and a reduced awareness. Doses are administered by swallowing small, bright-green capsules, from which a slimy gel oozes when mixed with digestive enzymes.

When more than ten capsules have been taken within twenty-four hours, the user must pass an immediate fitness-based composure task or become addicted to parallax drip, gaining the addiction gimmick.

SINGLE CAPSULE

When fifteen minutes has passed after taking a single capsule of parallax drip, the character receives +2 on all reaction rolls and -2DIFF on all awareness-based tasks in which touch is a factor. These effects wear off in approximately fifteen minutes.

MULTIPLE CAPSULES

Taking more than one capsule at a time produces no further effects other than bringing the user closer to an addiction.

EXTENDED USE

When the user has taken the drip at least once per day for five days, not only must he must pass an immediate fitness-based composure task or gain the addiction gimmick, he also receives +4DIFF on all awareness-based tasks and becomes paranoid, unable to trust anyone (the gamemaster should feed the player misleading information so that he actually believes his character is in danger)

SCENARIO 5

BAD TRIP

Many parts of the USU have suffered recently under an outbreak of a powerful drug called psi-trip (see page 5). The number of overdoses has become epidemic, and the Rangers have conducted a full-scale investigation to uncover the source of the drug. The investigation has been quite successful, all the way to finding evidence that would indict the man in charge of the drug's creation and distribution. This ringleader is an X-an who goes by the name *Kingpin X*.

Unfortunately for the Rangers, Kingpin X, the man that the Rangers most want to bring down, is taking refuge on Gill's Moon. A synthetic moon, it is in orbit around the planet Gill, and has recently filed for status as a protected X-an colony. The filing makes it politically difficult for the Rangers to go in and extract their target.

The Rangers arrange to hire the characters in a very clandestine and undocumented arrangement. The characters will be paid handsomely to kidnap Kingpin X and transport him to an unprotected area of the galaxy, where the Rangers will be able to arrest him without political difficulties. The characters are even told to make ransom demands, though they are under no obligation to attempt to collect. In fact, considering the fact that they will be releasing their charge just to be arrested, they will be hard-pressed to collect any ransom. The fee paid by the USU should be enough to entice them, at any rate.

If the characters do not have a ship, the Rangers can provide them with a fast, but under-armed interstellar scout.

SMALL INTERSTELLAR SCOUT

+3	+2	+4	1	2	☐	MEC	I	STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	☐	☐	-	☐
					☐	+1DIFF		☐
					☐	+2DIFF		☐
					☐	+3DIFF		☐
					☐	+4DIFF		☐

WEAPONS
1 linked trio of laser cannons (forward)

GIMMICKS
none; holds up to seven people

The trip to Gill's Moon can be as eventful or slow as the gamemaster feels, though the adventure gets exciting quickly enough that a little downtime might be welcome as a calm before the storm. Just before the characters can dock with Gill's Moon, one of Kingpin X's enforcer ships spots their own and engages them in an attempt to destroy them. Kingpin X is decidedly paranoid about any incoming ships, and all those in the area have orders to destroy interlopers who do not instantly identify themselves as having business on Gill's Moon.

The heroes can be allowed to win the battle, even escaping or destroying the enforcer, or they may simply be blasted out of orbit. At any rate, the gamemaster should make certain that the their ship is badly damaged, and force them to crash land on Gill.

GILL

The planet Gill was discovered by the explorer of the same name less than ten years ago. It is a rich and vibrant planet that appears, at first glance, to be 90% landmass. However, landing on the planet will dispel that illusion quickly.

The bulk of the *land* on Gill is actually marsh, where enormous trees grow out of swampy water that can be anywhere from half a meter to six meters deep. Hardy plants survive in the slow-moving water at the trees' roots and surround the giant trees, giving the illusion of groundcover vegetation—until an unwary visitor steps through the plants and winds up in water over his head.

One interesting facet of the giant trees is that they are largely interconnected. One tree might have as many as two hundred offshoots, all as large as the original trunk, with linked roots that spread out over several square miles. As the offshoot trunks die, insects and small animals hollow out the roots and trunks. Small creatures can actually travel between the trunks of some of the dead trees, and on occasion, a root will be so large and hollow that a human could squeeze down its length—ten feet below the surface of the water!

TOUCHDOWN

The ship goes down in a heavily wooded portion of Gill, inflicting irreparable harm and 2FAT to each character. In addition, the crashed vessel bursts into flames, and the heroes must grab what they can and get off the ship before it engulfs them. Every minute after the first that the characters are aboard the ship, roll one die—one a roll of 3 or less, each character aboard takes 1INJ, and will continue to take that damage until he or she escapes the ship.

Standing in waist-deep water with their ship in flames, the heroes' prospects do not look good. Night is coming on, and Gill is a totally unfamiliar planet. If the characters have any sense, they will attempt to find refuge in the branches of the trees, but even this will not help them when the drug dealers send down a hunting party to make sure they are finished.

The drug dealers (there will be one for each player-character) will hunt the heroes and attempt to kill them. They have no notion of taking prisoners—they simply want to make sure the job is complete. While the characters battle their foes, the gamemaster should mention vague shapes or sounds on the edge of the battle. If the heroes are losing badly, the gamemaster can grace one of them with a brief telepathic vision that can turn the battle, such as seeing the location of a sniper or spotting an enemy sneaking up behind. If things are still going badly, the gillies hiding in the trees at the edge of the battle might intervene with sniped arrows. They will not, under any circumstances, reveal themselves at this stage.

With the help of their unseen allies (mostly delivered in the form of telepathic warnings), the characters should be able to defeat the drug dealers, who will retreat if they are obviously losing. Even if the heroes destroy every enemy, they will not be able to capture the landing craft, as it will take off before they can get close enough to board.

The characters will still be stuck on the planet, but it should be obvious that they need to move if they do not want more drug dealers to arrive soon. The gamemaster should feel free to create encounters intended to complicate the journey, or simply skip ahead to the flood.

THE FLOOD

A few days after the heroes fight with the drug dealers, the sky opens up and it starts to rain. At first the rain is heavy but not threatening, but then the wind picks up and the rain starts coming down even harder. The ground water starts to rise quickly, and suddenly a huge wave comes rushing through the trees. The characters can attempt to climb trees, but they will have to make athletics tasks every minute to keep from falling due to the rain and wind. The flood will eventually carry them all away—it's just a matter of time. And just in the nick of time, the gillies decide to act.

Nearly invisible doors in the trunks of some of the trees open up, revealing gillies who reach out to pull the characters into the hollow trees. With the doors shut, they are safe from the rain, though maybe slightly concerned about their saviors. If the heroes are overtly hostile to their rescuers, the gillies will abandon them to their watery fates, but as long as the characters calm down after a reasonable time, the gillies will allow them to shelter in their trees until the storm passes.

The storm takes twelve hours to pass, and the time is not wasted. While the accommodations inside the tree are narrow, there is no need to move around, and the gillies will attempt to communicate with the heroes using their telepathy. They will not, of course, understand speech, but after twelve hours of close quarters (and without hostility blocking communication), the heroes and the gillies should be able to begin to understand each other.

TYPICAL GILLIE

4	2	3	2	1	FAT	I	INJ
☐	☐	☐	☐	☐	☐	-	☐
☐	☐	☐	☐	☐	☐	+1DIFF	☐
☐	☐	☐	☐	☐	☐	+2DIFF	☐
☐	☐	☐	☐	☐	☐	+3DIFF	☐
☐	☐	☐	☐	☐	☐	-	☐

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

SKILLS

brawling 4, melee 5, survival 6, athletics 7

GIMMICKS

sure-footed, dextrous, weak, telepathy

THE VILLAGE

Once the storm passes, the gillies will lead the characters to their village using the tree paths, or taking to the ground when the branches are too heavy to hold the heroes. The trip is very slow for the gillies, who are used to moving quickly on their own turf, but will probably be very tiring for the characters, who will probably be quite happy to arrive at the gillie village.

The gillie village is built among the trees, with many homes floating in the marsh below, yet able to be hauled clear in case of attack or storm. The heroes are given a small boat to maneuver around the village, since they obviously cannot leap around the upper branches like the gillies.

There are no formal leaders of the gillies, due to their ability to communicate telepathically. The characters are shown to a floating home, the largest available in the village, and every gillie in the village comes to welcome them. The gillie scouts watched them fight the drug dealers, and all the gillies are happy to have the characters as guests and potential allies.

A raid breaks the peace of the first night in the village. The drug dealers are looking for captives to use in the production of Psi-Trip. The dealers are not expecting the heroes, and are

undisciplined and easily surprised. It should be easy for the characters to drive the dealers off if they fight intelligently, and then the gillies will explain that these dealers come regularly to take their kind away to the island base.

THE BASE

If the characters ask to see the island base, the gillies will gladly take them. The base is about ten kilometers away, on one of the rare pieces of dry land on Gill. The trees around the island have been cleared for thirty meters in every direction, and the heroes can see the guard towers, landing pads with two ships docked, fences and buildings through even low-powered binoculars.

The gillies explain that their fellows are captured and taken inside the base, but they die there. The gillies can feel them die through their telepathy, and if they only knew how to do it, they would attack the base. As it is, they are deeply troubled by the continuing loss of their people and their inability to stop it.

The heroes are, of course, the key. They have firearms, their own in addition to any taken from the dealers they have defeated, and they understand the base's defenses. They can help plan an assault on the base, and if they ever want to get off Gill, they had better consider doing it soon, before the dealers send for reinforcements.

The gillies are not entirely useless in planning, however. They know of the connecting hollow roots under the water, and can suggest using these narrow tubes to get close to the tower before they announce their presence. One particular root path will allow the characters to get close to the base, as long as none of them is a migado.

CARTEL HEADQUARTERS

The base on Gill is protected by an eight-foot-tall chain link fence topped with razor wire. Four powerful guns are able to sweep the area and elevate to aim at airborne targets. The facility houses fifteen soldiers, five workers, two scientists, and two pilots. One soldier patrols the base; the other personnel are accounted for below.

X The non-gillie characters may travel through the root network and emerge from the two tree trunks marked with an **X**. Migado, unfortunately, will not fit through the roots at all. Gillies may emerge from any of the trunks.

1 Front Gate. The gate is closed, but not locked. It will take one turn for any character to swing the gate open. There are three soldiers guarding the gate (typical dealers).

2 Barracks. The barracks houses any soldiers not on duty. At the time of the attack, there are seven soldiers resting in the barracks. They will be prepared for battle within four turns.

3 North Landing Pad. This landing pad houses the cartel smuggler. It is currently unmanned when the attack begins.

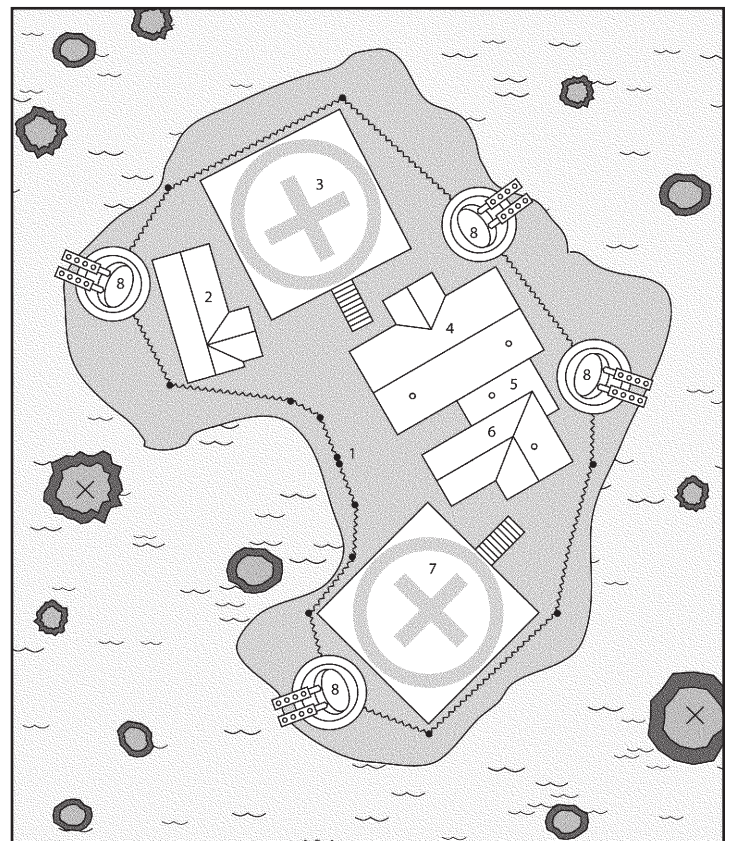
4 Gillie Pens. This dirty room is partitioned into cages, with a large furnace in the corner for disposing of bodies. There are currently twenty-seven gillies imprisoned here.

5 Processing and Extraction Area. This small laboratory is used by the workers and scientists to extract the necessary glands from the gillies and distill them into psi-trip, then package the drug for distribution. When the attack begins, there are two gillies here awaiting vivisection, both scientists, and all five workers.

6 Housing. These cramped quarters house the scientists, workers, and the pilots. When the attack begins, the pilots are here, and they attempt to hide here and leave the killing to those who get paid for it.

7 South Landing Pad. This landing pad houses the cartel fighter docked at the base. It is currently unmanned when the attack begins.

8 Turreted Guns. These heavy guns can be aimed at targets on the ground or in the sky, though they cannot be trained against combatants inside the base due to failsafes designed to prevent them being used against the occupants. Firing the guns is done using the gunnery skill, and their speed and computer-aided firing systems grant them only a +1DIFF



modifier when firing at a human (or gillie) sized target. No penalty is applied when firing at a larger vessel. The guns do 9*INJ* against living targets and 1*STR* against ships. Each gun is manned by one soldier when the attack begins.

TYPICAL DEALER (KT'SORID)

3	2	2	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

SKILLS

brawling 4, melee 4, firearms 3, athletics 3, gunnery 2

GIMMICKS

criminal, compund vision, toughness (1), heightened touch, heightened hearing

EQUIPMENT

blaster pistols and carbines

FAT	I	INJ
☐	-	☐
☐	+1 <i>DIFF</i>	☐
☐	+2 <i>DIFF</i>	☐
☐	+3 <i>DIFF</i>	☐
☐	-	☐

As the battle is coming to a close, a ship drops out of orbit. Kingpin X has taken a personal interest in the fight, and has come down in his personal corvette to attempt to destroy his foes. The government of Gill's Moon has made it clear that they will not provide him with sanctuary if he is incapable of dealing with his problems, and so he has no other choice than to take a personal hand in the battle. He will fire from his ship and strafe the combatants with little regard for hitting his own men, as long as he has a chance to hit the heroes.

The characters have three options: they can run, they can man the large guns at the towers, or they can jump into one of the ships docked at the base and take on Kingpin X from the air. Of course, if they run, they had better be prepared for a long stay on Gill, as they will not be likely to find another way off the planet.

If the heroes can bring down the corvette, they can grab Kingpin X and deliver him according to their contract, using one of the ships docked at the drug dealers' base. The gillies will celebrate their freedom from the dealers, and one or two might ask to join the crew. Eventually the gillies will petition the USU for protected status, so that they can live in peace and free from exploitation.

KINGPIN X (X-AN)

+2	-2	+3	2	2	☐
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	

WEAPONS

1 linked pair of laser cannons (forward)
1 particle cannon turret

GIMMICKS

hyperspace generator (supralight speed: +1)
reinforced systems
cargo bay
cloaking device
hidden compartments

MEC	I	STR
☐	-	☐
☐	+1 <i>DIFF</i>	☐
☐	+2 <i>DIFF</i>	☐
☐	+3 <i>DIFF</i>	☐
☐	+4 <i>DIFF</i>	☐

1	2	2	4	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

SKILLS

brawling 2, melee 2, firearms 3, athletics 2, pilot 4, gunnery 4, streetwise 6

GIMMICKS

logic, toughness (3), tolerance to pain, microscanners, electrical vulnerability, inexhaustible energy

FAT	I	INJ
☐	-	☐
☐	+1 <i>DIFF</i>	☐
☐	+2 <i>DIFF</i>	☐
☐	+3 <i>DIFF</i>	☐
☐	-	☐

DRUG CARTEL FIGHTER

+4	+4	+2	1	1	☐
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	

WEAPONS

1 linked pair of laser cannons (forward)

GIMMICKS

none; holds only one person

MEC	I	STR
☐	-	☐
☐	+1 <i>DIFF</i>	☐
☐	+2 <i>DIFF</i>	☐
☐	+3 <i>DIFF</i>	☐
☐	+4 <i>DIFF</i>	☐

KINGPIN X'S CORVETTE

+1	0	+1	4	3	☐
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	

WEAPONS

2 linked pairs of laser cannons (forward)
1 rocket battery (forward)

GIMMICKS

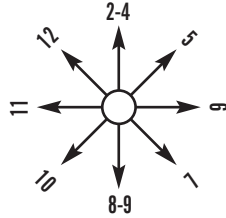
hyperspace generator (supralight speed: 0)
reinforced systems

MEC	I	STR
☐	-	☐
☐	+1 <i>DIFF</i>	☐
☐	+2 <i>DIFF</i>	☐
☐	+3 <i>DIFF</i>	☐
☐	+4 <i>DIFF</i>	☐

SUPPLEMENTAL REFERENCE

SCATTER DIAGRAM FOR THROWN OBJECTS

Roll two dice upon failing a thrown attack and consult the diagram at right to determine the direction in which it scatters. Then roll one die and multiply the result by the task's difficulty value to determine how far the object travels in that direction.



ROBOT IMPROVEMENT

raise fitness, reasoning, or awareness rating by one	15 points
raise the creativity or influence ability by one	30 points
raise a reasoning-based skill by one	5 points
raise a fitness-based skill by one	5 points
raise awareness, creativity, or influence skill by one	20 points
add a new reasoning-based skill	10 points
add a new fitness or awareness-based skill	10 points
add a new creativity or influence-based skill	30 points
add a new enhancement or mechanical gimmick	20 points

STARSHIP IMPROVEMENT

raise speed, handling, or sensors rating by one	30 points
raise shields rating by one	40 points
raise frame rating by one	50 points
add a new gimmick	75 points
add a new weapon	20 points
make it turret-mounted	10 points
make it fire-linked to another weapon	5 points

PERSONAL IMPROVEMENT

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points
option: gain a new gimmick	30 points

EXTENDED DIFFICULTIES

RATING	DESCRIPTION	FINESSE/COMPUTER	INFLUENCE/STREET CRED	KNOWLEDGE
-2 to -1	trivial	crude mechanical locks	slave/low-life druggie	ingrained information
0 to 1	routine	crude wiring	timid/weak-willed	common information
2 to 3	complex	electronic security	easy-going/respectful	available information
4 to 5	challenging	advanced technology	resolute/vigilant	specialized information
6 to 7	impossible	next-generation technology	paranoid/elitist	rare and valuable information

EXTENDED PERSONAL WEAPON RANGES

WEAPON	POINT BLANK (DIFF -2)	SHORT (DIFF 0)		MEDIUM (DIFF 4)		LONG (DIFF 6)	
	ACCURACY	VALUE	ACCURACY	VALUE	ACCURACY	VALUE	ACCURACY
archaic slugthrower	+1DIFF	10m	+1DIFF	25m	+1DIFF	50m	+1DIFF
ep pistol	-	15m	-	35m	-	75m	-
ep rifle	-	50m	-	100m	-	200m	-
autothrower	-1DIFF	10m	-1DIFF	25m	+1DIFF	50m	+3DIFF
light blaster	-	30m	-	60m	-	120m	-
blaster pistol	-	30m	-	60m	-	120m	-
blaster carbine	-	30m	-	75m	-	150m	-
electrostun pistol	-1DIFF	5m	-1DIFF	10m	-1DIFF	25m	-1DIFF

SPACE ACTION ADVENTURES

HARD][NOVA

NAME

SPECIES

	FITNESS	SKILLS
	REACTION TOTAL	
AWARENESS		
	CREATIVITY	
	REASONING	
	INFLUENCE	

FATIGUE		INJURY
DAZED ☐	-	☐ BRUISED
STRESSED ☐	+1DIFF	☐ SPRAINED
STRAINED ☐	+2DIFF	☐ WOUNDED
EXHAUSTED ☐	+3DIFF	☐ MAIMED
UNCONSCIOUS ☐	-	☐ INCAPACITATED

GIMMICKS AND GEAR

STARSHIP:

SPEED	HANDLING	SENSORS	FRAME	SHIELDS					

WEAPONS AND GIMMICKS

MEC		STR
☐	-	☐
☐	+1DIFF	☐
☐	+2DIFF	☐
☐	+3DIFF	☐
☐	+4DIFF	☐

BACKGROUND AND NOTES

HARD [[NOVA

UBOT
FLEETBOT

0

INFLUENCE

2

FITNESS

0

CREATIVITY

2

REACTION TOTAL

AWARENESS

4

REASONING

This is a common bot found on starships for performing repairs, especially where radioactive containment is a problem.

FATIGUE / INJURY

DAZED ☐	-	☐ BRUISED
STRESSED ☐	+1DIFF	☐ SPRAINED
STRAINED ☐	+2DIFF	☐ WOUNDED
EXHAUSTED ☐	+3DIFF	☐ MAIMED
UNCONSCIOUS ☐	—	☐ INCAPACITATED

SKILLS

advanced engineering 6	engineering 6
zero-g 6	computers 6
sciences 6	

GIMMICKS AND GEAR

inexhaustible energy	tolerance to pain
dextrous	remote access
toughness (2)	appendages (repair limbs)
microscanners	

HARD [[NOVA

IBOT
INTERPRETER

3

INFLUENCE

2

FITNESS

0

CREATIVITY

1

REACTION TOTAL

AWARENESS

3

REASONING

This bot is commonly found with the USU Diplomatic Corps to assist officials with translation and related services.

FATIGUE / INJURY

DAZED ☐	-	☐ BRUISED
STRESSED ☐	+1DIFF	☐ SPRAINED
STRAINED ☐	+2DIFF	☐ WOUNDED
EXHAUSTED ☐	+3DIFF	☐ MAIMED
UNCONSCIOUS ☐	—	☐ INCAPACITATED

SKILLS

general knowledge 4	negotiation 7
performance 6	

GIMMICKS AND GEAR

inexhaustible energy	tolerance to pain
programmed imitation	multilingual

HARD [[NOVA

X-AN
DEVIANT

0

INFLUENCE

4

FITNESS

0

CREATIVITY

3

REACTION TOTAL

AWARENESS

5

REASONING

Some X-ans don't age well. After many years of operation, their circuits malfunction and their morale subroutines become corrupted. This leads to antisocial behavior and a life on the run. Violence is a way of life, as is paranoia.

FATIGUE / INJURY

DAZED ☐	-	☐ BRUISED
STRESSED ☐	+1DIFF	☐ SPRAINED
STRAINED ☐	+2DIFF	☐ WOUNDED
EXHAUSTED ☐	+3DIFF	☐ MAIMED
UNCONSCIOUS ☐	—	☐ INCAPACITATED

SKILLS

firearms 6	academics 4
advanced engineering 4	mechatronics 7
sciences 6	

GIMMICKS AND GEAR

toughness (3)	electrical vulnerability
logic	clumsy
tolerance to pain	inexhaustible energy
remote access	

HARD [[NOVA

CORPORATE
YACHT



These luxurious starships are meant for superlight travel rather than sublight. Their high price tag precludes anyone but the elite from being able to afford them.

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐	-	☐ DENTED
DISTRESSED ☐	+1DIFF	☐ IMPAIRED
OVERWORKED ☐	+2DIFF	☐ BREACHED
OVERHEATED ☐	+3DIFF	☐ COMPROMISED
DISABLED ☐	+4DIFF	☐ WRECKED

WEAPON SYSTEMS

2 laser cannon turrets (linked pairs)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +4)
shuttle bay passenger quarters

HARD [[NOVA

CORPORATE
TRANSPORT



These small starships are used to transport VIPs between corporate offices.

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐	-	☐ DENTED
DISTRESSED ☐	+1DIFF	☐ IMPAIRED
OVERWORKED ☐	+2DIFF	☐ BREACHED
OVERHEATED ☐	+3DIFF	☐ COMPROMISED
DISABLED ☐	+4DIFF	☐ WRECKED

WEAPON SYSTEMS

1 laser cannon turret (linked pair)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +4)

HARD [[NOVA

X-AN
CLIPPER



X-ans are not the most adept shipbuilders, but they do make good spartan-type craft, where function is the most important aspect. Clippers are used to transport their own kind quickly and safely.

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐	-	☐ DENTED
DISTRESSED ☐	+1DIFF	☐ IMPAIRED
OVERWORKED ☐	+2DIFF	☐ BREACHED
OVERHEATED ☐	+3DIFF	☐ COMPROMISED
DISABLED ☐	+4DIFF	☐ WRECKED

WEAPON SYSTEMS

1 particle cannon turret

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +4)
stasis chamber

UNITED SOVEREIGN WORLDS

©2004 POLITICALLY INCORRECT GAMES. ALL RIGHTS RESERVED. WWW.PIGAMES.NET

