LEGION



a tabletop sci fi game



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a tabletop sci fi game

LEGION

Core Rulebook

CREDITS

Creative Director: Mickey Weddington
Layout: Richard Glosson
Design Consultants: Richard Glosson, Adam Ross & James Russell

Cover Artist: Richard Glosson & Jamie Ward
Interior Artists: Richard Glosson, Charles Askew, 'Dreamer' Theresa Donohue, Jamie Ward, & Vincent Lombardo

Editing and Development: Jodi Becker, Richard Glosson, Carol Graziani, Dawn Hoagland, Latney Hoagland, Rachel O'Steen, James Russell, & Laurie Zolkosky
Contributors: Rossana Chung, John Downs, Amanda Jordan, Drew Petersen, Robert Olsen, John Stocks, & Jeffrey Alex Roberts

Art Director: Richard Glosson

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178a Waterman St.
Marietta, GA 30060
www.terminusproductions.com
www.legionthegame.com

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What you hold in your hands is a dream…a dream, unlike countless others, that has grown into something more. With the help of my friends and the undeniably evil desperation of my partner in crime, I have changed this dream into the game you now hold. This "lovechild" has taken two years and some odd months to come to fruition and may have caused the insanity of more than one or two of my closest friends. However, because you are reading this right now, it was all worth it.

This game is for you, my friend.

This is so that you may see a dream that changed into reality, that you may know that anything is possible. We just have to find the way. This dream of mine is here to give you the opportunity to realize your dreams of soaring across the galaxy, from star to star, confronting evil and exploring the unknown, taking the fate of humanity into your own hands and setting the future of entire worlds on their shaky course, redeeming the wicked, saving the lost, and cleansing the corrupted.

This dream of mine is here to show you that the fantastic is out there waiting for you to discover it. That you and only you can, will, and must change the universe for a better, brighter, and glorious tomorrow!

Well, all theatrics aside, this game is for you to enjoy. We have built a universe of high adventure and deep subterfuge with as many mysteries inside as well as from without. There are many supplements, adventure series, and sourcebooks planned for the future. We will visit every race, their planets, their cultures, and their technologies. We will focus

on the vehicles, armor, and gadgets of the Legion. We will focus on the special forces or Legion companies and their history and missions. New threats to the galaxy will appear and old threats discovered in the shadows. There will be new branches and specialties in many of the books as well as new technology, weapons, and armor. There will be Meks! Or there will be giant robot fighting vehicles, if you must. We will travel with you and explore the galaxy in ways that can only be imagined. I invite you along with us for the ride, and cannot wait to see what I will find alongside of you.

So thank you for playing this game and I hope you enjoy playing it as much as we do.

Sincerely,

Mickey Weddington

Reality Sets In

Well, now that the sappy stuff is out of the way, it is true I am chock full of evil desperation. This game that you hold in your hands is something that is real and has a future. Gaming is in our blood just like it is in yours. When Mickey asked me to help him with this project, I looked at it with the gleeful opportunity that I do with any game that I have approached in the past. The effort that has been put into Legion is tremendous. We have asked friends, family, and many others to shore us up, keep us afloat, and encourage us.

When asked, I had one question and that was simply this: "How serious are you about this? If you are then there can't be any half-assing it." With that, a partnership was struck and we set ourselves along the path of self-publishing. The hardest part has been ramping up. We become closer and closer to realizing our goals with every day that passes. To do what we love and bring you the best game we can. We know that there will be a lot of mistakes along the way, but with your support and understanding, we will push through to continually make our products better and better. We know that there are images to add and flavor to be seasoned... and that will come, especially with your influence. This is a living thing after all.

One of our goals is to involve our fans as much as we can and really make you all feel as part of this amazing thing as we do. Thanks, and keep me out of the poor house.

Evil Overlord,

Richard Glosson

Introduction



A Dorek stood on a narrow ledge outside one of the large glass windows of the MegaCorps high-rise building. Looking down, he could see the thousand-story drop below. It was night on the central planet of Khalydri and the multitudes of lit signs and logos blazed in the dark, bringing a multicolored glow permanently to the city.

The wind whipped at the Dorek's face. Jibjab spoke into the commlink. "How did you talk me into this, Biff?"

A voice came back over the channel. "You were the only one that could fit on the ledge, Sir."

INTRODUCTION

The Legion Role-playing Game is a "tabletop" science fantasy game in which the players take on the roles of military heroes. These heroes are members of a special unit, or "company", and are sent on dangerous missions to insure the safety of the galaxy. Guiding them on their adventures and creating epic stories is the Game Master (GM); they create the scenarios that test the mettle of the player characters (PCs) and lead them to glory or ruin. It is a game that combines the art of improvisational acting with cooperative storytelling to create great adventure, mystery, and action.

As a player, you decide all the actions of your character, limited only by your character's statistics, abilities, and equipment. Playing a character is more than controlling his actions and understanding the rules and statistics. You also develop your character's personality, quirks, and attitudes. He or she could be an enterprising scout from the fringe or an aspiring Shar-Nithian Lord from the core worlds.

As a game master, you control the galaxy and create the scenarios or campaign that the characters explore and dwell. The GM brings the worlds of Legion to life with vivid descriptions and challenging encounters. You control all of the Non-Player Characters (NPCs), from the lowliest tech in a space station, to the grim and haggard veteran of the last Great War, to the gods that dwell in the stars.

THE BASICS

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20).

To determine if your character succeeds at the action, you perform the following:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

DICE

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll. The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

ROUNDING FRACTIONS

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2 + 1 = 3).

Normal rules of math will apply when applying multipliers to real-world values (such as weights or distances). A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal.

Score Modifiers and Bonus Talents - Table: 1-1

Score	Modifier		Bonus Talent
1	–5	Can't activate talents tied to this ability	—
2–3	–4	Can't activate talents tied to this ability	—
4–5	–3	Can't activate talents tied to this ability	—
6–7	–2	Can't activate talents tied to this ability	—
8–9	–1	Can't activate talents tied to this ability	—
10–11	0	—	—
12–13	+1	—	1
14–15	+2	—	1
16–17	+3	—	1
18–19	+4	—	1
20–21	+5	—	2
22–23	+6	—	2
24–25	+7	—	2
26–27	+8	—	2
28–29	+9	—	3
30–31	+10	—	3
32–33	+11	—	3
34–35	+12	—	3
36–37	+13	—	4
38–39	+14	—	4
40–41	+15	—	4
42–43	+16	—	4
44–45	+17	—	5
etc. . .			

Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of ×4), rather than as 3 squares (adding 100% twice).

ABILITIES AND ABILITY SCORES

THE ABILITIES

An ability partially describes your character and affects some of her actions.

STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for close combat specialists because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

- Combat Base Skill.
- Melee Weapon Damage rolls
- Thrown Weapon Damage rolls

DEXTERITY (DEX)
Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for fire support specialists. You apply your character's Dexterity modifier to:
- Firearms Base Skill
- Move Base Skill
- Initiative
- Speed
- Reflex Saves

CONSTITUTION (CON)
Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all branches.

You apply your character's Constitution modifier to:
- Fortitude Saves
- Toughness Saves
- Speed
- Combat Base Skill
- Luck

You apply your character's Constitution score to:
- Hit Points

INTELLIGENCE (INT)
Intelligence determines how well your character learns and reasons. This ability is important for any character who wants to have a wide assortment of skills.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

You apply your character's Intelligence modifier to:
- The number of additional languages your character knows at the start of the game
- Firearms Base Skill
- Communications (Commo) Base Skill
- Tech Base Skill
- Reflex Saves

WISDOM (WIS)
Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and being aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. You apply your character's Wisdom modifier to:
- Will Saves
- Fortitude Saves
- Mind Points
- Initiative
- Move Base Skill
- Tech Base Skill
- Psyche Base Skill

You apply your character's Wisdom score to:
- Hit Points

CHARISMA (CHA)
Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every creature has a Charisma score.

You apply your character's Charisma modifier to:
- Will Saves
- Mind Points
- Luck
- Commo Base Skill
- Psyche Base Skill

ABILITY MODIFIERS
Each ability, after changes made because of species, has a modifier that ranges from –5 to +17 or greater.

Table 1-1: Score Modifiers and Bonus Talents shows the modifier for each score. It also shows bonus talents, which you'll need to know about if your character has psyche talents.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

CHARACTER CREATION

Step 1: Ability Scores

Each character has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a character's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

To generate ability scores you may use any one of the following three methods.

Assign 90 points to the abilities as you see fit with a minimum of 10 and maximum of 18 in each ability.

-Or-

For each ability, roll 4d6, drop the lowest roll, and add the rolls together. Re-roll any result of one.

-Or-

For each ability, roll 2d6+8 and keep what you roll for that ability.

This is also a good point to pick your Society, (pg. 15) which is a guideline to your character's general demeanor.

Step 2: Species

Choose one of the species from the Species section and apply all of the modifiers and traits to your character sheet. (pg.20)

Step 3: Character History

Every character has a history before they joined the Legion. This is a way to help determine that history and any modifiers resulting from it to the character's abilities. You may either choose or roll two traits for your character. No trait may be chosen or kept more than once. (pg. 58)

Step 4: Schools

Every potential citizen has the opportunity to go to a school of higher education. It costs nothing to go to school but entry requirements are fairly steep depending on the quality of the school. (pg. 82)

Step 5: Military Service

You must choose one of the branches of the military and enter it. You must decide if you want to be an enlisted soldier or an officer. Once your branch is determined, you must



choose a specialty in that branch and one of the Knacks you learned during this term. These decisions will set the tone for adventuring with this character and his overall attitude and demeanor. His wants and needs are reflected in the choices that brought him to the position he holds within the military and what he will desire out of the military. (pg. 68)

Your character will serve a single term of two years in his chosen branch and specialty. After this term, he will be evaluated for his performance in duty during his term. If he does well he will be allowed to continue to serve with all benefits and rewards. If he has done exceptionally well he will be promoted on top of it all. If he does poorly, he will be demoted in rank and benefits and possibly be discharged from service. He doesn't want to do poorly.

Each term of service comes with training and experience that are dependent upon the specific branch and specialty that you chose. Apply these benefits and spend these skill ranks before continuing further. Purchase all feats granted by the branch during this term. Choose a knack from your specialty's list of knacks.

After this you need to determine what special events happened to you in the exciting and dangerous galaxy you protect. You get up to two rolls on the Military Special Event table (your game master must be present for these rolls). You can forego the roll and use the purchase method if you wish. Apply all modifiers to your character after both die rolls or choices are made.

After all is said and done, you need to discover how many credits (the common monetary unit) you saved during this term and record it. Use the paygrade you have after the evaluation roll and special events to determine your credits.

When you have completed all the steps from your Term of Service, you may choose to serve another Term of Service before the game starts. You may serve as many Terms of Service during character creation within the limitations set by the game master.
If you want to change your specialty in your branch, you may do so without difficulty. If you want to change branches you must first make a transfer roll to see if the new branch wants you. The DC for this roll is described under Branches.

If you succeed with the transfer, perform all the steps you would for your new branch. If you fail, you may continue to serve in your previous branch or try to enter one of the other branches. You may not attempt a transfer into a branch you failed to enter before serving another Term of Service.

Step 6: Finishing Touches
After you have finished making modifications to your character from Species, History, School, Terms of Service, and Equipment, you are ready to calculate your Derived Statistics. These statistics establish your base skill scores, base saves, and combat modifiers.

Step 7: Gear
By this time you should know to which branch and which specialty you belong. You should spend your credits on any "non-requisitioned" equipment that you want. Most missions will allow you a certain allotment of credits to gather equipment for that specific mission, but that equipment is returned after the mission. The only equipment you will always have for every mission is the equipment that you buy with your own credits. You should have saved enough credits to outfit yourself with personal and specialized equipment, especially weapons.

SOCIETY

Advances in medical technology have greatly extended the human lifespan, resulting in serious threats of overpopulation and resource shortages. Every major human city in the galaxy regulates its population carefully. Non-human citizens of the Galactic Federation of Humanity (GFH) are subject to the same procedures as humans, adapted

for their maturity rates and physical and psychological needs.

Reproduction is managed by the government, and natural (or "feral") birth is illegal. A sophisticated computer system, known as Mother, monitors the population and decides how many births the city needs to sustain its population at optimal levels. Mother reviews her detailed records of the GFH's genetic landscape and selects donors likely to pass on traits that will benefit the next generation. The donors are summoned to a reproduction facility and given a thorough examination. If they prove physically and psychologically stable (by Mother's standards) they will enjoy a brief holiday with another donor and produce a child through technological means. This does not make them parents. The experts behind the system believe that people allowed to raise their genetic children will favor their own offspring, weakening their dedication to the population as a whole. Each infant spends its first month in the care of anonymous nurses and undergoes genetic testing before being handed off to its first set of government-selected parents.

Not everyone is eligible for parenthood. Parents are chosen through a careful review process and graded after receiving training. The grade dictates which stages of a child's development particular parents are allowed to nurture. Very few qualify to raise a child from infancy through maturity, and most children are handed from couple to couple as they grow. If no qualified parents are available, an infant is supplied with virtual parents based on the brainwave patterns and recorded history of an Alpha Class parent from Mother's archives. These virtual parents are provided with robotic assistance and modified to fit the particular needs and species specifications of the child.

Children receive extensive physical and psychological testing at each stage of development. Upon reaching maturity a child is presented with a list of occupations. The list is compiled from the child's own aptitude test results and a catalogue of occupations currently in demand, in order from most to least appropriate. The new adult may choose any occupation on the list, but will be strongly encouraged to choose the one at the top. Any occupation not listed is considered inappropriate for the child's character and abilities, and those who go off-list forgo any hope of career advancement. The exceptions are military and colonial positions, which anyone may choose.

The GFH is divided into Societies, and nearly everyone is a member. Some rebels refuse to join one, however doing so means relinquishing the support and training a Society provides and becoming an outcast with no place in the GFH. No one chooses a Society; upon coming of age each citizen is assigned to the Society expected to best meet his psychological and social needs. The experts believe that individuals do best when surrounded by like-minded people, and most of a person's training and social interaction will come from his or her Society.

Societies



Ryzjeka are law-abiding people who thrive in a highly regulated world. They do support individual rights – at least, the ones dictated by law. It's very rare for a member of this Society to commit a crime, although a Ryzjeka who disagrees with a law is likely to submit an extensive petition to lawmakers. Ryzjeka believe that rules are there for everyone's good, and that a well-regulated city is a healthy city. They are known for their honesty and integrity but can be inflexible and extremely authoritative. They are best in occupations where their faith in rules and regulations is an asset. Ryzjeka make excellent judges, policemen, and soldiers. They are sometimes called upon to enforce the law among other Societies. Ryzjeka are patriotic and proud to be part of the GFH. A Ryzjeka district will usually be a clean and

pleasant suburb, where anyone can walk safely at night and the smallest infraction will get you jail time.



Balish are even more regimented than Ryzjeka. A Balish would never petition for a change to the law. Balish have absolute faith in authority and regard any questioning of a leader as borderline treasonous. They follow laws and rules to the letter. Balish are extremely patriotic and believe in total commitment to the GFH. They can be selfless in their devotion to the state, and most share a vision of the GFH as a shining beacon of civilization, bringing humanity together to work towards a glorious future. Balish are courageous and dutiful, but can also be intolerant and fanatical. Balish districts are extremely clean and safe, and are known for elaborate military parades and displays.



Langallash share the Balish devotion to the GFH, but without Balish adherence to rules. Those assigned to the Langallash require plenty of personal freedom, and they tend to believe that the ends justify the means. Langallash are comfortable with society's rules so long as those rules don't interfere with personal goals and causes. A Langallash in pursuit of an important goal is unlikely to let himself be hindered by laws or morals—although the goal itself is likely to be perfectly just. If ensuring the survival of the GFH requires a quiet assassination or if running a successful business means telling a few lies, that's okay by a Langallash. They can be clever, resourceful, and competent, but they can also be dishonest, amoral, and absolutely ruthless. Langallash are often recruited for intelligence work or Special Forces because of their patriotism and willingness to do whatever the job requires. A Langallash district will be pleasant and prosperous, but much less safe and clean than a Balish or Ryzjeka area.



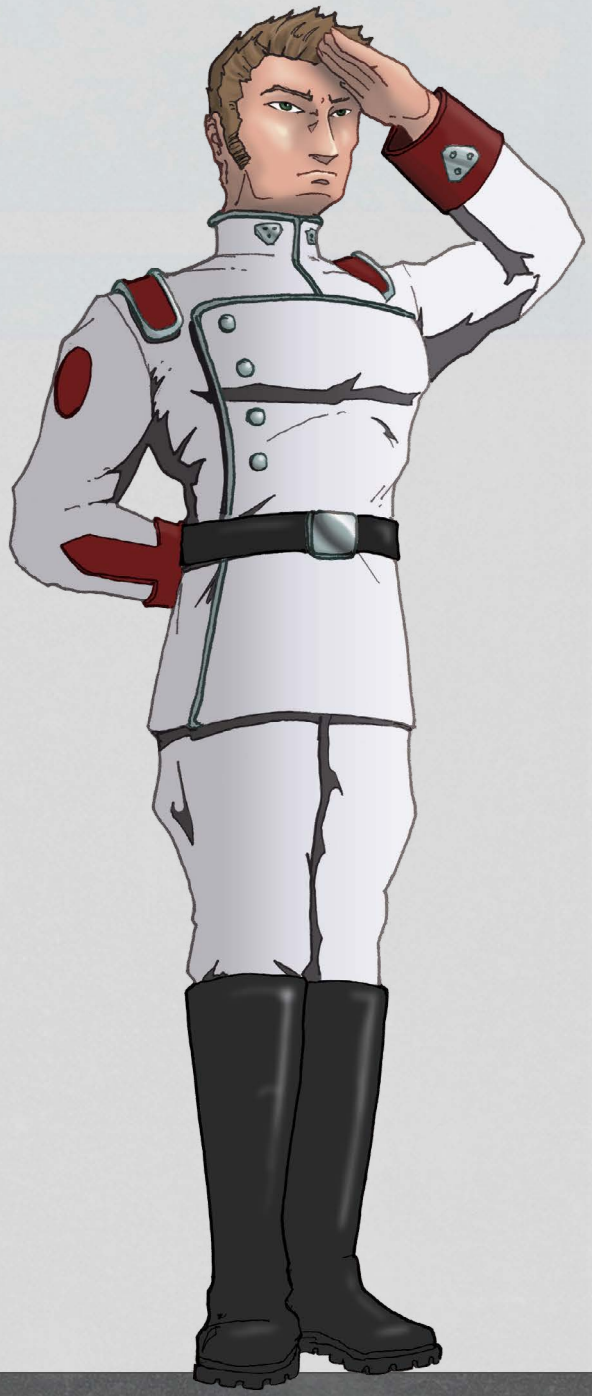
Selemaht are populists who believe that government exists for the benefit of the governed. They believe strongly in individual rights. Selemaht will agree to limits on their personal freedom only if they can be convinced that it's for the well-being of all. They can be contentious among themselves as to how much government control is acceptable, with some believing that the basic necessities of life are human rights and others believing that even a welfare system represents an unacceptable level of interference. It's exactly this tendency to question, argue, and value their right to do so that leads to them being assigned to the same group. GFH leadership watches the Selemaht carefully, but so far the Selemaht have been willing to live within GFH boundaries as long as they have a free rein in their own districts. Selemaht tend to be thoughtful, tolerant, and humane, but can also be argumentative and disorganized. They make excellent lawyers and politicians. Many do join the military, where they often serve as medics, techs, or quartermasters.



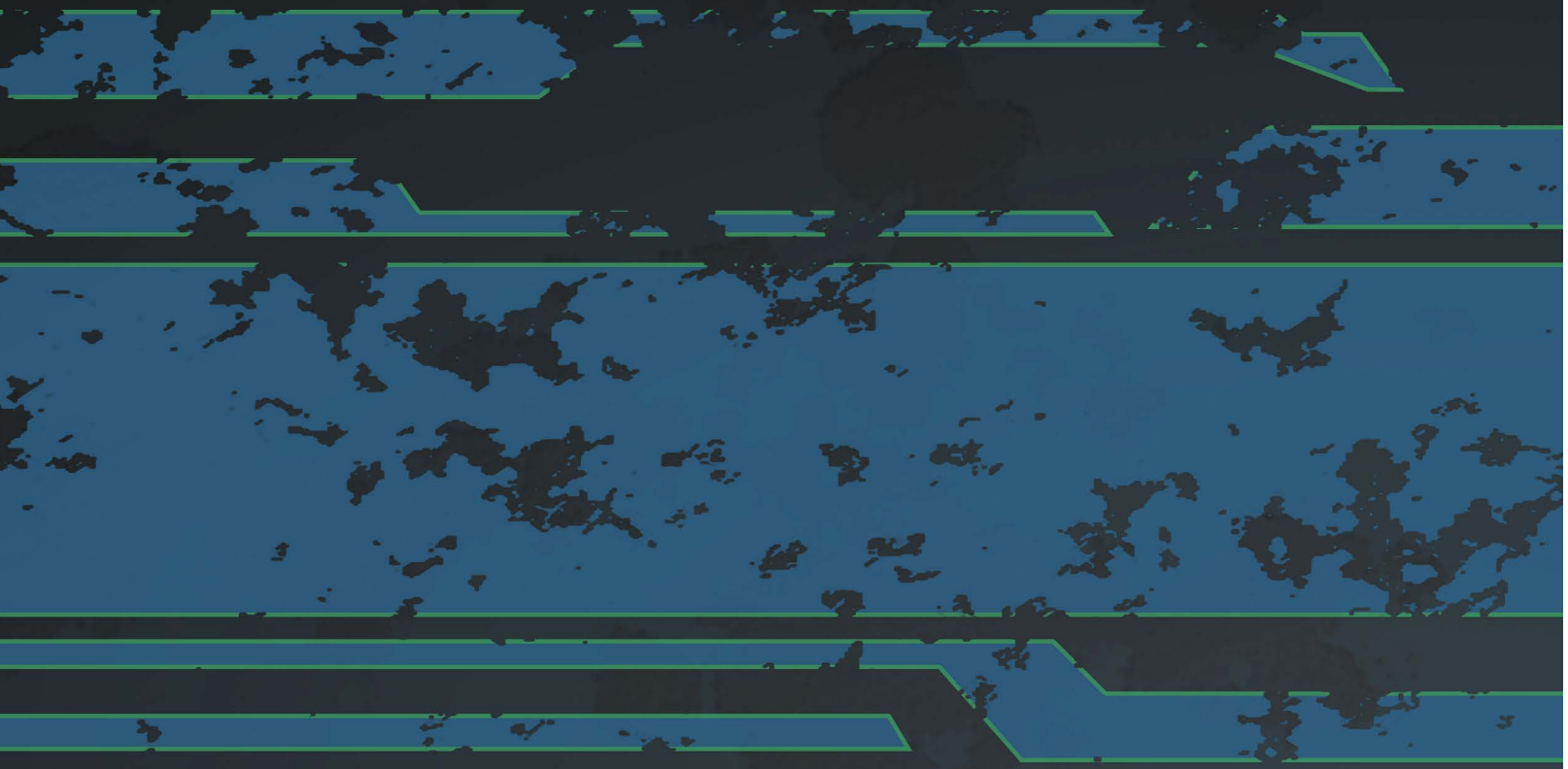
Limiri are individualists who resist any and all limitations on their freedom. The GFH herds them into groups to keep them from disrupting life in more orderly districts. The Limiri are aware that there is a contradiction in being grouped as individualists, which gives them a certain cynicism about the GFH's methods and motives. The other Societies, as a Limiri sees it, exist to repress human freedom and potential. The Limiri see themselves as rebels, exiled for their refusal to be forced into any of the GFH's restrictive molds. They tend to believe that the individual has the right to do whatever is necessary to survive. Limiri can be tough, courageous, and original, but they can also be selfish, brutal, and absolutely untrustworthy. Limiri rarely join the military, and those who do often volunteer for dangerous missions at the edge of the galaxy. The GFH

maintains strict control over the borders of Limiri districts but largely ignores what goes on inside. A Limiri area is usually colorful and diverse but also dilapidated, chaotic, and dangerous.

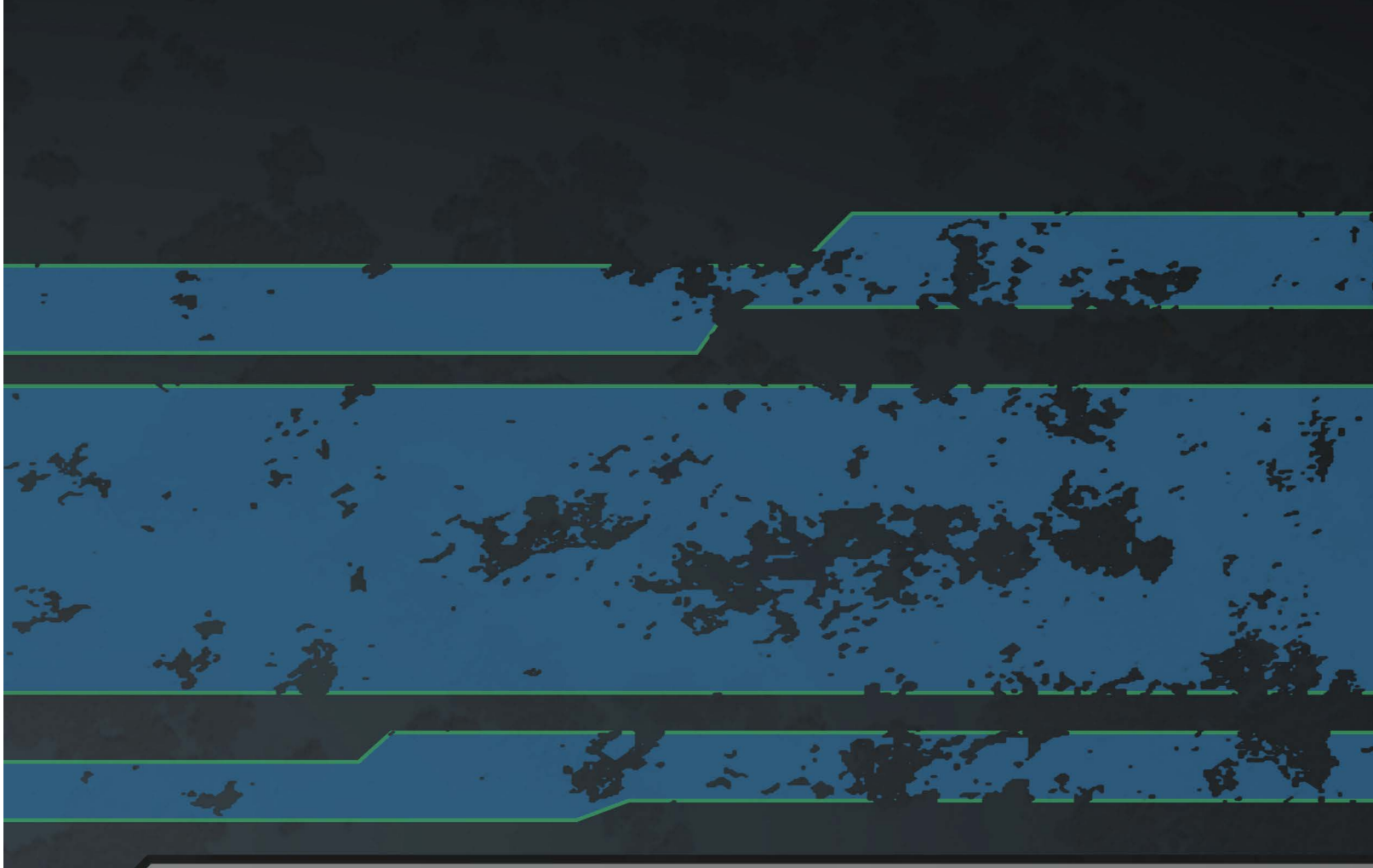
Zatrani are the smallest Society. Zatrani are chosen based on psyche sensitivity. They receive special training which leaves them more philosophically homogenous than the other Societies. Zatrani are secretive about this training. Outsiders believe that it includes not only psychics but the GFH's secret plans for the future. Zatrani share a mystical vision of humanity as a single psychic entity and view each city as a living thing that speaks to them. They are unquestioningly loyal to the GFH, which they believe is crucial to the survival of the civilized species. Zatrani believe in destiny. They often see themselves as above the law, and while they don't seek personal glory they do believe that they answer to a higher calling, which gives them a certain arrogance. Zatrani have a sense of duty, and can be fearless, self-sacrificing, and conscientious, but they can also be fanatical, evasive, and self-righteous. Nearly all Zatrani work directly for the GFH, many on top-secret projects and missions.



Species







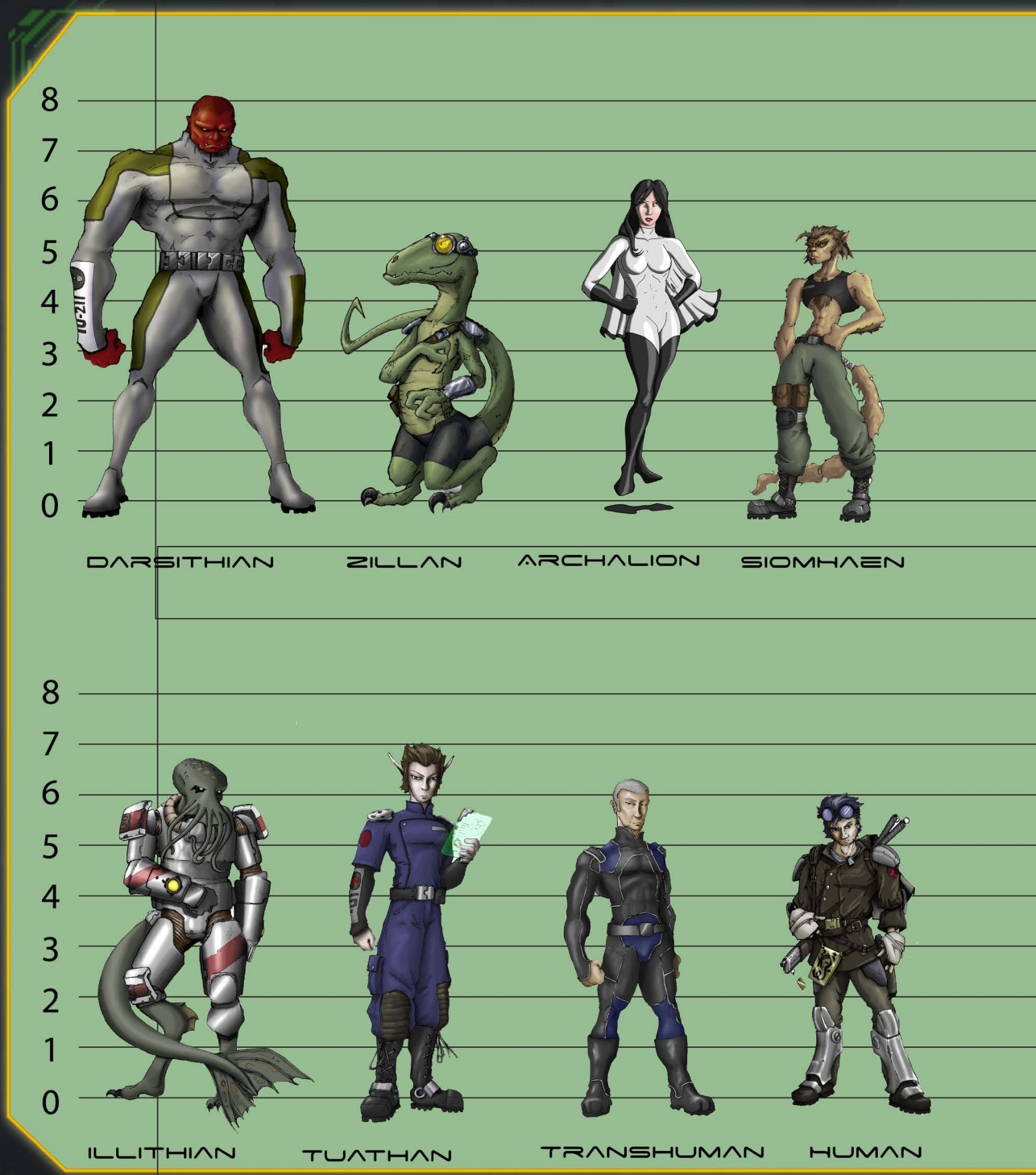
Kaliel6cos(θ) marveled at the multitudes of people that milled about the base as he walked around. There were species from all over the known galaxy; Illithians from the swamp world of Ekimus, Korol from their monastery-like planet of Korollia Prime, even a pair of Zillan refugees from the conquered system of Tokeen within the Onigrimm Empire. The Dorek stood there amid the chaos, staring.

An Oa'F'Reet floated by, looking at the recruit as she passed. She stopped, hovering for a moment, then floated backwards, halting in front of the diminutive Dorek, herself being only a foot or so taller.

"You look lost." She landed in front of him, her metal and rubber soled boots clacking against the ground, shocking him from his daze. She snatched the papers from his hand.

"Let's see what you have here. Oh, you are going to be looking for D Company. You want to go that way and turn left after the third building. I'm Private Pickles Pox." She stretched out her tiny hand.

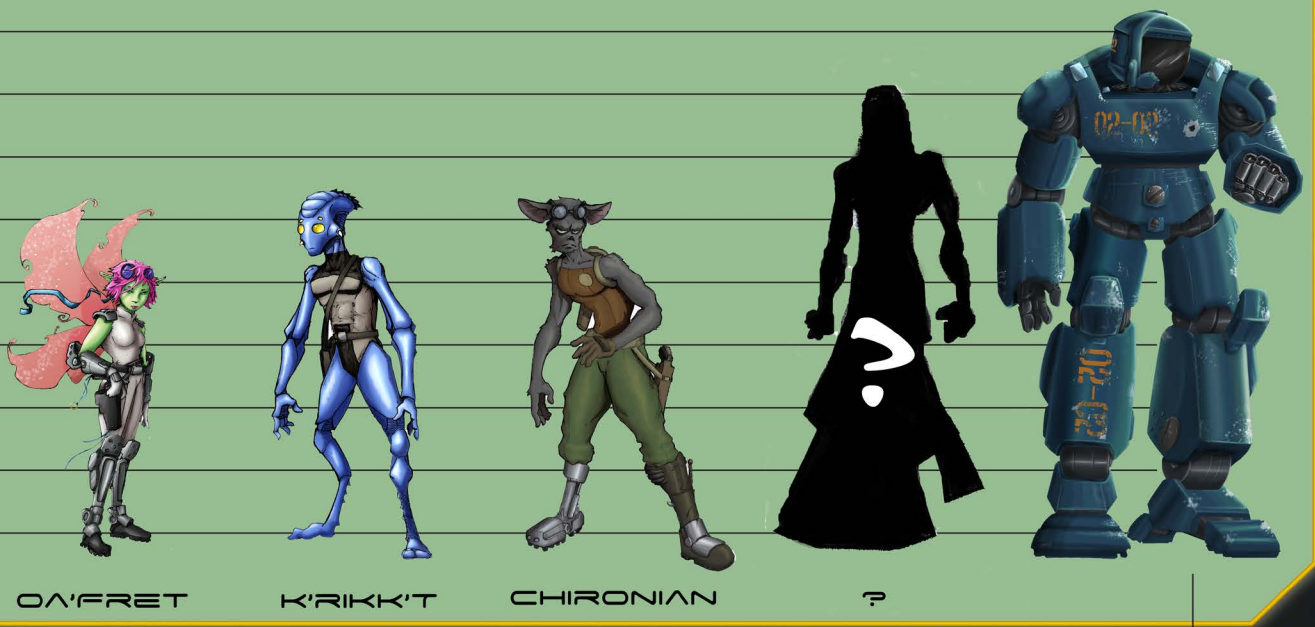
"So many different kinds of people here…" he muttered. Pox wrinkled her nose up a little. "Yeah, you'll get use to that… eventually."



From the enigmatic Illithians to the nigh immortal Oa'F'Reet, the species that make up the primary inhabitants of the Legion game universe are varied in size, attitude, and history within the known explored galaxy. The next step in character creation is choosing a species for your character. In this chapter you will find the 16 most influential Species that can be found in the core Legion setting. This is not to say there aren't other species to be found in a place as big as the Universe, only that these will be the ones we will be dealing with in the Core Rulebook.

The Species that you choose for your character is an important one. As characters gain skills, feats, and Knacks the one thing that that remains a constant is the character's Species type. Of course, certain species gravitate to branches of the military to which they will be best suited. Dorek and Duergish certainly make some of the best Engineers, while Darsithians excel at Close Combat specialists within the Mobile Infantry. Keep in mind the advantages and disadvantages of each Species while making your choice. It's fun to play a character that is in its optimal Branch, but it is also very fun to play "outside the box".





OA'FRET K'RIKK'T CHIRONIAN ?

All of the 16 Species in this chapter are presented in the same format and have a brief description of its general attitudes and physical makeup. Species aren't regulated to any one society, although it is good to think about where that race might best fit. All Species represented can, for various reasons, join the Legion. This is the common denominator that binds the multitude of races into a common goal of achievement.

Each Species has a set of special abilities, bonuses, and adjustments that apply to all members of that Species. These are your character's Species Traits. Ability score modifiers are applied after you have generated your base ability scores, as described previously in the Ability Scores section of Chapter 1.

Often it is believed that humans are the base bipedal humanoid species as they have no obvious, exceptional, qualities. For this game's purpose, that belief is true. Humanity is the most basic of species and therefore the most prolific in the galaxy. There is a forty percent chance that if you encounter life on another planet, it will be human. We will talk about them first, and the rest of the species will follow.

HUMANS

Humans dominate the known worlds of the Galactic Federation of Humanity. They are the descendants of early space-faring pioneers, conquerors, traders, travelers, and refugees. Humans have always been a people on the move, and they can be found on almost every inhabited planet. Humans are physically, culturally, and politically diverse.

Personality: Human personality runs the gamut of possibilities, though members of this species tend to be adaptable, tenacious, and willing to keep striving against the odds. They are flexible, ambitious, and diverse in their tastes, morals, customs, and habits.

Physical Description: Humans average about 5'10" tall for males and 5'6" tall for females. Skin shades run from nearly black to very pale, hair from black to blond. Humans achieve maturity about the age of 17 and rarely live beyond 100.

Home Worlds: Khalydri, often referred to as the Core World, is the seat of human culture and the base from which humans began their exploration and domination of the galaxy so many millennia ago. There are a near limitless number of human colonies scattered across the galaxy, and a few of these have developed into human-dominated worlds. These include Augustyn, Blackmoor, Brandenburg, Denwarren, Ekimus, Glendarrow, High Forge, Shar, Nithia, and Waycross.

Languages: Humans speak, read, and write the languages of their native planet as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Human Species Traits:

Ability Modifiers: +1 to any three abilities. Humans are highly adaptable to their environment and inhabit every climate possible.

Medium Size: Humans have no special bonuses or penalties due to their size.

Speed: Human base speed is 30 feet.

Bonus Trained Skill: Humans are versatile and accomplished at many tasks. A Human character chooses two additional skill ranks at character creation and for each term of service. These points may be added to a skill that has already gained a skill point but both points may not be placed on the same skill unless no other points have been added to that skill.

Bonus Feats: Humans gain two bonus feats at character creation.

Automatic Languages: Home World, Galactic Trade



Human names consist of a personal name which may be one or several names and then a surname or family name. The family line may be traced from either the male or female of the family depending upon the specific human culture.

Though each human culture has its own language and therefore its own popular names, some human cultures share names. The following are some common names for each culture. The family lineage may be matriarchal or patriarchal. This will be noted in parenthesis after each culture.

Augustyn (Matriarchal)
Male: Anders, Aric, Bard, Bjorn, Dane, Eric, Gunnar, Holt, Lars, Olaf, Sigmund, Sven.
Female: Astrid, Dagmar, Dana, Elke, Greta, Helga, Inga, Kara, Kay, Olga, Rowena.

Blackmoor (Patriarchal) & High Forge (Patriarchal)
Male: Anatoli, Basil, Boris, Dmitri, Gregor, Igor, Ivan, Leonid, Mikhail, Nikoli, Pyotr, Sergei, Stefan, Vladimir.
Female: Chessa, Danica, Jana, Kalina, Kira, Lenora, Mara, Nadia, Natasha, Olga, Petra, Sonya, Tamara.

Brandenburg (Patriarchal) & Shar (Matriarchal)
Male: Alaric, Albrecht, Bertram, Dekker, Dirk, Eldred, Frederick, Gunther, Hugo, Konrad, Luther, Otto, Richard, Victor.
Female: Adele, Alfreda, Arlinda, Belinda, Elsa, Gretchen, Heidi, Katherine, Melisande, Selma, Sirena.

Denwarren (Matriarchal) & Glendarrow (Matriarchal)
Male: Allanlaigh, Braedonnal, Connal, Corvwyn, Devlyn, Finn, Lachlan, Merwyndin, Niall, Riordan, Tuall.
Female: Ashleight, Breeana, Bronwyn, Dierdre, Erinn, Fiona, Gwenyth, Llewellyn, Meaghan, Rhiannon, Sinead, Siobhan.

Ekimus (Matriarchal) & Khalydri (Patriarchal)
Male: Aeric, Colier, Daene, Eldried, Gavin, Landen, Moergan, Onwen, Parniel, Shaene, Tannen
Female: Adrien, Briende, Caliendre, Dierdren, Erin, Gael, Idele, Lauriel, Marlae, Paeghen, Renae, Saebra, Tieghan.

Nithian (Patriarchal) & Waycross (Patriarchal)
Male: Adan, Arturo, Cidro, Farid, Hakim, Hassan, Ibrahim, Jamal, Karim, Malik, Omar, Rashad, Salim.
Female: Adara, Aisha, Amara, Bahira, Carina, Corazon, Fatima, Jasmina, Karima, Rashida.

ARCHALION

Archalions often pass as human, especially when away from their home worlds, but on a genetic level Archalions are very different. They are naturally attuned to the Psyche.

Their abilities are entirely internal, affecting the individual alone, and can greatly increase the Archalions' natural capabilities. People afflicted with the Shade become enraged if not maniacal when they come in contact with an Archalion. For this reason, and because of the Archalion predilection for vigilante justice, their world has been unofficially proscribed and they are unwelcome on GFH worlds. The Shar-Nithian Lords hunt down any Archalion caught off-world. There is always some law that the Archalion happens to break that either calls for banishment or imprisonment. The Shar-Nithian no longer attempt to enlist Archalions in the military. Therefore, it is rare to encounter an Archalion off of his home world though there are rumors that some have volunteered for the Phalanx Program.

Personality: Like Humans, Archalions are diverse in personality and tend to be highly adaptable and tenacious. Being so psychically attuned, and having to deal with the Shade as a race, they tend towards non-violence and selflessness, although their concern with the greater good often leads to a flagrant disregard of the law.

Physical Description: Archalions average about 5'10" tall for males and 5'8" tall for females. Skin shades run from deep tan to very pale, hair from black to blond. Archalions

Archalion Species Traits:

Ability Modifiers: +2 to any two abilities and -2 to any one ability. Archalions are extremely adaptable to their environment and this leads them to let other traits suffer for the sake of adaptability.

Medium Size: Archalions have no special bonuses or penalties.

Speed: Archalions base speed is 30'.

Unique Psyche Talents: Archalions have a number of Psyche Talents that only they can learn. These are Super-Strength, True Invulnerability, Resilience, Super-Movement, Hyper-Senses, and Immunity.

Natural Affinity: Archalions automatically have the Psyche Sensitivity Trait.

Psyche Talent Limitations: Because of their unique nature, Archalions cannot access or use any Psyche Talent that affects any other target instead of themselves. If a talent can be used on a target as well as the user, only the self-aspect of the talent will work.

Shade Vulnerability: If an Archalion ever attains a Shade Point, their Defense and Saves versus any effects with the Shade descriptor are reduced by half.

Automatic Languages: Elan, Galactic Trade





ARCHAL-ELAN

achieve maturity about the age of 21 and can live for thousands of years. Fortunately, women rarely have more than one child every century or so.

Home Worlds: Archal-Elan is the home of the Archalions. It is a large planet with gravity equal to 1.05G. It is rich in minerals, flora, and fauna. The Archalions have created a society that lives in harmony with their planet's natural cycle and now enjoy a very comfortable, nearly utopian, life. Unfortunately this has stalled any cultural or technological growth that might spring from adversity and it makes more than a few Archalions look to the stars and other societies for that something denied them at home.

Languages: Archalions speak, read, and write the Elan language as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Archalion names consist of a personal name that is usually simple (no more than two syllables), an honor name (to celebrate a personal or family achievement), and a family name. If they only have a personal name and family name, the names are hyphenated. If they have an honor name, it replaces the hyphen between the personal and family name.

For example: Norin-Fel (personal and family name) and Norin Blackwater Fel (personal name, honor name for the Battle of Blackwater, and family name).



CHIRONIAN

Chironians are nocturnal and consider daylight a time of rest and recovery. They thrive in the night and their culture is uniquely suited for activities in the dark. Chironians have a talent for all things clandestine and subtle. They excel at stealth and make excellent scouts and soldiers.

Their home world, Nithia, has also been colonized by humans. For many years the Chironians ignored the colonizing humans, who stayed clear of the poles and mostly came out during the day. Eventually the humans found the Chironians and negotiations began. In the end, the Chironians were unable to match human technology, so they struck a deal.

Humans would be allowed to settle in the harshest and brightest parts of their world as long as they never tried to rule the Chironian cities or destroy Chironian culture. In return, humans would share their technical knowledge and allow Chironians to join them when they left the world.

Personality: On the surface, Chironians are surprisingly rigid and orderly. They understand that there are methods to doing things, and they use this insight to manipulate situations and people. They are experts at making social and economic systems work for them, and thus they tend to prefer that these systems remain in place. To call them Machiavellian is an understatement. They are always looking for the advantage in any situation. Life is a game to them, but it's a game with rules.

Physical Description: Chironians average about 4'8" tall for males and 4'11" for females and usually have thin or lanky builds. Skin colors run from black to very pale and all shades of grey between, hair from black to white with all shades of grey between. Women are usually taller and

Chironian Species Traits:

Ability Modifiers: +2 Dexterity, +2 Wisdom, and -2 Charisma. Chironians are very dexterous in both mind and body but have problems understanding how other species think.

Medium Size: Chironians have no special bonuses or penalties due to their size.

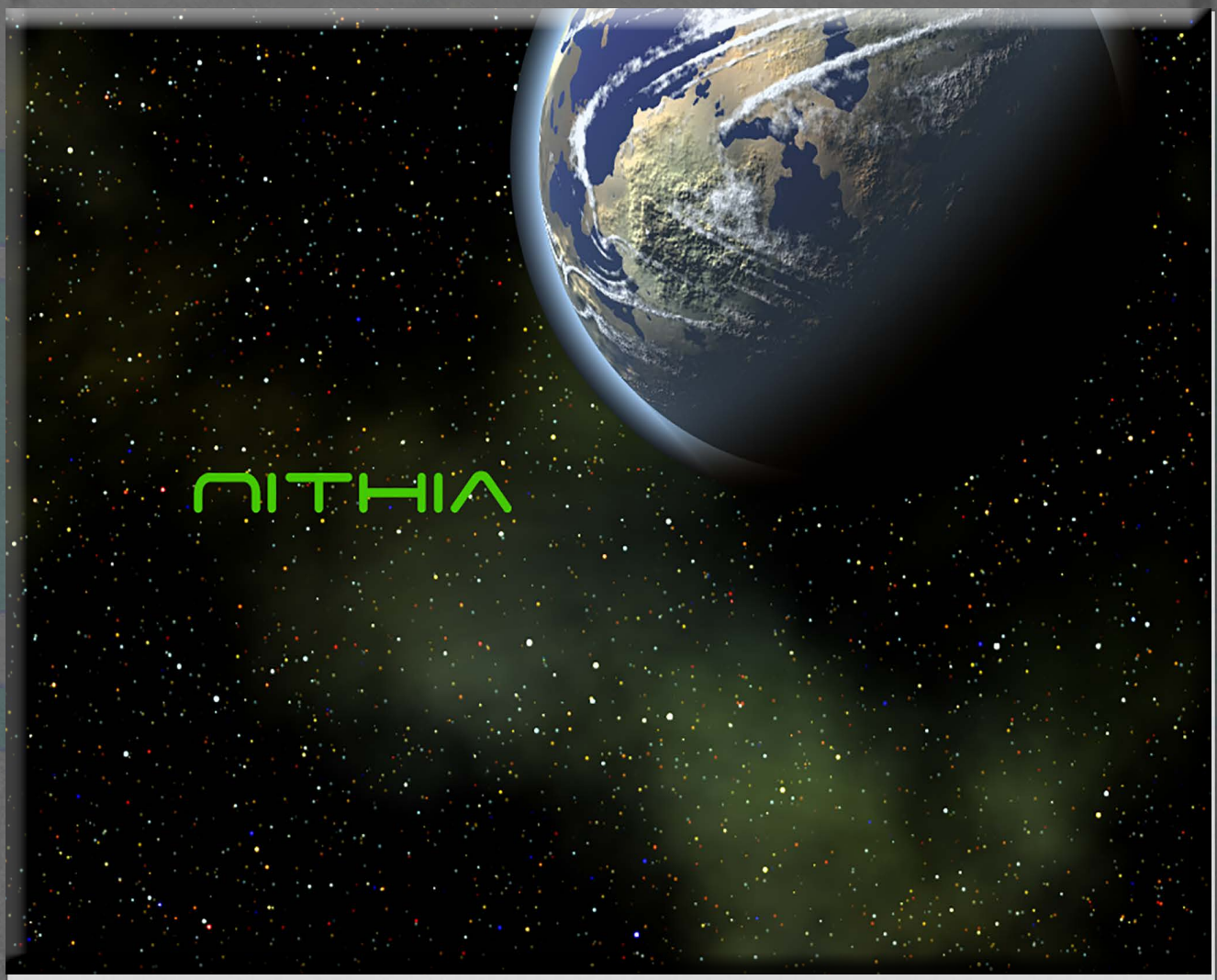
Speed: Chironian base speed is 30 feet and suffer no penalties to their speed for climbing.

Blindsight: Chironians have Low-Light Vision but in the case of total darkness, they can navigate with echolocation and therefore may ignore penalties for concealment due to visual obscurity.

Clandestine: Chironians gain a bonus of +2 to the skills Stealth and Perception.

Automatic Languages: Nithian, Galactic Trade





heavier than men. Chironians achieve maturity about the age of 10 and rarely live beyond 60.

Home Worlds: Nithia is at the closest edge of the habitable ring to its star and therefore has a higher range of temperatures than normal. It has no polar ice caps and the equator is either boiling ocean or blasted desert. Nearer to the poles is where one finds civilization. The dark polar winters suit the Chironians fine. Primitive Chironians migrated with the darkness, avoiding the midnight sun, but modern Chironians just stay indoors as much as possible during the long summer days and wear protection at all times when outside.

Languages: Chironians speak, read, and write the Nithian language as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Chironian names consist of a family name that is traced through the females of the line and two personal names. The first personal name is their name as a child and the second name is added after their emergence into maturity and is their adult name. Their names are filled with double consonants and apostrophes with family names commonly having four or more syllables.

For example: N'yrrd'arionn Palo' Sh'ydda (N'yrrd'arionn Palo' would be the child name).

DARSITHIAN

Darsithian are huge, hulking brutes with a natural affinity for the Shade. Genetically altered and bred by the Shar-Nithian Lords to be perfect, controllable soldiers, the Darsithian are physically impressive and intimidating. But the Shar-Nithian Lords built them too well. They developed mental resilience as well as physical invulnerabilities and the Shar-Nithian Lords found them difficult to control.

Because of this, and their inherently cruel and nasty temperaments, they were labeled a failure and a threat to the GFH. The Duke in charge of this operation apologized personally to the Dark King. The Dark King accepted the apology and immediately afterward had the Duke executed.

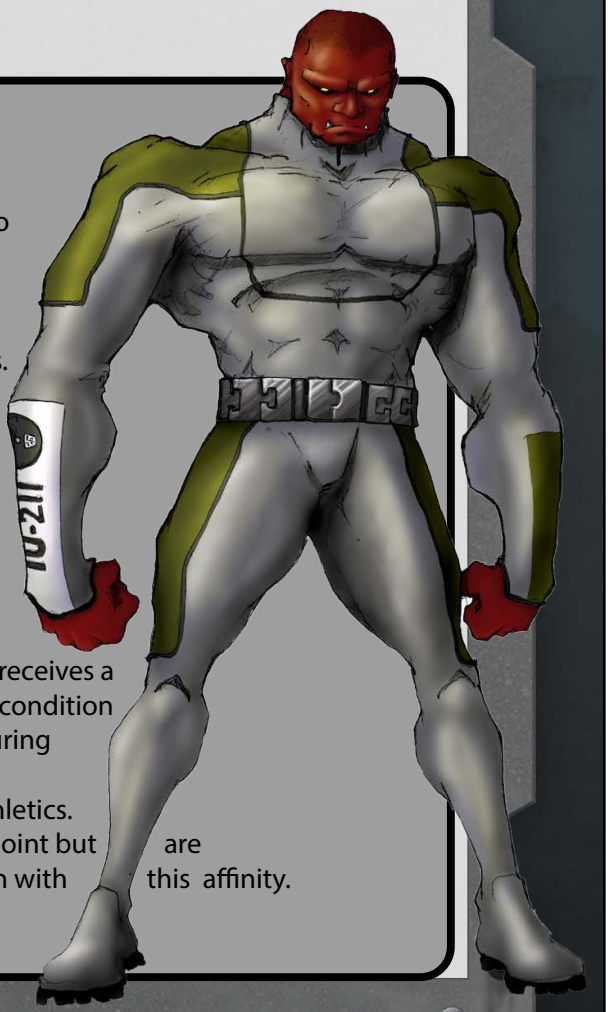
The Shar-Nithian then began a campaign to destroy all of the Darsithian. It was expensive and unsuccessful, so the Dark King tried another tactic and proclaimed the Darsithian citizens of the Kingdom. He offered many of them places of power, but not all of them. They began fighting among themselves for these positions and therefore solved the problem of control.

Personality: Darsithians are innately cruel and self-serving. A few individuals have overcome these dark ways but most have embraced them. Fortunately, there aren't many Darsithian left alive.

Physical Description: Darsithian average about 8'3" tall for males and 8' tall for females. Skin shades run from deep burgundy to very pale gold, their sparse hair from black to

Darsithian Species Traits:

Ability Modifiers: +4 Strength, +2 Constitution, -2 Dexterity, and -2 Intelligence. Darsithian are hardy in every way but were not bred to be quick or smart.
Large Size: Darsithian have a -1 penalty to the Combat Base Skill and to Defense due to their size. They also suffer a -2 penalty to Stealth checks. Darsithians do not fit in standard Legion powered armor suits.
Speed: Darsithian base speed is 40 feet.
Extraordinary Recuperation: A Darsithian regains hit points at double the normal rate which includes natural and psyche healing.
Rage: Once per day, a Darsithian may fly into a rage as a swift action. While raging, a Darsithian gains a +2 rage bonus on melee to hit and +4 damage per Term of Service but cannot use skills that require patience and concentration such as Technical, Communication, and Psyche. A fit of rage lasts for a number of rounds equal to 5 + the Darsithian's Constitution modifier. At the end of its rage, a Darsithian receives a cumulative penalty of -1 to all actions. The penalties imposed by this condition persist until the Darsithian takes at least 10 minutes to recuperate, during which time the Darsithian cannot engage in any strenuous activity.
Hulking Brute: Darsithian gain a bonus of +2 to Intimidation and Athletics.
Shade Affinity: Darsithian characters begin the game with a Shade point but are immune to the corruption effect of the shades. All Darsithian are born with this affinity.
Automatic Languages: Galactic Trade





blood red. Men are usually taller and heavier than women. Darsithian achieve maturity about the age of 5 and may live beyond 100.

Home Worlds: None. Originally created on the world of Shar, the Darsithian have been nearly eliminated from the planet. Humans have since terra-formed the planet and colonized it. The current Archduke intends to build his capital there.

Languages: Darsithian speak, read, and write the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Darsithian names initially were similar to TransHuman names in that they had a series designation along with a proper name. Just before their liberation each Darsithian was given a termination designation attached to their series designation. Now that they are free, the bulk of the Darsithian have deleted both designations and either use their proper given name or adopt a new name that reflects their position within Darsithian society. A few Darsithians use one or both designations proudly, refusing to forget their origins and the fact that they triumphed against oppression.

For example: Trenn 84M-CR8T-O99 (84M-CR8T is the series designation and O99 is the termination designation) or Trenn Darsithian-Bounty Hunter (signifying that he is a bounty hunter for the Darsithian people).

DEE

The carefree disposition and almost comical looks of the Dee can make them seem like fools to the other races. This is far from the truth. Dee can be very clever, but they do not experience fear or physical discomfort, so they are prone to rash decisions and impulsive behavior. They are nearly immune to pain but quite sensitive to pleasure and some have perished from a pleasure overdose.

Personality: Dee are almost always upbeat and optimistic. Members of this species tend to be highly adaptable and willing to keep striving no matter the odds. They are flexible and curious, welcoming the diversity of other species tastes, morals, customs, and habits. This does not mean that Dee cannot be evil, they're just cheery about it and that makes it creepy.

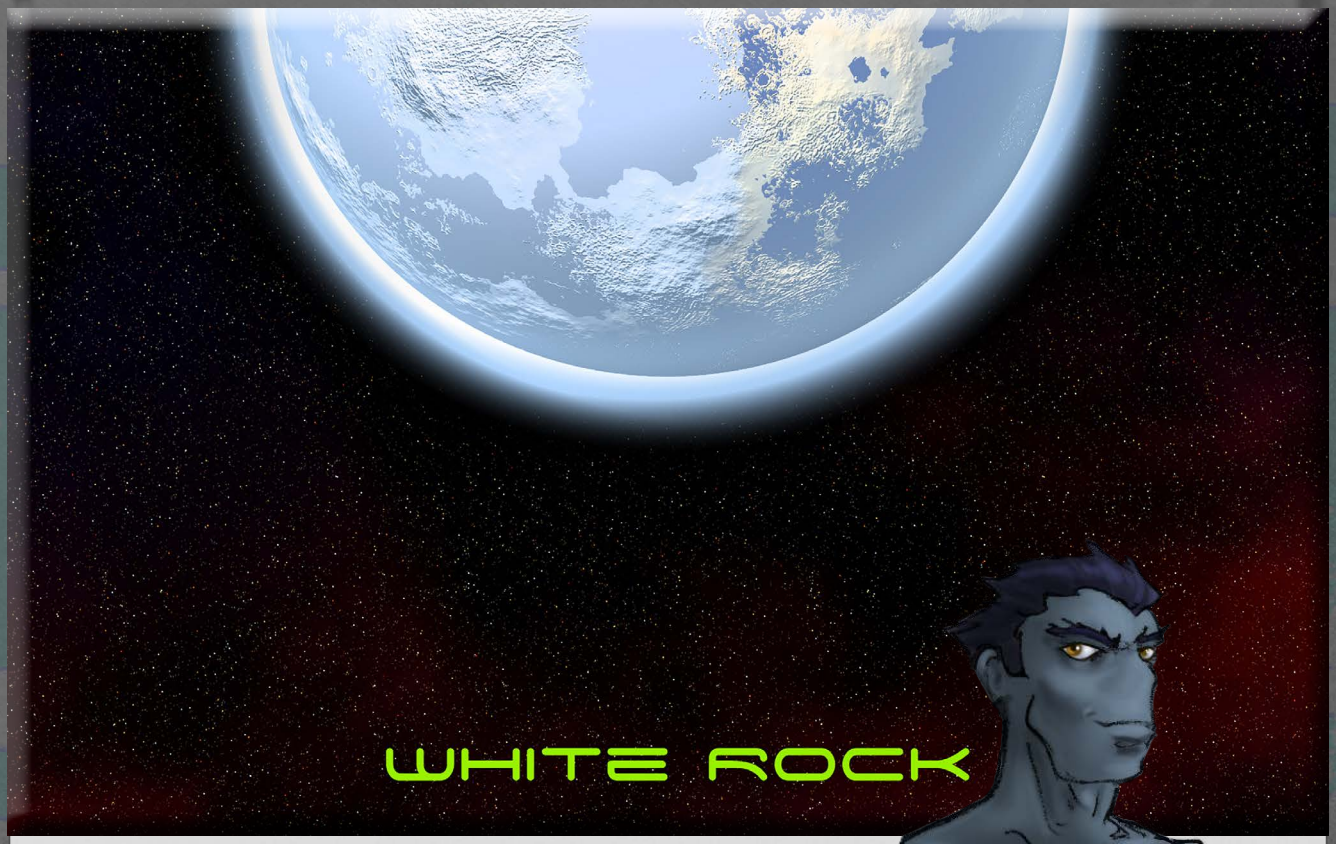
Physical Description: Dee average about 6'6" tall for males and 6' tall for females. Skin shades run from blue-black to sky blue, hair from bright red to blond to white. They are sometimes covered in blankets of hair much like fur across their chests, upper backs, and shoulders as well as their forearms and calves. Clothes are a new and interesting concept to them but they understand that modesty is important to other species. Men are usually taller and heavier than women. They achieve maturity at about the age of 25 and often live beyond 200. They have no noses or even sinus cavities so their voices are similar to that of a human with a stuffy nose.

Home Worlds: White Rock, the Dee home world, has an extreme elliptical orbit that reaches the far edges of the habitable ring of their star. At the outer reach of its orbit, the whole planet freezes, and at the inner extreme it gets so hot that the ice caps melt. When the first human prospectors arrived the planet was frozen, so they called it White Rock. The migratory Dee, who were gathered around the equator for

Dee Species Traits:



Ability Modifiers: +2 Constitution, +2 Charisma, -2 Wisdom. Dee are immune to most environments and inhabit every climate possible. While they understand little of how the universe works on a social level, their natural optimism and cheerful attitudes make them somewhat charismatic.
Medium Size: Dee have no special bonuses or penalties due to their size.
Speed: Dee base speed is 30 feet.
Climate Immunity: Dee are hardy folk that have developed immunity to extreme temperatures and do not suffer from dehydration or hypothermia. They can feel heat and cold from the environment but it never causes them pain or discomfort.
Curious Nature: A Dee character chooses one additional skill point for every Term of Service that can be placed on any skill that does not yet have a skill point dedicated to it.
Environmental Tenacity: Dee have a knack for living in the harshest climates. They gain a bonus of +2 to Natural Sciences.
Highly Sensitive: Dee often wear gloves and shoes to insulate their hands and feet from tactile sensation. Their sense of touch is so sensitive that they can read the raised letters of printed ink on paper. But the sensitivity is connected directly to their pleasure centers and can cause them to be distracted or worse. They get a +4 bonus to Perception checks involving the sense of touch.
Automatic Languages: Dee, Galactic Trade



the cold season, were so amused by what the Humans called the world that they kept it and refer to it that way when speaking to other races.

Languages: Dee speak, read, and write "the language" (other species call it Dee) as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them. In their own language, Dee means people. Dur Dee means "other people". Their name for their home planet translates as "The World".

Dee names consist of one or more personal names. They often associate with groups and organizations that involve or even replace their birth family, so the need for a family name is not as significant as their personal names. However it is not unheard of for someone to include their family or organization name along with their personal name. The names are simple and usually no more than one or two syllables long. They rarely used double consonants or vowels.



For example: Keiran Poul (Keiran Poul of Omni-Corp is an example of a Dee using a group or family name).

DEURGISH

Deurgish are obsessed with technology and warfare. As a race they have invented almost all of the greatest machines of modern war and produce most of them as well. Their innovations are prized by all the other species in the galaxy.

The Deurgish had been traveling the galaxy for centuries before they encountered Humans, who had just begun to explore space. They studied and improved on Human technology and won an ally immediately. The Shar-Nithian Lords grant the Deurgish preferential treatment and feed their egos, and the Deurgish supply the nobles with the great machines of war.

Personality: To say that the Deurgish are proud and sometimes arrogant is an understatement. They take their honor very seriously and do not suffer insults. The quick –tempered Deurgish have many enemies and they like it that way. But war also breeds camaraderie and a friend of a Deurgish is a friend for life. Despite their touchy egos, the Deurgish possess the wisdom of an ancient species, cultivated through battles won and lost throughout their long history.

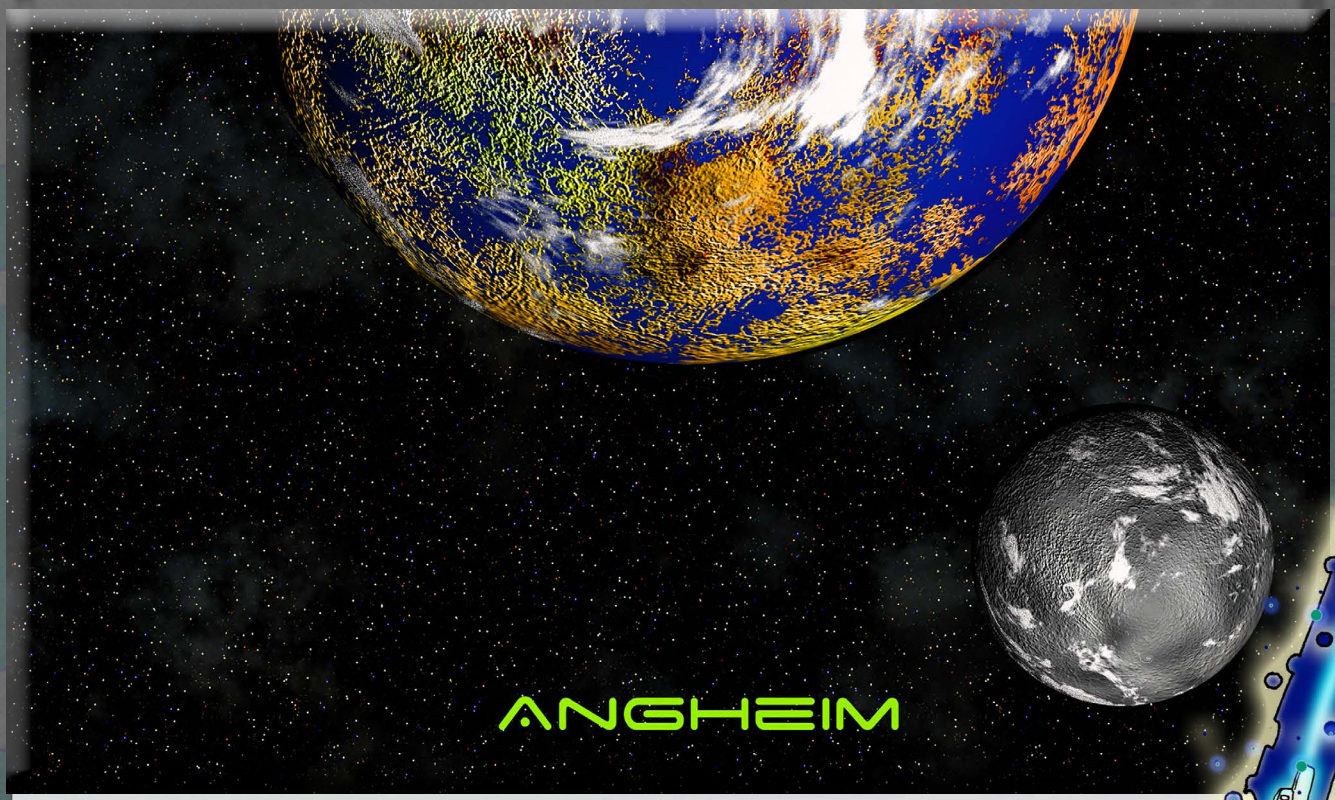
Physical Description: Deurgish average about 4' tall for both males and females. Skin shades run from ruddy tan to very pale, hair from black to red to blond. Men are not necessarily taller and heavier than women, both are stocky and sturdy folk with broad shoulders and thick muscles. Deurgish achieve maturity about the age of 18 and live beyond 500.

Home Worlds: Deurgish founded many of the human colonies scattered all across the galaxy and may be found in all of the human-dominated worlds. These include Augustyn, Blackmoor, Brandenburg,

Deurgish Species Traits:

Ability Modifiers: +2 Strength, +2 Constitution, and -2 Charisma. Deurgish are strong and hardy folk but have problems dealing with others who do not immediately recognize their status as the greatest engineers in the galaxy.
Medium Size: Deurgish have no special bonuses or penalties due to their size.
Speed: Deurgish base speed is 30 feet.
Bonus Trained Skills: Deurgish gain a bonus of one skill point in either Engineering or Programming for each term of service.
Natural Engineers: Deurgish gain a bonus of +2 to Engineering and Programming.
Stubborn Soul: Deurgish gain a +4 species bonus to any of their saves when they are resisting the effects of a Psyche Talent.
Armor Training: The Deurgish are natural armor warriors and therefore gain the feats Armor Proficiency (light, medium, & heavy). They do not suffer a penalty from armor to their Defense when wearing armor.
Automatic Languages: High Deur, Common Gish, Galactic Trade





ANGHEIM

Denwarren, Ekimus, Glendarrow, High Forge, Shar, Nithia, and Waycross. Angheim is the true home world where the Deurgish thrived before encountering the Humans. Angheim is often referred to as the Forge World as it is the center of all engineering in the known worlds.

Languages: Deurgish speak, read, and write the language of High Deur and Common Gish as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Deurgish names consist of personal names, glory names, and clan names. Personal names tend to be similar to one of their parents, such as Durin son of Murin. Glory names are associated with some personal feat of strength, craftsmanship, or prowess, such as Bright Axe. Clan names are taken from either the clan in which a Deurgish is born or has joined through marriage or other oath of loyalty.

For example: Durin Bright Axe of Clan Silverwolf.



DOREK

Dorek perceive the Psyche as a deity that communicates to them through mathematics and machines. From this understanding the Dorek have developed a society based on the concept of God and the universe as a great living machine. They believe that embracing and understanding the cosmic machine is the path to enlightenment and closeness to God. The Dorek have developed the most advanced forms of bio-technology and cybernetic enhancements in the galaxy.

Two factions have developed in Dorek society. One faction embraces the dogma of the Church of the Psyche and the other faction struggles against it. The faction that supports the Church controls the tide of society and sways their opinions on everything from daily rituals to government policy. They have also developed the most advanced form of bio-technology in the galaxy and have used it to bridge the gap between flesh and metal.

It is common for members of the Church to carry cybernetic enhancements. Those with the True Faith feat may have many such enhancements. There are two types of Psyche users in the Church: the Priests and the Paladins.

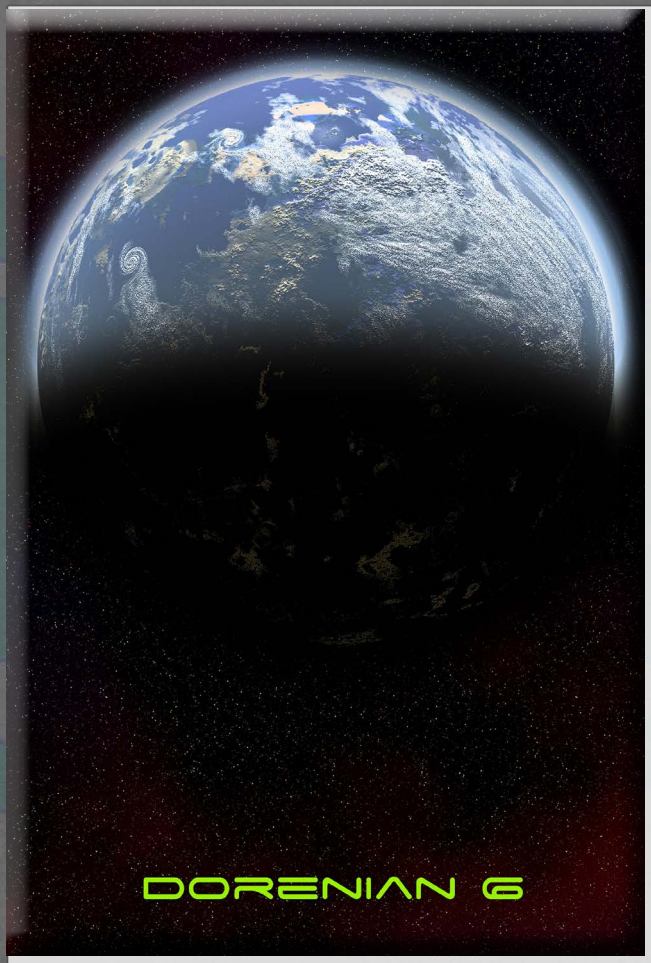
Priests have cybernetic enhancements to help them understand and control the world around them. Rarely are these enhancements intended for personal combat. Most are suited for mass battlefield combat or support of a small arms tactical squad.

Paladins are built for battle. Every cybernetic enhancement is designed specifically to increase their personal offensive and defensive combat abilities. They are the front line of the Church and their devotion often borders on the fanatic and disturbing.

Dorek Species Traits:

Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Wisdom.
Dorek are small and agile but remarkably strong for their size. They prize knowledge and comprehension over understanding and wit and often repeat their mistakes.
Small Size: Dorek have a +1bonus to the Combat Base Skill and to Defense due to their size.
Speed: Dorek base speed is 20 feet.
Fanatic Technicians: Dorek gain a bonus of +1 to their Technical base skill.
Cyber-Faith: Dorek may take the feats Psyche Sensitivity and Cyborg.
Bonus Feat: (Paladin Only) Paladins gain the Feat Two-Weapon Proficiency and Two-Weapon Defense.
Bonus Feat: (Priest Only) Priests gain the Feats Craft Psyche Arms and Armor and True Faith.
Bonus Feat: (Rebel Only) Rebels gain the Feat Improved Initiative and Evasion.
Automatic Languages: Doren, Galactic Trade





Physical Description: Dorek average about 3'3" tall for males and 3'6" tall for females. Skin shades run from deep purple to very pale pink, hair from black to blond. Women are usually taller and heavier than men. Dorek achieve maturity about the age of 13 and rarely live beyond 80. They have no noses but their sinus cavities connect to their mouths at the back of the throat and just behind their upper teeth.

Home Worlds: There are 27 planets in the Dorenian System. The primary home world is Dorenian 6. The Dorek home world is filled with lush vegetation. The climate ranges from tropical to temperate. There are no polar ice caps and most water is found underground. When it does surface, water explodes in geysers and small, turbulent rivers, lakes, and seas. There are no surface oceans.

Languages: Dorek speak, read, and write the Doren as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

The other faction in Dorek society opposes the Church and its teachings. These Dorek believe technology to be mundane and not connected to the Psyche at all. These "Rebels" try to show the Dorek mob that living organisms are already close to God, and that the holy ones are naturally sensitive to the Psyche. They are no less fanatical or faithful than the other faction; they just have a different creed. This faction is not hunted or outlawed unless they break the law. Mostly they are pitied and ridiculed.

Personality: Dorek personality runs from one extreme to the other. They are passionate about the things that interest them and loyal to their ideals in an almost single-minded way. Though, if between obsessions, they are highly agreeable to consider new ideas.

Dorek names consist of a mixture of alphabetical personal names and mathematical equations as well as an association name that suggests an alignment to a group, family, or ideal. The association name may fall in the front or rear of the naming convention.

Most rebels remove the mathematical equation from their name and show no association as a sign of their disassociation with the norms of Dorek society.

For example: Paladin Makk32 (Paladin signifies their association with the religious military organization of the culture)

ILLITHIAN

Illithian are considered dangerous by other races. Naturally sensitive to the Psyche, they have developed amazing mental powers, and their culture and society have grown around these abilities. The truly alien-looking Illithian appear monstrous to most humans and many of the other Species.

Illithian hail from the planet Ekimus in the Ash system. When Humans first arrived on Ekimus they called it Ash 4. Of the five planets orbiting its red giant star, it was the only one that wasn't a blasted and baked world covered in storms of ash and dust. Ekimus is a wet, boggy world of swamps, fens, and moors. There are very few areas of dry land or deep ocean.

The Illithian have never pursued advanced technology. Instead they have developed their understanding of the mind and the Psyche beyond the advancements of the Shar-Nithian. Psyche practice is just a way of life for them.

Personality: Illithian personality centers on the concepts of strategic manipulation and the exploitation of opportunities to gain tactical advantage. This is true no matter the situation and is not offensive or rude to the Illithian. They are flexible and ambitious in their ways, but somewhat rigid in their tastes, morals, customs, and habits. Change is difficult to predict and manipulate.

Physical Description: Illithian average about 6'6" tall for males and 6'8" tall for females. Skin shades run from black to red-purple to deep greens to very pale grey. They have no hair.

Women are usually taller and heavier than men. Illithian achieve maturity about the age of 30 and often live beyond 1000.

Ilithian Species Traits:

Ability Modifiers: +2 Constitution, +2 Wisdom, -2 Intelligence. Illithian are a sturdy species that have developed their ability to understand the ways of the mind and society but they do not care for the practices of exploration and discovery of much else.
Medium Size: Illithian have no special bonuses or penalties due to their size.
Speed: Illithian base speed is 30 feet. They have a swim speed of 40 feet.
Breathe Underwater: As amphibious creatures, Illithian cannot drown in water.
Expert Swimmer: Illithian gain a bonus of +4 to Athletics when they are swimming.
Low-Light Vision: Illithian ignore concealment (but not total concealment) from darkness.
Bonus Feat: Illithian gain the Feat Psyche Sensitivity.
Natural Psyche: Illithian gain a bonus of +1 Mind points per term of service.
Powerful Mind: Illithian gain the effects of the trait Strong Psyche for spending a Mind Point when it concerns any "mental" Psyche Power. This increases to D12 if the Illithian purchases the Feat Strong Psyche.
Automatic Languages: Deep Undel, Galactic Trade





Home Worlds: Ekimus, with its vast, continent-spanning swamps, is considered a uncomfortable planet. The vegetation is thick and protects animal life from the harsh, almost constant rainstorms that drench the planet.

Languages: Illithian speak, read, and write Deep Undel. They understand, read, and write the Galactic Trade language but cannot speak it. They can learn any other language but are not physically capable of speaking any of them.

Illithian names consist of nearly unintelligible guttural noises and most need multiple hyphens and apostrophes to recreate these noises when writing them. The name consists of a family name and one or more personal names, but are all strung together into a single sounding word. The tone and inflection of the name as it is spoken is as important as its spelling. Often Illithians will adopt a "nickname" that is easier to pronounce for the other species of the galaxy.

For example: Brrr'teeeg-grouf'giennd would be the proper Illithian name, though his human friends may know him as Bill.



K'RIKK'T

K'rikk'T come from the Hive Worlds of K'rikk'T. The Stazen star system has seven planets, and all are within the habitable ring of the system. The K'rikk'T inhabit all of these. Each of the small planets is dominated by an extreme climate type and the crust of the planets is riddled with holes, tunnels, and caverns. The K'rikk'T are evolved from a specific type of giant insect native to all seven worlds.

After developing the technology for space travel, the K'rikk'T of M'ard'R set out to explore the Six Sisters, which is what they called the moons that appeared in the sky at random times through the cycle of years. Arriving on the planet G'rund'L they discovered that it was not a moon but a planet populated by a race of people similar to themselves.

The natives of G'rund'L were only slightly less technologically advanced. After many misunderstandings, the two races embraced each other as cousins and began to share their cultures. Together they explored the other "Sisters" and found that all of them were inhabited. Now all the people of the system share a governing council of representatives from each world. This is how the Humans found them.

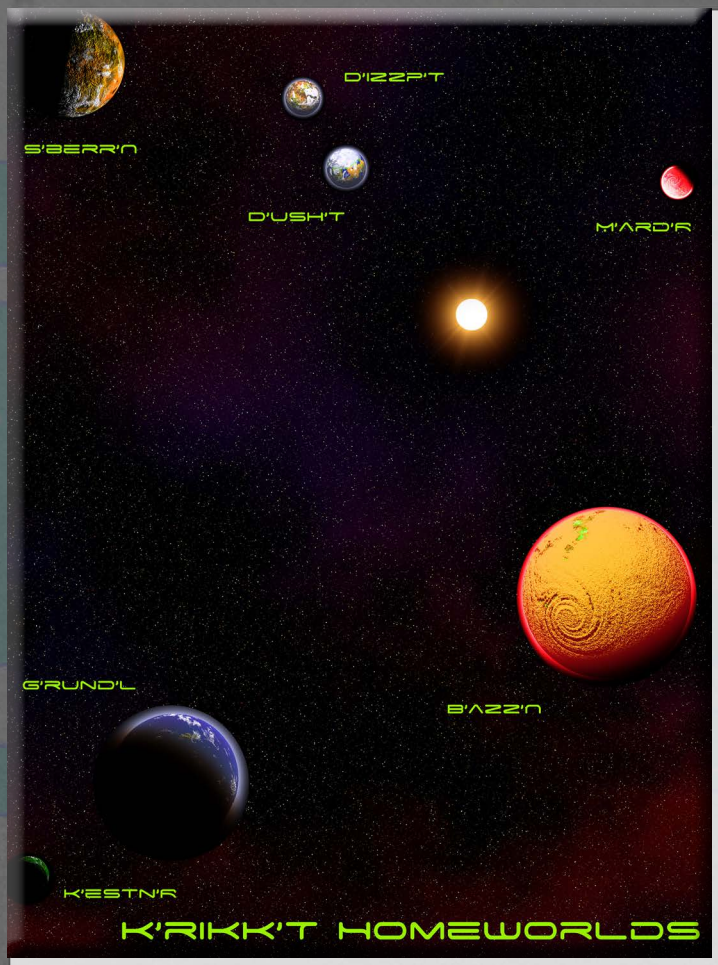
The K'rikk'T gladly joined the Galactic Federation of Humanity, and the Shar-Nithian Lords shared their technology and knowledge of the Psyche. The K'rikk'T consider the GFH. to be a larger hive and are glad to be a part of it, though the other Species are really hard to communicate with as they only use words.

Personality: K'rikk'T have a strict and complex matriarchal society. They are willing to work hard and take risks for

K'rikk'T Species Traits:

Ability Modifiers: +2 Strength, +2 Intelligence, -2 Charisma. K'rikk'T are naturally strong due to their structure and analytical in nature. They do have difficulties dealing with other species on a personal level.
Medium Size: K'rikk'T have no special bonuses or penalties due to their size.
Speed: K'rikk'T base speed is 30 feet.
Natural Climbers: K'rikk'T have a Climb speed of 30 feet and may always take 10 with the Climb skill even under stressful conditions.
Superior Genetics: K'rikk'T gain a +2 species bonus to their Toughness, Fortitude, Reflex, and Will saves.
Intuitive Initiative: K'rikk'T may choose to reroll any Initiative check and take the best roll. K'rikk'T reaction speed is superior to that of most other species.
Environmental Familiarity: K'rikk'T gain a bonus of +4 Natural Sciences if they are in a climate similar to their home world.
Automatic Languages: K'liik'T, Galactic Trade





the better of the hive. They are rigid and unchanging in their tastes, morals, customs, and habits.

Physical Description: K'rikk'T average about 5' tall. Skin shades run from dark to very pale but the color is usually dictated by the planet on which they were born. Even if their parents are of different colors, all children born on a specific planet are born the color associated with that planet.

K'rikk'T from D'ush'T are red, B'azz'N are green, G'rund'L are yellow, K'estn'R are silver, M'ard'R are brown, S'berr'N are blue, and D'izzp'T are white. They have no hair. Women and men are usually of similar size. K'rikk'T achieve maturity about the age of 2 and rarely live beyond 50.

Home Worlds: K'rikk'T inhabit all seven planets in the Stazen system. The planet closest to S'taz'N (the blue dwarf star) is a dry, hot, desert world called D'ush'T. The second planet is a humid tropical world of giant vegetation called B'azz'N. The third planet is sub-tropical world of steppes, plains, and shallow seas called G'rund'L. The fourth planet is a water world of vast and deep oceans with little land above water, called K'estn'R. The fifth planet is a temperate world of rolling hills, lush forests, and small mountain ranges (a veritable paradise) called M'ard'R. The sixth planet is a cold planet of tundra, ice seas, and high mountain ranges called S'berr'N. The seventh planet is a frozen planet of ice covered ocean, glaciers, and massive mountain ranges called D'izzp'T.

Languages: K'rikk'T speak, read, and write K'liik'T as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

K'rikk'T names follow the convention of a consonant followed by a clicking sound, followed by a personal name, followed by a clicking sound, finally followed by another consonant. The two consonants represent the world and hive of the K'rikk'T and come before and after the personal name respectively.

Clicking sounds are denoted with an apostrophe, and double vowels are more whistled than pronounced. This is difficult for most species other than the K'rikk'T to pronounce properly, therefore "nicknames" are common when dealing with other species on a regular basis.

For example: M'raan'T is from the planet M'ard'R and their hive is denoted with the letter T.

KOROL

The Korol are a highly spiritual species. They live by a philosophy of balance and revere the wholeness of the universe, even when it includes things usually considered negative. The primary concern of most Korol is the achievement of balance within them. The Korol understand the dichotomy that exists in the foundation of the universe and can find harmony in the most hostile of places. This makes them appear very calm and focused. Those Korol who are Psyche Sensitive have developed their own interpretation of the Psyche.

Masters of armored warfare, Sabek warriors use the Psyche to enhance their armor and combat abilities while wearing armor. Their harmonious nature also allows them to charm and use normally dangerous animals in combat. The Sabek Dragon Riders are the most feared cavalry on Korollia Prime.

Personality: Korol tend to be subdued for the most part, though some members of this species can be as passionate as any other race. They are understanding, tolerant, and accepting of new and alien ideas which makes them quite diverse in their tastes, morals, customs, and habits.

Physical Description: The Korol average about 5'3" tall for males and 5' tall for females. Skin shades run from caramel to very pale olive, hair from black to dark reds. Korol achieve maturity about the age of 12 and rarely live beyond 100.

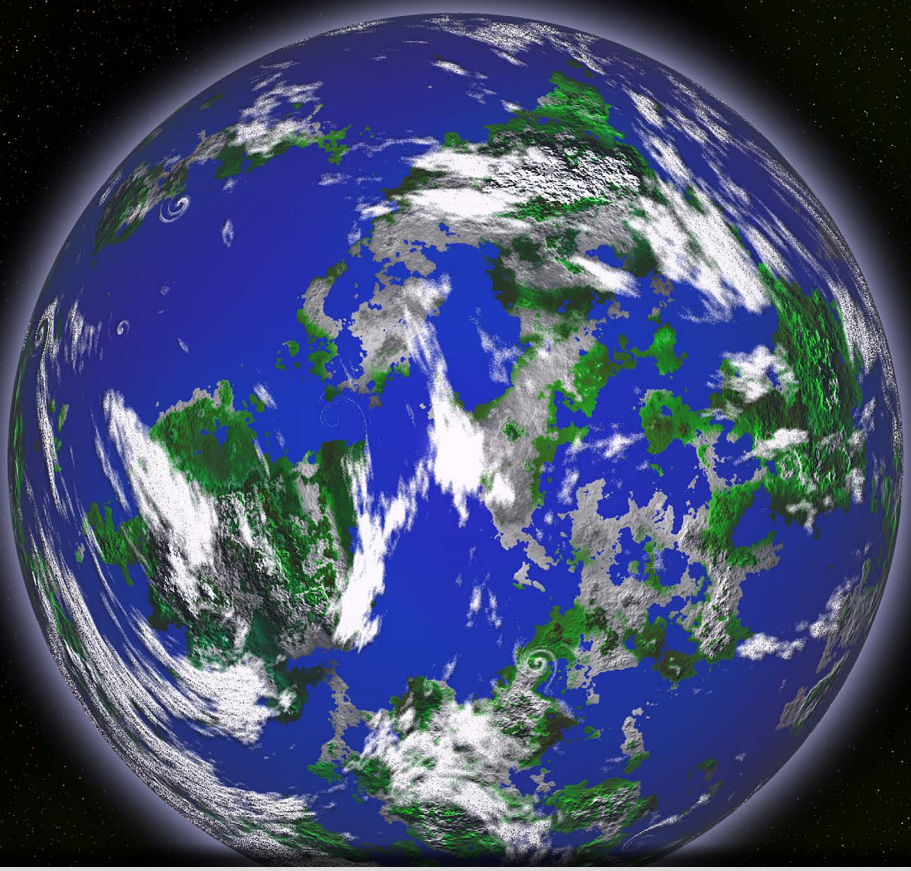
Home Worlds: Korollia Prime is large and brimming with strange and primitive life. Developing the wilderness in specific, strategic areas has kept the Korol in harmony with the nature of their lush and beautiful world. Every possible climate is represented here and the Korol have communities in each of them.

Korol Species Traits:

Ability Modifiers: +2 to Wisdom, +2 Charisma, -2 Intelligence. Though obsessed with balance and living a life in harmony with his environment a Korol has left little time developing his analytical mind.
Medium Size: The Korol have no special bonuses or penalties due to size.
Speed: Korol base speed is 30 feet.
Bonus Trained Skill: The Korol are focused and accomplished at many tasks. A Korol character gains an additional skill point for each term of service that may be placed wherever the character chooses.
Gifts from Within: The Korol live in such harmony with the world it finds it difficult to harm them. A Korol character gains a bonus of +1 to their Defense and Saves for every term of service.
Psyche Sorcery: The Korol gains a bonus of their Wisdom modifier to one Psyche skill.
Animal Ken: The Korol gain a bonus of +4 to Psyche skill rolls when dealing with animals. They may also use mental Psyche Talents on animals even though the animal does not understand language.
Armor Attunement: The Korol gain the feats Armor Proficiency (All). They also gain qualities to any armor that they are wearing as if they had 2 mind points per term of service in a psi-stone. To attune with a suit of armor, the Korol must wear it for an hour. Attuning to a suit of armor removes a Korol's attunement to any other armor to which the Korol was previously attuned.
Automatic Languages: Korol, Galactic Trade



KOROLLIA PRIME



Languages: The Korol speak, read, and write the Korollian language with hundreds of dialects as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Korol names consist of personal names and either an achievement of note or an association with a bloodline. The names are lyrical in nature, flowing easily when spoken.

For example: Torule Dragontamer (The achievement of taming dragons for riding is noted after their personal name) or Torule Berrol (with Berrol being the bloodline, family or clan, in which the Korol was born).



OA' F'REET

Oa'F'Reet may be found everywhere in the galaxy. Natural curiosity keeps this species always on the move, seeking new discoveries beyond every horizon. They make the best explorers and trailblazers but they establish very few colonies. They have been traveling hyperspace for millennia and secretly visiting the other Species as they developed. It was an impatient Oa'F'Reet who gave Humans the necessary computations and technology for hyper-space travel.

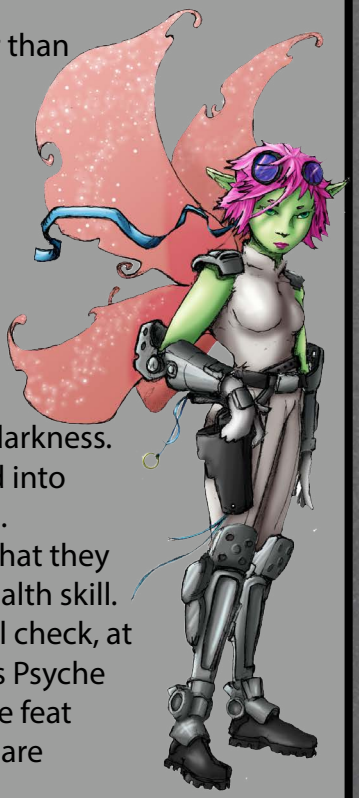
Personality: Oa'F'Reet personality runs the gamut of possibilities, but curiosity rules the day. This and their natural maternal and protective instincts make them superb meddlers. They are inquisitive and excitable which make them diverse in their tastes, morals, customs, and habits.

Physical Description: Oa'F'Reet average about 3'6" tall for males and 3' tall for females. Skin shades run from black to white and all colors of the spectrum, hair is usually fair but may be any color that exists. They have gossamer wings sprouting from their backs and can fly so long as they do not lose them. Oa'F'Reet achieve maturity about the age of 1 and easily live for thousands of years.

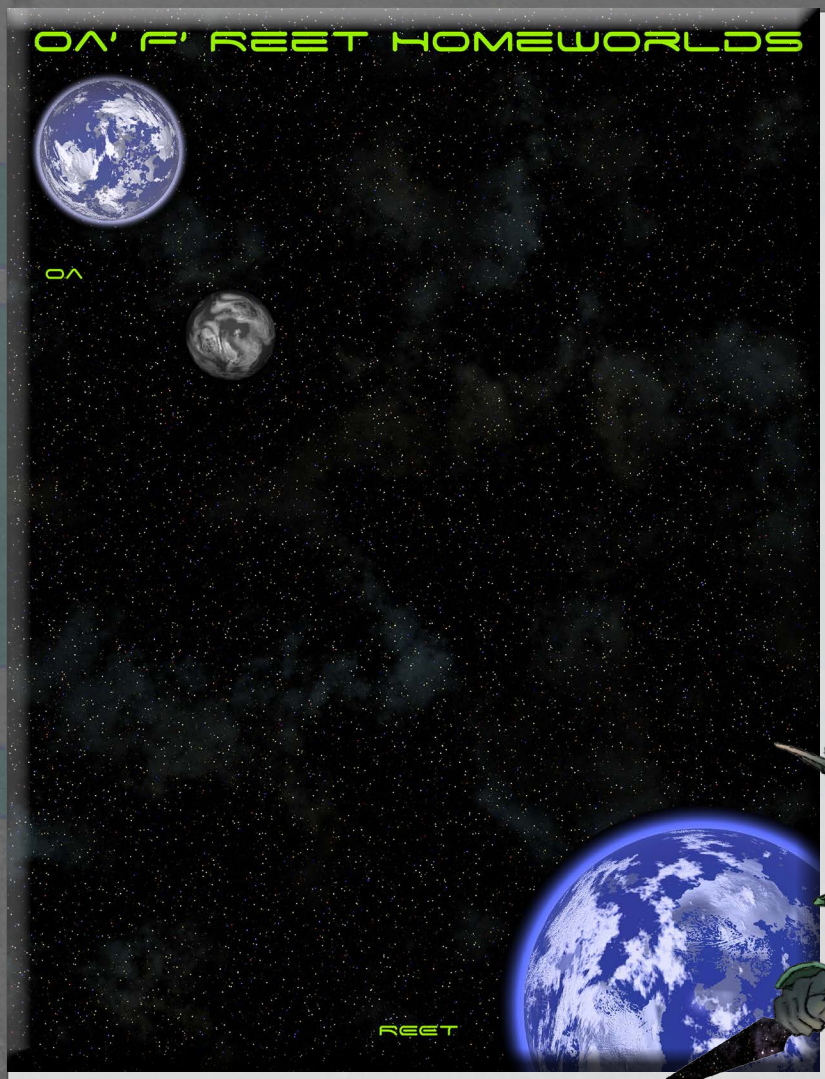
Home Worlds: Most Oa'F'Reet haven't seen their home world, Oa, in centuries, and some have never seen it at all. It is a beautiful small world of lush vegetation and beautiful landscapes. It is the only planet that orbits its blue star. It has one moon, Reet, which is actually a smaller planetoid with its own atmosphere and flora and fauna. Many Oa'F'Reet still live there, although they can be found all over the galaxy.

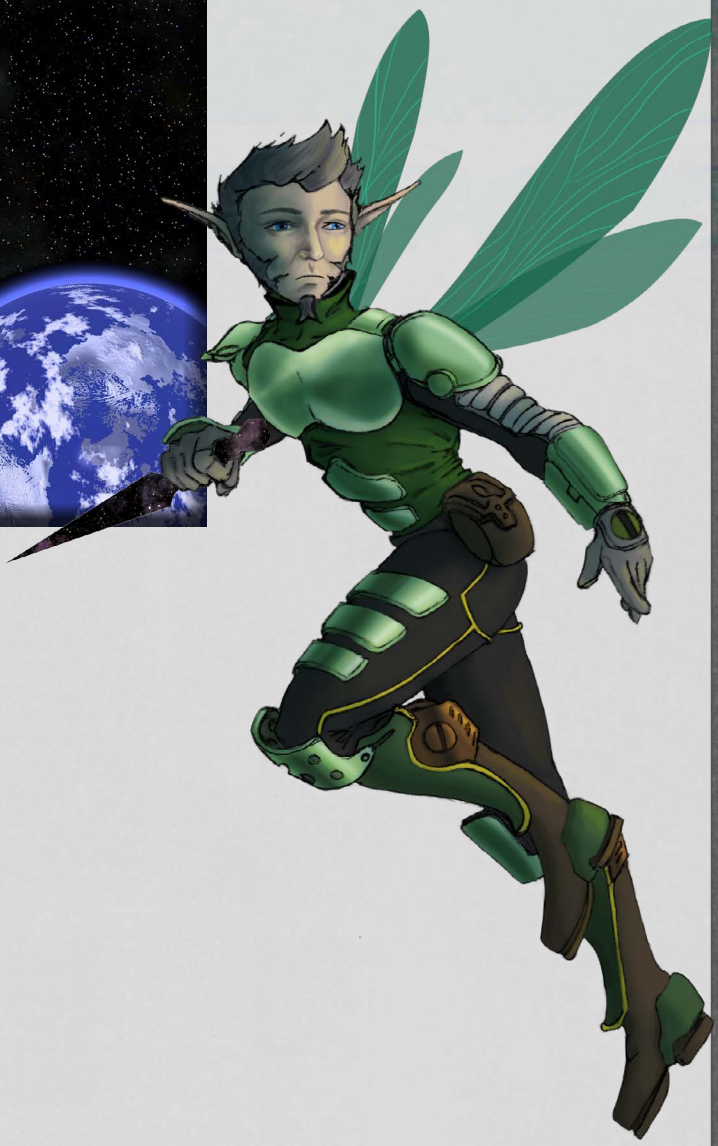
Languages: Oa'F'Reet speak, read, and write Oan and the languages of their

Oa'F'Reet Species Traits:



Ability Modifiers: +1 to each ability. Oa'F'Reet are in fact slightly better than average in all things.
Small Size: Oa'F'Reet have a +1bonus to the Combat Base Skill and to Defense due to their size.
Speed: Oa'F'Reet base speed is 30 feet.
Bonus Trained Skill: Oa'F'Reet are versatile and accomplished at many tasks. An Oa'F'Reet character gains one Skill point for every term of service that may be placed anywhere the character wants.
Bonus Feat: Oa'F'Reet gain one bonus Feat at character creation.
World Sight: Oa'F'Reet have the ability to see in the ultra-violet spectrumof light and therefore can see clearly at night but not in total darkness.
What's That?: Oa'F'Reet are so curious that their senses have developed into very acute instruments. They gain a bonus of +2 to their Perception skill.
Unnoticed: Oa'F'Reet have developed an ability to observe unnoticed that they are difficult to spot when they hide. They gain a bonus of +2 to their Stealth skill.
Gossamer Wings: They may use the Psyche Talent Fly, an Alteration skill check, at will without the expenditure of Mind points or even the ability to access Psyche Talents. This is a natural ability of the Oa'F'Reet and they do not need the feat Psyche Sensitivity to do this. If they lose their wings for any reason they are unable to use this ability.
Automatic Languages: Oan, Adopted World, Galactic Trade





adopted planets as well as the Galactic Trade language. They can learn any other language and have the uncanny ability to speak them all.

Oa'F'Reet names consist of personal names and any other name the Oa'F'Reet wishes to attach to their personal name. These additional names may come from other cultures that interest the Oa'F'Reet or places they enjoy visiting, to a particular activity they enjoy or food they may often eat. These additional names may change as the Oa'F'Reet travels from one location to another, and they may be known by many of these names.

For example: Patunia Pots, Pok Pickles or Rom Legion.

ONIGRIMM

Onigrimm are conquerors and slavers. They rule the vast number of planets they've captured with an iron hand. Loving nothing more than a chance to test their mettle, they are actually pleased when their slaves rise up against them. That just means the Onigrimm have a chance to conquer them again.

When the Onigrimm encountered the Galactic Federation of Humanity for the first time, they lost. This amused them to no end. They continuously attack and harass the GFH and their vassals in feeble attempts to dominate them. Some Onigrimm have joined the GFH for the joy of sharing their conquests.

The fact that the GFH has conquered the Onigrimm again and again just makes the Onigrimm respect the GFH more. The GFH allow the Onigrimm to keep their previous conquests for reasons unknown to any but the Dark King. It was his proclamation that forbade the Galactic Federation of Humanity from taking those planets.

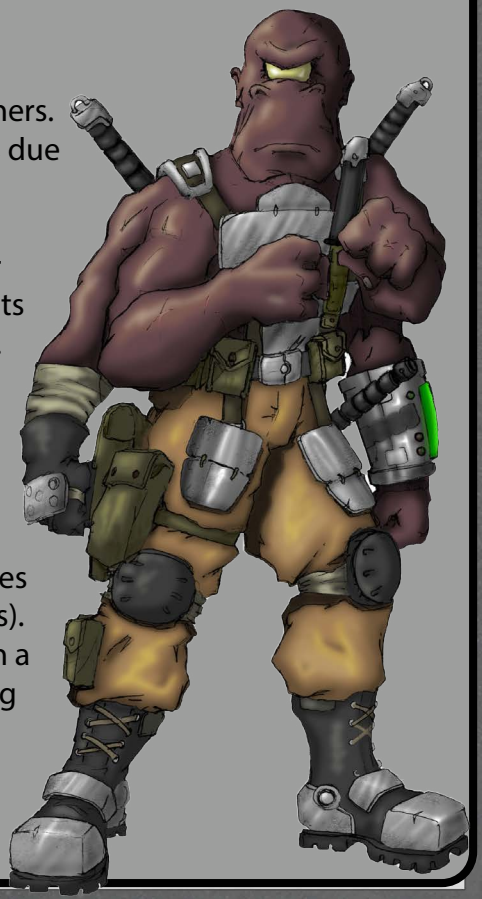
Personality: Onigrimm personality focuses around prowess and domination. They are inflexible and highly ambitious but seemingly trapped in their archaic tastes, morals, customs, and habits.

Physical Description: Onigrimm average about 6' tall for males and 5'8" tall for females. Skin shades run from nearly black to blood red, hair from black to white. Onigrimm achieve maturity about the age of 10 but rarely live beyond 50.

Onigrimm have multiple arms. If they are right handed they will have two arms on their right side and three arms on their left side. This shows that they are weak on their

Onigrimm Species Traits:

Ability Modifiers: +2 Strength, +2 Dexterity, -2 Charisma. Onigrimm are agile and strong but not too concerned with others.
Medium Size: Onigrimm have no special bonuses or penalties due to their size.
Speed: Onigrimm base speed is 30 feet.
Accelerated Healing: The true power of the Onigrimm is their recuperative abilities. An Onigrimm heals a number of hit points equal to 1 + Constitution Modifier (minimum of 1) each round. This is exactly the same as the monster ability Fast Healing.
Multi-Tasker: Due to their multiple arms, Onigrimm naturally split their concentration towards more than one task at a time and gain the feats Two-Weapon Fighting, and Two-Weapon Defense.
Predator Senses: An Onigrimm has low-light vision and ignores Concealment penalties due to darkness (but not total darkness). Also, they have the ability to identify things by smell. They gain a bonus of +4 to the skill Natural Sciences when they are tracking something by smell and to the skill Perception when trying to locate or identify something with their sense of smell.
Automatic Languages: Jo, Home World, Galactic Trade





JOMAN

ONIGRIM HOMEWORLD

left side and therefore need more arms to keep up with their right side. The opposite is true if they are left handed. An ambidextrous Onigrimm will have only two arms on each side. Onigrimm have broad heads with hair sprouting from the crown, back and sides. They may grow facial hair but not all choose to do so. Their noses are broad and flat and close to their eyes. Their mouths are wide and slightly simian. Their pupil-less eyes reflect light.

Home Worlds: Joman is the name of the planet that birthed the Onigrimm. It is a water world covered in large island nations all along its equator and up through the temperate climates. No one lives in the frozen seas.

Languages: Onigrimm speak, read, and write the Jo Language as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Onigrimm names consist of a family name and personal name. Often a rank or title precedes the family name and a war band or army name may follow the personal name. These additional names are optional and may not be used if the Onigrimm so desires.

Personal names are usually strong, impressive, or intimidating while family names are austere and inspiring of respect.

For example: Warlord Turoka Juras of the Seven Fingers Company (Warlord is the title, Turoka is the family name, Juras is the personal name, and the Seven Fingers Company is the war band name).

SIOMHAEN

These intelligent bipedal felines are native to the Trillian system. SiomHaen were almost unknown prior to recent battles near that system between two Dukes of the Galactic Federation of Humanity. Quite a few ships crashed on the surface of their planet, Trill. The SiomHaen, who were advancing into the industrial age, recovered some of the remains of the ships and figured out how they worked. The ingenious and inventive SiomHaen engineers were able to create starships from the wreckage and explore space with mixed results.

Finally one ship, The Lady, and her captain, Domino Blackthorne, made it into hyper-space and encountered the Shar-Nithian Lords. It was a while before the Shar-Nithian Lord who made initial contact with them realized that the SiomHaen were using components from UDF fighters to power their ship. He labeled them thieves and scavengers and tried to prosecute them. However The Lady and her crew escaped the Shar-Nithian and went elsewhere, exploring the galaxy.

The stories of The Lady and her crew eventually made it back to Trillian and became the most celebrated legends on the planet. The Captain sent the stories back home but the ship and crew did not return. Since the stories were first introduced, many SiomHaen have aspired to explore the galaxy like the great captain and her unsinkable ship, The Lady.

Most of the SiomHaen encountered off their home world will be explorers and adventurers looking for glory, excitement, and true adventure.

Personality: SiomHaen tend to be curious, superstitious, and courageous, though they

SiomHaen Species Traits:

Ability Modifiers: +2 to Dexterity, +2 to Intelligence, -2 to Constitution. SiomHaen are curious and dexterous creatures but the temperate climate of their world does not make them as hardy as other Species. It's just too comfortable.
Medium Size: SiomHaen have no special bonuses or penalties due to their size.
Speed: SiomHaen base speed is 40 feet.
Scent: SiomHaen have a keen sense of smell. At close range (within 50 feet or 10 squares), SiomHaen ignore Concealment and cover for purposes of Perception checks, and they take no penalty from poor visibility when tracking.
Sneaky: A SiomHaen gains a bonus of +2 to the skill Stealth.
Survivors: A SiomHaen gains a bonus of +2 to the skill Natural Sciences.
Irresistible: Something about the SiomHaen make it difficult to resist their desires and intentions. A SiomHaen gains a +2 bonus to their Communication skill.
Automatic Languages: Flanish, Galactic Trade





can be initially cautious and wary around things that are strange and new to them.

Physical Description: SiomHaen average about 5'10" tall for males and 6' tall for females. Their fur color and pattern varies widely. Women are often taller and heavier than men. SiomHaen achieve maturity about the age of 7 and rarely live beyond 80.

Home Worlds: Trill is a medium-sized planet, the fifth of thirteen orbiting a yellow star. Trill has a mostly temperate climate with mild summers and cool winters everywhere but its poles and equator. At the poles it is harsh winter sand no summers and the equator has hot summers and mild winters.

Languages: SiomHaen speak, read, and write Flanish (with hundreds of dialects) as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them. The SiomHaen have given names and clan names. There are some instances in which there are family names within each clan, but these are infrequent. This normally occurs within the larger clans as somewhere along the line one clan managed to absorb another. Clan names are attached to the given or family name by an apostrophe. The conjoined name is then considered one name.

For example: Rae'Tal (Given name'Clan name) or Rae Sin'Tal (Given name, Family name'Clan name).

TRANSHUMAN

TransHumans were born when the Dark King commissioned the Dorek to create for him the perfect Human soldier. Manipulating the genetic structure and sequencing of Human DNA, the Dorek succeeded in advancing a more efficient use of biological functions in Humans. Unfortunately for the subjects, the process also weakened the overall organism in some ways, leaving them highly susceptible to the powers of the Psyche.

Because of this trait, The Dark King filled his personal guard and forces with these advanced Humans. Now the bulk of the Royal Guard consists of TransHumans in Legion Armor. Since the death of the Dark King they have served the Archduke and his court.

Personality: TransHuman personality is basically Human. Much like Humans they are flexible and ambitious, diverse in their tastes, morals, customs, and habits. They are often less emotional than ordinary Humans and more likely to take personal risks to get a job done.

Physical Description: TransHumans average about 5'10" tall for males and 5'8" for females. Skin shades run from nearly black to very pale, hair from black to blond. TransHumans achieve maturity about the age of 5 and can live beyond 100, but rarely do.

Home Worlds: TransHumans are bred and created in a mobile deep space medical station once controlled directly by the Dark King. Now self-sufficiant, it is manned by TransHumans only and all non-TransHumans that originally created it are dead. Only

Transhuman Species Traits:

Ability Modifiers: +2 to five abilities, +5 to one ability. TransHumans are highly adaptable to their environment and inhabit every climate possible.
Medium Size: TransHumans have no special bonuses or penalties due to their size.
Speed: TransHuman base speed is 40 feet.
Advanced Defense: TransHumans are versatile and adaptable to almost any environment. A TransHuman gains a +1 bonus to Defense and all Saves per terms of service.
Aggressive Genes: TransHumans were created to be soldiers and therefore have a bonus of +1 to their Combat and Firearm base skills.
Invulnerability: TransHumans gain a DR10/Psyche.
Unnatural Healing: TransHumans heal twice as fast naturally but half as fast through Psyche powers.
Psyche Vulnerability: They may use only half of their Save bonus while resisting a Psyche Talent. Additionally, Psyche Talents that would produce detrimental effects automatically doubles the effect and duration.
Weak in the Psyche: They may purchase the Feat Psyche Sensitivity but uses a d4 instead of a d6 when using psyche talents. Purchasing the trait Strong Psyche will negate this weakness. Also, beneficial talents infer only half of their bonuses or effects to a TransHuman.
Automatic Languages: Galactic Trade



select TransHuman Officers and formerly the Dark King know its exact location.

Languages: TransHumans speak, read, and write the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

TransHumans are assigned a name at their creation, which run the gauntlet of typical human names. They are often plain and unassuming as creativity is not a trait that is encouraged by the overseers.

It is not uncommon for a TransHuman to choose a different name later in life. Those that are created within a series may have a designation that can suffice for a last name. An example of a series designation would be 97T-S478.

For example: Todd 97T-S478 or Todd 97 for short.

TUATHEAN

The Tuathean are an early space-faring race. They hail from many worlds and have been space-farers for so long that they define themselves and each other according to their colony of origin. These tall, thin humanoids include a variety of distinct sub-species, but are all instantly recognizable by their long, pointed ears.

Sly, calculating beings, Tuathean prefer to avoid trouble and stick to the shadows until an opportunity to act without undue personal danger presents itself. They are not cowards per se, but they have a healthy respect for fatal situations.

Much of this is attributed to their long lives. It is believed that if a Tuathean does not die of some trauma or disease, he or she might live forever. They never advance to an age of degeneration (i.e., middle age).

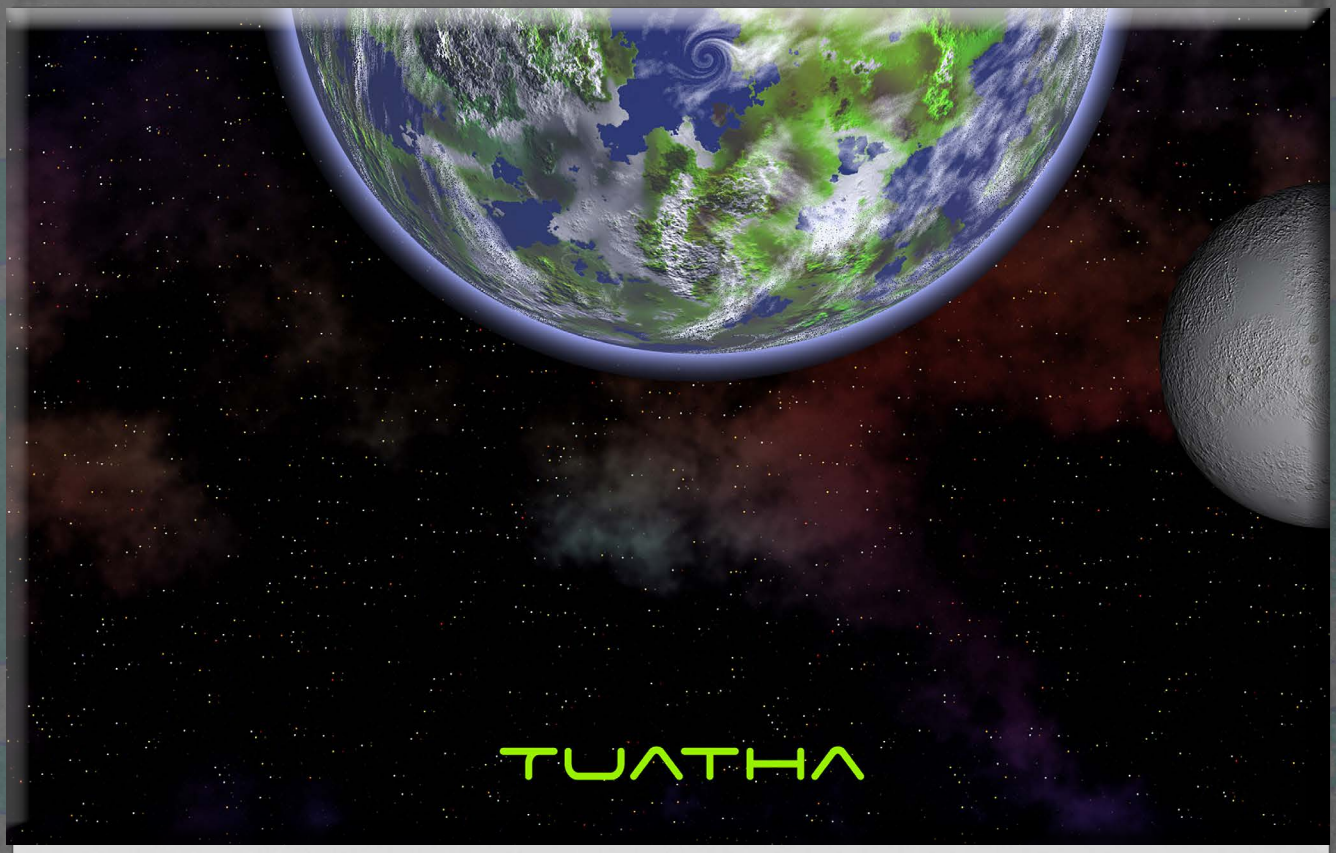
Tuatheans always appear physically youthful even if their temperaments show their true ages. With their long lives, Tuathean possess a great amount of confidence, and they believe that there is nothing they can't accomplish. While this innate attitude could lead to feelings of superiority, most Tuathean don't look down on others. They believe in themselves and are proud and strong, but they rarely project any negativity toward those of other species.

Personality: Tuathean are calculating, pragmatic, and charismatic people. Generally, they try to avoid being swept up in open conflict, preferring instead to duck into shadows where they can observe, plan, and prepare to act in the most advantageous way possible. When they do take action, Tuathean tend to be dedicated, intense, and focused, sometimes appearing obsessive and single-minded to other species.

Tuathan Species Traits:

Ability Modifiers: +2 to Dexterity, +2 to Intelligence, -2 Constitution. Tuathean are quick and agile as well as calculating and comprehensive but they aren't the hardiest species.
Medium Size: Tuathean have no special bonuses or penalties due to their size.
Speed: Tuathean base speed is 30 feet.
Heightened Awareness: Having strong survival instincts and quick reactions, Tuathean gain a bonus of +2 to Perception.
Superior Defenses: Adapted to a variety of life on a variety of worlds, Tuathean gain a +2 Species bonus to all of their Saves per term of service.
Low-Light Vision: Tuathean ignore Concealment (but not Total Concealment) from darkness.
Psyche Sense: Tuathean developed the ability to "see" the Psyche in powerful items or people. They can sense if someone or something is Psyche Sensitive and how strong they are in the Psyche.
Ancient Soul: Tuathean gain a bonus of +2 Mind points per Term of Service.
Automatic Languages: Danaan, Galactic Trade





Physical Description: Tall thin Humanoids with pointed ears, Tuathean average about 6'7" tall for males and 6'4" for females. Skin shades run from jet black to very pale, hair from black to blond. Tuathean achieve maturity about the age of 30 and have no limit to their age.

Home Worlds: There are near limitless ancient Tuathean colonies scattered across the galaxy, but a few still survive thanks to Human domination. Most Tuathean do not stay in one place for too long, but they all have the drive to return home at some point in their long lives. Tuatha is the home world where the Tuathean began their exploration of the galaxy so many millennia ago. It is often referred to as the Old World, as it is the birthplace of Tuathean culture.

Languages: Tuathean speak, read, and write one of the thousands of dialects of Danaan as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them. Tuathean names consist of a traveling name or nickname, personal name, and a family name. Formally the personal name and family name are given while informally all of the names may be given. When traveling or in the company of other species, the Tuathean uses only his traveling name. Traveling names are chosen when the Tuathean reaches maturity and are chosen by themselves, friends, or family. Ultimately the Tuathean decides what name they will keep.

At some point in their lives a Tuathean may come across an experience of self-discovery and develop or choose an intimate name. This name is reserved for those closest to them, either a romantic partner or best friend. The name is not commonly shared and is intimately personal to the Tuathean. For example: Elspeth Villia Nethyrin (Elspeth is the traveling name with Villia Nethyrin being the personal and family names respectively) or Tamrianrilla (the intimate name).

ZILLAN

The reptilian Zillan are known for their great strength and warlike nature. Many of these beings dedicate themselves to martial training, and on their home world most make their living as hunters. A few have transferred these skills to galactic society and become renowned (or infamous) bounty hunters. Zillan have a long-standing enmity with the Onigrimm, who conquered their primitive world and brought them into space as slaves. The two species have fought many times over the centuries. Many Zillan escape the oppression of the Onigrimm by going into space. The Onigrimm rarely try to stop them if they flee; they would rather concentrate their attention on the Zillan that want to fight them.

Zillan have super-sensitive eyes that can see into the infrared range. They shed their skin several times in the span of their lives and can even regenerate lost limbs, but their clawed hands have difficulty with fine manipulation of objects.

Personality: Violent, brutal, and driven, Zillan love to compete but can show compassion and mercy as the situation warrants.

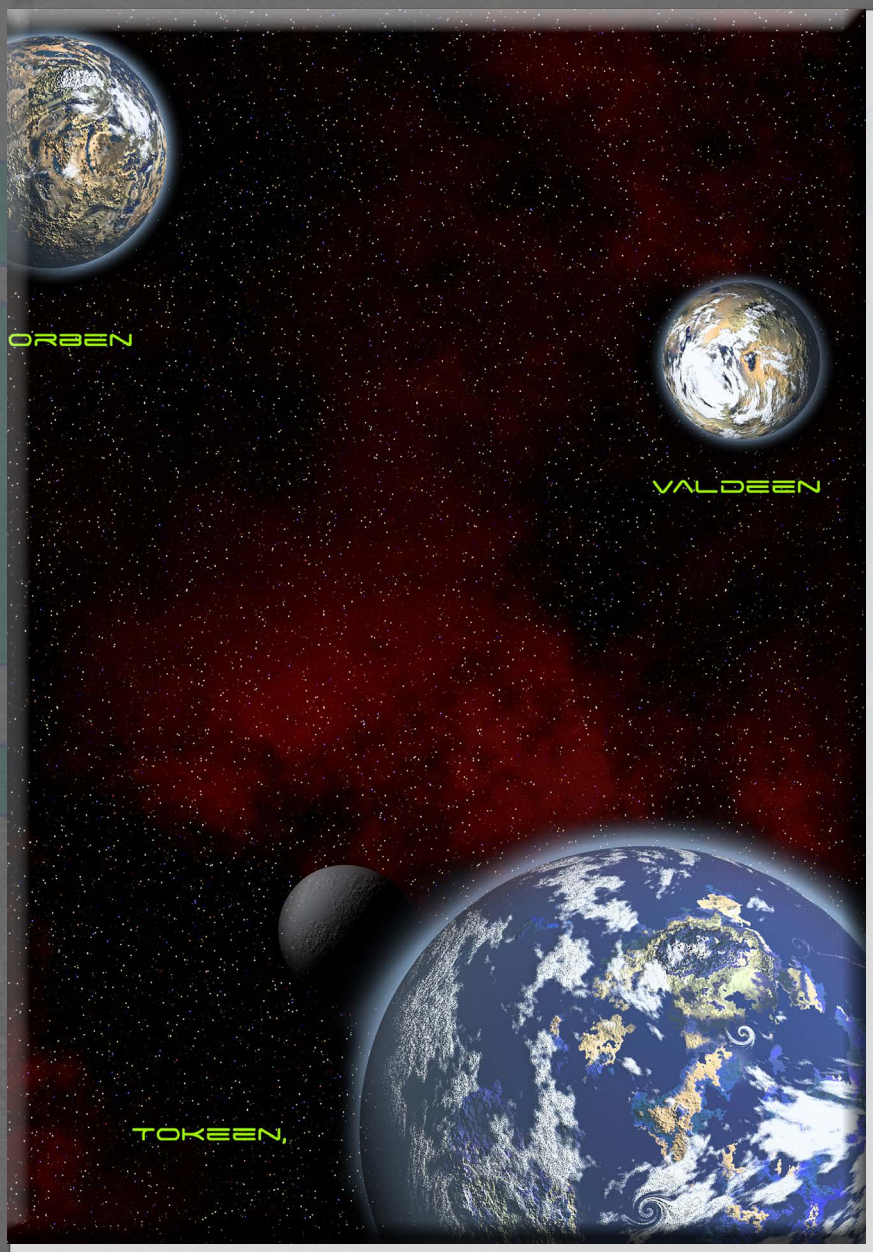
Physical Description: Zillan range from 6' tall for males and 6'6" for females. Their scaly hides range in color from grays and greens to reds and browns, with any number of brighter or darker color patterns. Zillan are anthropomorphic reptilians that stand on their hind legs, and their forelegs have developed into arms and hands.

Home Worlds: Tokeen is one of three inhabitable planets in the Zillan system. It is the origin planet of the Zillan, but they also colonized the planets Morbeen and Valdeen when they first acquired space flight. The three planets form a council of war that governs the system. When the

Zillan Species Traits:

Ability Modifiers: +2 Strength, +2 Constitution, -2 Charisma. Zillan are strong and stout but care little for the affairs of others.
Medium Size: As Medium creatures, Zillan have no special bonuses or penalties due to their size.
Speed: Zillan base speed is 50 feet.
Darkvision: Zillan ignore Concealment from darkness. However, they cannot perceive colors in total darkness.
Regeneration: A Zillan may regrow a lost limb in 1d10 hours.At the end of that time, all persistent penalties associated with the loss of the limb are removed. Also, a Zillan regains a number of hit points equal to 1 + Constitution Modifier (minimum of 1) each round of rest (see Fast Healing).
Natural Armor: Zillan have thick scales that provide a Natural Armor bonus equal to 1 + Strength Modifier (minimum of 1) to their Toughness. They also gain a DR5/- because of their scaly hide.
Tough Guys: Rugged and resilient, Zillan gain a bonus of +2 to their Fortitude save and a bonus of +10 to their Hit Points.
Automatic Languages: Zillan, Galactic Trade





Onigrimm first encountered the Zillan, they nearly destroyed the surface of Tokeen before conquering the planet. The other two planets surrendered to save themselves from the same fate. The Onigrimm have rebuilt Tokeen to suit their needs, to the aggravation and sorrow of the Zillan. Their home world is now an Onigrimm world and the ancient historical sites of the Zillan are all but destroyed.

Languages: Zillan speak, read, and write Zillan as well as the Galactic Trade language. They can learn any other language but may not be physically able to speak some of them.

Zillan names consists of a personal name followed by their closest honorable ancestor and then, perhaps, the next honorable ancestor and the next honorable ancestor
and so on as far back as the Zillan wishes.

If they have no honorable ancestors they have only one name. The word dak between names means "spawn of" and may be used for both male and female ancestors.

Most names are one syllable with multiple syllable names being very rare. For example: Gor dak Kron dak Vos (Gor is the personal name who is the spawn of Kron who is the spawn of Vos).

Background





Lartok perched on the cliffside overlooking the dark sea that raged and crashed against the rocks hundreds of feet below. Violent storms were nothing uncommon to his home world's inhabitants, and the wind whipped wildly around his face.

It could be the last time that he would stand on his native soil. He had been fascinated with the Legion for nearly all of his relatively short life. He wished to prove himself as an Onigrimm and forge a name that would echo across the galaxy. Within the Federation, the sometimes enemy of his own Empire, he would be able to fight against his own people, along with countless others, they would fall to his hands.

Soon the blinking warning lights of a small ship could be seen slowly descending on the horizon. Lartok expectantly picked up his pack and heavy baton, the weapon he had trained with so often that its worn hilt was comforting. He waited as the ship's loading section rotated to him. The door lowered and he could see several soldiers inside the red-lit compartment, garbed in the uniforms of the GFH. One of the crew waved for him to hurry.

"Let's go! If you're in, you're in!"

Snatching up his pack, he entered the ship. The wind picked up as if to send him on his way.

CHARACTER HISTORY TRAITS

Each character has a history before they joined the military. This history covers a character's childhood and adolescence. To represent this history, each character receives two character history traits. You can either choose any two traits or roll for any two traits from the list below. None of these traits may be taken twice. If you roll one that you already have, you can choose to take the trait that is one slot higher or lower on the list, or you may reroll.

HISTORY TRAIT DESCRIPTIONS

Arctic Born: You were born to the ice and snow of a frozen world. The bitterest cold has little effect on you and you excel at traveling in areas similar to your homeland. You gain a +4 bonus to all saves against Cold effects. You treat heavy snow as normal terrain instead of difficult terrain. You gain a +2 bonus to Natural Sciences skill checks for survival and knowledge of snowy or cold areas.

Artisan Folk: You were trained in a craft before becoming a soldier. Perhaps you never intended to have this life, but circumstances placed a weapon in your hand and granted you the enduring drive to serve. You gain a +4 bonus to Technical checks to create, maintain, or repair one type of equipment. You must choose the type at character creation. They can be general types such as vehicles or weapons but cannot be as vague as all military items.

Bewitching: You have an uncanny ability to manipulate others, perhaps due to an alluring physical trait. Your eyes may be a strange color that captivates men and women, or you simply have a talent for twisting others around your finger. When dealing with NPCs whose starting attitude is neutral or better, you can temporarily

Background Traits Table: 3 - 1

Event: Roll: 2D20 PER TRAIT or Choose

Arctic Born	2
Artisan Folk	3
Child of Faith	4
City Rat	5
Desert Born	6
Forest Born	7
High Born	8
Jungle Born	9
Mountain Folk	10
Nomad	11
Sea Child	12
Shadow Born	13
Space Folk	14
Bewitching	15
Bloodthirsty	16
Brave	17
Charismatic	18
Total Recall	19
Faithful Friend	20
Inspiring Presence	21
Intelligent	22
Master of Lore	23
Perceptive	24
Weapon Bond	25
Wise	26
Galactic Traveler	27
Dexterous	28
Fast	29
Lithe Acrobat	30
Mighty Build	31
Nondescript	32
Resilient Toughness	33
Savage Appearance	34
Short	35
Stout	36
Strong	37
Tall	38
Tough as Iron	39
Pegasus Program	40

improve their attitude toward you by two categories rather than one with a successful Diplomacy check.

Bloodthirsty: The sight of blood stirs you to a minor frenzy. Perhaps you were exposed to violence at a young age or you may simply like inflicting pain on foes. If you deliver an attack that immediately causes an opponent to die, you gain a +1 bonus to damage and a +2 bonus on Will saves until the end of combat. These bonuses are not cumulative if you kill more than one person in the same combat.

Brave: You have always stood and fought when others have turned and run away. Whether it is because of an insane sense of invulnerability, religious faith, or a relentless desire to win, you never give up. You gain a +4 Bonus to Fear effects.

Charismatic: Through a combination of good looks and a powerful personality, you excel at winning the hearts and minds of others. However, your sense of intuition suffers as a result. You gain a +2 bonus to Charisma but you cannot keep the Wise trait if you roll it. While you can manipulate others, you tend toward self-absorption.

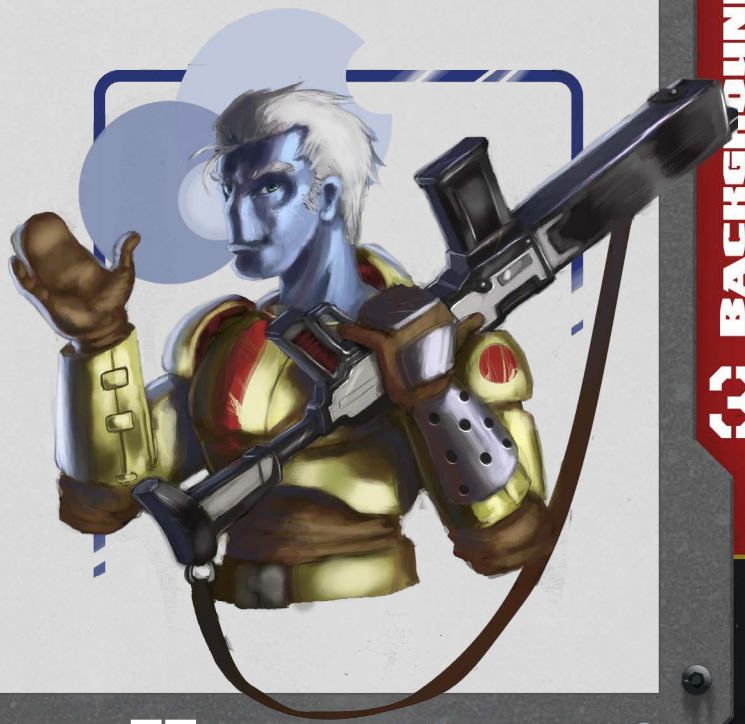
Child of Faith: You were raised in strict observation of religious tenets. You might even be a priest of the faith, though you are a soldier now. As long as you have a holy symbol of the church on your person, you are filled with resolution and faith that your god watches over you. You gain a +2 bonus against all Fear and coercion effects.

City Rat: You grew up on the tough streets of a city. From a young age, you learned to scavenge and survive at the shadowy edge of the cradle of civilization. You can make Natural Science skill checks in the city with a +2 bonus. You can use Dealing to track down any specific dealers and informants with a +4 bonus to the skill check.

Desert Born: While others see the endless dunes of the desert as a daunting obstacle, to you they are home. Intense heat has little effect on you. You have a +2 bonus on all saves against Fire effects. You can survive on half the standard amount of food and water; for instance, if you carry a three-day supply of food and water, it will last you six days. You gain a +4 bonus to Natural Sciences skill checks for survival and knowledge of desert and hot areas.

Dexterous: You are quick and agile, though your body might be thinner than normal or otherwise prone to injury. You gain a +2 bonus to Dexterity but you cannot keep the Tough as Iron trait if you roll it.

Faithful Friend: You are true to your friends to the bitter end. When they need your help the most, you are at your best. You may designate up to six people as close friends. These individuals do not have to be player characters. When any of your friends is rendered helpless in any way, you gain an immediate non-cumulative +1 bonus to attacks, skill checks, and saves until they are safe. A friend is safe if he no longer remains helpless or if he is somehow removed from danger. You gain this benefit, however,



until the end of the encounter. You can change your close friends over time. Once you remove someone from this list, you must wait 24 hours before adding a new person. You can drop one person from your list of friends per day.

Fast: You have long legs or just an uncanny ability to use them to propel you forward. You gain a +4 bonus to your Speed and can perform Movement checks at normal speed with no penalties.

Forest Born: You grew up among the towering trees of the forest, where you are at your best. Perhaps you feel uncomfortable in a situation where you can see the horizon. You gain a +4 bonus to Natural Sciences skill checks and a +2 bonus to Movement checks while in forested areas.

Galactic Traveler: You traveled far and wide during your childhood, exposing you to a tremendous variety of cultures. You fit in even in strange social circumstances and have mastered a variety of dialects. You enjoy a +2 bonus to Communications checks and gain two bonus languages.

High Born: You were born into the nobility and enjoyed a life of simple leisure. However, for some reason you have been denied the true fruits of your birthright. Perhaps you were the second or third born and thus have no claim to an inheritance, or maybe your realm was overrun by invaders. Despite this setback, you still enjoy many of the advantages of your station. Your bearing shines through in formal circumstances. You gain a +2 bonus on all Communications checks when dealing with nobles and officials. You also start 10,000 eCr to purchase equipment.

Inspiring Presence: You possess an innate ability to bring out the best work in others. With a few words of encouragement and your determined effort to lead the way, your allies perform much better than normal for a brief time. Three times a day, as a Swift action, you can grant an ally a morale bonus equal to your Charisma bonus. This bonus applies to their next action. The target of this trait must be able to see, hear, and understand you in order for it to take effect.

Intelligent: You have a keen, well-honed mind from your bookish obsession with learning. You gain a +2 bonus to Intelligence but you cannot keep the Strong trait if you roll it.

Jungle Born: Born and bred in the tropics, you wander the dense rain forests and jungles with the same ease that civilized folk stroll down the street. You gain a +4 bonus to Natural Science skill checks while in jungle and rain forest terrain. Heat and humidity have little effect on you. You gain a +2 bonus to Fortitude saves made to resist high temperature conditions.



Lithe Acrobat: You are graceful, flexible, and acrobatic. You move with excellent coordination and complete difficult acrobatic maneuvers with relative ease. You gain a +2 bonus to all Defense and Athletics checks and can move at normal speed while doing so.

Master of Lore: You have spent years studying a variety of topics, granting you a broad though not necessarily deep education. You may make a Knowledge check on any skill even if you do not have any Training Ranks in that skill. You gain a +2 bonus to all Knowledge checks.

Mighty Build: Your solid, broad build allows you to use tools and weapons that others would find unwieldy. While an enormous sword might pull someone else off balance, you have the steady feet and powerful arms needed to use it properly. You can wield weapons up to one size category larger than normal for you without penalty. You still suffer the normal penalties for weapons above that size. This does not include weapons of a different Scale.

Mountain Folk: You hail from the towering mountains. Traversing the steep slopes, jagged cliffs, and perilous trails of the peaks seem no more daunting to you than a simple walk through a cleared green field. You gain a +2 bonus to Natural Science skill checks for mountainous regions. In addition, you are steady on your feet from long hours spent walking along narrow paths. You gain a +4 bonus to any check or Saving Throw you make to keep yourself from being knocked prone.

Nomad: Your people have wandered the stars, going where they please whether it was city to city or world to world. You were born 'into' the saddle, so to speak. You gain a +4 bonus to all vehicle checks, as you have spent more time in the pilot's seat than on your own feet since you were born.

Nondescript: You have a face that seems to blend into crowds. You lack any noteworthy features or characteristics that would make you easy to identify. If you wish, you can remain nearly anonymous. During any non-combat situations, you can make a Stealth skill check modified by your Charisma to fade into the background. Those who fail a Perception check simply do not notice you as they are too absorbed in other things. Unless you take some noteworthy action or someone seeks you out, those nearby fail to note your presence unless they physically interact with you. Should you move within 5 feet of someone, your presence immediately becomes apparent unless you remain physically hidden or out of sight.

Perceptive: You possess an uncanny ability to notice tiny details that others would miss, even if you do not actively seek them out. The Game Master makes a Perception check for you in secret whenever such a check would reveal a falsehood or hidden object or person. If the check succeeds, you learn that something is amiss. You must make a normal check yourself to determine the exact nature of the deception; the first check gives you only its general location or nature.

Pegasus Program: You are 'volunteered' to take part in a secret military experiment and are taken away from your home at a young age. You gain +1 to your Wisdom and to two of your other statistics. You also gain the Psyche Sensitivity feat. You are being trained to lead and are automatically an Officer. You may not go to a school but gain a +5 bonus to entrance and evaluation rolls for a military branch and a +2 bonus to enter the Commando program. You have been fitted with a Master Ordnance Chip to help monitor your performance while in active duty and you are assigned to a special duty company.

Resilient Toughness: You can overcome pain and injuries that would leave others in battered, defeated heaps. You have an almost superhuman capacity to fight through the pain and recover from damage. As a Full Action, you can heal yourself a number of hit points equal to your Constitution modifier multiplied by the number of Terms of Service you have. You can use this ability a number of times per day equal to your Constitution modifier.

Savage Appearance: You wear war paint, have a bizarre haircut, are covered in elaborate tattoos, or carry a gruesome war banner or trophy. Consciously or not, your opponents pay more attention to you in a fight than to your allies. During combat, any opponents who can see you suffer a -2 penalty to Perception checks as they find their gazes invariably drawn to your strange appearance. This opening may allow your allies to sneak into position. If an opponent threatens you and one or more of your allies, as a Free Action you may attempt to force the foe to attack you. The foe must make a Will save opposed by your Charisma check. If you successfully oppose the check and he chooses to attack your allies, he must attack you at least once during the attack. You may use this ability once per round.

Sea Child: The sea is your home, whether you grew up on the coast of some lush world or have spent your life aboard a ship on the vast ocean of a water world. You ignore any penalties to fighting aboard any vehicle due to heavy turbulence or swaying decks. You gain a +4 bonus to all Athletics checks involving balance.

Shadow Born: Your forebears were noted for their mysterious dealings, reputation, and aptitude for Psyche Talents. From a young age, you displayed strange talents that are whispered to have derived from a diabolical pact between your parents and an agent of the Shade. You gain a +2 bonus on all Knowledge checks concerning the Nithian Arts and the Shade due to your odd upbringing. Also your blood is tainted with the Shade – one of your ancestors was a Shade somehow. This taint gives you a +4 bonus to any and all Saves against any effect with the Shade descriptor. One of your Mind Points is converted to a Shade Point. You also gain a +2 bonus to Perception checks involving the Shade, almost as if you have a supernatural precognition of it.

Short: You are much smaller than normal – so much so that you count as one size category smaller than others of your species. You are size Small if you ordinarily would be size Medium, Medium if you would be Large, and so forth. You gain all the benefits and hindrances of your new size. You cannot keep the Tall trait if you roll it. You can not keep this Trait if your Species in naturally Small.

Space Folk: The stars were your landscape when you looked out the window as a child. Always hanging in the silence of space, you grew up in an orbital station or other space vessel. As someone else may know the different climates and seasons of a world, you know the different vessels and stations that reside in space. You gain a +2 bonus to all Perception and Knowledge checks concerning space and the environments of it. Also, you ignore any penalties to fighting in zero-g or within close quarters.

Stout: You are stocky, compact, or even overweight. Your body might be bulkier than normal, but the added mass is muscle and thick bones, not just flab. Because of this you resist damage better than others do. You gain a +2 bonus to Toughness & Fortitude saves and gain +10 hit points.

Strong: Your bulging, powerful muscles allow you to push aside material obstacles with ease. You gain a +2 bonus to Strength but you cannot keep the Intelligent trait if you roll it.

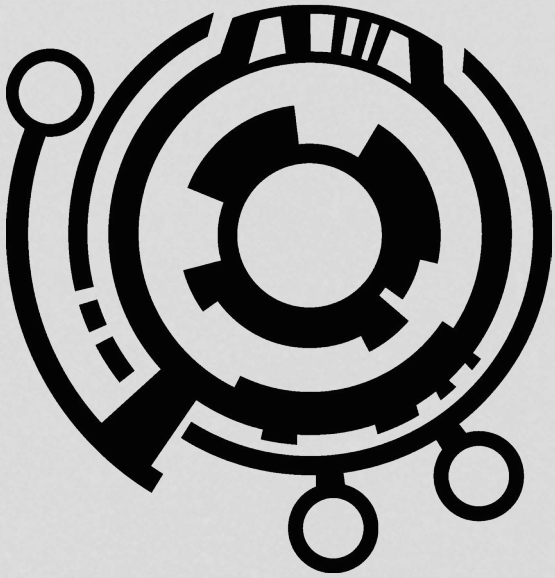
Tall: Your long arms and legs let you tower over others. In battle your height grants you a key advantage in improved reach. You gain a +2 Size bonus when making grapple checks. This bonus stacks with any other Size related bonuses. In combat, you threaten one additional square beyond your normal threatened area. This square must be adjacent to a square you threaten, but it cannot be adjacent to you. You do not threaten this square if you do not threaten any other space. You must decide which extra square you threaten on your action. Until you designate a square, you do not threaten an extra space. You can change the square you threaten to a different one on your next round.

Total Recall: You have perfect recall, allowing you to remember minor details from an event that others have long forgotten. You enjoy a +1 bonus to all Knowledge checks and a +2 bonus on Perception checks to notice anything different about something you've seen before.

Tough as Iron: You can withstand pain and terrible conditions for far longer than other people. You enjoy a +2 bonus to Constitution but may not keep the Dexterous trait if you roll it. You are as sturdy as the mountain and just as agile.

Weapon Bond: You have a natural talent for wielding a single, specific type of weapon such as a longsword or assault rifle. From a young age, you demonstrated an advanced mastery of its use. Select a single class of weapon and you gain a +1 bonus per Term of Service to attack with, modify, and repair that weapon. Also you gain a +2 bonus per Term of Service to damage with that weapon. You feel so comfortable with the weapon that it feels like an extension of your body, personality, and intellect. If your weapon has a Psi-stone, you may purchase qualities as if the Psi-stone had two extra Mind Points.

Wise: You are insightful, well attuned to your surroundings, and given to delving correctly into the motivation of others. You enjoy a +2 bonus to Wisdom but cannot keep the Charismatic trait if you roll it.



ACADEMIES SCHOOLS UNIVERSITIES

HIGHER EDUCATION:
Before they join the military, all citizens have the opportunity to attend a school of higher education. This is voluntary and available to all citizens of the galaxy. If you succeed in graduating from one of these institutions, you may automatically begin your military career as an Officer. If you option to not go to a school of higher education you may enlist in the military and be sent to Basic Training. It takes four years to complete a school which includes the officer's Initial Military Training and two years to complete Basic Training.

ENTRY SCORE:
Each school caters to citizens from specific worlds and from specific societies. If your homeworld is the same as the school's location you gain a bonus of +2 to your Entry Score. If you are a member of a society that is the same as the school's society you gain a bonus of +2 to your Entry Score. To discover your Entry Score, average (round up) all of your Ability Modifiers (after adjustment for Species) and add any bonuses for Location and Society. If your Entry Score matches or exceeds the institution's School Rating you have gained entry, and gain all the benefits from that institution. This signifies that you performed as expected and though you did not excel you also did not take many risks. You begin your military career at the lowest Officer Rank for your branch. If you are joining the Fleet or Intelligence Branch your beginning rank is Ensign.

HONORS:
If you decided to take risks with the possibility of excelling in school, roll a d20 and add your Entry Score. If the result is equal to or greater than the (School Rating +15) you are promoted one rank upon entering a military branch. If the raw number rolled on the d20 is less than the School Rating,

Education Table: 3 - 2

Military Academies:
- Griffon College of Warfare and Tactics
- Hawksmoor College of War
- Glendarrow School of Combat
- Royal College of War
- Brotherhood Gymnasium
- Battle College of the Wolf
- Nithian War College
- Royal College of High Cavalry
- Wisdom of the Fire Dragon
- University of the Great Bear
- Blackmoor Guild of War
- Daemos School of Strategy and Tactics

Universities:
- Avalon Scientific University
- University of Prosperity
- Academy of Daemos Prime
- Blackmoor Guild of Tactics
- Saint Albion Academy
- Wisdom of the Sky Dragon
- School for Excellence in the Arts

Technical Schools:
- Legion Technical Institute
- Aerospace Guild Technical Institute
- Thorin Flight Academy
- Nithian College of Engineering
- Combat Technical Guild
- Pandora College of Sciences

Trade Schools:
- Masters School of Excellence
- The Blackjack School
- Tango-Tango Aerospace Guildhouse
- Mercenary Academics Guild School
- Diplomatic Corps
- The Hellespont School of Excellence

Location	Society	School Rating	Transfer Bonus	Combat	Firearms	Commo	Move	Tech	Psyche	Feats
Augustyn	Ryzjeka	6	+4	+1	+2	+1	+1	+1	+2	All
Waycross	Langallash	4	+2	+2	+1	+1	+1	-	+1	Combat, Skill, Psyche
Glendarrow	Selemaht	3	+1	+1	+1	+1	+1	+1	-	Combat, Skill
Khalydri	Limiri	4	+2	+2	+2	-	+1	-	+1	Combat, Psyche
Korollia Prime	Balish	3	+1	+2	+1	-	+2	-	-	Combat, General
Denwarren	Langallash	3	+1	+2	+2	-	+1	-	-	Combat
Nithia	Zatrani	3	+1	+1	+1	+1	-	+1	-	Combat
High Forge	Ryzjeka	3	+1	-	+1	+1	+1	+1	-	Combat, Skill
Angheim	Balish	5	+3	+1	+1	+1	+1	+1	+2	Combat, General, Psyche
Brandenburg	Selemaht	3	+1	+1	+1	-	-	+1	+1	Combat, Psyche
Blackmoor	Limiri	4	+2	+1	+2	+1	+1	+1	-	Combat, General
Shar	Zatrani	3	+1	+1	+1	+2	-	+1	-	Combat, Skill
Tuatha	Balish	5	+3	+1	-	+2	-	+2	+2	All
Providence	Langallash	4	+2	-	+1	+2	+1	+2	-	Skill, General, Combat
Dorenian 6	Zatrani	5	+3	-	+1	+2	+1	+1	+2	Skill, General, Psyche
Blackmoor	Limiri	4	+2	+1	+1	+2	+1	+1	-	Skill, Combat
Oa	Langallash	3	+1	-	-	+1	+2	+2	-	Skill, General
Angheim	Ryzjeka	5	+3	+1	+1	+2	+1	+1	+1	Skill, General, Psyche
Trill	Selemaht	3	+1	-	-	+2	+1	+1	-	Skill, General
Khalydri	Balish	4	+2	-	+1	+1	+1	+3	-	General, Skill, Combat
Reet	Ryzjeka	3	+1	-	-	+1	+2	+2	-	General, Skill
Stazen Sys.	Limiri	4	+2	-	-	+1	+3	+2	-	General, Combat
Nithia	Selemaht	2	-	-	-	-	-	+4	-	General
Blackmoor	Langallash	3	+1	+1	+1	-	+1	+2	-	General
Archal-Elan	Zatrani	3	+1	-	-	+1	-	+2	+2	General, Psyche
Korollia Prime	Zatrani	3	+1	-	-	+1	+1	+1	+2	Psyche, Combat
White Rock	Limiri	2	-	+2	+2	-	-	-	-	Combat
Dorenian 6	Langallash	3	+1	-	-	+1	+3	+1	-	Combat, Skill
Ekimus	Ryzjeka	2	-	+1	+1	+1	-	+1	-	Skill, General
Khalydri	Balish	2	-	-	-	+4	-	-	-	Skill
Haven	Selemaht	1	-	+1	+1	-	+1	-	-	General

you wash out of school and enter the military as an Enlisted Soldier at the lowest rank for your branch. Though you are not an officer you still gain the benefits of your school. If you are joining the Intelligence or Fleet Branches you will be a Cadet at the beginning of your military career though this may be modified with promotions from your first Term of Service.

LOCATION: This is the world in which the school is located. If your Homeworld is the same as the school's location you gain a +2 bonus to your Entry Score.

SOCIETY: This is the predominant society of the students and faculty of a school. If your society is the same as the school's society you gain a +2 bonus to your Entry Score.

SCHOOL RATING: This is the rating of the school within the GFH and dictates the difficulty to gain entry and graduate with honors. The higher the rating the more prestigious is the school.

TRANSFER BONUS: This is a bonus to any transfer rolls you make during your military career if you graduate. If you wash out then you only gain half of the bonus (round down).

BASE SKILL BONUSES: These are bonuses to your Base Skills and add directly to them.

FEATS: Each student gains four Feats but may only purchase them from the categories listed with each school. At least one feat must be chosen from the first Feat Category listed. Any other feats may be chosen from any of the categories listed for that school. In addition to these four Feats a character also gains the following Feats from their Initial Military Training: Armor Proficiency (Light), Simple Weapon Proficiency, Martial Weapon Proficiency.

BASIC TRAINING

If you do not wish to go to one of the Higher Education schools you may instead join the military and be sent to Basic Training. This training teaches you everything you need to know within a specific branch. Basic Training lasts for two years and when you graduate you are assigned as an Enlisted Soldier in the Branch of your Basic Training.

EVALUATION SCORE:
Each Branch is best suited to citizens from specific societies and unsuitable to citizens from another society. If you are a member of a society that is attributed as a Society Bonus, you gain a bonus of +2 to your Evaluation Score. To discover your Evaluation Score, average (round up) your Ability Modifiers (after adjustment for Species) for the Abilities associated with the Branch and add any bonuses or penalties

Basic Training Table: 3 - 3

Basic Training:	Society Bonus	Society Penalty	Branch Rating	Combat
Administration	Langallash	Selemaht	3	+2
Engineers	Zatrani	Balish	3	+1
Fleet	Selemaht	Zatrani	4	+2
Intelligence	Limiri	Ryzjeka	5	+1
Judicial	Ryzjeka	Limiri	4	+2
Mobile Infantry	Balish	Langallash	3	+3

for Society. If your Evaluation Score matches or exceeds the Branch Rating you have gained entry, gain all the benefits from that branch's Basic Training. This signifies that you performed as expected and though you did not excel you also did not take many risks.

If you fail to meet the Branch Rating of a particular branch, you may join a different branch if you qualify.

EXCEPTIONAL PERFORMANCE:
If you decided to take risks with the possibility of excelling in basic training, roll a d20 and add your Evaluation Score. If the result is equal to or greater than the Branch Rating +15 you are promoted an additional rank upon entering your military branch. If the number rolled on the d20 is less than the Branch Rating, you performed poorly and enter the military as lowest rank possible for your branch.

SOCIETY BONUS: This is the predominant society of the soldiers of a branch. If your society is the same as the branch's Society Bonus, you gain a +2 bonus to your Evaluation Score.

SOCIETY PENALTY: This is the least predominant society of the soldiers of a branch. If your society is the same as the branch's Society Penalty you gain a -2 penalty to your Evaluation Score.

BRANCH RATING: This is the rating of the branch within the UDF and dictates the difficulty to gain entry and perform with excellence. The higher the rating the more rigorous and complex is the basic training.

BASE SKILL BONUSES: These are bonuses to your Base Skills and add directly to them.

FEATS: In Basic Training, each recruit gains the following Feats: Armor Proficiency (Light), Simple Weapon Proficiency, and Martial Weapon Proficiency, as well as an additional Feat from a category that is limited by branch.

BRANCH ABILITIES: These are the abilities that are relevant to the branch and help determine the base Evaluation Score.

Base Skill Bonuses						**Branch**
Firearms	Commo	Move	Tech	Psyche	Feats	**Abilities**
+1	+3	+1	+2	+1	General	WIS, CHA
+2	+3	+1	+3	-	Skill	CON, INT
+2	+1	+3	+1	+1	Combat	DEX, INT
+1	+2	+1	+1	+4	Any	CON, INT, CHA
+2	+3	+1	+0	+2	General	CON, WIS
+3	-	+2	+1	+1	Combat	STR, CON

MILITARY

4



Fleet Marshall Sarah Marsham stood at the fore of the observation deck, hands clasped behind her back, her attention focused on the scene before her. Deployment bays on the planet-side of her command vessel began to open as troop pods and support shuttles began their descent.

The sound of shuffling feet from behind brought her from her trance and she turned to to see the local system's ambassador. It was at his request that this demonstration was prepared.

"As you can see, Mister Ambassador, each branch of the Legion works in perfect harmony. In this instance, Intel gets boots on the ground first to gather information on troop position, Fleet provides transport and overwatch, Mobile Infantry provides the muscle, Admin and Engineering keep everything moving, and Judicial makes certain that everything is above-board. All in all, a textbook deployment, I assure you."

The ambassador turned to the viewport, to gaze upon the scene. His voice seemed to slither out of his large, voluminous hood. "And where... are the commandos?" he wheezed. A smirk played over the Marshall's lips, "Ah. The Commandos. They tend to do as they please." This seemed to have the reaction she desired, as the ambassador started to wring his hands unconsciously, and she thought to herself, I don't think this demonstration will work out entirely as you planned.... Mister Ambassador--

What does it mean to be in the Legion?

You are stepping in to the role of the most impressive military organization that this galaxy has ever seen — one formed from the heart of battles, the heat of stars. From the first time a human picked up a well-forged sword, he knew that the destiny before him was to actually shape the military forces as they marched forward.

Within the military of the Galactic Federation of Humanity (GFH), the six branches that exist today formed out of the Army and Navy of the vast war machine that took flight to the stars. They all are able to act with autonomy but they share synergy with each other, and the mutual cooperation ensures a well run and fearsome military force that can respond to any threats to the Federation.

Over hundreds of years and countless leaders and campaigns, sub groups, private consultants, and support structures have been molded into the following branches: Administration, Engineering, Fleet, Intelligence, Judicial, and Mobile Infantry.

The strict social upbringing you were placed in as a young child, more often than not, dictates the Branch of the military to which you will be assigned; however, many times the Legion Companies attract the exceptions rather than the rule and prize those that see outside the tests that define them.

RECRUITMENT AND TERMS OF SERVICE:

The phrase "Term of Service" denotes the amount of experience a character has. If a character is a 1st Term character he has completed one Term of Service and has seen some action. Characters in a 1st Term Game have all completed one term of service before the game begins.

When entering the Service, you must decide upon the Branch of Service you wish to enter. Each Branch has requirements that must be met by each individual. The Branches and their requirements are found in *Table: 4 - 1*.

If you do not meet the Requirements for any of the branches, you may attempt to gain entry anyway by making a transfer roll. If you succeed in this roll, you may enter a branch for which you do not qualify. If you fail, you may attempt to try another Branch. If you fail all Branches, you must wait one year and try again. If you succeed in your entry attempt by more than ten points, you are automatically promoted one rank.

If you attended a school, you may have a bonus to your transfer and evaluation rolls. Also, belonging to a certain society grants bonuses and penalties to a character's transfer attempt. Attitude is everything. The adjustments for the societies are found on *Table 4-2*.

Evaluation

After gaining entry into one of the Branches, you must pass an evaluation every Term of Service.

For the evaluation, you must average (round up) the modifiers for the Ability Requirements associated with your branch and add that to a d20 roll. This combined number needs to match or beat the difficulty level of that branch of service. You get a bonus of +2 for every term you have previously served in the same branch, but you gain a penalty to your roll equal to your current pay grade.

If you succeed in your evaluation attempt by more than ten points, you are promoted one rank. A result of 1 is an automatic failure. If you fail the evaluation test, you are demoted one rank. If your rank falls

below the lowest possible rank for your Branch, you may attempt a transfer or you are dismissed from duty and lose your status as a citizen. Transfers are performed just like service evaluation but with a different target number.

If you start as an enlisted soldier and wish to become an officer, you must make a transfer roll for a branch instead of an evaluation roll (see *Table 4-1* for the difference between transfer rolls and evaluation rolls). In addition to the normal bonuses for the transfer roll, you also add your current enlisted paygrade to the total.

Transfer and evaluation rolls are open ended. When you roll a natural 20 on the D20 you may roll the die again and add the results together.

BRANCHES

Administration

Administrative personnel are responsible for making sure that the soldiers are armed and supplied, and that everything gets where it needs to be in times of conflict and peace. If there is something you need, the Quartermasters are the ones that can not only find it but can get it to you no matter how difficult either of those objectives might be. Tacticians, on the other hand, use their keen management skills to support their fellows to succeed in any task that lay before them.

A sub-branch of MI and Fleet, the Administration branch grew out of a necessity to separate itself from the other branches so that they were not influenced by branch loyalty. Personnel are responsible for the continuous evaluation and organization of the military units of the other branches in response to ever changing threats.

Engineering

Engineers make sure that everything works. Two specialists each have their own responsibilities. The Tech Specialist researches new technology as it is found and implements and oversees its use. The Demolition Specialist dismantles any experiment if it is deemed dangerous. This branch oversees everything from the side arms carried into battle to the deadly and massive machines used in the field.

A sub-branch in support of MI and Fleet, the Engineers eventually grew so specialized in their missions that they required their own support personnel and base of operations. Individuals are often assigned to units of the other branches as a consultant or mission specialist.

Fleet

The navy of the GFH moves the military across the vastness of the Federation. Huge Capital ships serve as homes for long spans of time. The Sailors make sure that the large mobile operations run smoothly, while the Pilots of the deadly fighters protect those larger ships. However, if they are not on or in their preferred ships they are far from helpless.

The branch includes the Navy and Air Force support. They specialize in large scale air and space assault as well as invasion and boarding assaults. This is the second largest branch and accounts for nearly half of the military population.

Intelligence

The Intelligence branch of Legion is mysterious and effective. Agents seek out secrets and threats and remove them or gather them as assets. Inquisitors, however, are a bit more overt in their intentions. Seeking out the enemies of humanity, such as the Shade, they keep the shadows

safe to walk in. This branch has the highest concentration of Psyche-sensitive members with the skills to make them even more effective at their tasks.

Created as a private government organization outside the purview of the military, the Intelligence branch was placed under the jurisdiction of the military during the early days of colonization and exploration. However, having to work with military and colonial units made it difficult for the Intelligence branch to perform its duties. Now they are part of the rank and pay grade system of the military with no question of their authority during a mission.

Judicial

Responsible for the policing of the GFH, the Judicial Branch is made up of Judges and Marshals. Judges travel along with military envoys and operations to guard against the entanglements of legalities by representing military law. The Marshals track those that have been branded guilty by GHF law. They have no boundaries and will track their prey across the galaxy.

A sub-branch of MI and Fleet, the Judicial branch grew out of a necessity for impartial judgments that were not influenced by any loyalty to a specific branch. Personnel are responsible for the policing of personnel and units within the other branches in accordance with the Uniform Code of Military Justice.

Mobile Infantry

The most populous branch in the military is made up of two types of soldiers. The first are the Close Combat Specialists. Close Combat Specialists are the first in the door, trusting in the armor they wear and the close combat weapon in their hands, weaving death wherever they go. Fire Support Specialists are masters of ranged killing: be it snipers, heavy ordinance, or the various new ranged weapons.

This branch includes the general Army and Marine support. They specialize in ground and air-to-ground assault. Individual soldiers master close combat or fire support knacks during their tours of service. This is the largest branch and accounts for more than half of the military population.

Commando

There are more specialized groups with additional advanced training. One is the Commando. Masters of many of the knacks and talents, Commandos come from all branches. You can have a Commando from the Engineering branch just as easily as from Mobile Infantry.

You may find yourself wishing to serve the Federation in different ways during your life and may wish to transfer from one branch to another. This is possible and makes for very versatile soldiers. No branch prohibits any species or gender. However, there are species that certainly have a particular bend towards specific branches. For example, just as every Dorek is well suited towards the Engineering branch, what commander would not relish the thought of a Darsithain standing tall in his Mobile Infantry rank and file?

Each Term of Service is an opportunity for growth and learning, and there is always a chance for adventure and glory when you join the Legion.

A note on Legion companies:

Represented within this book are the specialized forces. When you assume the role of a Legion Company soldier, you are considered to be in the top percent of

Requirements,Transfers and Evaluations Table: 4 - 1

	Entry Requirements[1]	Branch Transfer DC	Evaluation DC
Mobile Infantry:	STR and CON	8	6
Fleet:	DEX and INT	11	7
Engineers:	CON and INT	9	6
Administration:	WIS and CHR	8	6
Judicial:	CON and WIS	10	7
Intelligence:	CON, INT, and CHR	12	8
Commando:	Special	16	10

[1] Required ability scores must be 14 or greater

that fighting force. Each member is above the normal member. However, not every member of the military is a Legion Soldier versed in the use of Legion Suit and the deadly ordinance they carry. That is not to say that the general forces are not trained and important members. Without them, the military machine would grind to a halt. Not every member of the Mobile Infantry is a seven foot tall killing machine; however, they are still highly skilled soldiers.

Look through the listing of Legion Companies and see if one might have a proper feel for your team of soldiers. If you are an enterprising group that seeks to make a name for yourselves, perhaps you will be given the opportunity to create your own Legion Company. Your deeds will be recorded in the pages of history for all who follow as examples of what they can accomplish.

BENEFITS AND TRAINING

A single term is for two years, and that number adds to the character's overall age. Most join the military directly out of adolescent school and therefore start when they reach maturity for their species.

For completing each Term of Service you gain the following:

Special Events: Roll up to two times on the special events table. These events happen during your term and represent anything other than the normal garrison or guard duty of a soldier.

Ability and Save Increase: Increase a statistic of your choice by one. This bonus is added at the end of the term but before you roll your evaluation test.

Gain a bonus of +1 to your saves. You also gain a bonus of +1 to the save that is associated with your branch.

Gain hit points: Your branch of service determines the amount you gain from normal duty and training. These are found in the listing of each branch of service.

Gain Skill Ranks: Skill ranks are awarded for each Term of Service to denote training you've achieved from your duty experience. First, you gain a number of skill ranks equal to your Intelligence Modifier, and these may be placed in any skill. Second, each branch grants you additional skill ranks for each base skill. These points are spent on specific skills under each base skill. You may trade two skill ranks from one base skill group to gain one skill point for another base skill group.

Gain Feats: The first time you serve within a specific military branch you gain a set of Feats. If you join a second branch of the military, the initial Feats for that branch are gained if you do not already have them. No Feats are doubled up unless that Feat specifically states that it can be purchased multiple times.

For each term after the first in that specific branch, you gain three Feats that you can choose from any list. Also, you gain a bonus feat from a list associated with that branch. Officers gain one additional feat that may be chosen from his branch's bonus feats.

Skill Benefit: Each Term of Service you may choose one Base skill. You gain a +2 to each trained skill in which you have at least one skill rank. Choose a new Base Skill each Term of Service.

Gain a Knack: You gain one Knack per Term of Service for the basic six Legion Branches. Knack Bonuses only count for the number of Terms of Service in that Branch.

ADVANCEMENT

Once the game has started, the characters begin a series of missions, quests, and adventures. These adventures are set for the level of the game and will take the characters through their Terms of Service. They represent the fantastic possibilities

Society Bonuses Table: 4 - 2

Society	Bonus	Penalty
Ryzjeka	+2 Judicial	-2 Intelligence
Balish	+2 Mobile Infantry	-2 Engineering
Selemaht	+2 Fleet	-2 Administration
Langallash	+2 Administration	-2 Mobile Infantry
Limiri	+2 Intelligence	-2 Judicial
Zatrani	+2 Engineering	-2 Fleet



of military service and are more than the normal garrison duty of most military personnel. It is rare that normal soldiers experience special missions let alone multiple missions in rapid succession. The characters of the game are unique and are above the norm in this game world.

Each adventure or mission will take a specific amount of time and at the end of that mission, all or part of the character's Term of Service will have passed. Once the proper amount of active duty time has passed for a soldier, he will have completed a Term of Service and will receive bonuses and training benefits as he would while building the character during the creation process. The rolls for evaluation are the same as well as the Skill ranks, Hit points, and Feats. The special events, however, are not rolled as they are the actual missions completed, and benefits or penalties for those adventures should be decided upon by the game master.

In upcoming publications, the Missions published will be ranked in difficulty and in the time that they should take up in game. This is part of the Temporal Experience System of Legion the Game.

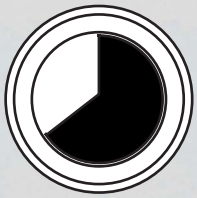
Supplements, such as Mission Paths, will be assigned a ranking that will represent Time and Difficulty.

Normally, time allotments will be in 3 month, 6 month and 1 year amounts. This represents the time not just of the play time but downtime, travel, and other necessities. This is not to say that there can't be other time allotments. There may also be side adventures that may be part of a normal story arc.

There are 5 beginning skill levels that are presented here. Although there are corresponding difficulty levels, it is possible that soldiers who are not necessarily qualified could be chosen to participate



3 MONTH MISSION



6 MONTH DEPLOYMENT



1 YEAR CAMPAIGN

in missions that are technically above their experience level. In these situations, it is sometimes wise to heed warnings given from commanding officers... although the rewards from these missions often make the risk seem small by comparison.

Recruit	Green
Cobat Patrol	Yellow
Veteran	Red
Special Forces	Gold
Black Ops	Black



ADMINISTRATION

TERM OF SERVICE BONUSES

+6 Hit Points
+1 Will Save
Skill Points to spend under:

Combat skills	2
Commo skills	3
Firearms skills	1
Move skills	1
Psyche skills	1
Tech skills	2

FIRST TERM FEATS

Assessment
Combat Reflexes
Teamwork
Bonus Feat
1 Bonus Feat if Officer

ADDITIONAL TERM OF SERVICE FEATS

3 Feats from any list
1 Feat from Administration Feat Lists
1 Bonus Feat if Officer

ADMINISTATION BONUS FEAT LIST

Combat, General or Skill Lists

ADMINISTRATION KNACKS

Tactician

Battle Lore: The Tactician adds his Intelligence modifier on all Perception skill checks concerning the battlefield or military personnel. By exploiting knowledge of past battles and strategies the Tactician can spend a Move Action to allow one ally to reroll their Initiative with a +2 bonus per Term of Service.

Challenge: A Tactician is fully initiated in the motivations of his foes and they can challenge a foe to combat. As a full round action, the Tactician chooses one target within sight to challenge and the target must make a Will save (DC 10 + Terms of Service + Wisdom modifier). If they fail, they are compelled to engage in combat with the Tactician as quickly as possible. This act may cause attacks of opportunity upon the target as they move to engage. The Tactician's attacks gain a +2 bonus to Damage per Term of Sevice against this foe. This Knack lasts until the Tactician disengages or the Tactician uses another Knack.

Hindering Strike: A Tactician knows how to slow down a foe, making it easier for him to be defeated. You slice at an opponent's arms or legs, leaving him with an injury that makes it hard for him to attack or defend himself. As a swift action you can declare a Hindering Strike with your next attack. If your attack causes damage, your foe must make a Fortitude save (DC 10 + per Terms of Service + Wisdom modifier). Those who fail suffer a -2 penalty to attacks, Defense, and Speed per Term of Service you have served. This penalty lasts until the damage of this attack is healed.

Strategic Eye: In addition to any other bonuses acquired during a battle, Tacticians earn additional bonuses by taking the time to study the battlefield. By spending a move action "studying" an opponent, they gain a bonus of +2 to all of their attacks, saves, and Defense against that opponent per Term of Service. They may grant this bonus to an ally while losing the bonus for

themselves as a swift action. This bonus lasts for the battle with that opponent.

Symbol: The presence of a trusted Tactician has turned the tide of battle many times throughout history. This is due to the inspiration a Tactician can instill in the men within his unit. As a swift action during battle, a Tactician can give a rousing speech that grants a +1 bonus to all saves, a +2 bonus to damage reduction, and a +2 bonus to energy resistance per Term of Service. This bonus lasts until the Tactician's next turn.

Tactical Advantage: A Tactician's knowledge of the battlefield grants him many advantages in battle. One is the understanding of the rigors that the battlefield places upon equipment. By exploiting the stress of the equipment of his enemies, as a swift action the Tactician gains a +2 bonus to his Damage Reduction, Energy Resistance, and Toughness saves as well as the TDC of his attacks per Term of Service. This bonus lasts until the Tactician's next turn.

Superior Tactician: A Tactician is trained in teamwork and organizing soldiers in battle. As a swift action, the Tactician may grant a +2 bonus per Term of Service as a Tactician to any one action per round to each ally within his unit. This bonus does not carry over and is wasted if not used by the Tactician's next round of actions.

Tactical Mastery: A Tactician learns how to use every aspect of the battlefield, including all weapons, vehicles, and armor.

This Knack allows you to temporarily learn a Knack from some other branch. You may "learn" a number of Knacks equal to the number of Terms of Service you have served, but you may only utilize one of these knacks at a time. It takes a day of uninterrupted study to set the other Knack and use it as if it were your own. The "set" Knack may be used until you replace it by setting another knack.

Quartermaster

Fast-Talking: The Quartermaster spends most of his time haggling over the value of items; sometimes he must do this for his life. He gains a +2 bonus per Term of Service to any Communications skill check when his life is at stake. If he gets a chance to talk, his foe must make a Will save (DC 10 + Terms of Service + Charisma modifier) or they cannot kill the Quartermaster. If the target rolls a natural 1 on their save, they will let the Quartermaster go, or some such equally absurd thing.

Haggling: When a Quartermaster has to buy or sell goods he becomes nearly mystical masters of the deal. When using the Dealing skill, anyone Haggling with a Quartermaster must make a Will save (DC 10 + Terms of Service + Charisma modifier) or give in to the Quartermaster's deal. This modifies the NPC attitude by one level per Term of Service.

Networking: A Quartermaster needs to keep apprised of all supply chains and who is in charge of them. Along with the ability to find the right tool for the job, the Quartermaster can find the right man for the job. They gain a +2 bonus for per Term of Sevice to locate a person with a specific skill, ability, talent, or knowledge using Communication skills. This person usually owes the Quartermaster something and will give him a deal, if not offer his services for free. If immediate communications can be established, the expert can impart his knowledge, skill, and experience to the Quartermaster and grant him a +2 bonus per Term of Service to any skill roll and allows the Quartermaster to use skills with which he has no ranks.

Quality and Quantity: The Quartermaster has a skill for sniffing out the best deals

around. Whenever he buys or requisitions any equipment he may gain Master-Crafted or Psi-Stone items at a reduced cost of 10% per Term of Service. Master-Crafted at first term, Minor Psi-Stone at second term, Average Psi-Stone at third Term, Major Psi-Stone at fourth term, and Species items at fifth term.

Route Mastery: Quartermasters are the iconic representation of the phrase "when it absolutely has to get there on time". They gain a +2 bonus per Term of Service to any skill checks used to expedite and secure any journey or cargo movement. Also, when defending said cargo or journey, they gain the same bonus to Defense and Saves.

Scrounge: A Quartermaster with this Knack has the uncanny ability to find parts and items in the most unlikely places. It may take some time to acquire it but he knows where to get it. Quartermasters gain a +2 bonus per Term of Service to any Communications skill check used to locate and acquire equipment.

Superior Appraisal: The Quartermaster has extensive knowledge of all types of equipment, including the enemy's equipment. He can use a standard action to make a Technical Knowledge check and gain an advantage over a foe using equipment. If the enemy is not using any equipment against the Quartermaster, this Knack is useless.

Depending on the DC that is met, the Quartermaster gains a bonus to his Combat Base Skill, Firearms Base Skill, and Defense against that opponent.

DC 15 = +1 bonus per Term of Service
DC 20 = +2 bonus per Term of Service
DC 25 = +3 bonus per Term of Service
DC 30 = +4 bonus per Term of Service

This bonus lasts for the entirety of combat and can be used once a round, but the number of different enemies that this Knack can be used on is limited to one enemy per Term of Service.

Superior Operator: The Quartermaster knows equipment so well that when he uses it personally, he imparts a bonus from all his experience on his skills. He gains a +2 bonus per Term of Service on one aspect of one piece of equipment for a round. This Knack is a free action and the bonus can be reassigned each round. This bonus may be applied to aspects of armor, such as Defense, Toughness bonus or Damage Reduction. It can be applied to aspects of weapons, such as Range, TDC, or Damage.



ENGINEERS

TERM OF SERVICE BONUSES

+6 Hit Points
+1 Reflex Save
Skill Points to spend under:

Combat skills	1
Commo skills	3
Firearms skills	2
Move skills	1
Psyche skills	0
Tech skills	3

FIRST TERM FEATS

Armor Proficiency (Med)
Hacking
Improvised Tools
Bonus Feat
1 Bonus Feat if Officer

ADDITIONAL TERMS OF SERVICE FEATS

3 Feats from any list
1 Feat from Engineer Feat Lists
1 Bonus Feat if Officer

ENGINEER BONUS FEAT LISTS

Combat, General or Skill Lists

ENGINEER KNACKS:

Demolitions:

Armor Avoidance: A Demolition Engineer's knowledge of his opponent's armor and weak points allows him to discover flaws in the protection it provides. Before you make an attack of any sort, including one tied to a Knack, you can spend a swift action to reduce the target's Toughness from armor. You cannot use this ability against Toughness derived from other sources. The armor suffers a penalty of -5 to its Toughness per Term of Service.

Destruction: A Demolitions Engineer has been trained to stab at a weak point with a blade, land a blunt instrument of destruction upon a fragile component, or otherwise deliver a single deadly strike. As a full round action you may strike a device, vehicle, or construct. If you hit and your target fails his Toughness save against Wounds, you deal a number of extra wounds equal to your Terms of Service.

Disabling Strike: You can draw upon your Demolitions training to deliver a blow far deadlier than normal when you strike a device, construct, or vehicle. This is a full round action. If your attack hits, the target must make a Toughness save (DC 10 + per Term of Service + Intelligence modifier). If the target fails his save, you may add additional damage dice and a +5 to the weapon's TDC per per Term of Service. If the target makes his save, he still suffers damage from a normal attack.

Draining Strike: With careful use of his weapon, a Demolitions Engineer can leave a wound that bleeds freely and saps a device's power. As a full round action, you attempt to strike your target with precision. If your attack hits, the target must make a Fortitude save (DC 10 + per Term of Service + Intelligence modifier). On a failed save, the target suffers 1d6 damage to his hit points, Power Capacity (for Power Armor), and -1 penalty to power (for a power cell) per Term of Service at the start of his actions for a number of rounds equal to your Intelligence modifier.

Jury-Rig: The Demolitions Engineer can slap together spare parts and makeshift materials to manage an effective repair, even if he lacks the components or time to do the job properly. The Demolitions Engineer makes a Technical skill check as normal. He cannot take 10 or 20 on this check, he must roll to see his success. If the check is successful, the Demolitions Engineer can improvise or scavenge sufficient spare parts, and the repair takes half the time it normally would. However, the device is inherently unstable. It will completely malfunction or cease operating if the character using the device suffers a critical attack in combat, rolls a natural 1 on a skill check using the device or Fumbles on an attack with the device. Jury-rigged jobs can be redone when the Demolitions Engineer has the time and parts to do the job properly.

Sometimes a Demolitions Engineer doesn't even have time for a jury-rigged repair. When a weapon jams in combat, it needs to be fixed now. As a swift action, the Demolitions Engineer can get malfunctioning devices in working order by kicking, smacking, jiggling, oiling, or even verbally coaxing them. The Demolitions Engineer must touch the item to be repaired. No skill check is necessary. The device will resume working properly for a number of rounds equal to the Term of Service. After this time has passed, the device will malfunction again.

Sabotage: A Demolitions Engineer devotes most of his time and effort to ensuring that devices are not working properly. He can spend a full round action to cause any technological device he touches to malfunction. In combat, this requires a touch attack against the character or creature wearing, holding, or using the device. Using this Knack provokes attacks of opportunity. If the Demolitions Engineer succeeds on his touch attack, he makes an appropriate Technical trained skill check (DC 20). If the check succeeds, the device suffers a -5 penalty to all of its abilities per Term of Service as a Demolitions Engineer. If any abilities are reduced to zero, that ability of the device stops working. These penalties persist until the device is repaired.

Saboteur's Eye: A Demolitions Engineer is well-versed in all the ways used to sabotage. With this knowledge and experience he can find flaws in devices, vehicles, ships, and similar items. He can also find the best place to damage these things for the most devastating and efficient results. This allows him a chance to notice if someone has tampered with a device when he approaches it. Demolition Engineers gain a +2 bonus per Term of Service to Perception checks to notice sabotage and to any Technical skill checks to remove any explosives or tampering of the device.

Weak Point: Drawing on his knowledge of the inherent weakness in all devices, the Demolitions Engineer may utilize a smaller scale weapon to damage a larger scale device. By spending a swift action, he causes hit point and power loss damage with smaller scale weapons and suffers no penalties to the weapon's TDC. The Demolitions Engineer also gains a +2 bonus per Term of Service to hit point and power loss damage.

Tech:

Armor Mastery: Drawing on his ability to modify armor and his uncanny talent for knowing how things work, the Tech Engineer is the unquestioned master of armor modification. When he modifies armor, he improves its abilities according to the table below (Table 4-3). He may choose one of the modifications per Term of Service. He may not choose the same modification more then once. It takes an hour to make the modifications and they last for a week. After that, the changes must be maintained by the Tech who modified the armor or another Tech with equivalent abilities.

Armor Master Table: 4 - 3

Ability:	Toughness:	Defense:	DR	ER	Psyche	Speed
Modification	+5	+5	+5	+5	-5%	+2

Armor-Avoidance: A Tech Engineer's knowledge of his opponent's armor and its weak points allows him to discover flaws in the protection it provides. Before you make an attack of any sort, including one tied to a Knack, you can spend a swift action to reduce the target's Toughness from armor.

You cannot use this ability against Toughness derived from other sources. The armor suffers a penalty of -5 to its Toughness per Term of Service.

Defense Mastery: The Tech Engineer is so attuned to the workings of all weapons that he can defend himself with superior reaction speed to the familiar sounds and actions of the weapons used against him. You gain a +2 bonus to Defense per Term of Service.

Jury-Rig: The Tech Engineer can slap together spare parts and makeshift materials to manage an effective repair, even though he may lack the components or time to do the job properly. The Tech Engineer makes a Technical skill check as normal. He cannot take 10 or 20 on this check. If the check is successful, the Tech Engineer can improvise or scavenge sufficient spare parts, and the repair takes half the time it normally would. However, the device is inherently unstable. It will completely malfunction or cease operating if the character using the device suffers a critical attack in combat or rolls a natural 1 on an attack or skill check with the device. Jury-rigged jobs can be redone when the Tech Engineer has the time and parts to do the job properly.

Sometimes a Tech Engineer doesn't even have time for a jury-rigged repair. When a weapon jams in combat, it needs to be fixed now. As a swift action, the Tech Engineer can get malfunctioning devices in working order by kicking, smacking, jiggling, oiling, or even verbally coaxing them. The Tech Engineer must touch the item to be repaired. No skill check is necessary. The device will resume working properly for a number of rounds equal to the Term of Service. After this time has passed, the device will malfunction again.

New Tech: The Tech Engineer is commissioned to create many tools but the most important ones are the armor and weapons of the military. The Tech Engineer may imbue armor and weapons with special abilities that enhance their performance. These abilities are chosen from the Item Ability lists of the equipment section. For every Term of Service, they may imbue up to +2 enhancement bonus worth of abilities spread among armor and weapons each day. The imbued abilities take an hour to establish and last for one day of use. After that, the changes must be maintained by the Tech who modified them or another Tech with equivalent abilities. All of the bonus may be used on one item or divided among several items, and only armor and weapons may be enhanced.

Sabotage: A Engineer devotes most of his time and effort to insuring that devices are not working properly. He can spend a full round action to cause any technological device he touches to malfunction. In combat, this requires a touch attack against the character or creature wearing, holding, or using the device. This Knack provokes attacks of opportunity. If the Tech Engineer succeeds on his touch attack, he makes an appropriate Technical trained



skill check (DC 20). If the check succeeds, the device suffers a -5 penalty to all of its abilities per Term of Service. If any abilities are reduced to zero, that ability of the device stops working. These penalties persist until the device is repaired.

Vehicle Mastery: Relying on his ability to modify vehicles and his uncanny skill in mechanics, the Tech Engineer is the unquestioned master of modifications. The Tech Engineer gains a +2 modifier per Term of Service to any skill check involved with the operating or commanding the elements of his vehicle. These bonuses stack if there are multiple Tech Engineers assisting with the skill check.

Weapon Mastery: Relying on his ability to modify weapons and his uncanny skill in doing so, the Tech Engineer is a master of weapon modification. When he modifies a weapon, he improves its abilities according to the table below. He may choose one of the modifications per Term of Service. You may not choose the same modification more then once. It takes an hour to make the modifications and they last for a week. After that, the changes must be maintained by the Tech who modified the weapon or another Tech with equivalent abilities.

Weapon Mastery Table: 4 - 4

Ability Modification	Damage	TDC	Fumble	Critical Range	Range	Ammo
	+1 die step	+5	-1	+1	+10	+5

FLEET

TERM OF SERVICE BONUSES

+8 Hit Points
+1 Reflex Save
Skill Points to spend

Combat	2
Commo	1
Firearms	2
Movement	3
Psyche	1
Technical	1

FIRST TERM FEATS

Acrobatic Defense
Combat Pilot
Mounted Combat
Bonus Feat (Combat or Skill Lists)

ADDITIONAL TERM OF SERVICE FEATS

3 Feats from any list
1 Feat from Combat or Skill
1 Bonus Feat if Officer from Combat or Skill

ENGINEER BONUS FEATS

Combat, Skill

FLEET KNACKS

Fighter Pilot:

Combat Mobility: Pilots excel at avoiding attacks in mass combat or while "dog-fighting". Whenever you provoke an attack of opportunity due to movement, you gain a +4 bonus to Defense per Term of Service. This bonus applies only against attacks of opportunity.

Combat Speed: You know your ship better than anyone and can push it past its physical limits. You can increase the speed of your ship by 10 per Term of Service while in combat. This bonus does not apply while traveling long distances but functions only during combat and similar situations where tactical movement matters. This Knack requires a Vehicle.

High Speed Assault: A well-trained Fighter Pilot can move and attack as a single action. You can make an attack while sprinting.

Mobile Assault: The Fighter Pilot fights best while on the move. Your enemies have trouble defending themselves as you come at them from an unexpected angle or with the added momentum of your movement. When you make a Charge attack, you gain a bonus of +2 per Term of Service to your attack. This is in addition to any other modifiers you may have, including charging.

Mobile Defense: A Fighter Pilot knows how to spin, dodge, and maneuver to avoid attacks as they move. You gain a +1 bonus to Defense and Reflex saves per Term of Service.

Nimble Maneuvers: A Fighter Pilot against a capital class ship can use her Flying Vehicles skill to take advantage of sluggish attacks. If an opponent attacks you with a weapon of one size category larger than your own size, you can dash over him just as his attack is about to fall upon you. This can also be accomplished by diving beneath him, dodging his weapon's blast, and then riding up the barrel to attack.

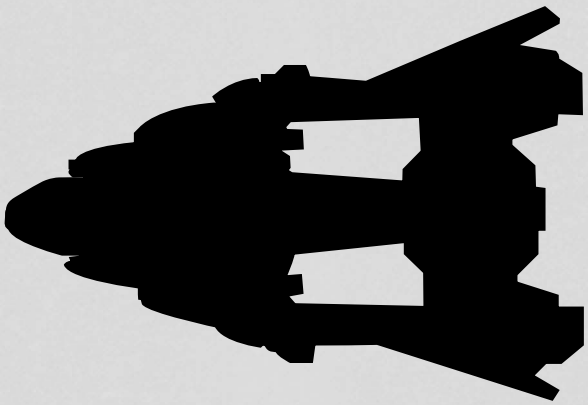
To use this knack, you must move through the threatened area of an opponent with an appropriately sized weapon. When he

attempts an attack of opportunity against you, make an appropriate Move skill check (DC equal to his attack roll). If you beat your opponent you may spend movement to enter his space. As an immediate action, you may take an attack of opportunity against him and consider him Flat-Footed. If you have movement left over you may continue your move as normal after completing the attack. This Knack requires a Vehicle.

Rapid Assault: When you lock on a target, you maneuver around him to confound his defenses and find multiple openings. When you spend a swift action and succeed at an appropriate Move skill check (Flying Vehicles for aircraft, Ground Vehicles for ground vehicles, and Athletics if on foot) to lock onto a target (DC equal to the target's Defense) you may make a full round attack while still taking a move action.

Ship Mastery: The Fighter Pilot excels at ship fighting when relying on his ability to modify and fly ships. When he pilots a ship, he improves its abilities. The Fighter Pilot gains a +2 modifier per Term of Service to any skill check involved with the operating or commanding the elements of his ship. These bonuses stack if there are multiple Fighter Pilots assisting with the skill check (perhaps a gunner or navigator). This Knack requires a Vehicle.





Sailor:

Brawler's Eye: Sailors are notorious for getting into skirmishes and "bar room brawls". In addition to any other bonuses acquired during a battle, Sailors earn additional bonuses by taking the time to study the skirmish. As a swift action they gain a bonus of +1 per Term of Service to all of their attacks until the beginning of their next round. They may grant this bonus to an ally but lose the bonus for themselves.

Crewman's Sense: A Sailor is well attuned to the ship upon which he serves. Little escapes his notice, from a minor detail in the performance of the vessel to the assassin lying in wait in the ventilation system. Each round as a free action, you may make either a Perception check to notice potential problems, traps, malfunctions, and misgivings with the ship or check to notice anything foreign or unnatural hiding or hidden on the ship. You gain a +1 bonus per Term of Service to the die roll.

If there is a threat within the range of your senses, the GM should either grant you a Perception check or roll secretly for you. This Knack is effective on ships or stations.

Deadly Swarm: A Sailor can lead his allies in a swarm attack against a chosen foe. If you and your allies are all attacking a single target you can spend a swift action to grant you and all your allies a bonus of +1 to attack and +2 damage per Term of Service to that foe. If for any reason you no longer threaten the target, your allies no longer enjoy this bonus. The bonus lasts until the start of your next round.

Deck Advantage: A smart warrior uses the terrain to his advantage. A ship's deck is the Sailor's favorite terrain. During a battle, he positions himself in the best place to take cover or fire upon an enemy.

When you gain a cover bonus to Defense due to terrain, you increase that bonus by +2 per Term of Service. You cannot increase the cover bonus to more than double its initial value. Any allies who gain a cover bonus from the same terrain feature also enjoy this benefit if you use a standard action to advise them.

If an opponent takes cover, you can reduce the Defense bonus they gain from it by -2 per Term of Service. This can not lower the Defense below 0. This reduction applies only to your attacks, unless you extend it to your allies by using a standard action to tell them where or how to attack an enemy with cover. This Knack is effective on ships or stations.

Deck Mastery: The Sailor has an extensive knowledge of capital ships, their operations, and an uncanny skill for teamwork. When he sits at the specific controls of a ship or is in charge of a deck, he improves its abilities. The sailor gains a +2 modifier per Term of Service to any skill check involved with the operating or commanding the elements of a ship. These bonuses stack if there are multiple Sailors assisting with the skill check. This Knack is effective on ships or stations.

Experienced Traveler: Sailors interact with every single branch of the military on a daily basis, transporting them from one end of the galaxy to the other. While on those long journeys they sometimes quell the boredom by learning whatever anyone would teach them. So, a Sailor may choose any one Knack from a different branch specialty.

Improvised Attack: Drawing on his experience, keen senses, and knack for turning mundane conditions into tactical advantages, the Sailor is always at the ready to join in battle to defend his ship. He uses the terrain of the ship to confound and injure his opponents.

As a full round attack you can use one combat maneuver to affect one extra opponent per Term of Service. You need some logical way to exploit the terrain to your desired end. You may pull on a rug, rope, or wire to send two ruffians sprawling to the deck (a trip attack) or knock a sturdy piece of equipment from the hull or cargo from the stacks to come crashing down onto the foes beneath it. This can also include throwing oil, grease, or ice at an area to slip up your foes, and so forth.

Ship's Crew Tactics: Sailors cultivate an excellent sense for striking at just the right moment when fighting alongside his allies. In this situation the Sailor can take advantage of the momentary distractions they create.

Once per round per Term of Service, if a foe you threaten suffers damage from any source, you can make an attack of opportunity against him.





INTELLIGENCE KNACKS

Agent:

Armor-Avoidance: An Agent's ability to study opponents and find their weak points allows them to discover flaws in the target's armor. Before he makes an attack of any sort, including one tied to a Knack, he can spend a swift action to reduce the target's Toughness from armor. He cannot use this ability against Toughness derived from other sources. The armor suffers a penalty of -5 to its Toughness per Term of Service.

Bleeding Strike: An Agent, with a careful twist of his weapon, can leave a wound that bleeds freely and saps his foe's strength. As a full round action he may attack his foe once. If his attack causes damage, the target must make a Fortitude save (DC 10 + Term of Service + Wisdom modifier). On a failed save, the target suffers 1D6 damage to his hit points and penalty of -2 to Strength at the start of the Agents turn for a number of additional rounds per Term of Service

Deathstroke: The Agent can draw upon his training to deliver a blow far deadlier than normal when he strikes an opponent he flanks or one who is considered flat-footed. He makes a full round attack with this knack and announces that he is using this ability. If the attack hits, the target must make a Fortitude save (DC 10 + Term of Service + Wisdom modifier). If the target fails his save, the Agent may add a number of additional damage dice per Term of Service. If the target makes his save, he still suffers damage from a normal attack.

Executioner's Strike: An Agent has been trained to slash across a foe's neck with a blade, plant a bullet through an eye socket, or otherwise deliver a single deadly strike.

As a full round action he must strike an opponent he flanks or that is flat-footed. If the attack hits and the target fails his Toughness save against Wounds, the Agent deals a number of extra wounds equal to his Term of Service.

Hindering Strike: An Agent knows how to slow down a foe that makes it is easier for him to be defeated. You slice at an opponent's arms or legs, leaving him with an injury that makes it hard for him to attack or defend himself. As a swift action you can declare a Hindering Strike with your next attack. If your attack causes damage, your foe must make a Fortitude save (DC 10 +

per Terms of Service + Wisdom modifier). Those who fail suffer a -2 penalty to attacks, Defense, and Speed per Term of Service. This penalty lasts until the damage of this attack is healed.

Martial Training: All soldiers are trained for combat on the battlefield, but Agents are trained for combat anywhere. He has been trained to deliver the greatest amount of damage possible with an unarmed strike. Agents with this Knack may use their hands, elbows, knees, feet, etc. to deal damage as if they were wielding a weapon. This means that their unarmed attacks may cause wounds as well as hit point loss. Also, they gain an additional die of damage to their unarmed strikes per Term of Service.

Sneak Attack: Agents study anatomy and learn to hit opponents where it hurts. He gains the ability to inflict additional damage when he hits an opponent he flanks or is considered flat-footed. He inflicts an additional 1d6 die of damage per Term of Service. Ranged attacks can count as Sneak Attacks only for targets within 30 feet +10 feet per Term of Service.

Special Training: Some Agents are taught the skills of the other branches so that they may perform their duties more efficiently. This Knack allows him to temporarily learn a Knack from some other branch. He may "learn" a Knack per Term of Service, but he may only utilize one of these knacks at a time. It takes a day of uninterrupted study to set the other knack and use it as if it were his. The "set" knack may be used until he replaces it by setting another knack.

Inquisitor:

Arms of Truth: The Inquisitor has many tools at his disposal but the most important ones are his armor and weapons. Using an action the Inquisitor may imbue his armor and weapons with special abilities that



enhance their performance. These abilities are chosen from the Item Ability lists of the equipment section. Per Term of Service, they may imbue up to +2 enhancement bonus worth of abilities spread among his armor and weapons. All of the bonus may be used on one item or divided among several items. Only armor and weapons may be enhanced.

Cunning Insight: An Inquisitor must always be ready to fight the Shade and expect it to attack even in the most unexpected places. He gains a +2 bonus to initiative per Term of Service.

Final Strike: An Inquisitor has been trained to destroy the corruption of the Shade with a single deadly strike. Using this ability requires a full round attack and he must strike an opponent he flanks or who is considered flat-footed. If he hits and the target is corrupted by the Shade, they make a Toughness save using only their armor's bonus. If they fail the save, the Inquisitor causes an additional damage die and wound per Term of Service.

Inner Light: The Inquisitor is the Legion's link to the light of the mind and soul of the galaxy. As a result, he gains a bonus of +1 Mind Points and a +2 bonus to saves against the Shade per Term of Service. Also, the Inquisitor may attempt to "turn" someone afflicted or cursed with the Shade by declaring his inner light. This is a full-round action and affects all Shade that can see or hear him. Rules for turning are found in the combat section *(pg 253)*.

Powerful Mind: An Inquisitor is trained to focus their Talents to the extreme and therefore have become the masters of the Shar-Nithian Arts. As a swift action the Inquisitor gains a +2 per Term of Service to their next Psyche Talent activation roll. Also, all saves against the Talent while the Inquisitor is using this Knack suffer a -2 penalty per Term of Service.

Shadow Lore: The Inquisitor adds his Wisdom modifier on all Perception skill checks concerning the Shade or Shadow-tainted creatures or items. Also, a successful skill check grants the Inquisitor a +2 bonus per Term of Service on all attacks against a creature or item of the Shade.

True Gift: Inquisitors serve the greater good and the needs of the Galactic Federation of Humanity and as such they are sometimes gifted with true power. If he chooses this Knack, he may select one Psyche Talent and be able to activate it as a free action a number of times a day per Term of Service. This Knack can only be used once a round.

Weakness of the Shadow: The Inquisitor learns to take advantage of any opportunity that presents itself. Whenever an Inquisitor scores a critical threat against the Shade, the threat always confirms. They ignore the Toughness save of the target and cause wounds as if the target failed his save. This is in addition to any additional effects of the critical hit.

JUDICIAL



TERM OF SERVICE BONUSES

+10 Hit Points
+1 Fortitude Save
Skill Points to spend under:

Combat skills	2
Commo skills	3
Firearms skills	2
Move skills	1
Psyche skills	2
Tech skills	0

FIRST TERMS FEATS

Armor Proficency (Med)
Quickdraw
Track
Bonus Feat
1 Bonus Feat if Officer

ADDITONAL TERM OF SERVICE FEATS

3 Feats from any list
1 Feat from Judicial Feat Lists
1 Bonus Feat if Officer

JUDICAL BONUS FEAT LISTS

Combat or General Lists

JUDICIAL KNACKS

Judge:

Duty and Honor: A Judge is so steeped in the doctrines of the Dark King that it is difficult to sway him from his duty. He has a natural resistance to anything that would distract him from his task. He gains a +2 bonus per Term of Service to all Will saves and to all Fortitude saves against Ability Loss. Also, he gains a +2 bonus per Term of Service to Defense and Toughness saves against anyone who is trying to make him break his oaths.

Fast Recovery: A Judge is tempered in the training arena of the military and is resistant to injury and being exhausted beyond measure. He develops an almost supernatural healing ability and almost never becomes fatigued. He heals a number of hit points at the end of his turn in a round equal to 2 per Term of Service. This is a natural healing ability and does not work if the character is in a state where he would not be able to heal naturally. Also, he is immune to effects that would cause him to be fatigued or exhausted. If a Species has the Fast Healing ability they do not stack. Instead take the better of the two.

Honor and Glory: A Judge never gives up when duty calls to him. He will fight with renewed vigor if his life is near its end. Once per day for every Term of Service, a Judge below half his total hit points can activate this Knack as a free action. For one minute (10 rounds) the Judge gains a +5 bonus to Damage, Damage Reduction, Energy Resistance, resisting Psyche Talents, and Toughness saves per Term of Service.

He may act normally during this time, but at the end of the minute the Judge drops to negative Constitution Score plus one and is unconscious. If he does not receive medical attention or healing of some sort before his turn on the next round, he dies.

Stress Tolerance: A Judge is conditioned to withstand an intense amount of stress and strain. He gains a +5 bonus per Term of Service to his hit point total. Also, he gains a +2 bonus per Term of Service to all skill checks and saving throws made to resist fear, pain and stun.

Perfect Attack: A Judge knows how to execute the wicked, even when they are resisting justice. Using this Knack is a full round action. The judge makes a single attack against his foe. If he hits, the attack automatically threatens a critical hit and he gains a +2 bonus per Term of Service as a Judge to confirm that threat. If the critical hit is confirmed, he causes an extra wound per Term of Service.

Stern Visage: A Judge is skilled at sensing deception and intimidating their foes. He receives a +2 bonus per Term of Service to all intimidate skill checks a target. This same bonus also applies to all Perception rolls to sense the target's motives. In addition, they may spend a swift action to discern whether the target is lying or telling the truth by their reactions to his questioning. The target gets a Will save (DC 10 + Term of Service + Wisdom modifier).

Untouchable: So focused in his path, the Judge becomes untouchable by those who would take advantage of him in combat. For any attacks of opportunity you gain +2 Defense per Term of Service. No matter what sort of action he takes, he does not easily give up his advantage and therefore no one may easily perform an attack of opportunity upon him.

Voice of the King: In his duties and by his oaths, the Judge sometimes may speak with the voice of highest authority, the voice of the King. When he uses this ability, he must spend a full round action to cause fear in the hearts of the people he directs his voice towards. He may effect 2 people per Term of Service and they must make a Will save (DC 10 + Charisma modifier + skill ranks in Intimidation). If they fail their save, they are shaken for the first round and get another save on their next round. If they fail their save again on the next round, they are frightened and get a save on their next round. If they fail their save a third time, they are panicked and will be for the remainder of the combat. The effect wears off if a save succeeds before they are panicked.

Marshall:

Assess Foe: A Marshall can use his keen senses to quickly determine the tendencies, tactics, and abilities of a foe he faces to gain a key edge. He can study an opponent's demeanor, movements, and fighting style to create an appropriate counter. As a swift action he gains a +2 bonus per Term of Service to attacks and Defense against that foe. These benefits last until the end of the encounter or if he uses another Knack.

Bounty Hunter Tactics: Marshalls cultivate an excellent sense for striking at just the right moment when fighting alongside his allies by taking advantage of the momentary distractions they create. Once per round per Term of Service, if a foe he threatens suffers damage from any source, he can make an attack of opportunity against them.

Fortune's Insight: The Marshall's keen mind, sharp senses, and combat experience shows him advantages on the battlefield that others would ignore. As a swift action, he can grant himself or an ally a +2 bonus per Term of Service to one attack, skill check, saving throw, or ability check. For an ally to receive the bonus, the Marshall must be able to see and speak to them.

Hindering Strike: A Marshall knows how to slow down a foe, making it is easier for him to be defeated. You slice at an opponent's arms or legs, leaving him with an injury that makes it hard for him to attack or defend himself. As a swift action you can declare a Hindering Strike with your next attack. If your attack causes damage, your foe must make a Fortitude save (DC 10 + per Terms of Service + Wisdom modifier). Those who fail suffer a -2 penalty to attacks, Defense, and Speed per Term of Service. This penalty lasts until the damage of this attack is healed.

Hunter's Sense: A Marshall is well attuned to his environment. Little escapes his notice, from a minor detail in the pattern of a curtain to the assassin lying in wait behind it. Each round as a free action, he may make a Perception skill check to notice hidden enemies or for other details in his immediate vicinity. He gains a +2 bonus per Term of Service to the die roll. If there is a threat within the range of his senses, the game master should either roll secretly or grant him a Perception check.

Improvised Attack: Drawing on his experience, keen senses, and knack for turning mundane conditions into tactical advantages, the Marshall is always at the ready to join in battle to capture his quarry. He uses the terrain to confound and injure his opponents.

As a full round attack he can use one combat maneuver to affect one extra opponent per Term of Service. He needs some logical way to exploit the terrain to his desired end. He may pull on a rug, rope, or vine to send two quarries tumbling to the ground (a trip attack) or knock a heavy piece of debris from his surroundings to come crashing down and smash into foes beneath it. This can also include throwing oil, grease, or ice at an area to slip up his opponents, and so forth.



Predator's Reflexes: Marshalls have an intuitive sense for trouble, one that keeps them from stumbling into danger. During a surprise round, he is never surprised or flat-footed, and he adds his Perception skill total to his Initiative. On later rounds, he will use his normal initiative without this bonus.

Terrain Advantage: A Marshall uses the terrain to his advantage. During a battle, he sees where he should position himself to fire upon an enemy or spots a good place to take cover.

When he gains a cover bonus to Defense due to terrain, he increases that bonus by +2 per Term of Service. He cannot increase the cover bonus to more than double its initial value. Any allies who gain a cover bonus from the same terrain feature also enjoy this benefit if he uses a swift action to advise them. If an opponent takes cover, the Marshall can reduce the Defense bonus they gain from it by -2 per Term of Service. This cannot lower their Defense below 0. This reduction applies only to his attacks, unless he extends it to his allies by using a swift action to tell them where or how to attack an enemy with cover.



MOBILE INFANTRY KNACKS:

Close Combat Specialist:

Armor Mastery: Drawing on his ability to modify armor and his uncanny talent for using it to absorb blows, the Mobile Infantry Close Combat Specialist is the unquestioned master of armored fighting. When he wears armor, he improves its abilities according to the table below (Table 4-5). He may choose one of the modifications per Term of Service. You may not choose the same modification more than once.

Defense Mastery: The Close Combat Specialist can defend himself with superior speed and agility. You gain a +2 bonus to Defense per Term of Service.

Elite Toughness: Part of the defensive value of your armor comes from your ability to wear it effectively. You learn how to roll with attacks, absorb strikes on heavily plated areas, and otherwise lessen the force of combat. If you are struck by an attack that ignores your armor's Toughness Bonus, you can make a Reflex save, with a +2 bonus per Term of Service, equal to the total attack roll against you to keep your armor's Toughness Bonus for that attack. Even though the weapon cleaves through your armor, you still twist and dodge to reduce the force of its impact.

Favorite Weapon: Everyone has that one special someone in his life that they can always depend upon and turn to in times of need. For you, that someone is a weapon. You must select one specific melee or thrown weapon to become your weapon of choice. When fighting with it, you gain a +1 bonus to hit and +2 bonus to damage with it per Term of Service.

Impervious Skin: Your armor's heavy plating and exceptional design make it difficult to land a deadly attack against you. When an attack has a critical result, there is a 20% with an additional +5% per Term of Service chance that the critical is negated and is treated as a normal success.

Melee Mastery: The Close Combat Specialist excels at melee fighting by using his ability to modify weapons and his uncanny skill to

Armor Master Table: 4 - 5

Ability:	Toughness:	Defense:	DR	ER	Psyche	Speed
Modification	+5	+5	+5	+5	-5%	+2

perform devastating attacks. When he uses a melee weapon, he improves its abilities according to the table below (Table 4 - 6). He may choose one of the modifications per Term of Service. You may not choose the same modification more than once.

Pack Mule: Mobile Infantry Close Combat Specialists have grown accustomed to armor in such a way that they can carry heavy loads that would reduce others to exhausted wrecks. When determining how much equipment he can carry, calculate carrying capacity as if he had a +2 to his strength per Term of Service. He also gains a +2 bonus per Term of Service to Saves to resist Fatigue.

Uncanny Battle Awareness: During his terms as a Close Combat Specialist, he learns how to react to danger before his senses normally would allow him to do so. He is never Flat-Footed.

If he also has Armor Mastery, he cannot be flanked while he is wearing his custom suit of armor. This defense prevents the use of sneak attack and other precision-based attacks that require flanking.

Fire Support Specialist:

Deadly Aim: Once you've figured out your target, it's easy to take him down. If you hit your target on your first attack with a firearm in a combat round, every following attack on that target gains a +2 bonus to hit per Term of Service for the remainder of the round.

Defense Mastery: The Fire Support Specialist can defend himself with superior speed and agility. You gain a +2 bonus to Defense per Term of Service.

Favorite Firearm: Everyone has that one special someone in their life that they can always depend upon and turn to in times of need. For you, that someone is a weapon. You must select one specific firearm to become your weapon of choice. When fighting with it, you gain a +1 bonus to hit and +2 bonus to damage with it per Term of Service.

Firearm Mastery: By relying on his ability to modify weapons and his uncanny skill for using it to perform devastating attacks, the Fire Support Specialist is the unquestioned master of ranged fighting. When he uses a firearm, he improves its abilities according to the table below (Table 4 - 7). He may choose one of the modifications per Term of Service. You may not choose the same modification more than once.

Gift for Destruction: A Mobile Infantry Fire Support Specialist is a master at taking down his target. Each time he succeeds at a critical attack on his target he may

Melee Mastery Table: 4 - 6

Ability	Damage	TDC	Fumble	Critical Range	Range	Ammo	Type
Modification	+1 die	+5	-1	+1	+10	+5	P, B, or S

Firearm Mastery Table: 4 - 7

Ability Modification	Damage	TDC	Fumble	Critical Range	Range	Ammo
	+1 die	+5	-1	+1	+10	+5

choose to do either an additional die of damage per Term of Service (not multiplied with normal damage) or gain a +5 bonus to his weapon's TDC per Term of Service.

Indirect Fire: Tagging your quarry can sometimes be difficult and that's why you've developed this trick shot. You may take a single shot at an opponent who is out of your line of sight by banking and ricocheting your shot. This takes a full round attack to execute and your opponent must have been in your line of sight on your previous round, Alternatively if you have some way of detecting his location other than sight you may use this Knack. This attack assumes that a clear, indirect physical path exists between you and your target; the target must also be within the first range increment of the weapon used.

You gain a +10 foot bonus to your weapon's range increment per Term of Service for this Knack only.

Killing Shot: The main goal and purpose of a Fire Support Specialist is to drop a target at range in support of a Close Combat Specialist who is clearing the path to victory. He does this by putting a shot into a foe's eye or throat, or by piercing his heart. As a full round action he may make a single ranged attack. If he hits and inflicts damage, the target must make a Fortitude save versus a DC equal to 10 + Term of Service + skill ranks in Firearms. If the Fortitude save fails, the target immediately falls to -1 hit points and suffers wounds as if he had failed his Toughness save. If the Fortitude save succeeds then calculate damage normally.

Sniper's Reach: A Fire Support Specialist really knows how to take his firearms to its limits. You may attack your target at up to your weapon's maximum range plus one more range increment per Term of Service. You suffer only -1 to hit for every range increment past the first one.


02-02
02-02

SPECIAL FORCES BRANCH

The Special Forces branch is one that is available to veteran military personnel. This branch is a catch-all for programs that do not quite qualify for their own branch, but have autonomous leadership from the other branches. They also may have their own set of Knacks unique to the program. Outside of character creation, to enter into a program the character must have served at least one Term of Service and have been promoted during that term. Additional requirements to enter into the various programs will be noted in their section. Currently there is only one commonly known program: the Commando program.

COMMANDO

To attempt to enter the Commando program, you must have served at least one Term of Service and have been promoted during that term. You are considered to be a Commando of the Branch you served in when you became a Commando. You then may attempt an entry roll with bonuses gleaned only from Special Events and your statistics. If you succeed with the entry roll, refer to result #40 on the Special Events table and continue your service from there. You may only enjoy entrance benefits from the program once and must continue in the Commando program for the remainder of your service.

If you fail entry into the Commando program you may continue in a normal branch of the service unhindered. Once you have entered the Commando program you can never leave due to a bad evaluation roll. You can only be busted down to the lowest rank possible, but you will still be in the Commando program.

COMMANDO

TERM OF SERVICE BONUSES

+12 Hit Points
+1 Save of your choice
Skill Points to spend under:

Combat skills	2
Commo skills	2
Firearms skills	2
Move skills	2
Psyche skills	2
Tech skills	2

STARTING FEATS

Armor Proficency (Med)
Armor Proficency (Heavy)
Bonus Feat: Any List
1 Bonus Feat if Officer

AFTER FIRST TERM OF SERVICE

3 Feats from any list
1 Feat from Any Feat List
1 Bonus Feat if Officer

COMMANDO BONUS FEAT LISTS

Any List

KNACKS: Commandos have access to all knacks from all Branches and may choice two knacks per Term of Service, one coming from the current Specialty



MILITARY SERVICE

The focus of the game is on military service. The Terms of Service dictate power level of the game and the personal level of the character. As a reference, here is a chart of comparable power levels and number of terms.

Terms	Power Level
1	Low or Newbie Soldier
2-3	Medium / Veteran Soldiers
4	High/Special Forces Soldiers
5+	Epic or Legendary Soldiers

Each Term of Service is two years long, and therefore someone of Epic power would have served at least 10 or more years in the military. These soldiers would be the upper echelon of command or special assignment mavericks of novels and movies. As a general rule, no more than six terms are allowed for player characters but that is completely up to the discretion of the game master.

There are two different ways to limit the power level of the game: either by limiting the character's age or by limiting the Terms of Service. Both are effective ways of limitation and which one is used depends upon the flavor of the game you wish to run.

If you limit the character's age, then they may serve any number of terms as long as they do not exceed that age limit. The best way to do this is to roll 2d6 and add it to the age of maturity for the character's race. That is the maximum age of the character after going to school (which is optional) and military service. Remember, some results on the Special Events table may cost the character time and therefore limit their time in service. It is best to add or subtract a year if their age limit falls in the middle of a term of service for logistics' and argument's sake.

If you limit the number of terms then they may be whatever age is necessary to reach that limitation. Either select a number of terms from the table above to set the power level of your game or roll a 1d4 for the number of terms limit for each character.

MILITARY SPECIAL EVENTS:

During your military career you will run into events and opportunities that are beyond the norm for military service. These special events may advance or hinder you on a personal level. There are two methods in which to obtain the special events: you may roll for two events for each term of service in the military or you may purchase events with Event Points.

Roll 2D20 PER EVENT:
You may roll for two events for every term you serve in the military. Some events will give you flaws while others will give you bonuses. No matter what, you must keep the two events if you roll for them. The game master may overrule this, of course.

(* = you can only roll that event once. If you get that result twice, you may choose the next higher event or reroll.)

Choose:
You get 10 Event Points for every term you serve in the military. Some events will cost nothing while others will give you more event points. No matter what, you must choose no more than two events for each Term of Service. You may save up and accumulate points from one term to spend on a following Term of Service.

(* = you can only choose that event once. You still have to pay the cost for the Phalanx Program even if the event says you get to join. The Event Point bonus those events give you offset the cost of the Phalanx Program.

Events Table: 4 - 8

Event:	Cost:	Roll:
Disabled*	-20	2
Bone & Blood Disease*	-20	3
Severe Concussion*	-15	4
Murderer*	-15	5
Red-Handed*	-10	6
Court Martial	-10	7
Criminal*	-5	8
Misconduct.	-5	9
Part of Military Research Program*	0	10
Intense Education.	0	11
Negotiator Training	0	12
Glamorous Assignment*	0	13
Powerful Contact in the Military	0	14
Royal Guard Training	0	15
Technical Crash Course	0	16
Administrative Course	0	17
Gymnastic Classes	0	18
Ranger Training*	5	19
Character Conditioning	5	20
Strength Training	5	21
Stress Training	5	22
Endurance Conditioning	5	23
Agility Training	5	24
Psyche Conditioning	5	25
Mind Training	5	26
Shar-Nithian Evolution	5	27
Gate Runner*	5	28
Heroic Reincarnationr*	5	29
Sweet Assignment*	5	30
Body Conditioning*	5	31
Chance of a Lifetime*	10	32
Promotion	10	33
Sole Heir to Wealthy Patron*	10	34
Powerful Fanatic Enemy*	10	35
Wealthy Benefactor*	15	36
Military Hero*	15	37
Artifact*	20	38
Phalanx Program*	30	39
Commando Program*	40	40

EVENT DESCRIPTIONS

Administrative Course: You gain a +2 to your Communication skill.

Agility Training: Obstacle courses are like a walk in the park. Add +2 to your Dexterity.

Artifact*: During your Term of Service you discovered a Progenitor artifact. It instantly bonded to you and has granted you amazing, yet strange, abilities. The knowledge of these abilities flooded your mind but you didn't understand a single thing. However, you do have a weird sense about it, and seem to be able to use it by instinct. Do what feels right and see what happens. It's really the only way to figure this out.

(For the Game Master: There are many ways to create artifacts for your game. The most common way is to combine existing abilities that do not normally go together or to create greater versions of abilities. Any of the Psi-Stone qualities will help with this. This is by no means the only way to create them. Perhaps an as yet unknown ability might exist as part of an ongoing plotline and the artifact is the key to unlocking its secrets. Maybe the artifact does nothing impressive until you take it to the proper location at the proper time and perform the proper ritual with it. There are countless ways for you, as the game master, to introduce artifacts in your campaign. Refer to Artifacts Appendix on pg 390.)

Body Conditioning*: You are put through the physical ringer and given the best supplements and diet available. Add +2 bonus to your Strength, Dexterity, and Constitution.

Bone & Blood Disease*: Your total hit points are cut in half. After totaling your hit point from all sources, divide by two. A severe operation stopped it from killing you but could not restore you to your former glory.

You will never be the soldier you once were but you could be a different soldier. You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39).

Chance of a Lifetime*: You lucked into a great opportunity and are taking advantage of it. If you rolled this randomly, roll again and add 20 to the result and take that result. If you point bought this you are promoted one Rank. Both methods gain a +2 bonus to enter Commando program.

Character Conditioning: After your training you seem to fascinate people. Add +2 to your Charisma.

Commando Program*: You have been chosen to be one of the Elite. You spend the next two years in training and special duty assignments, and you are automatically promoted 1 rank. Add +2 to all statistics. Add +2 to all Base Skills. Gain 5 free Skill ranks and 5 feats. Add +2 to Perception. You now are pretty much property of the Military and your next Term of Service will be in the Commando Branch.

Court Martial*: Intrigue and/or mistakes make you lose your Military and Citizen status and forces you to work as a civilian for 1d6 years. You may re-enlist after this period and start over with a clean record from the beginning or you can avoid the 1d6 years. You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39).

Criminal*: Your name is mentioned in connection with a criminal act and has a big red circle around it in the Criminal Records, probably for the rest of your life. You are automatically dropped to the lowest possible rank available to your branch. You gain a +2 bonus to Wisdom, however.

Disabled*: You have a terrible accident which almost cripples you. Your Speed suffers a penalty of -10 feet. You suffer a penalty of -4 to your Move Base Skill. You did have an operation that involved hospitals and possibly cybernetic replacement parts just to get you where you are now, but your military career is over…or is it? You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39).

Endurance Conditioning: The healthy lunches at work really invigorate you. Add +2 to your Constitution.

Gate Runner*: You were lost while traveling in faster than light speeds. You somehow resurfaced at your original destination days later and you were changed. You seem to live in a moment or two ahead of everyone else and travel faster than normal. Gain a +10' bonus to Speed and +5 bonus Initiative but suffer a -1 penalty to Charisma.

Glamorous Assignment*: You are automatically promoted 1 rank. You also gain a +1 bonus to your Charisma.

Gymnastic Classes: You gain a +2 to your Movement Base skill.

Heroic Reincarnation*: You happen to be an exact look-alike of a very famous but long-dead hero. Gain a +2 bonus to Wisdom and Charisma. Gain a +3 bonus to enter Commando program.

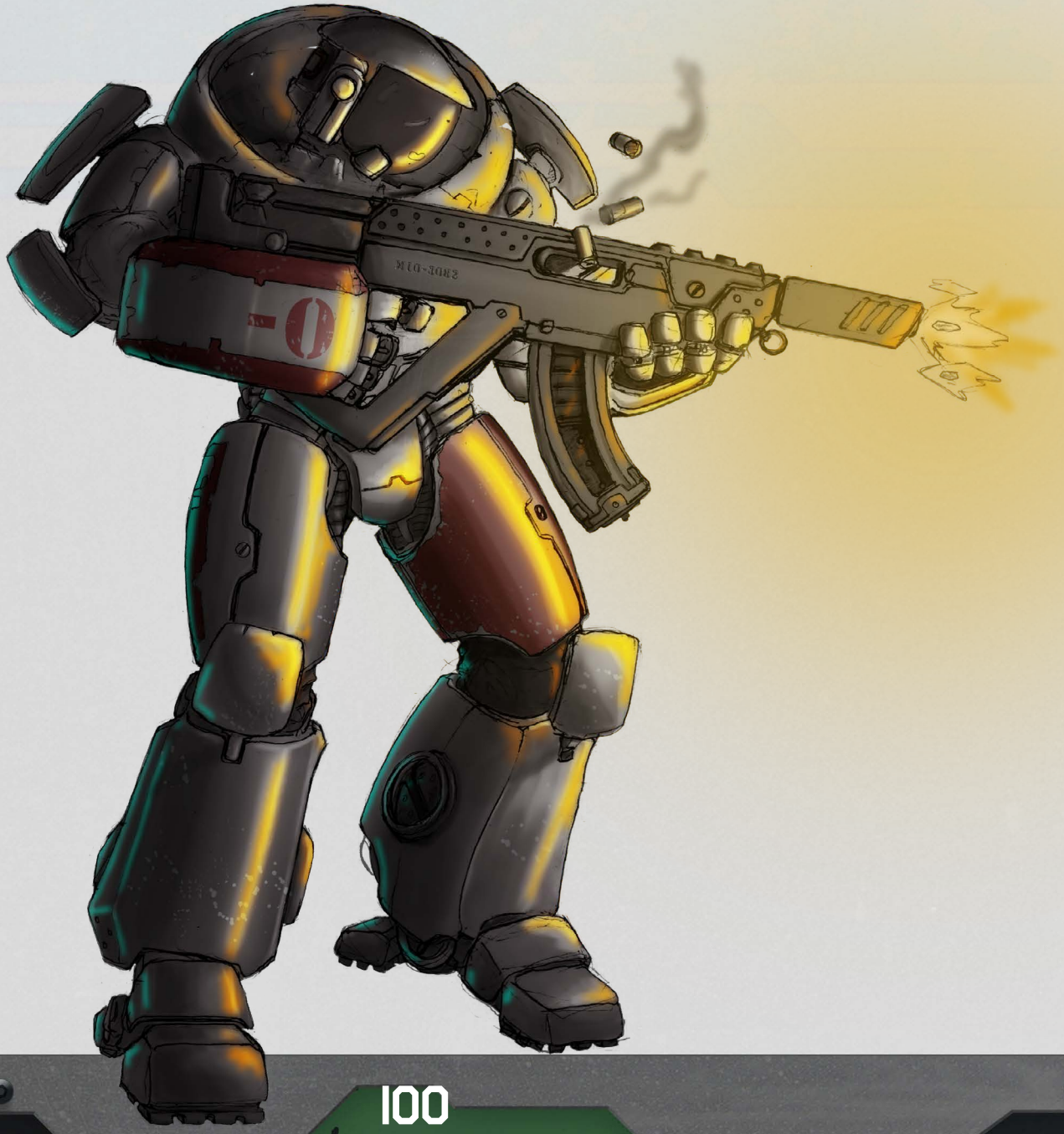
Intense Education: Gain 5 free skill ranks and one feat.

Military Hero*: You have participated in a couple of small but heroic skirmishes and survived. You are automatically promoted 1 rank. Add +1 to your Communication Skill. Add +2 to your Charisma and Wisdom. Gain extra 5D6 x 100 eCr. Gain a +5 bonus to enter Commando program.

Mind Training: You exercise your brain by working out with puzzles and logic problems. Add +2 to your Intelligence.

Misconduct: Guilty or not, you have been fined and demoted one rank. You gain a +1 bonus to Wisdom from it, though.

Murderer*: You have committed murder upon a fellow citizen. Regardless of the victim, the crime was considered unjust and you are sentenced to life imprisonment. This completely ends your Term of Service and entire military career. Refer to result (8). Your only recourse now is to make your peace with what you've done and to prepare to rot in a cell for the rest of your life…but then again, maybe there is something you can do. You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39).



Negotiator Training: You have a +2 bonus to your Diplomacy, Intimidation, and Bluff Skills.

Part of Military Research Program*: You volunteered for the Phalanx Program… or so you thought. This program, though a military program, is not the Phalanx Program. Though your experiment was not the success they were looking for, you survived and that is a success of sorts. The program did enhance you but it also left you kind of scarred. Ok, you're hideous and this thing really messed you up.

You gain a +2 bonus to your Strength and Constitution but suffer a -4 penalty to your Charisma. You have a +5 bonus to Toughness saves but suffer a -5 penalty to Fortitude saves. The good news is that the only units that will take you now are Commando units so you gain a bonus of +10 to your roll to be accepted into the Commando Branch. Congratulations and good luck, soldier.

Phalanx Program*: You volunteer to take part in some secret military experiment. Gain 5 bonus points to spread between your statistics. Gain the Psyche Sensitivity feat (See Chapter 7: Psyche Page 166) or the Cyborg feat. If you choose the Cyborg feat then you also gain 10,000 x your current Pay Grade of eCr worth of cybernetic implants. Gain a +2 bonus to enter Commando program. You have been fitted with a Master Ordnance Chip to help monitor your performance while in active duty and you are assigned to a special duty company.

Powerful and Fanatic Enemy*: Somehow you manage to get yourself a deadly enemy, who unfortunately also happens to be quite powerful. It might be an alien warlord, an old girlfriend who happens to be the daughter of a Shar-Nithian Lord, a scorned ex-classmate who is now a high ranking Inquisitor, etc. and they are testing your resolve and endurance. Add +2 to your Constitution and Wisdom.

Powerful Contact within the Military: You are automatically promoted 1 rank or are invited to become an Officer. You have a contact within one of the Military Branches. Roll 1d6 and the result is which Military Branch your contact is in. The results are: 1=Mobile Infantry, 2=Fleet, 3=Engineers, 4=Administration, 5=Judicial, 6=Intelligence. Gain a +2 bonus to enter Commando program.

Promotion: You are automatically promoted 1 rank. Add +3 to Charisma. Gain extra 2D6x1000 in credits.

Psyche Conditioning: Your mind has been pushed to the limits and back again. Add +2 to your Psyche base skill.

Ranger Training*: You gain a +1 bonus to all Base Skills. Gain a +2 bonus to enter Commando program.

Red-Handed*: You get involved in some criminal business and are sentenced to 2 years of prison. However, there may be other options. You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39). If you do not choose the Phalanx Program, you gain a +1 bonus to Strength, suffer a -1 penalty to Wisdom, and receive 5 free skill ranks and two feats for serving a term in prison.

Royal Guard Training: You gain a +1 to your Combat and Firearms base skills. Gain a +2 bonus to enter Commando program.

Severe Concussion*: You will never be quite yourself again after that last bop on the noggin. Your Perception suffer a -5 penalty. Nothing can help you regain your senses but maybe there's a way to get new senses. You have been invited to volunteer for the Phalanx program. If you do volunteer, refer to result (39).

Shar-Nithian Evolution*: You evolve into a natural Psyche giant. Gain the feat Psyche Sensitivity or a Psyche feat. Add +2 to your Mind Points.

Sole Heir to Wealthy Patron*: You inherit your benefactor's wealth, but not until you become an Officer. If you are already an Officer, you must achieve the rank of Captain to inherit. (Your benefactor is worth D6x100 thousand in credits.)



Strength Training: You have some really tough tasks at work. Add +2 to your Strength.

Stress Training: Unending disputes and hardships have hardened you. Add +2 to your Wisdom.

Sweet Assignment*: You are automatically promoted 1 paygrade. You may choose one position where you will never have to make a die roll to get or keep that position. You will have to meet the normal requirements, though, for promotion. Gain a +2 bonus to enter Commando program.

Technical Crash Course: You gain a +2 to your Technical base skill.

Wealthy Benefactor*: You have a rich uncle or mentor who wishes for you to have the best that the galaxy has to offer. If you must be a soldier then you should have the best equipment. For each Term of Service hereafter you gain a suit of armor, shield, or weapon and it will have a Psy-Stone in it to power the effects. This is a minor Psi-stone and you may choose the enhancements it grants.

RANKS AND PAYGRADES

Every soldier within the Legion has a rank. This ensures a hierarchical relationship within the Legion to maintain a chain of command. Every soldier starts at the lowest Rank available within each Branch. Each soldier's rank is displayed clearly on their uniform so that order can be established quickly. The higher the rank, the higher you are in the chain of command. Rank will also determine your pay grade for each Term of Service. These pay grades are designated by a letter (E for Enlisted and O for Officers) and a number. The higher the number, the more credits you receive for each Term of Service.

It is important to note the pay grades are not consistent with a soldier's rank in all the branches. While an O3 might be a Lieutenant Commander for the Fleet and Engineer branches, it is a Lieutenant in the Infantry and a Lieutenant Junior Grade in the Intelligence branch. The Lieutenant Commander, despite being the same pay grade, would have rank over the Lieutenant and Lieutenant Junior Grade.

You can be either an enlisted soldier or an officer. Enlisted soldiers are the ones that chose to bypass higher education and to enter into the Legion as soon as they reached maturity. These individuals refer to the Enlisted section of the Rank table to determine their rank.

Officers have succeeded at graduating from their chosen school and enter into the Legion with more authority and responsibilities in recognition of their years of study. To determine their rank, refer to the Officers section of the Rank table. If you want to be in the Fleet or Intelligence branches, you need to be an officer since they do not have enlisted men in their ranks. After determining your rank, use the pay grade designation for your branch on the Pay Grade Table to determine your credits.

When determining a character's starting credits they gain the pay for each full Term of Service they have completed.



Ranks and Pay Grades Table 4 - 9

RANK	Infantry	Fleet	Engineers	Admin	Judicial	Intelligence
ENLISTED						
Private	E1	-	E1	E1	E2	-
Private First Class	E2	-	E2	E2	E3	-
Corporal	E3	-	E3	E3	E4	-
Sergeant	E4	-	E4	E4	E5	-
Sergeant First Class	E5	-	E5	E5	E6	-
Master Sergeant	E6	-	E6	E6	E7	-
Sergeant Major	E7	-	E7	E7	-	-
OFFICER						
Cadet	O1	O1	-	-	-	O1
Ensign	-	O1	-	-	-	O2
Lieutenant Junior Grade	O2	O2	-	O2	-	O3
Lieutenant	O3	O2	O2	O3	O3	O4
Lieutenant Commander	-	O3	O3	-	-	O5
Commander	-	O4	O4	-	-	O6
Captain	O5	O5	O5	O5	O5	O7
Major	O6	O6	O6	O6	O6	O8
Lieutenant Colonel	O7	-	-	O7	O7	O9
Colonel	O7	-	-	O7	O8	O10
Admiral	-	O7	-	-	-	-
Fleet Admiral	-	O8	-	-	-	-
Brigadier	O8	-	O8	O8	O9	O11
General	O9	-	-	-	O10	O12
Field Marshall	-	O9	-	-	-	O13
Sky Marshall	O10	O10	O10	O10	O10	O14

PAYGRADE	Quarter Term	One Term	Continued Branch Bonus	Hazard	Combat
Enlisted 1 (E1)	1000 eCr	4000 eCr	500 eCr	100 eCr	200 eCr
Enlisted 2 (E2)	1100 eCr	4400 eCr	550 eCr	110 eCr	220 eCr
Enlisted 3 (E3)	1200 eCr	4800 eCr	600 eCr	120 eCr	240 eCr
Enlisted 4 (E4)	1300 eCr	5200 eCr	650 eCr	130 eCr	260 eCr
Enlisted 5 (E5)	1500 eCr	6000 eCr	750 eCr	150 eCr	300 eCr
Enlisted 6 (E6)	2000 eCr	8000 eCr	1000 eCr	200 eCr	400 eCr
Enlisted 7 (E7)	3000 eCr	12000 eCr	1500 eCr	300 eCr	600 eCr
Officer 1 (O1)	1000 eCr	4000 eCr	500 eCr	150 eCr	300 eCr
Officer 2 (O2)	1200 eCr	4800 eCr	600 eCr	180 eCr	360 eCr
Officer 3 (O3)	1400 eCr	5600 eCr	700 eCr	210 eCr	420 eCr
Officer 4 (O4)	1800 eCr	7200 eCr	900 eCr	270 eCr	540 eCr
Officer 5 (O5)	2200 eCr	8800 eCr	1100 eCr	330 eCr	660 eCr
Officer 6 (O6)	2800 eCr	11200 eCr	1400 eCr	420 eCr	840 eCr
Officer 7 (O7)	3400 eCr	13600 eCr	1700 eCr	510 eCr	1020 eCr
Officer 8 (O8)	4000 eCr	16000 eCr	2000 eCr	600 eCr	1200 eCr
Officer 9 (O9)	4800 eCr	19200 eCr	2400 eCr	720 eCr	1440 eCr
Officer 10 (O10)	5600 eCr	22400 eCr	2800 eCr	840 eCr	1680 eCr
Officer 11 (O11)	6000 eCr	24000 eCr	3000 eCr	900 eCr	1800 eCr
Officer 12 (O12)	7000 eCr	28000 eCr	3500 eCr	1050 eCr	2100 eCr
Officer 13 (O13)	8000 eCr	32000 eCr	4000 eCr	1200 eCr	2400 eCr



PRIVATE



PRIVATE FIRST CLASS



CORPORAL



SERGEANT



SERGEANT FIRST CLASS



MASTER SERGEANT



SERGEANT MAJOR



CADET



ENSIGN



LIEUTENANT JR. GRADE



LIEUTENANT



LIEUTENANT COMMANDER -



COMMANDER



CAPTAIN



MAJOR



LIEUTENANT COLONEL



COLONEL



ADMIRAL



FLEET ADMIRAL



FLEET ADMIRAL



BRIGADIER



GENERAL



FIELD MARSHALL



SKY MARSHALL

MILITARY COMPANIES:

The most common adventuring scenario for Legion is one where the characters are placed in a special company of soldiers. They are gathered because of a specialty which they posssess or for a specific purpose. These "Companies" are designed after the first such impromptu organization: Nightfall Company.

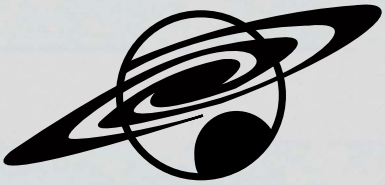
The military engine is precise, ordered, and well balanced with forces that can take on any threat in any location. However sometimes it takes a force that defies structure and standard order to get the job done. This is where the Special Forces Tactical Company or Legion Company comes in. Created with a variety of individuals to complement and balance out the company, protocols and norms are disregarded amongst the company except for the chain of command. As long as the company follows the chain of command during crisis situations, comfort and familiarity is encouraged among the soldiers in hopes of building a personal trust and respect between the company's members.

Some of the known companies and their controlling branch, specialty, and current status are listed below.

Name:	Branch:	Specialty:	Status:
Ashnak Company	Engineers	Hazard Support	Deployed, Haven
Black Sand Company	Intelligence	Black Ops	Deployed, Galaxy
Black Sun Company	MI	Shock Troops	Rogue
Bronze Star Company	MI	Front Line	Deployed, Galaxy
Featherlight Company	Fleet	Transport Guard	Deployed, Galaxy
New Moon Company	Judicial	Church Support	Deployed, Galaxy
Nightfall Company	MI	Special Ops	Decommissioned
Redjack Company	Engineers	Hazard Support	Deployed, Galaxy
Southwatch Company	MI	Entrenchment	Deployed, Colonial
Storm Guard Company	MI	First Contact	Rogue
Twilight Company	MI	First Contact	Deployed, Galaxy
Westmarch Company	Fleet	Station Patrol	Deployed, Haven
Whitewall Company	MI	Entrenchment	Deployed, Coventry
Widowmaker Company	Fleet	Scout	Deployed, Galaxy



GFH



UDF

ASHNAK



BLACK SAND



BLACKSUN



BRONZE STAR



FEATHERLIGHT



NEW MOON



NIGHTFALL



TWILIGHT



REDJACK



STORMGUARD



SOUTHWATCH



WESTMARCH



WIDOWMAKER



WHITE WALL



FINISHING TOUCHES

Now that you have finished your Terms of Service, you should now apply these finishing touches to your character.

Derived Statistics: These statistics are generated from the character's abilities and modified by Special Events. They may further be modified by Feats and Equipment. They represent a more specific way that a character may interact with his surroundings than his ability scores might. These statistics are Actions, Hit Points, Initiative, Luck, Mind Points, Saves, Speed, and Wounds. To determine the base score for these statistics, add the modifiers for each ability score associated with the statistic to any modifiers for feats and equipment.

Actions:
1 + Terms of Service
Initiative:
Dexterity Modifier + Wisdom Modifier
Luck:
Constitution Modifier + Charisma Modifier
Mind Points:
Wisdom Modifier + Charisma Modifier (Minimum of 1)
Speed:
(Dexterity Modifier + Constitution Modifier)/2 in squares. (5' increments)

Hit Points: Hit points are an abstract representation of personal energy and perseverance under duress. This is a measure of the amount of shock caused by both physical and mental trauma that a character can withstand before becoming disabled. Rest or medical attention may both restore a person's hit points.

A character has a number of hit points equal to the sum of his constitution and wisdom scores, and the bonus gained from serving a term in the military.

Maximum Hit Points:
Constitution Score + Wisdom Score + Term of Service Bonus

Saves: When a character is the subject of a dangerous effect, he often receives a saving throw (or save) to mitigate the damage or result. Saves are passive, meaning that a character does not need to take an action to make a save – they are made automatically. There are four types of saves: Fortitude, Reflex, Will and Toughness. Saves are abstract scores that are added to a D20 roll to resist an effect upon a character. To determine the base score for your saves use the sum of the modifiers for the abilities listed for each save.

Base Saves

Fortitude:
Resist poisons, diseases, and other physical effects. (Wisdom & Constitution)
Reflex:
Avoid an effect that targets an area. (Dexterity & Intelligence)
Will:
Resist mental attacks and spiritual effects. (Wisdom & Charisma)
Toughness:
Resist physical trauma due to damage. (Strength & Constitution)

Wounds: This is an abstract number that signifies the structural integrity, physical tenacity, and damage resisting ability of a character's body. A wound is inflicted on a character when she fails her Toughness save from taking damage. Wounds are discussed further in the combat section.

There are six basic body locations in this system where wounds are allocated. The number of wounds that a person may "take" to any particular location is equal to the sum of their Constitution modifier and the Wisdom modifier. Refer to the chart to determine how many wounds a character has in each location.

Languages Table: 4 - 10

Race:	Language:	Description:
Human	Augustyn*	A robust yet lyrical language developed by the Horse Masters of the Steppes.
	Blackmoor*	A romantic and powerful language developed by the Myrmidons.
	Brandenburg*	A rough sounding practical language developed by the Industrialists.
	Denwarren*	A beautiful and musical language developed by the Mariners.
	Ekimus *	A soulful and somewhat ominous language developed by the Lore Masters.
	Glendarrow*	A harsh yet musical language developed by the Mountain Lords.
	High Forge*	A sultry and complex language developed by the Vagabonds.
	Shar*	A simple and utilitarian language developed by the Warlords.
	Nithian	A fast-paced yet pleasant language developed by the natives of Nithia.
	Waycross*	A complex and detailed language developed by the colonists.
	Khalydri	A basic and well-defined language developed by the Lords of Khalydri.
Archalion	Elan	A simple, straightforward language of ancient origins.
Chironian	Nithian	A fast-paced yet pleasant language developed on Nithia by Chironians.
Dee	Dee	A simple and colorful language well suited to their nasally voices.
Deurgish	High Deur	A powerful language reserved for ceremony, contracts, and court.
	Common Gish	A descriptive language used by the bulk of the Deurgish for everyday communication.
Dorek	Doren	A mixture of binary references and descriptive words.
Illithian	Deep Undel	A guttural sounding language of multiple tones and expressions. Can only be spoken by the Illithian and the Oa'F'Reet.
K'rikk'T	K'liik'T	A sharp and short worded language accented with whistles and clicks. Most other races find it difficult to speak if not entirely impossible.
Korol	Korollian	A soft-spoken language of multi-syllabic words and phrases.
Oa'F'Reet	Oan	A nearly universal language that seems to be comprised of many of the elements from other languages expertly blended into its own unique and impressive language.
Onigrimm	Jo	A strong almost guttural language of beauty and passion.
Tuathean	Danaan	A natural and musical language that seems almost too comfortable to speak.
Zillan	Zillan	A short worded, quick language accented with hisses, yips, and yowls.

* These languages originate from the planet Khalydri

Con+Wis	Head	Arms	Legs	Torso
0-1	1	1	1	1
2-5	1	1	2	2
6-9	2	2	3	4
10-11	3	3	4	6
12-13	4	4	5	8
+2	+1	+1	+1	+2

Home World: This is the planet that the character originally hails. During character creation the player chooses a planet from what is listed, but you do not necessarily have to be from your Species Home World. You may be born on any planet in the known galaxy.

Languages: The galaxy has a "Common" tongue of speech called Galactic Trade and is spoken by all the citizens. This trade language is based on the proper form of Khalydri. Over the centuries, slang and choice words from all the known languages in the galaxy have found their way into the Galactic Trade language making it a polyglot or mix-match of languages. Some ancient 'lost' languages exist but are rarely used by the citizens of the galaxy.

All characters speak the language of their particular Society. This language is secret, consisting of subtle passwords, hand signals, and body language. Characters will always know when their Society Language is being spoken. They also have a chance of knowing if another Society Language is being spoken (Perception check), but they will not understand it. Society Languages are not written, but may be recorded. They may not be learned unless a character changes Society. When this happens, the character forgets the old Society Language and starts using the new one.

You may learn one additional language for every bonus point you have in your Intelligence statistic. All languages besides Galactic Trade and the Society Languages are found on Table 4 - 10.

Starting Ages Table: 4 - 11

Race	Maturity	Race	Maturity
Human	17 years	K'rikk'T	2 years
Archalion	21 years	Korol	12 years
Chironian	10 years	Oa'F'Reet	1 year
Darsithian	5 years	Onigrimm	10 years
Dee	25 years	SiomHaen	7 years
Deurgish	18 years	TransHuman	5 years
Dorek	13 years	Tuathean	30 years
Illithian	30 years	Zillan	8 years

Age: Your character's minimum starting age is the adulthood age of the character's species on Table: Starting Ages *(Table 4 - 11)*.

With age, a character's physical ability

scores decrease and his or her mental ability scores increase (*see Table: 4 - 12)*. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and record the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Height and Weight: A character's height and weight is dictated by their Species. Listed on the Height and Weight Table (Table 4-13). Listed on this table is the average height the average weight and the standard minimum and maximum height for that Species. Variations may exceed these standards with your Game Master's approval.

Aging Effects Table: 4 - 12

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Human	35 years	60 years	75 years	+2d20 years
Archalion	5000 years	7500 years	10000 years	+1d4x1000 years
Chironian	25 years	40 years	50 years	+2d10 years
Darsithian	50 years	70 years	80 years	+3d20 years
Dee	100 years	130 years	150 years	+5d20 years
Deurgish	250 years	350 years	400 years	+2d% years
Dorek	40 years	50 years	60 years	+3d10 years
Illithian	400 years	600 years	800 years	+4d% years
K'rikk'T	25 years	35 years	40 years	+2d10 years
Korol	45 years	60 years	80 years	+3d10 years
Oa'F'Reet	Never	Never	Never	+5d%x1000 years
Onigrimm	30 years	35 years	40 years	+2d10 years
SiomHaen	40 years	65 years	70 years	+2d10 years
TransHuman	60 years	70 years	80 years	+5d20 years
Tuathean	2000 years	5000 years	10000 years	No Limit
Zillan	30 years	55 years	75 years	+1d10 years

[1] At middle age, –2 to Str, Dex, and Con; +2 to Int, Wis, and Cha.
[2] At old age, –2 to Str, Dex, and Con; +2 to Int, Wis, and Cha.
[3] At venerable age, –2 to Str, Dex, and Con; +2 to Int, Wis, and Cha.

Height and Weight Table: 4 - 13

Race	Average Height	Height Min/Max	Average Weight
Human, male	5′ 10″	4′ 10″/7′	160 lb.
Human, female	5′ 6″	4′ 6″/6′ 8″	120 lb.
Archalion, male	5′ 10″	5′/7′	180 lb.
Archalion, female	5′ 8″	5′/7′	120 lb.
Chironian, male	4′ 8″	4′/5′ 6″	80 lb.
Chironian, female	4′ 11″	4′ 6″/5′10″	100 lb.
Darsithian, male	8′ 3″	8′/8′ 6″	400 lb.
Darsithian, female	8′	7′ 10″/8′ 2″	250 lb.
Dee, male	6′ 6″	5′ 10″/7′	175 lb.
Dee, female	6′	5′ 6″/6′ 6″	140 lb.
Deurgish, both	4′	3′ 6″/5′	180 lb.
Dorek, male	3′ 3″	2′ 6″/3′ 8″	75 lb.
Dorek, female	3′ 6″	3′/4′	90 lb.
Illithian, male	6′ 6″	6′/7′	250 lb.
Illithian, female	6′ 8″	6′ 4″/7′ 6″	300 lb.
K′rikk′T, both	5′	4′ 6″/7′	175 lb.
Korol, male	5′ 3″	4′ 8″/5′ 10″	140 lb.
Korol, female	5′	4′ 6″/5′ 6″	100 lb.
Oa′F′Reet, male	3′ 6″	3′/4′	50 lb.
Oa′F′Reet, female	3′	2′ 6″/3′ 6″	30 lb.
Onigrimm, male	6′	5′ 6″/7′	250 lb.
Onigrimm, female	5′ 8″	5′/6′ 6″	200 lb.
SiomHaen, male	5′ 10″	5′/7′	150 lb.
SiomHaen, female	6′	5′/7′	175 lb.
TransHuman, male	5′ 10″	5′/7′	200 lb.
TransHuman, female	5′ 8″	5′/7′	150 lb.
Tuathean, male	6′ 7″	5′ 8″/7′ 6″	175 lb.
Tuathean, female	6′ 4″	5′ 6″/7′	140 lb.
Zillan, male	6′	5′10″/7′ 6″	230 lb.
Zillan, female	6′ 6″	6′/8′	275 lb.

4 MILITARY

Skills



Marie kicked, clawed, and bit at the drone that had her in its grasp. It was ineffective. Her boots didn't even scratch the gleaming outer armor. She swore and spit before finally just crossing her arms petulantly and going limp as it dragged her along. She grinned to herself in pleasure as she noticed her boots leaving a long black scuff mark on the white marble floor. She thought furiously about how to get out of this, but saw nothing. If she had a blaster… but she didn't. This brute had taken it from her in its first assault.

She sighed loudly. "How much longer is this going to take?" she sassed, but the robot did not respond. She craned her neck trying to get a glimpse of where they were going, but it seemed they were in another endless stretch of hallway. She could only clearly see where they had been, and by this point she was uncertain she could remember all the twists and turns they had taken to get this far. The thought that she might be leaving via the garbage chute ran rampant through her mind and she tried not to panic. She heard the telltale whoosh of an automatic door and Marie had a moment to appreciate the fine carpeting she was being drug across before she was whirled around. She was dumped unceremoniously in front of a tall, lithe man with pointed ears and a scowl. She grinned sheepishly and his scowl deepened.

After several moments of unimpressed staring he finally spoke. "I would like for you to explain to me, in precise terms, exactly how you just broke into my vaults."

SKILLS

A skill represents a character's ability to perform a task, such as climb a wall, sneak down a hallway, or spot an intruder. There are two different types of skills: Base skills and Trained skills. Base skills are six vague skills that cover an extraordinary span of abilities. These form the basis for all of the skills that are the focus of this game and its characters. Trained skills are more specific skills under each of the base skills that help flesh-out and define the character and their capabilities.

Base Skills: There are six base skills that are learned throughout a character's development years of childhood and adolescents. They are: Combat, Communication, Firearms, Movement, Psyche, and Technical. The scores of these skills are based on the character's Ability modifiers and are further affected by feats, equipment, and events. Under each base skill there are six specific skills that may be developed by the character with experience and service.

To determine your base skills, add the ability modifiers as listed for each base skill. Use that bonus for the base skill level for that particular skill.

Combat
(Strength Modifier + Constitution Modifier)
Communication
(Intelligence Modifier + Charisma Modifier)
Firearms
(Dexterity Modifier + Intelligence Modifier)
Movement
(Dexterity Modifier + Wisdom Modifier)
Psyche
(Wisdom Modifier + Charisma Modifier)
Technical
(Intelligence Modifier + Wisdom Modifier)

Trained Skills: Every base skill has a set of six trained skills that are linked to it. The total of trained skills is based on skill ranks, feats, special events, and Tek bonuses added to the base skill it is under. The number of ranks possessed by a character in a given skill represents their proficiency in that skill. You get a set of skill ranks to spend with each Term of Service. These points may be spent on the specific skills under each category as determined by the Branch of service. You may trade two skill ranks from one Base skill group to gain one skill point for another Base skill group.

For every Term of Service, you gain a number of skill ranks equal to your Intelligence modifier. These skill ranks may be spent on any trained skill that you choose. You gain this bonus once each time you complete a Term of Service.

When you spend a skill point, your character gets 1 rank in that skill. Your maximum rank in a skill is equal to your number of terms of service +5.

The following is a list of the Base skills, the trained skills that fall under each Base skill, and brief descriptions of each.

Miscellaneous Modifiers: Miscellaneous modifiers include Species bonuses, bonuses provided by Feats, and others.

USING SKILLS

When your character uses a skill, you make a skill check to see how well he does. A skill check takes into account a character's training (Skill rank), natural talent (Base skill modifier), and luck (the die roll). It may also take into account his Species' talent for doing certain things (Species bonus), or a certain Feat the character possesses, amongst other things.

To make a Skill check, roll 1d20 and add your skill modifier. The skill modifier incorporates the skill ranks, the Base skill modifier, and any other miscellaneous modifiers that may apply. The higher the total result, the better. With non-combat skill checks and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure. However, skill rolls are open ended. If you score a natural

20 result on the die roll, roll the d20 again and add the results together.

Circumstances can also affect your check. A character that is free to work without distractions can make a careful attempt to avoid simple mistakes. A character that has lots of time can try again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he would fail.

Difficulty Class
Some checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your skill check in order to succeed.

Opposed Checks
An opposed check is a check whose success or failure is determined by comparing the check result to another check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again
In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks
Generally, if your character attempts to use a skill he does not possess, you make a skill check. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Only the modifier for the Base skill is applied to the check.

Favorable and Unfavorable Conditions
Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check.

The chance of success can be altered in two ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information, such as having a friendly audience or doing work that can be subpar.

2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools, having misleading information, having an uncooperative audience or doing work that must be flawless.

Time and Skill Checks
Using a skill may take a round, take no time, or take several rounds. To use most skills it takes a standard action, a move action, or a full-round action. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls
A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful.

In most cases, taking 10 is purely a safety measure —you know that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll. Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events
Often, several characters attempt an action and each succeeds or fails independently. The result of one character's Athletics check does not influence the results of other characters Athletics check.

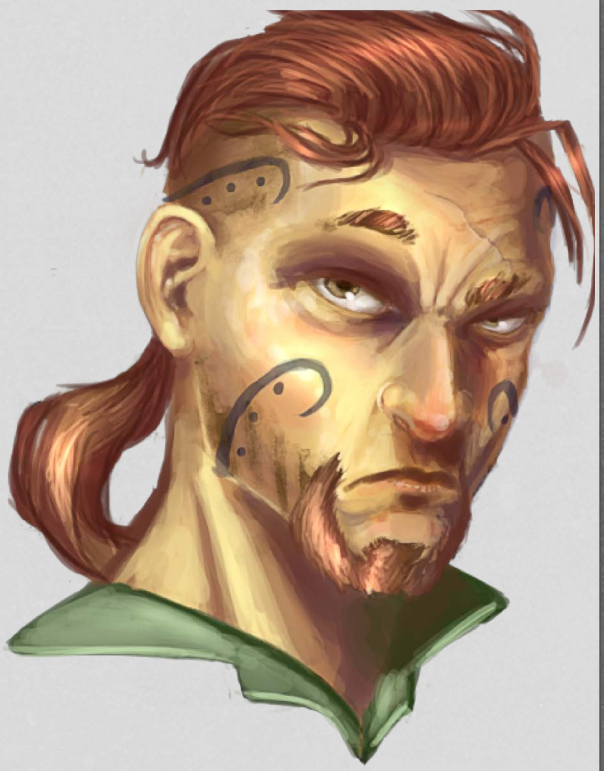
Aid Another
You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 15 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. In cases where the skill restricts who can achieve certain results, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. You must have skill ranks in the skill to Aid another.

You may only have a number of people using Aid Another equal to the primary skill user's Terms of Service.

KNOWLEDGE CHECKS

Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Knowledge checks allow the player to ask questions of the Game Master pertaining to a specific topic.

Check: To make a Knowledge Check, roll a d20 and add the appropriate Skill, the character's Intelligence modifier, and the character's number of Terms of Service.



Difficulty Class Examples Table: 5 - 1

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Engineering)
Challenging (20)	Swim in stormy water (Athletics)
Formidable (25)	Open an average lock (Engineering)
Heroic (30)	Leap across a 30-foot chasm (Athletics)
Nearly impossible (40)	Track a squad across hard ground after 24 hours of rainfall (Natural Sciences)

Difficulty: Answering a question has a DC of 10 (for really easy questions), 15 (for basic questions), 20 (for difficult questions), or 30 (for really tough and obscure questions).

In many cases, you can use this skill to identify people, creatures, items, or ships. In general, the DC of such a check equals 10 + the target's Challenge Rating. A successful check allows you to remember a bit of useful information about that target.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

T**ry Again:** No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

ABILITY CHECKS

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. You are essentially making an untrained skill check. In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Example Opposed Checks Table: 5 - 2

Task	Skill	Opposing Skill
Con someone	Bluff	Awareness
Pretend to be someone else	Bluff	Perception
Create a false document	Programming	Bureaucracy
Hide from someone	Stealth	Perception
Make a bully back down	Intimidate	Special[1]
Sneak up on someone	Stealth	Awareness
Steal a wallet	Manual Dexterity	Awareness

1 An Intimidate check is opposed by the target's terms of service, not a skill check. See the Intimidate skill description for more information.

Combat
Brawling
Melee Weapons
Missle Weapons
Shield
Thrown Weapons
Wrestlng
Commo
Bluff
Bureaucracy
Dealing
Diplomacy
Inimidate
Oratory
Firearms
Handguns
Rifles
Light Auto.
Heavy Auto.
Shoulder Launcher
Grenade Launcher
Movement
Defense
Athletics
Flying Vehicles
Ground Vehicles
Manual Dexterity
Stealth
Technical
Physical Sciences
Weapon Systems
Programming
Engineering
Medical Sciences
Natural Sciences
Psyche
Attunment
Perception
Creation
Destruction
Alteration
Divination

ALTERATION (Psyche)
This skill allows you to use the Alteration Psyche Talents. Rules for Psyche Talents are found in Chapter 7: Psyche.

ATHLETICS (Movement)
This skill includes five actions that each have their own rules. These sub-skills are Balance, Climb, Jump, Swim, and Tumble.

Balance
Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round.

Narrow Surface	DC[1]
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

Difficult Surface	DC[1]
Support girder	10[2]
Pole, Pipe, or Rope	15[2]
Sloped or angled floor	20[2]

[1] Add modifiers from Surface Modifiers, below, as appropriate.

[2] Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Surface Modifiers

Surface	DC Modifier[1]
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

[1] Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow. If you have 5 or more ranks in Athletics, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Athletics check against the same DC to remain standing.

Action: None. An Athletics check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Climb
Check: With a successful Athletics check, you can advance up or down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed.

Example Surface or Activity	Climb DC
A slope too steep to walk up or a knotted rope with a wall to brace against	0
A rope with a wall to brace against or a knotted rope	5
A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging	10
Any surface with adequate handholds and footholds (natural or artificial) such as a very rough natural rock surface, a tree, an unknotted rope, or pulling yourself up when dangling by your hands	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a ruin	20

A rough surface, such as a natural rock wall or a brick wall	25
An overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	-

Example Surface or Activity	Climb Modifier[1]
Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).	–10
Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).	–5
Surface is slippery (increases DC by 5).	+5

[1]These modifiers are cumulative; use any that apply.

You need two hands free to climb, but you may cling to a wall with one hand while you activate a Psyche Talent or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you are considered Flat-Footed. You also can't use a shield while climbing.

Any time you take damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make an Athletics check (DC = the wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character. If you hit, you must immediately attempt an Athletics check (DC = the wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall.

Action: Climbing is part of a move action and may be combined with other types of movement in a single move action. Each move action that includes any climbing requires a separate Athletics check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A creature with a climb speed has a +8 racial bonus on all Athletics checks made to climb. The creature must make an Athletics check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10 even if rushed or threatened while climbing.

Jump

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).

Your Athletics check is modified by your speed. If your speed is 30 feet, then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before

attempting the jump. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in Athletics and you succeed on an Athletics check, you land on your feet (when appropriate). If you attempt an Athletics check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped in feet.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a Climb check.

Long Jump Distance	Jump DC[1]
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

[1] Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared.

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump Distance1	Jump DC[2]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28

[1] Not including vertical reach.

[2] Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

Hop Up: You can jump up onto an object as tall as 1/2 your height with a DC 10 Athletics check. Adding +10 to the DC increases the distance by 1/2 your height again. Doing so counts as 10 feet of movement. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than if you had fallen. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled

if you do not get a running start.
If you succeed on the check, you take falling damage as if you had dropped 10 feet fewer than you actually did.

Action: None. A Jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed. If you have the Run feat, you get a +4 bonus on Athletics checks for any jumps made after a running start.

Swim
Check: Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail you go underwater.

If you are underwater, either because you failed an Athletics check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round.

After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. The DC for the Swim check depends on the water, as given below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

[1]You can't take 10 on an Athletics check in stormy water, even if you aren't being threatened or distracted.

Each hour that you swim, you must make a DC 20 Athletics check or become fatigued.

Action: A successful Athletics check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

If you have the Endurance feat, you get a +4 bonus on Athletics checks made to avoid fatigue.

A creature with a swim speed can move through water at its indicated speed without making Athletics checks. It gains a +8 racial bonus on any Athletics check to perform a special action or avoid a hazard. The creature always can choose to take 10 on an Athletics check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Tumble
Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience. The DCs for various tasks involving tumbling are given below.

Tumble DC	Task
Treat a fall as if it were 10 feet shorter than it really is when determining damage.	15
Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attack of opportunity normally Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the firstadds +2 to the Tumble DC.	15

Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.	25

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Athletics check made to tumble into such a square is modified as indicated below.

Surface Is . . .	DC Modifier
Lightly obstructed (scree light rubble, shallow bog[1], undergrowth)Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+2
	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

[1] Tumbling is impossible in a deep bog.

Action: Not applicable. Tumbling is part of movement, so an Athletics check is part of a move action.

Try Again: Usually no. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Athletics, you gain a +3 dodge bonus to Defense when fighting defensively instead of the usual +2 dodge bonus to Defense.

If you have 5 or more ranks in Athletics, you gain a +6 dodge bonus to Defense when executing the total defense standard action instead of the usual +4 dodge bonus to Defense.

ATTUNEMENT (Psyche)
This skill is used to activate certain Psyche Items or to attune and use Psi-Stones. Attunement allows you use a Psi-Stone as if you had the Psyche Talent or if you were a different Species or Society.

Check: You make an Attunement check each time you activate a Psyche item such as a Psi-Stone. If you are using the check to emulate a Society or some other quality in an ongoing manner, you need to make the relevant Attunement check once per hour. If applicable, you must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make the Attunement check. The DCs for various tasks involving Attunement checks are summarized below.

Task	DC
Use Psyche Item Device	
Activate blindly	25
Use a Psyche Talent in a Psi-Stone	20
Emulate a Species	25
Emulate a Society	30

Activate Blindly: Some Psyche-based items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action even when you're not actively attempting to do so (the GM would then make the check for you in secret). You can attempt to active the item purposely without knowing the activation method, but you have to perform some equivalent activity in order to make the check, such as speak or wave the item around.

You get a special +2 bonus on your Attunement check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the item. If you fail by 10 or more, you suffer a mishap. A mishap means that Psyche energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the wrong target or that uncontrolled Psyche energy is released, dealing 2d6 points of damage to you.

Emulate a Society: Some Psyche items have positive or negative effects based on the user's Society. Attunement lets you use these items as if you were of a Society of your choice. You can emulate only one Society at a time.

Emulate a Species: Some Psyche items work only for members of certain Species, or work better for members of those Species. You can use such an item as if you were a Species of your choice. You can emulate only one Species at a time.

Use a Psyche Talent in a Psi-Stone: Normally, to use a Psi-Stone, you must have the Psyche Talent. This use of the skill allows you to use a Psi-Stone as if you had a particular Psyche Talent.

Action: None. The Attunement check is made as part of the action (if any) required to activate the Psyche Item.

Try Again: Yes, but if you roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill. You can't aid another on Attunement checks. Only the user of the item may attempt such a check.

If you have the Psyche Sensitivity feat, you get a +2 bonus on Attunement checks.

BLUFF (Communication)
Check: A Bluff check is opposed by the target's Perception check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Perception check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a Psyche Talent.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Anyone listening to the exchange can make a Perception check opposed by the Bluff check you made to transmit in order to intercept your message.

Action: Varies. A Bluff check made as part of general interaction during combat always takes at least a full-round action, but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Bluff Examples

Example Circumstances	Perception Modifier
The target wants to believe you	–5
The bluff is believable and doesn't affect the target much	+0
The bluff is a little hard to believe or puts the target at some risk	+5
The bluff is hard to believe or puts the target at significant risk	+10
The bluff is way out there, almost too incredible to consider	+20

BRAWLING (Combat)
This skill covers all melee attacks involving unarmed or natural weapon attacks.

Check: A Brawling check is opposed by the target's Defense. If the skill rolls meets or exceeds the target's Defense score the attack is effective and damage is then determined. More on Brawling is found in *Chapter 11: Combat*.

BUREAUCRACY (Communication)
This skill covers all dealings with organizations that require rules, red tape, and documentation of their assets. It has similarities to Diplomacy but is specific to bureaucratic institutions and procedure.

Check: You can change the attitudes of others (non-player characters) with a successful Bureaucracy check; see the Influencing NPC Attitudes (Table 5 - 3) for basic DCs. In negotiations, participants roll opposed Bureaucracy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Bureaucracy generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Bureaucracy check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work.

CREATION (Psyche)
This skill allows you to use the Creation Psyche Talents. Rules for Psyche Talents are found in Chapter 7: Psyche.

DEALING (Communication)
This skill covers all commerce, haggling, and bartering in the Legion universe.

Check: You can change the attitudes of others (non-player characters) with a successful Dealing check; see the Influencing NPC Attitudes sidebar, *Table 5-3*, for basic DCs. In negotiations, participants roll opposed Dealing checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Dealing generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Dealing check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work.

Dealing also grants the character the ability to appraise the value of items.

Check: You can appraise common or well-known objects with a DC 12 Dealing check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Influencing NPC Attutudes Table: 5 - 3

Use the table below to determine the effectiveness of Communication checks made to influence the attitude of a non-player character.

Initial Attitude	——— New Attitude (DC to achieve) ———				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	(Attack, interfere, berate, flee)
Unfriendly	Wishes you ill	(Mislead, gossip, avoid, watch suspiciously, insult)
Indifferent	Doesn't much care	(Socially expected interaction)
Friendly	Wishes you well	(Chat, advise, offer limited help, advocate)
Helpful	Will take risks to help you	(Protect, back up, heal, aid)

Action: Appraising an item takes 1 minute.
Try Again: No. You cannot try again on the same object, regardless of success.

DEFENSE (Movement)
This skill covers all dodging, evading, and diving for cover during combat. Your Defense skill represents how hard it is for opponents to land a solid, damaging blow on you. Your Defense skill plus 10 is the attack roll result that an opponent needs to achieve to hit you. Defense is the only skill in which you can take ten in combat as a free action. You may use an action to roll your defense during a full round defense action or if you have saved your standard action in case you are attacked.

DESTRUCTION (Psyche)
This skill allows you to use the Destruction Psyche Talents. Rules for Psyche Talents are found in Chapter 7: Psyche.

DIPLOMACY (Communication)
This skill covers all social and mediation communication between two sentient beings.

Check: You can change the attitudes of others (non-player characters) with a successful Diplomacy check; see the Influencing NPC Attitudes *Table 5-3* for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work.

DIVINATION (Psyche)
This skill allows you to use the Divination Psyche Talents. Rules for Psyche Talents are found in *Chapter 7: Psyche*.

ENGINEERING (Technical)
This skill covers all manufacturing, repairing, and disabling of devices, machinery, and structures.

Check: The basic function of the Engineering skill is to allow you to make an item of the appropriate type.

All Engineering skill checks require tools to give the best chance of success. If improvised tools are used, the check is made with a –4 circumstance penalty. On the other hand, masterwork tools provide a +2 circumstance bonus on the check.

Creating Masterwork Items: To create a Masterwork item you need you make two Engineering Skill checks, one for the Base Item and one for the Masterwork component of the item. The Masterwork component has its own price (30% of the item in question with a minimum cost of 300 eCr for Weapons and 150 eCr for Armor and Devices) and an Engineering DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished.

When you use the Engineering skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on Table: 5 - 4.

Action: 1 Day per 1000 eCr of the base price.

Try Again: Yes, if you fail by 5 or more, you ruin half the raw materials. (50% of the cost of the item)

Repairing Items: Generally, you can repair an item by making Engineering checks against the same DC that it took to make the item in the first place. The cost of repairing an item is 20% of the item's price.

Disable: Disabling a device or machine can be the simple act of removing a piece of a machine so that it cannot function while maintaining the structural integrity of the device, or its complete and utter destruction.

Check: The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails and the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

Item Creation Difficulty Levels Table: 5 - 4

Item	DC[1]
Simple device (lighter, flashlight, etc.)	15
Average device (kitchen appliance, motor, etc.)	20
High Tech (compuers, radios, electronic locks)	25
Complex device (ship engine, power sources, robotics, etc.)	30
Armor or shield	10 + AC bonus
Pistol	15
Rifle	20
Heavy Weapon	25
Simple melee or thrown weapon	10
Martial melee or thrown weapon	15
Exotic melee or thrown weapon	20

[1] Energy weapons add a +5 modifier to the DC.

Device	Time	Disable Device DC[1]	Example
Simple	1 rd	10	Jam a lock
Average	1d4 rds	15	Sabotage a vehicle wheel
Difficult	2d4 rds	20	Disarm a trap, reset a trap
Complex	2d4 rds	25	Disarm an advanced trap, cleverly sabotage an electronic device

[1]If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make an Engineering check depends on the task, as noted above.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

FLYING VEHICLES (Movement)
This covers all aerial, vacuum, and water-based vehicular movement.

Check: Typical actions don't require checks. You can fuel, mount, power up, and dismount from a vehicle without a problem.
The following tasks do require checks.

Task	DC
Docking/Undocking	5
Defensive Cover	15
Takeoff from Difficult Terrain	10
Emergency Takeoff	20
Vehicle to Vehicle Docking	15
Emergency Landing	25

Docking/Undocking: Docking or undocking with a station or other vehicle is normally an automatic process. This difficulty is for when it is performed manually and in a stable environment. Further penalties occur in a violent environment.

Takeoff from Difficult Terrain: When attempting a takeoff from anywhere other than a platform, runway, or docking station designed for such things but not in a combat situation, you are considered in Difficult Terrain.

Vehicle to Vehicle Docking: When two vehicles of approximately the same size and mass attempt to dock with each other manually, the difficulty is greater than when trying to dock with a larger or stable structure. Further penalties occur in a violent environment.

Defensive Cover: You can react instantly to maneuver your vehicle in a way to use its bulk as cover. You can't attack while using your vehicle as cover. If you fail your Flying Vehicle check, you don't get the cover benefit. This usage does not take an action.

Emergency Takeoff: When in a stressful or combat situation (any situation that does not allow you to take 10) and you are not in an appropriate area designed for vehicle takeoff you must succeed in a Flying Vehicles check or risk colliding with the terrain and fail getting your vehicle airborne.

Emergency Landing: When in a stressful or combat situation (any situation that does not allow you to take 10) and you are unable to properly follow landing procedures (landing gear does not operate, no proper landing area, out of fuel, no flight or navigation controls, etc.) you must succeed in a Flying Vehicles check or risk crashing your vehicle.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

GRENADE LAUNCHER (Firearms)
This covers all indirect firing weapons like grenade launchers, mortars, artillery, etc. The skill check is the Reflex save DC for targets in the blast radius. Successful saves reduce the damage to half.

Unless otherwise noted in the weapon description, a blast radius is 20 feet from the point of impact.

GROUND VEHICLES (Movement)
This covers all tracked, wheeled, ground-effect, and walker vehicular movement. This includes cars, trucks, trains, motorcycles, tanks, bulldozers, snow mobiles, and giant robotic mechs.

Check: Typical actions don't require checks. You can fuel, mount, power up, and dismount from a vehicle without a problem.
The following tasks do require checks.

Task	DC
Fast Mount/Dismount Stationary Vehicle	5
Leap	15
Fast Mount Moving Vehicle	10+
Defensive Cover	20
Fast Dismount Moving Vehicle	15+
Safe Crash	25

Fast Mount/Dismount Stationary Vehicle: Leaping into or out of the cockpit, behind the wheel, or on a bike while it's sitting still is relatively easy, though there is still the possibility of failing to do so without some damage.

Fast Mount Moving Vehicle: Leaping on or into a moving vehicle is much more difficult than when it's standing still. There is a higher risk of accident and damage. Every action spent moving by the vehicle (x4 when sprinting) adds +5 to the DC.

Fast Dismount Moving Vehicle: Dismounting a moving vehicle without taking damage is much more difficult. Every action the vehicle spends moving (x4 when sprinting) adds +5 to the DC. If the skill check fails, the character takes damage as if he fell 10 feet for every 10 feet the vehicle has moved this round.

Leap: Taking a ground vehicle into the air is not recommended. If it is necessary, you must make a Ground Vehicle check to "land" safely. If the check fails, the vehicle takes damage as if it fell 10' for every 10' of movement this round.

Defensive Cover: You can react instantly to maneuver your vehicle in a way to use its bulk as cover. You can't attack while using your vehicle as cover. If you fail your Ground Vehicle check, you don't get the cover benefit. This usage does not take an action.

Safe Crash: When in a stressful or combat situation and you are unable to properly stop the vehicle, (the brakes are out) you must succeed in a Ground Vehicles check or risk crashing your vehicle.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

HANDGUNS (Firearms)
This covers all firearms used in one hand from pistols to sub-machine guns. More information may be found in *Chapter 11: Combat*.

HEAVY WEAPONS (Firearms)
This covers all firearms that use weapon mounts and belt-fed ammunition or covers automatic fire from these weapons. More information can be found on page 193.

INTIMIDATION (Communication)
Check: You can change another's behavior with a successful check. The DC to Intimidate is equal to the target's Will Save +10. If you beat the DC, you may treat the target as Friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.)

The effect lasts as long as the target remains in your presence and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

Demoralize Opponent: You can also use Intimidation to weaken an opponent's resolve in combat. To do so, make an Intimidation check against the target's Will Save +10. If you win, the target becomes shaken for 1

round. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work.

Special: You gain a +4 bonus on your Intimidation check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidation check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non-intelligent creatures.

LIGHT AUTOMATICS (Firearms)
This covers all firearms that use burst fire and un-mounted weapons when in automatic fire mode. More information may be found in Chapter 11: Combat.

MANUAL DEXTERITY (Movement)
This covers all hand to eye coordination and sleight of hand movement.

Check: A DC 10 Manual Dexterity check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or pistol) on your body. Your Manual Dexterity check is opposed by the Perception check of anyone observing you or anyone frisking you. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Manual Dexterity check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Manual Dexterity check to obtain it. The opponent makes a Perception check to detect the attempt, opposed by the same Manual Dexterity check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

Sleight of Hand

Task	DC
Palm a coin-sized object, make a coin disappear	10
Lift a small object from a person	20

Action: Any Manual Dexterity check normally is a standard action. However, you may perform a Manual Dexterity check as a free action by taking a –20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Manual Dexterity attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

MEDICAL SCIENCES (Technical)
This covers all biological, pathological, surgical, and pharmaceutical sciences.

Check: The DC and effect depend on the task you attempt.

Task Heal	DC
First aid	15
Long-term care	15
Treat wound	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points, you can make him stable.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Medical Sciences check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate.

You can tend to as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by. Giving long-term care counts as light activity for the medic. You cannot give long-term care to yourself.

Treat Wound: A wounded creature suffers a penalty to all actions equal to the number of Wounds taken. A successful Medical Sciences check removes one of these Wounds. This check can be preformed once every ten minutes.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Medical Sciences check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effects, you make a Medical Sciences check. The diseased character uses your check result or his or her saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Medical Sciences check again without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

MELEE WEAPONS (Combat)
This skill covers all hand-held weapons from clubs to power swords. More information may be found in *Chapter 11: Combat*.

MISSILE WEAPONS (Combat)
This skill covers all archaic projectile weapons from crossbows to longbows. More information may be found in *Chapter 11: Combat.*

NATURAL SCIENCES (Technical)
This skill covers all zoology, botany, geography, geology, and survival sciences. It includes both learned knowledge and practical use of that knowledge.

Check: You can use Natural Sciences to keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Natural Sciences checks. This skill does not allow you to follow difficult tracks unless you have the Track feat (see the Restriction section below).

Task	Natural Sciences DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10	10
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Natural Sciences check result exceeds 15	15
Keep from getting lost or avoid natural hazards, such as quicksand	15

Predict the weather up to 24 hours in advance. For every 5 points by which your Natural Sciences check result exceeds 15, you can predict the weather for one additional day in advance. Varies Follow tracks (see the Track feat).	15

Action: Varies. A single Natural Sciences check may represent activity over the course of hours or a full day. A Natural Sciences check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Natural Sciences check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Natural Sciences check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Natural Sciences to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Natural Sciences to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Natural Sciences, you can automatically determine where true north lies in relation to yourself.

ORATORY (Communication)
This skill includes Speech, Entertainment, Inspiration, and Instruction attempts. Speech is the ability to capture the attention of an audience and communicate a particular message to them. Entertainment also captures the attention of an audience, but is used to evoke a particular emotion. Inspiration bolsters an ally's resolve and removes the effects of fear. Instruction allows you to grant a target the ability to use a skill you possess even if they do not possess Skill Ranks for that skill.

Check: You can speak or perform to impress a target with your talent and skill.

Oratory Action	DC
Speaking to a small group of friends, a basic routine performance trying to earn money, removing the Shaken condition from a target, or instructing a single person how to assemble a weapon.	10
Giving a speech in front of a small group of strangers, an enjoyable performance, removing the Shaken condition from multiple targets, or instructing a small group how to maintain a vehicle.	15
Speaking at a small but important event, a great performance, removing the Frightened condition	20
from a target, or grants a +1 Morale bonus to a target who doesn't possess Skill Ranks in a skill you know.	25
Master of Ceremonies at a formal function, a memorable performance, removing the Panicked condition from a target, or grants a +3 Morale bonus to a target who doesn't possess Skill Ranks in a skill you know.	25
Addressing the troops in a galaxy wide broadcast, an extraordinary performance, removing the Panicked condition from multiple targets, or grants a +5 Morale bonus to a target who doesn't possess Skill Ranks in a skill you know.	30

Action: Varies. Speaking or Entertaining in public requires anywhere from an evening's conference to a full day's performance. Removing a Fear condition takes a Standard action. Instruction takes a full round action

and grants the bonus as long as you maintain it with additional a full round actions.

Try Again: Yes. However, Speech and Entertainment don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

PERCEPTION (Psyche)
This skill covers noticing the details of your surroundings as well as processing and remembering them. This skill has two sub-skills, Search and Sense Motive.

LISTEN
Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Stealth check.

Sound	Listen DC
A battle	–10
People talking	0
A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise	5
An unarmored person walking a slow pace (15 ft./round) trying not to make any noise	10
A 1st-term Agent using Stealth to sneak past the listener	15
People whispering[1]	15
A cat stalking	19
An owl gliding in for a kill	30

[1] If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Condition	Listen DC Modifier
Through a door	+5
Through a ship wall	+15
Per 10 feet of distance	+1
Listener distracted	+5

In the case of people trying to be quiet, the DCs given on the table could be replaced by Stealth checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Perception check without using an action. Trying to hear something you failed to hear previously is a Perception check and a move action.

Try Again: Yes and no. You can try to hear something that you failed to hear previously with no penalty if the noise continues, but if it stops you do not have a second chance to hear it.

Special: A sleeping character may make Perception checks at a –10 penalty. A successful check awakens the sleeper.

SPOT
Check: This aspect of the Perception skill is used primarily to detect characters or creatures that are hiding. Typically, your Perception check is opposed by the Stealth check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Perception check is necessary to notice it.

A Perception check result higher than 20 generally allows you become aware of an invisible creature nearby, though you can't actually see it.

Perception checks may be used to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may

apply if the character making the Perception check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	–1
Spotter distracted	–5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Perception check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. The check is rolled secretly in this case, so that you don't know whether you succeeded or not.

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Perception check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full round before making a Perception check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per round.

SEARCH

Check: You generally must be within 10 feet of the object or surface to be searched. Below gives DCs for typical tasks involving the Search skill.



Task	Search DC
Ransack a trunk full of junk	
Find a footprint	Varies[1]

[1] A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

SENSE MOTIVE

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Perception DC
Hunch	20
Sense Psyche	25
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Psyche: You can tell that someone's behavior is being influenced by a Psyche Talent, even if that person isn't aware of it. The usual DC is 25.

Discern Secret Message: You may use Perception to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Perception check is opposed by the Bluff check of the charactertransmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Perception check.

Action: Trying to gain information with Perception generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Perception check for each Bluff check made against you.

PHYSICAL SCIENCES (Technical)

This skill covers all chemistry, physics, fluid dynamics, and aerodynamic sciences. This includes knowledge, discovery, and practical application of such knowledge.

Task	Physical Sciences DC
When using blueprints or schematics to assist in Engineering. No action required.	10
Identify a chemical or catalytic reaction. No action required. No retry.	15
or	
Learn a scientific theory and apply that theory to assist with Engineering or Programming skill check.	
Learn an alien scientific theory and apply that theory to assist with Engineering or Programming skill check.	20
or	
Identify materials created or shaped by unknown or alien sources. No action required. No retry.	
Identify an alien device. Requires one minute. No retry.	25
Understand a strange or unique or higher psyche device. Time required varies. No retry.	30

Check: You can identify scientific effects. The DCs for Physical Sciences checks relating to various tasks are summarized above.

Action: Varies, as noted above.

Try Again: See above.

PROGRAMMING (Technical)
This skill covers all software design, modification, restoration. This skill can focus on creating software.

Check: The basic function of the Programming skill is to allow you to create programs to operate and manipulate electronics. The DC depends on the complexity of the program to be created.

All Programming skill checks require programming software to give the best chance of success. If improvised software is used, the check is made with a –2 circumstance penalty. On the other hand, Masterwork software provide a +2 circumstance bonus on the check.

Creating Programs: Ranks determine the level of Complexity, Size, and Skill Bonus of a program. Not every program created will have all three traits (see Table: 5 - 5). Complexity determines how many successes are necessary to disable the program. Size is the measure of space needed for a program. Finally, Skill is the bonus the Program grants while operating.

The DC for checks involving the creation of program are as given on Table 5-5.

Repairing Programs: The DC for repairing a program is equal to the DC to create it. The GM will dictate the time required to repair programs.

Bypassing Security: You may attempt to bypass Security Measures if the DC is 15 or less. Otherwise, you need the Hacking Feat.

Action: Programming checks are made as necessary. The time required to create a program is one hour per program rank.

Try Again: Yes, Start over.

Note: Hacking rules are found in Chapter 6: Feats

RIFLES (Firearms)
This covers all firearms used in two hands from rifles to shotguns. More information may be found in *Chapter 11: Combat.*

Program Creation Difficulty Classes Table: 5 - 5

Program Type	Creation DC
Defensive (Rank deterimes Complexity)	20 + Rank
Hacking (Rank determines Skill)	25 + Rank
Enhancment (Rank determines Skill)	15 + Rank
Knowlage (Rank determines Skill)	10 + Rank

SHIELD (Combat)
This skill covers all objects that can be used to parry an attack from melee weapons to shields. More information may be found in *Chapter 11: Combat*.

SHOULDER LAUNCHERS (Firearms)
This skill covers all firearms that fire from a shoulder position such as rocket launchers. More information may be found in *Chapter11: Combat.*

STEALTH (Movement)
This skill covers all silent and hidden movement. This skill has two actions, Hide and Move Silently.

HIDE
Check: Your Stealth check is opposed by a Perception check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a –5 penalty. It's Challenging (–20 penalty) to hide while attacking, running, or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Stealth checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a Stealth check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Stealth check.

If being observes you, even casually, you can't hide. If you break line of sight you may Hide. However, your observers would still be aware where you went.

If your observers are momentarily distracted you can attempt to hide. You can attempt a Stealth check if you can get to a hiding place.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a –20 penalty on your Stealth check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion to attempt a Stealth check while people are aware of you.

Action: Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are Invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you're moving.

MOVE SILENTLY
Check: Your Stealth check is opposed by a Perception check. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's Challenging (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Stealth check as indicated below.

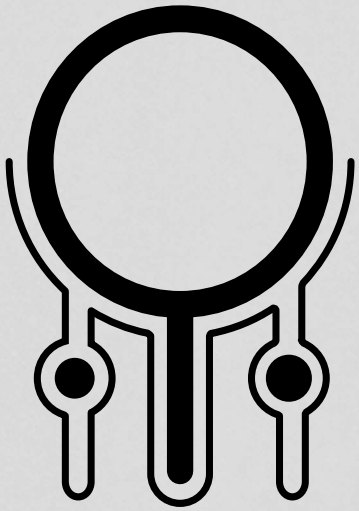
Surface	**Check Modifier**
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	–2
Very noisy (dense undergrowth, deep snow)	–5

Action: None. A Stealth check is included in your movement or other activity, so it is part of another action.

THROWN WEAPONS (Combat)
This skill covers all thrown projectiles from knives, shuriken, and grav-balls to spears and javelins. More information may be found in *Chapter 11: Combat*.

WEAPON SYSTEMS (Technical)
This skill covers all automated weapon systems of Ship Scale (ship weapons, station weapons, facility weapons, drone weapons, etc). For example: When you are operating a space station's anti-aircraft gun from the safety of the bridge or control room in combat, you would use this skill to attempt to hit the target instead of Heavy Weapons. More information regarding combat may be found in *Chapter 11: Combat.*

WRESTLING (Combat)
This skill covers all hand-to-hand grappling and striking combat. This includes various styles such as entertainment wrestling to judo and aikido. More information may be found in *Chapter 11: Combat*.



Feats





Max leapt from one rooftop to the next and crept through the shadows with ease. The SiomHaen was bored with this assignment, having watched this same target for weeks. He had thought that agent duty would be a little more exciting, but mostly it was a lot of "hurry up and wait". Max hopped to a third rooftop, barely making a sound as he landed in a crouch. He made his way to the other side of the building almost nonchalantly, peering over the side. Perfect view, he thought to himself, and he settled in to wait and to watch. It was too easy, like taking candy from children. His target was seated, eating a sandwich of all things.

"Men with secrets should really cover their windows," he said to himself. "At least give me some sort of challenge." The scents of the city rose up to meet his nose. His stomach rumbled rebelliously as the enticing aroma of sweet Khalydri sausage reached him. Max glanced down at the street beneath him, gazing at the restaurant below. He entertained the thought of climbing down from his perch for a quick dinner, as he had every night of this assignment. Surely it would be hours before anything even remotely interesting happened. He glanced back and forth between his target's beautifully illuminated apartment, and the temptation of a hot meal. His target was eating, after all, so why shouldn't he? It was then that a cold wind blew in and he shivered making his decision: hot meal it was. He was creeping back the way he came when for some unknown reason he glanced back.

His target was up and moving to the door. Max moved to the edge again for a better view as he forgot all about dinner. He looked on, hyper-focused. The door inched open and his target smiled welcoming the visitor inside. Max blinked. He saw… himself? The visitor was an exact replica of himself. His jaw dropped and his hands shook. Someone was setting him up, but for what?

FEATS

Feats are abilities that give a character an edge. It is either a specialized skill, a special ability that developed randomly, or it could be something with which the character was born. Feats may modify some skill or ability, open access to a set of abilities, or allow characters to circumvent rules or restrictions.

PREREQUISITES
Some feats have prerequisites. Your character must have the indicated ability score, branch feature, Feat, Skill, or other designated quality in order to select or use that Feat. A character can't use a feat if he loses a prerequisite.

TYPES OF FEATS
There are five types of feats, Combat, General, Skill, Item Creation, and Meta-Psyche feats. Some Feats are General, meaning that no special rules govern them as a group. Others are Item Creation feats, which allow psychics to create a variety of Psyche items. A Meta-Psyche feat lets a psychic prepare and activate a talent with greater effect, such as increasing the damage of the Psyche talent (Energy Ball). Combat feats govern abilities on the battlefield not covered by skills and knacks. Skill feats affect elements of a character's skills and their use.

Item Creation Feats
An Item Creation feat lets a psychic create a psyche item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

Raw Materials Cost: You must have a Psy-Stone to use an Item Creation Feat (see page 208 to find information on Psy-Stones).

Mind Point Cost: Due to the extreme stress involved in crafting a Psyche item, Mind Points used for crafting Psyche Items temporarily reduce the total number of Mind Points available to the crafter. The Mind Point Cost to the item's creator equals 1 mind point for every 5 Mind Points worth of enhancements in the item, rounded up to the nearest multiple of 5; so, if a character is creating a sword that has 8 points worth of enhancements attributed to it, the Mind Point Cost to create that item would be 2. A character cannot spend so many Mind Points crafting an item that he loses his ability to use Psyche Talents. Mind Points used in crafting Psyche Items return at a rate of 1 Mind Points per full day of rest. So, if a character with 10 Mind Points creates an item that requires 2 mind points, that character would have a maximum of 8 Mind Points available to him until he took two full days of rest; in this scenario, if the character took one day of rest, his 8 MP maximum would increase to 9 MP, and would increase again to 10 MP once another full day's rest was taken.

Using an item creation feat also requires access to a laboratory or psyche workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply. If the character doesn't have the proper tools he suffers a -4 to his Attunement skill.

Time: The time to create a psyche item depends on the feat and the cost of the item. The minimum time is one hour.

Limitations: At this time psychics have only discovered how to modify weapons and armor with psyche energy. One day they hope to create other items with found psi-stones or synthetic psi-crystals.

Meta-Psyche Feats
As a psychic's knowledge of Psyche grows, she can learn to activate talents in ways slightly different from the normal ways. Preparing and activating a Talent in such a way is harder than normal but, thanks to Meta-Psyche feats, at least it is possible. Talents modified by a Meta-Psyche feat increase the target numbers within that talent while using the Feat.

Preparation: Psychics choose Talents as they activate them. When they activate their talents they can choose to apply their meta-psyche feats to improve them.

Effects of Meta-psyche Feats on a Talent: In all ways, a Meta-Psyche talent operates at its original talent description, even though the target numbers have been altered. Saving Throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these Feats only apply to talents directly activated by the feat user. A psychic can't use a Meta-Psyche feat to alter a Talent being activated from a Psy-Stone or other device.

Meta-Psyche Feats that eliminate components of a talent don't eliminate the attack of opportunity provoked by activating a Talent. However, activating a talent modified by Quicken Talent does not provoke an attack of opportunity.

Meta-Psyche feats cannot be used with all talents. See the specific feat descriptions for the talents that a particular feat can't modify.

Multiple Meta-Psyche Feats on a Talent: A psychic can apply multiple Meta-Psyche feats to a single Talent. Changes to its target numbers are cumulative. You can't apply the same Meta-Psyche feat more than once to a single Talent.

COMBAT

Acrobatic Defense [Combat]
Armor Focus [Combat]
Armor Proficiency (Heavy) [Combat]
Armor Proficiency (Light) [Combat]
Armor Proficiency (Medium) [Combat]
Assessment [Combat]
Auto-Fire Mastery [Combat]
Bashing Finish [Combat]
Blind-Fight [Combat]
Bodyguard [Combat]
Bull Rush Strike [Combat]
Charge Through [Combat]
Cleave [Combat]
Combat Expertise [Combat]
Combat Activating [Combat]
Combat Patrol [Combat]
Combat Pilot [Combat]
Combat Reflexes [Combat]
Counterstrike [Combat]
Covering Defense [Combat]
Crippling Critical [Combat]
Critical Strike [Combat]
Defensive Roll [Combat]
Defensive Throw [Combat]
Deflect [Combat]
Disarming Strike [Combat]
Dodge [Combat]
Dodge Focus [Combat]
Elusive Target [Combat]
Enforcer [Combat]
Evasion [Combat]
Exotic Weapon Proficiency [Combat]
Far Shot [Combat]
Fast Overrun [Combat]
Favored Enemy [Combat]
Fight On [Combat]
Focused Shot [Combat]
Follow-Up Strike [Combat]
Grappling Block [Combat]
Great Cleave [Combat]
Greater Two-Weapon Fighting [Combat]
Greater Weapon Finesse [Combat]
Greater Weapon Focus [Combat]
Greater Weapon Specialization [Combat]
Gun Scholar [Combat]
Improved Bull Rush [Combat]
Improved Critical [Combat]
Improved Disarm [Combat]
Improved Evasion [Combat]
Improved Feint [Combat]
Improved Grapple [Combat]
Improved Initiative [Combat]
Improved Overrun [Combat]
Improved Precise Shot [Combat]
Improved Shield Bash [Combat]
Improved Sunder [Combat]
Improved Trip [Combat]
Improved Two-Weapon Fighting [Combat]
Improved Unarmed Strike [Combat]
Improved Weapon Finesse [Combat]
It's all in the Relexes (Combat)
Marksman [Combat]
Martial Weapon Proficiency [Combat]
Mobility [Combat]
Mounted Ranged Attack [Combat]
Mounted Combat [Combat]
Moving Target [Combat]
Multi-Attack [Combat]
Parry [Combat]
Parting Shot [Combat]

Point Blank Mastery [Combat]
Point Blank Shot [Combat]
Power Attack [Combat]
Precise Shot [Combat]
Prone Fighting [Combat]
Quick Draw [Combat]
Rapid Reload [Combat]
Rapid Shot [Combat]
Ride-By Attack [Combat]
Set-Up [Combat]
Sharpshooter [Combat]
Shield Proficiency [Combat]
Shot on the Run [Combat]
Simple Weapon Proficiency [Combat]
Snatch Arrows [Combat]
Sneak Attack [Combat]
Spirited Charge [Combat]
Spring Attack [Combat]
Stunning Fist [Combat]
Sundering Strike [Combat]
Throwing Mastery [Combat]
Trample [Combat]
Two-Weapon Defense [Combat]
Two-Weapon Fighting [Combat]
Uncanny Dodge [Combat]
Weapon Bind [Combat]
Weapon Break [Combat]
Weapon Brute [Combat]
Weapon Finesse [Combat]
Weapon Focus [Combat]
Weapon Specialization [Combat]
Whirlwind Attack [Combat]

SKILL
Acrobatic Bluff [Skill]
Agile [Skill]
Alertness [Skill]
Animal Affinity [Skill]
Athletic [Skill]
Attractive [Skill]
Deceitful [Skill]
Diligent [Skill]
Distract [Skill]
Fascinate [Skill]
Hide In Plain Sight [Skill]
Improvised Tools [Skill]
Investigator [Skill]
Jack-Of-All-Trades [Skill]
Natural Communicator [Skill]
Natural Gearhead [Skill]
Natural Shot [Skill]
Naturally Attuned [Skill]
Naturally Graceful [Skill]
Naturally Violent [Skill]
Negotiator [Skill]
Nimble Fingers [Skill]
Persuasive [Skill]
Psyche Aptitude [Skill]
Self-Sufficient [Skill]
Skill Focus [Skill]
Startle [Skill]
Stealthy [Skill]
Taunt [Skill]

GENERAL
Cyborg [General]
Diehard [General]
Eagle Eyes [General]
Eidetic Memory [General]
Endurance [General]
Extra Turning [General]
Fearless [General]
Great Fortitude [General]
Instant Up [General]
Iron Guts [General]
Iron Will [General]
Light Step [General]
Lightning Reflexes [General]
Psyche Sensitivity [General]
Run [General]
Soul Of Steel [General]
Teamwork [General]
Toughness [General]
Track [General]
Trance [General]

PSYCHE
Battle Strike [Psyche]
Damage Transfer [Psyche]
Farseeing [Psyche]
Greater Talent Focus [Psyche]
Mind Tricks [Psyche]
Negate Energy [Psyche]
Powerful Mind [Psyche]
Psyche Energy [Psyche]
Psyche Link [Psyche]
Psyche Rage [Psyche]
Psyche Rebuke [Psyche]
Psyche Stun [Psyche]
Psyche Surge [Psyche]
Sever Psyche [Psyche]
Strong Psyche [Psyche]

Talent Focus [Psyche]
Talent Mastery [Psyche]
Talent Penetration [Psyche]
Telekinetic Disarm [Psyche]
Telekinetic Grip [Psyche]
Telekinetic Movement [Psyche]
Telekinetic Slam [Psyche]
Telekinetic Thrust [Psyche]
True Faith [Psyche]

META-PSYCHE
Empower Talent [Meta-Psyche]
Enlarge Talent [Meta-Psyche]
Extend Talent [Meta-Psyche]
Maximize Talent [Meta-Psyche]
Quicken Talent [Meta-Psyche]
Silent Talent [Meta-Psyche]
Still Talent [Meta-Psyche]
Widen Talent [Meta-Psyche]

ITEM CREATION
Craft Psyche Arms and Armor [Item Creation]

FEAT DESCRIPTIONS
Here is the format for feat descriptions.

FEAT NAME (Type of Feat)
Prerequisite: A minimum ability score, a Feat or Feats, a minimum number of Ranks in one or more Skills, or Term of Service that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.
Benefit: What the feat enables the character to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.
Normal: The normal action that is performed without the benefits of the feat . If not having the Feat causes no particular drawback, this entry is absent.
Special: Additional facts about the feat that may be helpful.

ACROBATIC BLUFF [Skill]
Benefit: You may make an Athletics check instead of a Bluff check to feint.
Normal: You must make a Bluff check to feint.

ACROBATIC DEFENSE [Combat]
Prerequisites: Athletics skill rank 1 or more.
Benefit: Add your ranks in Athletics to Defense. You lose this bonus if you are flat-footed

AGILE [Skill]
Benefit: You get a +1 bonus to the Movement Base Skill.

ALERTNESS [Skill]
Benefit: You get a +2 bonus on all Perception checks.

ANIMAL AFFINITY [Skill]
Benefit: You get a +2 bonus on all Communication checks concerning animals.

ARMOR FOCUS [Combat]
Prerequisites: Armor Proficiency (any).
Benefit: Gain a bonus of +10' to Speed while wearing armor.

ARMOR PROFICIENCY (Heavy) [Combat]
Prerequisites: Armor Proficiency (Light), Armor Proficiency (Medium).
Benefit: See Armor Proficiency (Light).
Normal: See Armor Proficiency (Light).
Special: Mobile Infantry and Engineer branches automatically have Armor Proficiency (Heavy) as a bonus feat.

ARMOR PROFICIENCY (Light) [Combat]
Benefit: When you wear a type of armor with which you are proficient, the Defense penalty for that armor is as listed in the equipment section.
Normal: A character who is wearing armor with which she is not proficient applies a -4 penalty to their Attack and Defense .
Special: All military branches automatically have Armor Proficiency (Light) as a bonus feat. They need not select it. This feat is included for those NPCs that are not part of the military or if the game master wants to run a non-military or pre-military campaign.

ARMOR PROFICIENCY (Medium) [Combat]
Prerequisite: Armor Proficiency (Light).
Benefit: See Armor Proficiency (Light).
Normal: See Armor Proficiency (Light).
Special: Mobile Infantry, Engineers, and Judicial branches automatically have Armor Proficiency Medium) as a bonus feat. They need not select it.

ASSESSMENT [Combat]
Prerequisites: Perception skill 2 Ranks.
Benefit: You make a Perception check (DC 10) to determine one of an opponent's relative offensive and defensive abilities. This will give you the person's Combat, Firearms, & Move base skill, Toughness Save, and Branch & number of Terms of Service. Every 5 points you roll over the DC, you learn about an additional listed ability.

ATHLETIC [Skill]
Benefit: You get a +2 bonus on all Athletics checks.

ATTRACTIVE [Skill]
Prerequisites: Charisma 13+
Benefit: You get a +4 bonus to your Communication base skill with anyone who might find you attractive.

AUTO-FIRE MASTERY [Combat]
Prerequisite: Light or Heavy Weapons skill 2 ranks, Second Term of Service
Benefit: You may fire an automatic weapon "full auto" as a standard action though you are still limited by the number of rounds available for the weapon.
Normal: It takes a full round attack to fire "full auto".

BASHING FINISH [Combat]
Prerequisites: Improved Unarmed Strike or Shield Proficiency
Benefit: Make a free unarmed attack or shield bash after a critical hit against the same target.

BATTLE STRIKE [Psyche]
Prerequisites: Psyche Sensitivity
Benefit: You get a +2 bonus on activation and damage rolls with Psyche Talents that cause damage.

BLIND-FIGHT [Combat]
Benefit: In Combat, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you are not considered Flat-Footed, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.
Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you are considered Flat-Footed. The speed reduction for darkness and poor visibility also applies.

BODYGUARD [Combat]
Benefit: When an opponent provokes an attack of opportunity, instead of attacking, you may add a bonus of +4 to an adjacent ally's Defense against that opponent.

BULL RUSH STRIKE [Combat]
Prerequisites: Improved Bull Rush.
Benefit: Attempt a bull rush on a successful melee critical hit.

CHARGE THROUGH [Combat]
Prerequisites: Improved Overrun
Benefit: Make overrun attempt as a free action with a successful charge attack.

CLEAVE [Combat]
Prerequisites: Str 13, Power Attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5' step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT EXPERTISE [Combat]
Prerequisite: Int 13.
Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a

dodge bonus to your Defense. The changes to attack rolls and Defense last until your next action.
Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Defense.

COMBAT FOCUS [Combat]
Benefit: You get a +4 bonus on Concentration checks made to activate a talent or use a psyche-like ability while on the defensive or while you are grappling or pinned.

COMBAT PATROL [Combat]
Prerequisites: Combat Reflexes
Benefit: Increase threatened area for attack of opportunity by 5 feet.

COMBAT PILOT [Combat]
Prerequisites: Any Vehicle skill rank 1 or more.
Benefit: While piloting a vehicle, add your ranks in the vehicle skill to the vehicle's defense score.

COMBAT Reflexes [Combat]
Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.
Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

COUNTER-STRIKE [Combat]
Prerequisites: Parry
Benefit: You get to make an immediate melee attack as a free action against an opponent that you have successfully parried.

COVERING DEFENSE [Combat]
Benefit: Provide partial cover to an adjacent ally as a move action. Any attacks that miss your ally because of this feat automatically hit you.

CRAFT PSYCHE ARMS AND ARMOR [Item Creation]
Prerequisite: Psyche Sensitivity.
Benefit: You can create any psyche weapon or armor. Enhancing a weapon or suit of armor takes one hour for each 1000 credits in the item's price. The item to be enhanced must be a masterwork item that you provide. You can also mend a broken psyche item. Doing so costs one Mind Point, and half the time it would take to craft that item in the first place.

CRIPPLING CRITICAL [Combat]
Prerequisites: Improved Critical
Benefit: Whenever you confirm a critical hit, the target's Speed is halved. This effect lasts until the target is healed or treated for wounds. A target's Speed cannot be lowered beyond half with this feat.

CRITICAL STRIKE [Combat]
Prerequisites: Two Terms of Service
Benefit: As a Move action, you reduce the Toughness save of the target of your next action by 10. This feat can only be used once a round.

CYBORG [GENERAL]
Benefit: You have access to and the ability to receive cybernetic enhancements..
Special: You cannot have this feat and the Psyche Sensitivity feat unless you are of the Dorek species.

DAMAGE TRANSFER [PSYCHE]
Prerequisite: Psyche Sensitivity, Heal talent.
Benefit: When using the Psyche Talent: Heal you may double the number of dice rolled to heal. However, you take half of the doubled effect as damage to your own Hit Points (round down).

DECEITFUL [SKILL]
Benefit: You get a +2 bonus on all Bluff checks.

DEFENSIVE ROLL [Combat]
Prerequisite: Mobility
Benefit: You get a +4 dodge bonus to Toughness against attacks of opportunity caused when you move out of a threatened area. A condition that makes you Flat-Footed also makes you lose dodge bonuses. Dodge

bonuses stack with each other, unlike most types of bonuses.

DEFENSIVE THROW [Combat]
Prerequisites: Parry
Benefit: Follow a successful Parry with a free Trip attempt.

DEFLECT [Combat]
Prerequisites: Dex 13, Improved Unarmed Strike.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not Flat-Footed.
Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons, firearms, and ranged attacks generated by talent effects can't be deflected.

DIEHARD [General]
Prerequisites: Endurance.
Benefit: When reduced to negative hit points and are not killed, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.
When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.
When using this feat, you can take either a single move or standard action each turn (not both), and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as activating a quickened Talent) you take 1 point of damage after completing the act.
Normal: A character without this feat that is reduced to negative hit points is unconscious and dying.



DILIGENT [Skill]
Benefit: You get a +2 bonus on all Dealing checks.

DISARMING STRIKE [Combat]
Prerequisites: Improved Critical
Benefit: Attempt a Disarm on a successful critical hit.

DISTRACT [Skill]
Prerequisites: Any Communication skill 5 ranks.
Benefit: As a standard action you may Stun an opponent with the use of a Communication skill check (DC equals the targets Will Save +10). The opponent is Stunned for a number of rounds

equal to the ranks you have in that skill. The Stun effect ends immediately after the target is attacked or the duration is up.
Special: This feat is useless if the target cannot understand your language.

DODGE [Combat]
Prerequisite: Dex 13.
Benefit: You gain a +1 dodge bonus to Defense.
A condition that makes you Flat-Footed also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DODGE FOCUS [Combat]
Prerequisites: Dex 13. Dodge
Benefit: During your action, you designate an opponent and receive a +4 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.
A condition that makes you Flat-Footed also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EAGLE EYES [General]
Prerequisites: One Term of Service
Benefit: Ignore Perception penalties due to distance.
Normal: Suffer a -2 penalty for every 60 feet of distance.

EIDETIC MEMORY [General]
Benefit: You get a +4 bonus to all Knowledge checks.

ELUSIVE TARGET [Combat]
Prerequisites: One term of service
Benefit: You get a +4 dodge bonus to Defense against ranged attacks while you are in melee combat.
A condition that makes you Flat-Footed also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

EMPOWER TALENT [Meta-Psyce]
Benefit: All dice rolls of an empowered Talent are increased by one-half.
Saving throws and opposed rolls are not affected, nor are Talents without random variables. An empowered talent increases the target number for effects by 10.

ENDURANCE [General]
Benefit: You gain a +4 bonus on the following checks and saves: Athletics checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in Light or Medium armor without becoming fatigued.
Normal: A character without this Feat that sleeps in Medium or Heavier armor is automatically fatigued the next day.

ENFORCER [Combat]
Prerequisites: Intimidate skill 2 ranks.
Benefit: Demoralize opponent as a free action when you inflict non-lethal damage. Will save DC (10+Intimidate skill bonus) to negate effects.

ENLARGE TALENT [META-PSYCHE]
Benefit: You can double the base Range of a Talent. An Enlarged Talent increases the target number for effects by 5. Talents with the range of Self of Touch are not affected by Enlarge Talent.

EVASION [Combat]
Benefit: Suffer no damage from attacks allowing a Reflex save if you succeed with the saving throw.
Normal: Take half damage if you make the Reflex save.

EXOTIC WEAPON PROFICIENCY [COMBAT]
Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Benefit: You make attack rolls with the weapon normally. Combat applies to Melee and throw weapons and Firearms applies to all other ranged weapons.

Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

EXTEND TALENT [Meta-Psyche]
Benefit: An extended Talent lasts twice as long as normal. A Talent with a duration of concentration, instantaneous, or permanent is not affected by this Feat. An extended talent increases the target number for effects by 5.

EXTRA TURNING [General]
Prerequisite: Ability to turn the Shade.
Benefit: Each time you take this Feat, you can use your ability to turn creatures four more times per day than normal.
Normal: Without this Feat, a character can typically turn the Shade a number of times per day equal to 3 + his or her Charisma modifier.
Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning abilities four additional times per day.

FAR SHOT [Combat]
Prerequisite: Point Blank Shot.
Benefit: When you use a ranged weapon, such as a bow or firearm, its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon, its range increment is doubled.



FARSEEING [Psyche]
Prerequisite: Psyche Sensitivity, Any Divination talent.
Benefit: You may double your range with any Divination talent.

FASCINATE [Skill]
Prerequisite: Any Communication skill 5 ranks.
Benefit: As a standard action you may render an opponent Helpless with the use of a Communication skill check (DC equals the targets Will Save +15). The opponent is Helpless for a number of rounds equal to the ranks you have in that skill. The Helpless effect effect ends immediately after the target is attacked or the duration is up.
Special: This Feat is useless if the target cannot understand your language.

FAST OVERRUN [Combat]
Prerequisite: Improved Overrun, Con 12
Benefit: Make multiple overrun attempts in a round. If opponents are within the line of your charge and you succeed in your overrun attack, you may make an addition overrun attack against the next target in line. You may attack a number of targets equal to your Constitution modifier +1.
Normal: Make one overrun attempt each round.

FAVORED ENEMY [Combat]
Prerequisite: One Term of Service
Benefit: You get a +2 morale bonus to attacks, damage, Toughness DC, Defense, and Toughness against a specific type of enemy. The following is a list of approved enemies. Your game master may add to or subtract from this list. You may roll randomly or choose.

1d100	Enemy
01–05	Animals
06–10	Constructs
11–15	Human
16–19	Archalion
20–23	Chironian
24–27	Darsithian

28	Dee
29–32	Deurgish
33–36	Dorek
37	Illithian
38	K'rikk'T
39–42	Korol
43	Oa'F'Reet
44–47	Onigrimm
48–51	SiomHaen
52–55	Trans-Human
56–59	Tuathean
60–63	Zillan
64–68	Xenomorph
69	Outsiders
70–73	Plants
74–80	Shade
81–84	Vermin
85	Inorganic
86–90	Psyche
91	Giant
92–95	Monstrous Humanoid
96-99	Psyche Beast
100	Ooze

FEARLESS [General]
Prerequisites: Three Terms of Service
Benefit: You are immune to Fear effects.

FIGHT ON [Combat]
Prerequisite: One Terms of Service
Benefit: Once per day per time purchased, you gain 10 + your Constitution score of temporary hit points when reduced to zero hit points or less. If these temporary hit points would not bring you above zero, you cannot use this feat. This feat cannot be used more than once in a single round.
Normal: When reduced to zero hit points or less you fall unconscious.
Special: This feat can be purchased once per Term of Service.

FOCUSED SHOT [Combat]
Prerequisite: Point Blank Shot
Benefit: As a full round action you make a single ranged attack and gain a bonus to damage equal to your Intelligence score.
Special: This is precision damage.

FOLLOW-UP STRIKE [Combat]
Prerequisite: Improved Critical
Benefit: On a successful melee critical hit you may make an attack as a Immediate action against the same opponent.

GRAPPLING BLOCK [Combat]
Prerequisite: Parry
Benefit: You get to make a free grapple attempt when you successfully parry an attack.

GREAT CLEAVE [Combat]
Prerequisite: Str 13, Cleave, Power Attack, Two Term of Service
Benefit: This Feat works like Cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE [General]
Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER TALENT FOCUS [General]
Choose a category of Psyche Talents to which you already have applied the Talent Focus feat.
Benefit: Add +2 to the Difficulty Class for all saving throws against Talents from the category of Psyche Talent you select. This bonus stacks with the bonus from Talent Focus.
Special: You can gain this Feat multiple times. Its effects do not stack. Each time you take the Feat, it applies to a new category of Psyche Talent to which you already have applied the Talent Focus Feat.

GREATER TWO-WEAPON FIGHTING [Combat]
Prerequisite: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, Three Terms of Service
Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty. This only applies to one off-hand weapon (see Multi-Attack).

GREATER WEAPON FINESSE [Combat]
Prerequisite: Weapon Finesse, Improved Weapon Finesse, Base Combat Skill 8
Benefit: When calculating the TDC for a melee weapon replace Strength with Dexterity for determining the total.

GREATER WEAPON FOCUS [Combat]
Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this Feat.
Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, three Terms of Service
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).
Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

GREATER WEAPON SPECIALIZATION [COMBAT]
Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this Feat.
Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, three Terms of Service
Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.
Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

GUN SCHOLAR [COMBAT]
Prerequisites: One Term of Service, Weapon Focus (Specific Firearm)
Benefit: Add your Wisdom modifier as an attack bonus with the specified weapon.
Special: This Feat may be purchased multiple times selecting a new weapon each time.

HACKER [GENERAL]
Prerequisites: One skill Rank in Engineering or Programming
Benefit: Locks in Legion have two statistics, difficulty and complexity. The difficulty sets the DC for skill checks to manipulate the lock and the complexity determines how many successes are necessary to disable the lock.
There are two key skills used for infiltration: Programming and Engineering. To break into a secure area takes an Engineering skill check (for physical locks) or a Programming skill check (for electronic locks).
Programming will allow someone to bypass computer security, encryption, and booby trapped files - anything to do with data stored in an electronic medium. Engineering is used in the physical world to open a safe or to open a magnetically sealed door. These concepts are not mutually exclusive; a character might need to use Engineering to crack open a security cover before gaining access to the network node underneath, and then Programming to hack the node to find their prize.
The mechanics are the same for the two skills: A Difficulty is determined by the game master and a threshold is set to represent the Complexity of the task. The player rolls a d20 and adds the appropriate trained skill modifier. Hacking cannot be performed by an untrained individual. For every five points by which the roll beats the Difficulty, whether that lock is physical, electronic, or software, the player scores an additional success on the lock in question. Once a number of successes are accumulated equal to the lock's Complexity, the lock opens. Successes are cumulative for each round you attempt to bypass the same lock, but are lost if any other actions are taken. Difficulty and Complexity are based on the type and quality of the lock. Difficulty for locks is found below.

Physical Locks	DC	Electronic Locks	DC
Padlock	10	Personal Computer	10
Security Door	15	Mainframe	15
Air Lock	20	Robot	20
Blast Door	25	Ship	25
Vault Door	30	Cybernetics	30

Padlock: An external lock that may be placed on any latch or chain.
Security Door: A door to a facility that is built to withstand forced entry.

Air Lock: Found mainly on spacecraft, air locks are magnetically or pressure sealed doors.
Blast Door: These doors are heavy, armor-reinforced, magnetically sealed doors used for defense and lockdown during combat situations.
Vault Door: Similar to blast doors this door is made to withstand forced entry but it is also reinforced against hacking attempts.
Personal Computer: This is a localized system isolated from anything other than the Grid.
Mainframe: This system is hooked up to a larger network with many peripherals and terminals sharing one program.
Robot: This system is an artificial intelligence or A.I. It is isolated from other systems unless hooked into a mainframe for updates.
Ship: This A.I. is connected to multiple terminals like a mainframe.
Cybernetics: This A.I. is connected to the neural pathways of a biological organism.

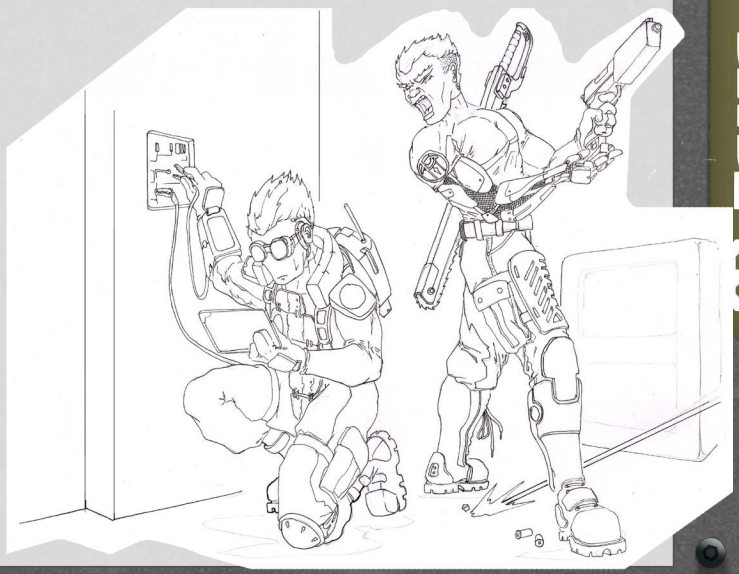
Guidelines for setting Complexity
Complexity is a more abstract concept than difficulty. An ancient tumbler lock could have low complexity due to its simple mechanism, but have a high difficulty because the technology is so old that no one knows how it works. Conversely, a simple base-pair encryption algorithm could have been designed by a paranoid to include multiple layers of redundancy, thereby leaving the DC low, but requiring more time and effort to get through and thereby having a higher complexity. For GMs, a good rule of thumb is to use DC to determine the raw difficulty of the hack, and use complexity as a tool to set the time required. If you feel you want to set the complexity above five, consider increasing the DC of the lock overall. Some sample complexities for locks are found below.

Complexity	Threshold
Civilian	2
Corporate	4
Military	6
Alien	8
Alien Military	12

Civilian: This computer code is the common password protected code available to the public.
Corporate: This code is similar to civilian code but is more complex in its design with difficult navigation conduits and backup security measures.
Military: This code is rife with anti-hacking deterrents that are not as kind to the intrusive programmer as civilian or corporate codes. This usually comes with a "seek and destroy" feature that make is risky to hack. One wrong move and the hacker could lose his entire system to viruses and attack programs. Armed soldiers may even arrive at the hacker's location to arrest him.
Alien: This code is unfamiliar to the hacker and not compatible with his programs. Translating the programming language is part of the difficulty as well as understanding syntax and structure.
Alien Military: Unfamiliar and deadly, this code must be translated while avoiding attacks to the hacker's system.

Hacking is a Full-Round action that provokes attacks of opportunity.
If you fail a Hacking skill check, you can retry after 1 round (physical) or 1 minute (electronic).

For example: A Legion Trainee has locked his keys in his barracks, but he has his toolkit with him and decides it will be easier to pick the lock then to inform his Sergeant what he has done…again. The lock is on an



internal door, and is not protecting anything sensitive; therefore it has a low Difficulty of 15. However, it is a maglock and not just a simple mechanical bolt, and so it has a Complexity rating of 4. The Trainee's player rolls his Engineering skill, and achieves a total of 21. This is six points over the difficulty and has scored two successes toward opening the maglock. The next round the player rolls under the DC of 15, so no additional progress is made. On the third round, he picks up another success and has almost completed the bypass when he hears his Sergeant around the corner. Quickly, the Trainee replaces the maglock's cover and tries to look innocent as the Sergeant passes by, not giving our hero a second glance. With a sigh, the Trainee pops the cover to begin again, having lost the accumulated successes previously scored.

Failure Is An Option

So you have cracked the case on the secure dataport and have gained access to the local network. You begin to search for the file that should have the account numbers you are looking for when it occurs to you: What happens if I fail?

With technology at the current galactic average, most appliances have some form of electronic intelligence. Your refrigerator knows when you're out of milk and your assault rifle can calculate how long, at your current rate of fire, you can maintain suppression before your ammo capacity is exhausted. What this means is that not only can the computer system you are hacking notify someone of the intrusion, but so can the lock on a military bunker's door.

As these rules are abstract, there will be no need to constantly battle counter-intrusion software each round you battling a security system. For every three points by which you fail on a hacking attempt, you increase the system's level of awareness. If the number of failures is ever greater than eight minus the Complexity of the lock or program, an alert is triggered. What this means is up to the GM, as it could indicate to an owner that someone is attempting to abscond with his prize begonias or a military base was just placed on lockdown.

Taking Your Time

If time is not a factor for a hack, then you can be more cautious in your attempt to gain entry. Consequently, a rushed job has a better chance of triggering an alert.

Taking additional time or being rushed will adjust the DC of a hack by +5, and increased the Complexity by 1. This represents the additional time the intrusion countermeasures have to detect your presence, as well as mistakes you may make by rushing through a job.

If taking your time, then you score two successes for the first 3 points you exceed the difficulty. If you are being rushed, then you generate an additional failure for the first three points you fall short of the DC. This additional success or failure only applies once for each attempt at the increased DC (whether you succeed or fail) and only when you would have generated a success or failure normally.

Normal: Without this feat, you can use the Engineering or Programming skills to open locks, but only if the DC for the task is 10 or lower.

HIDE IN PLAIN SIGHT [Skill]

Prerequisites: Stealth skill 5 ranks.

Benefit: You may make a Stealth check without the need for cover or concealment.

Normal: You must have cover or concealment to attempt to use Stealth to hide.

Special: You cannot use this Feat if you are engaged in melee combat with an opponent unless your opponent is distracted.

IMPROVED BULL RUSH [Combat]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED CRITICAL [Combat]

Choose one type of weapon.

Prerequisites: Proficient with weapon, two terms of service

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.
This effect does stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM [Combat]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Normal: See the normal disarm rules.

IMPROVED EVASION [Combat]
Prerequisites: Two Terms of Service, Evasion
Benefit: Suffer no damage from attacks allowing a Reflex save if you succeed with the saving throw. Take only half damage if you fail the Reflex save.
Normal: Take half damage if you make the Reflex save.

IMPROVED FEINT [Combat]
Prerequisites: Int 13, Combat Expertise.
Benefit: You can make a Bluff skill check to feint in combat as a move action.
Normal: F**einting in combat is a standard action.**

IMPROVED GRAPPLE [Combat]
Prerequisites: Dex 13, Improved Unarmed Strike.
Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.
Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

IMPROVED INITIATIVE [Combat]
Benefit: You get a +4 bonus on initiative checks.

IMPROVED OVERRUN [Combat]
Prerequisites: Str 13, Power Attack.
Benefit: When you attempt to overrun an opponent, the target may not choose to avoid your attack. You also gain a +4 bonus on your Strength check to knock down your opponent.
Normal: Without this Feat, the target of an overrun can choose to avoid you or to block you.

IMPROVED PRECISE SHOT [Combat]
Prerequisites: Dex 19, Point Blank Shot, Precise Shot.
Benefit: Your ranged attacks ignore the Defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.
In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.
Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

IMPROVED SHIELD BASH [Combat]
Prerequisites: Shield Proficiency.
Benefit: When you perform a shield bash, you may still apply the Shield bonus to your Toughness.
Normal: Without this Feat, a character that performs a shield bash loses the Shield bonus to Toughness until his next turn.

IMPROVED SUNDER [Combat]
Prerequisites: Str 13, Power Attack.
Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.
You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Normal: Without this Feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

IMPROVED TRIP [Combat]
Prerequisites: Int 13, Combat Expertise.
Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.
If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.
Normal: Without this Feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

IMPROVED TWO-WEAPON FIGHTING [Combat]
Prerequisites: Dex 17, Two-Weapon Fighting
Benefit: In addition to the standard single extra attack you get with one off-hand weapon, you get a second attack with it, albeit at a –5 penalty. This feat does not apply for more than one off-hand weapon (see Multi-Attack).
Normal: Without this Feat, you can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE [Combat]
Benefit: You are considered to be armed even when unarmed —that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.
In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Normal: Without this Feat, you are considered unarmed when attacking with an unarmed strike and you can deal only nonlethal damage with such an attack.

IMPROVED WEAPON FINESSE
Prerequisites: Weapon Finesse, Combat base Skill 5
Benefit; You replace the Strength modifier with Dexterity modifier for melee weapon damage.

IMPROVISED TOOLS [Skill]
Prerequisites: Any Technical skill 5 ranks.
Benefit: You suffer no penalties for a Technical skill check if you do not have the proper tools.
Normal: You suffer a -4 penalty for a Technical skill check if you do not have the proper tools.

INSTANT UP [General]
Benefit: You may stand up from prone as a Free action. You do not suffer attacks of opportunity when using this Feat
Normal: You may stand up from being prone as a Move action, provoke an attack of opportunity.

INVESTIGATOR [Skill]
Benefit: You get a +2 bonus on all knowledge checks.

IRON GUTS [General]
Prerequisites: Three Terms of Service
Benefit: You are immune to nauseous effects.

IRON WILL [General]
Benefit: You get a +2 bonus on all Will saving throws.

ITS ALL IN THE REFLEXES [Combat]
Prerequisites: Dex 15, Deflect, Improved Unarmed Strike.
Benefit: When using the Deflect feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this Feat.

JACK-OF-ALL-TRADES [Skill]
Benefit: You gain a +2 bonus to any trained skill in which you have no skill rank.

LIGHT STEP [General]
Benefit: You may move at full Speed over rough or difficult terrain.
Normal: You may only move at half Speed over rough or difficult terrain.

LIGHTNING REFLEXES [General]
Benefit: You get a +2 bonus on all Reflex saving throws.

MARKSMAN [Combat]
Prerequisites: Sharpshooter Feat and three Terms of Service.

Benefit: You reduce the penalty for making called shots by 2. This is cumulative with the Sharpshooter feat.
Normal: When making a called shot you suffer a penalty of -2 for torso shots, -6 for leg shots, -8 for arm shots, and -12 for head shots.

MARTIAL WEAPON PROFICIENCY [Combat]
You understand how to use all martial weapons in combat.
Benefit: You make attack rolls with the selected weapon normally.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.
Special: All branches are proficient with all martial weapons. They need not select this feat. This Feat is included for those NPC's that are not part of the military or if the game master wants to run a non-military.

MAXIMIZE TALENT [META-PSYCHE]
Benefit: All variable, numeric effects of a talent modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are talents without random variables. A maximized talent increases the target number for effects by 15.
An empowered, maximized Talent gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MIND TRICKS [PSYCHE]
Prerequisites: Psyche Sensitivity, any mind-affecting Talent.
Benefit: Increase the DC to save vs. any mind-affecting talent by 2.

MOBILITY [Combat]
Prerequisites: Dex 13, Dodge.
Benefit: You get a +4 dodge bonus to Defense against attacks of opportunity caused when you move out of a threatened area. A condition that makes you Flat-Footed also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED RANGED ATTACK [Combat]
Prerequisites: Mounted Combat.
Benefit: The penalty you take when using a ranged weapon while piloting is halved: –2 instead of –4 if your vehicle is taking a double move, and –4 instead of –8 if your vehicle is sprinting.

MOUNTED COMBAT [Combat]
Prerequisites: Vehicle skill 1 rank.
Benefit: Once per round when your vehicle is hit in combat, you may attempt a Vehicle check (as a reaction) to negate the hit. The hit is negated if your Vehicle check result is greater than the opponent's attack roll. (Essentially, the Vehicle check result becomes the vehicle's Defense if it's higher than the Vehicle's regular Defense.)

MOVING TARGET [Combat]
Prerequisites: Athletics skill rank 1
Benefit: Add your Athletics skill ranks to Defense when making a full round action for movement.

MULTI-ATTACK [Combat]
You can fight with a weapon in each hand no matter how many hands you have. You can make one extra attack each round with the second weapon.
Prerequisites: Dex 16, Two-Weapon Fighting, three or more arms.
Benefit: Your penalties on attack rolls for fighting with multiple weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.
Normal: If you wield multiple weapons in your off hands, you can get one extra attack per round with each extra weapon. When fighting in this way you suffer a –10 penalty with your regular attack or attacks with your primary hand and a –14 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each.

NATURAL COMMUNICATOR [General]
Benefit: You gain a +1 bonus to your Communication base skill.

NATURAL GEARHEAD [General]
Benefit: You gain a +1 bonus to your Technical base skill.

NATURAL SHOT [General]
Benefit: You gain a +1 bonus to your Firearms base skill.

NATURALLY ATTUNED [General]
Benefit: You gain a +1 bonus to your Psyche base skill.

NATURALLY GRACEFUL [GENERAL]
Benefit: You gain a +1 bonus to your Movement base skill.

NATURALLY VIOLENT [GENERAL]
Benefit: You gain a +1 bonus to your Combat base skill.

NEGATE ENERGY [PSYCHE]
Prerequisites: Resist Energy Talent, Psyche Sensitivity, Resist Energy talent, Parry any Energy Attack
Benefit: While under the effects of the Resist Elements Talent, you may Parry energy attacks, including ranged attacks.

NEGOTIATOR [SKILL]
Benefit: You get a +2 bonus on all Diplomacy checks.

NIMBLE FINGERS [SKILL]
Benefit: You get a +2 bonus on all Manual Dexterity checks.

PARRY [COMBAT]
Prerequisites: Weapon Focus with a melee weapon.
Benefit: You may substitute your Defense skill with any melee attack skill when making a Defense roll. This affects all melee attacks against you until your next turn.
Special: You must have an appropriate weapon in hand or use brawling.

PARTING SHOT [COMBAT]
Prerequisites: Point Blank Shot
Benefit: You may make a ranged attack as a free action when withdrawing from melee.
Special: You must have a ranged weapon in hand or have the Quick Draw feat to draw it.

PERSUASIVE [SKILL]
Benefit: You get a +2 bonus on all Diplomacy checks.

POINT BLANK MASTERY [COMBAT]
Prerequisites: Point Blank Shot, Second Term of Service.
Benefit: You do not provoke attacks of opportunity for firing ranged weapons while in melee combat.

POINT BLANK SHOT [COMBAT]
Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons within the first range increment of the weapon.

POWER ATTACK [COMBAT]
Prerequisites: Strength 13.
Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls equal to your ranks in that skill and add the same number to all melee damage rolls. The penalty on attacks and bonus on damage apply until your next turn.
Special: If you attack with a two-handed weapon or with a one-handed weapon wielded in two hands, you instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

POWERFUL MIND [PSYCHE]
Prerequisites: Psyche Sensitivity
Benefit: You gain two extra Mind Points.
Special: You may choose this Feat once for every Term of Service.

PRECISE SHOT [COMBAT]
Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

PRONE FIGHTING [COMBAT]
Benefit: You have no penalties for fighting while you are prone.

PSYCHE APTITUDE [SKILL]
Benefit: You get a +1 bonus on to the Psyche base skill.

PSYCHE ENERGY [PSYCHE]
Prerequisites: Psyche Sensitivity, any energy based talent.
Benefit: When attacking with energy based talents, you gain a +4 bonus on the Toughness DC for that talent.

PSYCHE LINK [PSYCHE]
Prerequisites: Psyche Sensitivity, Telepathic Message Talent.
Benefit: You may establish an unlimited two-way communication link with a willing target while using the Telepathic Message talent.

PSYCHE RAGE [PSYCHE]
Prerequisites: Psyche Sensitivity, Improve Self Talent.
Benefit: You increase the bonus to all physical statistics while using the Improve Self talent to the next higher result. You cannot exceed the maximum result with this feat.

PSYCHE REBUKE [PSYCHE]
Prerequisites: Psyche Sensitivity, Mind-Wall Talent.
Benefit: A successful Save while using the Mind-Wall Talent enables you to deflect the incoming Talent back on the attacker. You are considered the originator of this effect.

PSYCHE SENSITIVITY [GENERAL]
Benefit: You have awakened your psyche potential and now have access to Psyche Talents and Psyche Feats.
Special: You cannot take this feat if you have the Cyborg feat unless you are of the Dorek species.

PSYCHE STUN [PSYCHE]
Prerequisites: Psyche Sensitivity.
Benefit: You may choose to cause non-lethal damage with any Psyche Talent that causes Hit Point damage. You also increase the die type one step with this attack but you never threaten to cause a wound while doing so.

PSYCHE SURGE [PSYCHE]
Prerequisites: Psyche Sensitivity, Speed Talent.
Benefit: You may increase the effect of the Speed Talent to the next higher result. You cannot exceed the maximum result with this Talent.

QUICK DRAW [COMBAT]
Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.
A character who has selected this Feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Normal: Without this feat, you may draw a weapon as a move action. Without this feat, you can draw a hidden weapon as a standard action.

QUICKEN TALENT [META-PSYCHE]
Benefit: Activating a quickened talent is a free action. You can perform another action, even activating another talent, in the same round as you activate a quickened talent. You may cast only one quickened talent per round. A talent whose activating time is more than 1 full round action cannot be quickened. A quickened talent increases the DC number for effects by 20; for example, a roll of 30 would provide the effect of rolling a DC 10. Activating a quickened talent doesn't provoke an attack of opportunity.
Special: This feat can't be applied to any talent cast spontaneously, since applying a meta-psyche feat to a spontaneously cast talent automatically increases the activating time to a full-round action.

RAPID RELOAD [COMBAT]
Choose a type of crossbow, power weapon, or firearm.
Prerequisites: Proficiency with selected weapon.
Benefit: The time required for you to reload your selected weapon is reduced to a swift action (for a one-handed or light weapon) or a move action (for a two-handed) or a Standard action (heavy weapon). Reloading your selected weapon provokes an attack of opportunity.
If you have selected this feat for one-handed or light weapon (firearm or crossbow), you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.
Normal: A move action is needed to reload a one-handed or light weapon (firearm or

crossbow), or a standard action to reload a two-handed weapon or a full round action for a heavy weapon (firearm).
Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of weapon.

RAPID SHOT [Combat]
Prerequisites: Dex 13, Point Blank Shot.
Benefit: You can make two attacks as a standard action with a ranged weapon. The attack is at your normal skill bonus, but both attacks you make in that round (the extra one and the normal one) take a –2 penalty.

RIDE-BY ATTACK [Combat]
Prerequisites: Vehicle skill 1 rank, Mounted Combat.
Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

RUN [General]
Benefit: When running, you move five times your speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Athletics check. While running, you are not considered Flat-Footed.
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you are considered Flat-Footed.

SELF-SUFFICIENT [Skill]
Benefit: You get a +2 bonus on all Medical Sciences checks.

SET-UP [Combat]
Benefit: You grant an ally an additional +2 bonus in a combat while using the Aid Other action. (Attack. Damage, Initiative, or Defense)

SEVER PSYCHE [Psyche]
Prerequisites: Psyche Sensitivity, Command Talent.
Benefit: You use the Dominate Talent to block another's access to the Psyche. This prevents them from using Psyche Talents and makes them suffer a -4 penalty when using Psyche skills.

SHARPSHOOTER [Combat]
Benefit: You reduce the penalty for making called shots by 2.
Normal: When making a called shot you suffer a penalty of -2 for torso shots, -6 for leg shots, -8 for arm shots, and -12 for head shots.

SHIELD PROFICIENCY [Combat]
Benefit: You can use a shield and take only the standard penalties.
Normal: When you are using a shield with Normal you are not proficient, you take a -4 penalty on attack rolls and on all Movement skill checks.

SHOT ON THE RUN [Combat]
Prerequisites: Dex 13, Dodge, Mobility, Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided your total distance moved is not greater than your speed.

SILENT TALENT [Meta-Psyche]
Benefit: A silent Talent can be activated with no verbal components. Talents without verbal components are not affected. A silent Talent increases the target number for effects by 5.

SIMPLE WEAPON PROFICIENCY [Combat]
Benefit: You make attack rolls with simple weapons normally.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.
Special: All military branches are automatically proficient with all simple weapons. They need not select this feat. This feat is included for those NPC's that are not part of the military or if the game master wants to run a non-military or pre-military campaign.

SKILL FOCUS [Skill]

Benefit: Choose a skill. You get a +3 bonus on all checks involving that skill.
Special: You can gain this Feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SNEAK ATTACK [Combat]
Prerequisites: Stealth skill 2 ranks.
Benefit: When you catch an opponent flat -footed, you may attack them with precision. You gain a +2 circumstance bonus to the attack and cause 1d6 precision damage. Creatures that are immune to critical hits are also immune to the damage of this feat but you may still enjoy the +2 bonus to attack.
Special: You may purchase this once per Term of Service

SOUL OF STEEL [General]
Benefit: You get a +4 bonus to all saving throws vs. Psyche Talents and Fear effects.

SPIRITED CHARGE [Combat]
Prerequisites: Vehicle 1 rank, Mounted Combat, Ride-By Attack.
Benefit: When mounted and using the charge action, you deal double damage with a melee weapon.

SPRING ATTACK [Combat]
Prerequisites: Dex 13, Dodge, Mobility,
Benefit: When using the Attack action with a melee weapon, you can move both before and after the attack, provided your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the target though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this Feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

STARTLE [Skill]
Prerequisites: Intimidate skill 5 ranks.
Benefit: You may use Intimidation rather than Bluff to feint.
Normal: You must make a Bluff check to feint.

STEALTHY [Skill]
Benefit: You get a +2 bonus on all Stealth skill checks.

STILL TALENT [Meta-Psyche]
Benefit: A stilled Talent can be activated with no somatic components. Talents without somatic components are not affected. A stilled Talent increases the target number for effects by 5.

STRONG PSYCHE [Psyche]
Prerequisites: Psyche Sensitivity.
Benefit: You may use d10's instead of d6's when calculating damage and other effects of psyche talents.
Normal: You use d6's to determine the effect of damage from a psyche talent.

STUNNING FIST [Combat]
Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Two Terms of Service.
Benefit: You must declare that you are using this Feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 15 + STR modifier + your WIS modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, is considered Flat-Footed, and takes a –2 penalty to Defense. You may attempt a stunning attack a number of times per day equal to WIS modifier +1 and no more than once per round. Any creatures immune to critical hits cannot be stunned.

SUNDERING STRIKE [Combat]
Prerequisites: Improved Critical
Benefit: You may make a sunder attempt as a free action immediately after a successful melee critical hit.

TALENT FOCUS [Psyche]
Benefit: Choose a category of psyche talents. Add +2 to the Difficulty Class for all saving throws against talents from the category of psyche talents you select.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new category of psyche talents.

TALENT MASTERY [Psyche]
Prerequisite: Psyche Sensitivity, known Psyche Talents
Benefit: When you take this feat, apply it to one talent that you already know, per term of service. From that point on, you can extend the duration of this talent without expending a mind point. The duration becomes Concentration and lasts as long as you concentrate upon it. Each time you buy this feat, it applies to another known talent. All further actions that require a dice roll suffer a -5 penalty while concentrating with this feat. You may concentrate on more than one talent with this feat but all of your actions suffer an additional -5 penalty for each talent for which you are concentrating.
If you fail to use the talent each round you lose concentration on it and the talent effect ends. This means if you do not have the proper actions to use the talent each round you lose concentration. For example, the Energy Ball talent is a full round action. You may only perform swift and free actions during that round and still maintain the talent.
Normal: Without this feat, you expend a mind point to increase the duration
Special: You may take this feat multiple times but it only adds one extra talent for mastery instead of one extra talent per term of service.

TALENT PENETRATION [Psyche]
Benefit: You get a +2 bonus on psyche power checks (1d20 + total Mind Points) made to overcome a creature's Psyche Resistance.

TAUNT [SKILL]
Prerequisite: Bluff skill 5 ranks.
Benefit: You may use Bluff instead of Intimidate Skill check to demoralize an opponent.
Normal: You must make an Intimidate Skill check to demoralize an opponent.

TEAMWORK [GENERAL]
Benefit: When using the Aid Another action you grant an additional +2 bonus to your Ally.

TELEKINETIC DISARM [Psyche]
Prerequisite: Psyche Sensitivity, Telekinesis Talent.
Benefit: You may make a Disarm attempt at range with the Telekinesis talent.

TELEKINETIC GRIP [Psyche]
Prerequisite: Psyche Sensitivity, Telekinesis. Talent.
Benefit: You may use Telekinesis to make a Grapple attempt at range.

TELEKINETIC MOVEMENT [Psyche]
Prerequisite: Psyche Sensitivity, Telekinesis, Fly, or Levitation Talent.
Benefit: You increase your speed and the allowed weight of the object being moved to the next higher result using the Telekinesis, Fly, or Levitation Talent. You cannot exceed the maximum result with this talent.

TELEKINETIC SLAM [Psyche]
Prerequisite: Psyche Sensitivity, Telekinesis talent.
Benefit: You may cause damage to targets using the Telekinesis Talent.
Normal: You can only move objects with the Telekinesis Talent.



TELEKINETIC THRUST [Psyche]
Prerequisite: Psyche Sensitivity, Telekinesis talent.
Benefit: You may make a Trip attempt at range using the Telekinetic Talent.

THROWING MASTERY [Combat]
Prerequisite: Point Blank Shot
Benefit: You add your Dexterity modifier as a bonus to damage for thrown weapons as well as your Strength modifier.
Normal: You add your Strength modifier as a bonus to damage.

TOUGHNESS [GENERAL]
Benefit: You gain +10 hit points and Damage Reduction of 3.
Special: A character may gain this Feat up to five times but only once for each Term of Service. Its effects stack.

TRACK [GENERAL]
Benefit: To find tracks or to follow them for 1 mile requires a successful Natural Sciences check. You must make another Natural Sciences check every time the tracks become difficult to follow.
You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on *Table 6-1: Tracking Table*.
Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).
Several modifiers may apply to the Survival check, as given on the table below.
If you fail a Natural Sciences check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Normal: Without this feat, you can use the Natural Sciences skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Perception to follow tracks, even if someone else has already found them.

TRAMPLE [Combat]
Prerequisite: Vehicle 1 rank, Mounted Combat.
Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid your attack. Your vehicle may make one crushing attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

TRANCE [GENERAL]
Benefit: You can fall into a death-like trance that slows your breathing and metabolism while still allowing you to move and act normally. While in this trance you gain a +2 bonus to all Toughness, Fortitude, and Will saves but suffer a -2 penalty to Reflex saves.

TRUE FAITH [Psyche]
Prerequisite: Psyche Sensitivity.
Benefit: You gain a bonus equal to your total Mind Points to all variables of Psyche Talents used directly against the Shade.

TWO-WEAPON DEFENSE [Combat]
Prerequisites: Dex 15, Two-Weapon Fighting.
Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +2 bonus to your Defense. When you are fighting defensively or using the total defense action, this bonus increases to +4.

Tracking Table: 6 - 1

Surface	DC	Surface	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Condition	DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.
2 Apply only the largest modifier from this category.

TWO-WEAPON FIGHTING [Combat]
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Prerequisite: Dex 15.
Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.
Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

UNCANNY DODGE [Combat]
Benefit: Retain your Movement base skill to Defense while Flat-Footed.
Normal: Lose your Movement base skill to Defense while Flat-Footed.

WEAPON BIND [Combat]
Prerequisite: Parry
Benefit: Follow a successful Parry with a Disarm attempt as a free action.

WEAPON BREAK [Combat]
Prerequisite: Parry
Benefit: Follow a successful Parry with a Sunder attempt as a free action.

WEAPON BRUTE [Combat]
Benefit: You may replace either Dexterity or Intelligence with your Strength modifier to calculate your Firearm base skill.

WEAPON FINESSE [Combat]
Benefit: You may replace either Strength or Constitution with your Dexterity modifier to calculate your Combat base skill.

WEAPON FOCUS [Combat]
Choose one type of weapon. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.
Prerequisite: Proficiency with selected weapon.
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WEAPON SPECIALIZATION [Combat]
Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.
Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, two terms of service
Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.
Special: You can gain this Feat multiple times. Its effects do not stack. Each time you take the Feat, it applies to a new type of weapon.

WHIRLWIND ATTACK [Combat]
Prerequisite: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack
Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your normal skill bonus against each opponent within reach.
When you use the Whirlwind Attack Feat, you also forfeit any bonus or extra attacks granted by other feats, talents, or abilities.

WIDEN TALENT [Meta-Psyche]
Benefit: You can alter a burst, emanation, line, or spread shaped Talent to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened talent increases the target number for effects by 15. Talents that do not have an area of one of these four sorts are not affected by this feat.

Psyche



The investigation was not going well. For three days they had been pouring over the crime scene, with no new insights as to what had happened. The only point of entry to the vault was a three-foot thick composite duranium door, apparently opened by the proper combination. A single safety deposit box had been opened with a small plasma torch, which remains on the scene. The contents of the box still had not been released. Deputy Haskins stood with other planetary officials, awaiting the arrival of a Legion investigator, who happened to be passing through the system. His eyes kept being drawn to the plasma cutter, and to the man on his right, but he knew not why.

"I don't know what this high-and-mighty Legion intel spook is supposed to be able to find out. There's just not enough information here." This said by his boss, Sheriff Na'ratha, for the fifth time.

As if summoned, the tall figure of a Korolian wearing the distinctive black longcoat of Legion Intelligence appeared in the doorway. The Colonel entered the vault, looked around, and approached the lockbox. He picked up the plasma torch, and seemed to concentrate upon it as Haskins suppressed an involuntary shiver. The Korolian then walked up to the Sheriff and stared into his eyes, then spoke for the first time, his voice was low and smooth, and filled with confidence. "Your former boss is responsible. You will find the access code for the vault door written on his left forearm." He paused briefly to look Haskins up and down. "You show promise. Come with me."

That was six years ago. And Captain Lucius Haskins remembers it as the best day of his life.

PSYCHE

Introduction to the Shar-Nithain Arts
Psyche Talents are relatively new to the species of the galaxy, even though many of them have been practiced for hundreds or even thousands of years. Once a psychic has attained the proper discipline and focus to use the Shar-Nithian Arts, they are able to concentrate and project their personal energy out into the physical world. This is a complex process, forcing the psychic to let go of their perceptions of the universe as static and see the world around them as mutable, able to be affected and changed.

Some might think that as a purely mental discipline, the Shar-Nithian Arts should require nothing but a thought; these individuals could not be more wrong. Even for those who have mastered the Arts, creating and harnessing this internal energy is not natural. Each Psyche power has a verbal or somatic component that assists the psychic with focusing the energy into a specific purpose. These components are not necessarily related to the power itself. They could be likened to how a martial artist focuses himself. Talented psychics have the ability to ignore one or both of these affectations through the use of Meta-Psyche feats, which requires a higher level of skill.

When a character gains the Feat Psyche Sensitivity, they gain the ability to use their Mind Points and activate Psyche Talents. Each Talent is activated with the expenditure of one Mind Point. When the character's Mind Points are at zero he may not activate a Psyche Talent. The Mind Point is used even if the activation of the talent is unsuccessful.

Activating a Psyche Talent
To activate a Psyche Talent, please refer to page 263 in *Chapter 11: Combat*.

Components
To activate most Talents you must use both verbal and somatic components. This means that if you are bound and gagged, you cannot use Psyche Talents. Some Feats allow you to bypass these requirements and some Talents do not require one or the other. These exceptions will be listed with the Talent.

Concentration Check
To use a Psyche Talent requires an immense amount of concentration. See Concentration Checks, page 263 in *Chapter 11: Combat*.

Duration
Unless otherwise stated in the talent's description, the duration of any Psyche Talent is for one turn. All of the Talents can have their duration extended by the use of an additional Mind Point as follows.

+1 Mind Points = One Minute
+2 Mind Points = Ten Minutes
+3 Mind Points = One Hour

No Talent's duration may ever last beyond one hour solely by spending Mind points.

Range
Each Talent has a specific range increment listed in its description. For every range increment beyond the first, the character suffers a penalty of -2 to activate that Talent. Maximum range is equal to the range increment times 5.

An additional Mind Point may be expended to double the range increment. Each time a Mind Point is used for range, the range increment is doubled again. (i.e., 60 feet becomes 120 feet that then becomes 240 feat, then 480 feet, etc.)

Categories
There are four categories of Psyche powers and each has its own skill. They are Alteration, Creation, Destruction, and Divination.

Number of Talents
Each character starts with a number of powers in each category, equal to the number of skill ranks in that category's skill. Also a character may learn a number of bonus Talents equal to the ability modifier of either Intelligence, Wisdom, or Charisma. (These are not skill ranks.) These additional

Talents may be selected from any category in which the character is skilled. When creating a character with Psyche Talents, you must choose which one is your defining Psyche ability. This will flavor your Psyche abilities throughout the game but does not affect the Mind points in any other way.

Saves
The save DC for resisting Psyche Talents is equal to 15 + training in the associated skill + statistic modifier from defining Psyche ability score. The results of a successful save against a Talent either negates the effect completely or in the case of damage, halves the hit point damage and negates the wound potential.

The individual talent description will indicate if that Talent deviates from this rule.

Power Checks versus Psyche-resistance
Some creatures have a natural resistance to Psyche Talents. When activating a Talent to affect one of these creatures, the psychic must succeed in a Psyche power check. The psychic character rolls a D20 and adds his total Mind Points and number of Terms of Service to the roll. If the result matches or exceeds the creatures Psyche Resistance, the Talent works on the creature normally. If not, the Talent fails to affect the creature.

ALTERATION

Talents in this section change the fundamental molecular or quantum makeup of a target from one state or form to another. This change is generally short-lived, but no less profound.

Command
You create a conduit to a single target's mind, overriding that person's will and making him or her susceptible to your mental control.

The power roll will determine how much of the target's will is suppressed. The higher the roll, the more control you can exert over the target's self preservation.

Components: Verbal and Somatic
Time: Swift Action
Target: One creature with an Intelligence of 3 or higher that is in line of sight
Range: 60 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: Make an unpalatable yet harmless request of one word seem completely reasonable to the target.
DC 20: Make an unpalatable and harmful request of up to 5 words seem completely reasonable to the target.
DC 30: Make an unpalatable and deadly request of up to 10 words seem completely reasonable to the target.
DC 40: Make an unpalatable and deadly request of up to 15 words seem completely reasonable to the target.
DC 50: Make an unpalatable and deadly request of up to 20 words seem completely reasonable to the target.

Displacement
You warp the space immediately around you, creating micro-fractional changes in space-time that will alter your opponent's perception, making you harder to strike in combat.

Higher power rolls will increase your defense, and grant you a flat miss chance against ranged attacks. This mischance is ineffective against Area of Effect attacks such as Energy Ball or Automatic Fire.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: 60 feet
Make an Alteration check: The result of the check determines the effect
DC 10: +2 to your Defense and 25% miss chance for ranged attacks.
DC 20: +5 to your Defense and 25% miss chance for ranged attacks.
DC 30: +5 to your Defense and 50% miss chance for ranged attacks.
DC 40: +6 to your Defense and 50% miss chance for ranged attacks.
DC 50: +6 to your Defense and 75% miss chance for ranged attacks.

Alter-Mind
Using the Psyche, you can alter or implant memories in the target. The energy used to perform this alteration is temporary, and the target will regain its proper memories given time. Normal memories will be restored when the power lapses.

Components: Verbal and Somatic
Time: Standard Action
Target: One creature with an Intelligence of 3 or higher that is in line of sight
Range: 15 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: Implant reasonable memories or erase recent (within 30 minutes) memories.
DC 20: Implant reasonable memories or erase old (within 1 year) memories.
DC 30: Implant unreasonable memories or erase old (within 5 year) memories.
DC 40: Implant unreasonable memories or erase old (within 10 year) memories.
DC 50: Implant absurd memories or erase deep, childhood memories.

Fly
You surround yourself with a telekinetic field that enables you to move yourself in three dimensions. Some psychics are able to drastically increase the speed of their flight power, and are nearly capable of keeping up with aircraft.

Flight Speed can be modified by move actions with the same result as normal ground Speed. For example, doubling your speed when charging or using a full-round move, and quadrupling your speed while running.

Components: Somatic
Time: Move Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: Fly at half your Speed.
DC 20: Fly at your full Speed and gain +1 bonus to Defense while flying.
DC 30: Fly at double your full Speed and gain +2 bonus to Defense while flying.
DC 40: Fly at triple your full Speed and gain +4 bonus to Defense while flying.
DC 50: Fly at quadruple your full Speed and gain +6 bonus to Defense while flying.

Improve Self
Through focusing your intent and will, you are able to enhance your body and mind.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +1 to one Ability Modifier.
DC 20: +2 to one Ability Modifier or divide it between two Ability Modifiers.
DC 30: +3 to one Ability Modifier or divide it between three Ability Modifiers.
DC 40: +4 to one Ability Modifier or divide it between all Ability Modifiers.
DC 50: +5 to one Ability Modifier or divide it between all Ability Modifiers.

Levitation
Using a minor telekinetic field, you can move yourself vertically. Some psychics are able to use this ability in combat, thereby making themselves harder to hit. This power is similar to Fly, except that it can only move a target vertically. It may be used as an Immediate Action to arrest a fall, for example.

Components: None
Time: Immediate Action or Free Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: Levitate at half your Speed.
DC 20: Levitate at your full Speed and gain +2 bonus to Defense while levitating.
DC 30: Levitate at double your Speed move and gain +4 bonus to Defense while levitating.
DC 40: Levitate at triple your Speed move and gain +6 bonus to Defense while levitating.
DC 50: Levitate at quadruple your Speed move and gain +8 bonus to Defense while levitating.

Phantasm
Through a combination of matter and energy manipulation, you create a psyche disguise to adopt the appearance of another humanoid being. These changes are mostly superficial, and the complexity is reflected in the bonus provided. Phantasms are an illusion, and will not stand up to physical interaction.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +5 bonus on Bluff checks for disguise.
DC 20: +10 bonus on Bluff checks for disguise.
DC 30: +15 bonus on Bluff checks for disguise.
DC 40: +20 bonus on Bluff checks for disguise.
DC 50: +25 bonus on Bluff checks for disguise.

Proficiency
You focus your will and increase your comprehension, or accelerate neurons to boost reaction time. Use of this power will increase your competency with specific skills.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +2 bonus on one skill.
DC 20: +4 bonus on one skill or +1 bonus on one base skill.
DC 30: +6 bonus on one skill or +2 bonus on one base skill.
DC 40: +8 bonus on one skill or +3 bonus on one base skill.
DC 50: +10 bonus on one skill or +4 bonus on one base skill.

Resist Energy
You create a field around the target that will absorb elemental energy directed at it. You may only have one Resist Energy power manifested at a time.

Components: Somatic
Time: Swift Action
Target: You or one target within line of sight
Range: 60 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: ER 10 to one form of energy.
DC 20: ER 20 to one form of energy or ER 10 to two forms of energy.
DC 30: ER 40 to one form of energy or ER 20 to two forms of energy.
DC 40: ER 60 to one form of energy or ER 30 to two forms of energy.
DC 50: ER 80 to one form of energy or ER 40 to two forms of energy.

Speed
The target is surrounded by a field that warps space immediately around it, causing the target to cover more ground without additional effort. More powerful psychics are able to accelerate their attacks, giving them an advantage in combat.

During a Full Round attack the Psyche user can gain additional attacks.

Components: Somatic
Time: Swift Action
Target: You or one target within line of sight
Range: 60 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: Gain +10 feet bonus to Speed.
DC 20: Gain +20 feet bonus to Speed and +1 bonus to number of attacks.
DC 30: Gain +30 feet bonus to Speed and +2 bonus to number of attacks.
DC 40: Gain +40 feet bonus to Speed and +3 bonus to number of attacks.
DC 50: Gain +50 feet bonus to Speed and +4 bonus to number of attacks.

Telekinesis
An early talent discovered through use of the psyche, Telekinesis is the ability to move objects with the power of the mind. With applications ranging from utility to combat, this is one of the more versatile powers in the arsenal of a psychic.

Components: Somatic
Time: Standard Action
Target: One character or object in line of sight
Range: 60 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: Move object up to Medium size (deals 2D6 points of damage, 10 TDC).
DC 20: Move object up to Large size (deals 4D6 points of damage, 15 TDC).
DC 30: Move object up to Huge size (deals 6D6 points of damage, 20 TDC).
DC 40: Move object up to Gargantuan size (deals 8D6 points of damage, 25 TDC).
DC 50: Move object up to Colossal size (deals 10D6 points of damage, 30 TDC).

Teleportation
One of the more impressive Psyche Talents. You are able to exit the material world and enter an alternate plane where time and movement function at a fundamentally different level. Travel through this plane happens instantaneously on the material plane, enabling you to instantly transport from one location to another without passing through the intervening space.

If you attempt to teleport into a solid object (for example: if you misjudge a wall's thickness while attempting to teleport to the other side) you are instead shunted to the nearest safe location in a random direction, and are stunned for one round. Higher rolls can be broken into smaller units (i.e., Large equals 2 Medium)

Components: Verbal and Somatic
Time: Move Action
Target: You and/or characters or objects in line of sight
Range: 60 feet
Make an Alteration check: The result of the check determines the effect.
DC 10: Move self and/or objects up to Medium size 50 feet.
DC 20: Move self and/or objects up to Large size 100 feet.
DC 30: Move self and/or objects up to Huge size 250 feet.
DC 40: Move self and/or objects up to Gargantuan size 500 feet.
DC 50: Move self and/or objects up to Colossal size 1 mile.

CREATION
This Psyche discipline involves generating matter or energy from the primal substance of the universe.

Energy Wall
You are able to create a wall summoned from your psyche and projected into the physical world. When using this power, choose either an energy type or force. A force wall has no special properties except its gross physical characteristics.

An energy wall will damage those that come into contact with it, but it is susceptible to damage from another energy type. An energy wall will take double damage from an opposite energy type.

Opposing energy types: Sonic is unopposed to all, Fire & Water, Electricity & Acid

Components: Somatic
Time: Full Action
Target: All objects in area of effect
Range: 60 feet
Make a Creation check: The result of the check determines the effect.
DC 10: Create wall 25 feet long by 5 feet thick with 50 HP (deals 2D6 points of damage, 5 TDC).
DC 20: Create wall 50 feet long by 5 feet thick with 75 HP (deals 4D6 points of damage, 10 TDC).
DC 30: Create wall 75 feet long by 10 feet thick with 100 HP (deals 6D6 points of damage, 15 TDC).
DC 40: Create wall 100 feet long by 10 feet thick with 200 HP (deals 8D6 points of damage, 20 TDC).
DC 50: Create wall 250 feet long by 15 feet thick with 500 HP (deals 10D6 points of damage, 25 TDC).

Heal
Through focus you saturate a target with regenerative energies that promote rapid healing. This power will cause wounds to seal, bleeding to stop, and can even reattach limbs in specific circumstances. A severed limb can be reattached if enough wound points are healed so that the limb would no longer be considered severed.

Components: None
Time: Standard Action
Target: You or one creature
Range: 30 feet
Make a Creation check: The result of the check determines the effect.
DC 10: Heals 2D6 points of damage or 1 wound.
DC 20: Heals 4D6 points of damage or 3 wounds.
DC 30: Heals 6D6 points of damage or 5 wounds.
DC 40: Heals 8D6 points of damage or 7 wounds.
DC 50: Heals 10D6 points of damage or all wounds.

Invulnerability
You surround yourself or your target with a field that reduces and deflects incoming attacks, thereby strengthening your existing armor.

The effects of this power stack with any existing armor.

Components: Verbal and Somatic
Time: Swift Action
Target: You or one creature
Range: 30 feet
Make a Creation check: The result of the check determines the effect.

DC 10: Gain Toughness bonus of +5 until your next turn.
DC 20: Gain Toughness bonus of +10 until your next turn.
DC 30: Gain Toughness bonus of +15 until your next turn.
DC 40: Gain Toughness bonus of +20 until your next turn.
DC 50: Gain Toughness bonus of +25 until your next turn.

Mind Wall
You forge your will into a barrier which you wrap around your mind, preventing other psyche practitioners from using their talents to influence you. This adds a bonus to save against Psyche Talents.

Components: None
Time: Swift Action
Target: You or one creature
Range: 30 feet
Make a Creation check: The result of the check determines the effect.
DC 10: Gain save bonus of +2 until your next turn.
DC 20: Gain save bonus of +4 until your next turn.
DC 30: Gain save bonus of +6 until your next turn.
DC 40: Gain save bonus of +8 until your next turn.
DC 50: Gain save bonus of +10 until your next turn.

Regeneration
Similar to Heal, you create a field which promotes rapid cellular regeneration. This can be used to repair severed appendages, and with enough skill, it can even restore a body to full function.

Restores a single limb that has been damaged or severed, and a higher power check result will target multiple limbs

Components: Somatic
Time: Standard Action
Target: You or one creature
Range: Touch
Make a Creation check: The result of the check determines the effect.
DC 10: Restore one limb and heal all wounds upon it.
DC 20: Restore two limbs and heal all wounds upon them.
DC 30: Restore all limbs and heal all wounds upon them.
DC 40: Restore all limbs & chest and heal all wounds upon them. You must have head intact to do this. This will restore a character from Death
DC 50: Restore entire body and heal all wounds upon it. You must have some part of the body to do this. This will restore a character from Death.

Restore Balance
You bring a target's mind and body back into harmony, curing mental imbalances, diseases, and toxins.

Components: Verbal and Somatic
Time: Full Action
Target: You or one creature
Range: 30 feet

Make a Creation check: The result of the check determines the effect.
DC 10: Grants target another save to dispel one harmful effect.
DC 20: Grants target another save to dispel two harmful effects with a +5 bonus to the save roll.
DC 30: Grants target another save to dispel all harmful effects with a +10 bonus to the save roll.
DC 40: Grants target another save to dispel all harmful effects with a +20 bonus to the save roll.
DC 50: Grants target another save to dispel all harmful effects with a +30 bonus to the save roll.

Telekinetic Shield
Another application of telekinetic force, this power generates a flat, shimmering field to protect you or one other target. Bonuses are cumulative with other sources. If you maintain this power, the shield can be moved between valid targets at your result's speed each round.

Components: Somatic
Time: Move Action
Target: You or one creature
Range: 30 feet
Make a Creation check: The result of the check determines the effect.
DC 10: Gain a bonus to Energy Resistance and Defense of +2 until your next turn, 10 feet speed.
DC 20: Gain a bonus to Energy Resistance and Defense of +4 until your next turn, 20 feet speed.
DC 30: Gain a bonus to Energy Resistance and Defense of +6 until your next turn, 30 feet speed.
DC 40: Gain a bonus to Energy Resistance and Defense of +8 until your next turn, 40 feet speed.
DC 50: Gain a bonus to Energy Resistance and Defense of +10 until your next turn, 50 feet speed.

DESTRUCTION
You use your Psyche connection to the cosmos to summon primal forces to lay waste to your enemies.

Combustion
You increase molecular agitation in a target object, causing it to superheat. This will damage anyone holding or coming into contact with the item.

Components: Verbal and Somatic
Time: Standard Action
Target: One item, this power is effective within line of sight.
Range: 100 feet
Make a Destruction check: The result of the check determines the effect.
DC 10: Deals 2D6 points of damage (5 TDC) to targets in contact with an item up to 5 cubic feet.
DC 20: Deals 4D6 points of damage (10 TDC) to targets in contact with an item up to 25 cubic feet.

DC 30: Deals 6D6 points of damage (15 TDC) to targets in contact with an item up to 50 cubic feet.
DC 40: Deals 8D6 points of damage (20 TDC) to targets in contact with an item up to 75 cubic feet.
DC 50: Deals 10D6 points of damage (25 TDC) to targets in contact with an item up to 100 cubic feet.

Disrupt Psyche
You channel your aggressive will and strike at another psychic, attempting to disrupt control of their active talents.

To disrupt an active Psyche Talent make a Destruction Skill Check and then refer to the result on the table below. Next make a disrupt check to negate one or more active Psyche Talents. A Disrupt Check is a d20 roll plus the psychic's key ability modifier and the number of Terms of Service against the target's Psyche Talent Save DC (see pg 169).

Components: Verbal and Somatic
Time: Standard Action
Target: One creature within line of sight
Range: 30 feet
Make a Destruction check: The result of the check determines the effect.
DC 10: Make a disrupt check against a single power.
DC 20: Make a disrupt check against a single power, with a +5 bonus.
DC 30: Make a disrupt check against a single power, with a +10 bonus.
DC 40: Make a disrupt check against all powers, with a +5 bonus.
DC 50: Make a disrupt check against all powers with a +10 bonus.



Destroy Shade
The Psyche can have a profound effect on the Shade, as this power shows. A green flash will come to your eyes as you direct a burst of energy at a Shade-infected target. The attack is so debilitating, that the infected target is left without the will to harm others.

Target will be unable to take any offensive actions, and can make a save versus this effect each round in order to take its next action.

Components: Verbal and Somatic
Time: Standard Action
Target: One creature within line of sight
Range: 30 feet
Make a Destruction check: The result of the check determines the effect.
DC 10: Attack deals 2D6 points of damage and stuns target for 1 turn.
DC 20: Attack deals 4D6 points of damage and stuns target for 2 turns.
DC 30: Attack deals 6D6 points of damage and stuns target for 3 turns.
DC 40: Attack deals 8D6 points of damage and stuns target for 4 turns.
DC 50: Attack deals 10D6 points of damage and stuns target for 5 turns.

Energy Ball
You generate a charged ball of elemental energy and direct it at one target within range and line-of-sight; the ball then explodes in a radius.

Components: Verbal and Somatic
Time: Full Action
Target: All objects in area of effect
Range: 60 feet
Make a Destruction check: The result of the check determines the effect.

DC 10: Affects target and all targets within 5 feet radius (deals 2D6 points of energy damage, 10 TDC).
DC 20: Affects target and all targets within 10 feet radius (deals 4D6 points of energy damage, 15 TDC).
DC 30: Affects target and all targets within 15 feet radius (deals 6D6 points of energy damage, 20 TDC).
DC 40: Affects target and all targets within 20 feet radius (deals 8D6 points of energy damage, 25 TDC).
DC 50: Affects target and all targets within 25 feet radius (deals 10D6 points of energy damage, 30 TDC).

Energy Bolt
You generate and direct a bolt of elemental power at a single target within range.

Components: Verbal and Somatic
Time: Standard Action
Target: One target within line of sight.
Range: 100 feet
Make a Destruction check: The result of the check determines the effect.
DC 10: Deals 2D6 points of energy damage, 15 TDC.
DC 20: Deals 4D6 points of energy damage, 20 TDC.
DC 30: Deals 6D6 points of energy damage, 25 TDC.

DC 40: Deals 8D6 points of energy damage, 30 TDC.
DC 50: Deals 10D6 points of energy damage, 35 TDC.

Exorcism
You generate a field that is anathema to possessing entities, forcing such beings from the target creature's mind or body.

Components: Verbal and Somatic
Time: Full Action
Target: You or one creature
Range: Touch
Make a Destruction check: The result of the check determines the effect.
DC 10: Grants target another save to expel one entity (deals 2D6 points of damage).
DC 20: Grants target another save to expel two entities with a +5 bonus to the save roll (deals 4D6 points of damage).
DC 30: Grants target another save to expel all entities with a +10 bonus to the save roll (deals 6D6 points of damage).
DC 40: Grants target another save to expel all entities with a +20 bonus to the save roll (deals 8D6 points of damage).
DC 50: Grants target another save to expel all entities with a +30 bonus to the save roll (deals 10D6 points of damage).

Explosion
You create an explosive sphere of psychic energy that affects all targets within the blast radius. This damage is removed from mind points and cannot cause a physical wound.

Components: Verbal and Somatic
Time: Full Action
Target: All objects in area of effect
Range: 30 feet
Make a Destruction check: The result of the check determines the effect.
DC 10: Affects target and all targets within 5 feet radius (deals 1D4 points of Mind damage).
DC 20: Affects target and all targets within 10 feet radius (deals 1D6 points of Mind damage).
DC 30: Affects target and all targets within 15 feet radius (deals 1D8 points of Mind damage).
DC 40: Affects target and all targets within 20 feet radius (deals 1D10 points of Mind damage).
DC 50: Affects target and all targets within 25 feet radius (deals 1D12 points of Mind damage).

Strike
With an outstretched palm, you direct a blast of force at a target within range. This attack is similar to a ranged ballistic attack.

Components: Verbal and Somatic
Time: Standard Action
Target: One target in line of sight.
Range: 100 feet

Make a Destruction check: The result of the check determines the effect.
DC 10: Deals 4D6 points of damage, 16 TDC.
DC 20: Deals 6D6 points of damage, 18 TDC.
DC 30: Deals 8D6 points of damage, 20 TDC.
DC 40: Deals 10D6 points of damage, 22 TDC.
DC 50: Deals 12D6 points of damage, 24 TDC.

DIVINATION

Your training with the Psyche allows you to feel the quantum signature of the cosmos, giving you greater understanding into underlying realities.

Discern Truth

You direct your Psyche to monitor the target's emotional response, giving you insight into the lies they may attempt to direct against you.

Components: None
Time: Swift Action
Target: Self or one creature
Range: 30 feet
Make a Divination check: The result of the check determines the effect.
DC 10: Target suffers -2 penalty to Bluff rolls against you.
DC 20: Target suffers -4 penalty to Bluff rolls against you.
DC 30: Target suffers -6 penalty to Bluff rolls against you.
DC 40: Target suffers -8 penalty to Bluff rolls against you.
DC 50: Target suffers -10 penalty to Bluff rolls against you.

Empathy

You form a superficial link to the target's mind, enabling you to better understand their subconscious feelings. A successful use of this talent will reveal the intentions of the target towards you as well as the general state of the target's emotional and mental health.

Components: None
Time: Swift Action
Target: One target
Range: 30 feet
Make a Divination check: The result of the check determines the effect.
DC 10: Know the current emotional state of the target.
DC 20: Know the current emotional state and direct intentions of the target towards you, +1 bonus to Initiative.
DC 30: Know the current mental state and direct intentions of the target towards you, +2 bonus to Initiative.
DC 40: Know the current mental state and direct intentions of the target towards you, +4 bonus to Initiative.
DC 50: Know the current mental state and direct intentions of the target towards you, +6 bonus to Initiative.

Penetrating Gaze

You are able to tune your vision to bypass solid matter. This will enable you to see through solid objects.

Your Skill check result determines the material type your vision will be able to bypass. The higher the result, the denser the object your vision can penetrate.

Components: Somatic
Time: Swift Action
Target: Self
Range: 60 feet
Make a Divination check: The result of the check determines the effect.
DC 10: See through soft materials such as cloth and wood.
DC 20: See through medium materials such as stone and soft metals.
DC 30: See through hard materials such as hard metals and alloys.
DC 40: See through super-hard materials such as super alloys and ship hulls metals.
DC 50: See through anything.

Psychometry
With this power you can read impressions left by others in a target device. Use of this power will grant you fleeting images or impressions of past events around the target, or of the target's previous owners. Field tests have discovered the use of psychometry is not an exact science.

This Talent will grant you a Knowledge check equal to your Psyche skill rating, plus a bonus dependant on your Skill check.

Components: Verbal and Somatic
Time: Full Action
Target: One Object
Range: 30 feet
Make a Divination check: The result of the check determines the effect.
DC 10: Make Knowledge check.
DC 20: Make Knowledge check with a +5 bonus.
DC 30: Make Knowledge check with a +10 bonus.
DC 40: Make Knowledge check with a +15 bonus.
DC 50: Make Knowledge check with a +20 bonus.

Premonition
This power will read the non-linear psyche impressions in a target individual or object, enabling the user to possibly view future events the target may be involved in. Like Psychometry, this is not an exact science. It has been observed that use of this power for personal gains has widely varied results.

Components: Verbal and Somatic
Time: Full Action
Target: One Creature
Range: Touch
Make a Divination check: The result of the check determines the effect.
DC 10: Make Knowledge check.
DC 20: Make Knowledge check with a +5 bonus.
DC 30: Make Knowledge check with a +10 bonus.
DC 40: Make Knowledge check with a +15 bonus.
DC 50: Make Knowledge check with a +20 bonus.

Presence
You attune yourself to the frequency of thought for sentient beings, enabling you to sense any such targets in your proximity. More powerful adepts are able to determine intent to harm, and can tell enemies from allies.

Components: Somatic
Time: Swift Action
Target: You
Range: Self
Make a Divination check: The result of the check determines the effect.
DC 10: Know number of all creatures within 100 feet.
DC 20: Know number and location of all creatures within 125 feet.
DC 30: Know number and location of all creatures within 250 feet and discern between friend and foe.
DC 40: Know number and location of all creatures within 500 feet and discern between friend and foe.
DC 50: Know number and location of all creatures within 1000 feet and discern between friend and foe.

Telepathic Message
You form a link with the mind of a single target within range, and can transmit a short message that only the target will hear. With training, the target will be able to send a short message as a reply.

Components: Somatic
Time: Swift Action
Target: One Creature within range
Range: Varies (see below)
Make a Divination check: The result of the check determines the effect.
DC 10: Communicate with a creature within 100 feet.
DC 20: Communicate with a creature within 125 feet.
DC 30: Communicate with a creature within 250 feet and target can message back as a free action.
DC 40: Communicate with a creature within 500 feet and target can message back as a free action.
DC 50: Communicate with a creature within 1000 feet and target can message back as a free action.

Mind Reading
Utilizing a deeper connection to a person's mind, you form a link that can be used to probe the target for information.

You may ask a number of yes/no questions based on the power roll. The target is unaware of the scan.This takes place instantaneously and you receive all the answers within that round. If extended in duration, you can ask that many questions each round.

Components: None
Time: Full Action
Target: One Creature
Range: 60 feet
Make a Divination check: The result of the check determines the effect.

DC 10: Gain answer to 1 question.
DC 20: Gain answer to 3 questions.
DC 30: Gain answer to 5 questions.
DC 40: Gain answer to 10 questions.
DC 50: Gain answer to 20 questions.

True Path
You focus your will and intent and are able to instinctively determine the correct route to your desired destination. More powerful adepts can discern more information about their intended target, down to the exact route to take for those that have mastered this ability.

Components: Verbal and Somatic
Time: Full Action
Target: You
Range: Self
Make a Divination check: The result of the check determines the effect.
DC 10: Know direction of destination.
DC 20: Know direction of destination or object.
DC 30: Know direction of destination, object, or creature.
DC 40: Know direction of destination, object, or creature and which path is least dangerous.
DC 50: Know direction of destination, object, or creature and what dangers lay down each path.

ARCHALION TALENTS
Archalions do not use Psyche talents in the same way as other species do, but they can harness similar energies that standard psyche abilities are unable to duplicate

Hyper-Senses
Archalions with this Talent are able to boost their senses to levels only achievable with high-tech equipment; many options are available that span the five species-standard senses. Only one choice can be made per activation, based on Skill roll. As always, a lower-level choice can be selected if desired. Additional uses of this power can be kept up, but the mind point cost must be paid for each activation.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make a Divination check: The result of the check determines the effect.
DC 10: (Low-Light Vision or Telescopic Vision x10) and +2 to Perception checks.
DC 20: (Dark Vision or Telescopic Vision x100) and +4 to Perception checks.
DC 30: (Blindsight or Telescopic Vision x1000) and +6 to Perception checks.
DC 40: (Microscopic or Telescopic Vision x10000) and +8 to Perception checks.
DC 50: (Clairvoyance or Telescopic Vision x100000) and +10 to Perception checks.

Immunity
Using this power, an Archalion can bypass the need for pressure suits. Potent practitioners can even exist in the hard vacuum of space.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: Become immune to extreme temperatures of heat and cold from the environment.
DC 20: As 10 but does not need to breathe as well.
DC 30: As 20 but immune to the effects of high altitude as well.
DC 40: As 30 but immune to the effects of extreme pressure as well.
DC 50: As 40 but immune to the effects of the vacuum of space as well.

Resilience
Use of this power enables Archalions to resist most harmful effects.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +2 bonus to all saves until your next turn.
DC 20: +4 bonus to all saves until your next turn.
DC 30: +6 bonus to all saves until your next turn.
DC 40: +8 bonus to all saves until your next turn.
DC 50: +10 bonus to all saves until your next turn.

Super Movement
An Archalion using this power accelerates their movement rate through controlled spatial compression. The talent user actually covers less ground in the same time period.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +10' to your speed or levitate at double Base speed.
DC 20: +20' to your speed or fly at x3 Base speed.
DC 30: +30' to your speed or fly at x4 Base speed.
DC 40: +40' to your speed or fly at x5 Base speed.
DC 50: +50' to your speed or fly at x6 Base speed.

Super Strength
You use the Psyche to enhance your strength to super proportions.

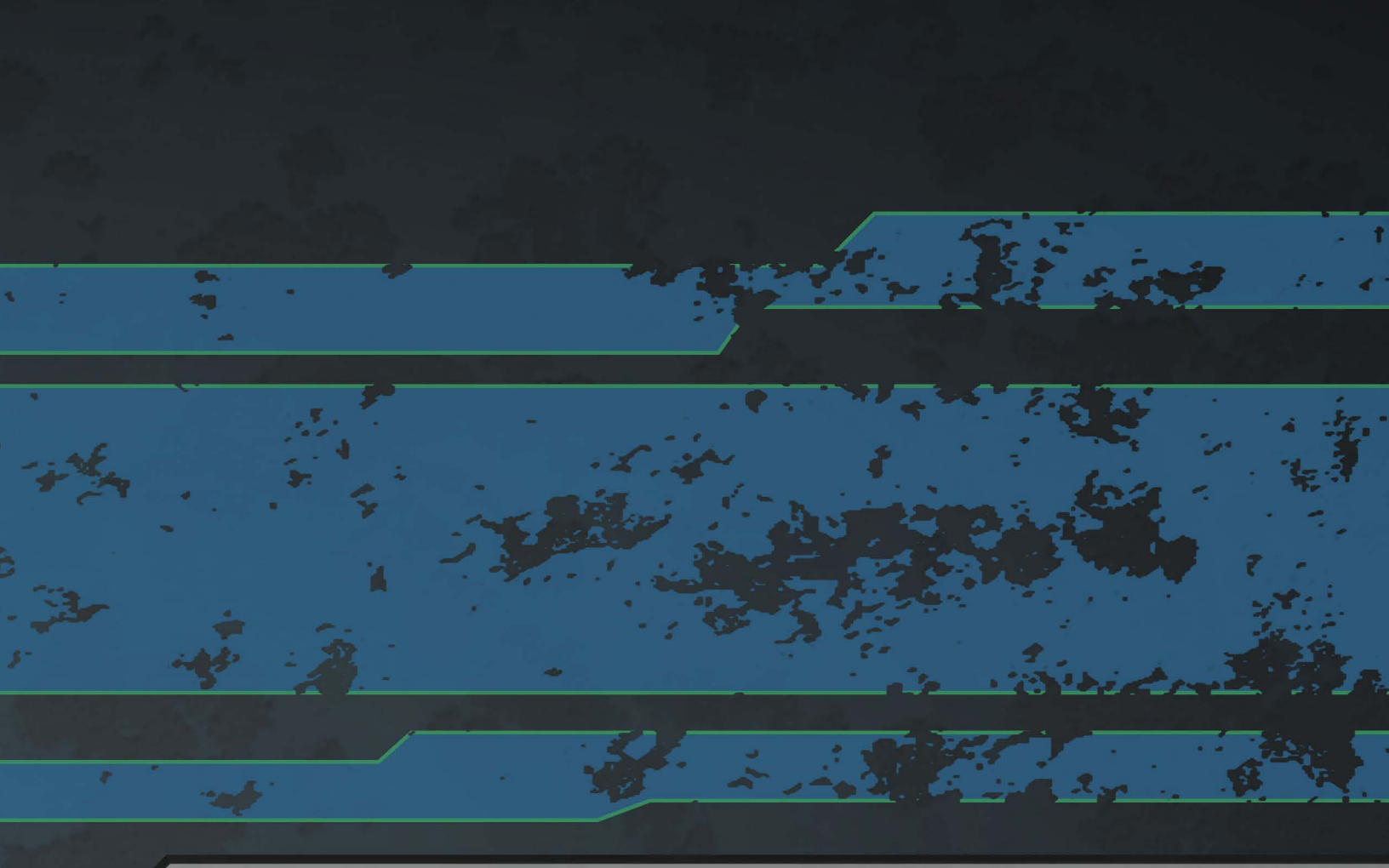
Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: +2 to your Strength Modifier and multiply your Carrying Capacity by 2 until your next turn.
DC 20: +4 to your Strength Modifier and multiply your Carrying Capacity by 4 until your next turn.
DC 30: +6 to your Strength Modifier and multiply your Carrying Capacity by 6 until your next turn.
DC 40: +8 to your Strength Modifier and multiply your Carrying Capacity by 8 until your next turn.
DC 50: +10 to your Strength Modifier and multiply your Carrying Capacity by 10 until your next turn.

True Invulnerability
More than mind-over-matter, this talent greatly increases the users' physical resistance; increasing their effective armor, and resistance to penetrating damage.

Components: Verbal and Somatic
Time: Swift Action
Target: You
Range: Self
Make an Alteration check: The result of the check determines the effect.
DC 10: Gain DR 5 and a bonus of +2 to your Toughness saves.
DC 20: Gain DR 10 and a bonus of +4 to your Toughness saves.
DC 30: Gain DR 15 and a bonus of +6 to your Toughness saves.
DC 40: Gain DR 20 and a bonus of +8 to your Toughness saves.
DC 50: Gain DR 25 and a bonus of +10 to your Toughness saves.

Equipment





Corporal Dominguez studied the requisition chit in his hand for the third time as he made his way to the quartermaster's block, referred to on the base as The Vault. The Administration HQ was a long, low building made of plascrete that could withstand orbital bombardment. It might as well be a real vault, for as hard as it was to navigate all the Admin's hoops. He sighed as he crossed the threshold.

Instead of a nice atrium that several other HQs had to greet visitors, there was only a three meter square room with several hallways leading away from it. A bored-looking clerk was seated in front of a computer at a single, lonely desk. There were no crates of weapons, no racks of battle armor, no fussing around... only the clerk and the desk containing a standard issue paper bonder. Not quite the military equipment he hoped to see waiting for him.

Dominguez brandished his chit and took a breath to recite his orders, but was interrupted by the clerk who snapped as if automatically, "Requisitions, down the hall, last door on the left." His eyes never left his computer's display.

Frustrated, and trying to keep himself in check, the Corporal gripped his chit tightly and headed down the long hall to the right of the clerk's desk. His treatment was familiar from the SOP of the Administration branch; all business, very little talk, forms in triplicate... who even carried paper forms anymore? He supposed red tape transcended all forms of bureaucracy.

ARMOR

Armor Qualities:

To wear armor effectively, a character can select the appropriate Armor Proficiency Feats. Most of the military branches will automatically be proficient with the armors that work best for them.

Here is the format for armor entries (given as column headings on *Table: 8 - 1*).

Cost: The cost of the armor for Small or Medium humanoid creatures. See the Armor for Unusual Creatures (Table: 8 - 2) for armor prices for other creatures.

Armor Bonus: Each suit of armor grants an armor bonus to Toughness, while shields grant a shield bonus to Toughness. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Defense Modifier: Each suit of armor modifies the wearer's Defense skill while they are wearing the armor.

Damage Reduction: Armor and shields can reduce damage from physical attacks. This is signified by a Damage Reduction bonus to the character. Damage Reduction does not affect energy attacks. DR from different sources do stack.

Energy Resistance: Armor and shields can reduce damage from energy attacks. This is signified by an Energy Resistance bonus to the character. Energy Resistance does not affect physical attacks. ER from different sources do stack.

Psyche Power Failure: Armor interferes with the Psychic's link to the outside world. Psychics face the possibility of Psyche power failure if they are wearing armor. If the Psychic is activating a Talent that targets self only, the armor does not interfere.

Activating a Psyche Talent in Armor: A character who activates a Psyche talent while wearing armor must make a Psyche power failure roll. The number in the Psyche Power Failure Chance column on *Table: 8 - 1* Armor and Shields is the chance that the talent will fail. If the talent targets the Psychic, however, it can be activated with no chance of Psyche power failure.
Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single Psyche power failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: 8 - 1 is the modifier to the character's speed while wearing the armor.
Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor when sized for a Medium wearer.
Shields: If a character is wearing armor and using a shield, both bonuses and penalties apply.

Not proficient with Armor Worn: A character who wears armor and/or uses a shield he is not proficient with takes a -4 to Defense skill and penalty on all skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. Sleeping in light armor does not cause fatigue.

ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on Table: 8 - 1 are described below. Any Extras are discussed in the Power Armor Section.

Combat: This suit of armor is made of interlocking plates that provide an ample amount of protection but do not overly hinder movement. This is the standard-issue suit of armor for Mobile Infantry.

Armor Table: 8 - 1

	Armor Cost	Armor Bonus	Defense Modifier	Damage Reduction	Energy Resistance	Psyche Power Failure	Speed	Weight[1]
Light armor								
Skin Suit	50 eCr	+1	+2	1	—	5%	—	10 lb.
Standard Uniform	10 eCr	+2	—	3	—	10%	—	15 lb.
Light Duty	25 eCr	+3	—	4	1	15%	—	20 lb.
Medium armor								
Combat	200 eCr	+5	-1	5	—	25%	-2	30 lb.
Hazard Duty	250 eCr	+5	-1	6	5	30%	-2	40 lb.
Heavy armor								
Heavy Combat	250 eCr	+6	-1	10	—	35%	-3 [2]	35 lb.
Gunner Duty	600 eCr	+7	-2	12	5	40%	-3 [2]	50 lb.
Commander Duty	1,500 eCr	+8	-3	11	10	35%	-4 [2]	50 lb.
Shields								
Power Fist*	*	+1	—	—	—	—	—	2 lb.
Light Duty	9 eCr	+1	—	—	3	5%	—	6 lb.
Combat	20 eCr	+2	-1	1	5	15%	—	15 lb.
Heavy Combat	30 eCr	+4	-2	2	10	50%	—	45 lb.

[1] Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
[2] When running in heavy armor, you move only triple your speed, not quadruple.
*A power fist is purchased as a weapon. The statistics shown here are for someone wielding a power fist and the effect it has on the person's Toughness.

Commander Duty: This suit of armor is just like the heavy combat suit except it is sealed like the hazard duty suit. It also acts as an Environmental Suit (pg 223).

Gunner Duty: This suit of armor is designed to protect a gunner on a vehicle. Its reinforced plating is similar to the heavy combat suit, but is more restricting to the wearer's movement.

Hazard Duty: This suit of armor is similar to the combat suit but it has been outfitted with the Basic Life Support extra. This means that it is sealed and has an air supply/filtration system. This limited life support system protects the wearer from toxic atmospheres, gases, and liquids. It also acts as an Environmental Suit (pg 223).

Heavy Combat: This suit of armor is similar to the combat suit except the plates of the suit are thicker and reinforced with collapsium weave and plating.

Light Duty: This suit of armor is made of ballistic mesh and has Duralloy plates attached to key points on the shoulders, elbows, knees, and shins. There is also a small plate woven into the chest, back, and outer thighs for added protection. It is not as bulky as combat armor but provides a little more than half the protection.

Power Fist: This small metal shield covers your forearm and fits like a gauntlet over your hand. You can use a firearm, bow, or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so. This

penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. If you use a weapon in your off hand while wearing a power fist, you don't get the power fist's Toughness bonus for the rest of the round.

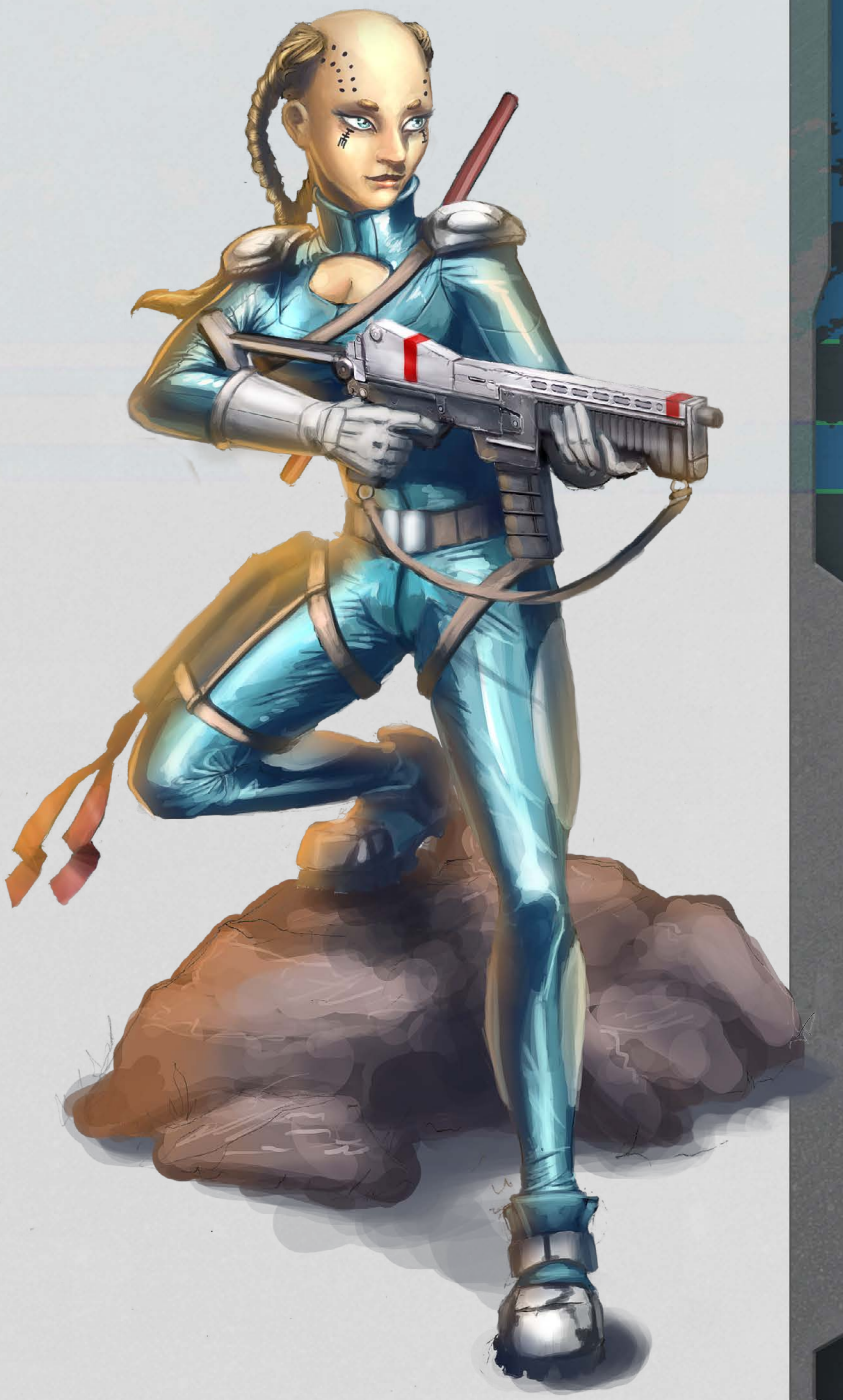
You can wear a power fist on both arms and gain the Toughness bonus for both. If you use a weapon in the hand with a power fist you lose the Toughness bonus for that power fist.

Power fists operate with a power cell and have 25 charges with a full cell. Every time the power fist successfully adds its Toughness bonus to a roll, it uses one charge. When the charges are depleted, treat the power fist as a gauntlet.

Skin Suit: This suit of armor is a form-fitted suit of titanium weave and ballistic mesh. It can easily be worn under normal clothes and even other suits of armor. If worn underneath another suit of armor, the skin suit's DR, ER, Toughness bonus stacks with the outside suit's Toughness bonus. All other penalties and bonuses for the skin suit are ignored.

Shield, Combat: You strap a shield to your forearm and grip it with your hand. A combat shield is so heavy that you can't use your shield hand for anything else.

Shield Bash Attacks: You can bash an opponent with a combat shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a combat shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a combat shield as a one-handed weapon. If you use your shield as a weapon, you lose its Toughness bonus until your next action (usually until the next round). An Enhancement bonus on a shield does not improve the effectiveness of



a shield bash made with it, but the shield can be made into a Psyche weapon in its own right.

Shield, Heavy Combat: This massive shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your Toughness. You can use it for total cover, but you must give up your attacks to do so. The shield does not provide cover against targeted Psyche talents; a Psychic can activate a talent on you by targeting the shield you are holding. You cannot bash with a heavy combat shield, nor can you use your shield hand for anything else. When employing a heavy combat shield in combat, you take a –2 penalty on Attack rolls because of the shield's encumbrance.



Shield, Light Duty: You strap a shield to your forearm and grip it with your hand. A light duty shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Standard Uniform: This is the standard issue duty uniform or battle dress uniform for every military personnel. It is made of the same ballistic mesh as the skin suit, but also has reinforced and padded areas throughout.

WEAPONS

Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody is proficient with all simple weapons. Anybody in the military is proficient with all simple and all martial weapons. A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), power cells (for powered weapons) or bullets (for firearms). When using a bow, a character can draw ammunition as a free action; crossbows and firearms require an action for reloading. Generally speaking, arrows and bolts that hit their target are destroyed or rendered useless, while those that miss have a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork, or otherwise special versions of them (see

Armor Cost Multipliers Table: 8 - 2

	Humanoid		Non-humanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller[1]	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

1 Divide armor bonus by 2.

Donning Armor Table: 8 - 3

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light Armor	1 minute	5 rounds	1 minute[1]
Medium Armor	4 minutes[1]	1 minute	1 minute[1]
Heavy Armor	4 minutes[2]	4 minutes[1]	d4+1 minutes[1]

[1] If the character has some help, this time is cut in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

[2] The wearer must have help to don this armor. Without help, it can be donned only hastily.

Masterwork Weapons), and what happens to them after they are thrown.

Double Weapons: Force staves, quarterstaffs, and double power swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Firearms: Firearms work differently than other ranged projectile weapons, using the following rules.

Pistols: Small and one-handed, most pistols are considered light weapons.

Rifles: A two-handed weapon that deals more damage than a pistol …normally.

Sub-Machine Guns: These small machine guns may be wielded in one or two hands.

Sniper Rifles: These specialized rifles are meant to be used at long range. Special training is needed to use them effectively.

Shotguns: These rifles fire a shot of smaller projectiles that cover a five-foot square, and may wound multiple locations at once. When determining the hit location for wounds from this weapon, also apply wounds to the locations above and below this result. If no result exists above or below, it wounds only two locations.

Light Machine Guns: These large rifles are meant to be mounted on vehicles or a tripod. A person may use a light machine gun without a weapon's mount, but suffers a -4 penalty to attacks while doing so.

Heavy Machine Guns: These large rifles are meant to be mounted on vehicles or in an installation. A person may use a heavy machine gun without a weapon's mount, but suffers a -8 penalty to attacks while doing so.

Proficiency in Firearm: Though some firearms fall within the Simple Weapons Proficiency feat, the Martial Weapons Proficiency feat allows you to use all firearms without penalty. A non-proficient character takes the standard –4 penalty on attack rolls with firearms. Even though the Martial Weapons Proficiency feat grants you proficiency with all firearms, any time you take a feat that modifies a single type of weapon (such as Weapon Focus or Improved Critical), you must still pick one specific type of firearm (such as Maverick, Marauder, or Field Master) for that feat to affect.

Ammo Capacity: A firearm's ammo capacity is the number of rounds of ammunition it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full attack action.

Loading a Firearm: You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms. Loading any firearm provokes attacks of opportunity.

Firearms are clip or magazine loaded. It is a Move action to load a one-handed firearm, a Standard action for a two-handed firearm, or a Full Round action for heavy weapons with a full clip or magazine.

Ammunition: Unlike other types of ammunition, firearm ammunition is destroyed when it is used, and has no chance of being retrieved on a miss. No part of a cartridge can be reused to create new cartridges. Firearm ammunition cannot be treated with poison.

Concealing Firearms: Like light weapons and hand crossbows, one-handed firearms are easy to conceal on your person.

Inappropriately Sized Firearms: You cannot make optimum use of a firearm that is not properly sized for you. A cumulative –2 penalty applies on attack rolls for each size category of difference between your size and the size of the firearm. If you are not proficient with the firearm, a –4 non-proficiency penalty also applies. The size of a firearm never affects how many hands you need to fire it, with the exception of vehicle firearms and Large or larger creatures. In most cases, a Large or larger creature can use a vehicle firearm as a two-handed firearm, but the creature takes a –4 penalty for using it this way because of its awkwardness.

Shields: You can use a one-handed or two-handed firearm without penalty while wearing a power fist. You can hold but not use a firearm while wielding any shield unless the firearm is an integral part of the shield.

Fire while Prone: Firearms, like crossbows, can be fired while their wielders are prone. If the wielder is trained with the firearm (Weapon Focus) they gain a +2 bonus to attacks while prone for the superior stabilization and bracing possible in a prone position.

Deflecting and Snatching Bullets: The Deflect Missile feat and the Snatch Missiles feat can be used to deflect bullets, but whatever is used to deflect or catch the bullet takes damage normally, with a Toughness bonus of +10 and a Damage Reduction of 10. Neither of these feats can be used to deflect vehicle scale attacks.

Archaic Projectile Weapons: Light crossbows, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite longbow. If the character has a penalty for low Strength, apply it to Damage rolls when he or she uses a bow.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column in the weapon tables), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Light, One-Handed, Two-Handed, and Heavy Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is used in one hand. It is easier to use in one's off hand than a one-handed weapon is, and it can be used while

grappling. If a light weapon is used in the primary hand during a melee attack, add the wielder's Strength bonus (if any) to damage rolls; if used in the off hand, add one-half the wielder's Strength bonus. Using two hands to wield a light melee weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or half his or her Strength bonus if it's used in the off hand. If a one-handed melee weapon is wielded with two hands during melee combat, add one and a half times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed weapon effectively. Apply one and a half times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Heavy Weapons: A vehicle or installation weapon mount is needed to effectively use a heavy weapon. Using a heavy weapon without a mount requires two hands and suffers a -8 penalty to all attacks with the weapon. Also, a wielder must make a Fortitude save (DC 15) to prevent taking damage from the recoil of the weapon and to prevent dropping it. This does 1d6 damage with a DC15 Toughness save if the Fortitude save is failed.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. The weapons in the weapon tables were design for medium creatures.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon, a –4 non-proficiency penalty also applies. (See Table: 8 - 4)

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be non-proficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised, thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries:

Cost: This value is the weapon's cost in credits (eCr). The cost includes miscellaneous gear that goes with the weapon. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. For weapon damage of a size other than Medium weapons, use the values found on Table: Tiny, Small, and Large Weapon Damage. When a weapon is of a larger size than normal for that weapon, the usual formula is to add one additional die to the damage. This is not the case for 1d2 or 1d3, however.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.
x3: The weapon deals triple damage on a critical hit.
x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
x4: The weapon deals quadruple damage on a critical hit.
19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)
18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Fumble: This column gives the fumble range of the weapon. The highest number of the range is listed. If you roll that number or less on the d20 during the attack roll, you have fumbled. Refer to the Fumble Chart in the Combat section.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, ballistic, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; it is all of both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

Tiny, Small, and Large Weapon Damage Table 8 - 4

Tiny Weapon Damage	Small Weapon Damage	Medium Weapon Damage	Large Weapon Damage	Huge Weapon Damage
1	1	1d2	1d4	2d4
1	1d2	1d3	1d6	2d6
1d2	1d3	1d4	2d4	3d4
1d3	1d4	1d6	2d6	3d6
1d4	1d6	1d8	2d8	3d8
1d6	1d8	1d10	2d10	3d10
1d8	1d10	1d12	2d12	3d12
1d10	1d12	1d20	2d20	3d20

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

If more than one type of energy is used in a single attack, use the lesser Energy Resistance score.

Mode: Ranged weapons have different rates of fire that limit the amount of ammunition fired when the weapon is used.

A (Automatic Fire): These weapons are like burst-fire weapons except that if the wielder takes a full round attack, they may fire twenty rounds of ammunition (up to the ammo capacity) all at once. When firing in automatic mode, the attacker fills a 5-feet wide line with bullets to the extent of his first range increment. Anyone in this line must make a Reflex save equal to the attack roll to avoid being hit. If the Reflex save fails, the target is hit by one round and takes damage normally. If the Reflex save succeeds, the target is grazed by the attack and takes half damage with no need for a Toughness save. For every range increment past the first, the target gains a +5 bonus to his Reflex save. The attacker has the option to spray automatic fire in a cone instead of a line which grants everyone in the cone a +5 bonus to their Reflex save for every 30', which is cumulative with each range increment. For Automatic Fire, if you make your save you take no damage as if you had Evasion.

The attacker may also choose to fire less than twenty rounds but grant the targets a bonus to their Reflex save. If firing fifteen rounds but less than twenty, the targets gain a +2 bonus to their Reflex save. If firing ten rounds but less than fifteen, the target gains a +4 bonus to their Reflex save. If firing five rounds but less than ten, the target gains a +6 bonus to their Reflex save. Anything less than five rounds is not possible with an automatic firearm. One pull of the trigger loses a minimum of five rounds. You must use Light Automatics or Heavy Weapons when using the Automatic Fire mode.

Rounds	Save Bonus
20	+0
15	+2
10	+4
5	+6

B (Burst Fire): These weapons release three rounds of ammunition for every single time they are used to attack, and do not need to be reloaded until their ammo capacity is depleted. If the attack roll is more than 5 points higher than the target's Defense, then 2nd round hit and the attack causes normal damage +1 dice of damage. If the attack roll is more than 10 points higher than the target's Defense, then the 3rd round hits and the attack causes normal damage +2 die of damage. This extra damage is multiplied along with the normal damage when a critical hit is confirmed. You must use the Light Automatics skill when using Burst Fire mode.

SA (Semi-Automatic): These weapons release one unit of ammunition every time they are used to attack and do not need to be reloaded until their ammo capacity is depleted.

SS (Single Shot): These weapons must be reloaded every time they are used to attack.

T (Thrown): These weapons are thrown by the attacker and, unless stated otherwise in the weapon's description, only one weapon may be thrown for every attack the wielder has.

Ammo Capacity: Some weapons are able to carry multiple rounds of ammunition within them. This ammunition is always considered loaded, and the wielder may use the weapon without reloading until the ammo capacity is depleted. Most ammunition of this type is loaded into a clip or magazine that is inserted into the weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures that are not of medium size varies. The cost of the masterwork quality remains the same.

Masterwork Weapons: A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Engineering skill). Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All Psyche weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's Psi-stone.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

Military Weapons: Military weapons are the weapons available to all military personnel. Soldiers are issued weapons for specific missions and duties but are encouraged to purchase their own personal weapons for immediate availability and familiarity.

WEAPON DESCRIPTIONS

The weapons below have special options for the wielder ("you"), described here. Splash weapons are described under Special Substances and Items.

Arrows/Bolts: An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bastard Sword: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Battle Glove: This Deurgish weapon is similar to the Legion Power Fist, but is larger and somewhat more powerful. It uses a power cell.

Black Blade: This great sword is made of Darsithian Steel and automatically gains the effects of that Psi-stone ability. In the hands of someone with a Shade point, this blade has all of the abilities listed. If wielded by someone without a Shade point, treat it as a great sword. A Darsithian, being a Large creature, may wield the Black Blade as a one-handed weapon.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Chain Sword: A chain sword is a device vaguely sharing the shape of a broad sword. Instead of having the standard sharpened edge on the blade, the chain sword has a nearly microscopic chain running along its quarter-inch-wide edge. The each link of the chain has a razor sharp blade protruding from it. When activated, the chain runs along the edge of the blade at high speeds, turning the weapon into an armor and flesh shredding machine. When the power cell is depleted, the chain sword is little more than a sword-shaped club and should use the statistics for a club until the power cell is replaced.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot,

but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Combat Knife: You get a +2 bonus on Manual Dexterity checks made to conceal a combat knife on your body (see the Manual Dexterity skill).

Devastator Axe: This great axe uses a Legion power cell. When activated, the blade of the weapon is surrounded by kinetic energy that vibrates between several frequencies. This vibration makes it difficult for force fields to withstand the attacks from this weapon, even Psyche ones. Ignore the bonuses from any force field ability when determining the effects of this weapon. When the power cell is depleted, treat this weapon as a great axe.

Double Power Sword: A double power sword is a double weapon. You can fight with it as if fighting with two weapons but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a double power sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Energy Mace: An energy mace is a power rod with a series of energy projectors and foci all around the circumference of one end. The other end is the hilt/handle and controls. When activated, a sphere of heat and kinetic energy forms above the end of the rod opposite of the handle. The rod guides and controls this sphere which never drifts more than an inch or so from the rod. When the power cell is depleted, the rod may be used as a club.

Energy Weapons: All energy weapons are powered by a power cell. The Legion has their own power cells and each alien race has their own power cells. When a power cell is depleted, the weapon no longer functions

Weapons Table: 8 - 5

	Cost	Damage	Tough DC	Fumble[1] Range	Critical Range	Range Increment	Type[2]	Mode	Ammo Capacity[6]
Simple Weapons									
Unarmed Attacks									
Gauntlet	2	1d3	2+S	1	x2	—	B	—	—
Unarmed strike	—	1d3[3]	S	1	x2	—	B	—	—
Power Fist	25	1d6	12+S	1	x2	—	B	—	25[6]
Light Melee Weapons									
Combat Knife	2	1d4	2+S	1	19–20/x2	10 ft.	P or S	T	—
One-Handed Melee Weapons									
Baton	—	1d6	2+S	1	x2	10 ft.	B	T	—
Baton, heavy	12	1d8	5+S	1	x2	—	B	—	—
Two-Handed Melee Weapons									
Quarterstaff[5]	—	1d8/1d8	4+S	1	x2	—	B	—	—
Spear	2	1d10	5+S	1	x3	20 ft.	P	T	—
Ranged Weapons									
Crossbow	50	2d10	15	2	19–20/x2	120 ft.	P	SS	—
Ammunition									
Bolts, crossbow (10)	1	—	—	—	—	—	—	—	—

Weapons Table: 8 - 6

	Cost	Damage	Tough DC	Fumble[1] Range	Critical Range	Range Increment	Type[2]	Mode	Ammo Capacity[6]
Martial Weapons									
Light Melee Weapons									
Axe, throwing	8	1d6	2+S	1	x2	10′	S	T	—
Knife, Vibro	50	1d6	12+S	2	19-20/x2	10′	P	T	20[6]
Hammer, light	1	1d4	2+S	1	x2	20′	B	T	—
Hand axe	6	1d6	3+S	1	x3	—	S	—	—
Kukri	8	1d4	3+S	1	18–20/x2	—	S	—	—
Shield, light duty	—	1d4	1+S	1	x2	—	B	—	—
Sword, short	10	1d6	5+S	1	19–20/x2	—	P	—	—
One-Handed Melee Weapons									
Battleaxe	10	1d8	10+S	1	x3	—	S	—	—
Flail	8	1d8	8+S	2	x2	—	B	—	—
Longsword	15	1d8	9+S	1	19–20/x2	—	S	—	—
Rapier	20	1d6	7+S	1	18–20/x2	—	P	—	—
Saber, Officer	15	1d8	7+S	1	18–20/x2	—	S	—	—
Shield, combat	—	1d6	2+S	1	x2	—	B	—	—
SledgeHammer	12	1d8	8+S	2	x3	—	B	—	—
Two-Handed Melee Weapons									
Great axe	20	1d10	14+S	1	x3	—	S	—	—
Great club	5	1d8	10+S	1	x2	—	B	—	—
Great sword	50	1d10	12+S	1	19–20/x2	—	S	—	—
Halberd	10	1d8	14+S	1	x3	—	P or S	—	—
Ranged Weapons									
Bow, Compound	100	2d10	20+S	2	x3	150′	P	SS	1
Light Firearms									
Pistols									
M9A1 Maverick	190	3d6	19	1	x2	30′	Ba	SA	10
M7 Avenger	310	3d6+3	19	2	x2	20′	Ba	SA or B	20
M1015 Machine	720	3d6-1	24	1	x2	50′	Ba	A	60
M22 Nemesis	1350	3d6+2	25	1	x2	100′	Ba	SA or B	40
One-Handed Firearms									
Pistols									
M9A6 Crusader	270	3d6+1	18	1	x2	40′	Ba	SA or B	20
M9 Grenade Launcher[7]		Grenade	20	2	x3	50′	By Grenade	SA	5
M62A2 StormHammer	1020	3d8	32	2	x2	70′	Ba	SA	10
Sub-Machine Guns									
M214 Claw	460	3d6+4	22	2	x2	120′	Ba	B	20
M214 Grenade Launcher[7]		Grenade+4	20	2	x3	50′	Grenade	SA	5
M252 Lancer	620	3d6+2	20	1	x2	100′	Ba	A	40
M252 Grenade Launcher[7]		Grenade	20	2	x3	50′	Grenade	SA	5
M103 Doom Fire	310	3d6+1	24	1	x2	80′	Ba	A	30
Two-Handed Firearms									
Assault Rifles									
M51A2 Marauder	650	3d8+2	22	1	x3	300′	Ba	SA or B	30
M51A2 Grenade Launcher[7]		Grenade+1	19	2	x3	100′	Grenade	SA	5
M77 Holocaust	2000	[2d10 F, 2d10 E]	24	2	x3	200′	Fi, El	SA, B, or A	40
M77 Grenade Launcher[7]		Grenade+4	22	3	x3	180′	Grenade	SA	10
M858A4 Volcano	775	3d10+2	22	2	x2	200′	Ba	SA or B	20
M858A4 Flamethrower		3d10	23	2	x2	10′	Fi	SA	10

Weapons Table: 8 - 7

	Cost	Damage	Tough DC	Fumble[1] Range	Critical Range	Range Increment	Type[2]	Mode	Ammo Capacity[6]
Shotguns									
M56 Crusher	960	3d6+1	18	1	x3	10	Ba	SA	10
M24 Man Catcher	1140	3d10+1	20	2	x3	25	Ba	SA or B	20
M14A2 Roomsweeper	1400	3d8	23	2	x3	30	Ba	SA, B, or A	50
Heavy Weapons Firearms									
Light Machineguns									
M60A6	1050	4d10+3	19	2	x3	450	Ba	A	400
M4 Bentley	1800	4d10+3	23	2	x3	600	Ba	A	750
M233 Devastator	1900	4d10+4	20	2	x3	450	Ba	A	2000
M40 Judgment	2150	4d10+3	22	2	x3	350	Ba	A	300
Heavy Machineguns									
M1900 Striker	2100	4d12+5	18	2	x4	500	Ba	A	1000
M44 Hellfire	10670	4d12+3	21	2	x4	450	Pl	A	500
M13A9 Stallion	3300	4d12+6	19	2	x4	350	Ba	A	1000
M66 Harpy	2600	4d12+4	23	2	x4	500	Ba	A	750
M31A1 Cleaner	2650	4d12+4	22	2	x4	300	Ba	A	750
Exotic Weapons									
Light Melee Weapons									
Battle Glove	250 (De)	2d6[d6E]	15+S	1(2)	x2	—	B / El	—	10^6
Dagger, Twilight	500 (Ch)	1d6 (AP5)	25+S	1(3)	18-20/x2	10	P	—	—
Fighting Stick	100 (Ko)	1d8 (AP5)	20+S	1(2)	17-20/x2	—	B	—	—
Kama	2	1d6	2+S	1	x2	—	S	—	—
Power Glove	300 (On)	2d6 [d6C]	10+S	1(2)	x2	—	B / Co	—	20^6
Stun Stick	200 (Ch)	2d6 [d6E]	7+S	1(3)	x2	—	B / El	—	10^6
One-Handed Melee Weapons									
Chain Sword	300	1d10 (AP10)	25+S	3	18-20/x3	—	S	—	10^6
Energy Mace[8]	500 (De)	2d6 [1d6F]	15+S	1(3)	19-20/x3	—	B, Fi	—	10^6
Star Blade[8]	2000 (Tu)	2d8 (AP10) [1d6F]	25+D	1(3)	17-20/x3	—	S , Fi	—	10^6
Mono Sword	1000 (Do)	1d10 (AP10)	14+S	1(3)	17-20/x2	—	S	—	10^6
Plasma Axe[8]	750 (De)	2d8(AP5) [2d6 Pl]	15+S	1(3)	19-20/x3	—	S ,Fi ,El	—	10^6
Power Axe	650	1d10 (AP10)	17+S	2	19-20/x4	—	S	—	10^6
Power Mace	450	1d10 (AP10)	10+S	2	19-20/x3	—	B	—	10^6
Power Sword	550	1d10 (AP10)	15+S	2	18-20/x3	—	S or P	—	20^6
Quake Blade	800 (Zi)	2d8 (AP10)	12+S	1(4)	19-20/x3	—	S	—	10^6
Stun Blade	1000 (On)	2d6 [1d6E]	7+S	1(3)	x2	—	B, El	—	20^6
Vibro Sword	250	1d10 (AP10)	12+S	3	18-20/x2	—	S	—	10^6
Sword, bastard	35	1d8	10+S	1	19–20/x2	—	S	—	
Whip[4]	1	$1d6^3$	2+D	2	x2	—	S	—	
Two-Handed Melee Weapons									
Axe, Devastator	1500	1d12(AP15)	17+S	2	19-20/x4	—	S	—	10^6
Black Blade	2000 (Da)	1d10 (AP15)	20+S	1(3)	19-20/x3	—	S	—	—
Force Staff[5,8]	500 (Kr)	1d10/1d10(AP15)	24+S	1(4)	19-20/x2	—	B	—	10^6
Plasma Lance[8]	1500 (De)	2d8 (AP15) [1d6F,1d6E]	17+S	1(4)	x3	—	P	—	10^6
Power Blade	2000	1d12 (AP15)	20+S	2	18-20/x4	—	S	—	20^6
Power Sword, double[5]	1200	1d10/1d10 (AP15)	15+S	3	18-20/x3	—	S or P	—	10^6
Ranged Weapons									
Bolas	5	$1d4^3$	10	1	x2	10	B	T	
Shuriken (5)	1	1d2	1+S	1	x2	10	P	T	
Grav Ball	500 (Ko)	2d8 (AP5)	15+S	1(4)	19-20/x2	50	B	T[9]	20^6

Weapons Table: 8 - 8

	Cost	Damage	Tough DC	Fumble[1] Range	Critical Range	Range Increment	Type[2]	Mode	Ammo Capacity[6]
Exotic Weapons Cont.									
Light Firearms									
Pistols									
Light Laser[8]	500 (Tu)	[4d6F]	25	1(3)	x3	100	Fi	SA	100[6]
Plaser [8]	600 (On)	[4d6 Pz]	24	1(3)	x2	100	Co , El	SA	50[6]
Small Plasma Projector[8]	550 (De)	[4d6 Pl]	20	1(2)	x3	150	Fi , El	SA	100[6]
Neutron Blaster[8]	750 (Do)	[4d8N]	30	1(2)	x2	50	Neg	SA	50[6]
Small Shooting Blade	100 (Si)	2d6 (AP10)	26	1(2)	19-20/x2	50	P	SS	1
Two-Handed Firearms									
Assault Rifles									
Medium Laser[8]	750(Tu)	[4d10 F]	30	1(3)	x4	100	Fi	SA or B	200[6]
Heavy Plaser[8]	800 (On)	[4d8 Pz}	30	1(3)	x3	100	Co , El	SA or B	100[6]
Large Plasma Projector[8]	1050 (De)	[5d10 Pl]	25	1(3)	x4	150	Fi, El	SA or B	200[6]
Neutron Pulse Blaster[8]	1000 (Do)	[4d10N]	35	1(3)	x3	200	Neg	SA or B	50[6]
Large Shooting Blade	250 (Si)	2d8 (AP10)	31	1(2)	19-20/x2	50	P	SS	1
Sniper Rifles									
M52 Comanche	1010	3d6+4 (AP15)	48	1	x3	2000	Ba	SA	10
M315 Rain Cloud	710	3d6+2 (AP15)	44	2	x3	1700	Ba	SA or B	20
M11 Assassin	1440	3d8+4 (AP15)	50	1	x3	1200	Ba	SA	10
M91 Field Master	1860	3d6+3 (AP15)	46	2	x3	2100	Ba	SA, B, or A	50
M3 Brimstone	2450	3d8+3 (AP15)	48	1	x4	2600	Ba	SA	10
Rocket Launchers [7]									
M409A9 Lawbringer	1870	4d8+2 [1d6F]	18	2	x5	200	Fi, B, P	SA	5
M816A5 Shuriken	1770	4d8+2 [1d6C]	23	2	x5	200	Co, B, P	SA	5
M212A2 Starlight	4500	4d10+6 [1d6F]	20	2	x5	60	Fi, B, P	A	20
M171 Diablo	4300	4d10+2[1d6F]	24	2	x5	140	Fi, B, P	SA	10
Mini-Missile Rack	5000 (Kr)	4d8[1d6F]	22	1(4)	x3	400	Fi, B, P	SA/B	8
Missile Rack	7500 (Kr)	4d10[1d6F]	27	1(4)	x3	400	Fi, B, P	SS	4
Heavy Weapons Firearms									
Light Machineguns									
Heavy Laser	8500 (Tu)	[5d12F]	35	1(3)	x4	100	Fi	A	400[6]
Plaser Cannon[8]	6000 (On)	[5d10 Pz]	35	1(3)	x3	100	Co , El	A	200[6]
Plasma Cannon[8]	5500 (De)	[5d10 Pl]	30	1(3)	x4	150	Fi , El	A	300[6]
Neutron Cannon[8]	4500 (Do)	[5d12N]	40	1(3)	x3	200	Neg	A	50[6]
Heavy Machineguns									
Rail Gun	10000 (De)	4d12 (AP20)	50	1(3)	x5	500	B, Ba	SS	10

1 Refer to the Fumble Chart in the Combat section. Numbers in parenthesis are for anyone wielding the weapon of a species other than the native species.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 The weapon deals nonlethal damage rather than lethal damage.
4 Reach weapon.
5 Double weapon.
6 Power Cell weapon.
7 Splash weapon.
8 Energy weapon
9 Returning weapon
10 Armor Piercing ignores Damage Reduction up to the amount listed Damage in [ ] brackets indicate energy damage

Weapons Table: 8 - 9

	Cost	Damage	Tough DC	Fumble[1] Range	Critical Range	Range Increment	Type[2]	Mode	Ammo Capacity[6]
Ammunition									
Arrows (20)	1	—	—	—	—	—	—	—	—
Rounds, Pistol (10)	10	—	—	—	—	—	—	—	—
Rounds, Rifle (10)	20	—	—	—	—	—	—	—	—
Rounds, SMG (10)	15	—	—	—	—	—	—	—	—
Rounds, Sniper (10)	50	—	—	—	—	—	—	—	—
Rounds, Light MG (50)	100	—	—	—	—	—	—	—	—
Rounds, Heavy MG (50)	150	—	—	—	—	—	—	—	—
Rocket	25	—	—	—	—	—	—	—	—
Shell, Shotgun (20)	40	—	—	—	—	—	—	—	—
Rounds, HE (10)	+25	+1d	—	+1	—	—	—	—	—
Rounds, Gel (10)	+10	—	-20	+2	—	—	—	—	—
Rounds, AP (10)	+25	—	+10	+1	—	—	—	—	—
Rounds, Shock (10)	+15	+1d6	—	+1	—	—	+ El	—	—
Rounds, Cryo (10)	+15	+1d6	—	+1	—	—	+ Co	—	—
Rounds, Incendiary (10)	+15	+1d6	—	+1	—	—	+ Fi	—	—
Rounds, Boom (10)	+15	+1d8	—	+1	—	—	+ So	—	—
Rounds, Toxic (10)	+15	+1d6	—	+1	—	—	+ Ac	—	—
Rounds, Daybreak (10)	+50	+2d6	—	+2	—	—	+ Pos	—	—
Rounds, Shade (10)	+50	+2d6	—	+2	—	—	+ Neg	—	—
Power Cell	20	—	—	—	—	—	—	—	—
Grenades[7]									
Concussion	1	10d6	10	1	x3	20	B	T	—
Incendiary	3	[6d6F]	20	1	x3	20	Fi	T	—
Fragmentation	2	4d6[2d6F]	35	1	x3	20	Fi, P	T	—
Smoke	2	—	—	1	—	15	Special	T	—
Gas	3	—	—	1	—	15	Special	T	—
High Explosive	25	6d6[4d6]	40	1	x4	20	Fi, P	T	—
Plasma	50 (Deu)	2d6 [4d6][4d6]	50	1(2)	x5	20	Fi, El, P	T	—
Glue	25 (K'ri)	—	—	1(2)	—	10	Special	T	—

properly but may still be used as another similar weapon, as noted in the weapon's description. Firearms energy weapons do not fire a physical projectile. Instead they fire a coherent form of energy that erupts upon impact. This helps in the logistics of ammunition but is sometimes not as effective as a physical projectile. Some creatures have a natural resistance to a form of energy, and if the weapon uses that energy the creature is unaffected by it. On the other hand, if the creature is vulnerable to that energy they may suffer additional damage or effects.

Fighting Stick: The Korol Fighting Stick is an impressive weapon measuring 2' - 3' long. They convert a simple club/baton into a devastating tool of destruction. The Korol mysteriously empower the stick with the ability to break armor and destroy targets. When the power cell is depleted, however, it acts as a club.

Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Flamethrower: Every flamethrower listed is an integral part of the weapon that shares its designation. These weapons shoot a stream

of fire that may damage all within the line. Anyone within the line of fire must make a Reflex save (DC = the attack roll) for half damage. If a target fails their save, they are on fire and take 1d6 damage for 1d6 rounds, or until they spend a full round putting out the flames.

Force Staff: The force staff is a rod of approximately three feet in length with energy projectors and foci on either end. When activated the staff projects extensions to the rod that make it six feet in length. These extensions are made of kinetic energy and lend the staff its effectiveness in battle. When the power cell is depleted, treat it as a club.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors come with gauntlets.



Grenade, Glue: A glue grenade fills a 10-foot radius area from its point of impact with a sticky, viscous substance. The "glue" begins drying immediately and within seconds hardens into a very tough resin that completely covers the hit target. If they make a Reflex save (DC=attack roll) they are just Slowed at the end of the round. If they fail their save, they are Immobilized by the substance. All within the area must make a Reflex save. If they fail, they are stuck in the glue and Immobilized, but if they make their save, they jump free of the affected area.

To free somebody who is under the effects of a glue grenade, you may use a solvent or cause damage to the the glue using a melee weapon. The Glue has a Hardness of 5 and 2 Hitponts.You may break yourself free with a Strength Check DC 15 as a standard action.

Grenade, Plasma: A plasma grenade is a fragmentation grenade imbued with plasma (fire and electricity). This weapon does extra damage to those targets that are vulnerable to fire or electricity.

Grenade Launchers: Every grenade launcher listed is an integral part of the weapon that shares its designation. They fire specialized, indirect-fire ammunition meant to be lofted above the battlefield and fall down upon the target. A person standing in the vicinity of impact must use a Reflex save to jump clear. The save DC is equal to the attack roll made by the wielder to hit the location. If the person makes his save, they take half damage or no effect (from non-damage grenades). The grenades affect everyone in a ten foot radius from the point of impact. Use the splash weapon rules for misses.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character. You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Kama: You can use a kama to make trip attacks. If you are tripped during your own

trip attempt, you can drop the kama to avoid being tripped.

Longbow, compound: You need at least two hands to use a bow, regardless of its size. You can use a compound longbow while mounted. All compound bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is 4 points less than the strength rating of the compound bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default compound longbow requires a minimum Strength modifier of +0 or higher to use with proficiency. A compound longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 credits to its cost.

M77 Holocaust: This assault rifle is the first foray into energy weapons by the United Defense Force. It is loaded with ammunition with the equivalent of rocket fuel in solid form, and a catalyst. When a round is chambered, it is primed. When it is fired, the catalyst ignites the fuel which consumes the casing. This combination creates a small rod of active plasma which causes fire and electricity energy damage to the target. This weapon does extra damage to targets that are vulnerable to fire or electricity.

Mono Sword: The Dorek Mono Sword is a thin-bladed weapon with a charged monofilament wire running along its edge. The monofilament wire attacks the molecular structure of a target and disrupts the bonds that hold it together. This causes a nearly molecule-thick slice from the wire, which is then followed by the weight and power of the blade. Few things can withstand this type of attack and any damage caused is almost always guaranteed to be devastating. When the power cell is depleted treat this weapon as a long sword. To the Dorek this is a two-handed weapon.

M77 HOLOCAUST



Plasma Axe: A plasma axe is a power rod with a series of energy projectors and foci all around the circumference of one end. The other end is the hilt/handle and controls. When activated, a plane of plasma (fire and electricity) energy forms above the end of the rod opposite of the handle. The plane is a discus and has a curved edge similar to an axe. The rod guides and controls this plane, which never drifts more than an inch or so from the rod. When the power cell is depleted, the rod may be used as a club.

Plasma Lance: This two-handed weapon is a five-foot power rod with a series of energy projectors and foci all around the circumference of one end. The other end is a weighted pommel with the rest of the rod acting as the handle and controls. When activated, a plane of plasma (fire and electricity) energy forms above the end of the rod opposite of the handle. The plane is a flat blade and has a curved edge on one side similar to an axe. The rod guides and controls this plane which never drifts more than an inch or so from the rod. When the power cell is depleted, the rod may be used as a heavy mace with the pommel as the striking surface.

Power Cell Weapons: Many weapons use power cells to activate their extraordinary abilities. Every time a weapon is successfully used, one charge is depleted from the power cell. When the power cell is depleted, the weapon ceases to operate properly. Some weapons without power may be used as the base weapon but others are completely unusable until the power cell is replaced. It takes a move action to replace a power cell. If a weapon has an ammo capacity and it

is not a firearm, or if it is an "alien" energy firearm, it uses a power cell to operate.

Power Fist: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. Your opponent cannot use a disarm action to disarm you of Power Fist. The cost and weight given are for a single gauntlet. An attack with a Power Fist is considered an armed attack. Power Fists operate with a power cell and have 25 charges with a full cell. Every time the power fist successfully strikes a target it uses one charge. When the charges are depleted, treat the power fist as a gauntlet. See Armor for further description.

Power Glove: This Onigrimm weapon is similar to the Legion Power Fist but is larger and somewhat more vicious.

Power Weapons: If a weapon has power added to its name, it is a normal melee weapon with its striking surface surrounded with a field of kinetic energy. This energy increases the damage of the weapon from the norm. When the weapon's power cell is depleted, it acts as a normal weapon of its type. Examples: Power axe = battle-axe, power mace = heavy mace, power sword = long sword, and power blade = great sword.

Quake Blade: This weapon is similar to a broad-bladed long sword with the 'blood groove' missing, and somewhat resembles a tuning fork. When activated, the blade vibrates slightly. Upon successfully striking a target, the blade explodes in sonic vibrations and attempts to rip the target apart. When the power cell is depleted, treat this weapon as a long sword.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons. If you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Rail Gun: This heavy weapon is usually mounted to a vehicle or emplacement. Utilizing a magnetic propulsion system, this mass-driver propels a solid slug at supersonic speeds towards a target. The resulting impact causes both ballistic and bludgeoning damage to the target, usually destroying anything it hits.

Rocket Launchers: Every rocket launcher listed is a heavy weapon that is fired from the shoulder or from a weapon mount. They fire specialized, direct-fire ammunition meant to fly through the battlefield and strike a distant target. The rocket is a splash weapon and affects everyone in a ten foot radius from the point of impact. Use the splash weapon rules for misses.

Rounds, Armor Piercing: These rounds not only increase the TDC but also ignore 10 points of DR.

Rounds, Boom: These rounds add sonic to the damage type and do greater damage to targets that are vulnerable to sonic.

Rounds, Cryo: These rounds add cold to the damage type and do greater damage to targets that are vulnerable to cold.

Rounds, Daybreak: These rounds add positive energy to the damage type and do greater damage to targets that are vulnerable to positive energy.

Rounds, Incendiary: These rounds add fire to the damage type and do greater damage to targets that are vulnerable to fire.

Rounds, Shade: These rounds add negative energy to the damage type and do greater damage to targets that are vulnerable to negative energy.

Rounds, Shock: These rounds add electricity to the damage type and do greater damage to targets that are vulnerable to electricity.

Rounds, Toxic: These rounds add acid to the damage type and do greater damage to targets that are vulnerable to acid.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shooting Blade: This SiomHaen weapon is essentially a type of crossbow, except the ammunition that is fired from the weapon is a shuriken. Once placed in the weapon, the shuriken is set spinning at very high revolutions and flies towards its target with alarming speed and power. Both sizes of this weapon utilize a normal shuriken; however, the larger one spins the shuriken at higher revolutions and releases it with more force. These are single shot weapons and must be reloaded between each attack.

Shuriken: A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Starblade: This short rod is actually the hilt of a sword created by the Tuathans. The blade of the sword is projected from the guard area of the hilt and focused into a flat plane, similar to a sword blade. The energy of the blade is coherent light. Because of this, it is impossibly thin and sharp, resulting in a weapon that can cut through almost any matter. Strength has little to do with how effectively this weapon damages. Therefore, the Toughness DC is Dexterity-based, though hit point damage is still determined with Strength bonus. If the wielder has the Weapon Finesse feat, you may apply your Dexterity modifier to damage instead of your Strength modifier.

Stun Weapons: A stun weapon is made to render an opponent unconscious. It is difficult to wound a target with a stun weapon, but it is possible. Stun weapons do no lethal damage.

Twilight Dagger: This dagger is made of an alloy that is most effective without sunlight. In darkness or at night, the dagger has the abilities listed. In sunlight or bright light, treat it as a normal dagger.

Unarmed Strike: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls. An unarmed strike is always considered a light weapon.

Vibro Knife: This weapon uses a Legion power cell to vibrate the blade at super-high frequency. The blade uses one charge of the power cell each time it scores a hit against an opponent or object. It has 20 charges per power cell. If the weapon has no charges left, treat it as if it were a dagger.

Vibro Sword: This weapon uses a power cell to vibrate the blade at super-high frequency. The blade uses one charge of the power cell each time it scores a hit against an opponent or object. If the weapon has no charges left, treat it as if it were a longsword.

Whip: A whip deals nonlethal damage. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the

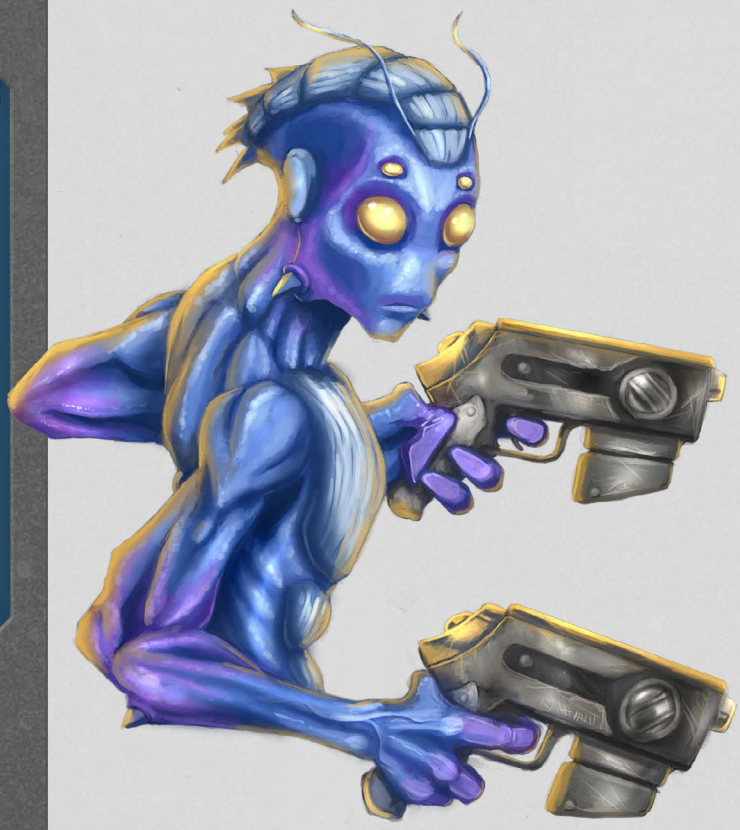
area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

PSI-STONES

Psi-Stones were discovered in ruins on the planets Shar and Nithia. These "crystals" seemed to have been natural stones that were cut and polished into an oval or round smooth gemstone. These stones glow slightly, and through study and experimentation were discovered to have a Psyche. This Psyche was not a sentience, but instead seemed to be a reservoir of Mind Points. Anyone with the Psyche Sensitivity feat can access these Mind points and use them to activate talents that they know.



Each stone has a rating that determines the number of Mind points stored within. Minor stones have 3 Mind Points, average stones have 5 Mind Points, and major stones have 10 Mind Points. These points, if used, will be restored after a 24-hour period of non-use. No stone has a rating higher than 10 so far, but we're still exploring the Galaxy.

To use a Psi-Stone you must have contact with it upon your skin. Often the stones are placed in jewelry that holds them to the psychic's skin. You may normally only have one Psi-Stone attuned to your person at a time.

You may draw Mind Points from a Psi-Stone to replace used Mind Points of a character. To do so, make a DC 15 Attunement Check, adding +1 to the DC for each Mind Point you want to transfer.

After the discovery of Psi-Stones, engineers began experimenting to enhance the qualities of their devices with Psyche energies. They seem to have only been successful with armor and weapons.

Psi-stones are sold on the open market, and their prices are fixed by the Shar-Nithian Lords.

Psi-Stone	Cost
Minor	6000 eCr
Average	15000 eCr
Major	55000 eCr

PSI-STONE ARMOR QUALITIES:

Each stone has a rating that allows for the addition of Psyche special abilities to the armor or performance enhancing bonuses. Only one stone functions properly in a shield or armor at any one time. The higher rating stone will supersede any lower rated stone.

Armor: In general, Psi-stone armor protects the wearer to a greater extent than normal armor. The Mind Points of a Psi-stone are enhancement bonuses conveyed to Armor. Psi-Stone bonuses in armor are enhancement bonuses and never rise above +5, and stack with regular armor modifiers to Defense and Toughness saves (and with shield and Psi-stone shield enhancement bonuses). All Psi-stone armor is also masterwork armor, reducing penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve Defense or Toughness saves. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other enhanced boots or gauntlets.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acts as a Psi-Stone weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield, and its enhancement bonus to Defense and Toughness.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve Defense or Toughness. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points: Each +1 of enhancement bonus adds 2 to a shield's hardness and +10 to its hit points.

Activation: Usually a character benefits from Psi-Stone armor and shields in exactly the way a character benefits from normal armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate, then the user usually needs to utter the command word (a swift action), or as per the Psyche Talent it mimics.

Armor for Unusual Creatures: The cost of armor varies for non-humanoid creatures, as well as for creatures that are neither Small nor Medium. The cost of the masterwork quality and any Psi-Stone enhancement remains the same.

Psi-Stone Armor and Shield Special Ability Descriptions

Most Psi-Stone armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage that the wearer would normally take per attack.

Acid Resistance, Improved: Same as acid resistance, except it absorbs the first 20 points of acid damage per attack.

Acid Resistance, Greater: Same as acid resistance, except it absorbs the first 30 points of acid damage per attack.

Automated: Upon command, an automated shield floats within 2 feet of the wielder, protecting as if she were using it herself but freeing up both hands. Only one shield can

Armor Special Abilities Table: 8 - 10

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamered	+1 bonus[1]
26–32	06–08	04	Fortification, light	+1 bonus[1]
33–52	09–11	—	Slick	+1 bonus[1]
53–72	12–14	—	Shadow	+1 bonus[1]
73–92	15–17	—	Silent moves	+1 bonus[1]
93–96	18–19	—	Invulnerability, light	+1 bonus[1]
97	20–29	05–07	Slick, improved	+2 bonus[1]
98	30–39	08–10	Shadow, improved	+2 bonus[1]
99	40–49	11–13	Silent moves, improved	+2 bonus[1]
—	50–54	14–16	Acid resistance	+2 bonus[1]
—	55–59	17–19	Cold resistance	+2 bonus[1]
—	60–64	20–22	Electricity resistance	+2 bonus[1]
—	65–69	23–25	Fire resistance	+2 bonus[1]
—	70–74	26–28	Sonic resistance	+2 bonus[1]
—	75–79	29–33	Mind touch	+3 bonus[1]
—	80–84	34–35	Invulnerability, moderate	+3 bonus[1]
—	85–89	36–40	Fortification, moderate	+3 bonus[1]
—	90–94	41–42	Psi resistance (+5)	+3 bonus[1]
—	95–99	43	Psionic	+3 bonus[1]
—	—	44–48	Slick, greater	+3 bonus[1]
—	—	49–53	Shadow, greater	+3 bonus[1]
—	—	54–58	Silent moves, greater	+3 bonus[1]
—	—	59–63	Acid resistance, improved	+3 bonus[1]
—	—	64–68	Cold resistance, improved	+3 bonus[1]
—	—	69–73	Electricity resistance, imp.	+3 bonus[1]
—	—	74–78	Fire resistance, improved	+3 bonus[1]
—	—	79–83	Sonic resistance, improved	+3 bonus[1]
—	—	84–88	Psi resistance (+10)	+4 bonus[1]
—	—	89	Displacement	+4 bonus[1]
—	—	90–92	Fortification, heavy	+5 bonus[1]
—	—	93–94	Invulnerability, heavy	+5 bonus[1]
—	—	95	Acid resistance, greater	+5 bonus[1]
—	—	96	Cold resistance, greater	+5 bonus[1]
—	—	97	Electricity resistance, greater	+5 bonus[1]
—	—	98	Fire resistance, greater	+5 bonus[1]
—	—	99	Sonic resistance, greater	+5 bonus[1]
00	00	00	Roll twice again[2]	—

1 Subtract from the Mind Points of the Psi-Stone.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Shield Special Abilities Table: 6 - 11

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Missile Catching	+1 bonus[1]
21–40	11–20	06–08	Bashing	+1 bonus[1]
41–50	21–25	09–10	Blinding	+1 bonus[1]
51–75	26–40	11–15	Fortification, light	+1 bonus[1]
76–92	41–50	16–20	Missile deflection	+2 bonus[1]
93–97	51–57	21–24	Automated	+2 bonus[1]
98–99	58–59	25	Invulnerability, light	+2 bonus[1]
—	60–63	26–28	Acid resistance	+2 bonus[1]
—	64–67	29–31	Cold resistance	+2 bonus[1]
—	68–71	32–34	Electricity resistance	+2 bonus[1]
—	72–75	35–37	Fire resistance	+2 bonus[1]
—	76–79	38–40	Sonic resistance	+2 bonus[1]
—	80–85	41–46	Invulnerability, mod.	+3 bonus[1]
—	86–95	47–56	Fortification, mod.	+3 bonus[1]
—	96–98	57–58	Psi resistance (+5)	+3 bonus[1]
—	99	59	Pysche	+3 bonus[1]
—	—	60–64	Acid resistance, imp.	+3 bonus[1]
—	—	65–69	Cold resistance, imp.	+3 bonus[1]
—	—	70–74	Electricity resistance, imp.	+3 bonus[1]
—	—	75–79	Fire resistance, imp.	+3 bonus[1]
—	—	80–84	Sonic resistance, improved	+3 bonus[1]
—	—	85–86	Psi resistance (+10)	+4 bonus[1]
—	—	87–91	Fortification, heavy	+5 bonus[1]
—	—	92–93	Reflecting	+5 bonus[1]
—	—	94	Invulnerability, heavy	+5 bonus[1]
—	—	95	Acid resistance, greater	+5 bonus[1]
—	—	96	Cold resistance, greater	+5 bonus[1]
—	—	97	Electricity resistance, greater	+5 bonus[1]
—	—	98	Fire resistance, greater	+5 bonus[1]
—	—	99	Sonic resistance, greater	+5 bonus[1]
00	00	00	Roll twice again[2]	—

1 Subtract from the Mind Points of the Psi-Stone.
2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

protect a character at a time. A character with an automated shield still takes any penalties associated with shield use, such as psyche power failure chance, and non-proficiency.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Blinding: A shield with this ability flashes with a brilliant light up to twice per day as a Swift Action upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue. The armor absorbs the first 10 points of cold damage that the wearer would normally take per attack.

Cold Resistance, Improved: Same as cold resistance, except it absorbs the first 20 points of cold damage per attack.

Cold Resistance, Greater: Same as cold resistance, except it absorbs the first 30 points of cold damage per attack.

Displacement: On command, this ability allows the wearer of the armor to become displaced (as the Displacement Psyche Talent) four times per day. The effects of the displacement depends upon the Psi-Stone in the armor:

Minor	3 Rounds, +5 DEF, 25% Miss
Average	5 Rounds, +10 DEF, 25% Miss
Major	10 Rounds, +10 DEF, 50% Miss

This does not stack with the Psyche Talent. Take the better of the two results.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue. The armor absorbs the first 10 points of electricity damage that the wearer would normally take per attack.

Electricity Resistance, Improved: Same as electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Electricity Resistance, Greater: Same as electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Fire Resistance: A suit of armor with this ability normally has a reddish hue. The armor absorbs the first 10 points of fire damage that the wearer would normally take per attack.

Fire Resistance, Improved: Same as fire resistance, except it absorbs the first 20 points of fire damage per attack.

Fire Resistance, Greater: Same as fire resistance, except it absorbs the first 30 points of fire damage per attack.

Fortification: This suit of armor or shield produces a pyschic force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Type	Normal Damage Chance	Base Price Modifier
Light	25%	+1 bonus
Moderate	50%	+3 bonus
Heavy	75%	+5 bonus

Glamored: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing, as if under the effects of the Phantasm Psyche Talent. The armor retains all its properties (including weight) when glamored. Onlookers still may make a Perception Skill check to see if they notice the deception. The Psychometry Psyche Talent or similar power may reveal the true nature of the armor when disguised.

Invulnerability: This suit of armor grants the wearer damage reduction by reducing the amount of shock that reaches the wearer.

Type	Damage Reduction	Base Price Modifier
Light	5/Psi	+1 bonus
Moderate	10/Psi	+3 bonus
Heavy	15/Psi	+5 bonus

Mind Touched: This armor or shield seems almost entirely covered in a translucent sheen of energy. Its enhancement bonus counts as Damage Reduction against attacks that affect Mind Points and a bonus to Will Saves.

Missile Catching: A shield with this ability attracts ranged weapons to it. It has a Tek bonus to Defense of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's enhancement bonus are not diverted to the wearer (but the shield's increased Defense and Toughness bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Missile Deflection: This shield protects the wielder as if he had the Deflect Missile feat. Once per round, when he would normally be struck by a ranged weapon, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons, firearms, and ranged attacks generated by talent effects can be deflected with this ability.

Psi Resistance: This property grants the armor's wearer resistance to Psyche Talents while the armor is worn. The Psi resistance can be +5 or +10, depending on the property chosen, and adds directly to any rolls to save against Psyche Talents.

Psyche: The wearer of a suit of armor or a shield with this ability preserves his connection with the universe in relation to Psyche Talents. Armor and shields with this ability usually appear to be made of purplish or greenish hued material. While the wearer uses this equipment they suffer no Psyche Power Failure Chance.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, as a immediate action, it can be called on to reflect a Psyche Talent back at its caster, as if the shield bearer were activating the talent.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Stealth checks to hide. (The armor's Defense penalty still applies normally.)

Shadow, Improved: Same as shadow, except it grants a +10 competence bonus on Stealth checks to hide.

Shadow, Greater: Same as shadow, except it grants a +15 competence bonus on Stealth checks to hide.

Silent Moves: This armor is well oiled and constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Stealth checks to move silently. (The armor's Defense penalty still applies normally.)

Silent Moves, Improved: Same as silent moves, except it grants a +10 competence bonus on Stealth checks to move silently.

Silent Moves, Greater: Same as silent moves, except it grants a +15 competence bonus on Stealth checks to move silently.

Slick: Slick armor seems coated at all times with a slightly, greasy oil. It provides a +5 competence bonus on its wearer's Manual Dexterity checks to escape bonds. (The armor's Defense penalty still applies normally.)

Slick, Improved: Same as slick, except it grants a +10 competence bonus on Manual Dexterity checks to escape bonds.



Slick, Greater: Same as slick, except it grants a +15 competence bonus on Manual Dexterity checks to escape bonds.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage that the wearer would normally take per attack.

Sonic Resistance, Improved: Same as sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Sonic Resistance, Greater: Same as sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

PSI-STONE WEAPON QUALITIES:

Each stone has a rating that allows for the addition of Psyche special abilities to the weapon or performance enhancing bonuses. Only one Psi-Stone functions properly in a weapon at any one time. The higher rating stone will supersede any lower rated stone.

Enhancement Bonus: A Psi-Stone may be dedicated to enhancing the three basic capabilities of a weapon. Those capabilities are attack, damage, and toughness DC. For each Mind Point dedicated to enhancement by the stone, grant a +1 bonus to attack and damage rolls and a +2 bonus to toughness DC.

Melee and Ranged Psyche Weapons: Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Psyche special abilities: A Psi-Stone may be used to gift the weapon with special abilities. A weapon with a special ability does not need an enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Additional Damage Dice: Some Psyche weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies. Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a Psyche weapon for the purpose of overcoming damage reduction.

Psyche Ammunition and Breakage: When a Psyche arrow or crossbow bolt misses its target, there is a 50% chance it is rendered useless. A Psyche arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of Psyche weapons shed light equivalent to a Chem-Light (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are

Melee Weapon Special Abilities Table: 8 - 12

Melee Weapon Special Abilities

Minor	Average	Major	Special Ability	Psionic Cost[1]
01–10	01–06	01–03	Bane	+1
11–17	07–12	—	Shielded	+1
18–27	13–19	04–06	Incendiary	+1
28–37	20–26	07–09	Cryo	+1
38–47	27–33	10–12	Shock	+1
48–56	34–38	13–15	Sync	+1
57–67	39–44	—	Unstoppable	+1
68–71	45–48	16–19	Psi-Focus	+1
72–75	49–50	—	Stun	+1
76–87	51–59	20–24	Disrupter	+1
88–91	60–63	25–28	Throwing	+1
92–95	64–65	29–32	Sonic Boom	+1
96–99	66–69	33–36	Vicious	+1
—	70–72	37–41	Xenomorphic	+2
—	73–75	42–46	Homo-Sapient	+2
—	76–78	47–49	Daybreak	+2
—	79–81	50–54	Incendiary burst	+2
—	82–84	55–59	Cryo burst	+2
—	85–87	60–64	Cleansing	+2
—	88–90	65–69	Shocking burst	+2
—	91–93	70–74	Tainted	+2
—	94–95	75–78	Darsithian Iron	+2
—	—	79–83	Speed	+3
—	—	84–86	Phase	+4
—	—	87–88	Automated	+4
—	—	89–90	Deadly	+5
100	96–00	91–00	Roll again twice[2]	

1 These numbers add together and may not exceed the capacity of the Psi-stone.
2 Reroll if you get a duplicate special ability, ability incompatible with an ability that you've already rolled, or ability puts you over the psi-stone rating. A weapon's enhancement and special ability equivalents can't total more than the psi-stone rating.

Ranged Weapon Special Abilities Table: 8 - 13

Minor	Average	Major	Special Ability	Psionic Cost [1]
01–12	01–08	01–04	Bane	+1
13–25	09–16	05–08	Long range	+1
26–40	17–28	09–12	Toxic	+1
41–48	29–35	13–14	Cryo	+1
49–55	36–40	15–16	Incendiary	+1
56–60	41–42	—	Stun	+1
61–68	43–47	17–21	Returning	+1
69–83	48–59	22–25	Shock	+1
84–93	60–64	26–27	Smart	+1
94–99	65–68	28–29	Sonic Boom	+1
—	69–71	30–34	Homo-Sapient	+2
—	72–74	35–39	Xenomorphic	+2
—	75–79	40–49	Incendiary Burst	+2
—	80–82	50–54	Cleansing	+2
—	83–87	55–64	Cryo Burst	+2
—	88–92	65–74	Shocking Burst	+2
—	93–95	75–79	Tainted	+2
—	—	80–84	Speed	+3
—	—	85–90	Phase	+4
00	96–00	91–00	Roll again twice[2]	—

1 These numbers add together and may not exceed the capacity of the Psi-stone.
2 Reroll if you get a duplicate special ability, ability incompatible with an ability that you've already rolled, or ability puts you over the psi-stone rating. A weapon's enhancement and special ability equivalents can't total more than the psi-stone rating.

quite obviously Psyche. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a Psyche weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: Usually, a character benefits from a Psyche weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to utter a command word (a swift action) or as per the Psyche Talent it mimics.

Psyche Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not

subject to critical hits. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Treasure Psyche Weapons: When a weapon is found that already has a Psi-Stone in it, roll randomly to determine to what those points have been dedicated. No Psi-Stone may be re-dedicated after it is set, though some powerful psychics may be able to manipulate the stone to remove it and re-set it using the Craft Psyche Arms and Armor.

SPECIAL ABILITY DESCRIPTIONS

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability does not need an enhancement bonus.

Automated: As a standard action, an automated weapon can be set loose to attack on its own. It fights for 4 rounds using the skill bonus of the one who set it loose, and then drops. While automated, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While automated, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The automated weapon accompanies the person who activated it everywhere, whether she moves by physical or technological means. If the wielder who set it loose has an unoccupied hand, she can grasp it while it is attacking on its own as a free action. When so retrieved, the weapon can't auto attack (attack on its own) again for 4 rounds.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Missile weapons so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

1d100	Enemy
01–05	Animals
06–10	Constructs
11–15	Human
16–19	Archalion
20–23	Chironian
24–27	Darsithian
28	Dee
29–32	Deurgish
33–36	Dorek
37	Illithian
38	K'rikk'T
39–42	Korol
43	Oa'F'Reet
44–47	Onigrimm
48–51	SiomHaen
52–55	Trans-Human
56–59	Tuathean
60–63	Zillan
64–68	Xenomorph
69	Outsiders
70–73	Plants
74–80	Shade
81–84	Vermin
85	Inorganic
86–90	Psyche
91	Giant
92–95	Monstrous Humanoid
96-99	Psyche Beast
100	Ooze

Cleansing: A cleansing weapon is imbued with the holy power of the Stargods and the Dark King. It deals an extra 2d6 points of damage against all of the Shade. It removes all shade points on any shade creature attempting to wield it. The shade points remain gone as long as the weapon is in hand, and reappear when the weapon is no longer wielded. This removal never results in actual cleansing, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so crafted bestow the cleansing power upon their ammunition.

Cryo: Upon command, a cryo weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A cryo weapon deals an extra 1d6 points of cold damage on a successful hit. Ranged weapons so crafted bestow the cryo power upon their ammunition.

Cryo Burst: A cryo burst weapon functions as a cryo weapon that also explodes with cold upon striking a successful critical hit. The cold does not harm the wielder. In addition to the extra damage from the cryo ability, a cryo burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Ranged weapons so crafted bestow the cold energy upon their ammunition. Even if the cryo burst ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Darsithian Iron: A Darsithian Iron weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon. A Darsithian Iron weapon must be a melee weapon.

Daybreak: A weapon of daybreak is the bane of all Shade. Any Shade creature struck in combat must succeed on a DC 14 Will save or be struck down as if all the energy had been drained from them. A Shade that fails its save is immediately dropped to zero hit points and automatically fails any toughness saves vs. the attack.

Deadly: This potent and feared ability allows the weapon to destroy the life force of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon destroys the opponent's life force, leaving them at zero hit points and causing wounds as if the Toughness save had been failed (the target does not get a Toughness save). Some creatures have no life force. Others, such as constructs and the Shade creatures, are not affected by the loss of their life force. Most other creatures, however, die when their life force is destroyed. A deadly weapon must be a melee weapon.

Disrupter: A disrupter weapon is the nemesis of devices. If a weapon with this descriptor strikes a target that has technological special abilities, modules, or extras, the wielder may choose to damage that ability or extra instead of causing a wound. The target still gets a toughness save as usual. Ranged weapons so crafted bestow the disrupter effect upon their ammunition.

Homo-Sapient: A homo-sapient weapon is aligned and infused with the power of human bio-energy, bypassing the corresponding damage reduction. It deals an extra 2d6 points of damage against all xenomorphic creatures. It bestows a -4 penalty to all actions on any xenomorphic creature attempting to wield it. The penalty remains as long as the weapon is in hand, and disappears when the weapon is no longer wielded. This penalty never results in actual skill loss, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so crafted bestow the homo-sapient power upon their ammunition.

Incendiary: Upon command, an incendiary weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. An incendiary weapon deals an extra 1d6 points of fire damage on a successful hit. Ranged weapons so crafted bestow the fire energy upon their ammunition.

Incendiary Burst: An incendiary burst weapon functions as an incendiary weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the incendiary ability (see above), an incendiary burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If

the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Ranged weapons so crafted bestow the fire energy upon their ammunition. Even if the incendiary burst ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Long Range: This property can only be placed on a ranged weapon and it doubles the Ranged Increment of the weapon.

Phase: A Phase weapon has a significant portion of its striking surface shifted intermittently into hyperspace. This does not modify the item's weight. It always gives off light as a Chem-stick (bright light in a 20-foot radius, shadowy light in a 40-foot radius). Armor and shield bonuses to Toughness DC (not including any Psi-stone bonuses to that armor) do not count against it because the weapon passes through armor. Phase weapons cannot harm non-living matter, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Psi-Focus: The Psyche weapon serves as a channel for the wielder's mind, allowing her to use her special Psyche Talent attacks through the weapon as a standard attack action. The success of the talent is now dependent upon the success of the melee attack. If the melee attack misses, the talent misses but the Mind Points are expended as if the talent had worked. Only melee weapons can have the Psi-Focus ability.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, the weapon drops to the ground in the square of the person who threw it.

Smart: Only ranged weapons can have the smart ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Bullets mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Shielded: A shielded weapon allows the wielder to transfer some or all of the weapon's Psi-Stone bonus to his Toughness as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to Toughness lasts until his next turn.

Shock: Upon command, a Shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Ranged weapons so crafted bestow the electricity energy upon their ammunition.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Ranged weapons so crafted bestow the electricity energy upon their ammunition. Even if the shocking burst ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Sonic Boom: A sonic boom weapon creates a cacophonous roar-like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A sonic boom weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If

the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Ranged weapons so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a sonic boom weapon must make a DC 14 Fortitude save or be deafened permanently.

Speed: Once per round, the wielder of a speed weapon may make one extra attack with it as a standard action. The attack uses the wielder's skill bonus, plus any modifiers appropriate to the situation. (This benefit is cumulative with similar effects, such as the Speed talent.)

Stun: The weapon deals an extra 2d6 points of damage but all damage it deals is nonlethal (no wounding damage). On command, the weapon suppresses this ability until commanded to resume it. Ranged weapons so crafted bestow the stun effect upon their ammunition.

Sync: A sync weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with sync weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting outsider can wield the weapon against corporeal foes. Essentially a sync weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Tainted: A tainted weapon is imbued with the Shade. This power makes the weapon shade aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all non-shade creatures. It bestows one shade point on any non-shade creature attempting to wield it. The shade point remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This shade point never results in actual corruption, but it cannot be overcome in any way while the weapon is wielded. Ranged weapons so crafted bestow the tainted power upon their ammunition.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Unstoppable: This ability doubles the threat range of a weapon. This benefit does stack with any other effect that expands the threat range of a weapon (such as a talent or the Improved Critical feat). An unstoppable weapon may only be a melee weapon.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder, which must be paid as part of the activation. Only melee weapons can be vicious.

Xenomorphic: A xenomorphic weapon is aligned and infused with the power of non-human bio-energy. It makes the weapon xenomorphic and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all homosapiens, and a -4 penalty to all actions on any homo-sapient creature attempting to wield it. The penalty remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This penalty never results in actual skill loss, but it cannot be overcome in any way while the weapon is wielded. Bows, crossbows, and firearms so crafted bestow the xenomorphic power upon their ammunition.

GEAR

Every soldier is outfitted with standard issue equipment. Additional equipment is allowed by Legion, but the individual soldier must purchase these items personally.

The following gear is standard issue for all soldiers.

Combat Uniform (4 sets)
- **Combat Boots (2 pair)**
- **Dress Uniform (1 set)**
- **Hygiene Kit**
- **Duffel Bag**
- **Commo-Unit**

While on duty at a Garrison or on a Ship, a soldier may often be issued the following gear.

M51A2 Marauder (Standard Issue Enlisted)
M7 Avenger (Standard Issue Officer)
- **3 magazines or clips of ammunition**
- **Standard armor for assignment**
- **Backpack**
- **Web Gear**
- **First Aid Kit**
- **Compass (Planet-Side Assignment)**
- **Combat Knife**

The cost of each item is listed in parenthesis after the name of the item. Master Crafted gear adds a bonus of +5 to any gear that grants a bonus to a skill check, but the cost for such an item is double its normal cost. Other items have bonuses in their description for higher quality items and those may cost double, triple, or even quadruple the normal cost.

All Purpose Tape (10 eCr) This polymer weave is coated with a mild adhesive on one side, and therefore can be used to make minor repairs or temporary major repairs to physically damaged equipment. For temporary repairs only, and this replaces the need for proper tools and equipment.

Audio-Recorder (50 eCr) This small device is no larger than a pack of gum or disposable lighter. It is able to record up to 100 gigabytes of audio information. The audio may be played back with its micro-speaker or uploaded into another device.

Backpack (100 eCr) This item can be a simple sack, a high-tech pack with many compartments mounted on a frame, or a "designer" version made of some sort of expensive animal hide. The largest packs can hold up to 50 lbs of supplies and other gear.

Binoculars (25 eCr) These small range-finding devices are digitally enhanced and can magnify a distant object from a mile away to appear as if it were only one foot away. Besides magnifying images, it also accurately judges the distance from the device to the focal point. This ability grants a user a +2 modifier to ranged attacks.

Bio-Lock (100 eCr) This locking mechanism is similar to a padlock but instead of having a keyhole it has a bio-monitor sensor pad. The lock can be "imprinted" with up to 10 bio signatures, and only those signatures may unlock the device. It takes a full wipe reset to clear all of the bio signatures, or each bio signature may remove their own signature. (DC 20/Complexity 2 to bypass)

Bio-Holster (150 eCr) Also known as a smart holster, this is a hip-worn device that is keyed to its owner's bio-electric field. When someone other than the weapon's owner tries to take the weapon from the holster, the holster locks the weapon in place, making it impossible to remove. (Strength check or Technical skill check DC 30)

The bio-holster includes a motion-detection release system that aids in fast draws. When the user's hand approaches in the characteristic draw motion, the holster releases the weapon just in time for the user to catch and aim it without breaking his motion. The holster thus negates the penalty for drawing and using a weapon in the same action.

Boots, Magnetic (350 eCr) These versions of normal combat boots are equipped with electromagnetic generators in the soles. This allows the wearer to walk on vertical and inverted horizontal surfaces at half speed. The surface must be metallic or able to be affected by magnetic force for this device to function properly. The boots also grant the wearer a +5 bonus to avoid being tripped or bull rushed while standing on the appropriate surface. While active and upon the appropriate surface, the wearer may

only move at half speed. It is a Move action to activate the boots and a Swift action to deactivate them.

Briefcase/Suitcase/Duffel Bag (60 eCr) A portable container often used for carrying papers, books, personal items, clothing, office supplies, and sports gear.

Coat (100 eCr) A heavy outer garment covering the body from the shoulders to below the waist. Sometimes a coat includes a hood. Wearing a coat grants a character a +2 bonus when resisting cold effects.

Commo-Unit (150 eCr) This is a combination communicator, timepiece, and pocket computer. It can be worn on the wrist or on a chain. It can also be placed in a pouch or holder that clips to a belt. It is a sturdy, well-crafted, water-resistant device with a lighted display and many functions. Many have holographic projectors allowing the screen to materialize a few centimeters above the device and therefore, not limiting its size.

It has a low-power transmitter and receiver that sends radio signals to a nearby relay tower, which places the call into a telephone line or projection stream. As well, it has a special frequency-agile transceiver inside that can cover the entire lower part of the electromagnetic spectrum below microwaves. This allows it to directly receive and transmit up to 1,000 km, but it uses much energy to do this.

You can connect to the Galactic Grid with the device and "skim the Grid" to find all sorts of information and networks. The device runs off of a power cell which gives it power for a week (but only 6 hours for the special frequency-agile aspect).

Compass (25 eCr) This device locates magnetic north and compares that to your present direction. It is useful in navigation on land, sea, and in the air.

Cutting Torch (25 eCr) This self-contained, one-shot, high-powered, self-oxidizing torch burns for 1 minute and can execute a 12" cut through 6" of steel. Though it ignores most armor (AP 30) and ignites combustible materials, the torch only does 1d4 damage and has a Toughness DC of 10. With extended exposure to a specific location the torch increases the damage by 1d4 each round and another Toughness save with a +2 cumulative bonus.

Demo- Pack (750 eCr) The pack contains all the elements needed to set and detonate the explosives properly. It includes 10 ounces of explosive compound and enough equipment to detonate each ounce individually or together.

Each ounce of military grade plastic explosive causes 6d6 hit points of damage in a 10-foot radius, and has a Toughness save of 20. Additional ounces increase the damage by 3d6, the radius of the blast by 5 feet, and save DC by 5. There is no limit to the number of ounces that can be used for one detonation other than space and availability.

Ear Plugs (10 eCr) These synthetic devices conform to the shape of the ear canal and provide a +2 bonus on saves versus sound-based effects.

Emergency Beacon (200 eCr) This beacon, once activated, sends an emergency message to all Legion receivers within one light year of its location. It also serves as a beacon upon which vessels may navigate. The beacon has an activation life of 150 hours from one power cell.

Environmental Dome (500 eCr) This portable tent takes a minute to assemble and has a self-contained environment within. It is



sealed against gaseous and environmental conditions and has an air supply that will last for one week on average. When folded for storage, it takes up the space of a large book or small suitcase. It contains a single airlock and can hold 10 Medium-sized creatures.

Environmental Suit (2500 eCr) This emergency device excretes a protective coating that will cover one target of Large size or smaller. This coating will seal the target in an environmentally safe, form-fitting, flexible bubble. The device itself must be placed on the mouth of the target and it allows the target to breathe and speak normally. The protective coating makes the wearer immune to all gaseous agents and toxins, and provides a resistance of 5 to most environmental energies or hazards (fire, cold, acid, etc.). If you take a Wound, there is a 10% cumulative chance that the coating is ruptured and will fail. The suit will last for 10 hours on one power cell. It also incorporates an Emergency Beacon.

First Aid Kit (50 eCr) Bandages, gauze, surgical thread, needles, surgical tape, trauma foam, etc., are included in this small container. It is the size of a small book. It confers a bonus of +2 to Medical Sciences skill checks to stabilize a dying character or treat basic injuries. A first aid kit can be used on up to 20 different wounds.

Fire Extinguisher (25 eCr) This compact device is the size of a small aerosol can. It has enough fire suppressant to cover a one hundred square foot area.

Flare (5 eCr) A flare is a pen-sized device that fires a signal rocket. If fired into the air, the rocket can be seen up to 20 miles away. If it is fired directly at a target, treat it as a missile weapon. It inflicts 1d6 Fire damage and has a Toughness check of 25.

Flashlight (25 eCr) This pen-sized device emits light from one or more locations. It is meant to illuminate a small area (15 feet diameter) or to signal long distances (2 miles). A flashlight will operate for over a year on one power cell.

Forensics Kit (250 eCr) Technicians and Inquisitors are often required to take biological samples from combat sites, crime scenes, and dead bodies. Using a Forensics Kit confers a bonus of +2 to any skill check to gather information of this nature. Normally this kit is the size of a suitcase but smaller ones may exist with advances in technology.

Generator (500 eCr) This device is a small clean matter reactor that generates energy. It can be used to power a company-sized campsite indefinitely, or re-energize up to two vehicles or 4 Legion suits in 2 hours or 50 standard power cells in 10 Minutes.

Goggles (25 eCr) These come in various forms for different purposes, the most common being a set that protects the wearer from extremely bright light and wind-borne debris. Some goggles are coated and offer a bonus of +5 versus any hazard to the eyes including glare and dazzle.

GPS Receiver (150 eCr) This small handheld or worn device connects with any satellite or nearby ship's sensors to map the immediate area, and pinpoints its current location in that area. It displays an area of one hundred miles.

Grappling Hook (20 eCr) This spider-like device is used to secure a rope or cable for climbing a structure or grappling an object. It can be folded flat for storage and ease of carrying. The range increment for throwing a grappling hook is 20 feet.

Handcuffs (50 eCr) These archaic devices are enhanced with electronically controlled servo-motors to immobilize the hands and wrists of an individual. They provide a -5 penalty to all actions of the individual who is cuffed. Also, the device may be used to attach a single limb to a structure. Used in this way the creature suffers only a -2 penalty to all of their actions. This device only works on one set of hands. Multiple devices are necessary for multiple limbed creatures.

Heater, Portable (75 eCr) This baseball-sized device emits heat evenly in a 5-foot radius and may increase the temperature by up to 100 degrees Fahrenheit. The heater can operate for 50 hours on one power cell.

Holo-Recorder (120 eCr) This golfball sized device may record up to 50 hours of audio/visual data and replay it in the form of a 3-dimensional image. This device may also upload its data to another device.

Instant Glue (5 eCr) This pen-sized device dispenses capsules the size of the average pain pill. When the capsule is activated with the tip of the device, it breaks apart into a semi-liquid state and may be "painted" with the controls of the pen. The device need not touch the "glue" to paint it as the nanites within the substance are controlled by the movements of the pen. There are twenty capsules in one "pen". This glue will last for 10 years if not dissolved with a solvent.

Lantern (50 eCr) This device is the size of a soda can and can emit light in a 50-foot radius. A lantern will operate for nearly a year on one power cell.

Life Support Pack (500 eCr) This emergency device can save a character's life even if he has already been pronounced dead. It automatically resuscitates and stabilizes a dead character as long as he has not been dead for too long. The character is granted Fortitude save with a DC equal to 15 + number of rounds since they have been dead. If the save is a success, the character is resuscitated and stabilized. She is no longer considered dead but retains her current hit point loss or Wounds until healed. If the check fails, the character remains dead.

The character that succeeds at his save will remain stable as long as the device has power and he remains connected to it. A character must receive treatment (restore his hit points/wounds) to permanently recover and no longer need the Life Support Pack. If the Life Support Pack is removed prior to the character receiving treatment, he will die again.

Lighter (5 eCr) This is a small device used to start fires.

Lock Pick Set (75 eCr) This small set of tools may be split up and carried in many smaller containers. All of the tools are needed to gain the benefits of these tools. The set grants a +5 bonus Engineering check for mechanical locks and a +2 bonus to Programming to open an electronic lock. Without tools of any sort, a character suffers a -5 penalty to opening any lock. Improvised or technician's tools negate this penalty.

Magnetic Clamp (50 eCr) This device varies in size and uses electromagnets and servo-motors to hold two objects together. It has a Strength of 50 and will remain active for 15 hours.

Medical Bracers (1250 eCr) Worn as a pair, one on each wrist, these devices contain a variety of sensors and servo-arms to assist in medical diagnosis and treatment. They provide a bonus of +2 to Medical Sciences check.

Medical Scanner (3000 eCr) This suitcase-sized device unfolds into an examination chamber and medical unit. It provides a bonus of +5 Medical Sciences check used for medical diagnosis and treatment.

Padlock, Basic (10 eCr) These devices are of various sizes and allow a character to secure a device, door, or container that is prepared to receive them. They have a hardness of 10 and a Toughness save of +20. One wound will disable a padlock.

PHARMACEUTICALS (cost per dose)

Drugs and medicine are both pharmaceuticals created through the manipulation and combination of specific chemicals and natural substances. These are administered to patients and recreational users alike either orally, topically, or by injection. The following are the most common pharmaceuticals that are used by medical personnel in the Legion.

Multiple doses administered within one round of each other imbue a bonus of +2 Tek bonus for each additional dose to the save DC. This bonus is limited to a total of +10 bonus for five doses.

Multiple doses exceeding five doses (an overdose) cause the recipient to suffer damage and possibly die. Whenever this occurs, the character must make a Fortitude save with the DC equal to the pharmaceutical's normal DC +10. If the save fails, the character begins to die as if his hit points were reduced to a negative number. If the save succeeds, the character suffers any and all debilitating effects of the dose as well as a penalty of -5 to all actions for the next hour.

Anesthetic (50 eCr) Usually used to prepare a patient for surgery, anesthetic will render a target unconscious and immune to pain. When injected with a dose of anesthetic, the target may accept it or resist. If he resists, he gets a Fortitude save with a DC 15. If the save fails, the character is rendered unconscious for 1 hour. If the save succeeds, the character suffers a penalty of -2 to all of his actions for the next ten minutes.

Antibiotic (50 eCr) This is a catchall for any medicine used to assist in combating microbial infections or diseases. A dose grants the character another Fortitude save against the disease with a bonus of +2 to the save. Multiple doses only grant an additional bonus of +1 per dose for up to five doses. After that the character may suffer from an overdose.

Anti-Toxin (75 eCr) This is a catchall for any drug that counteracts a poison, venom, or toxin. A dose grants the character another Fortitude save against the toxin with a bonus of +2 to the save. Multiple doses only grant an additional bonus of +1 per dose for up to five doses. After that the character may suffer from an overdose.

Coagulant (50 eCr) This chemical causes clotting of blood at the point of injury, stopping bleeding from that wound. This stops continuous hit point loss due to bleeding and grants the character a bonus of +2 to his Fortitude save against dying from multiple wounds in one location. This drug takes a dose per wound to gain the benefits of a bonus to his save versus dying.

Nithian Booster (150 eCr) This drug restores loss to Mind Points due to the use of Psyche Talents. Though one dose will restore 1d6 Mind Points, the character suffers a penalty of -1 to all Psyche Talent rolls for the next hour. A character may safely take a dose of this drug five times a day, but each dose imposes the penalty to Psyche Talent rolls cumulatively. More than five doses in one day is an overdose.

Shar Shield (100 eCr) This drug is designed to protect a user from Psyche Talents. It grants the user a +2 bonus to all saves versus Psyche Talents for 1 hour, but drains one Mind Point as if the character had used it for the day. Multiple doses increase the bonus to the saves, but each one takes a Mind Point to use. Along with the obvious dangers of Mind Point loss, more than five doses in one day is an overdose.

Sedative (25 eCr) This drug is used to calm down or render a character unconscious without causing wounds or physical harm. When administered, this drug causes 10d6 temporary hit point damage to the target. After an hour, this damage heals at a rate of 1d6 per minute. Multiple doses cause an additional 2d6 damage but more than five doses is an overdose. Even after the character awakens from a sedative, he still suffers a penalty of -3 to all actions. This penalty is reduced by one for each hour that he is awake until it is negated.

Stimulant (25 eCr) This drug is used to offset the effects of damage, fatigue, and sedatives. One dose grants the character 10d6 temporary hit points and a bonus of +2 to all actions for one minute. After the first minute, the character begins losing 10 temporary hit points every minute until exhausted. Multiple doses increase the amount of temporary hit

points by 1d6 per dose. More than five doses is an overdose.

Pocket Parachute (100 eCr) This device is the size of a paperback book and can be deployed to allow safe landing from free-fall.

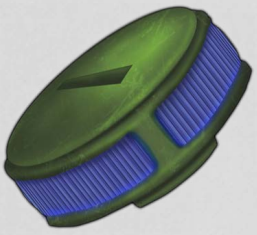
Pocket Raft (100 eCr) This small device expands when activated into an unpowered water vehicle that can hold up to ten medium-sized people.

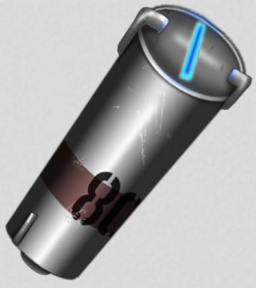
Pocket Stove (100 eCr) This hockey puck-sized device can heat a plate, pot, or pan to 500 degrees. It operates for 100 hours on one power cell.

Pouch (10 eCr) This is a flexible or hard-covered case worn on a belt at the hip. It may include a few compartments and zippered pockets, or may be only one compartment. Its main advantage over garment pockets is that it can be removed and transferred to another carrier without emptying its contents.

Power Cell (50 eCr) Power Cells come in a variety of sizes from a small coin to a small box. When it is depleted, it may be recycled and recharged, but this requires a generator and full engineering workshop or facility.

Power Transfer Cable (10 eCr) This device allows you to transfer charges from one power cell to another. This requires one round per charge.





Psi-Detector (2500 eCr) This small device can pinpoint someone or something using Psyche Talents in a 100 foot radius. It grants a +10 bonus to Perception to the user.

Psi-Restraint Devices (2000 eCr) This device may be in the form of a skullcap, collar, bracer, or implant. When placed upon a character and activated, the character must make a Will save DC25 to use any Psyche Talent. If the Will save fails, the character spends a Mind Point but the Psyche Talent does not activate. If the Will save is a success, the target of the Psyche Talent gains a +5 bonus to save versus the attack if a save is allowed.

Re-breather Module (500 eCr) This device is held to the mouth and coats the character in a flexible covering that will protect him from high pressure and extreme temperatures. Similar to an environmental suit, the re-breather module is perfect for underwater environments. The module will operate for 10 hours on one power cell.

Respirator Mask (125 eCr) This mask covers the face of the character and filters all gaseous elements, rendering them harmless. It requires no power cell but the filter must be changed every 24 hours. Replacement Filters cost 10 eCr.

Stealth Cloak (750 eCr) This is a large hooded poncho made from anti-scan weave with conductive fibers. In many military forces, the stealth cloak is standard issue for scouts and snipers. When activated, the garment provides the wearer with a +5 to Stealth. If an observer notices the wearer anyway, the wearer still receives a +1 bonus to his Defense for ranged attacks. The cloak uses a power cell that is good for 6 hours of operation.

Surgical Kit (1250 eCr) This kit is needed for surgery. Whenever a person attempts to perform surgery upon a creature without this kit, they suffer a -5 penalty for using improvised equipment. Utilizing this kit, the surgeon suffers no penalties due to improvised equipment and may enjoy the full bonuses of a med kit or other medical equipment.

This kit is backpack-sized but may be in any sort of appropriately sized container.

Survival Pack (500 eCr) This backpack-sized container holds various mundane items that are useful for surviving in the wild. Each

pack has specialized equipment for different environments, but all have a M9A1 Mavarick, synth-rope, climbing gear, rations, water, short-range communicator, emergency beacon, small tent, flare, and bedroll. Using this gives you a +5 to your Natural Sciences skill check in the correct environment.

Synth-Rope (25 eCr) This synthetic cable comes in 250-foot lengths and can hold a weight of 1000 pounds.

Toolkit: Basic (100 eCr) This kit has basic tools for everyday use and common availability. It may include a complete set of screwdrivers, sockets, pliers, knife, clamps, etc. This kit allows you to make Technical skill checks.

Toolkit: **Advanced** (300 eCr) This satchel-sized kit has all the tools of the Basic kit and several modern, powered tools as well. It grants the user a +3 bonus to Technical skills.

Toolkit: Full (500 eCr) This backpack-sized kit has all the tools of the Advanced kit and includes diagnostic devices and basic spare parts. It grants the user a +5 bonus to Technical skills.

Trauma Pack: Basic (200 eCr) This small pack is a single-use item. When activated it acts as if it has a Medical Sciences of 10 and immediately begins to treat a wounded character. A character with Medical Sciences may assist a Trauma Pack as a standard action, granting the pack a bonus of +2 to its skill. A basic unit can heal up to 5 Wounds before it is depleted.

Administering a Trauma Pack is a move action, and once it is in place will take effect on the administering character's next round. It is automatic and once activated must be destroyed to stop it.

Trauma Pack: Advanced (400 eCr) An Advanced pack is exactly as the Basic pack but has a Medical Sciences of 15, and can heal up to 10 Wounds before it is depleted.

Trauma Pack: Full (600 eCr) A Full pack is exactly as the Basic pack but has a Medical Sciences of 20, and can heal up to 15 Wounds before it is depleted.

Utility Harness/Web Gear (50 eCr) This is a light, strong utility belt that provides several places to attach packs, toolkits, or similar small devices.

Water Condenser (250 eCr) This device extracts water from the atmosphere and can collect enough water for 5 people to survive for 24 hours.

Weapon Bio-Key (75 eCr) Some weapons are modified to only function for someone with a specific bio-signature. Attaching this key to the weapon will shut it down if the wrong person tries to use it. It may be imprinted with up to 10 signatures. To disable the bio-key, an Engineering skill roll must be made with a DC of 25.

Workshop (1000 eCr) This table-sized container is usually part of a vehicle or attached to wheels and pulled by a vehicle. It includes sturdy work surfaces, major power tools, and expands to accommodate up to 10 Techs at one time. Major repairs on vehicles and structures are possible with a workshop. If attempting major repairs without a workshop, you suffer a -5 penalty to all Technical skills. A Toolkit may alleviate this penalty.

PERSONAL VEHICLES

The United Defense Force has many standard vehicles for use by Legion soldiers. However, they are always looking for specialized vehicles for special missions or scenarios. As they trust the individual soldier to modify his personal and Legion armor to better suit their individual styles and needs, they also occasionally allow units to design their own vehicles. If the vehicle is an upgraded version of a standard vehicle and seems to be easily usable in multiple scenarios, the UDF may start mass producing them and

discontinue the old design. For the most part, the specialized vehicles are too specific or too cost-prohibitive to mass produce.

Vehicles provide cover to a character driving or riding it, depending upon the type of cockpit of the vehicle. When a character is attacked piloting a vehicle, roll the cover percentage to see if the vehicle takes the attack instead. If the roll fails, the character is also hit by the weapon. If the vehicle is hit follow the normal rules below. The passenger takes the same hit point damage based on the weapon, and must make a Toughness save or be wounded. However, the passenger adds the Toughness bonus from the vehicle's chassis and any armor that remains on the chassis. In almost all cases vehicle weapons target the vehicle and not the passenger.

Cockpit:	**Cover %:**
Open	25%
Covered	50%
Closed	75%
Sealed	100%

Damaging a vehicle

The amount of damage a vehicle can take is measured by its Power Capacity. When the Vehicle reaches zero power, the power plant reaches critical condition and powers down. If the Vehicle's power capacity reaches a negative value equal to 10 plus the Engine Rating without powering down, the power plant is destroyed and explodes. Within 10' of the vehicle anyone will take the engine rating in d6 damage. A REF save vs a DC equal to the Engine Rating for ½ damage.

When Vehicles are successfully attacked by vehicle scale weapons and the damage is not negated by the DR or ER, a vehicle takes a wound from an attack, each time it is hit a vehicle must make an Engine save or lose a number from its power capacity equal to the amount of hit point damage caused by the vehicle weapon not negated by DR/ER. The vehicle gets a Toughness save against the TDC of the weapon used to attack. If the save is a success, then there is no further damage. To make an Engine save, add the Base Power Capacity to the Engine Rating and a D20 roll. The result is compared to the TDC of the weapon. If the save is a success there is no power loss. Note: Non-vehicle weapons do not cause this sort of damage.

If the attack causes a wound by not making its Toughness save, subtract one point from the Toughness bonus of the armor. When the Armor Toughness bonus reaches zero, the armor is destroyed. Without the Self-Repair Extra, it takes 100 credits and one hour of work to repair one point of armor. A vehicle may take ten wounds from a non-vehicle weapon to a specific location before that location is rendered useless. A non-vehicle weapon can only cause one wound to a vehicle from one attack, and vehicle weapons cause wounds normally. If a location with no Toughness bonus or base takes a wound from a vehicle weapon, that location is destroyed.

Instead of taking damage to the Toughness bonus, any wound or damage may instead be negated by loss of an extra or weapon instead. This extra or weapon cannot be used until it is repaired. Extras and weapons are repaired as if they were one point of Toughness bonus. A Full extra that is damaged leaves the Advanced extra intact. An Advanced extra that is damaged leaves the Basic extra intact.

Vehicle Weapons Table: 8 - 14

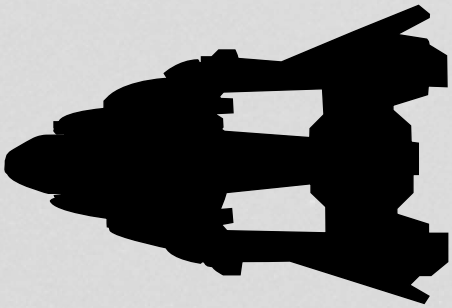
Weapon	Construction Points	Damage	Tough DC	Range	Weight	Type	Special	Internal Space	External Space
Beam Weapons									
Light Beam Gun	2	1d10	20	400	1	Fire	Energy	1	1
Medium Beam Gun	5	3d10	25	700	3	Fire	Energy	4	2
Heavy Beam Gun	9	6d10	30	1000	6	Fire	Energy	9	5
Beam Cannon	9	4d10	40	800	4	Fire	Energy	9	5
Heavy Beam Cannon	16	8d10	50	800	8	Fire	Energy	15	8
Nova Cannon	29	2d10x10	50	1500	1	Fire	F.R.A.	10	5
Pulse Cannon	20	4d10	35	800	4	Elec.	BV6	11	6
Beam Sweeper	15	2d10	25	400	2	Elec.	Beam	15	8
Projectile Weapons									
Light Cannon	3	3d10	30	500	3	P	10 shots	3	2
Medium Cannon	6	6d10	40	700	6	P	10 shots	6	3
Heavy Cannon	9	9d10	50	900	9	P	10 shots	9	5
Mass Driver	15	1d10x10	60	1700	12	P/B	10 shots	15	8
Auto-Cannon	6	2d10	25	400	2	P	BV8	5	3
Heavy Auto-Cannon	13	6d10	35	700	6	P	BV4	10	5
Epoxy Gun	12	Spec	-	500	6	G	Str 18	7	4
Missiles									
Rocket Pod	4	2d10	40	500	3	P/Fire	20 shots	4	2
Rocket Launcher	4	4d10	45	700	3	P/Fire	10 shots	4	2
Missile Pod	5	6d10	50	1300	2	P/Fire	5 shots	5	3
Heavy Missile	3	12d10	70	2400	1	P/B/Fire	1 shot	3	2
Melee Weapons									
Short Sword	4	5d10	10+S	10	5	S	-	4	2
Long Sword	5	6d10	15+S	10	6	S	-	5	3
Great Sword	6	8d10	20+S	10	10	S	-	6	3
Axe	3	6d10	25+S	20	6	S	-	3	2
Mace	4	8d10	15+S	10	8	B	-	4	2
Drill	3	4d10	30+S	10	4	P	AP	3	2
Saw	5	6d10	20+S	10	6	S	AP	5	3
Shock-Whip	4	2d10	10+S	10	2	S	Shock	4	2
Energy Melee Weapons									
Energy Short Sword	6	6d10	20+S	10	2	S/Fire	Energy	6	3
Energy Long Sword	8	8d10	30+S	10	2	S/Fire	Energy	8	4
Energy Axe	6	7d10	40+S	10	2	S/Fire	Energy	6	3
Energy Lance	14	8d10/8d10	25+S	10	4	S/Fire	Energy	8	4
Nova Sword	20	15d10	50+S	10	4	S/Fire	1D6 rnds	8	4
Shields									
Small Shield	7	1d10	10+S	1	6	B	DR 6	-	1
Medium Shield	9	2d10	12+S	1	9	B	DR 9	-	1
Large Shield	18	3d10	15+S	1	12	B	DR 12	-	1

ARCHER

Model:	AF 71-IV
Classification:	Atmospheric Fighter Craft
Locomotion:	Hover
Cockpit:	Closed (75%)
Size:	Huge (Vehicle Scale)
Defense:	11 (+3 base, -2 size)
Toughness:	+16
Damage Reduction:	DR 9
Energy Resistance:	ER 12
Combat Speed:	50 (100 flight)
Weapons:	Light Beam Gun (x2)
Space/Reach:	20 ft./5 ft.
Engine Rating	15
Power Capacity:	80 (avg)
Power Base:	20
Power Overdrive:	6d6 (Power Capacity Regen)
Extras:	
Computer:	BasicCombat Program, Ranged:
Basic Flight:	Full
Life Support:	Basic
Speed Bonus:	Advanced
Self-Repair:	Basic
Armor Reinforcement:	Basic
Kinetic Shield:	Basic
Sensor Package:	Advanced

Abilities: Str 42, Dex 16, Con -, Int -, Wis -, Cha -





DESCRIPTION
This light attack vehicle is primarily used for precision strikes or swarming tactics (with large numbers). It is a single-pilot vehicle though there is emergency seating behind the pilot for one passenger. The steering controls adjust for all armor types.

The main weapons of this vehicle face forward and may only be fired at targets in front of it. Though not fitted for extended operation in a vacuum, it can make quick jaunts in the upper atmosphere and near orbit. The vehicle is comfortable in both an atmosphere and in water for extended periods.

GNAT

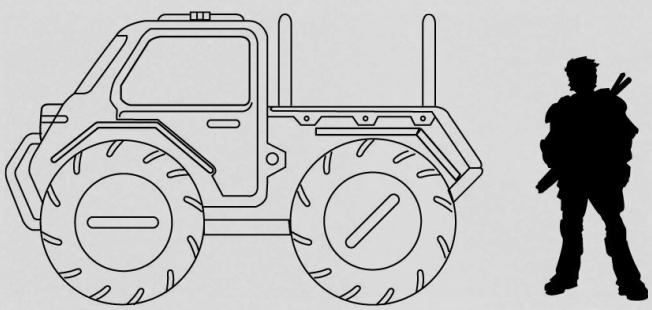
Model:	Mk III
Classification:	Multi-Purpose All-Terrain Vehicle
Locomotion:	Wheeled
Cockpit:	Covered (50%)
Size:	Huge (Vehicle Scale)
Defense:	12 (Pilot skill +0, +4 base, -2 size)
Toughness:	+8
Damage Reduction:	DR 10
Energy Resistance:	ER 10
Combat Speed:	55
Weapons:	None
Space/Reach:	20 ft./5 ft.
Engine Rating	10
Power Capacity:	75
Power Base:	15
Power Overdrive:	2d6 (Power Capacity Regen)
Extras:	
Computer:	Basic
Speed Bonus:	Advanced
Armor Reinforcement:	Basic
Sensor Package:	Basic

Abilities: Str 32, Dex 17, Con -, Int -, Wis -, Cha -

DESCRIPTION

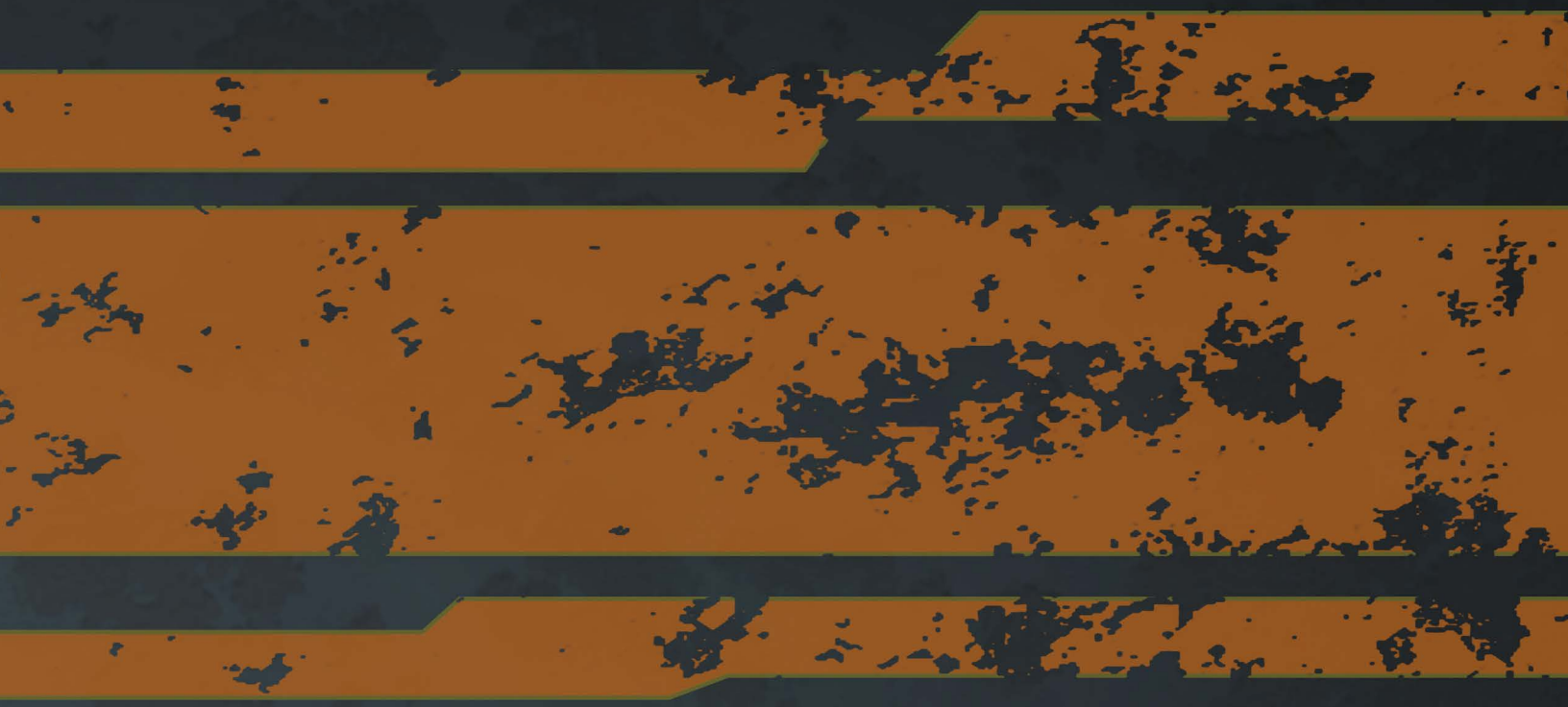
This light utility vehicle is primarily used to quickly move troops in battle. It is large enough to comfortably seat 4 soldiers in Legion armor or uncomfortably seat 8 soldiers in Personal armor. The steering controls adjust for the armor types.

The onboard computer and sensor suite are accessible by the forward passenger normally but may be accessed by the driver at a -2 penalty to all of his actions while attempting to utilized the computer and drive.



Legion Suits





‘Room’ was not an adequate word to describe the dimensions of the area in which Private Xiāo now stood. She decided that ‘hangar’ was more appropriate. Thirty meters on the short sides, Legion suits stood in silent formation down its length. She happened to have entered on the side where the maintenance bays were, and she beheld the majesty of a fully combat-ready Omega Legion suit.

Unsure how long she stood gawking at the pinnacle of human combat equipment, she started as she noticed a Deurgish Master Sergeant standing at her side, cleaning some grease from his hands with a rag. Xiāo took a breath, unsure of what apology she would be required to make. She was spared when the Sergeant chuckled and shook his head.

“Don’t worry about it, kid,” the sergeant replied in a gruff voice that belied his small stature.“Happens from time to time with the new recruits. If you’re here to be fitted for a suit, you’re going to want to see Sergeant Vazh’ni. Follow the blue line until it ends, should see a queue forming there.” He pointed farther into the hanger and Xiāo noted the path. She mumbled a quick thank you to him as she began to head in that direction.

“Hey, kid.” Xiāo looked back to the Master Sergeant. “Come find me when you’re finished. I always can use another pair of hands.”

POWER ARMOR

Legion armor is a suit of powered armor consisting of metal plates fitted around an exoskeleton. The wearer rides in the suit and controls its movements with his own. Legion armor falls somewhere between a heavy suit of armor and a vehicle in classification.

This armor is standard issue to active military personnel within the Mobile Infantry. Other branches also have Legion suits for specific duties. A Mobile Infantry soldier is issued a suit of Legion Combat Armor; however, they may be issued other types of Legion Armor as their duty assignment or mission demands.

Legion armor is not for sale, though it can be purchased on the black market or acquired in retirement after honorable discharge from the military. The black market may charge what the market will bear and therefore there are no costs listed for Legion armor.

Alien power armor is the standard suit used by the individual species and their militaries. Non-humans who are members of the Legion normally use Legion power armor unless it is impractical to do so. It is possible to purchase, acquire, or requisition a suit of non-human armor but it is rare and often difficult.

POWER ARMOR QUALITIES

To wear Legion armor effectively, a character must have the appropriate Armor Proficiency feats. Most branches, such as the Mobile Infantry, are automatically proficient with the armors that work best for them.

Here is the format for armor entries (*Table: 9-1 and Table 9-2*) Legion Armor and Alien Armor, below.

Power Capacity: This number is the amount of power the Legion armor has at full capacity. This power may be used to empower certain aspects of the suit as well as its extras and weaponry. The power capacity can also be used to absorb some of the trauma of attacks to the wearer. If the wearer so chooses, the amount of damage in Hit Points caused by an attack can be removed from the power capacity instead of the character hit point total. A suit that has zero power capacity is still functional but it has minimal abilities and is affected as if it were a character with the Staggered condition. Power Capacity may never be reduced below zero.

Armor Bonus: Each suit of armor grants an Armor bonus to Toughness. The Armor bonus from a power armor suit doesn't stack with other effects or items that grant an Armor bonus. If the wearer is not proficient with the armor the Toughness bonus is halved (round up).

Defense Modifier: Each suit of armor modifies the wearer's Defense skill while they are wearing the armor. If they are not proficient with the armor the penalties are doubled. In the case of armor with no penalty, the penalty to Defense for non-proficiency is -2.

Energy Resistance (ER): Every time the wearer is struck by an energy attack that causes hit point damage, reduce the amount of damage by this number before subtracting it from either the character's Hit Points or the Legion armor's power capacity. Energy Resistance does not affect physical attacks.

Strength Bonus: Each suit of armor grants the wearer a bonus to his Strength modifier for purposes of damage, melee weapon TDC, carrying capacity and feats of strength. This bonus does not change any of the wearer's derived statistics or skills.

Damage Reduction (DR): Every time the wearer is struck by a weapon that causes Hit Point damage from Bludgeoning, Slashing, Piercing, or Ballistic weapons, reduce the amount of damage by the DR, then subtract it from either the character's Hit Points or the Legion armor's Power Capacity. Damage Reduction does not affect energy attacks.

Speed: Some Legion armors increase the speed of the wearer, while others may slow them down. This is the modifier to the

Legion Power Armor Table: 9 - 1

	Power Capacity	Armor Bonus	Defense Modifier	Energy Resistance	Strength Bonus	Damage Reduction	Speed	Size
Light armor								
Scout	50	+10	-	5	+4	15	+4	M
Medium armor								
Combat	75	+12	-2	10	+4	20	+2	M
Assault	75	+14	-4	15	+5	20	-	M
Marauder	100	+16	-6	20	+5	20	-1	M
Heavy armor								
Crusader	100	+18	-8	25	+6	25	-2[1]	L
Omega	150	+20	-10	30	+7	25	-4[1]	L

Species Specific Power Armor Table: 9 - 2

	Power Capacity	Armor Bonus	Defense Modifier	Energy Resistance	Strength Bonus	Damage Reduction	Speed	Size
Darsithian								
Devastator	150	+10	-8	20	+7	15	-4[1]	L
Deurgish								
Foe Hammer	75	+15	-2	10	+4	15	+2	M
Black Iron	100	+17	-4	15	+5	20	-	M
Mountain Drake	200	+19	-6	20	+6	25	-2[1]	L
Dorek								
Avenger	50	+10	-	15	+5	15	+6	S
Defender	75	+14	-	25	+7	20	+4[1]	M
Illithian								
Gith Suit	50	+10	-2	15	+5	20	-2	M
Korol								
Triumph	100	+18	-	20	+5	25	-	M
Oa'F'Reet								
Seeker	50	+12	-	10	+4	20	+4	M
Onigrimm								
Overlord	150	+16	-6	25	+6	20	-4[1]	L
Zillan								
Raptor	100	+10	-2	10	+5	15	+2	M

1 When running in heavy armor, you move only triple your speed, not quadruple.

character's speed while wearing the armor. Speed cannot be reduced below 1 in this manner.

Size: This is the size of the suit of armor and modifiers should be applied to the character while they are wearing it. If a smaller or larger character is wearing a suit made for them, decrease or increase the size of the suit the same number of sizes as the character is from medium.

POWERED ARMOR BENEFITS

Power Armor does provide some benefits. Although not weather-proof, it provideS some basic protection from the elements (+2 Fortitude saves against heat and cold environmental hazards) and keeps the wearer relatively dry in wet conditions. While wearing the helmet the occupant has a limited seal against foreign elements for a short amount of time (allows for a +5 save against chemical /gas attacks for 3 rounds) until they can activate any extras necessary.



EXTRAS

Each suit of Legion armor is installed with a standard suite of functions. However, not all suits have the same functions installed. It is possible to acquire more of these functions as extras.

The character can add extras during the game by spending rank points or credit units (eCr) on the suit. No more than one extra can be purchased per gaming session. You must have the Basic extra before purchasing the Advanced, and you must have the Advanced extra before purchasing the Full. A soldier gains a number of points to spend on extras equal to twice their current pay grade.

Extras marked with an asterisk (*) in *Table 9-3* are standard on each suit of Legion armor, but not necessarily on a suit of Alien armor.

- **Plus Bonuses are Cumulative**
- **Similar non-plus bonuses are not Cumulative**

Extra Cost	Credit	Rank Cost
Basic:	**1000**	**1**
Advanced:	**2000**	**3**
Full:	**5000**	**5**

WOUNDS

Armor can absorb wounds for the character. If the character chooses for a wound to be absorbed by the armor, subtract one point from the Powered Armor's Armor Bonus for each wound absorbed. When the Armor Bonus value reaches zero, the armor is destroyed. Without the Self-repair Extra, it takes 100 eCr and one day of work to repair one point of armor.

Instead of taking damage to the Armor Bonus value, the wound could damage an extra instead. This extra cannot be used until it is repaired. Extras are repaired as if they were one point of Armor Bonus value. A Full extra that is damaged leaves the Advanced extra intact. An Advanced extra that is damaged leaves the Basic extra intact. A Basic extra that is damaged is useless until repaired.

POWER SOURCE
Legion armor suits need to be re-charged from a power source every two days. A recharge takes one hour to complete and will power the suit for two days. Most military vehicles have a suit power hook-up for just this reason. All carrier units automatically re-charge a suit while they are in lockdown as long as the suit is there for an hour. Suits are in a lockdown state when they are charging and cannot be used during this time. If you are wearing a suit while it is recharging, you are stuck and immobile in the suit for the duration.

Any weapon needing a power cell to function may be plugged into a Legion suit. The weapon will not need "reloading" until the suit powers down.

PSYCHE POWER FAILURE
While armor interferes with the Psychic's link to the outside world, Legion armor completely severs the link. Unless the suit of Legion armor has a Psion extra the wearer may not activate a Psyche Talent that targets anything other than "self". With the Psion extra, there is no chance of failure due to armor interference.

Psi-crystals may be added to a suit of Legion armor granting it qualities like a normal suit of armor. This is not the same as the Psion extra.

MASTERWORK POWER ARMOR
Masterwork power armor works the same as it does for personal armor but the cost is 1500 credits.

POWER ARMOR FOR UNUSUAL CREATURES
Power armor for unusual creatures works the same as it does for personal armor.

GETTING INTO AND OUT OF POWER ARMOR
Regardless of the size and complexity of the Power Armors, the time required to don power armor is the same as it is for personal armor due to the fact that the armor automates portions of the process.

LEGION POWER ARMOR DESCRIPTIONS
Any special benefits or accessories to the types of armor found on Table: Legion Power Armor are described below.

Assault: This Legion armor is designed for first response and incursion squads. Known often as Marines, soldiers with these suits are dropped into hostile zones from Fleet vehicles and are the initial combat contact for most enemy skirmishes. They are used to clear and secure an area for the regular army to set up a base of operations from where they may stage their assault. Assault suits are fitted with Basic Computer, Basic Sensor Package, and Basic Energy Shield extras.

Combat: This is the standard issued Legion armor for the common Mobile Infantry soldier. It was designed for intense front-line combat conditions and massive troop movement. It is impractical for anything other than front-line combat and light construction/destruction duty. Each of these suits is fitted with Basic Computer and Basic Sensor Package extras.

Crusader: Designed for Commando soldiers on special high-combat missions and field commanders, its thick armor and massive size makes it suited for combat and little else. Outfitted with an Advanced Computer, Advanced Sensor Package, Advanced Energy Shield, Advanced Flight, Basic Life Support, and Basic Self-Repair extras make it one of the most versatile suits in the Legion.

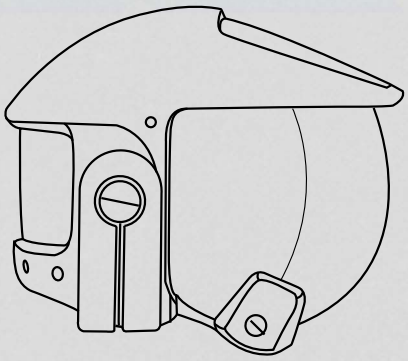
Marauder: This suit of Legion armor is so designated for its capability to move into hostile areas without the use of a Fleet vehicle. They may be dropped kilometers away from overly hostile air space and fly into the combat zone on their own power. Mainly deployed as demolition units or on snatch-andgrab/ rescue missions, the Marauder is rarely seen on the open battlefield. Each Marauder suit is outfitted with a Basic Computer, Advanced Sensor Package, Basic Energy Shield, and Basic Flight extras.

Omega: This suit of Legion armor is the heaviest and best armored suit. It is

designed for indirect/direct fire support for troop maneuvers and front-line skirmishes. Usually deployed with a company, a single Omega suit is enough to turn the tide of battle. For truly horrific battles and against outnumbering odds, a squad of Omega suits may be deployed, but these are usually worn by Commando soldiers. Each Omega suit is fitted with Basic Computer, Advanced Sensor Package, and Advanced Self-Repair extras.

Scout: The lightest and fastest suit of Legion armor. What it suffers in durability and protection it makes up for in maneuverability and speed. The suit is fitted with the Basic Computer and the Advanced Sensor Package extras.

SPECIES-SPECIFIC POWER ARMOR DESCRIPTIONS



Any special benefits or accessories to the types of armor found on *Table: Species Specific Power Armor* are described below. A suit of power armor built for a specific species cannot be worn by a member of another species. This doesn't mean that another species will not fit within the suit, but that the suit was built for and only recognizes and works for that species. A genius engineer may be allowed to rig or modify a species suit so that it may be worn by another species, but that is up to the GM and the flavor of the scenario. Even when allowed, anyone using a Power Armor Suit built for another species will always take a -4 penalty to any action they take in the suit.

Darsithian

Devastator: This suit of Legion-created power armor is used on the planet Shar for installation guards and shock troops for the Darsithian people and the Dark King's holdings. Though these suits are as huge as the Omega suit, they lack some of the armor and strengths to make room for the Darsithian's large size. Each suit is outfitted with a Basic Computer extra.

Deurgish

The Deurgish see each suit of power armor as a badge of pride and honor. Most suits are either passed down from parent to child, created specifically for a person to commemorate valorous service to the Deurgish, or the individual soldier created it personally for his own use. Each style of suit is created for a particular arena of combat of an individual or family tradition. Neither style is considered greater than another.

Foe Hammer: This suit of power armor is the lightest armor allowed by the sensibilities of the Deurgish. Built for speed and maneuverability, a soldier wearing this suit is commonly seen wielding dual melee weapons or large ranged weapons. It is fitted with a Basic Computer, Basic Sensor Package, and one Basic Combat Program (choose from Martial Arts, Weapons, or Firearms) extras.

Black Iron: This suit of power armor is both well armored and maneuverable. Falling between the capabilities of the more extreme Deurgish suits, the Black Iron suit is versatile in its deployment. It is fitted with Basic Computer, Basic Sensor, and Basic Self-Repair extras.

Mountain Drake: This suit of power armor is named after the greatest beast to ever live on the Deurgish home worlds. Ancient legends of heroes facing a powerful mountain drake and defeating it single-handedly are the most common tales still told around campfires and in feasting halls. Each majestic legend teaches a valuable lesson, from respect of your enemies to the glory of sacrifice for great causes. This suit of power armor is no less majestic and frightens even the most stalwart foe when it joins the battle. The Mountain Drake is a powerful suit fitted with Basic Computer, Basic Sensor Package, and Basic Energy Shield extras.

Dorek
With the reputation of the masters of personal technology, the Dorek suits of powered armor cram the capabilities of larger suits into a smaller package. Designed specifically for the Dorek "Paladins", these suits have been usurped by the rebel factions time and time again.

Avenger: This suit of power armor is the most common suit. Even though it is an older design, its efficiency and adaptability make it difficult to improve with newer designs. A standard suit is outfitted with Basic Computer, Basic Sensor Package, Basic Flight, Basic Life Support, Basic Self-Repair, Basic Energy Shield, and Basic Psi-Crystal extras.

Defender: Though not considered an improvement on the Avenger, the Defender is more heavily armored and still useful. Other than being bulkier and slower, the Defender is exactly the same as the Avenger and has the same extras.

Illithian
Being the oddest and most alien of the humanoids that comprise the Legion, Illithians needed their own suit of powered armor. Though other suits had been modified and outfitted for the Illithians to use, they were so impractical and uncomfortable it was more efficient to create their own unique suit.

Gith Suit: This suit of power armor is tailored to the unique physiology of the Illithian soldier. Only an Illithian would find this suit comfortable. It is outfitted with Basic Computer, Advanced Sensor Package, Basic Life Support, Advanced Flight, and Full Psi-Crystal extras.

Korol
The Korol people have a unique instinct when it comes to personal combat and armor. They have insight into the design and abilities of armor like no other. Though they are not the craftsmen that the Deurgish are, their armor is second to none in design; so much so that they only have one suit of power armor they produce. Its design is wholly inspired by creating a safe and comfortable environment for a warrior to ply their trade.

Triumph: This suit of power armor is impressive in appearance and a Korol wearing it moves with a grace uncommon for power armor. Though easily adaptable with a multitude of extras, the Triumph is fitted with only Basic Computer and Basic Sensor Package extras.

Oa'F'Reet
Though the Oa'F'Reet do not engage in warfare as a people, individuals sometimes find themselves in a battlefield situation. In these times, they sometimes enter combat wearing one of their suits of power armor.

Seeker: Originally designed to protect an individual while exploring hostile environments, this suit of power armor can easily be used on the battlefield. Similar in design to the Legion Scout armor, this suit is fast and maneuverable yet seems to only function well for the Oa'F'Reet. All other species of the same size category using this suit suffers a -4 penalty to all of their actions (see: wearing another species' suit). Each suit is outfitted with Full Computer, Full Sensor Package, Full Flight, Full Energy Shield, Full Life Support, and Full Self-Repair extras.

Onigrimm
Fighting the Legion gave the Onigrimm the idea and access to power armor design. The armors that were produced strongly resembled Legion armor but were modified to house the Onigrimm's multiple arms and singular eye. After many failures, they finally developed one effective suit of armor: the Overlord.

Overlord: Based on the Legion Assault armor, the Overlord power armor is more heavily armored and powered. This suit takes the power capacity of the Legion Omega suit and the plating of the Legion Assault suit and combines it with the addition of multiple upper limbs. This makes the Overlord suit a devastating addition to the battlefield. It is outfitted with a Basic Computer, Basic Sensor Package, Basic Combat Program (Martial

Legion Suit Extras Table: 9 - 2

EXTRAS:	Effects:
Armor Reinforcement: Basic	+2 Toughness Bonus
Armor Reinforcement: Advanced	+2 Toughness Bonus
Armor Reinforcement: Full	+2 Toughness Bonus
Cerebral Stabilizer: Basic	+2 Willpower Save
Cerebral Stabilizer: Advanced	+2 Willpower Save
Cerebral Stabilizer: Full	+2 Willpower Save
Combat Program, Martial Arts: Basic	+2 to hit & damage with unarmed attacks
Combat Program, Martial Arts: Adv	+2 to hit & damage with unarmed attacks
Combat Program, Martial Arts: Full	+2 to hit & damage with unarmed attacks
Combat Program, Weapons: Basic	+2 to hit & damage with melee weapons
Combat Program, Weapons: Adv	+2to hit & damage with melee weapons
Combat Program, Weapons: Full	+2 to hit & damage with melee weapons
Combat Program, Firearms: Basic	+2 to hit & damage with firearms
Combat Program, Firearms: Adv	+2 to hit & damage with firearms
Combat Program, Firearms: Full	+2 to hit & damage with firearms
Computer: Basic*	Initiative +2, Knowledge Check +5
Computer: Advanced	Initiative +2, Knowledge Check +5
Computer: Full	Initiative +2, Knowledge Check +5
Energy Shield: Basic	+5 ER at the temorary cost of 20% Power Capacity while active.
Energy Shield: Advanced	+5 ER at the temporary cost of 30% Power Capacity while active.
Energy Shield: Full	+10 ER at the temporary cost of 40% Power Capacity while active.
Flexibility: Basic	Half Armor penalty to Defense
Flexibility: Advanced	One Quarter Armor penalty to Defense
Flexibility: Full	No Armor penalty to Defense
Flight: Basic	+5 Speed Flight, Atmosphere
Flight: Advanced	+10 Speed Flight, Underwater
Flight: Full	+20 Speed Flight, Vacuum
Force Shield: Basic	+5 DR at the temorary cost of 20% Power Capacity while active.
Force Shield: Advanced	+5 DR at the temporary cost of 30% Power Capacity while active.
Force Shield: Full	+10 DR at the temporary cost of 40% Power Capacity while active.

Legion Suit Extras Table: 9 - 3

EXTRAS:	Effects:
Kinetic Reenforcement: Basic	+2 Fortitude Save
Kinetic Reenforcement: Advanced	+2 Fortitude Save
Kinetic Reenforcement: Full	+2 Fortitude Save
Life Support: Basic	8-hour supply, immune to gases & basic exposure while engaged
Life Support: Advanced	24-hour supply, immune to gases & harsh exposure while engaged
Life Support: Full	Unlimited supply, immune to gases & extreme exposure while engaged
Power Capacitor: Basic	10% Power Capacity, re-charge every week
Power Capacitor: Advanced	20% Power Capacity, re-charge every month
Power Capacitor: Full	20% Power Capacity, re-charge every 6 months
Psion: Basic	Allows the use of psyche talents, +2 to one Psyche skill
Psion: Advanced	Allows the use of psyche talents, +2 to one Psyche skill
Psion: Full	Allows the use of psyche talents, +2 to one Psyche skill
Reaction Booster: Basic	+2 Reflex Save
Reaction Booster: Advanced	+2 Reflex Save
Reaction Booster: Full	+2 Reflex Save
Sensor Package: Basic*	Light Amplification (grants Lowlight Vision), Amplified Hearing , Macrovision and Range FInder
Sensor Package: Advanced	Bio-Medical Scanner , Thermal Imager, Chemical Sensory Array, and Microscopic viison.
Sensor Package: Full	Energy Spectra Analyzer and Ultrasonic Imager
Strength Booster: Basic	+2 Strength
Strength Booster: Advanced	+2 Strength
Strength Booster: Full	+2 Strength
Speed Booster: Basic	+10' bonus to Speed
Speed Booster: Advanced	+10' bonus to Speed
Speed Booster: Full	+10' bonus to Speed
Self Repair: Basic	Repairs 1 Armor Bonus or an Extra per 60 minutes
Self Repair: Advanced	Repairs 1 Armor Bonus or an Extra per 30 minutes
Self Repair: Full	Repairs 1 Armor Bonus or an Extras per 15 minutes

Arts, Weapons, or Firearms), and Basic Energy Shield extras.

Zillan
Even with heavy modification, Legion suits of power armor were uncomfortable and impractical for the physiology of the Zillan. For the most part they were content with having no power armor but for their assistance against the Onigrimm, the Legion decided to make them their own suits.

Raptor: This suit of power armor is designed to enhance the natural abilities of the Zillan people as well as give them a strong presence on the battlefield. Though lighter than some armor it is highly maneuverable and increases the soldier's speed. It offers slightly more protection than a Scout suit and its power capacity is higher in comparison. It is fitted with a Basic Computer and Advanced Sensor Package extras.

DESCRIPTIONS OF EXTRAS
Extras are components that may be added to Legion Suits. They tend to be suited to the specified missions for which the suit is requisitioned.

Armor Reinforcement: Often the armor of Legion suits is significantly improved with layers of dense armor plating added to the already formidable devices.

Cerebral Stabilizer: Mapping the neural pathways of the wearer's brain with sensors in the helmet. This extra assists in resisting mental attacks.

Combat Programs: These programs aid in the combat operation of the Legion Suits. The different Combat Programs add a deadly array of skills to the soldier's abilities. A suit must have the Computer extra to run a Combat program and the Combat Program cannot exceed the level of the Computer Extra. The available combat program Extras are listed below.

Firearms Combat Program: Using a combination of heads-up displays (HUD) and pre-programmed scenario responses allows the suit's wearer to make more accurate shots.

Martial Arts Combat Program: Through a series of predictive algorithms, this allows the comabtant to preemptively counter attack. The program breaks down the opponent's fighting styles and provides computer-enhanced targeting options for where to land strikes.

Weapons Combat Program: Similar to the Martial Arts Combat Program, but focusing on the use of melee weapons, this program creates predictive simulations by adding the specifications of known close combat weapons.

Computer: The most important system on the Legion Suit is the central computer. Without it, the suit cannot perform its functions normally. It monitors the soldiers movements and commands in a wide variety of ways. It regulates the power outputs of systems such as energy shields and amount of pressure that should be exerted when twisting a door handle. All Legion Suits come with a Basic Computer.

Energy Shields: Tiny emitters placed all over the armor project a field of energy designed to absorb the attacks of energy-based weapons. The frequencies of the shielding allows for it to be effective verses a wide variety of energy types.

Flexibility: This modification takes the larger and bulkier armor plates and sections them off into smaller sub-plating, reducing the armors hinderance on the wearer.

Flight: Depending on the version of the Fight Extra, this ranges from tiny rocket jets built into the boots and legs of the suit to significant sized rocket engines capable of breaking a planet's gravity well. This can be used in an atmosphere or the vacuum of space.

Force Field: Tiny emitters placed all over the armor project a field of energy designed to reduce the impact of physical attacks.

Kinetic Reinforcement: This addition to the power armor helps in mitigate shocks to the system from physical environmental trauma.

Life Support: This subsystem maintains an ideal habitable environment for the suits wearer. This includes temperature regulation, atmosphere scrubbing capabilities, and the filtering of biological contaminants along with its own limited air supply,

Power Capacitor: A supplemental power supply that increases the overall Power Capacity of a Legion Suit. It also gives the suit an extended operational range.

PSION System: Normally the sealed nature of power armor interferes with the wearer's ability to manifest Psyche Talents. However designers have discovered a way to incorporate Psi-stone material into the armor to compensate. This has the additional benefit of increasing the wearers skill of certain Talents by attuning the PSION system to specific needs.

Reaction Booster: This Extra amplifies the wearers neuromuscular signals to an exponential level, greatly increasing his ability to react to danger.

Sensor Package: This system includes a wide array of energy transceivers allowing the wearer to detect, identify and examine aspects of their environment.

The Basic systems include Light Amplification (grants Lowlight Vision), Amplified Hearing, Macrovision, and Range FInder (+2 Perception).

The Advanced Extra includes Bio-Medical Scanner (see *Chapter 8: Equipment*), Thermal Imager (Granting Darkvison 60'), Chemical Sensory Array, and Microscopic vision.

The Full Extra gives you the following: Energy Spectra Analyzer (Detects Energy including active Psyche) and Ultrasonic Imager (Blindsense 20')

Strength Booster: Through power-assisted mechanical enhancements to the suit, the strength of the wearer is increased.

Speed Booster: This system uses hyper-elastic myomeric fibers and gyroscopic stabilization to allow increased velocity of the suit.

Self Repair: Regardless if they are small servo-based pods located near vital systems or nanotech repair stations, this system triggers an automated response to repair any extras or armor that have been damaged.

Cybernetics





The K'rikk't looked down at her new cybernetic hand. She turned it over, clenching it into a fist, opening it, flexing the fingers and listening to the subtle whirl and whine of the servos that did the work of tendons and ligaments. She sighed deeply, thinking of how the plasma bolt had sheered through armor and carapace.

The medic team had done their best, but in the end the whole arm had to be replaced. The fighting had been particularly hard on Coventry VI. Some of the shade were former members of her own company, the Widowmakers.

She stood. The weight of the new prosthetic was negligible. Her anger ebbed and flowed as she relived the battle in her mind. She slammed her hand against the locker door. The steel buckled, but she felt no pain, and there wasn't a scratch on the alloy of her hand.

"Yes." A low chirp-like chuckle resonated in her chest. She ran her organic hand over the casing of the forearm. A small green light appeared and a large, flat ten inch blade sprung forth with a startling swish. "Oh, yes. I will put this to good use."

CYBERNETICS

Cybernetics is a technological miracle and biological curse. Once you begin replacing flesh with machine you sacrifice your mind and some say your spirit. First introduced to the other species by the tech priests of Dorenian 6, cybernetics have become commonplace in the Military and in the civilian populace.

The Dorek are masters of flesh-to-technology interface. They created cybernetics that are more than just second-rate replacements for organic body parts. Unfortunately, the Dorek have not discovered a way to implant cybernetics in other species without certain drawbacks. If you have cybernetic implants you are unable to access the part of your mind that allows for Psyche talents to work. This is not a problem among the commoners of the other species but the military would like to have Cyborg soldiers who can tap into the amazing power of the Psyche. The Dorek do not have this problem and insist that the reason the other species do is because they do not embrace the truth of the Dorek faith.

To power most Cybernetics, living creatures generate an electrical charge. The efficiency of the Doreks Cyber designs allow for those implants to operate from that current. Some systems, however, can tax that naturally occurring electrical field requiring the implementation of a Power Cell interface to perform at peak levels. Using charges to activate certain Cyber Implants is a free action and the effects last 1 round unless otherwise stated in the descriptions.



With every implant there is a cost in Mind Points to the character. A character cannot reduce her Mind Points to less than zero, but may reduce them to zero. A person with less than one Mind Point, but not zero, has difficulties and is under the Sickened effect. If their Mind points drop to zero the character suffers the Confused effect.

Game Rules of Cybernetics:

- Implants must be purchased in order. (You must purchase Basic before Advanced, etc.)
- Mind Cost is Cumulative
- Credit Cost is Cumulative
- Plus Bonuses are Cumulative
- Similar non-plus bonuses are not Cumulative
- All plus bonuses from Cybernetics are considered Tek bonuses
- Wealthy Benefactor does not apply to Cybernetics

Cybernetic Implant Descriptions

Bio-Computer: This cybernetic device monitors your life signs and vitals and makes it available to an outside source.

Body Plating: One of the most invasive and painful cybernetic augmentations is body plating. This sub-dermal plating, consisting of high density carbon-titanium alloy, offers greater protection when outside of heavier combat suits. You cannot have Body Plating and a Skin Weave or wear non Power Armor.

Cyber-arm: War will take its toll on a body and some soldiers wish to keep fighting. Limbs that are damaged too extensively can be completely replaced by a cybernetic coun-

terpart requiring some re-enforcement. These limbs can be very basic or deadly weapons.

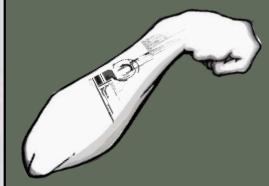
Cyber-audio: This ear replacement can have a wide variety of enhancements - Digital Recorder, Frequency Scanner, Amplified Hearing, Ultrasound Scanner, and Sonar equipment. Allows for 12 hours of recording time before needing to download the information.

Cyber-blade: A weapon of the espionage agent. This Blade is made of a high tensile polymer/alloy blend that is generally housed in the forearm of the Cyborg.

Cyber-optics: This eye replacement can have a wide variety of enhancements - Cameras, IR Scanners, Range Finders, UV systems, telescopic capabilities, and Medical Scanners. Allows for 12 hours of recording time before needing to download the information..

Cybernetic Exoskeleton: Often installed when a person is struck down with damage so severe that their body must be placed within a protective exoskeleton.

Bio-Computer:



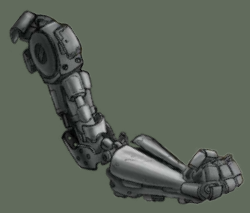
Basic	- .1 MP	50	eCr	Sub-dermal touch screen. +2 Medical Sciences
Advanced	- .2 MP	100	eCr	Wireless Link (50'), +2 Medical Sciences
Full	- .3 MP	300	eCr	Wireless Link (250'), +2 Medical Sciences

Body Plating:



Basic	- 1 MP	1500	eCr	+3 Toughness Save, + DR 3/- , +ER 2
Advanced	- 1.5 MP	2000	eCr	+3 Toughness Save, + DR 3/-, +ER 2
Full	- 2 MP	2500	eCr	+3 Toughness Save, + DR 3/-, +ER 2

Cyber Arm:



Basic	- .3 MP	1000	eCr	+1 Strength, 1D4 dmg, 10+S Tough DC, +2 Wounds (to location)
Advanced	- .4 MP	2000	eCr	+1 Strength, 1D6 dmg, 12+S Tough DC, +2 Wounds (to location)
Full	- .5 MP	3000	eCr	+1 Strength, 1D8 dmg, 15+S Tough DC, +2 Wounds (to location)

Cyber Audio:



Basic	- .1 MP	500	eCr	Digital Recorder, Frequency Scanner, Amplified Hearing (+1 Perception checks)
Advanced	- .2 MP	1000	eCr	Tremor Sense (30'), Amplified Hearing (+2 Perception checks)
Full	- .3 MP	2000	eCr	Ultra Sound Imager (Blind Sense 30') Amplified Hearing (+3 Perception checks)

CyberBlade:



Basic	- .2 MP	300	eCr	1d4 dmg x2 Crit, 10+S Tough DC, 10" retractable forearm blade
Advanced	- .5 MP	600	eCr	2d4 dmg x2 Crit, 15+S Tough DC, 2 10" retractable forearm blade
Full	- 1 MP	900	eCr	3d4 dmg x2 Crit,20+S Tough DC, 3 10" retractable forearm blade

Power Boost: N/A

Cyber Leg:



Basic	- .3 MP	1000	eCr	+1 Speed, 1D4 dmg, 10+S Tough DC, +2 Wounds (to location)
Advanced	- .4 MP	2000	eCr	+1 Speed, 1D6 dmg, 12+S Tough DC, +2 Wounds (to location)
Full	- .5 MP	3000	eCr	+1 Speed, 1D8 dmg, 15+S Tough DC, +2 Wounds (to location)

Cyber Optics:



Basic	- .1 MP	500	eCr	Digital Camera, UV Imager (Lowlight Vison) Range Finder (+1 Firearm Base Skill)
Advanced	- .2 MP	1000	eCr	30xZoom, IR Scanner (Darkvison 60') Range Finder (+1 Firearm Base Skill)
Full	- .3 MP	2000	eCr	100xZoom, Medical Scanner Range Finder (+1 Firearm Base Skill)

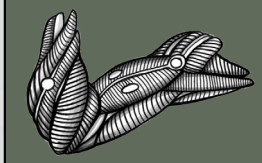
Cybernetic Exoskeleton:

Basic	- .5 MP	500	eCr	+2 Str, +1 Fortitude
Advanced	- 1 MP	1000	eCr	+2 Str, +2 Fortitude
Full	- 1.5 MP	1500	eCr	+2 Str, +3 Fortitude

Data Link:

Basic	- .1 MP	500	eCr	Bandwidth per second Tier 1 (Touch)
Advanced	- .2 MP	1500	eCr	Bandwidth per second Tier 2 (10')
Full	- .3 MP	2000	eCr	Bandwidth per second Tier 3 (25')

Muscle Replacement:



Basic	- 1.2 MP	1000	eCr	+2 Strength, +1 Speed
Advanced	- 1.3 MP	2000	eCr	+2 Strength, +1 Speed
Full	- 1.4 MP	3000	eCr	+2 Strength, +1 Speed

Nano-Computer:



Basic	- .1 MP	2000	eCr	Tier 1 Computing speed and storage General Knowledge Skill checks 10
Advanced	- .3 MP	3000	eCr	Tier 2 Computing speed and storage General Knowledge Skill checks 15
Full	- .5 MP	4000	eCr	Tier 3 Computing speed and storage General Knowledge Skill checks 20

Neural Acceleration Module:

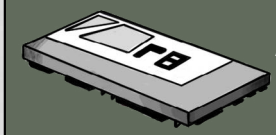


Basic	- 2 MP	2000	eCr	+2 Initiative, +1 Attack Action
Advanced	- 4 MP	3000	eCr	+2 Initiative, +1 Attack Action
Full	- 6 MP	4000	eCr	+2 Initiative, +1 Attack Action

Repair Pack:

Basic	- .2 MP	1000	eCr	Repair 1 Cybernetic extra per hour
Advanced	- .3 MP	2000	eCr	Repair 2 Cybernetic extra per hour
Full	- .4 MP	3000	eCr	Repair 3 Cybernetic extra per hour

Skill Override System:



Basic	- .6 MP	2000	eCr	Three Trained Skills set at Rank 1
Advanced	- .7 MP	2500	eCr	Two Trained Skillsset at Rank 2
Full	- .8 MP	3000	eCr	One Trained Skill set at Rank 3

Skin Weave:				
Basic	- .1 MP	2000	eCr	+1 Toughness, DR 1/-
Advanced	- .3 MP	4000	eCr	+2 Toughness, DR 1/-
Full	- .5 MP	6000	eCr	+3 Toughness, DR 2/-

Sub-dermal Transceiver				
Basic	- .1 MP	500	eCr	50 kilometer range, Hacking DC 15 Complexity 2
Advanced	- .3 MP	750	eCr	100 kilometer range, Hacking DC 20 Complexity 3
Full	- .5 MP	1000	eCr	500 kilometer range, Hacking DC 25 Complexity 4

Trauma Pack:				
Basic	- .5 MP	500	eCr	Grants Fast Healing 1
Advanced	- .7 MP	1000	eCr	Grants Fast Healing 2
Full	- .8 MP	1500	eCr	Grants Fast Healing 3

Weapon Mount:



Basic	- .2 MP	250	eCr	Light Firearms
Advanced	- .3 MP	500	eCr	One Handed Firearms
Full	- .4 MP	750	eCr	Two Handed Firearms

Vehicle Interface:				
Basic	- .2 MP	250	eCr	+1 Ground Vehicles
Advanced	- .3 MP	500	eCr	+1 Ground Vehicles, +1 Flying Vehicles
Full	- .4 MP	750	eCr	+1 Ground Vehicles, +1 Flying Vehicles

Data Link: This is the universal port for every electronic device, allowing for the transferring of data from one computer to another. It can be placed anywhere on the body but the most popular places are the side and back of the head, the wrists, and chest.

Muscle Replacement: Muscle replacement is one of the more popular enhancements which increases load capacity and movement across the battlefield. Without a power boost you gain the listed Strength bonus to carrying capacity and lifting.

Nano-Computer: This invaluable tool allows for Knowledge Checks to be made independently of the Cyborg's own actions. The Knowledge checks are restricted by the input available to the Nano-Computer if it only has the abilities to search its own Data Slots, System Databases, or the entire Galactic Grid.

Neural Acceleration Module: Professional gunfighters, Close-combat Specialist, and Stealthy Agents all look for an edge. This module causes the neural system of an individual to be pushed to incredible limits.

Repair Pack: This is a series of nanite factories that activate when a cybernetic extra has been damaged and disabled. After the repairs are completed the nanites deactivate and are flushed out of the system.

Skill Override System: This invasive system overrides a cyborg's neural pathways and implants them with new skills and abilities. This is a "hot swappable" system that allows the cyborg to change skills with minimal effort. It takes one hour at minimum to acclimate to the new program.

Skin Weave: A monofilament carbon weave skin augmentation gives covert operatives the option of implanted armor without the obvious visual bulk of Body Plating. You cannot have Body Plating and a Skin Weave.

Sub-dermal Transceiver: This is an implanted commo-unit that is capable of transmitting over a wide range of frequencies, and contains military-grade encryption. It consists of a jaw-based microphone and a audio implant in the inner ear.

Trauma Pack: This allows the Cyborg to heal at an accelerated rate through a combination of healing serums, artificial skin deployment, and other healing measures.

Weapon Mount: Firearms from the smaller caliber pistols to the large machine guns may be employed with this implant. The complexity of the system reflects the class of weapon that can be mounted. Some weapons may be retractable into a housing unit. A weapon can be made retractable by using the next tier level Weapon Mount. The cost of the weapon is separate from the cost of the Weapon Mount. A weapon requires some modification to fit into the mount, taking a DC20 Engineering Check.

Vehicle Interface: An accessory to a Nanocomputer, this device connects the person's neural matrix directly to a vehicle's command system. This allows a person to operate a vehicle without the need for physical control, making the vehicle an extension of you .

Combat



Sgt. Biff Rocko crouched down behind a shattered piece of what used to be a café as bullets ricocheted around him. He popped the clips out of his twin Avengers one at a time, checking the rounds out of habit — after all, he knew the exact number in each. He growled under his breath as a fresh shower of dust stung his eyes and sharp concrete fragments pelted his face.

"What's holding you up, Xer? We're running out of rock to hide behind," he called out over the comm-channel. Looking across the short space between him and the Lieutenant, he smiled as the junior officer swung the missile launcher up and toward the enemy entrenchment.

"Now this is getting interesting," Biff cracked and braced for the fireworks.

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COMBAT

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.

2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.

4. Combatants act in initiative order (highest to lowest).

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

This section summarizes the statistics that determine success in combat, and then details how to use them.

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus derived from your Combat or Firearms skills. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Defense skill +10 (Defense is the only skill in which you can take ten in combat as a free action), you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Misfires: If the natural roll of your attack is a result of one, then that round misfires and does not actually leave the weapon. When a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and it misfires on a natural roll of four or less, unless the wielder has gun training in the particular type of firearm (Weapon Focus). In that case, it misfires on a natural roll of two or less instead of four or less.

Touch Attacks: Some attacks disregard armor, including shields and natural armor. If your attack succeeds in overcoming the target's defense, the target does not benefit from any Toughness saves nor Damage Reduction provided by the armor.

Called Shots: Sometime you may want to cause a wound to a specific location. You may "call" your shot but suffer a penalty to hit based on the location. The penalties and locations are below.

Location	Penalty
Head	-12
Torso	-2
Arms	-8
Legs	-6

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.
Minimum Damage: If penalties reduce the

damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. **Note**: When you multiply damage more than once, each multiplier works off the original, non-multiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and psyche effects can cause temporary ability damage (a reduction to an ability score).

SIZE MODIFIER

Your attacks are modified by your size in the following ways. See *Table 11 - 1*.

DEFENSE

Your Defense skill represents how hard it is for opponents to land a solid, damaging blow on you. Your Defense skill + 10 is the attack roll result that an opponent needs to achieve to hit you. Defense is the only skill in which you can take ten in combat as a free action. You may use an action to roll your defense during a full round defense action, or if you have saved your standard action in case you are attacked.

TOUGHNESS

This is a type of saving throw, but it deals with damage so is mentioned here. (Refer to Saving Throws).

No matter the intensity of it, all things have a sort of toughness. This is a natural resistance to being damaged by the environment or traumatic experiences. Toughness helps keep us all in one piece as we explore this, our universe. Every time a character is "hit" by a damaging weapon, he must test his toughness against the violence of the weapon. If he is successful, he is not wounded. If he is not successful, he is wounded and a little less whole.

HIT POINTS

Hit points are an abstract representation of personal energy and perseverance under duress. This is a measure of the amount of shock caused by both physical and mental trauma that a character can withstand before becoming disabled. Rest or medical attention may each restore a person's Hit Points.

A character has a number of hit points equal to the sum of his constitution and wisdom scores, and the bonus gained from serving a term in the military.

Maximum Hit Points = Constitution Score + Wisdom Score + Term of Service Bonus

Size Modifiers Table: 11 - 1

Size	Size Modifier
Colossal	–8
Gargantuan	–4
Huge	–2
Large	–1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

WOUNDS

"Wounds" is an abstract number that signifies the structural integrity, physical tenacity, and damage resisting ability of a character's body. Though it is unrealistic to think that flesh, no matter how fit or dense, would stand up well under physical trauma caused by the impact of hot lead at high velocities or the crushing weight of stone, it is possible to survive those types of trauma physically. Really, it is a combination of the dissolution of structural integrity and system shock that cause most violent deaths. Organ failure, internal bleeding, various poisons or toxins, and few other unmentionable things can also cause death. However, what we're talking about right now is physical destruction… wounds.

Every time a character is hit by a weapon and takes hit point damage, he must make a Toughness save. If he fails his Toughness save, he takes one wound to the location hit. If the hit is a Critical hit, he takes a number of wounds equal to the critical damage multiplier to the location hit.

There are six basic body locations in this system where wounds are allocated. The number of wounds that a person may "take" to any particular location is equal to the sum of their Constitution modifier and the Wisdom modifier. Refer to the chart in the "Finishing Touches" chapter to determine how many wounds a character has in each location.

This number indicates how many wounds may be "taken" in a specific location before it is rendered disabled. When a character takes a wound, she suffers a penalty of -2 per wound on any action that requires a die roll. Also, at the end of each round a character takes a number of hit point damage equal to the total number of wounds that the character has taken. This hit point loss may be staunched with first aid applied to the wounded character after they are wounded.

If a location is reduced to zero wounds, it is disabled and may not be used in an action. If a number of wounds are taken that reduce the location to a negative number equal to their wound capacity in that location, the location is then severed or mutilated and cannot be saved with first aid. If this happens to the head or torso, the character is dead.

To heal from wounds, a character must receive medical attention or have some other form of restoring damage. Wounds do heal on their own if they are tended to with first aid, but at a rate of one wound plus the character's Constitution modifier each week of rest.

SPEED

This is the number of feet (5 feet = 1 square) that you may move in one combat round when you use a move action for speed. You may take a 5-foot step without the use of an action. For a full round action your character may run and double your speed. By taking a -5 penalty to your Defense, you may sprint as a full round action and multiply your speed by 4. Your speed is determined by adding your Dexterity modifier to your Constitution modifier and dividing by 2 (round down), then adding the result to your Species Base Speed.

SAVING THROWS

When a character is the subject of a dangerous effect, he often receives a save or saving throw to mitigate the damage or result. Saves are passive, meaning that a character does not need to take an action to make a save – they are made automatically. Saves are abstract scores that are added to a D20 roll to resist an effect upon a character. To determine the base score for your saves, use the sum of the modifiers for the abilities listed for each save.

Saving Throw Types: The four different kinds of saving throws are Toughness, Fortitude, Reflex, and Will:

Toughness: (Strength & Constitution) These saves are a natural resistance to being damaged by the environment or traumatic experiences.

Fortitude: (Wisdom & Constitution) These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

Reflex: (Dexterity & Intelligence) These saves test your ability to dodge area attacks.

Will: (Wisdom & Charisma) These saves reflect your resistance to mental influence as well as many psyche effects.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and may cause damage to exposed items (see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE

Initiative Checks: At the start of a battle, each combatant makes an initiative check. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order, unless a character takes an action that results in his or her initiative changing (see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Move Base Skill to Defense (if any) while flat-footed. Some Knacks grant the uncanny dodge extraordinary ability, which allows them to avoid losing their Move Base Skill to Defense due to being flat-footed.

A flat-footed character can't make attacks of opportunity.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness: Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness calls for an Perception check.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Move Base Skill to Defense.

ATTACKS OF OPPORTUNITY

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet (1 square). This means that they can make melee attacks only against creatures up to 5 feet away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step and the withdraw action (see below).

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. "Table: Actions in Combat" notes many of the actions that provoke attacks of opportunity. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single weapon attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

You make your attack of opportunity at your normal attack bonus—even if you've already attacked in the round.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Combat Reflexes and Additional Attacks of Opportunity: If you have the Combat Reflexes feat you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you, you could make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn't count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

ACTIONS IN COMBAT

THE COMBAT ROUND

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a

round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action. In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly make an attack or activate a talent. See *Table: Actions in Combat* for other standard actions.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. See *Table: Actions in Combat*.

If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action, Attack: With a full-round attack action, you can perform in a round a number of standard attacks equal to your number of terms +1. For every attack after the first, apply a cumulative -2 penalty to the attack roll. Therefore it is -2 for the second attack, -4 for the third attack, -6 for the fourth attack, and so on.

The only movement you can take during a full-round attack action is one 5-foot step before, during, or after all of the actions. You can also perform free actions (see below).

Some full-round attack actions do not allow you to take a 5-foot step.

Some full-round attack actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Full-Round Action, Move: With a full-round move action, you can move twice your normal speed with no penalties in a round. The only attack you can take during a full-round move action is an attack of opportunity before, during, or after the actions. You can also perform free actions (see below).

You can choose to sprint and move at quadruple your speed, but then you suffer a -4 penalty to Defense and cannot make attacks of opportunity.

Some full-round move actions do not allow you to take an attack of opportunity.

Some full-round move actions can be taken as move actions, but only in situations when you are limited to performing only a move action during your round. The descriptions of specific actions, below, detail which actions allow this option.

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Defense roll as a Free Action: When you are attacked you may opt, as a free action, to forego the automatic 10 that is added to Defense and roll a d20 taking the result instead. This roll will define your Defense until your next turn.

Actions in Combat Table: 11 - 2

Standard Action	Attack of Opportunity[1]
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a device other than an elixir or salve	No
Aid another	Maybe[2]
Bull rush	Yes
Use a psionic talent	Yes
Concentrate to maintain an active talent	No
Dismiss a talent	No
Draw a hidden weapon	No
Drink an elixir or apply an salve	Yes
Escape a grapple	No
Feint	No
Light anything with a match	Yes
Lower a defense	No
Make a dying friend stable	Yes
Overrun	No
Use a Psy-Stone	Yes
Ready a psionic talent	Yes
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe[3]
Total defense	No
Use a Luck Point	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use psionic ability	Yes
Use supernatural ability	No

Move Action	Attack of Opportunity[1]
Run	Yes
Control a frightened mount	Yes
Direct an active talent	No
Draw a weapon4	No
Load a firearm	Yes
Open or close a door	No
Mount a vehicle or dismount	No

Actions in Combat Table: 11 - 3

Move Action	Attack of Opportunity[1]
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield[4]	No
Retrieve a stored item	Yes
Full-Round Action	**Attack of Opportunity[1]**
Full attack	No
Charge[5]	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a fire	Yes
Load a heavy weapon (firearm)	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Sprint	Yes
Turn Shade (Inquisitor)	Yes
Use skill that takes 1 rd	Usually
Use touch talent on friends up to total actions	Yes
Withdraw[5]	No
Free Action	**Attack of Opportunity[1]**
Activate a readied psionic talent	No
Cease concentration on a talent	No
Drop an item	No
Drop to the floor	No
Prepare Psi-Stone to enhance a talent[6]	No
Move your Racial Speed	Yes
Speak	No
No Action	**Attack of Opportunity[1]**
Delay	No
5-foot step	No
Action Type	Varies
Disarm[7]	Yes
Grapple[7]	Yes
Trip an opponent[7]	Yes
Use feat[8]	Varies

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can't take a full-round action, though you can start or complete a full-round action by using a standard action (see *Tables 11-2 and 11-3*).

1) Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2) If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
3) If the object is being held, carried, or worn by a creature, yes. If not, no.
4) If you have an offense bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
5) May be taken as a standard action if you are limited to taking only a single action in a round.
6) Unless the stone is an extremely large or in an awkward item.
7) These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
8) The description of a feat defines its effect.

STANDARD ACTIONS

Attack
Making an attack is a standard action.
Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following.

Attacks of Opportunity: Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes nor does it provoke an attack of opportunity from an unarmed foe. An unarmed character can't take attacks of opportunity (but see "Armed" Unarmed Attacks, below).

"Armed" Unarmed Attacks: Sometimes a character's or creature's unarmed attack counts as an armed attack. A character with the Improved Unarmed Strike feat, a Psion delivering a touch attack, and a creature with natural physical weapons all count as being armed.

Note that being armed counts for both offense and defense (the character can make attacks of opportunity).

Unarmed Strike Damage: An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent. Your attack roll is 1d20 + your skill with the weapon you're using. If the result is at least as high as the target's Defense + 10, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 1 is also a threat—a possible critical fumble. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

Damage Rolls: If the attack roll result equals or exceeds the target's Defense + 10, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Toughness Saves: If the attack roll result equals or exceeds the target's Defense + 10, the target must make a Toughness save or take a wound to the location struck.

Multiple Attacks: A character who wants to make more than one attack per round simply uses his actions for attacks. However, the Attack actions must all happen in a group. You must use your Move actions before or after your Attack actions unless you have a Feat or ability that allows you to do otherwise.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a –4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character. If you have the Precise Shot feat you don't take this penalty.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Defense, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's Defense, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your hit point damage more than once, with all your usual bonuses, and add the rolls together, and you double the amount of wounds caused by the attack. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases a roll of lower than 20 is still an automatic hit as long as it rests within the threat range.

Increased Critical Multiplier: Some weapons deal better than double damage on a critical hit.

Psyche Talents and Critical Hits: A psyche talent that requires an attack roll can score a critical hit. A psyche talent that requires no attack roll cannot score a critical hit.

Critical Fumble: When you make an attack roll and get a natural 1 (the d20 shows a 1), you miss regardless of your target's Defense, and you have scored a threat. The miss might be a critical fumble (or "fumble"). To find out if it's a critical fumble, you immediately make a fumble roll—another attack roll with all the same modifiers as the attack roll you just made. If the fumble roll results in a miss against the target's Defense, your original miss is a critical fumble. (The fumble roll just needs to miss to give you a fumble. It doesn't need to come up 1 again.) If the fumble roll is a hit, then your miss is just a regular miss.

A critical fumble means that you roll percentile die and refer to the fumble chart below. If you confirm a fumble your turn has ended for this round.

Increased Fumble Range: Sometimes your threat range is greater than 1. That is, you can score a threat on a higher number. In such cases, a roll of higher than 1 is an automatic miss.

Unarmed Attacks and Critical Fumbles: In the case of rolling a result of 26-50 on the fumble chart, apply the damage to self as the self is the weapon.

Psyche Talents and Critical Fumbles: A psyche talent that requires an attack roll can score a critical fumble. A psyche talent that requires no attack roll cannot score a critical fumble. In the case of rolling a result of 26-50 on the fumble chart, apply the damage to self as the self is the weapon.

Fumble Chart:

Roll	Result
01-25	Drop Weapon (or Jam Weapon if firearm)
26-50	Roll damage and apply to weapon
51-75	Roll damage and apply to self
76-00	Roll damage and apply to ally

Activate a Psyche Talent
Most talents require 1 standard action to activate.

Note: You are not considered flat-footed while activating.

Talent Components: To activate a talent with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a silence talent, you can't activate such a talent. A psychic who has been deafened has a 20% chance to spoil any talent he tries to activate if that talent has a verbal component.

To activate a talent with a somatic (S) component, you must gesture freely with at least one hand. You can't activate a talent of this type while bound, grappling, or with both your hands full or occupied.

To activate a talent with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the talent. Unless these materials are elaborate, preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your talent focus pouch.

Concentration: Sometimes a situation occurs where you need to maintain concentration on an activity. This usually happens with Psyche Talents. To make a Concentration Check roll 1d20, add the Modifier from you highest mental Statistic (Intelligence, Wisdom, or Charisma), and add 5 for every Term of Service.

Concentration DC[1]	Distraction
10 + damage dealt	Damaged during the action.[2]
10 + half of continuous	Taking continuous damage during the damage last dealt action.[3]
Distracting talent's save DC	Distracted by non-damaging talent.[4]
10	Vigorous motion (on a moving mount, taking a bouncy ground vehicle ride, in a small ship in rough terrain, in a ship stateroom during evasive maneuvers (full defense)).
15	Violent motion (on a galloping horse, taking a very rough ground vehicle ride, in a small ship in during combat, on a ship deck during evasive maneuvers (full defense)).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can activate only talents without somatic components.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

[1] If you are trying to activate, concentrate on, or direct a talent when the distraction occurs, add 10 minus the number of skill ranks of the skill to the indicated DC.

[2] Such as during the activating of a talent with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Engineering to Disable Device) Also, damage stemming from an attack of opportunity or readied attack made in response to the talent being cast (for talents with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

[3] Such as from certain Destruction Talents.

[4] If the talent allows no save, use the save DC it would have if it did allow a save.

You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include activating a talent, concentrating on an active talent, directing a talent, using a psyche-like ability, or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of activating a talent, the Mind Point is lost. If you were concentrating on an active talent, the talent ends as if you had ceased concentrating on it. If you were directing a talent, the direction fails but the talent remains active. If you were using a psyche-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well. The table below summarizes various types of distractions that cause you to make a Concentration check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Concentrating to Maintain a Talent: Some talents require continued concentration to keep them going. Concentrating to maintain a talent is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when activating a talent can keep you from concentrating to maintain a talent. If your concentration breaks, the talent ends.

Activating Time: Most talents have an activating time of 1 standard action. A talent activated in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you activate a talent, you provoke attacks of opportunity from threatening enemies. If you

take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + terms of service) or lose the talent. Talents that require only a free action to activate don't provoke attacks of opportunity.

Activating on the Defensive: Activating a talent while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + terms of service) to pull off. Failure means that you lose the talent.

Touch Talents in Combat: Many talents have a range of touch. To use these talents, you activate the talent and then touch the subject, either in the same round or any time later. In the same round that you activate the talent, you may also touch (or attempt to touch) the target. You may take your move before activating the talent, after touching the target, or between activating the talent and touching the target. You can automatically touch one friend or use the talent on yourself, but to touch an opponent, you must succeed with a touch attack.

Touch Attacks: Touching an opponent with a touch talent is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of activating a talent does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's Defense against a touch attack includes any equipment bonus or natural armor bonus.

Holding the Charge: If you don't discharge the talent in the round when you activate the talent, you can hold the discharge of the talent (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action, or friends up to your total actions, as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the talent discharges. If you activate another talent, the touch talent dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the talent discharges. If the attack misses, you are still holding the charge.

Dismiss a Talent: Dismissing an active talent is a standard action that doesn't provoke attacks of opportunity.

Activate Device: Many devices don't need to be activated. However, certain devices need to be activated, especially elixirs and salves. Activating a device is a standard action (unless the item description indicates otherwise).

Talent Trigger, Command Word, or Use-Activated Items: Activating any of these kinds of items does not require concentration and does not provoke attacks of opportunity.

Use Special Ability
Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Psyche Abilities: Using a psyche ability works like activating a talent in that it requires concentration and provokes attacks of opportunity. Psyche abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The activating time of a psyche ability is 1 standard action, unless the ability description notes otherwise.

Using a Psyche Ability on the Defensive: You may attempt to use a psyche ability on the defensive, just as with activating a talent. If the Concentration check (DC 15 + terms of service) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense
You can defend yourself as a standard action. You get a +4 dodge bonus to your Defense for 1 round. Your Defense improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action
The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

MOVE ACTIONS
With the exception of specific movement-related skills, most move actions don't require a check.

Run: The simplest move action is moving your speed. Your may move your Speed in squares for every action you spend to do so.
Many non-standard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.

Crawling: You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

Draw or Sheathe a Weapon: Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as ammo clip. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.
If you have an Offense bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
Drawing ammunition for use with a ranged weapon (such as arrows, bolts, or shuriken) is a free action.

Ready or Loose a Shield: Strapping a shield to your arm to gain its shield bonus to your Toughness save, or un-strapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have an Combat Base Skill of +5 or higher, you can ready or loose a shield as a free action combined with a regular move. Dropping a carried (but not worn) shield is a free action.

Manipulate an Item: In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in *Table: Actions in Combat.*

Direct or Redirect a Psyche Talent
Some talents allow you to redirect the effect to new targets or areas after you activate

the talent. Redirecting a talent requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up
Standing up from a prone position requires a move action and provokes attacks of opportunity.

Mount/Dismount a Vehicle
Mounting or dismounting from a vehicle requires a move action.

Fast Mount or Dismount: You can mount or dismount as a free action with a DC 20 Vehicle skill check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

FULL-ROUND ACTIONS
A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack
If you use all of your actions in a round as attacks, you gain a +1 bonus for every two actions spent (minimum of +1) to all of your attacks that round. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.
If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense for the same round.

Cleave: The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

Activate a Psyche Talent
A talent that takes 1 round to activate is a full-round action. It comes into effect just before the beginning of your turn in the round after you began activating the talent. You then act normally after the talent is completed.

A talent that takes 1 minute to activate comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are activating a talent as a full-round action). These actions must be consecutive and uninterrupted, or the talent automatically fails. When you begin a talent that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the talent and before it is complete, you lose the talent.

You only provoke attacks of opportunity when you begin activating a talent, even though you might continue activating for at least one full round. While activating a talent, you don't threaten any squares around you.
This action is otherwise identical to the "activate a talent" action described under Standard Actions.

Use Special Ability
Using a special ability is usually a standard

action, but some may be full-round actions, as defined by the ability.

Withdraw
Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can't withdraw from combat if you're blinded.) You can't take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal. You may not withdraw using a form of movement for which you don't have a listed speed. Note that despite the name of this action, you don't actually have to leave combat entirely.

Restricted Withdraw: If you are limited to taking only a standard action each round, you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

Sprint
You can sprint as a full-round action. (If you do, you do not also get a 5-foot step.) When you sprint, your movement is calculated by multiplying your speed by 4. You can only sprint in a straight line. You suffer a penalty of -5 to Defense unless you have the Run feat.
You can sprint for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue sprinting. You must check again each round in which you continue to sprint, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop sprinting. A character that sprints to his limit must rest for 1 minute (10 rounds) before sprinting again. During a rest period, a character can move no faster than their species base speed. You can't sprint across difficult terrain or if you can't see where you're going.

Turn Shade
Some Inquisitors have the Knack, Inner Light, which can halt, drive off (rout), or destroy someone or something afflicted or cursed with the Shade.

Turning Shade Table: 11 - 4

Turning Check Result	Most Powerful Shade Affected (Maximum Shade Points)
0 or lower	Inquisitor's terms – 4
1–3	Inquisitor's terms – 3
4–6	Inquisitor's terms – 2
7–9	Inquisitor's terms – 1
10–12	Inquisitor's terms
13–15	Inquisitor's terms + 1
16–18	Inquisitor's terms + 2
19–21	Inquisitor's terms + 3
22 or higher	Inquisitor's terms + 4

Turning Checks
Turning the Shade is a supernatural ability that an Inquisitor can perform as a full-round action. It provokes attacks of opportunity. You must present your Inner Light to turn the Shade. Turning is considered an attack.
Range: You turn the closest Shade first, and you can't turn any Shade that has total cover (including auditory) relative to you. You don't need line of sight to a target, but you do need line of effect. Other than that, you affect all of the Shade that can see or hear you.

Turning Check: The first thing you do is roll a turning check to see how powerful a Shade you can turn. This is a Charisma check (1d20 + your Charisma modifier). For the Shade Points of the most powerful Shade you can affect, relative to your terms of service, refer to Table: Turning the Shade. On a given turning attempt, you can turn no Shade whose Shade Points exceed the result on this table.

Turning Damage: If your roll on Table: Turning Shade is high enough to let you turn at least

some of the Shade within range, roll 2d6 + Terms of Service as an Inquisitor + your Charisma modifier for turning damage. That's how many total Shade Points of Shade you can turn.
If your Charisma score is average or low, it's possible to roll fewer Shade Points of Shade turned than indicated on Table: Turning Shade. You may skip over already-turned Shade that are still within range, so that you do not waste your turning capacity on them.

Effect and Duration of Turning: Turned Shade flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Shade: If you have twice as many terms as an Inquisitor (or more) as the Shade have Shade Points, you destroy any that you would normally turn.

Move 5 Feet through Difficult Terrain
In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 1 square (5 feet) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

FREE ACTIONS
Free actions don't take any time at all, though there are limits to the number of free actions you can perform in a turn. The number of free actions you can take equal your total number of attack actions +1. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item: Dropping an item in your space or into an adjacent square is a free action.

Drop Prone: Dropping to a prone position in your space is a free action.

Speak: In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Psyche Talent: You can stop concentrating on an active talent as a free action.

Activate a Readied Psyche Talent: You can activate a readied talent or any talent whose activating time is designated as a free action as a free action. Only one such talent can be activate in any round, and such talents don't count toward your normal limit of one talent per round. Activating a talent with an activation time of a free action doesn't incur an attack of opportunity.

MISCELLANEOUS ACTIONS
Take 5-Foot Step: You can move 5 feet in any round when you don't perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can't take more than one 5-foot step in a round, and you can't take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after your other actions in the round. You can only take a 5-foot-step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat: Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be

used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill: Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions tell you what sorts of actions are required to perform skills.

INJURY AND DEATH

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At -1 hit points, you're dying.

At -[Constitution Score] or lower, you're dead.

Massive Damage: If you ever sustain a single attack dealing 50 + Constitution Score points of damage or more and it doesn't kill you outright, or if a limb is destroyed due to taking twice as many wounds as your capacity, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 + Con points of damage or more from multiple attacks, no one of which dealt 50 + Con or more points of damage itself, the massive damage rule does not apply.

If you take this damage from a weapon that is one scale higher than you, you must make a DC 25 Fortitude save or die. If the weapon is two scales higher, then the DC is 35.

If the weapon is a scale lower than you, it cannot deal Massive Damage.

DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're disabled. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying. Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (-1 HIT POINTS)

When your character's current hit points drop to between -1 and a negative number equal to his Constitution Score inclusive, you're dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (-[Constitution Score] HIT POINTS OR LOWER)

When your character's current hit points drop to negative his Constitution Score or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

DEAD (DOUBLE WOUNDS TAKEN IN HEAD OR TORSO)

When your character takes double the number of wounds as his capacity to his head or torso, he's dead.

STABLE CHARACTERS AND RECOVERY
On the next turn after a character is reduced to between -1 and -[Constitution Score] hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character that is unconscious or dying can't use any special action that changes the initiative count on which his action occurs.) If the character's hit points drop to -[Constitution Score] or lower, he's dead. You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check. If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A psyche retains the talent activating capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been healed by a psyche talent eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

HEALING
After taking damage, you can recover hit points through natural healing or through psyche healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: A character regains a number of hit points equal to his Constitution Modifier +1 per Term of Service for every ten minutes that they are at rest.
With a full night's rest (8 hours of sleep or more), you recover 1 wound per Constitution modifier (minimum of 1). Any significant interruption during your rest prevents you from healing that night. If you undergo complete bed rest for an entire day and night, you recover twice your Constitution modifier (minimum of 1) in wounds.

Psyche Healing: Various abilities and talents can restore hit points.

Healing Limits: You can never recover more hit points or wounds than you lost. Psyche healing won't raise your current hit points or wounds higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability

damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects and equipment give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

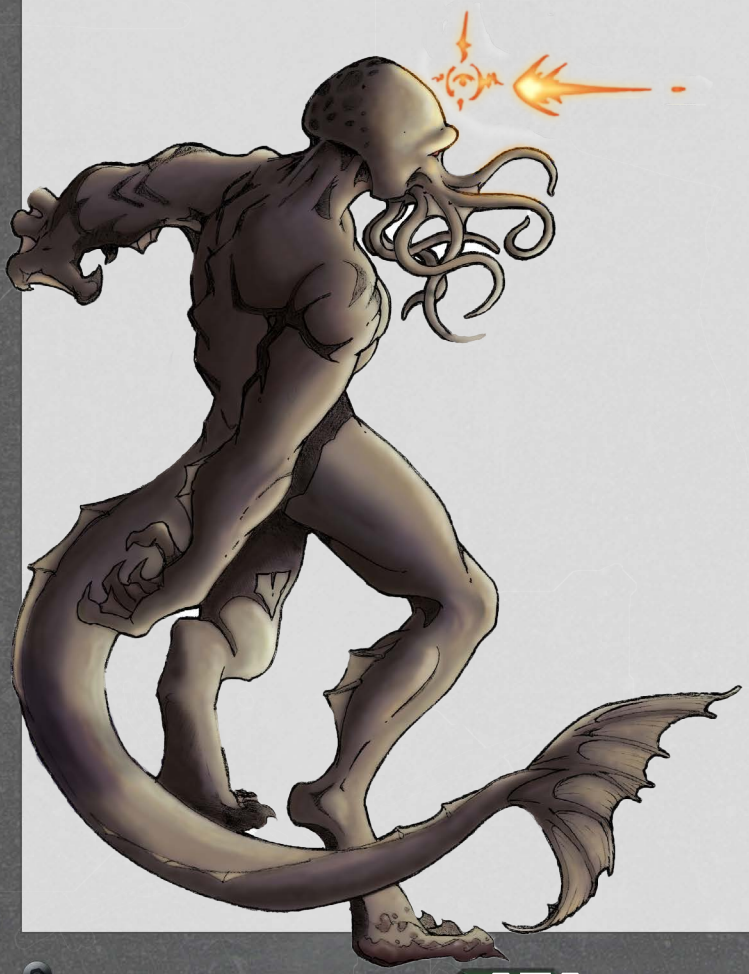
When temporary hit points are lost, they cannot be restored as real hit points can be, even by psyche talents.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

NONLETHAL DAMAGE

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.



Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Psions who fall unconscious retain any

talent activating ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per Constitution modifier (minimum of 1).
When a talent or a psyche power cures hit point damage, it also removes an equal amount of nonlethal damage.

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

How Far Can Your Character Move?
Your speed is determined by your species, the average of your Dexterity and Constitution modifiers, and your armor (see *Table: Tactical Speed*). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.
If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: In addition, many talents and psyche items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Measuring Distance Diagonals: When measuring distance, the first diagonal counts as 5 feet, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.
You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.
Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.
Overrun: During your movement you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an

occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is. A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to Defense.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Athletics skill. You can't attack while using Athletics to squeeze through or into a narrow space and you take a -4 penalty to Defense.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 1 square in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 5 feet of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 5 feet of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 5 feet. Creatures that take up more than 5 feet typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

FAVORABLE AND UNFAVORABLE CONDITIONS

COVER

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Stealth Checks: You can use cover to make a Stealth check. Without cover, you usually need concealment (see below) to make a Stealth check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to Defense. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth check.

Big Creatures and Cover: Any creature with a space larger than 5 feet determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to Defense and Reflex saves. In such situations the normal cover bonuses to Defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth checks.

CONCEALMENT

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you, use the rules for determining concealment from ranged attacks.

In addition, some psyche effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Stealth Checks: You can use concealment to make a Stealth check. Without concealment, you usually need cover to make a Stealth check.

Total Concealment: If you have line of effect to a target but not line of sight, he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment). You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Perception checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth checks if moving, or a +40 bonus on Stealth checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

Special Attacks Table: 11 - 5

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to AC
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Turn Shade	Channel positive energy to turn away Shade
Two-weapon fighting	Fight with a weapon in each hand

FLANKING

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 5 feet, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

SPECIAL ATTACKS

HELPLESS DEFENDERS

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to Defense against melee attacks, but no penalty to Defense against ranged attacks.

A helpless defender is considered flat-footed. In fact, his Dexterity score is treated as if it were 0 and his Statistic Modifier to Move as if it were -5.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a *coup de grace* to a helpless opponent. You can also use a firearm, bow, or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a *coup de grace* provokes attacks of opportunity from threatening opponents.

You can't deliver a *coup de grace* against a creature that is immune to critical hits.

You can deliver a *coup de grace* against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the *coup de grace*).

AID ANOTHER

In melee combat, you can help a friend

attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against Defense 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Defense against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a talent, or to assist another character's skill check.

BULL RUSH

You can make a bull rush as a standard action (an attack) or as part of a charge (see Charge, below). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only bull rush an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an attack of opportunity from each opponent that threatens you, including the defender. (If you have the Improved Bull Rush feat, you don't provoke an attack of opportunity from the defender.) Any attack of opportunity made by anyone other than the defender against you during a bull rush has a 25% chance of accidentally targeting the defender instead, and any attack of opportunity by anyone other than you against the defender likewise has a 25% chance of accidentally targeting you. (When someone makes an attack of opportunity, make the attack roll and then roll to see whether the attack went astray.)

Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium, or a -4 penalty for each size category you are smaller than Medium.

Creature Size and Scale Table: 11 - 6

Size	Space[1]	Natural Reach[1]
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size. Some exceptions exist.

You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit. (Note: The defender provokes attacks of opportunity if he is moved. So do you, if you move with him. The two of you do not provoke attacks of opportunity from each other, however.)

If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

CHARGE

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However,

Attack Roll Modifiers Table: 11 - 7

Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–2[1]	–2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	–4	–3
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

1 An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
2 The defender loses any Statistic Bonus to Move. This bonus doesn't apply if the target is blinded.
3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.
You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.
You can't take a 5-foot step in the same round as a charge.

If you are able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your Defense until the start of your next turn.

Defense Modifiers Table: 11 - 8

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	–2[1]	–2[1]
Concealed or invisible - See Concealment		
Cowering	–2[1]	–2[1]
Entangled	+0[2]	+0[2]
Flat-footed	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless	–4[4]	+0[4]
Kneeling or sitting	–2	+2
Pinned	–4[4]	+0[4]
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–21	–2[1]

1 1 The defender loses any Statistic Bonus to Move.
2 An entangled character takes a –4 penalty to Dexterity.
3 3 Roll randomly to see which grappling combatant you strike. That defender loses any Statistic Bonus to Move.
4 Treat the defender's Dexterity as 0 (–5 modifier).

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).
Even if you have extra attacks you only get to make one attack during a charge.
Lances and Charge Attacks: A lance deals double damage if employed by a mounted character in a charge.

Weapons Readied against a Charge: Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

DISARM
As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon, the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm, unless you have the Improved Disarm feat. If the defender's attack of opportunity deals any damage, your disarm attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

Step 3: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.
If you fail on the disarm att
empt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Note: A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items
You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack.

If the item is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT
Feinting is a standard action. To feint, make a Bluff check opposed by a Perception check by your target. The target may add his skill bonus to this Perception check. If your Bluff check result exceeds your target's Perception check result, the next melee attack you make against the target does not allow him to use his Defense bonuses and his Defense is effectively a 10. This attack must be made on or before your next turn.

When feinting in this way against a non-humanoid, you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you take a -8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke attacks of opportunity.

Feinting as a Move Action: With the Improved Feint feat, you can attempt a feint as a move action instead of as a standard action.

GRAPPLE

Grapple Checks
Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll but uses your Wrestling skill modified by your size.
Special Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple
To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful Wrestling attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to grapple. If the attack of opportunity deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple, nor do characters with the Improved Grapple feat.) If the attack of opportunity misses or fails to deal damage, proceed to Step 2.

Step 2: **Grab.** You make a Wrestling attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: **Hold.** Make an opposed grapple check as a free action.
If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.
If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two or more size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: **Maintain Grapple.** To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.)

Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences
While you're grappling, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Statistic Bonus: You are considered flat-footed against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling: When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If you have multiple attacks, you can attempt one of these actions in place of each of your attacks.

Activate a Psyche Item: You can activate a psyche item, as long as the item doesn't require a talent completion trigger. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.

Activate a Talent: You can attempt to activate a talent while grappling or even while pinned (see below), provided its activating time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any talent that requires precise and careful action is impossible to cast while grappling or being pinned. If the talent is one that you can cast while grappling, you must make a Concentration check (DC 20 + terms of service) or lose the talent. You don't have to make a successful grapple check to cast the talent.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

Exception: Some soldiers deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual -4 penalty for changing lethal damage to nonlethal damage.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an Escape Artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Talent Component: You can produce a talent component from your pouch while grappling by using a full-round action. Doing so does not require a successful grapple check.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make an opposed grapple check (in place of an attack). If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action).

You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent
You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm).
You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, retrieve a talent component, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent
When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a -4 penalty to your Defense against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an Escape Artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple
If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers
Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

MOUNTED COMBAT
Horses in Combat: Some creatures can serve readily as combat steeds if they are trained for combat. Untrained creatures, however, are frightened by combat. If you don't dismount, you must make a DC 20 Athletics check each round as a move action to control such a creature. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn. Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move. A creature suitable as a mount for a Medium character is a Large creature and thus takes up a space 10 feet (2 squares) across. A Small character may ride a Medium Creature that takes up a space 5 feet (1 square) across. A Large character may ride a Huge creature that takes up a space 15 feet (3squares) across. For simplicity, assume that you share your mount's space during combat.

Vehicle Mounts in Combat: All military vehicles can serve readily as combat mounts as they are built for combat. Civilian vehicles, however, are ill-equipped for combat. If

you don't dismount from a civilian vehicle, you must make a DC 20 Vehicle (Ground or Air) check each round as a move action to control such a vehicle. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn. Your vehicle acts on your initiative count as you direct it. You move at its speed, but the character uses his action to move. A character can drive a vehicle of his size or larger. For simplicity, assume that you share your mount's space during combat

Combat while Mounted: With a DC 15 Athletics (Creatures) or Vehicle (Ground or Air) check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a target smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted. If your mount charges, you also take the Defense penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge.
You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Activating Talents while Mounted: You can activate a talent normally if your mount moves up to a normal move (its speed) either before or after you activate. If you have your mount move both before and after you activate a talent, then you're activating the talent while the mount is moving, and you must make a Concentration check due to the vigorous motion (DC 10 + terms of service) or lose the talent. If the mount is running (quadruple speed), you can activate a talent when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + terms of service).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Athletics check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage per 10' of traveling that round.
If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay on a creature or vehicle (75% if you're inside a vehicle, 100% in a closed cockpit). Otherwise you fall and take 1d6 points of damage per 10' of travel that round. Without you to guide it, your mount avoids combat if it is a creature (if it is attacked it will defend itself) or slows to a stop or crash if it is a vehicle. Each round that a vehicle is not being driven forward, it will slow 10' of its speed on a flat surface. When its speed is reduced to zero it will stop. If it strikes an object before its speed is reduced to zero, damage will occur to the object and possibly to the vehicle. Both take 1d6 points of damage per 10' of movement that round

OVERRUN
You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: **Attack of Opportunity.** Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: **Opponent Avoids?** The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: **Opponent Blocks?** If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category he is larger than Medium, or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: **Consequences.** If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.
Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the Strength check to determine the success or failure of the overrun attack (and applies its size modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one crushing attack against your opponent.

SUNDER
You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Step 1: **Attack of Opportunity.** You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder, unless you have the Improved Sunder feat.

Hardness Table: 11 - 9

Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP[1]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor special[2]	armor bonus x 5	
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
2 Varies by material.

Step 2: **Opposed Rolls.** You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: **Consequences.** If you beat the defender, roll damage and deal it to the weapon or shield. See *Table: Common Armor, Weapon, and Shield Hardness and Hit Points* to determine how much damage you must deal to destroy the weapon or shield.
If you fail the sunder attempt, you don't deal any damage.

Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's Defense. A carried or worn object's Defense is equal to 10 + its size modifier + the Base Move Skill of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

THROW SPLASH WEAPON
A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the -4 non-proficiency penalty. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid



intersection. Treat this as a ranged attack against Defense 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature. (You can't target a grid intersection occupied by a creature, such as a Large or larger creature; in this case, you're aiming at the creature.)

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.
After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

TRIP
You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack: Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks.
If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Avoiding Attacks of Opportunity: If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

Being Tripped (Prone): A tripped character is prone. Standing up is a move action.

Tripping a Mounted Opponent: You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity.
If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Turn Shade
Some Inquisitors have the Knack, Inner Light, which can halt, drive off (rout), or destroy someone or something afflicted or cursed with the Shade.

Turning Checks
Turning the Shade is a supernatural ability that an Inquisitor can perform as a full-round action. It provokes attacks of opportunity. You must present your Inner Light to turn the Shade. Turning is considered an attack.
Range: You turn the closest Shade first, and you can't turn any Shade that has total cover

Two-Weapon Fighting Table: 11 - 10

Circumstances	Penalties	
Primary Hand Off Hand Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

(including auditory) relative to you. You don't need line of sight to a target, but you do need line of effect. Other than that, you affect all of the Shade that can see or hear you.

Turning Check: The first thing you do is roll a turning check to see how powerful a Shade you can turn. This is a Charisma check (1d20 + your Charisma modifier). Refer to *Table: Turning the Shade* for the Shade Points of the most powerful Shade you can affect, relative to your Terms of Service. On a given turning attempt, you can turn no Shade whose Shade Points exceed the result on this table.

Turning Damage: If your roll on *Table: Turning Shade* is high enough to let you turn at least some of the Shade within range, roll 2d6 + Terms of Service as an Inquisitor + your Charisma modifier for turning damage. That's how many total Shade Points of Shade you can turn.

If your Charisma score is average or low, it's possible to roll fewer Shade Points of Shade turned than indicated on *Table: Turning Shade*.

You may skip over already turned Shade that are still within range, so that you do not waste your turning capacity on them.

Effect and Duration of Turning: Turned Shade flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Shade: If you have twice as many terms as an Inquisitor (or more) as the Shade have Shade Points, you destroy any that you would normally turn.

TWO-WEAPON FIGHTING

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table 11-10: *Two-Weapon Fighting Penalties* summarizes the interaction of all these factors.

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, or net as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until sometime later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

READY

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Psychics: You can ready an attack against a psychic with the trigger "if she starts activating a talent." If you damage the psychic, she may lose the talent she was trying to activate (as determined by her Concentration check result).

Readying to Countertalent: You may ready a countertalent against a psychic (often with the trigger "if she starts activating a talent"). In this case, when the psychic starts a talent, you get a chance to identify it with a Psyche check (DC 15 + terms of service). If you do, and if you can activate that same talent (are able to cast it and have it prepared, if you prepare talents), you can activate the talent as a counter and automatically ruin the other psychic's talent. Counter works no matter what the source is.

A psychic can use dispel psyche to counter another psychic, but it doesn't always work.

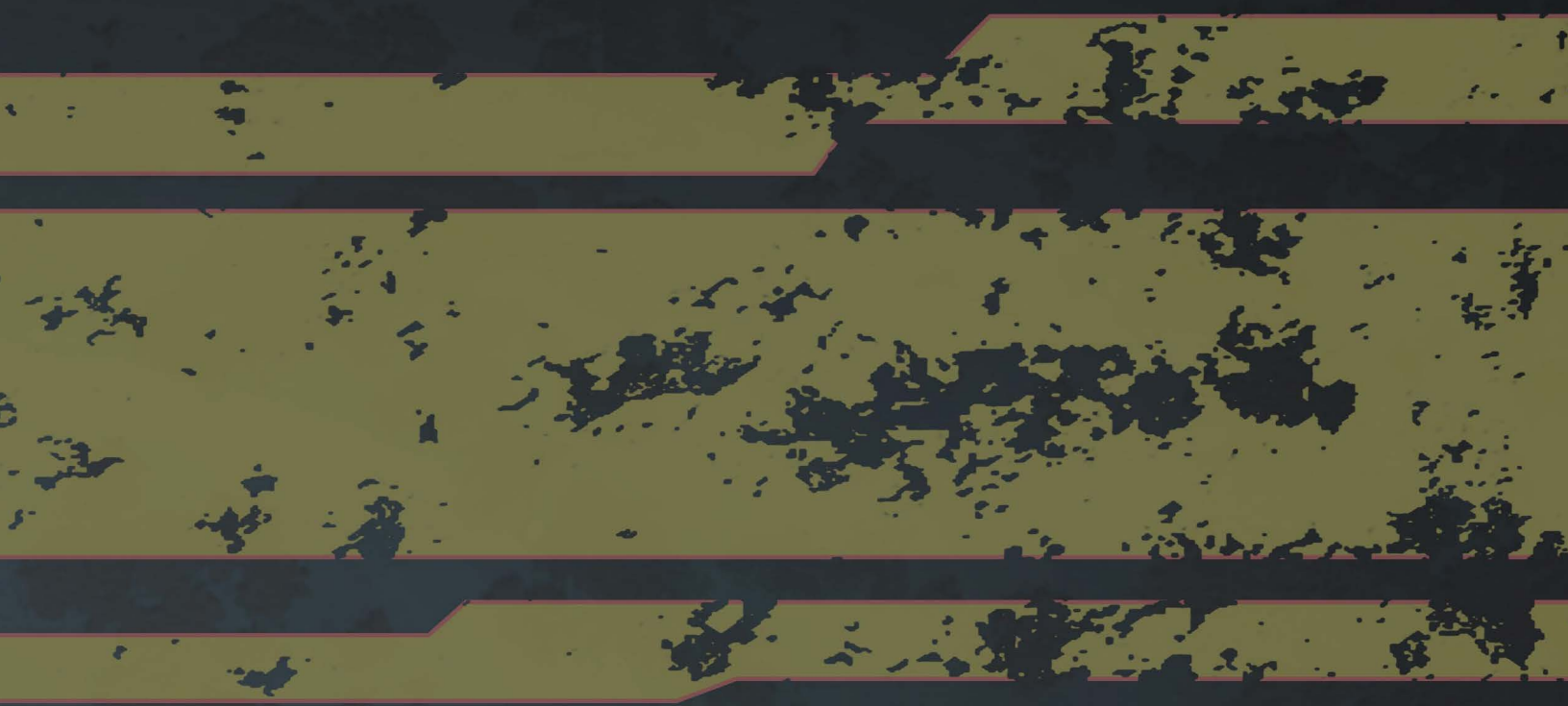
Readying a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

In this case, when the psychic starts a talent, you get a chance to identify it with a Psyche check (DC 15 + terms of service). If you do, and if you can activate that same talent (are able to cast it and have it prepared, if you prepare talents), you can activate the talent as a counter and automatically ruin the other psychic's talent.

A psychic can use dispel psionic to counter another psychic, but it doesn't always work.

Environment

12



Thomas's head was on a swivel as he blasted his AF-71-IV Archer though space. His eyes fixed on the anti-aircraft missile locked on to him as the RWR blasted its warning in his helmet. He slammed the throttle to full military power, rolled inverted, and pulled the nose over.

Keying the com in a calm voice, he announced to his squad, "Raven One is defending. SA-21 at Echo Twelve. Raven Two Slapshot." He continued to evade the oncoming missile, grunting into his pressure suit as the artificial gravity fought to compensate for the rapid changes in G-force. With a few deft hand movements, he maneuvered his spacecraft as he slapped the decoy deploy to release more chaff at each turn. Then the missile exploded.

The first thing Thomas noticed was that he was still alive. His eyes flashed to the instruments; all were in the green. Immediately he yanked the Archer's nose around, paralleling the course of his target. The pirate vessel floated serenely through space. That peace was short-lived as Thomas watched the anti-radiation missile from Raven Two detonate against some expensive-looking sensor equipment. Smirking, Thomas rolled towards the ship.

"Raven One is inbound for attack."

WILDERNESS

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Natural Sciences check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Natural Sciences	DC
Moor or hill, map	6
Poor visibility	12
Mountain, map	8
Mountain, no map	12
Moor or hill, no map	10
Forest	15

A character with at least 5 ranks in Natural Sciences pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Natural Sciences check (DC 20, 1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Nature Sciences check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the

right direction to proceed after becoming lost. Make a Natural Sciences check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Nature Sciences check. Finally, psyche may make their course clear.

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Forest Terrain Features

	Category of Forest		
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Defense and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has Defense 4, hardness 5, and 150 HP. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have Defense 3, hardness 5, and 600 HP. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Stealth checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams

are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which an Perception check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Perception checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Stealth is also more difficult in undergrowth).

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes an Awareness check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Awareness checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Awareness checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a Combustion talent.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter. (See Catching on Fire, page 315.)

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes. The table below describes terrain features found in marshes.

Marsh Terrain Features

	— Marsh Category —	
	Moor	Swamp
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to Defense, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.
Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Stealth checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Natural Sciences check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of

movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh. A marsh imposes no penalties on Perception checks, and using the Stealth skill is more difficult in both undergrowth and bogs.

HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain Features

	——Hills Category——	
	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters oving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Stealth checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Awareness or Stealth checks.

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to

face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain Features

	Mountain Category		
	Alpine	Meadow	Rugged
Forbidding			
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light Growth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in an underground bunker setting. Chasms aren't hidden, so characters won't fall into them by accident (although bullrushes are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Stealth checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Stealth checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate maze. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Perception check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Perception checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Perception check, treating the avalanche as a Colossal creature. If all characters fail their Perception checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Perception check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of soldiers.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.
Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

DESERT TERRAIN

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table below describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Desert Terrain Features

	Desert Category		
	Tundra	Rocky	Sandy
Light undergrowth	15%	5%	5%
Ice sheet	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.
Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increase by 5. A DC 10 Balance check is required to run or charge across an ice sheet.
Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and Tumble checks increase by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Stealth checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas

consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.

The desert imposes neither bonuses or penalties on Perception checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms: A sandstorm reduces visibility to 1d10×5 feet and provides a -4 penalty on Awareness checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

PLAINS TERRAIN

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Terrain Features

	Plains Category		
	Farm	Grassland	Battlefield
Light growth	40%	20%	10%
Heavy growth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square

berm will travel uphill for 5 feet, then downhill for 5 feet. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 5 feet downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Perception check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Perception checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Active Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear,

and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Perception and Stealth checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Defense, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in water that is chest deep, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to Defense, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Psyche effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Non-psyche fire (including chemical fire) does not burn underwater. Talents or psyche-like effects with the fire descriptor

Combat Adjustments Underwater Table: 12 - 1

	Attack/Damage			
Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance?[4]
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half[1]	–2/half	quarter or half[2]	No
Firm footing[3]	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

1 A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.
2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Statistic Bonus to Move, and opponents gain a +2 bonus on attacks against it.

are ineffective underwater unless the caster makes a Psyche check (DC 20 + Terms of Service). If the check succeeds, the talent creates a bubble of steam instead of its usual fiery effect, but otherwise the talent works as described. A Supernatural (SU) fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire talent. If the caster has made a Psyche check to make the fire talent usable underwater, the surface still blocks the talent's line of effect.

Floods
In many wilderness areas, river floods are a common occurrence.

In Spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the Spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

SPACE TERRAIN

Space is big; very, very, big. Though it may seem empty, it is filled with everything that exists within our universe. Unless you are within an atmosphere, you are in a hostile environment. There are many things that make space a hostile environment; the greatest and most common of these is the vacuum. Other than that, space is filled with gases, radiation, and high velocity stellar objects.

There are three different locations you may find yourself while traveling through space: deep space, high orbit, and interplanetary.

Deep Space: This part of space is devoid of any celestial body associated with a star or its solar system. There are very few free roaming celestial bodies or distinct gravity wells.

High Orbit: This part of space is near enough to a celestial body that you are affected by its gravity well, yet far enough away that you are not touching its atmosphere or event horizon.

Interplanetary: This part of space exists between celestial bodies but within a solar system.
While in a
ny of these three terrains, it is possible to randomly encounter things that exist or occur in space. Below are five examples of things that may be encountered in space and the random chance to encounter them on any given day of travelling.

Space Terrain Features

	Space Category		
	Deep Space	High Orbit	Inter-planetary
Asteroid Field/Belt	20%	—	40%
Radiation Belt	5%	20%	10%
Cosmic Wind	30%	—	10%
Space Trade way	5%	—	15%
Ship Wreckage	5%	10%	15%

Asteroid Field/Belt: Asteroids gather and orbit around gravity wells usually in large numbers. Though their orbit is relatively stable in regards to the mass creating the gravity well, their proximity to each other is unstable. This chaotic gathering creates a dangerous environment as asteroids are crashing into each other with massive impacts and changing direction and velocity seemingly at random. The difficulty of any vehicle skill check should be increased within an asteroid field or belt. The penalty is dependent upon the aggravation of the asteroids in the field. A highly active field would have a +20 penalty while a slightly active field would have a +5 penalty. The chance of collision with an asteroid is always a threat.

Radiation Belt: This occurrence is usually found within a solar system where the lingering

energies of a star or its orbiting bodies may cause bands or belts of high yield radiation to gather. Unless shielded from energy by a vehicle, armored suit, or psyche talent, you will suffer the effects of radiation poisoning and burn. For every round exposed to radiation, a character will suffer hit point damage equal to a number of d6 based upon the intensity of the radiation. This only causes hit point damage. A high intensity radiation belt could cause up to 10d6 damage while a slight intensity radiation belt could cause only 2d6.

Cosmic Wind: This phenomenon is a collection of microscopic debris expelled by a star. The debris travel at near light speeds unhindered by anything short of a major gravity well. With minor effects on most celestial bodies, the "cosmic wind" can be harnessed with the proper technology and used to push an object of mass. Some Tuathean ships use the unusually consistent "currents" of these winds in their own sector of space to sail between worlds. Other than what a foul wind may bring, cosmic wind is mostly harmless.

Space Trade Way: The one thing you don't think you'll have to fear in space is traffic. However there are some areas where ships travel frequently. These trade ways are usually well marked by navigation beacons but sometimes the beacons are missing or malfunction. They usually span between one jump gate and another but some travel from one planet to another within a solar system. Straying into one of these trade ways can be dangerous for slower or communicator-blind objects as a ship may cross your path and you suffer an unscheduled collision.

On the other hand, if you're drifting in space, the trade way is the best place to be as the odds of a passing ship finding you are much better than anywhere else.

Ship Wreckage: You can run into garbage anywhere, even in space. The chance of randomly running into wreckage is very small in open space and much more likely in a solar system or orbiting a celestial body. The salvage rights depend on the ship and where it was found. For the most part, if there is a living member of the crew aboard the wreckage, they own the salvage rights. Other than that, those who find the ship own the ship.

Other Space Features:
Vacuum: It is possible to survive in the vacuum of space if you can withstand the intense cold, suffocation, and pressure. Cold and suffocation are covered in other descriptions and they work the same in the Vacuum of space, but pressure is what is most deadly.

When someone is exposed to the exceptional pressure of space, they immediately begin to suffer damage. This damage is considered physical and is resisted with Damage Resistance. During the first round of exposure, an individual takes 1d6 points of damage. For every consecutive round exposed to space an additional 1d6 is added to the rolled damage (2d6 the second round, 3d6 the third round, 4d6 the fourth round, etc.). The number of dice reaches its maximum at 10d6 but continues to affect the individual each round that they remain exposed.

Zero-G: When you find yourself in an environment with virtually no gravity, the rules of motion and action change. Since there is no natural force to hold you to a surface, you must either find a way to do so or have an alternative means of controlling your movement, such as the Psyche Talent: Fly or the Flight Extra on a Legion suit. If you do not, you will suffer a movement reaction penalty to every action you take which moves you in the opposite direction.

For a melee attack action, you move a number of feet in the opposite direction of a target that you successfully strike at a speed equal to 5 feet times your Strength modifier. If you are the target of such an attack and are also disadvantaged by Zero-G, you will move away from your attacker at their movement reaction penalty. Both of you will continue to move in that direction and speed each round until you find a way to stop your momentum or you are subjected to another force. This

penalty does not take the character's move action and will trigger attacks of opportunity as per normal movement rules.

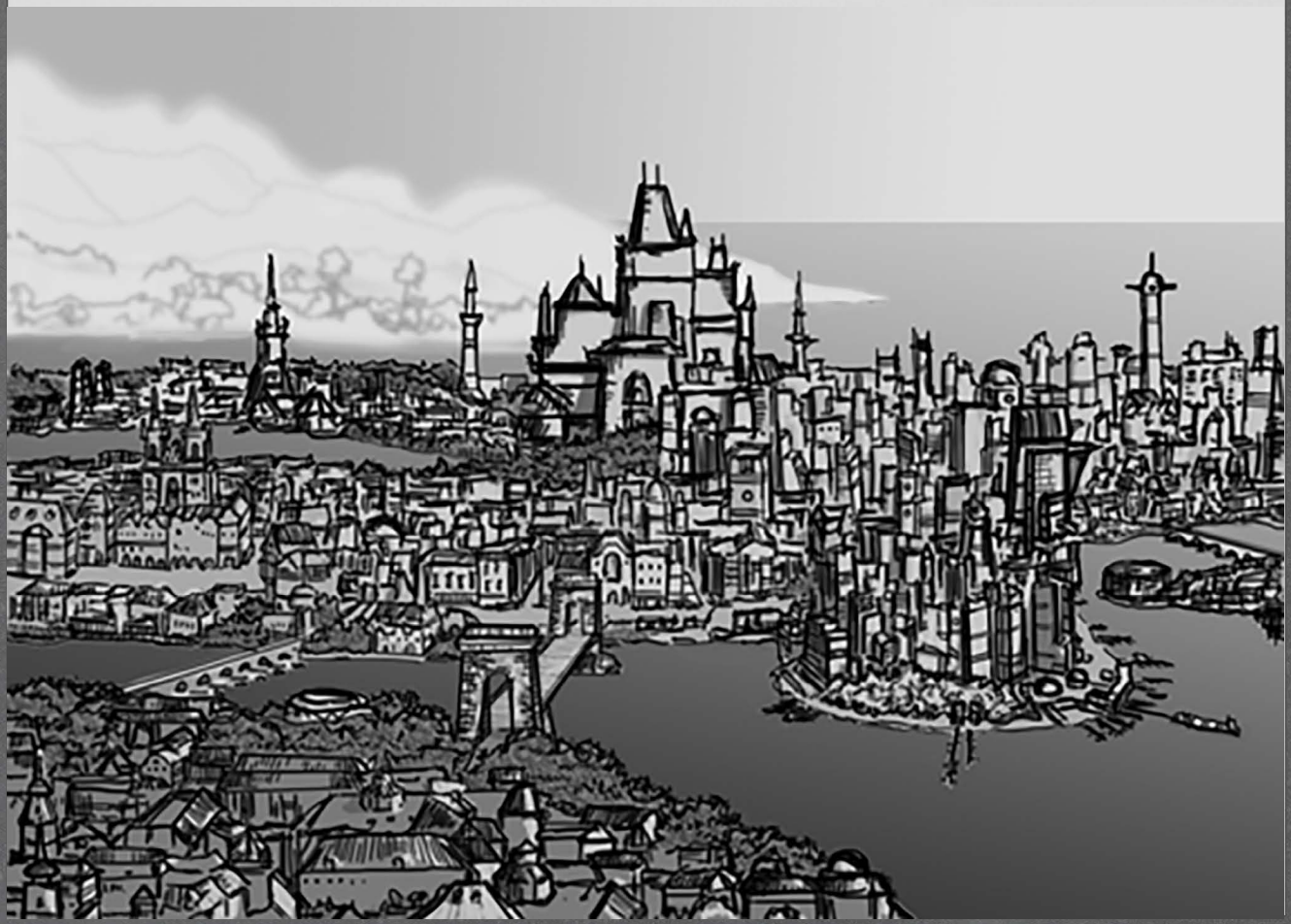
For a projectile firearm attack action, you move in the opposite direction of your attack at a speed equal to 5 feet for a d4 or d6 weapon, or 10 feet for a d8 or d10 weapon. The distance is further multiplied by the weapon's number of damage die. If you are the target of such an attack and are also disadvantaged by Zero-G, you move in the opposite direction of the attack at half their movement reaction penalty, rounded down. Both of you will continue to move in that direction and speed each round until you find a way to stop your momentum or you are subjected to another force. Energy firearm attack actions do not cause a movement reaction penalty.

Fighting in zero-g is difficult for those who are unaccustomed to it. Character gain a -4 penalty to all actions in zero-g if they are not stabilized by either a solid surface to stand, the ability to fly, or a feat/history that negates zero-g penalties.

URBAN ADVENTURES

At first glance, a city is much like an underground bunker, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their underground bunker counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: Unlike in combat zones and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-ranking NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the barracks.



The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

Law Enforcement: The other key distinction between soldiering in a city and delving into a combat zone is that a combat zone is, almost by definition, a chaotic place where the only law is that of the jungle: kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that soldiers engage in all the time: killing and looting. Even so, most cities' laws recognize Shade as a threat to the stability the city relies on, and prohibitions about murder rarely apply to Shade. Most aliens, however, are typically protected by the same laws that protect all the citizens of the city. Having an alien background is not a crime (except in some severely xenophobic cities, perhaps, with the psyche power to back up the law); only criminal acts are against the law. Even when soldiers encounter an alien in the act of perpetrating some heinous crime upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the alien dead or otherwise unable to testify at a trial.

Weapon and Talent Restrictions
Different cities have different laws about such issues as carrying weapons in public and restricting psychics. The city's laws may not affect all characters equally.

Urban Features
Walls, doors, poor lighting, and uneven footing: In many ways a city is much like an underground bunker. Some new considerations for an urban setting are covered below.

Walls and Gates
Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has Defense 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has Defense 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have Defense 3, hardness 8, and 1,170 hp per 10- foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Open Lock DC 30), block entry to a tower, unless the tower is

in regular use. As a rule, the captain of the guard keeps the key to the tower secured on her person, and a second copy is in the city's inner fortress or barracks.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.
Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers
A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of soldiers, mostly 1st term.

City Streets
Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)×5 feet], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Balance and Tumble checks by 2.
Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town.



These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Crowds: Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every commoner on the map when a fight breaks out on the city's main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Stealth check and providing a bonus to Defense and on Reflex saves.

Directing Crowds: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and beneath the Streets

Rooftops: Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Balance check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Jump skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Random Weather Table: 12 - 2

d%	Weather	Cold Climate	Temperate Climate[1]	Desert
01–70	Normal weather	Cold, calm	Normal for season[2]	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–00)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm[3]	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard[4], hurricane, tornado	Downpour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.
2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Sewers: To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like underground bunkers, except that they're much more likely to have floors that are slippery or covered with water. Sewers are also similar to underground bunkers in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

City Buildings
Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with Defense 3, Hardness 8, 90 HP, and a Climb DC of 25. Upper-story walls are 6 inches thick, with Defense 3, Hardness 5, 60 HP, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

City Lights
If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Stealth checks.

WEATHER
Sometimes weather can play an important role in an adventure.

Table 12-2: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm / Blizzard / Hurricane / Tornado): Wind speeds are over 50 mph (*Table12-3: Wind Effects*). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a

24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see *Table: Wind Effects* on the following page.

Rain, Snow, Sleet, and Hail
Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Awareness checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Awareness checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms
The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty on Awareness and Perception checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a -4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. *Table 12-3: Wind Effects* for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Dust storm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine

Wind Effects Table: 12 - 3

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons[1]	Creature Size[2]	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	–2 /—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	–4 /—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Imp/imp	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

1 The siege weapon category includes indirect fire cannons, tank guns, mortars, and rail gun attacks.
2 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan alien beast is treated as Huge for purposes of wind effects.Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.
Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flyingcreatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

grains of sand that obscure vision, smothers unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (*Table 12-3: Wind Effects*). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially

those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Awareness and Perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (*Table 12-3: Wind Effects*). Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see *Table 12-3: Wind Effects*), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Awareness checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind talent.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Awareness checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Awareness checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Awareness checks. Instead of being blown away (*Table 12-3: Wind Effects*), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who

come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

HAZARDOUS ENVIRONMENTS

Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Wilderness, above. Hazardous environments common to more than one setting are detailed below.

ACID EFFECTS

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

COLD DANGERS

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character that has the Natural Sciences skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).
In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character that has the Nature Sciences skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal talent.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5 Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

DARKNESS

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be

Special Ability Types Table: 12 - 4

	Extraordinary	Psionic-Like	Supernatural
Dispel	No	Yes	No
Psionic Resistance	No	Yes	No
Attack of Opportunity	No	Yes	No

Dispel: Can dispel psionics and similar talents dispel the effects of abilities of that type?
Psionic Resistance: Does psionic resistance protect a creature from these abilities?
Attack of Opportunity: Does using the ability provoke attacks of opportunity the way that activating a talent does?

rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, psyche light sources can be interrupted or countered, or psyche traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

—Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or talents against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

—A blinded creature is considered Flat-Footed and takes a -2 penalty to Defense.

—A blinded creature takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

—Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make an Awareness check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. An Awareness check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature

still has total concealment from the blinded creature).
—A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

—If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

—A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

FALLING
Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fell, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.
Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).
Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

FALLING OBJECTS
Just as characters take damage when they fall more than 10 feet, they also take damage when they are hit by falling objects.
Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use *Table: Damage from Falling Objects* to see how far an object of a given weight must drop to deal 1d6 points of damage.

For each additional increment an object falls, it deals an additional 1d6 points of damage.
Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

HEAT DANGERS
Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall,

gets doused in water, is targeted by endure elements, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Natural Sciences skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Nature Sciences skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a Combustion talent.

Damage from Falling Objects
Table: 12 - 5

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous psyche fires might find their clothes, hair, or equipment on fire. Talents with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.
Those unlucky enough to have their clothes or equipment catch fire must make DC 15

Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects
Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

SMOKE EFFECTS
A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

STARVATION AND THIRST
Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even psyche that restores hit points heals this damage.



SUFFOCATION
A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.
Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

VACUUM
It is possible to survive in the vacuum of space if you can withstand the intense cold, suffocation, and pressure. Cold and suffocation are covered in other descriptions and they work the same in the Vacuum of space, but pressure is what is most deadly.

When someone is exposed to the exceptional pressure of space, they immediately begin to suffer damage. This damage is considered physical and is resisted with Damage Resistance. During the first round of exposure, an individual takes 1d6 points of damage. For every consecutive round exposed to space an additional 1d6 is added to the rolled damage (2d6 the second round, 3d6 the third round, 4d6 the fourth round, etc.). The number of dice reaches its maximum at 10d6 but continues to affect the individual each round that they remain exposed.

WATER DANGERS
Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning
Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.
When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.
It is possible to drown in substances other than water, such as sand, quicks.

ZERO-G
When you find yourself in an environment with virtually no gravity, the rules of motion and action change. Since there is no natural force to hold you to a surface, you must either

find a way to do so or have an alternative means of controlling your movement, such as the Psyche Talent: Fly or the Flight Extra on a Legion suit. If you do not, you will suffer a movement reaction penalty to every action you take which moves you in the opposite direction.
For a melee attack action, you move a number of feet in the opposite direction of a target that you successfully strike at a speed equal to 5 feet times your Strength modifier. If you are the target of such an attack and are also disadvantaged by Zero-G, you will move away from your attacker at their movement reaction penalty. Both of you will continue to move in that direction and speed each round until you find a way to stop your momentum or you are subjected to another force. This penalty does not take the character's move action and will trigger attacks of opportunity as per normal movement rules.

For a projectile firearm attack action, you move in the opposite direction of your attack at a speed equal to 5 feet for a d4 or d6 weapon, or 10 feet for a d8 or d10 weapon. The distance is further multiplied by the weapon's number of damage die. If you are the target of such an attack and are also disadvantaged by Zero-G, you move in the opposite direction of the attack at half their movement reaction penalty, rounded down. Both of you will continue to move in that direction and speed each round until you find a way to stop your momentum or you are subjected to another force.

Energy firearm attack actions do not cause a movement reaction penalty.

Fighting in zero-g is difficult for those who are unaccustomed to it. Character gain a -4 penalty to all actions in zero-g if they are not stabilized by either a solid surface to stand, the ability to fly, or a feat/history that negates zero-g penalties.

Conditions



13



"Gaterunner 3 to Skylark. Over." Rae'Tal spoke into the comm. The line hissed a reply. "Skylark copies, go ahead Gaterunner 3."

"Our invitation to the party has been rejected. Security is on top of us. Grid Location Bravo Tango 536781, Line 6. Requesting EVAC to seek alternative methods. Over."

"Negative, Gaterunner 3. Mission is critical. Front door is the only option. We're packaging a gift to send your way."

Rae'Tal's feline facial features contorted into a snarl. Typical. "Copy that Skylark, we will...wait, a gift?" Her eyes widened. "Do you mean fire support? Diego's your gunner; he can't hit the broadside of a Capital ship! Requesting confirmation, over."

"Orders are confirmed. Gift will be delivered to your location."

"Negative, Skylark, we are danger close. I repeat: danger close. Abort! Over!" The comm shook in her hand.

"Gift's already on its way, Gaterunner 3. Splash in 20 seconds," was the only response from the rear lines miles away.

"Oh shit...Get down! Diego's shooting, coming in hot!" Rae'Tal shouted to her unit. Chaos erupted. Muffled yelling and the quick rattle of gunfire burst through the transmission just before a loud explosion. Then there was quiet, and static filled the channel.

"Skylark to Gaterunner 3, what's your status over." Static..."Skylark to Gaterunner 3, we need a SITREP. Skylark to..." The static stopped as the comm cut back in.

"Gaterunner 3 to Skylark. Tell Diego his aim's improved and the gift was well received. Security has been neutralized. Continuing to the party. Over."

SPECIAL ABILITIES AND CONDITIONS

SPECIAL ABILITIES

A special ability is either extraordinary, Psyche -like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are non-Psyche . They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt Psyche s have no effect on extraordinary abilities.

Psyche Abilities (Ps): Psyche e-like abilities, as the name implies, are Psyche abilities that are very much like talents. Psyche e-like abilities are subject to Psyche resistance and dispel Psyche s. They do not function in areas where Psyche s is suppressed or negated.

Supernatural Abilities (Su): Supernatural abilities are Psyche but not Psyche -like. Supernatural abilities are not subject to Psyche resistance and do not function in areas where Psyche s is suppressed or negated. A supernatural ability's effect cannot be dispelled and is not subject to counter-Psyche s. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

	Ex	Ps	Su
Disrupt Psyche e	No	Yes	No
PsycheResistance	No	Yes	No
Attack of opportunity	No	Yes	No

Disrupt Psyche: These abilities can be negated with the Disrupt Psyche Talent.

Psyche Resistance: These abilities can be resisted with Psyche Resistance.

Attack of Opportunity: Using these abilities may or may not cause Attacks of Opportunity.

ABILITY SCORE LOSS

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the talents heal and regeneration offset ability damage as well. Ability drain, however, is permanent, though regeneration can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some talents or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the talent's or ability's duration, and the ability score immediately returns to its former value.

The ability of some creatures to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTI-PSYCHE

An anti-Psyche field talent or effect cancels Psyche altogether. An anti-Psyche effect has the following powers and characteristics.

- No supernatural ability, Psyche-like ability, or talent works in an area of anti-Psyche (but extraordinary abilities still work).
- Anti-Psyche does not dispel Psyche; it suppresses it. Once a Psyche effect is no longer affected by the anti-Psyche (the anti-Psyche fades, the center of the effect moves away, and so on), the Psyche s returns. Talents that still have part of their duration left begin functioning again, Psyche items are once again useful, and so forth.
- Talent areas that include both an anti-Psyche area and a normal area, but are not centered in the anti-Psyche area, still function in the normal area. If the talent's center is in the anti-Psyche area, then the talent is suppressed.
- Psyche items with continuous effects do not function in the area of an anti-Psyche effect, but their effects are not canceled.
- Two anti-Psyche areas in the same place do not cancel each other out, nor do they stack.

BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even Psyche darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsense: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is considered Flat-Footed against attacks from creatures it cannot see.

BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a talent or some other Psyche effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPULSION

Many abilities and talents can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse

yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantment affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm talents. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any Psyche ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A charmed character that is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the talent or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the Psychic; a compulsion makes the subject obey the Psychic.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD IMMUNITY
A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION
Some Psyche creatures have the supernatural ability to instantly heal damage from weapons, or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash.

Damage reduction may be overcome by special materials, by Psyche weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an energy or strange material (such as fire or Adamantium). If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a Psyche weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an energy gains the energy of that projectile weapon (in addition to any energy it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, stunning attacks, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt talents.

Talents, Psyche-like abilities, and energy attacks (even non-Psyche fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction stack.

For energy attacks, reduce the damage reduction by half, rounding down.

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the character dies instantly.

- Raise dead doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.
- In case it matters, a dead character, no matter how she died, has -10 hit points.
- The talent death ward protects a character against these attacks.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on *Table 13-1: Diseases* and defined below.

Disease: Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—via ingestion, inhalation, injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite, and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Diseases Table: 13 - 1

Disease	Infection	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Str[1]
Cackle fever	Inhaled	16	1 day	1d6 Wis
Demon fever	Injury	18	1 day	1d6 Con[2]
Devil chills[3]	Injury	14	1d4 days	1d4 Str
Filth fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled	12	1 day	1d4 Int
Jungle rot[4]	Contact	20	1 day	1d6 Con
Red ache	Injury	15	1d3 days	1d6 Str
Shakes	Contact	13	1 day	1d8 Dex
Slimy doom	Contact	14	1 day	1d4 Con[2]

[1] Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.
[2] When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.
[3] The victim must make three successful Fortitude saving throws in a row to recover from devil chills.
[4] Successful saves do not allow the character to recover. Only psionic healing can save the character.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases
Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Demon Fever: Can cause permanent ability drain.

Devil Chills: It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Those injured while in filthy surroundings might catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Jungle Rot: Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Healing a Disease
Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is

higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

ETHEREALNESS
Phase creatures and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most Psyche attacks have no effect on them.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even by Psyche talents. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature, the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, two or more creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that an energy wall blocks an ethereal creature, and an energy bolt can strike one (provided the Psychic can see the ethereal target). Gaze effects and Alterations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material). Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

EVASION AND IMPROVED EVASION
These extraordinary abilities allow the target of an area attack to leap or twist out of the way.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.
As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Some creatures with the evasion ability as an innate quality do not have this limitation.
Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING
A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

- At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).
- Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.
- A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.
- Fast healing does not restore hit points lost from starvation, thirst, or suffocation.
- Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR

Talents, Psyche items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character that is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character that is made shaken or frightened becomes panicked instead.

FIRE IMMUNITY

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

GASEOUS FORM

Some creatures have the supernatural or Psyche-like ability to take the form of a cloud of vapor or gas.

- Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or activate talents with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).
- Creatures in gaseous form have damage reduction 10/Psyche. Talents, Psyche-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.
- Gaseous creatures do not need to breathe and are immune to attacks involving breathing (poison gas and the like).
- Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

- Discerning a creature in gaseous form from natural mist requires a DC 15 Perception check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Gaze attacks can charm, curse, or even kill. Gaze attacks not produced by a talent are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack. If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks. Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off " when so desired.

INCORPOREALITY

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by non-Psyche matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal

Detecting Invisible Table: 13 - 2

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed Stealth check result	
Moving at full speed Stealth check result	–4
Running or charging Stealth check result	–20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

- Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.
- Incorporeal creatures can be harmed only by other incorporeal creatures, by Psyche weapons, or by talents, Psyche-like effects, or supernatural effects. They are immune to all non-Psyche attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.
- Even when struck by Psyche or Psyche weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a Sync weapon.
- Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.
- Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Perception checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).
- Incorporeal creatures are inaudible unless they decide to make noise.
- The physical attacks of incorporeal creatures ignore material armor, even Psyche armor, unless it is made of force (such as telekinetic field) or has the Sync Psi-Stone ability.
- Incorporeal creatures pass through and operate in water as easily as they do in air.
- Incorporeal creatures cannot fall or take falling damage.
- Corporeal creatures cannot trip or grapple incorporeal creatures.
- Incorporeal creatures have no weight and do not set off traps that are triggered by weight.
- Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including darkvision.

- Invisibility does not, by itself, make a creature immune to critical hits.
- A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Perception check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with an Perception check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).
- A creature can use hearing to find an invisible creature. A character can make a Perception check for this purpose as a free action each round. An Perception check result at least equal to the invisible creature's Stealth check result reveals its presence. (A creature with no ranks in Stealth makes a Stealth check as a Dexterity check, to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. An Perception check that beats the DC by 20 pinpoints the invisible creature's location.

Perception Check DCs to Detect Invisible Creatures:

- A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a

standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

- If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.
- If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.
- If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.
- If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.
- Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.
- An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.
- A creature with the scent ability can detect an invisible creature as it would a visible one.
- A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)
- A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.
- An invisible burning torch still gives off light, as does an invisible object with a light talent (or similar talent) cast upon it.
- Ethereal creatures are invisible. Since ethereal creatures are not materially present, Perception checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Perception checks can help.
- Invisible creatures cannot use gaze attacks.
- Invisibility does not thwart detect talents.
- Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A Psychic with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS

Some monsters and talents have the supernatural or Psyche-like ability to paralyze their victims, immobilizing them through Psyche means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as activating a talent with no components.
A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON
When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Poisons Table: 13 - 3

Poison	Type	Initial Dam.	Secondary Dam.	Price
Nitharit	Contact DC 13	0	3d6 Con	650
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500
Arcturan death root	Contact DC 16	1d6 Dex	2d6 Dex	750
Grimm root extract	Contact DC 20	3d6 Con	3d6 Con	4,500
Korollian dragon bile	Contact DC 26	3d6 Str	0	1,500
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180
Arsenic	Ingested DC 13	1 Con	1d8 Con	120
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125
Whisper oil	Ingested DC 15	0	Unconsciousness	90
Havens bane	Ingested DC 17	2d6 Str	1d6 Str	250
Shadow rose powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500
Burnt Oa fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120
Centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100
Sleep poison	Injury DC 13	Uncon.	Uncon for 2d4 hours	75
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100
Blue Haven	Injury DC 14	1 Con	Unconsciousness	120
Spider venom	Injury DC 14	1d4 Str	1d4 Str	150
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250
Gurrach poison	Injury DC 17	2d6 Con	2d6 Con	3,000
Scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200
Wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800
Razortusk poison	Injury DC 24	1d6 Str	2d6 Str	700

*Permanent drain, not temporary damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and Psyche-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on *Table 13-3: Poisons*. Terms on the table are defined below.

Type: The poison's method of delivery (via contact, ingestion, inhalation, or injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk (*) is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less-than-reputable sources.

Perils of Using Poison
A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character that rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities
Creatures with natural poison attacks are immune to their own poison. Non-living creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison.

Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH
Psyche can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

PSYCHE
Telepathy, mental combat and Psyche powers—Psyche is a catchall word that describes special mental abilities possessed by various creatures. These are Psyche-like abilities that a creature generates from the power of its mind alone—no other outside Psyche force or ritual is needed. Each Psyche creature's description contains details on its Psyche abilities.

Psyche attacks almost always allow Will saving throws to resist them. However, not all Psyche attacks are mental attacks. Some Psyche abilities allow the Psyche creature to reshape its own body, heal its wounds, or teleport great distances. Some Psyche creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS
All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Defense is high, it might be hard to hit her with the ray in the first place.

REGENERATION
Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.
Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.
Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

RESISTANCE TO ENERGY
A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or Psyche source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a talent. This resistance does not stack with the resistance that a talent might provide.

SCENT
This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent



ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Nature Sciences DC to track becomes 20 rather than 10.

PSYCHE RESISTANCE

Psyche resistance is the extraordinary ability to avoid being affected by talents. (Some talents also grant Psyche resistance.)

To affect a creature that has Psyche resistance, a Psychic must make a Psyche power check (1d20 + total Mind Points) at least equal to the creature's Psyche resistance. (The defender's Psyche resistance is like a Defense against Psyche attacks.) If the Psychic fails the check, the talent doesn't affect the creature. The possessor does not have to do anything special to use Psyche resistance. The creature need not even be aware of the threat for its Psyche resistance to operate.

Only talents and Psyche-like abilities are subject to Psyche resistance. Extraordinary and supernatural abilities (including enhancement bonuses on Psyche weapons) are not. A creature can have some abilities that are subject to Psyche resistance and some that are not. Even some talents ignore Psyche resistance (see "When Psyche Resistance Applies" below).

A creature can voluntarily lower its Psyche resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's Psyche resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's Psyche resistance never interferes with its own talents, items, or abilities.

A creature with Psyche resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few Psyche items have the ability to bestow Psyche resistance upon another.

Psyche resistance does not stack. It overlaps.

When Psyche Resistance Applies

Each talent includes an entry that indicates whether Psyche resistance applies to the talent. In general, whether Psyche resistance applies depends on what the talent does:

Targeted Talents: Psyche resistance applies if the talent is targeted at the creature. Some individually targeted talents can be directed at several creatures simultaneously. In such cases, a creature's Psyche resistance applies only to the portion of the talent actually targeted at that creature. If several different resistant creatures are subjected to such a talent, each checks its Psyche resistance separately.

Area Talents: Psyche resistance applies if the resistant creature is within the talent's area. It protects the resistant creature without affecting the talent itself.

Effect Talents: Most effect talents summon or create something and are not subject to Psyche resistance. Sometimes, however, Psyche resistance applies to effect talents, usually to those that act upon a creature more or less directly.

Psyche resistance can protect a creature from a talent that's already been activated. Check Psyche resistance when the creature is first affected by the talent.

Check Psyche resistance only once for any particular talent activation or Psyche-like ability use. If Psyche resistance fails the first time, it fails each time the creature encounters that same talent activation. Likewise, if the Psyche resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its Psyche resistance and is then subjected to a talent, the creature still has a single chance to resist that talent later, when its Psyche resistance is up.

Psyche resistance has no effect unless the energy created or released by the talent actually goes to work on the resistant creature's mind or body. If the talent acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a talent without being directly affected.

Psyche resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Psyche es actually have to be working for Psyche resistance to apply. Talents that have instantaneous durations but lasting results aren't subject to Psyche resistance unless the resistant creature is exposed to the talent the instant it is activated.

When in doubt about whether a talent's effect is direct or indirect, consider the talent's category:

Alteration: The target creature must be harmed, changed, or restricted in some manner for Psyche resistance to apply. Perception changes aren't subject to Psyche resistance.

Alterations that block or negate attacks are not subject to an attacker's Psyche resistance—it is the protected creature that is affected by the talent (becoming immune or resistant to the attack).

Creation: These talents are usually not subject to Psyche resistance unless the talent creates some form of energy. Talents that summon creatures or produce effects that function like creatures are not subject to Psyche resistance.

Destruction: If a Destruction talent deals damage to the creature, it has a direct effect. If the talent damages something else, it has an indirect effect.

Divination: These talents do not affect creatures directly and are not subject to Psyche resistance, even though what they reveal about a creature might be very damaging.

Successful Psyche Resistance
Psyche resistance prevents a talent or a Psyche-like ability from affecting or harming the resistant creature, but it never removes a Psyche effect from another creature or negates a talent's effect on another creature. Psyche resistance prevents a talent from disrupting another talent.

Against an ongoing talent that has already been activated, a failed check against Psyche resistance allows the resistant creature to ignore any effect the talent might have. The Psyche continues to affect others normally.

TREMORSENSE
A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including activating talents with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

CONDITIONS
If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through Psyche means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a -2 penalty to Defense, is considered Flat-Footed, moves at half speed, and takes a -4 penalty on Perception checks and on most active skill checks. All checks and activities that rely on vision (such as reading and Awareness checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack psion with melee or ranged weapons (or close with psion if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from psion at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Defense.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to Defense. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Perception checks, and Awareness checks.

Dead: The character's hit points are reduced to – (Constitution Score), his Constitution drops to 0, he has taken double his wound capacity to his head or torso, or he is killed outright by a talent or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or Psyche healing, but they

can be restored to life via Psyche s. A dead body decays normally unless it is preserved Psychically, but Psyche s that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the talent or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails hearing based Perception checks, and has a 20% chance of Psyche talent failure when activating talents with verbal components. Characters that remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as activating a readied talent) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is unconscious and near death. She has -1 or less current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -(Constitution Score) hit points, she is dead.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to activate a talent must make a Concentration check (DC 15 + Mind Points used) or fail to activate the talent.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or Psyche effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Perception and Awareness checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, activating a talent, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the effect as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Move Base Skill to Defense and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including talents, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and is considered Flat-Footed against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Agents can sneak attack helpless targets if they have that Knack.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a firearm, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (An Agent also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a *coup de grace* provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all non-Psyche attack forms. They can be harmed only by other incorporeal creatures, +1 or better Psyche weapons, talents, Psyche-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and its opponents are considered Flat-Footed. (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, activate talents, concentrate on talents, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including talents, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a pistol). A defender who is prone gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: Shaken is a less severe state of fear than frightened or panicked. A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character that was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or Psyche healing), then he no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

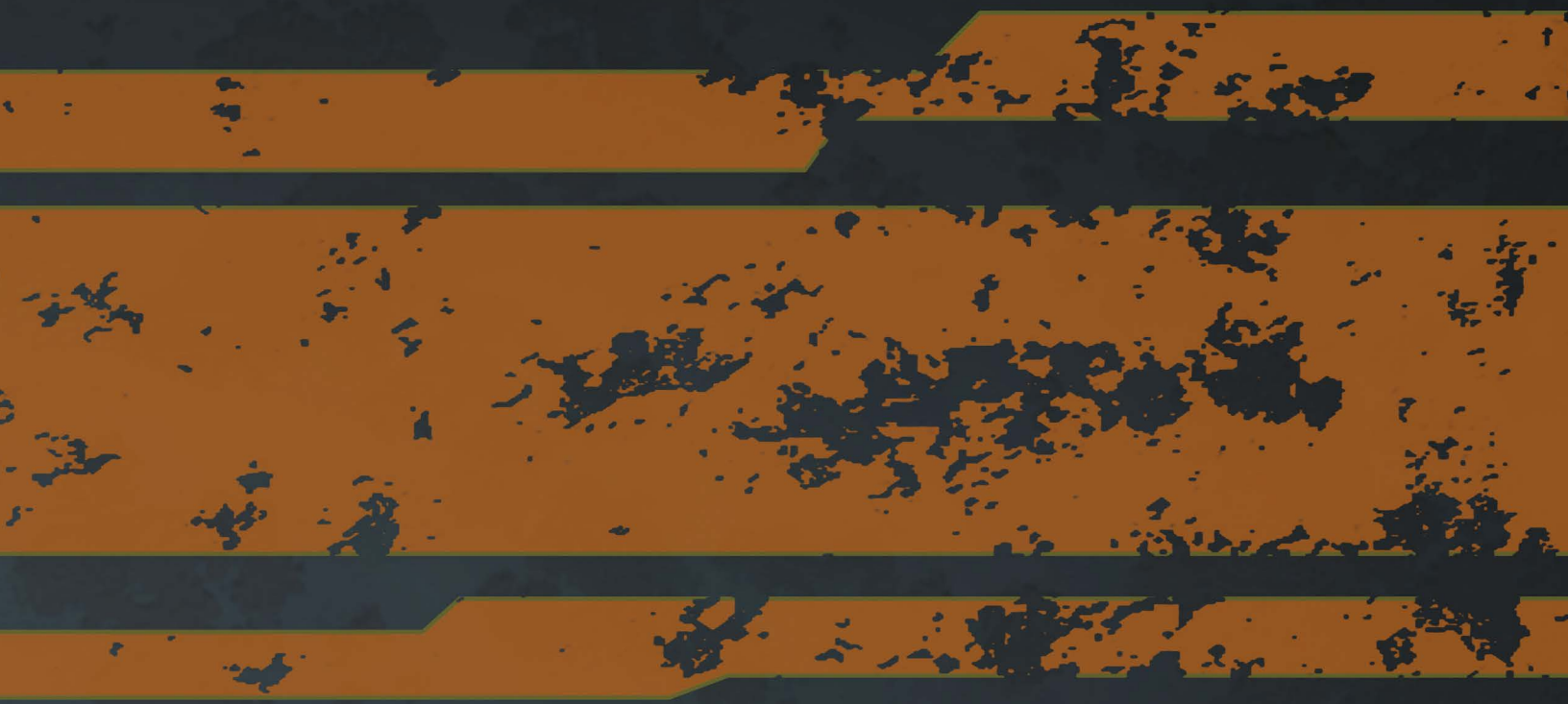
Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to Defense, and is considered Flat-Footed.

Turned: Affected by a turn Shade attempt. Turned Shade flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between -1 or less, or from nonlethal damage in excess of current hit points.

Setting

14



"We have been asleep for a very long time," said the one, using the inflection in their language to indicate an amusing irony. It had, indeed, been a very, very long time.

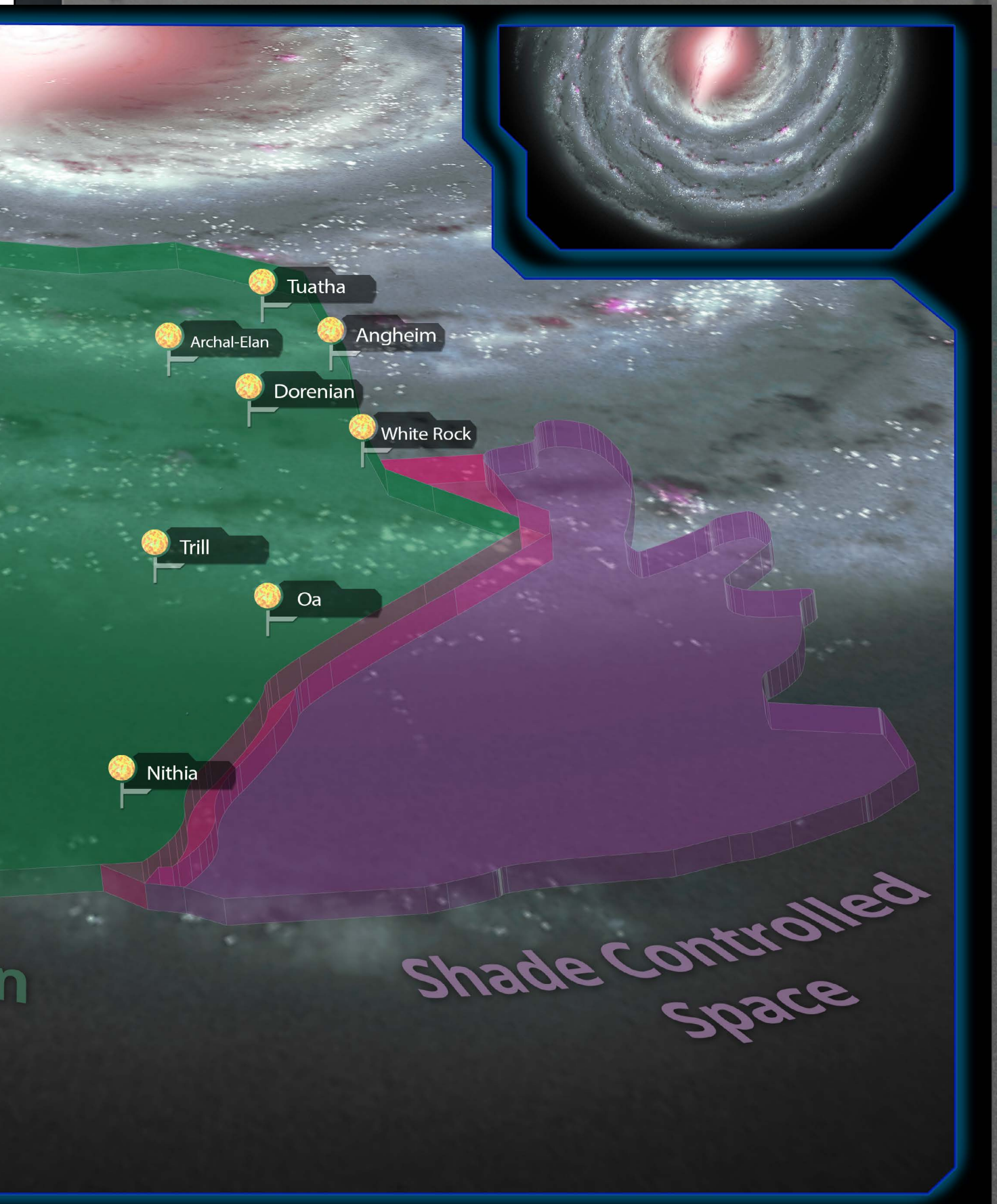
"Very well..." said the other. "What has transpired since?" using the Tone of Command.

"The Orem'ka have flourished in our absence. They are now... many." The one involuntarily used the Tone of Reverence. It covered its mistake quickly, but of course the other would know. It always knew.

The other emitted a faint chuckle. Even quiet, the Tone of Arrogance could still be heard. That particular inflection came so naturally to the other. The one shuddered slightly.

The other looked over the displayed data, showing the mapped galaxy as they knew it before, and how it was now. The other gestured to a small isolated corner and leaned forward on its throne. "Tell me of these... humans." The tone in which it said the last word had never been uttered before.


Khalydri
Joman
Ekimus
Tokeen
Korollia Prime
Stazen
Shar
Onigrim Empire
Galatic Human
Federation


Tuatha
Archal-Elan
Angheim
Dorenian
White Rock
Trill
Oa
Nithia
Shade Controlled Space

SETTING:

THE GOLDEN AGE

-1145 Humans of Khalydri colonize their two moons, Lor & Dalor, and three worlds in nearby solar systems, Augustyn, Denwarren, and Brandenburg.

-1016 Humans make contact with Oa'F'Reet, who in turn introduce them to the Tuathean and Deurgish races. These races then introduce the humans to the ancient World Gates. These Gates allow for travel in a sort of "hyper" space that reduces the amount of travel time considerably.

-1000 Ten colonies on ten planets become ten human-dominated worlds. Each world begins to operate with more independence from the rule of Khalydri. The Ten Worlds Covenant is established and Khalydri reluctantly grants each world its independence over the next two centuries.

-884 The Oa'F'Reet introduce many other races to each other in the Galactic Symposium (a celebration of life and harmony intended to bring the races together). The races in attendance are the Archalions, Dee, Dorek, K'rikk'T, Korol, and Onigrimm.

-883 The first Onigrimm Incursion into Human-controlled space is repelled by the military forces of Waycross. This marks the beginnings of constant attacks and battles perpetrated by the Onigrimm for the next six decades.

-821 The Galactic Federation of Humanity (GFH) is formed from the planets of the Ten Worlds Covenant and Khalydri. This bureaucratic organization assisted in governing the hundreds of colonies spread throughout the distant worlds of the Ten Worlds edge or Outer Rim.

-813 In response to the devastation of the 23rd Onigrimm Incursion, the GFH creates the United Defense Force (UDF) and fills its ranks with a large percentage of the eleven Human-controlled worlds' individual militaries, as well as military forces of the Tuathean and the Deurgish. The Oa'F'Reet have no military, and the other races declined offers to join the Humans.

-748 An indigenous race of people is discovered in the inhospitable polar regions of the Human world, Nithia. Long ago when the planet was colonized by Humans, the planet's natives, the Chironians, kept themselves hidden from the invaders. The Treaty of Nithia is quickly drawn up and offered to the Chironians who reluctantly accept it.

-746 Unsatisfied by the "Treaty of Nithia", radical Chironians demand their world be returned to Chironian control and Humans be evacuated from the planet completely. During political negotiations between the Human "Nithians" and the Chironians, conflict erupts. The council chambers are attacked by cloaked assailants and explosives are detonated. Diplomats from both sides perish. Each side blames the other and war begins with the taking of the capital city of Nithia, Tol Elrith, by Chironian military within the week. The UDF arrives within two days of the takeover with massive capitol ships and the new Mobile Infantry powered suits of armor, the Legion Suits.

-742 After four grueling years of war, the Chironians are nearly defeated. A Chironian sympathizer, a Human named Ochi, discovers ancient ruins near the planet's equator during a failed mission against the UDF. Seeking shelter after his unit is destroyed, Ochi finds an ancient script unrelated to the Chironians or any other race. Deciphering these "secrets", Ochi unlocks the power of his mind and teaches himself Psionic Talents. Returning to the Chironians, he shares these secrets and begins teaching others what he has learned.

-740 Utilizing these new "Nithian Arts", the Chironians turn the tide of the war and achieve victory over the UDF where they would have normally failed. The GFH learn of the use of these strange abilities and

begin peace talks with the Chironian factions. They come to an accord and return control of Nithia to the Chironians. The Chironians officially join the GFH and share the Nithian Arts with Humanity.

THE SHADOW AGE

-651 The Shadow Plague ravages the furthest colonies from the core eleven worlds of the GFH. Hundreds of thousands die within the first six months, only to miraculously return to life days to weeks later. The disease changes the afflicted person's skin pigmentation to a grayish color and they suffer from specific brain damage causing them to develop some emotional detachment, various neuroses, and seemingly random phobias. Many "asylums" are built to treat the "Shade" (the nickname given to people afflicted with the Shadow Plague).

-646 Colony asylums are overrun when the Shade become violent. Acting in concert across multiple worlds, the Shade catch the colony facilities by surprise and nearly all of them are lost. Military units respond to the Shade threat with many soldiers suddenly succumbing to the Shadow Plague.

-645 A colony of the world Glendarrow is lost to the Shade. The Legion is deployed in full to quell the threat. By the end of the year, twenty three colonies are lost. Every known colony world now shows signs of The Shadow Plague infection.

-644 The Shadow War reaches the industrial planet of Coventry. The capital city, New Providence, becomes the base of operations for all Legion forces in the area. Nearly 60% of the planet is lost to the Shade.

-641 While exploring ruins on the planet Shar, Dr. John Jacob Karsten discovers a way to attack the Shade directly with Psyche Talents. A special forces unit, "Nightfall Company", led by Captain Morgan Dain, are taught this new talent and prepare for a surgical strike at the heart of the Shade. Only two members of the company survive.

-640 The UDF creates Special Forces "companies" in honor of Captain Dain and his Nightfall Company, though the Nightfall Company is not reformed in honor of their sacrifice.

RISE OF THE SHAR-NITHIAN LORDS

-480 Increasing problems with capturing psychic criminals and dissidents cause government officials to look for solutions. They start recruiting psyche sensitive people for positions in the government.

-198 Corrupt officials begin using their psychic resources to further their own selfish goals. As a result, the GFH begins recruiting psyche sensitive officers that fit a specific psychological profile to become feudal lords governing the different systems of the federation. They become known as the Shar-Nithian Lords.

-66 The Shar-Nithian Lords fall to squabbling with each other and declaring war between the systems. The Psyche War begins.

-2 Lord Joroco Miriwe, a Major recruited from the Intelligence branch, addresses the Lords Council and proclaims himself King of the GFH. Declaring that all Shar-Nithian Lords swear fealty to him, Lord Miriwe is challenged immediately. The ease with which he defeats his challengers causes the challenges to cease.

AGE OF THE KING

0 The coronation of Lord Miriwe is projected to every corner of the galaxy. His propensity to not show his face in public and the mystery behind his abilities causes the public to nickname him the Dark King. He embraced this name happily.

3 The Phalanx Program is founded by the Dark King. Its facilities are built on the planet Shar.

13 The first success of the Phalanx Program is the Darsithian species. Genetically

cultivating the aggressive and combat-oriented aspects of humanity, the program produces hulking brutes. Proving too difficult to control and possessing the corruption of the Shade, the Darsithian are placed in experimentation camps across the wastes of the planet Shar.

31 The second success of the Phalanx Program is the TransHuman species. Closer to the genetic design of humanity, the TransHumans had one flaw: they are susceptible to psyche talents and the Shade.

33 The Dark King decides to use the TransHumans as royal guardsmen, but fears they may be used against him. He moves their creation facilities to a mobile station and hides its location from everyone. It is periodically moved to maintain its seclusion.

THE GRIMM WAR

38 The Onigrimm attack a military outpost near the planet Waycross. They employ Zillan, Tuathean, and Korol slaves. It is the largest Onigrimm attack to date, with several warlords working in concert. Fighting spreads from there across the Waycross system.

40 The research station Alabaster, in orbit around the proscribed planet of Haven, is attacked by an Onigrimm force. The research team flee to the planet's surface while the military forces try to hold off the onslaught. The research ship is lost to the Onigrimm.

41 The fight moves to Haven as Legion companies and the bulk of the UDF armada move to engage the Onigrimm forces. The Sky Marshall's flagship is destroyed by Onigrimm saboteurs while entering the Hyper-Gate near Haven, damaging the gate. A new Sky Marshall is named immediately.

42 Many soldiers find themselves trapped on Haven as technology seems to malfunction on the planet's surface. The Onigrimm launch a ground offensive to seize control of the planet, and find themselves trapped as well. The UDF liberates the research station from the Onigrimm, only to have the Onigrimm scuttle the station and crash it into the planet.

THE BATTLE FOR HAVEN

43 The Shade appear on Haven. Legion and Onigrimm join forces to fight the Shade and begin to lose ground. The Shade seemed to be more powerful than before. A man appears before the entire planet Haven, projecting his image to every individual. He claims to be a Star God, the Father of Life, the Progenitor of the species of the galaxy. He claims that all who pray for help from him will receive his aid against the Shade.

44 The Dark King arrives on Haven. He proclaims the mysterious man to be a god and bows down to him. This is marked as the birth of the Church of Man. The battle against the Shade turns and the Dark King's forces begin to gain ground.

45 Three Dukes of Haven, natives of the world, disagree with following the Dark King. They betray the Dark King to the Shade and eventually join with the Shade forces.

48 The Darsithian escape their research camps and begin fighting garrison forces on the Planet Shar.

MARCH OF THE LICH LORDS

50 With the Shade nearly defeated, the Dark King returns to Khalydri. Soon after he leaves, a new force of Shade appears, led by the three Betrayer Dukes. Proclaiming themselves Lich Lords from the myths of their people, they stop the advance of Legion forces.

51 The Dark King stops the war with the Darsithians by declaring them members of the GFH and asking them to present the leader of their people. This causes the Darsithian to fight among themselves for position and halts any aggression against the GFH.

52 The Shadow Plague ravages Haven under the direction of the Lich Lords.

55 The Dark King establishes the first cathedral to the Church of Man on Haven. He begins a campaign across the galaxy, bringing the word of the Star God and building churches.

63 At the end of his pilgrimage through the galaxy, the Dark King divides the GFH into three distinct bodies of government, the UDF, the Lords Council, and the Church of Man.

72 A truce is called and a treaty is signed that stops the advance of the Shade, yet divides Haven between the two forces.

74 The Onigrimm withdraw from Haven. Skirmishes with smaller, "independent" forces of Onigrimm continue through the following years.

80 The Korol war hero, Xerces, vanishes with his entire ship and company in the gate near Haven.

LONG LIVE THE KING

100 The Dark King is found in his chambers murdered. The identity of the assassin is unknown.

101 After a year of mourning, Shar-Nithian Lords begin squabbling over who should now be crowned King. The Lords Council declares that no one should take the throne, and instead the galaxy will be ruled by the leaders of the three bodies of the GFH, with the Arch-Bishop of the Faith, the Sky Marshall, and the Arch-Duke representing their factions.

THE CORPORATE WARS

117 Several colonies reject the rule of the Church of Man and the Shar-Nithian Lords, and swear fealty to one or more mega-corporations. Utilizing mercenaries and Onigrimm conscripts, the Mega-Corporations seize control of those planets. Some companies refuse to join the "rebels" and give their full support to the GFH.

123 Seventeen colony worlds are lost to the corporate forces, but fall themselves to the Shade.

125 The GFH allows the loyalist corporations to create military forces of their own, as well as employ mercenaries, to aid in the war.

127 The UDF concentrates their efforts on freeing or destroying the Shade-infested planets, and the full force of the Legion is brought to bear against the corporations.

129 The traitorous mega-corporations are defeated, and broker a deal surrendering their remaining assets to the loyalist corporations and the GFH.

130 The Dorek launch a probe to the star cluster in the center of the galaxy. The probe is destroyed by an unidentified ship, but not before transmitting images back to the Dorek home world. The images are not shared with the rest of the GFH.

131 The current year.

THE GALACTIC FEDERATION OF HUMANITY

The Galactic Federation of Humanity, or the GFH, is a government consisting of three bodies. These are the United Defense Force, the Lords' Council, and the Church of Man. The chief administrators of each body form a tribunal and make all decisions regarding the direction of the GFH.

The common members of the federation are represented by a league of socio-political entities determined by one's society, designed to promote the common good of each. The leaders of each society ensure that the people enjoy many socialist programs that make their lives comfortable and relatively simple. Citizens, however, may own property and embark on capitalistic endeavors. Anyone may become a citizen by serving in the military or by contributing to the welfare of the federation as a whole. Approximately 20% of the population is citizens.

THE UNITED DEFENSE FORCE

This military organization is a meritocracy in which the qualifications and merits of the individual promote him into higher positions within the government. Following a strict chain of command, the UDF operates as a "well-oiled machine" with each doing their part to keep the whole intact and efficient. When one part of the system begins to fail to live up to its responsibilities, all parts of the system within proximity must replace or "take up the slack" of the failing part. Parts that fall behind are subjected to peer-pressure to keep up and toe the line.

Rising in rank within the chain of command affords an individual more power to affect the UDF, but also places more responsibility on the individual. Some refuse promotion at a certain point to avoid unwanted responsibility, or to maintain a favored position. This is encouraged by the higher ranks in the UDF.

The UDF is responsible for the safety of all citizens of the GFH and their interests. Often these interests include non-citizens as well as personal ventures of the citizen.

The Sky Marshall is the highest rank attainable in the UDF and there is only one Sky Marshall at any given time.

The UDF is divided into six primary branches of service: Administration, Engineers, Fleet, Intelligence, Judicial, and Mobile Infantry. Special Forces is not a true branch, and its leadership is determined by who holds authority over each program.

Administration: Originally a sub-branch of MI and Fleet, the Administration branch grew out of a necessity to separate itself from the other branches so that they were not influenced by branch loyalty. Personnel are responsible for the continuous evaluation and organization of the military units of the other branches in response to ever-changing threats.

Engineers: Originally a sub-branch in support of MI and Fleet, the Engineers eventually grew so specialized in their missions that they required their own support personnel and base of operations. Individuals are often assigned to units of the other branches as a consultant or mission specialist.

Fleet: This branch includes the Navy and Air Force support. They specialize in large-scale air and space assault as well as invasion and boarding assaults. This is the second largest branch and accounts for nearly half of the military population.

Intelligence: Originally created as a private government organization outside the purview of the military, the Intelligence branch was placed under the jurisdiction of the military during the early days of colonization and exploration. However, having to work with military and colonial units made it difficult for the Intelligence branch to perform its duties. Now they are part of the rank and pay grade system of the military with no question of their authority during a mission.

Judicial: Originally a sub-branch of MI and Fleet, the Judicial branch grew out of a necessity for impartial judgments that were not influenced by any loyalty to a specific branch. Personnel are responsible for the policing of personnel and units within the other branches in accordance with the Uniform Code of Military Justice.

Mobile Infantry: This branch includes the general Army and Marine support. They specialize in ground and air-to-ground assault. Individual soldiers master close combat or fire support knacks during their tours of service. This is the largest branch and accounts for more than half of the military population.

The current leaders of the military are listed below:

Administration
Brigadier Blake Forsyth
Human Male Balish

Engineering
Brigadier Gordon White
Deurgish Male Ryzjeka

Fleet
Field Marshall Sarah Marsham
TransHuman Female Limiri
Intelligence
Field Marshall Edward Smith
Human Male Zatrani
Judicial
General Dwain Ersoth
TransHuman Male Selemaht
Mobile Infantry
General Cor Langellan
Tuathean Male Zatrani
UDF
Sky Marshall Dwight Marko
Human Male Langallash

THE LORDS' COUNCIL

The lords of the eleven prime worlds of humanity and the lords of the non-human alliance worlds form the Lords' Council. This council sits in deliberation of the problems and issues within the GFH, and makes all major decisions concerning the citizenry and resources of the GFH.

Increasing problems with capturing psychic criminals and dissidents by normal, ordinary means caused government officials to look for alternative solutions. The GFH turned to an ancient form of government to solve this problem: the feudal system. The GFH began recruiting psyche-sensitive officers that fit a specific psychological profile to become feudal lords to govern the different systems of the federation. These recruits become known as the Shar-Nithian Lords, to signify the origin of the power they wield.

Slowly, the old system of government was replaced with local lords who swore allegiance to a regional lord who, in turn, swore allegiance to a planetary lord, who finally swore allegiance to the GFH. Each successive layer of authority derives power and authority from the one above it.

The Shar-Nithian Lords

Lord Bryon Christopher, Arch-Duke of the Lords Council, Duke of Khalydri (Human)
Lord Maximillian Augustyn, Duke of Augustyn (Human)
Lord Vance Grigori, Duke of Blackmoor (Human)
Lord Nicholas Dmitriov, Duke of Brandenburg (Human)
Lord Andreas Ramos, Duke of Denwarren (TransHuman)
Lady Ecarlate Thrumbault, Duchess of Glendarrow (Human)
Lord Bernard Von Hendriks, Duke of Highforge (Human)
Lord Eiran Hawksmoor, Duke of Waycross (Human)
Lord Michael Kelvin III, Duke of Archal-Elan (Archalion)
Lady Kamilia Marilev-Davinos, Duchess of Nithia (Chironian)
High-Lord Damon Thrungar, Duke of Shar (Darsithian)
Lord Edgar Marks, Duke of Whiterock (Dee)
King Duroth Bloodfeather Rigess III, Duke of Angheim (Deurgish)
Lord Fantor Pak, Duke of Dorenian 6 (Dorek)
Lord Xander Daemos, Duke of Ekimus (Illithian)
Respectable Surukk Tarn, Duke of Korollia Prime (Korol)
Lady Aeric, Duchess of B'azz'N (K'rikk'T)
Lord Kahn, Duke of D'izzp'T (K'rikk'T)
Lord Durbac, Duke of D'ush'T (K'rikk'T)
Lord Hentoc, Duke of G'rund'L (K'rikk'T)
Lord Damon, Duke of K'estn'R (K'rikk'T)
Lord Thrungar, Duke of M'ard'R (K'rikk'T)
Lady Suruga, Duchess of S'berr'N (K'rikk'T)
High Lady Tylecia Azyran, Duchess of Oa (Oa'F'Reet)
High Lord Destin Flame Singer, Duke of Reet (Oa'F'Reet)
Master Syler Dawnslayer, Duke of Trill (Siom-Haen)
Lord Aenvellan the Avatar, Duke of Tuatha (Tuathean)

THE CHURCH OF MAN

The spiritual body of the GFH is the church created by the Dark King. The Archbishop is the head of the church and responsible for the spiritual direction of the galaxy. Each world in the GFH is watched over by a Bishop who is supported by the High Priests of each temple on the world. The Bishop maintains a cathedral of immense proportions rivaled only by the Archbishop's cathedral on Khalydri.

In the beginning of the church, the Dark King held a memorial for the fallen and lost on the planet Haven. He spoke to all in the galaxy from his flagship orbiting Haven. He spoke of things that have passed and things that will come. He spoke of things as they are now and the arrival of the gods on Haven. He spoke of faith and his own power. He claimed that he was gifted with the power of these gods to take into the void and unto his people. He swore that he would visit every system and receive the blessings of the gods hidden within the suns. He promised to lead the people of the galaxy into a new age of prosperity and growth. All who looked to him, and lived a pious life by his example, would be blessed and protected from the corruption of the Shade. He selected a handful of his most loyal commanders who exhibited a certain type of faith in his words and made them his bishops. Under his guidance they created the Church and introduced it to all the human worlds in the galaxy.

Not all of the non-human peoples accepted this Church, but a few did welcome them gladly in hopes of saving their world from the Shade. This gambit worked for the Dark King. Only on the most infected or overrun Shade worlds did the arrival of the Church not cleanse the planet. However, its power did help. Blessed weapons dealt damage more effectively upon people afflicted by the Shade. Sigils, symbols, and wards protected equipment and areas from the Shade's advances. The battle began to turn and it seemed that the Church would destroy the Shade entirely.

The Arch-Bishop of the Faith
Jules Avari
Human Male Ryzjeka
Bishop of Darkness
Zachary Dale
Human Male Langallash
Bishop of Light
Antone' Curass
Tuathean Male Ryzjeka
Bishop of Peace
Connell Parish
Human Male Balish
Bishop of War
Eric Garain
Human Male Limiri
Bishop of Balish
Trell Opushai
Tuathean Male Balish
Bishop of Langallash
Gerek Smalls
Deurgish Male Langallash
Bishop of Limiri
Ulrica Bjornsdottir
Darsithian Female Limiri
Bishop of Ryzjeka
Gwinneth Asura
TransHuman Female Ryzjeka
Bishop of Selemaht
Bram Archon
Dorek Male Selemaht
Bishop of Zatrani
Blane Larkin
Human Male Zatrani

THE LEGION

War brings many things to society, but the most celebrated is the potential for heroism. Heroes have inspired people and guided civilizations since the beginning of history. These heroes are usually born of random situations where quick thinking or dumb luck saved the day and one man turned the battle from failure to victory.

This isn't good enough for the United Defense Force. They developed a program to evaluate and isolate soldiers with the potential to become heroes, and give them a little boost. These soldiers are chosen for special operations training and placed into positions

in which they will have a better chance to become the heroes they are meant to be. These are the Legion companies. Modeled after the company of volunteers that followed Commander Dain and formed the Nightfall Company, these companies are given special assignments that place them in the situations where they need to be.

Legion companies have become more than just Special Forces operatives; they have become icons to the people of the galaxy. Exonerated in print and tri-video entertainment across the grid, the companies stand as the single most effective inspirational tool of the Shar-Nithian Lords. They are played out as the ultimate cowboys and honorable warriors in children's educational entertainment and tri-video blockbusters that permeate the grid yearly. The heroes of the Legion companies were infallible. Well, most of them were.

THE SHADE

The illness began in the outer worlds, isolated places with difficulties in communication and travel. Medical practices were helpless against it and psychic healing only cured the symptoms but not the source. People were dying in large numbers, and nearly one out of every ten people caught the illness. Because the illness turned the skin an ashen color as a person succumbed to the "shadow", they began to call it the Shade. The true horror of the disease wasn't evident until a month or more after the first death, when that person came back to life...

Zombies! There were zombies in the world. People who were dead began to appear near the place where they were buried. They were physically healthy and whole, with some even re-growing parts of their bodies that were missing at the time of their death. Eventually people who were cremated began to appear, completely whole…well, physically whole.

The minds of the Shade, as they were now called, must have been damaged with death. Though they maintained most of their former memories, emotional attachments were gone. Actually, the only emotions that they displayed were frustration, impatience, depression, and anger. Their morals seemed to be diminished, and all of them exhibited homicidal tendencies. Most Shade suffered from dementia, delusions, and multiple personality disorder. They were unstable at best, and considered to be psychopathic. The asylums filled quickly. New asylums were fabricated. The best treatment possible was provided and there was hope for the afflicted. However, the problem with their minds wasn't the most horrible problem: the worst thing was that they were contagious.

A new outbreak began in the institutions and overtook medical staff and security. Soon the asylums became war zones as more security personnel were called in. This only helped the disease spread. When the military got involved it became even worse. Now the Shade had armor.

The Shade War rose from the edges of known space and slowly moved across the galaxy. The more force that was sent against the Shade, the larger it grew. It seemed that the Shade would cover every planet. Yet humans are more resilient and resourceful than they seem. On the planet Shar, a human discovered the secret to the disease. It was psychically transmitted and attacked the reasoning centers and automatic functions of the brain. It wasn't trying to kill the body but instead it was transforming it.

Every race affected by the Shade became similar in their physiology and mindset. The Shade were unreasonable and aggressive to everyone except others infected with the Shade. The afflicted began to group together and work in unison towards common goals. One persion knew why, but he couldn't prove it. He had to go to the front and test his theories.

This person hired criminals to smuggle him onto the planet Coventry, where the bulk of the fighting was currently taking place. There he met up with one of the unit com-

manders, Captain Morgan Dain, who was an old friend. The commander had psyche talents and was perfect for his test. He taught Morgan what he needed to know and with the support of his men, assaulted the Shade forces. With his new abilities the captain was able to directly shut down the minds of the Shade, stopping their advance, and with effort he could cleanse them of the affliction. Unfortunately, the affliction is what was keeping them alive. When they were put down, they stayed down. This turned the tide of the battle, as more and more psyche sensitive soldiers were trained to assault the minds of the Shade. Unfortunately, this newfound ability also made those soldiers vulnerable.

Making that connection directly to the power of the Shade allowed the Shade better access to the mind of the psyche sensitive. The assault on their brains was increased tenfold, and could now happen at range. Many of the psyche soldiers began to fall to the fatigue of using their newfound powers and when they arose, they were Shade. Only a select few were strong enough to hold off the assaults on their minds, and they gathered. Under Captain Dain's command they formed what is now known as the Nightfall Company, and they focused on destroying the source of the Shade on Coventry. This has become known as one of the greatest sacrifices in human history.

The Intelligence branch of the military embraced the man who brought them this new weapon, but his name was "lost" in the pages of history. They took complete responsibility for him on Coventry and therefore complete control of the entire situation. The strategist of the branch discovered a central place of power, or staging area, for the Shade, and formulated a plan to assault it. He assembled a handpicked company of men, some who were psyche sensitive and others he trusted to be able to do the job. They were dropped in the middle of the highest concentration of the Shade and began causing havoc and massive amounts of damage. A smaller squad of non-psyche sensitive and the commander broke off from the main assault and infiltrated deeper into the complex housing the "source" of the Shade. The details of what happened never emerged, but the explosion was evident and the entire place glassed over. The Shade broke and began to flee. Their organization completely depleted, they attacked in chaotic mobs or not at all. There were enough of them that they were not completely wiped out, but the war seemed to ease up for a bit, if not stop completely. There were very few survivors of the Nightfall Company, none of whom went into the depths of the complex.

The survivors were evacuated via jump fighters and returned to the combined arms base under the control and protection of the Intelligence branch. They were debriefed and reassigned. Many joined the Intelligence branch but a few returned to active duty and began to form specialized companies similar to the Nightfall Company. The Nightfall Company itself has never been reformed, out of honor to the fallen and their commander. In its place there are many companies that would make Captain Dain proud to lead.

Although the "source" found on Coventry was not the true source of the Shade and therefore did not stop the war, it did win a great victory for the Unified Defense Force and the Galactic Federation of Humanity.

THE PHALANX PROGRAM

The Dark King and the Shar-Nithian Lords were not satisfied with the randomness of nature, and dedicated resources to discovering the secrets of psyche sensitivity, evolution, and the Shade. These studies were grouped under a covert military operation code-named Phalanx. The main base of operations was situated on the planet Shar in a remote and undeveloped area. The Dark King was bent on making a race of "created" humans with an automatic sensitivity to the psyche to fill his armies. These TransHumans would replace the common soldier so that normal citizens of the galaxy would be free to enjoy the bounty for which the military fought. Though the

TransHuman race was created, it was all too sensitive to the psyche, and developed certain weaknesses that would make them more susceptible to the Shade. Regardless, this also made them more susceptible to control by the Nithian Ways, and therefore useful as guards and special security forces for the Lords. Currently, there is only one installation that has the capability to create TransHumans, and that is in a mobile station operated solely by TransHumans. The location of this station was rumored to only be known by the Dark King himself.

The first "success" of the Phalanx Program was with the creation of a genetically engineered species of humanity named the Darsithian. Though more resistant to the Nithian Ways and nearly immune to the effects of the Shade, the Darsithian were prone to violent outbursts and suffered from gigantism. The scientists were able to eliminate the negative effects of the gigantism but were unable to reverse it. The strain bred true, and soon there were second and third generation Darsithian in the program. Seemingly a success, the Darsithian soon proved to be completely uncontrollable and began to cause untold damage. Escaping into the wilderness of the planet, the Darsithian began to form a resistance and fight back. Forces were brought in to flush out the rebels and eliminate them, but after four years of fighting the Darsithian threat was not eliminated. The Dark King ceased the conflict and welcomed the remaining Darsithian into the kingdom as full sentient beings. This completely stopped the aggression, and many of the surviving Darsithian have joined the Dark King's legion. The Shar-Nithian Lord in charge took full responsibility for the failure. The Shar-Nithian Lord that took over the program vowed to never repeat the same results, and he was true to his word.

PSI-STONES

The fourth installment of the Phalanx Program was created after the discovery of Psi-Stones. They were discovered in a remote part of the galaxy by a survey and exploration team in an asteroid field. They were thought to be diamonds, but instead were crystals that could focus the will of someone who is sensitive to the psyche. The Phalanx Program began analyzing, and then synthesizing, the crystals. Though the synthetic crystals weren't able to duplicate the originals crystals' abilities, they did make a non-sensitive person now sensitive to the psyche when laced throughout that person's body. Also, as a side effect, they altered and boosted some of the subject's natural abilities, similarly to the Commando program. Unfortunately, the alteration was random and uncontrollable. Normally the recipient of either the Commando program or the Psi-Stone program is unable to undergo both processes and survive. There are always exceptions to every rule, however.

THE ONIGRIMM EMPIRE

The Onigrimm have a central government, though it seems this government is more concerned with civil issues that any other. The structure is a strange combination of socialism and tribal dynamics. There are countless numbers of local governments administrated by a warlord or warrior king. These "tribal" governments all contribute to the Onigrimm welfare in the form of wealth, technology, medicine, and communication, and each government maintains its own standing army and navy. The equipment, training, and recognition of rank and achievement are supported or supplied by the central government administrators, but control of the military forces are directly the power of the local warlord. This causes much conflict, positioning, and manipulation between the local governments as they compete with each other to gain better ranking in the distribution of goods and support.

It is also the central government's refusal of responsibility that keeps the UDF from waging full war upon them. The local governments do not answer to the central government on matters of war, conquering, or aggression. Only the local warlords may be held responsible for their actions.

It has been the actions of specific warlords that have conquered and enslaved other races and entire worlds. These triumphs have gained those warlords much prestige, glory, and wealth. They have also increased the Onigrimm Empire's wealth and power as a whole. The "slaves" of the Onigrimm are actually second-class citizens with their own rights and privileges. Slaves may not start conflict nor may they defend themselves without the permission of a full citizen. They must be sponsored by a full citizen in the empire or they will be put into an imperial work camp until they are sponsored by a citizen or the central government decides where they would best serve the Onigrimm's interests.

If they are properly sponsored, a slave may prove himself worthy of the Onigrimm and be allowed to petition for citizenship. This petition will include some sort of combat or military action, and only the strongest survive and succeed.

The bulk of the Onigrimm military is comprised of slaves. In fact, Onigrimm strategy includes and revolves around the asset of slave soldiers. This allows the Onigrimm to be more reckless and bold in their tactics as they consider slaves to be a commodity and not personnel. Slave warriors attack with more passion and motivation than would be expected, and this is for two reasons. If they do well in battle they will live longer — and each slave is fitted with a control collar.

The control collar is a small, reinforced cloth choker with a control module placed on the back of the neck. The control module has sensors that allow it to be activated remotely, and contact rods that interact with the skin of the slave. Through the modules, slaves may receive commands from their superiors, electrical jolts for insubordination, and even small explosive detonation for revolt. If they do well, the module activates the pleasure centers of the brain as a reward, which can become addictive. The control collar is the greatest tool for the Onigrimm, but also the greatest weakness.

The Deurgish despise slavery. On many occasions while fighting the Onigrimm slave warriors, Deurgish engineers would hack into the control modules and detonate them so that the slaves would be set free in death and the soldiers would be defeated. The Onigrimm sometimes use techniques and upgrades to counter this tech attack, but it's not cost effective and therefore not very common.

The Onigrimm fight everyone. There is not a single race in the galaxy that has not fought an Onigrimm army at one time. Many are still fighting them. There are many worlds that Humans have not visited and are not the concern of the GFH or UDF. The Onigrimm have only attacked the Legion once, and they failed. Though a truce and treaty resulted from the incident, there are warlords out there preparing for an attack and waiting for an opening.

During the time of the Dark King, the Onigrimm did not enslave any humans. But since his death, humans have been appearing as slaves more and more often. The Onigrimm are growing bold, and many suspect that a war may erupt in the near future.

Regardless of all this, Onigrimm are also appearing more and more in the GFH and UDF. Onigrimm citizens have proven themselves to be valuable members of society, while the Onigrimm soldiers prove themselves time and again in battle. Though the Onigrimm have a well-deserved reputation, and many citizens of the GFH find it difficult to accept them in society, the Onigrimm have carved out a place for themselves among humanity.

THE DARK KING

Slowly, the old system of government was replaced with local lords who swore allegiance to a regional lord who, in turn, swore allegiance to a planetary lord, who finally swore allegiance to the GFH. There the link was broken. They needed more people in the system, and a collection of elected officials wasn't enough to inspire the kind of support needed from the masses. They needed a King…and they found one.

The Intelligence branch of the military brought forth a candidate who remains nameless and faceless. The planetary lords approved of him, and all swore allegiance in a highly publicized and widely spread broadcast. This king became referred to as the Dark King by the common man. Everyone put their faith in him to destroy the Shade, or at least keep them from expanding onto the remaining free worlds. With this sort of focus of will and support from the people, the Dark King was able to do just what they wanted. His power increased exponentially, and was fed back to his lords and their lords and so on. With this power, the Shade was pushed back from many places, and completely stopped from invading entire planets. Despite this, not everyone was safe.

No one knows how it happened or who is responsible, but when he was found there was no mistaking that he was dead and no way of hiding it. The Dark King was murdered in his own chambers, right before he was to address the people of the galaxy in a speech that he insinuated would insure the security of the people of the galaxy until the end of time. Very little evidence was found as to the identity of the assassin, but there was evidence of a second individual within the Dark King's chambers. Many people were accused, and much chaos was caused by the bickering of Church leaders and the military. The Shar-Nithian Lords put an end to the hostilities when they announced that the Dark King would not be avenged, and that the leadership of the Lords, the Military, and the Church would be divided among the best suited for those positions from within those institutions and by those institutions. The offices of Arch-Duke, Field Marshall, and Arch-Bishop were created.

This division of state, military, and religion caused quite a bit of upheaval as everything settled into its new order. Without the Dark King to hold everyone together, the Shade began to encroach upon the settlements of mankind once again. The military stepped up its ordnance and overall forces with experimental training techniques and new weaponry. The Legion armor of the Dark King's personal guard was used as a template for the general army, and the military began allowing individual soldiers to upgrade to the armor using the individual's personal resources. This provided an increase in both arms and morale for the general soldier.

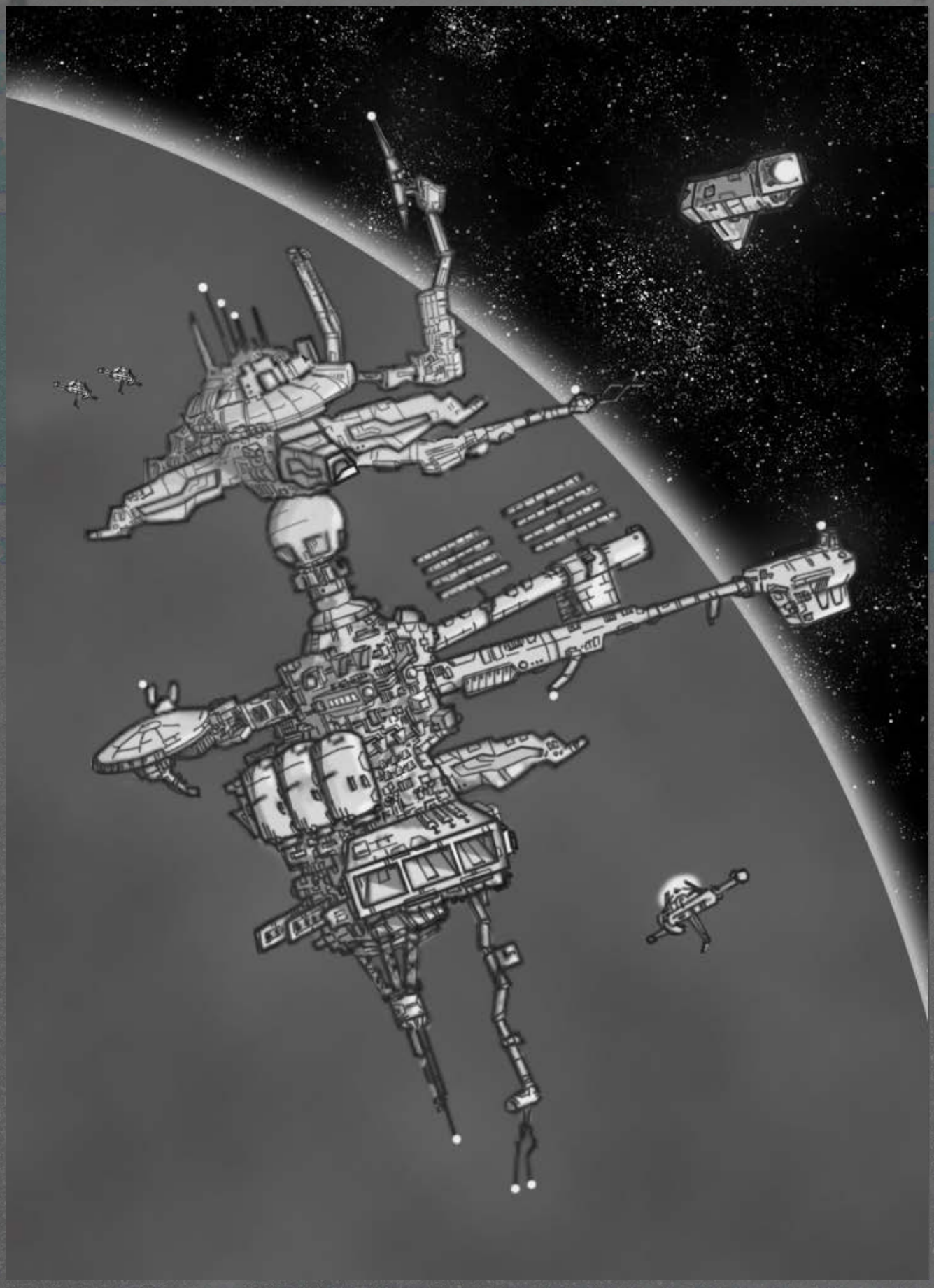
The Church followed suit by training pious soldiers to assist and support the normal army. These Templar were both sensitive to the psyche and faithful. They were trained in fighting the Shade specifically and supporting the normal soldiers in their fight. The Templars were charged with orders directly from the church and the Arch-Bishop, and did not fall under the jurisdiction of the military. This caused friction and a rivalry developed quickly between the military and the Church. This rivalry stands to this day.

The Shar-Nithian Lords were clever enough to not form their own military, but instead located suitable members of the existing military who were psyche sensitive and knighted them. These Knights rose rapidly in the ranks and led many companies in honor of the fallen Nightfall Company and its commander. There arose among the ranks mighty leaders and noble warriors of glory, honor, loyalty, and virtue.

HYPER-SPACE

Hyper-space is a plane of energy that shares the same location as our space. The energy is "out of sync" with our own space and is unnoticeable by anything other than the highest technology. Objects of mass from our space travel differently in hyper-space, and may travel from one location to another in a fraction of the time it would normally take.

Navigating hyper-space is no easy feat. One false calculation and you could take a much longer journey and not arrive at your location for years. Some ships have become lost in hyper-space and may never return to our space. The Hyper-Gates however make it much easier to travel in hyper-space, and remain the standard mode of entering and exiting that plane.



THE HYPER-GATES

These hulking monstrosities of ancient advanced technology allow ships to access the hyper-space trails between stars. Each trail has a sort of current, making it faster and easier to travel in one direction but slower and more difficult to travel in the other direction. Navigating the hundreds of Hyper-Gates is an art form among the more eccentric pilots, and is a mathematical challenge for the more practical kind. Regardless, the gates make an easy entrance into hyper-space. This makes it unnecessary for every ship to have a hyper-drive engine, which is very expensive and inconvenient to operate on all but the largest capital ships.

THE PROGENITORS

Little is known of the progenitors. Ancient ruins and artifacts regarding them have been found that date back millions of years. These ancient relics tell a story of a highly advanced and evolved race of people who "seeded" the galaxy with other races before mysteriously vanishing to other parts of the universe. It is from these ruins that we discovered the Shar-Nithian Arts and how to use the Hyper-Gates. Who these strange benefactors were, we may never know. One day they may return, but whether as a boon or a bane remains to be seen.

HAVEN

The planet Haven is surrounded by a psychic energy field that causes most electronics to malfunction and fail. The people of Haven are in a pre-renaissance period and have developed psychic talents different from the Shar-Nithian Lords. Descended from colonists who crashed on the planet's surface, the "natives" of Haven barely remember their origins. Though they are in an alliance against the Shade with the "aliens", they still do not trust the GFH.

The Shade have organized into military units of ancient design, and seem to be led by three "Liche Lords" who were Dukes within the primitive feudal system of Haven. Though they keep to their own lands for the most part, they still mount archaic armies against their enemies for seemingly unreasonable and chaotic reasons.

COVENTRY

Coventry is a young world composed of many resources, primarily metal ore, gems, and stone. Colonized early in the expansion of humanity, Coventry became the industrial planet of the GFH. Most of the equipment for the UDF and colony expeditions is manufactured there. With no major native flora and fauna, the planet is covered by great factory cities that churn out everything from handguns to capital ships.

When the Shade struck Coventry it was at the helm of several "commandeered" ships that crashed into the heart of several factory cities. Unleashing their plague, the Shade were able to completely dominate nearly 20% of the cities of Coventry within the first three months. The war was long and brutal.

The Legion arrived on Coventry en masse by the third month, with every major ship and battalion of soldiers that could fit on the planet joining the fight. The Shade were prepared, and continued to gain ground. The Shar-Nithian Arts helped the Legion, but were no match for the sheer numbers and mindless assault of the Shade.

The battle turned when the Nightwatch Company journeyed to the center of the Shade-controlled cities and confronted the heart of them. Evidently succeeding, the Shade slowed their attacks and became less organized. Only two members of the company returned from the mission, having escaped with the Psyche Talent, Teleportation.

Today the battles still rage but neither side gains any significant ground.

THE COMMANDO OBJECTIVE

The third installment of the Phalanx Program was more successful than the first two. Instead of creating super-soldiers from scratch, this version created them from prime candidates already indoctrinated into the system: soldiers. It was found that every Human had the potential to become TransHuman, or at least a more advanced form of Human. By manipulating the natural cellular regeneration process, a normal person's cellular structure could be completely replaced with an advanced cellular structure within seven months. These advanced soldiers were then subjected to experimental conditioning and rigorous training exercises to hone their abilities. After a four-year period, these commandos were assigned to special duty units or companies all over the galaxy. So far, this section of the Phalanx Program is the most successful, though the fourth section is just now underway.

GLOSSARY

Ability Modifiers: The formula for determining ability modifiers is subtract 10 from the score and divide by 2, then round down. The result is the modifier for that statistic.

Ability Score: Each character has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a character's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Attacks: This is the number of attacks you can make in a single combat round when making a full round action.

Bonus: Bonuses are numerical values that are added to checks and ability scores. Most bonuses have a type and, as a general rule, bonuses of the same type are not cumulative (they do not "stack"). Only the greater bonus granted applies.

Branch: The Legion military is divided into six distinct branches: Administration, Engineers, Fleet, Intelligence, Judicial, and Mobile Infantry. The Special Forces branch is not a true branch, but a catch-all for Special Forces programs.

Branch Specialties: Every military branch has two unique specialties available to characters, as follows:

Administration:
Tactician & Quartermaster
Engineers:
Demolition Engineers & Tech Engineers
Fleet:
Sailors & Fighter Pilots
Intelligence:
Agents & Inquisitors
Judicial:
Marshalls & Judges
Mobile Infantry:
Close Combat Specialist & Fire Support Specialist

Charisma: An ability that measures a character's personality, personal magnetism, ability to lead, and appearance.

Check: A check is a D20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks, and saving throws.

Combat: The act of attacking and defending, or conflict. This is the core of the game where the skills and abilities of one character are matched against the skills and abilities of an adversary. Combat moves the adventure along by deciding the outcome of conflicts along the way. See the Chapter 11 - Combat for more information.

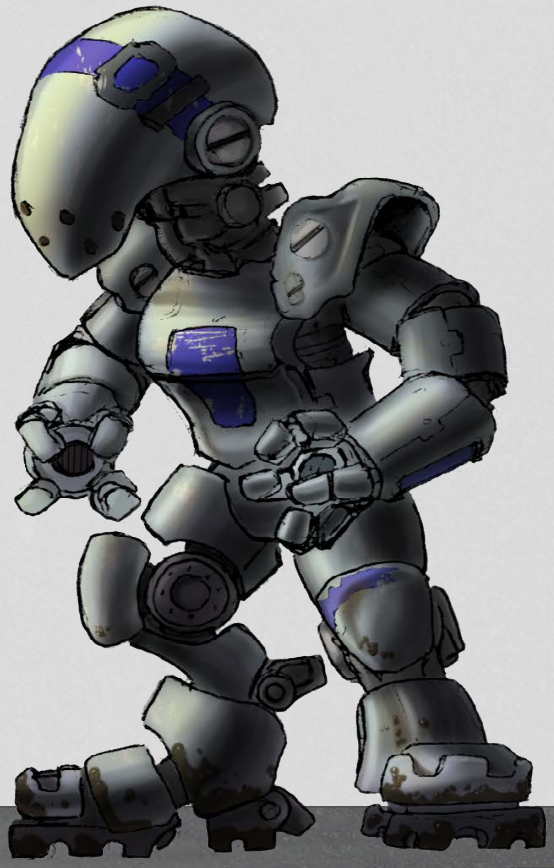
Combat Maneuver: This is an action taken in combat that does not directly cause harm to your opponent, such as attempting to trip him, disarm him, or grapple with him.

Concentration Check: When a character is maintaining a psyche talent but is disrupted during combat, he must make a concentration check or fail to maintain the talent.

Constitution: An ability that represents your character's health and stamina.

Damage Reduction (DR): Characters that are resistant to harm typically have damage reduction. This amount is subtracted from any hit point damage dealt to them from a physical source. Most types of DR can be bypassed by certain types of weapons. This is denoted by a "/" followed by the type, such as "10/unobtanium". Some types of DR apply to all physical attacks. Such DR is denoted by the "/-" symbol. Unless otherwise stated in a description, all damage reduction stacks. For energy attacks, reduce the damage reduction by half rounding down.

Derived Statistics: These statistics are generated from the character's abilities and modified by Feats and events. They represent a more specific way that a character may interact with his surroundings than his ability scores might. These statistics are Speed, Offense, Actions, Luck, Toughness, Mind, and Initiative. See the Finishing Touches section for more information (pg 102).



Dexterity: An ability that measures agility, reflexes, and balance.

Difficulty Class (DC): Whenever a character attempts to perform an action whose success is not guaranteed, he must make some sort of check. The result of that check must meet or exceed the Difficulty Class, or DC, of the action that the creature is attempting to perform in order for the action to be successful.

Target Number (TN):

Very Easy	5
Easy	10
Normal	15
Hard	20
Very Hard	25
Extremely Hard	30
Near Impossible	35
Impossible	40
Epic	45
Legendary	50

Exceptional Abilities: Exceptional abilities are unusual abilities that do not rely on psyches to function.

Feats: Feats are abilities that give a character an edge. It is either a specialized skill picked up by the character along his way through experiences, or a special ability that developed randomly. It could also be something he was born with. Feats usually modify some skill or ability, and they may open access to a set of abilities, or often allow characters to circumvent rules or restrictions. See Feats under Character Creation for a list and descriptions for each.

Game Master (GM): A game master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore.

Hit Points (HP): Hit points are an abstract representation of personal energy and perseverance under duress. This is a measure of the amount of shock caused by both physical and mental trauma that a character can withstand before becoming disabled. Rest or

medical attention may both restore a person's hit points. A character has a number of hit points equal to the sum of his constitution and wisdom scores, and the bonus gained from serving a term in the military.

Maximum Hit Points = Constitution Score + Wisdom Score + Term of Service Bonus

Home Planet: This is the planet that the character originally hails from. During character creation the player chooses a planet, and then climate, government, etc. from what is listed.

Initiative: This is your ability to react quickly in combat. Initiative is that little speed advantage that you do or do not have over someone else in a combat situation. Though everything in a combat round happens within a handful of seconds, having just a millisecond advantage over someone else may mean the difference between success and failure.

Intelligence: An ability that determines how well your character learns and reasons.

Knacks: Knacks are special abilities learned while serving in a branch of the service. There are two specialties in each branch. Each term allows you to learn one knack unless you are a Commando, who learns two knacks per term. Each branch specialty has eight knacks that can be learned by a character who serves a term in that specialty.

Luck: Everybody has that little something that cannot easily be defined with characteristics. Some people show an incredible way of twisting fate to their end, or they're helpless against fate. This is defined as luck in this game. This is the number that determines how "lucky" you are, and can be used to increase the result of a die roll or negate a fumble.

When using a luck point before a die roll is made, you may make two die rolls and take the better one. You can increase the result of one die roll by the current number of luck points that you have. You may also use a luck point after a die is rolled to negate the effects of a critical fumble. This use changes the die roll into a simple failure. A luck point may also be used to negate wounds from one attack that would normally end the character's life. The character is still wounded but miraculously survives the experience.

Mind: This is the number of Mind Points you have. Mind Points are an abstract number that signifies a character's mental or spiritual energy. It is sometimes referred to as soul or spirit. A character uses Mind Points to activate psyche talents, and this is the only common use for them. For the most part, people have them and never noticed them until they started losing them.

A person with between zero and one Mind Point has difficulties interacting in normal society. They suffer a penalty of -2 to their Communication base skill. If their Mind Points drop to zero, the character suffers a penalty of -4 to their Communication base skill and is Confused. If a character's Mind Points ever drop below zero, they gain a penalty to all actions equal to their current Mind Points. If they reach a negative number of Mind Points equal to their maximum Mind points they fall unconscious until they have been restored to a positive number. Resting for an hour restores one Mind Point. Resting is defined as no physical or mental exertion. Sleeping for one hour restores 25% of your total Mind Points. Sleeping for at least four hours will restore 100% of your Mind Points

ALl Living creatures have at least one Mind Point Regaurdless of Statistics.

Non-Player Character (NPC): These are characters controlled by the GM. This is commonly abbreviated as NPC.

Penalty: Penalties are numerical values that are subtracted from a check or ability score. Penalties do not have a type, and most penalties are cumulative (stackable).

Player Character (PC): These are the characters portrayed by the players. This is commonly abbreviated as PC.

Psyche Talents: Psyche talents can perform a wide variety of tasks, from harming enemies to moving objects. Talents specify what they can target, what their effects are, and how they can be resisted or negated. See Psychics under Character Creation for more information.

Species: This is the base species for your character. Your species will help determine age, height, weight, eye color, hair color, etc. See Species for more information on each specific species.

Rank: You start at the lowest rank in your branch and may advance each term evaluation, or for an advantageous event during your term.

Round: Combat is measured in rounds. During an individual round, all characters have a chance to take a turn to act in order of initiative. A round represents approximately 6 seconds in the game world.

Saves: When a character is the subject of a dangerous effect, he often receives a save or saving throw to mitigate the damage or result. Saves are passive, meaning that a character does not need to take an action to make a save – they are made automatically. There are four types of saves: Toughness, Fortitude, Reflex, and Will. Saves are abstract scores that are added to a D20 roll to resist an effect upon a character. To determine the base score for your saves, use the sum of the modifiers for the abilities listed for each save.

- **Toughness**: Resist physical trauma due to damage. (Strength & Constitution)
- **Fortitude**: Resist poisons, diseases, and other physical effects. (Wisdom & Constitution)
- **Reflex**: Avoid an effect that targets an area. (Dexterity & Intelligence)
- **Will**: Resist mental attacks and spiritual effects. (Wisdom & Charisma)

Scale: There are three scales in Legion: character, vehicle, and ship. The smallest scale is character scale, which includes all creatures and species. Vehicle scale is the next larger, and includes all personal vehicles and 'mechs. Ship scale is the largest, and includes all space ships and stations.

An object of a larger scale may not easily target an object of smaller scale. Vehicles have a penalty of -10 to target all character scale objects. Ships have a penalty of -10 to target all vehicle scale objects and -20 to target all character scale objects.

On the reverse, a smaller scale object may easily target a larger scale object. Characters have a bonus of +10 to target vehicle scale objects and +20 to target ship scale objects. Vehicles have a bonus of +10 to target ship scale objects.

Damaging objects of different scales is also affected by the difference in scale. Smaller scaled objects do not cause any hit point or power loss damage but may still wound a larger scaled object. Larger scaled objects always cause hit point or power loss damage to smaller scaled objects and ignore any damage reduction for the smaller scaled objects.

The Toughness Difficulty Class (TDC) of a weapon is affected by the difference in scale. Character scale weapons have a penalty of -10 to the TDC when used against vehicle scale objects, and -20 when used against ship scale objects. Vehicle scale weapons have a penalty of -10 to the TDC when used against ship scale objects.

Vehicle scale weapons have a bonus of +10 to the TDC when used against character scale objects. Ship scale weapons have a bonus of +10 to the TDC when used against vehicle scale objects and +20 when used against character scale objects.

Shade Points: Shade Points are associated directly with Mind Points since Shade Points are a corrupted version of them. When you get a Shade Point you lose access to one of your Mind Points, but you may use the Shade

Point instead. When you use a Shade Point you use a die type one step higher than normal for any effects involved with the use of the Shade Point. This does not include skill rolls to use the Shade Point. Also, when you use a Shade Point, you must make a Will save with a DL equal to 15+ Shade points. If you fail this save you gain another Shade Point. If you succeed at this save you do not gain another Shade Point at that time.

For every Shade Point that you acquire, you become a little sicklier and gain a penalty to your Fortitude and Reflex saves equal to your current Shade Points. When you achieve a number of Shade Points equal to your Mind points, your character dies and stays dead for a number of days equal to your Shade points. During this time your body undergoes a transformation into a Shade. You will usually become a NPC and need to make a new character.

Skills: A skill represents a character's ability to perform a non-combat task, such as climb a wall, sneak down a hallway, or spot an intruder. There are two different types of skills: base skills and trained skills. Base skills are six vague skills that cover an extraordinary span of abilities. These form the basis for all of the skills that are the focus of this game and its characters. Trained skills are more specific skills under each of the base skills that help flesh out and define characters and their capabilities. Skills are further defined in the Skills section.

Speed: This is the number of feet you may move in a round.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or ability. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties do stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that the penalties might negate or exceed part or all of the bonuses, and vice versa.

Strength: An ability that measures muscle and physical power.

Supernatural Abilities: Supernatural abilities are psyche attacks, defenses, and qualities. These abilities can be always active or they can require a specific action to utilize. The supernatural ability's description includes information on how it is used and its effects.

Toughness: This is your ability to shrug off damage that would cause wounds. No matter the intensity, all things have a sort of toughness. This is a natural resistance to being damaged by the environment or traumatic experiences. This toughness helps keep us all in one piece as we explore the universe. Every time that a character is "hit" by a damaging weapon, they must test their toughness against the violence of the weapon. If they are successful, they are not wounded. If they are not successful, then they suffer a wound.

Turn: In a round, a character receives one turn during which he can perform a wide variety of actions. A character may use all of his actions during his turn or hold some or all of them to use later in the round, interrupting the action of anyone who has a lower initiative score.

Wisdom: An ability that describes a character's willpower, common sense, perception, and intuition.

Wounds: "Wounds" is an abstract number that signifies the structural integrity, physical tenacity, and damage-resisting ability of a character's body. A wound is inflicted on a character when they fail their toughness save from taking damage. Wounds are discussed further in the combat section.

BESTIARY

There are many strange creatures, and even some monsters, in space and on the numerous worlds of the galaxy. Not every encounter is dangerous, but caution is the key to survival in the unknown.

Listed here are rules for creatures in Legion. How to read the entries and definitions of the abilities and statistics of the creatures are included. We've also given you a dozen or so ready-made creatures as examples, and even more can be found in the supplemental Bestiary book.

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name: This is the name by which the creature is generally known. The descriptive text may provide other names.

Type: Type determines how Psyche affects a creature, as well as certain features such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Size: This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

Hit Points: This line gives the creature's Hit Points.

Mind Points: This line gives the creature's Mind Points. Numbers in parenthesis are Shade Points.

Wounds: This line gives the creature's wound capacity for each location.

Defense: This line gives the creature's Defense for normal combat, and includes a parenthetical mention of the modifiers contributing to it (skill, base, size, feat, and Tek). The creature's flat-footed Defense follows the combat-ready Defense.

Initiative: This line gives the creature's modifier on Initiative checks.
Luck: This line gives the creature's Luck total.

Speed: This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Base Skills: This line shows the creature's bonus for each base skill.

Trained Skills: This line shows the creature's bonus for each trained skill. This bonus includes the base skill bonus associated with the trained skill.

Attack: This line shows the single attack the creature makes with an Attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the

same rules as characters do. The damage bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus).

Attacks
This line shows the creature's number of attacks when using a full-attack action.

Space/Reach
This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities
Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's Challenge Rating + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves
This line gives the creature's Toughness, Fortitude, Reflex, and Will save modifiers.

Damage Reduction (DR)
This line gives the creature's Damage Reduction as well as anything that may bypass it.

Energy Resistance
This line gives the creature's Energy Resistance as well as anything that may bypass it.

Abilities
This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength:
Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence:
A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Galactic Trade, unless noted otherwise).

Non-abilities:
Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a non-ability is +0.

Feats
The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (^{B}). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment
This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization
This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of non-combatants, expressed as a percentage of the fighting population. Noncombatants can include the young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures whom it serves in some capacity.

Challenge Rating
A creature's challenge rating dictates the threat level that creature imposes upon a character. The challenge rating also limits the creature's abilities, similar to the way Terms of Service does for a character.

Challenge rating and Terms of Service are not the same, yet a range of Challenge Rating of creatures overlap the effective Terms of Service of characters as displayed below.

Term of Service Challenge Rating

First	1-10
Second	5-15
Third	10-20
Fourth	15-25
Fifth	20-30

These numbers are relative to equipment and special events of the characters. A good gauge for modifying the Challenge Rating for equipment is below.

Equipment Challenge Rating

No Weapons	-4
No Armor	-2
Standard Equipment	-
Energy Weapons	+2
Legion Armor	+5
Vehicle Weapons	+10

Special Events Challenge Rating

Commando Training	+5
Phalanx Program	+3
Ranger Training	+2
Royal Guard Training	+1

TYPES, SUBTYPES, & SPECIAL ABILITIES

TYPES:
Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no psionic abilities and no innate capacity for language or culture.
Features: An animal has the following features (unless otherwise noted in a creature's entry).
—+2 Hit Points per Challenge Rating
—+2 Fortitude and Reflex saves (certain animals have different save bonuses)
—Skill ranks equal to (1 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 1 per 5 Challenge Rating
Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry)
—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal)
—Low-light vision
—Treasure: None
—Proficient with its natural weapons only. A non-combative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
—Proficient with no armor unless trained for war
—Animals eat, sleep, and breathe

Construct Type: A construct is an animated object or artificially constructed creature.
Features: A construct has the following features.
—+4 Hit Points per Challenge Rating
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.
—Feats equal to 1 per 5 Challenge Rating
Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry)
—No Constitution score
—Low-light vision
—Darkvision out to 60 feet
—Immunity to all mind-affecting effects
—Immunity to poison, sleep effects, paralysis, stunning, disease , and death effects
—Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Engineering skill. A construct with the fast healing special quality still benefits from that quality.
—Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless)
—Because its body is a mass of nonliving matter, a construct is hard to destroy. It gains bonus hit points, damage reduction, and energy resistance based on size, as shown on the following table. A construct multiplies its HP bonus by its Challenge rating and gains +5 to DR and ER for every Challenge Rating above 1.

Construct Size	HP/DR/ER	Construct Size	HP/DR/ER
Fine	0/5/5	Large	30/20/15
Diminutive	0/10/5	Huge	40/25/20
Tiny	0/10/10	Gargantuan	60/30/25
Small	10/10/10	Colossal	80/35/30
Medium	20/15/10		

—Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry
—Proficient with no armor
—Constructs do not eat, sleep, or breathe

Inorganic Type: An inorganic is a being composed of one of four component states: gaseous, solid, energy, or liquid.
Features: An inorganic has the following features.
—+2 Hit Points per Challenge Rating.
—+2 saves depend on the element: Fortitude (solid, liquid) or Reflex (gaseous, energy).
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating.
—Feats equal to 2 per 5 Challenge Rating.
Traits: An inorganic possesses the following traits (unless otherwise noted in a creature's entry).
—Darkvision out to 60 feet
—Immunity to poison, sleep effects, paralysis, and stunning
—Not subject to critical hits or flanking
—Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry
—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Inorganics not indicated as wearing armor are not proficient with armor. Inorganics are proficient with shields if they are proficient with any form of armor
—Inorganics do not eat, sleep, or breathe

Psyche Type: A Psyche is a creature with supernatural abilities and connections to subconscious or to some other psychic force or place. Psyche are usually human-shaped.
Features: A Psyche has the following features.
—+2 Reflex and Will saves
—Skill ranks equal to (6 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 3 per 5 Challenge Rating
Traits: A psyche possesses the following traits (unless otherwise noted in a creature's entry).
—Low-light vision
—Proficient with all simple weapons and any weapons mentioned in its entry
—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Psyche not indicated as wearing armor are not proficient with armor. Psyche are proficient with shields if they are proficient with any form of armor.
—Psyche eat, sleep, and breathe.

Giant Type: A Giant is a humanoid-shaped creature of great strength, usually of at least Large size.
Features: A Giant has the following features.
—+5 Hit Points per Challenge Rating
—+2 Fortitude saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 2 per 5 Challenge Rating
Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).
—Low-light vision
—Proficient with all simple and martial weapons, as well as any natural weapons
—Proficient with whatever type of armor (light, medium or heavy) it is described as wearing,

as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
—Giants eat, sleep, and breathe.

Humanoid Type: A Humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.
Features: A humanoid has the following features (unless otherwise noted in a creature's entry).
—+2 Reflex saves (usually; a humanoid's save bonus varies)
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 3 per 5 Challenge Rating
Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).
—Proficient with all simple weapons
—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing. If a humanoid wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
—Humanoids breathe, eat, and sleep.

Psionic Beast Type: Psionic beasts are similar to animals but can have Intelligence scores higher than 2. Psionic beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.
Features: A psionic beast has the following features.
—+4 Hit Points per Challenge Rating
—+2 Fortitude and Reflex saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 2 per 5 Challenge Rating
Traits: A psionic beast possesses the following traits (unless otherwise noted in a creature's entry).
—Darkvision out to 60 feet and low-light vision
—Proficient with its natural weapons only
—Proficient with no armor
—Psionic beasts eat, sleep, and breathe

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.
Features: A monstrous humanoid has the following features.
—+2 Hit Points per Challenge Rating
—+2 Reflex and Will saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 2 per 5 Challenge Rating
Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).
—Darkvision out to 60 feet
—Proficient with all simple weapons and any weapons mentioned in its entry
—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing,

as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
—Monstrous humanoids eat, sleep, and breathe

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.
Features: An ooze has the following features.
—+5 Hit Points per Challenge Rating
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skill points or feats.
—Feats equal to 1 per 5 Challenge Rating
Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).
—Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)
—Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight
—Immunity to poison, sleep effects, paralysis, polymorph, and stunning
—Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 2D6 per Challenge Rating + ooze's Con modifier per full round of contact.
—Not subject to critical hits or flanking
—Proficient with its natural weapons only
—Proficient with no armor
—Oozes eat and breathe, but do not sleep

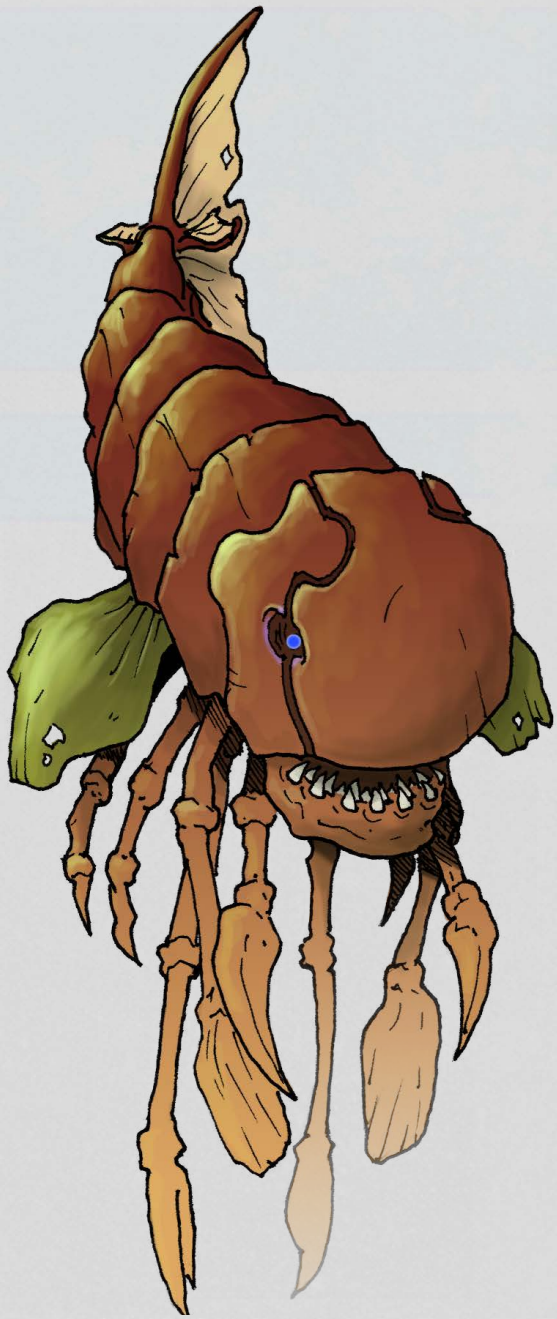
Outsider Type: An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.
Features: An outsider has the following features.
—+5 Hit Points per Challenge Rating
—+2 to all Base Skills per Challenge Rating
—+2 Fortitude, Reflex, and Will saves
—Skill ranks equal to (8 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 4 per 5 Challenge Rating
Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).
—Darkvision out to 60 feet
—Proficient with all simple and martial weapons and any weapons mentioned in its entry
—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant Type: This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive.
Features: A plant creature has the following features.

—+2 Hit Points per Challenge Rating
—+2 Fortitude saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.
—Feats equal to 1 per 5 Challenge Rating
Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).
—Low-light vision
—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)
—Immunity to poison, sleep effects, paralysis, polymorph, and stunning
—Not subject to critical hits
—Proficient with its natural weapons only
—Proficient with no armor
—Plants breathe and eat, but do not sleep

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.
Features: Vermin have the following features.
—+1 Hit Points per Challenge Rating
—+2 Fortitude saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skill points or feats.
—Feats equal to 1 per 5 Challenge Rating
Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry)
—Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects)
—Darkvision out to 60 feet
—Proficient with their natural weapons only
—Proficient with no armor
—Vermin breathe, eat, and sleep

Xenomorph Type: A xenomorph has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.
Features: A xenomorph has the following features.
—+2 Hit Points per Challenge Rating
—+2 Will saves
—Skill ranks equal to (2 + Int modifier, minimum 1) per Challenge Rating
—Feats equal to 3 per 5 Challenge Rating
Traits: A xenomorph possesses the following traits (unless otherwise noted in a creature's entry).
—Darkvision out to 60 feet
—Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. xenomorphs not indicated as wearing armor are not proficient with armor. xenomorphs are proficient with shields if they are proficient with any form of armor.
— Xenomorphs eat, sleep, and breathe



CYGOTH

Type:	Xenomorph Construct		
Size:	Large	Space/Reach:	10 ft./10 ft.
Hit Points:	265	Mind Points:	14 (0 Shade)
Wounds:	Head 6, Torso 11, Arms 6, Tentacles 3, Legs 7		
Defense:	43 (29 Flat-Footed)		
Initiative:	+14	Luck:	+14
Speed:	75 feet	Actions:	6 (Multi-attack 11 at -2)
Abilities:	Str 25 +7, Dex 25 +7, Con -, Int 25 +7, Wis 25 +7, Cha 25 +7		
Base Skills:	Combat +14, Firearms +14, Commo +14, Move +14, Tech +14, Psyche +14		
Trained Skills:	All Trained Skills +24, Stealth +49, Athletics (Climb) +49, Defense +34		
Attack:	Claws +25 melee (2D6+9 (AP5), TDC 35, 17-20/x2) or Whip Claws +24 melee (1D10+7 (AP10), TDC 40, 19-20/x2, 15' Reach, Disarm, Trip, Grapple) or Proton Blasters +24 ranged (4D6+7 (AP10), TDC 30, 18-20/x3, 100', SA, fire and electricity damage, infinite rounds)		
Special Attacks:	Whip Claws, Keen Claws, Electrical Vulnerability, Natural Armor 14		
Special Qualities:	Low-Light Vision, Darkvision (120'), Construct Immunities, Chameleon Field (+25), Fast Healing 25, Spider-Climb, Programmable (DC 50), Blank (DC25)		
Saves:	Tough +32, Fort - , Ref +19, Will +29		
Damage Reduction:	DR 50/Electricity	Energy Resistance:	ER 43/Electricity
Feats:	Improved Initiative, Acrobatic Defense, Cleave, Great Cleave, Combat Reflexes, Improved Critical (claws), Improved Disarm, Evasion, Improved Grapple, Improved Trip, Mobility, Point Blank Shot, Precise Shot, Point Blank Mastery, Spring Attack, Multi-Attack, Weapon Focus (claws), Weapon Specialization (claws)		
Environment:	Any	Organization:	Solitary (1))
Challenge Rating:	25 (5th Term)		
Equipment:	None		

DESCRIPTION

7 ½ feet tall the Cygoth has a formidable physical presence. Created by some ancient warring race, the Cygoth that exist today are guardians of ancient strategic locations or in storage waiting for some call to activate and perform their function. Technically a Cyborg, the Cygoth are a combination of machine and alien biological fusion. Though any semblance of a brain is completely technological, the tech involved is beyond the understanding of the modern Legion. Each Cygoth is constructed differently though they do share some cosmetic similarities. Without orders, the Cygoth seem to hunt down and assassinate any life-forms that do match their creators. Though some are programmed for specific missions, it still usually means they try to kill anyone who finds them. They were created for that one purpose…kill.

All Cygoth speak a language that is undecipherable to any but the most skilled linguists or someone from an era long past. They may also learn up to seven languages through study and programmed with even more.

COMBAT
The Cygoth prefer the tactical advantage and attack from hidden or protected positions when they can. When pressed they become a whirlwind of damage and death. Standing their ground they attack as many foes as possible with their multiple natural weapons. If they have a chance to flee a bad situation and gain better advantage they will.

SPECIAL

Whip Claws (Ex) These spikes are mounted on 15 foot long prehensile tentacles that can retract into the body of the Cygoth. They may be used to manipulate objects and to perform specialty attacks such as disarm, trip, and grapple. They cannot manipulate objects requiring fine motor control, however, and cannot be used with the Manual Dexterity skill.

Keen Claws (Ex) The Cygoth's claws have the Keen Quality.

Chameleon Field (Su) A Cygoth receives a bonus of +25 to their Stealth skill.

Spider-Climb (Su) A Cygoth may cling to a surface by adhering to it on a molecular level. This ability may be turned on and off at will as a free action. The surface bond is strength 20 for determining what can be carried by the Cygoth while climbing. They gain a +25 bonus to any Athletics Skill check for Climbing.

Programmable (Ex) It is possible to change the programming of the Cygoth. The Cygoth must be incapacitated before attempting to do so and you need to make a programming skill with a DC of 50.

Blank (Ex) Newly awakened Cygoth may have not yet been imprinted with a controller. If a character succeeds on any Communication skill (DC 25) to sway the Cygoth's condition from neutral to friendly then the Cygoth will imprint upon that character and follow his orders…literally.

If the Blank Cygoth is attacked, he will immediately imprint all life forms in the area as a threat and attempt to kill everyone.

Electricity Vulnerability (Ex) The Cygoth is vulnerable to Electricity attacks. Any physical or energy attack accompanied by or being of Electricity ignores the Cygoth's DR and ER for that attack.



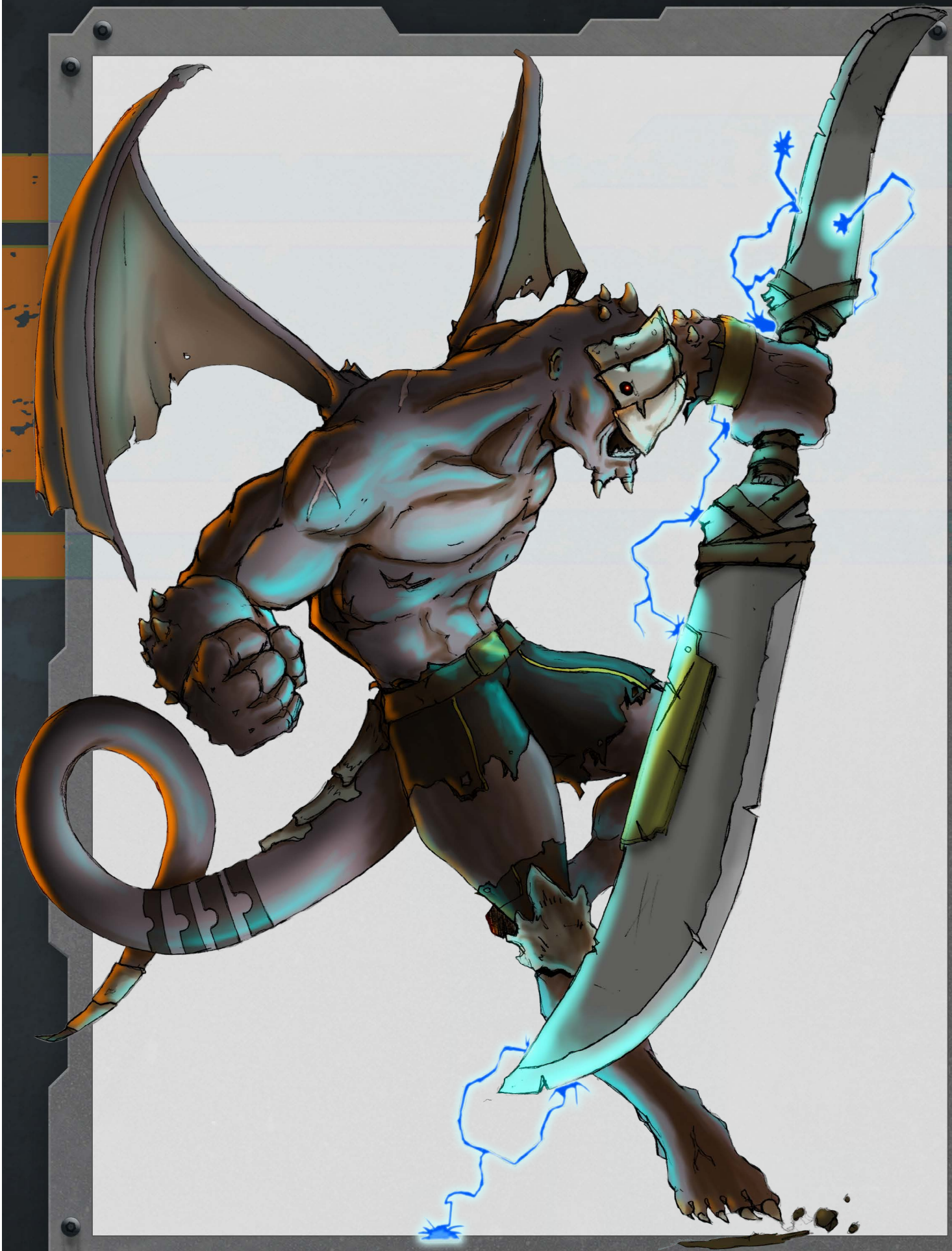
DAGROSHI

Type:	Monstrous Humanoid	Space/Reach:	10 ft./10 ft.
Size:	Large		
Hit Points:	89	Mind Points:	4 (0 Shade)
Wounds:	Head 3, Torso 5, Arms 3, Legs 4		
Defense:	21 (18 Flat-Footed)		
Initiative:	+3	Luck:	+9
Speed:	70 feet, 35 feet (flight)	Actions:	3
Abilities:	Str 33 +11, Dex 12 +1, Con 25 +7, Int 12 +1, Wis 14 +2, Cha 14 +2		
Base Skills:	Combat +20, Firearms +4, Commo +5, Move +5, Tech +5, Psyche +6		
Trained Skills:	Brawling +27, Melee +27, Defense +12, Intimidate +12, Perception +13		
Attack:	Double Power Sword +27 melee (1D10+16/1D10+16, TDC 48, 15-20/x3, Slashing or Piercing) or Power Fist +27 melee (2D6+11, TDC 45, 20/x3, Bludgeoning)		
Special Attacks:	Acidic Spittle, Roar		
Special Qualities:	Darkvision 60', Limited Flight, Power Source, Natural Armor, Acid Resistance 30		
Saves:	Tough +26, Fort +10, Ref +5, Will +7		
Damage Reduction:	DR 12	Energy Resistance:	ER 10, 33 Acid
Feats:	Simple Weapon Proficiency, Martial Weapon Proficiency, Exotic Weapon Proficiency (Double Power Sword), Improved Critical (Double Power Sword)		
Environment:	Mountains, Badlands, Desert	Organization:	Scout (1), Fire Team (2), Squad (2-5), Platoon (11-20), Company (55-100), Battalion (101-200)
Challenge Rating:	10 (2nd Term)		
Equipment:	None		

DESCRIPTION

Being one of thousands of failed Phalanx experiments conducted on the planet Shar, the Dagroshi showed much promise in the realm of combat. Though unable to grasp complex technological ideas, they were able to utilize the technology of the Legion adequately. The closest success of the Phalanx program before the Darsithian and eventually the TransHumans, the Dagroshi were perfect shock troops but imperfect soldiers. They had cunning, a fine grasp of tactics, and a peculiar ability to power weapons by touch. The Dagroshi generate a low-voltage, malleable frequency, electrical field from their skin. When focused into a power weapon, this field could energize a weapon indefinitely. This field was difficult to use as a weapon but the biological waste of their bodies producing electricity was acidic and stored in throat sacks or bladders. The Dagroshi can spray this acid at enemies and melt through organic and inorganic material with equal ability. They often use it to weaken armor.

Suffering the aggressive tendencies later evident in the Darsithian, it was difficult to stop a Dagroshi after they entered combat. This was only a problem if the mission was anything other than total annihilation of the enemy. The second problem with the Dagroshi is that they were unable to reproduce on their own. Creating a Dagroshi is very expensive but too valuable to discard entirely. Kept in the same facility that housed the Darsithian, the Dagroshi escaped when the Darsithian destroyed the facility. Gathering in packs and tribes that resemble military units, the Dagroshi fled to the wilds and badlands of Shar and prepared for the only thing in which they were trained… war.



Though there are several rumored battalions of the Dagroshi in the barren lands of Shar, none of their bases have been discovered. From time to time a lone scout or paired fire team are encountered by explorers, prospectors, and even Legion soldiers. Rarely do they appear in formations larger than this but squads, platoons, companies, and even whole battalions have been encountered.
Dagroshi have been encountered on other worlds but not in the same numbers found on Shar. Usually they are solitary or in pairs, possibly scouting for new worlds to inhabit or smuggled to their location for one reason or another by a third party.

It is unknown how many escaped into the wilds or if they have found a way to reproduce on their own.

Standing nearly 12 feet tall, the Dagroshi are frightening to face in close combat. They are covered in a thick hide with various spines, horns and spikes jutting from their backs and limbs. They have bony ridges protecting their face like a helmet and usually grow mighty horns from their temples to complete their monstrous visage. The females and males look very similar except for the rows of teats that appear on the females' muscled chest and the obvious differences of their reproductive organs. Leathery, bat-like wings sprout from their shoulders and assist them in maneuvering while flying. Though their flight ability is closer to a psyche talent, they seem to be unable to fly if their wings are damaged or removed. All Dagroshi speak Galactic Trade and Shar.

COMBAT
Dagroshi favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but they prefer close combat.

They were all trained with the Double Power Sword (their preferred weapon) and the M51A2 Marauder Assault Rifle. They know how to manufacture crude power swords but have to find assault rifles where they can. Most do not have a ranged weapon. Usually 1 in 5 Dagroshi have Marauder Assault Rifles.

SPECIAL

Acidic Spittle (Ex) The Dagroshi can spray a 20 foot long cone (5' wide at origin & 10' wide at end) with acid. This acid is organic but also attacks inorganic material. As well as causing [6d6+7 Acid] hit point damage (TDC 35) this acid eats away at normal armor and Legion suits. If hit with this acid while wearing armor your armor suffers a reduction to both Toughness bonus and Damage reduction of 1D6. A successful Reflex save (DC20) halves all damage from the acid. The Dagroshi may spit their acid twice and it takes twelve hours for them to refill their bladders for another spray. This attack takes a full-round action.

Roar (Su) The Dagroshi may emit a sonic attack in the form of a trumpeting roar. This attack is a 60 foot long cone (5' wide at origin & 40' wide at end) and causes 4D6+7 Sonic energy damage, TDC 20 (All Locations) and Stuns (1d4 rounds) anyone within the cone. A successful Fortitude save (DC15) halves the damage and reduces the stun to the shaken condition. This attack takes a full-round action.

Limited Flight (Ex) The Dagroshi may make small flights with its wings. Its Flight Speed is half of its normal Speed and it must land at the end of its movement. If it wishes to stay airborne it may do so by making a Reflex Save (DC15). The Save DC increases by 5 for each round the Dagroshi is airborne after the first.

Power Source (Su) In the hands of a Dagroshi, weapons and small devices needing a power cell to operate may operate without a power cell for as long as the Dagroshi is conscious.

Natural Armor (Ex) The Dagroshi gains a bonus to his Toughness, DR, & ER equal to its Constitution Bonus.

For the sake of building NPC's here are their Species Modifiers.

Species Traits:
+15 Strength, +7 Constitution, -6 Dexterity, -6 Intelligence, -4 Wisdom,-4 Charisma
Size: Large
Speed: 50'
Acidic Spittle
Roar
Darkvision 60'
Flight – Half Speed
Power Source
Natural Armor
Acid Resistance 30



IXZ

Type:	Monstrous Humanoid		
Size:	Tiny	Space/Reach:	5 ft./5 ft.
Hit Points:	12	Mind Points:	1 (0 Shade)
Wounds:	Head 1, Torso 1, Arms 1, Legs 1		
Defense:	18 (13 Flat-Footed)		
Initiative:	+9	Luck:	+0
Speed:	40 feet	Actions:	2
Abilities:	Str 10 +0, Dex 20 +5, Con 10 +0, Int 10 +0, Wis 10 +0, Cha 10 +0		
Base Skills:	Combat +2, Firearms +7, Commo +0, Move +5, Tech +0, Psyche +0		
Trained Skills:	Brawling +4		
Attack:	Claws +4 melee (1D4 (AP10), TDC 30, 20/x2), Bite +4 melee (2D6, TDC 20, 19-20/x3) or Flint Lock Pistol +7 ranged (4D6+5, TDC 25, 20/x3, 20', SS, Ballistic, 1)		
Special Attacks:	Poison Bite, Mono-Claws		
Special Qualities:	Darkvision 60', Light Susceptibility, Pack Combat, Low-Tech Savant, Survival Skills		
Saves:	Tough +0, Fort +0, Ref +7, Will +2		
Damage Reduction:	DR 0	Energy Resistance:	ER 0
Feats:	Improved Initiative, Dodge		
Environment:	Any	Organization: Pack (10-40)	
Challenge Rating:	1 (1st Term)		
Equipment:	None		

DESCRIPTION

From the dangerous world of the Onigrimm, Joman, the Ixz are the epitome of survival in a violent environment. They breed quickly and in large numbers with litters of kits numbering into the twenties at times. These large birth numbers compounded by the average gestation of the Ixz being two months, make them an environmental threat if not a pest problem. Fortunately, almost every predator on Joman hunts the Ixz.

The Ixz are used by the Onigrimm as training targets for teaching combat to their children. They make great targets for firearm practice even for highly skilled and experienced marksmen.

An Ixz stands 1 to 2 feet tall and weigh 40 to 45 pounds. It has no eyes and sees through optic receivers in the skin of its head. An Ixz's skin color ranges from olive drab green through any shade of grey from stark white to a deep black; usually all members of a single tribe are about the same color. Ixz wear no clothing but may wear belts and pouches to hold items and equipment. Ixz speak Ixz; a very few also speak Jo.

COMBAT

Being bullied by bigger, stronger creatures has taught Ixz to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless

in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Ixz have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.



SPECIAL

Poison Bite (Ex) If an Ixz bites and causes a wound, the target must make a Fortitude save (DC 20) or suffer the effects of a paralytic poison. On the first round the victim suffers a -2 penalty to all actions, a -4 penalty to their speed, and are in pain. On the second round of the poison the victim suffers a -4 penalty to all actions, a -8 penalty to their speed, and are in extreme pain. On the third round of the poison the victim is unable to physically move or take action. They may use any non-physical ability that they possess however.

Mono-Claws (Ex) The claws of an Ixz are microscopically sharp and ignore Damage Reduction of 10.

Light Susceptibility (Ex) Ixz have a problem with bright lights as they have no eyelids to close their optic receivers. When in normal building or ship illumination, they suffer a -2 penalty to all rolled actions. In bright or intense light this penalty increases to -6.

Pack Combat (Ex) When Ixz attack in masse they increase their combat abilities considerably. For every Ixz in a battle and within line of sight of each other they gain a +1 bonus to their attacks, damage, Will Save, and Toughness Save and a +2 to their Hit Points for every Ixz beyond the first.

Low-Tech Savant (Ex) The Ixz are curious creatures that have a knack for inventing and identifying items. Their technology level is pretty low compared to other denizens of the galaxy with flint lock pistols, water clocks, and steam powered devices prevalent among their inventions. They can kit-bash (quickly assemble) any low-tech device out of scraps and scrounged items. They gain a +10 bonus to Tech base skill pertaining to any low-tech item.

Survival Skills (Ex) Ixz have a +4 racial bonus on Stealth and Ground Vehicles checks.

KRILLIX			
Type:	Psyche Xenomorph		
Size:	Small	Space/Reach:	5 ft./5 ft.
Hit Points:	40	Mind Points:	1 (0 Shade)
Wounds:	Torso 6, Legs 3		
Defense:	28 (18 Flat-Footed)		
Initiative:	+14	Luck:	+5
Speed:	65 feet	Actions:	2
Abilities:	Str 20 +5, Dex 30 +10, Con 20 +5, Int 10 +0, Wis 10 +0, Cha 10 +0		
Base Skills:	Combat +10, Firearms +10, Commo +0, Move +10, Tech +0, Psyche +0		
Trained Skills:	Defense +17, Stealth +32, Destruction +3, Perception +7		
Attack:	Claw +11 melee (4D6+7, TDC 20, 19-20/x2)		
Special Attacks:	Mind Drain		
Special Qualities:	Low-Light Vision, Darkvision 60', Blending, Spider-Climb, Regeneration 8		
Saves:	Tough +10, Fort +5, Ref +10, Will +2		
Damage Reduction:	DR 10	Energy Resistance:	ER 10
Feats:	Psyche Sensitivity, Improved Initiative, Weapon Focus (Claw), Weapon Specialization (Claw), Improved Critical (Claw), Dodge Focus +6, Elusive Target, Evasion, Improved Evasion, Improved Grapple		
Environment:	Any	Organization: Solitary (1)	
Challenge Rating:	5 (1st Term)		
Equipment:	None		

DESCRIPTION

This creature is a melon sized mass of flesh with a single eye set on one side. Six long insect-like legs sprout around the equator of the creature in line with the eye. The legs end in a vicious talon that the Krillex use to both climb and attack. It seems to have no mouth, nose, or ears.

COMBAT

Krillex prefer to hide and wait in ambush. Attacking with surprise, the Krillex first uses his Explosion Psyche Talent and then engages the prey by leaping and grappling their intended target. On the following rounds the Krillex attack with four of their six legs in hopes of disabling their prey quickly.

SPECIAL

Mind Drain (Su) Krillex feed off of the Mind Points of others. It uses its Explosion talent ability to damage the minds of others and absorb their mind points cumulative from each target. Every mind point absorbed in this manner may be used by the Krillex to heal itself of hit points and wound damage. One mind point is good for either 1d6 of Hit Point recovery or 1 wound

healed. Krillex need not spend a Mind Point to activate this ability but may only use it every 1d6 rounds.

Blending (Ex) Krillex have the natural ability to visually blend into his surroundings. Even while moving the Krillex constantly maintains the color of his background if it is within 6 inches of him. This ability grants the Krillex a bonus of +5 per Challenge Rating to his Stealth skill.

Spider-Climb (Ex) Krillex can cling to any surface other than friction-less surfaces. They can move their normal rate while climbing and can run across walls and ceilings with ease.

Regeneration (Ex) Krillex heal 8 Hit Points each round. This regeneration functions even if the Krillex is killed. The only way to negate this ability is to damage the Krillex with acid.



Krillix HIt Location	
Torso	17 - 20
Leg 1	15 - 16
Leg 2	13 -14
Leg 3	11 - 12
Leg 4	9 - 10
Leg 5	7 - 8
Leg 6	5 - 6
Torso	1 - 4



ONIGRIMM WARRIOR			
Type:	Monstrous Humanoid		
Size:	Medium	Space/Reach:	5 ft./5 ft.
Hit Points:	38	Mind Points:	3 (0 Shade)
Wounds:	Head 1, Torso 2, Arms 1, Legs 2		
Defense:	20 (15 Flat-Footed)		
Initiative:	+5	Luck:	+4
Speed:	30 feet	Actions:	2
Abilities:	Str 18 +4, Dex 18 +4, Con 14 +2, Int 14 +2, Wis 14 +2, Cha 12 +1		
Base Skills:	Combat +8, Firearms +8, Commo +5, Move +8, Tech +6, Psyche +5		
Trained Skills:	Rifles +13, Melee +13, Perception +10, Defense +13		
Attack:	Power Glove +12 melee (2D6+3 [D6 C], TDC 26, 20/x2, 1F, 20 Ammo) or Heavy Plaser +6 ranged ([4D8 Pz], TDC 30, 20/x3, 100', 1F, SA or B, C&E, 100 Ammo)		
Special Attacks:	None		
Special Qualities:	Accelerated Healing 3, Multi-Tasker, Predator Senses		
Saves:	Tough +14, Fort +5, Ref +8, Will +6		
Damage Reduction:	DR 10	Energy Resistance:	ER 5
Feats:	Multi-Attack, Point Blank Shot, Power Attack		
Environment:	Temperate to Tropical	Organization: Solitary (1)	
Challenge Rating:	5 (1st Term)		
Equipment:	Master Harness armor, Power Glove, Heavy Plaser, 5 Tricanthium Pyramids, Slave Collar		

DESCRIPTION

Onigrimm are conquerors and slavers. They rule the small number of planets they've captured with an iron hand. Loving nothing more than a chance to test their mettle, they are actually pleased when their slaves rise up against them. That just means the Onigrimm have a chance to conquer them again.

Onigrimm personality focuses around prowess and the ability to dominate another, and thus members of this species tend to be highly adaptable, tenacious, and willing to keep striving no matter the odds. They are inflexible but highly ambitious, but seemingly trapped in their tastes, morals, customs, and habits.

Onigrimm average about 6' tall for males and 5'8" tall for females. Skin shades run from nearly black to blood red, hair from black to white. Onigrimm achieve maturity about the age of 10 but rarely live beyond 50.

COMBAT

The Onigrimm prefer a straight up fight over clandestine combat, though they have no problem taking advantage of a combat situation if their opponent is foolish enough to give them one. They will use whatever tactics are superior with the resources on hand including slaves and other Onigrimm. Their aim is to win at all cost.

SPECIAL

Accelerated Healing (Ex) The true power of the Onigrimm is their recuperative abilities. An Onigrimm heals a number of hit points equal to 1 + Constitution Modifier (minimum of 1) each round. This is exactly the same as the monster ability Fast Healing.

Multi-Tasker (Ex) Due to their multiple arms, Onigrimm naturally split their concentration towards more than one action at a time and gain the feat Multi-Attack.

Predator Senses (ex) An Onigrimm has low-light vision and ignores concealment penalties due to darkness (but not total darkness). Also, they have the ability to identify things by smell. They gain a bonus of +4 to the skill Natural Sciences when they are tracking something by smell and to the skill Perception when trying to locate or identify something with their sense of smell.



Species Traits
See Core Rule Book (page 44)

EQUIPMENT

The standard Onigrimm Warrior is outfitted with a suit of Master Harness armor and any number of the following weapons; Power Glove, Stun Blade, Plaser, Heavy Plaser, Plaser Cannon.

Armor	Cost	Toughness Bonus	DEF Modifier	DR	ER	Psyche Power Failure Chance	Speed	Weight1
Master Harness	350 eCr	+8	-2	10	5	35%	-2	45 lb.

ROBOT, INDUSTRIAL (Ship Repair)

Type:	Construct	Space/Reach:	10 ft./10 ft.
Size:	Large		
Hit Points:	100	Mind Points:	0 (0 Shade)
Wounds:	Head 2, Torso 2, Arms 2, Legs 2		
Defense:	15 (15 Flat-Footed)		
Initiative:	+2	Luck:	+0
Speed:	40 feet (60 feet Flight, Vacuum)	Actions:	2
Abilities:	Str 30 +10, Dex 10 +0, Con -, Int 10 +0, Wis 10 +0, Cha 5 -3		
Base Skills:	Combat +20, Firearms +0, Commo -3, Move +0, Tech +0, Psyche -3		
Trained Skills:	Brawling +26, Defense +6, Ground Vehicles +6, Engineering +14, Programming +14		
Attack:	Slam +26 melee (2D10+10, TDC 30, 20/x2) or Laser Torch +0 ranged (6D6, TDC 20, 20/x3, 10', SA, Fire & Electricity, Unlimited)		
Special Attacks:	None		
Special Qualities:	Low-Light Vision, Darkvision 60', Construct Immunities, Zero-G Mobility 15', Spider-Climb, Fire and Cold resistance		
Saves:	Tough +25, Fort -, Ref +0, Will -3		
Damage Reduction:	DR 35	Energy Resistance:	ER 28 (Fire/Cold 38)
Feats:	Skill Focus (Engineering), Skill Focus (Programming)		
Environment:	Any	Organization:	Lone Technician (1), Support Unit (2), Repair Unit (5-10), Construction Unit (2-200)
Challenge Rating:	10 (1st Term)		
Equipment:	None		
Extras:	AI: Basic, Computer: Basic, Sensor Package: Full, Life Support: Full, Flight: Full		

DESCRIPTION

Ship repair robots are large hulking brutes built to withstand the rigors of heavy construction. The ship builder is also able to withstand the vacuum of space as well as extreme temperatures.

COMBAT

Not built for combat, the repair robot will defend itself if it is threatened. It always fights directly and with little tact and planning.

SPECIAL

Zero-G Mobility (Ex) The robot may maneuver in a no gravity environment as if he were flying at half normal speed.

Spider-Climb (Ex) The robot can cling to any surface other than friction-less surfaces. They can move their normal rate while climbing and can run across walls and ceilings with ease.

SHADE, HUMAN

Type:	Humanoid	Space/Reach:	5 ft./5 ft.
Size:	Medium		
Hit Points:	38	Mind Points:	0 (7 Shade)
Wounds:	Head 2, Torso 4, Arms 2, Legs 3		
Defense:	23 (skill +13, +10 base, -0 size)		
Initiative:	+11	Luck:	+8
Speed:	50 feet	Actions:	3
Abilities:	Str 20 +5, Dex 18 +4, Con 18 +4, Int 16 +3, Wis 16 +3, Cha 18 +4		
Base Skills:	Combat +9, Firearms +7, Commo +7, Move +7, Tech +6, Psyche +7		
Trained Skills:	Bluff +15, Stealth +15, Perception +15, Defense +13		
Attack:	Slam +9 melee (1D6+5, TDC 20, 20/x2)		
Special Attacks:	Mind Drain, Create Spawn, Psycho-Rage		
Special Qualities:	Damage Reduction, Fast Healing (5), Resistances		
Saves:	Tough +9, Fort +7, Ref +7, Will +7		
Damage Reduction:	DR 10/silver or psyche	Energy Resistance:	ER 10 (cold & electricity)
Feats:	Improved Initiative)		
Environment:	Any	Organization:	Solitary, pair, gang (3–5), or troupe (6-15)
Challenge Rating:	2 (1st Term)		
Equipment:	None		

DESCRIPTION

Appearing much like they did before succumbing to the shadow plague, a Human Shade differs only in the complete lack of color of their skin, hair, and eyes. Instead they have varying hues of grey with no actual color remaining. Beyond the odd and almost compulsive manic behavior they sometimes show, they act no differently than they did before becoming a Shade.

COMBAT

Alone the Shade will fight with a wild ferocity guided by some unseen cunning with no regard for its safety. In groups the Shade fight in a combined effort utilizing superior teamwork.

SPECIAL

Create Spawn (Su):

A Shade may corrupt a creature that has zero Mind Points or is slain by a shade's mind drain. These creatures rise as a shade 1d4 days after burial. This attack is a full attack action.

Mind Drain (Su):

Living creatures hit by a shade's slam attack (or any other natural weapon the shade might possess) lose one mind point. For each mind point lost, the shade gains 5 temporary hit points. A shade can use its energy drain ability once per round.

Damage Reduction (Su):
A shade has damage reduction 10/silver and psyche. A shade's natural weapons are treated as psyche weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex):
A shade heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically dies as if it had reached a negative number of hit points equal to its Constitution score. It rises again as a shade 1d4 days after it dies unless it is destroyed or disintegrated.

CREATING A SHADE

"Shade" is an acquired *template* that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).A shade uses all the base creature's statistics and special abilities except as noted here

Defense: The base creature's defense improves by +6.

Attack: A shade retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the shade retains this ability. A creature with natural weapons retains those natural weapons. A shade fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A shade armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A shade fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Shades have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the shade's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A shade retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + Challenge Rating + shade's Charisma modifier unless noted otherwise.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a shade's mind drain rises as a shade 1d4 days after burial.

Mind Drain (Su): Living creatures hit by a shade's slam attack (or any other natural weapon the shade might possess) lose one mind point. For each mind point lost, the shade gains 5 temporary hit points. A shade can use its energy drain ability once per round.

Psycho-Rage (Su): When a Shade enters combat or is provoked to violence, they will become uncontrollably enraged. The Shade will attack all non-Shade within their Perception capabilities until there are no more living non-Shade creatures. While in this rage, the Shade receives a bonus to melee and thrown weapon damage equal to their current Hit Points. As their Hit Points are reduced so does their bonus to damage. They also receive a +15 bonus to all attacks while in a rage and ignore up to 15 points of Damage Reduction and Energy Resistance.

Special Qualities: A shade retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A shade has damage reduction 10/silver and psyche. A shade's natural weapons are treated as psyche weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A shade heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically dies as if it had reached a negative number of hit points equal to its Constitution score.

Resistances (Ex): A shade has resistance to cold 10 and electricity 10.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +3, Int +2, Wis +2, Cha +4.

Skills: Shades have a +8 racial bonus on Bluff, Stealth, Perception, and Awareness checks. Otherwise same as the base creature.

Feats: Shades gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Shade Weaknesses
For all their power, shades have a number of weaknesses.

Repelling a Shade: Shades cannot tolerate the strong presence of silver and will not enter an area laced with it. These things don't harm the shade—they merely keep it at bay. A recoiling shade must stay at least 5 feet away from a creature holding silver and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a shade at bay takes a standard action.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (6-15)

Challenge Rating: Same as the base creature +2.

Appendix 1: ARTIFACTS

The following are guidelines for creating artifacts. Whether part of a character's History Traits, a random item in a treasure trove, or the focus of an entire Mission Path, artifacts are key elements in most stories of high fantasy and super-science. These items may be used as antagonists throughout a mission or companions to the most heroic or not so heroic characters. Ultimately it is up to the Game Master to modify and manipulate these guidelines to create the best combination of abilities for the artifact, the character, and the game.

Artifacts have intelligence of their own. Somehow imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Artifacts have extra abilities and sometimes extraordinary powers and special purposes. Only permanent items (as opposed to single-use items or those with charges) can be intelligent. (This means that pharmaceuticals, ammunition, and foodstuffs, among other items, are never intelligent.)

Artifacts can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Artifacts often have a supernatural ability to illuminate their surroundings at will; many cannot see otherwise.

Unlike most psi-stone items, Artifacts can activate their own powers without waiting for a command word from their owner. Artifacts act during their owner's turn in the initiative order.

ARTIFACT SOCIETY

All artifacts have a type of intelligence, essence, or will. Any item with intelligence has a Society. Any character whose Society does not correspond to that of the item (except as noted by the asterisks on the table) gains a -10 penalty to all actions if he or she so much as picks up the item. This penalty remains as long as the item is in hand and cannot be overcome in any way. This penalty is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow a -20 penalty. Items with Ego scores of 30 or higher bestow a -30 penalty.

Table: A Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Mental Ability Scores	Communication	Capabilities	Senses Class	
01–34	Two at 12,one at 10	Empathy[1]	One lesser ability	30 ft. vision and hearing	Minor
35–59	Two at 13,one at 10	Empathy[1]	Two lesser abilities	60 ft. vision and hearing	Minor
60–79	Two at 14, one at 10	Speech2	Two lesser abilities	120 ft. vision and hearing	Minor
80–91	Two at 15, one at 10	Speech[2]	Three lesser abilities	60 ft. Darkvision and hearing	Minor
92–97	Two at 16, one at 10	Speech[2 3]	Three lesser abilities	60 ft. Darkvision and hearing	Minor
98	Two at 17, one at 10	Speech, telepathy [3 4]	Three lesser abilities and one greater ability[6]	120 ft. Darkvision and hearing	Major
99	Two at 18, one at 10	Speech, telepathy [4 5]	Three lesser abilities and two greater abilities[6]	120 ft. Darkvision, blind sense, and hearing	Major
100	Two at 19, one at 10	Speech, telepathy [4 5]	Four lesser abilities and three greater abilities [6]	120 ft. Darkvision, blind sense, and hearing	Major

1 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.
2 Like a character, an Artifact speaks Galactic Trade plus one language per point of Intelligence bonus.
3 The item can also read any languages it can speak.
4 The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder only.
5 The item can read all languages.
6 The Artifact can have a special purpose rather than a greater ability, if appropriate.

Artifact Society	
d%	Society of Item
01–05	Ryzjeka*
06–15	Balish*
16–20	Langallash*
21–25	Selemaht*
26–30	Limiri*
31–55	Zatrani*
56–60	Progenitor**
61–80	Shade
81–100	Xenomorphic***

* The item can also be used by any Human character.
** The item can also be used by any character with the Psyche Sensitive feat.
*** The item can also be used by any non-Human character.

LANGUAGES SPOKEN BY ITEM

Like a character, an Artifact speaks and understands (but cannot necessarily read) Galactic Trade plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

ARTIFACT POWERS

The table below determines how many lesser and greater powers an Artifact has. To find the item's specific powers, choose or roll on the appropriate tables below.

All powers function at the direction of the item, although Artifacts generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes.

Table: B Artifact Lesser Powers

d% Modifier	Lesser Power	Base Price
01–05	Item can activate Improve Self 3/day	+1,000 ECR
06–10	Item can activate Telepathic Message 3/day	+1,100 ECR
11–13	Item can activate Phantasm 3/day	+2,200 ECR
14–20	Item has Presence continually active at DC10	+2,700 ECR
21–25	Item can activate Empathy at will	+3,600 ECR
26–31	Item grants wielder 10 ranks in One Combat Skill	+5,000 ECR
32–33	Item grants wielder 10 ranks in One Commo Skill	+5,000 ECR
34–36	Item grants wielder 10 ranks in One Firearms Skill	+5,000 ECR
37–40	Item grants wielder 10 ranks in One Movement Skill	+5,000 ECR
41–45	Item grants wielder 10 ranks in One Technical Skill	+5,000 ECR
46–50	Item grants wielder 10 ranks in One Psyche Skill	+5,000 ECR
51–54	Item grants wielder +10 bonus to Initiative	+5,000 ECR
55–60	Item grants wielder +10 bonus to Fortitude Saves	+5,000 ECR
61–66	Item grants wielder +10 bonus to Reflex Saves	+5,000 ECR
67–72	Item grants wielder +10 bonus to Will Saves	+5,000 ECR
73–77	Item can activate True Path 3/day	+5,400 ECR
78–80	Item can activate Proficiency 3/day	+6,500 ECR
81–83	Item can activate Alter Mind 3/day	+6,500 ECR
84–86	Item can activate Discern Truth 3/day	+6,500 ECR
87–89	Item can activate Levitation at will	+6,500 ECR
90–95	Item can activate Psychometry 3/day	+6,500 ECR
96–100	Item can activate Heal on wielder 3/day	+6,500 ECR

Artifact C d%	Greater Powers Greater Power	Base Price Modifier
01–06	Item can detect opposing Society at will	+7,200 ECR
07–10	Item can detect Shade at will	+7,200 ECR
11–13	Item can activate Command 5/day	+7,200 ECR
14–18	Item grants wielder +10 bonus in Combat Base Skill	+10,000 ECR
19–23	Item grants wielder +10 bonus in Commo Base Skill	+10,000 ECR
24–28	Item grants wielder +10 bonus in Firearms Base Skill	+10,000 ECR
29–33	Item grants wielder +10 bonus in Movement Base Skill	+10,000 ECR
34–37	Item grants wielder +10 bonus in Technical Base Skill	+10,000 ECR
38–41	Item grants wielder +10 bonus in Psyche Base Skill	+10,000 ECR
42–45	Item can activate Exorcism 5/day (+10 to Skill check)	+11,000 ECR
46–50	Item can activate Restore Balance 5/day (+10 to Skill check)	+11,000 ECR
51–54	Item can activate Alter-Mind 5/day	+11,000 ECR
55–59	Item can activate Telekinesis 5/day	+16,000 ECR
60–64	Item can activate Resist Energy at will	+16,000 ECR
65–68	Item can activate Speed on its owner 5/day	+16,000 ECR
69–73	Item can activate Premonition 5/day	+16,000 ECR
74–76	Item can activate Fly at will	+16,000 ECR
77–80	Item can activate Displacement 5/day	+16,000 ECR
81–85	Item can activate Penetrating Gaze 5/day at (+20 to Skill check)	+16,000 ECR
86–91	Item can activate Teleportation 5/day	+30,000 ECR
91–97	Item can activate Regeneration 5/day	+30,000 ECR
98–100	Item can activate Mind Reading at will	+44,000 ECR

SPECIAL PURPOSE ITEMS

Purpose

An item's purpose must suit the type and Society of the item and should always be treated reasonably. A purpose of "defeat/slay Psyche Sensitive" doesn't mean that the artifact forces the wielder to kill every Shar-Nithian Lord she sees. Nor does it mean that the artifact believes it is possible to kill every Shar-Nithian Lord in the galaxy. It does mean that the item hates Shar-Nithian Lords and wants to bring the Lord's Council to ruin, as well as end the rule of a Shar-Nithian Lord in a nearby land. Likewise, a purpose of "defend Tuathean" doesn't mean that if the wielder is a Tuathean, he only wants to help himself. It means that the item wants to be used in furthering the cause of Tuatheans, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

DEDICATED POWER

A dedicated power operates only when an Artifact is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other abilities, an Artifact can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Artifact Purpose

d%	Purpose
01–20	Defeat/slay specific Society*
21–30	Defeat/slay Psyche Sensitive (including psyche activating monsters and those that use psyche-like abilities)
31–40	Defeat/slay Cyborgs
41–50	Defeat/slay non-Psyche Sensitive
51–55	Defeat/slay a particular creature type (see the bane weapon special ability for choices)
56–60	Defeat/slay a particular species
61–70	Defend a particular species
71–80	Defeat/slay the servants of the Church of Mann
81–90	Defend the servants of the Church of Mann
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Choose one

* This can be the same Society of the artifact.

If the same power is rolled twice, roll again.

Item Ego

Attribute of Item	Ego Points
Each +1 enhancement bonus*	1
Each +1 of bonus in special abilities*	1
Each lesser power	1
Each greater power	2
Special purpose/dedicated power	4
Telepathic ability	1
Read languages ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

*Only for items that would have these attributes without being an artifact

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its Society. If the character that possesses the item is not true to that Society's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose Society or personality is distasteful to the item.
- The character divesting herself of all Psi-Stone items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- That the character must carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to Society differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's Societies or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same Society. No Artifact wants to share its wielder with others. An Artifact is aware of the presence of any other Artifact within 60 feet, and most Artifacts try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, Society might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters that possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

CURSES

All artifacts are "cursed" with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

Delusion: The user believes the item is compatible with his society and acting on the wielder's behalf, yet it actually has its own agenda and is using the wielder to further its own interests. The user suffers a -10 penalty to all Will saves while wielding the item. The user is mentally fooled into thinking the item is functioning in his best interests and cannot be convinced otherwise without the help of the Restore Balance psyche talent.

Common Curses

d%	Curse
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Roll Twice
91–100	No Curse

Opposite Effect or Target: These cursed items malfunction periodically, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Minor artifacts have a 5% cumulative chance (maximum of 50%) to malfunction each time they are used in a day. Major artifacts have a 10% cumulative chance (maximum of 80%) to malfunction each time they are used in a day. When they do malfunction they will continue to do so as long as the situation in which they were used persists. When the situation is over they will perform normally and the percentage chance will reset.

Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a non-cursed artifact is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it.

In such cases, the Restore Balance psyche talent is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% cumulative chance (maximum of 75%) that it does not function at all. When they do malfunction they will continue to do so as long as the situation in which they were used persists. When the situation is over they will perform normally and the percentage chance will reset.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

Uncontrolled: An uncontrolled item occasionally activates at random times. There is a 5% cumulative chance every day that the item activates at some random point during that day. This means that within every 20 days the item will activate randomly. The percentage chance resets once the item activates randomly.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).

Intermediate Functioning

%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight (within a solar system)
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Above ground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random species or kind of creature
65–72	Within 10 feet of a Psyche Sensitive character
73–80	Within 10 feet of a Cyborg character
81–85	In the hands of a non-Psyche Sensitive character
86–90	In the hands of a Psyche Sensitive character
91–95	In the hands of a creature of a particular Society
96-98	In the hands of a creature of particular gender
99	On holy days or during particular astrological events
100	Within 100 miles of a

- Character must sacrifice (destroy) 100 ECR worth of valuables per day.
- Character must sacrifice (destroy) psi-stone (each Mind Point equals 1 week of functionality).
- Character must swear loyalty and servitude to a particular Shar-Nithian Lord or the Church of Mann.
- haracter must discard all other Psi-Stone items.
- Character must worship an obscure deity and strive to build a church to that deity.
- Character must change her name to a specific name. (The item only works for characters of that name.)
- Character must transfer to a specific branch at the next opportunity if not of that branch already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time.
- Item must be cleansed with "holy" water each week.
- Item must be used to kill a living creature each week.
- Item must be bathed in volcanic lava once per year.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular psyche talent activated upon it each day (such as Command, Improve Self, or Telekinesis).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. Items often impose their requirements through their personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one week before the requirement must be met again (although some requirements

Drawbacks

d%	Drawback
01–04	Character's hair grows 1 foot longer. Only happens once.
05–09	Character either shrinks 1 foot (01–50 on d %) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes randomly.
22–25	Character's skin color changes randomly.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's species changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's Society changes to match the item.
52–54	Character must attack nearest creature randomly (5% chance 01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character suffers a -5 penalty to all actions.
65	Character suffers a -10 penalty to all actions.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot activate Psyche Talents that target self but gains a +10 bonus to save vs. Psyche Talents.
98	Character cannot activate Psyche Talents that target others but gains a +20 bonus to save vs. Psyche Talents.
99	Character cannot activate Psyche Talents but are immune to Psyche Talents.
100	Character dies one year after first using artifact but artifact will teleport to character at will.

are one time only, others monthly, and still others continuous).

Drawbacks: Items with drawbacks are usually still beneficial to the possessor, but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

ARTIFACT QUIRKS

All artifacts have some sort of quirk that separates them from normal items. These quirks are noticeable and usually visible while the artifact is being wielded. They may be functional quirks or just aesthetic properties of the item. The quirks of an artifact should be created for each specific item and the powers that it may possess. A few suggestions follow.

- Item glows with a bright light constantly.
- Item is sectional and seems to be assembled from different components.
- Item is flexible when it should be rigid. In the case of a melee weapon this will allow a grapple or trip attack with the weapon as well as the standard attack.
- Item is covered in spikes, spines, or cilia that move, shake or shift while in use.
- Item transforms into solid energy harmless to wielder. In the case of a weapon this could change the attack to an energy attack.
- Item collapses into a smaller more transportable or concealable form, expanding upon the wielder's request.
- Item never falls but hovers in place wherever wielder leaves it. It can be moved by force but is unaffected by wind or inertia.
- Item is constructed from odd material such as crystal, gemstones, precious metals, or organic material.
- Item is surrounded by a nimbus of mist or harmless energy.
- Item muffles sound of wielder granting a bonus to Stealth skill checks but incurring a penalty to Perception skill checks.
- Item amplifies sound of wielder granting a bonus to Perception skill checks but incurring a penalty to Stealth skill checks.
- Item emits a pleasant or unpleasant odor to specific species or creature types.
- Item physically attaches itself harmlessly though possibly painfully to the wielder.
- Item increases or decreases the overall appearance of the wielder, modifying his Charisma bonus while visible.
- Item casts light and shadows around the wielder when being used that cause confusion to those observing him. This could grant concealment bonuses to wielder.
- Item is refreshing to the wielder, making him need to sleep and eat less to survive. This of course should not contradict any curse of the artifact.

EXAMPLE ITEMS

The following are samples of artifacts in the game.

Trenn's Black Blade:

(Huge Black Blade, 3D10 (AP25), TDC 30+S, Fumble 1(3), Crit 20/x5, Type S)
Class: Major
Society: Limiri
Abilities: Int:18, Wis:18, Cha:10 (Speech (Galactic Trade, Jo, Elan, Oan,), Telepathy, 60ft. Darkvision and Hearing, can read all languages))
Lesser Powers: Item has Presence continually active at DC10, Item can activate Heal on wielder 3/day, Item grants wielder 10 ranks in One Combat Skill.
Major Powers: Item can activate Speed on its owner 3/day
Special Purpose: Defeat/slay Cyborgs, Item can activate Energy Bolt once a round
Ego: 21
Curses: Drawback (Character now bears some identifying mark (tattoo, weird glow, or the like))
Quirks: the blade is segmented into hi-tech plates that shift when activated.

Celestial Circlet:
Class: Minor
Society: Progenitor
Abilities: Int:16, Wis:10, Cha:16 (Speech (Galactic Trade, Shar, Tuathean, Oan, Jo), 120ft. Darkvision and Hearing, can read languages it speaks)
Lesser Powers: Item can use Telepathic Message 3/day, Item can activate Empathy at will, Item can activate Alter Mind 3/day
Major Powers: None
Special Purpose: None
Ego: 10
Curses: Drawback (Character becomes paranoid about losing the item and afraid of damage occurring to it.)
Quirks: The circlet is made of gold and silver with 9 minor psi-stones mounted equally around the perimeter. The stones light up with bright, scintillating colors each time it is used.

Armor of the Ancients: (Heavy Combat Armor, Armor +11, Defense +4, DR 15, ER 5, Psyche Power Failure 0%, Speed +2, 10 lbs., Light Fortification, Psionic, Glamered)
Class: Major
Society: Balish
Abilities: Int:10, Wis:19, Cha:19 (Speech (Galactic Trade, Common Gish, Doren, High Deur, Jo), 120ft. Darkvision and Hearing, can read all languages)
Lesser Powers: Item grants wielder 10 ranks in One Firearms Skill, Item can activate True Path 3/day, Item grants wielder +10 bonus to Fortitude Saves, Item can activate Improve Self 3/day
Major Powers: Item grants wielder +10 bonus in Combat Base Skill, Item can activate Regeneration 5/day, Item can activate Displacement 5/day
Special Purpose: None
Ego: 28
Curses: Intermittent functioning (Unreliable)
Quirks: This suit of heavy combat armor is obviously old and covered in battle scars and pock marks. It looks archaic and bulky but is actually light and unencumbering when worn. The design is indicative of one of the early combat suits of the Legion and this suit is actually hundreds of years old yet still functioning.

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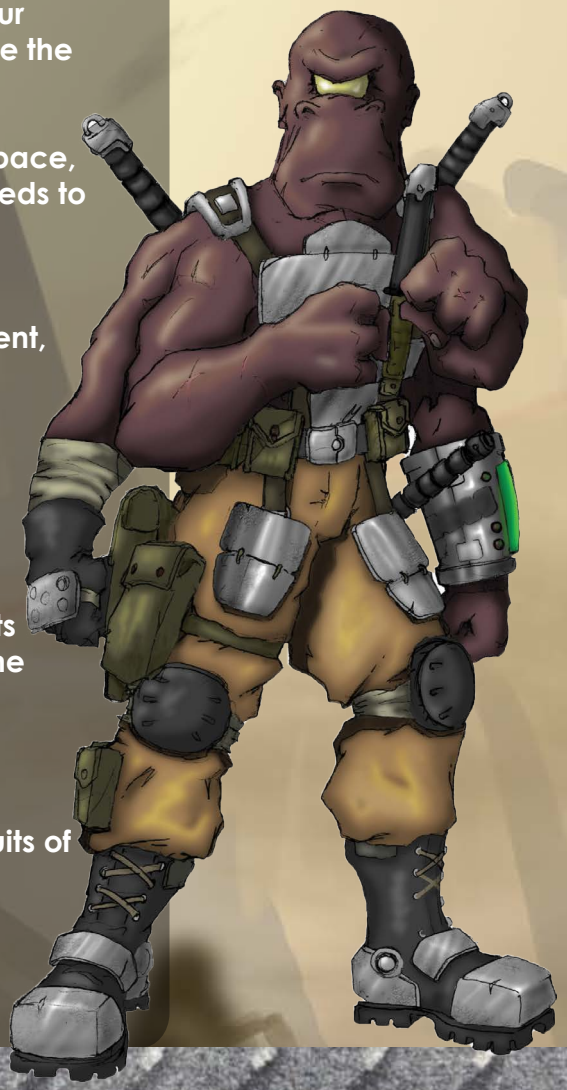
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TERMINUS

LEGION

OGL

3.5 SYSTEM COMPATIBLE