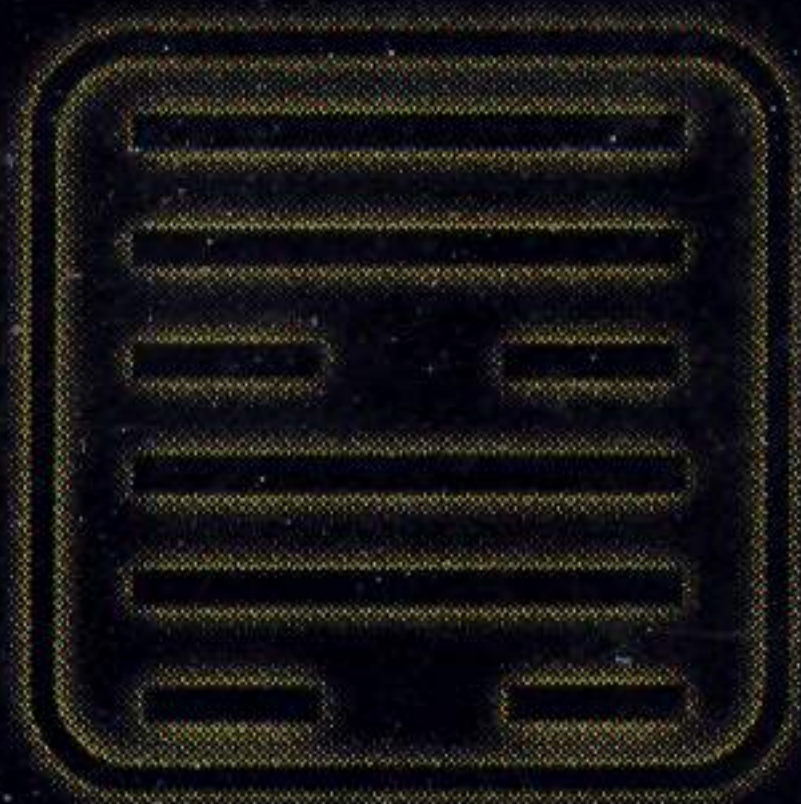


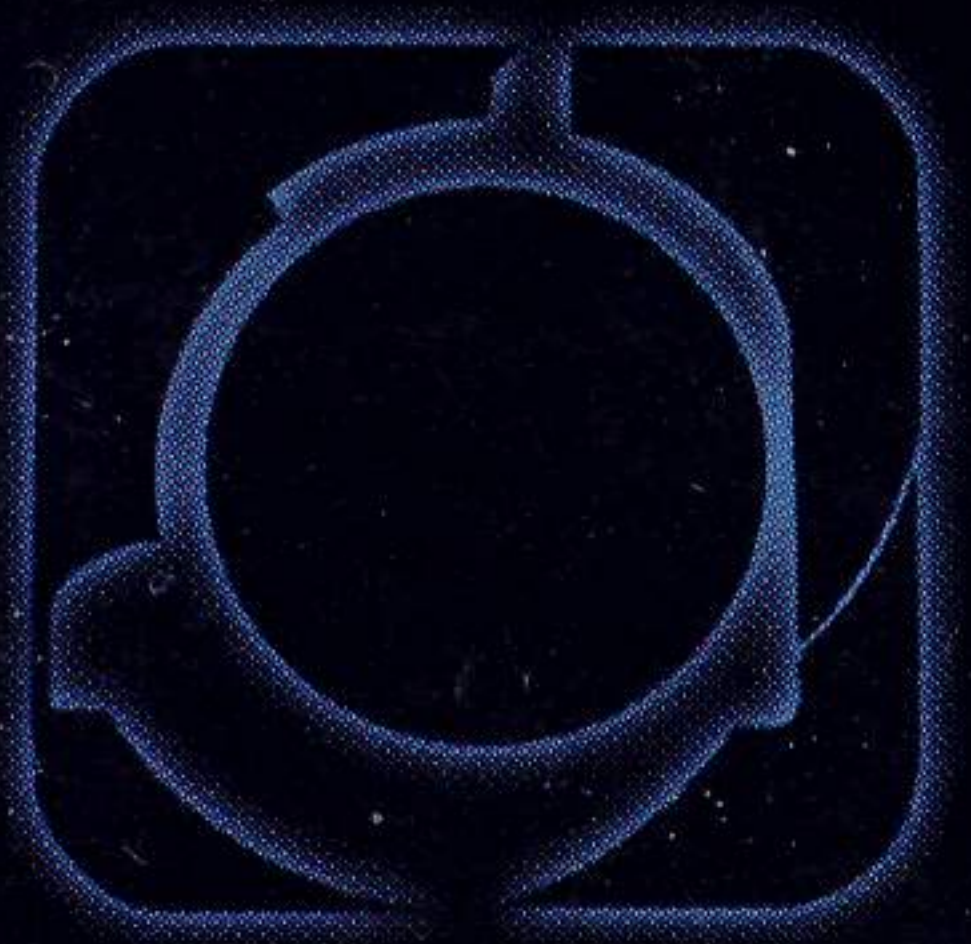
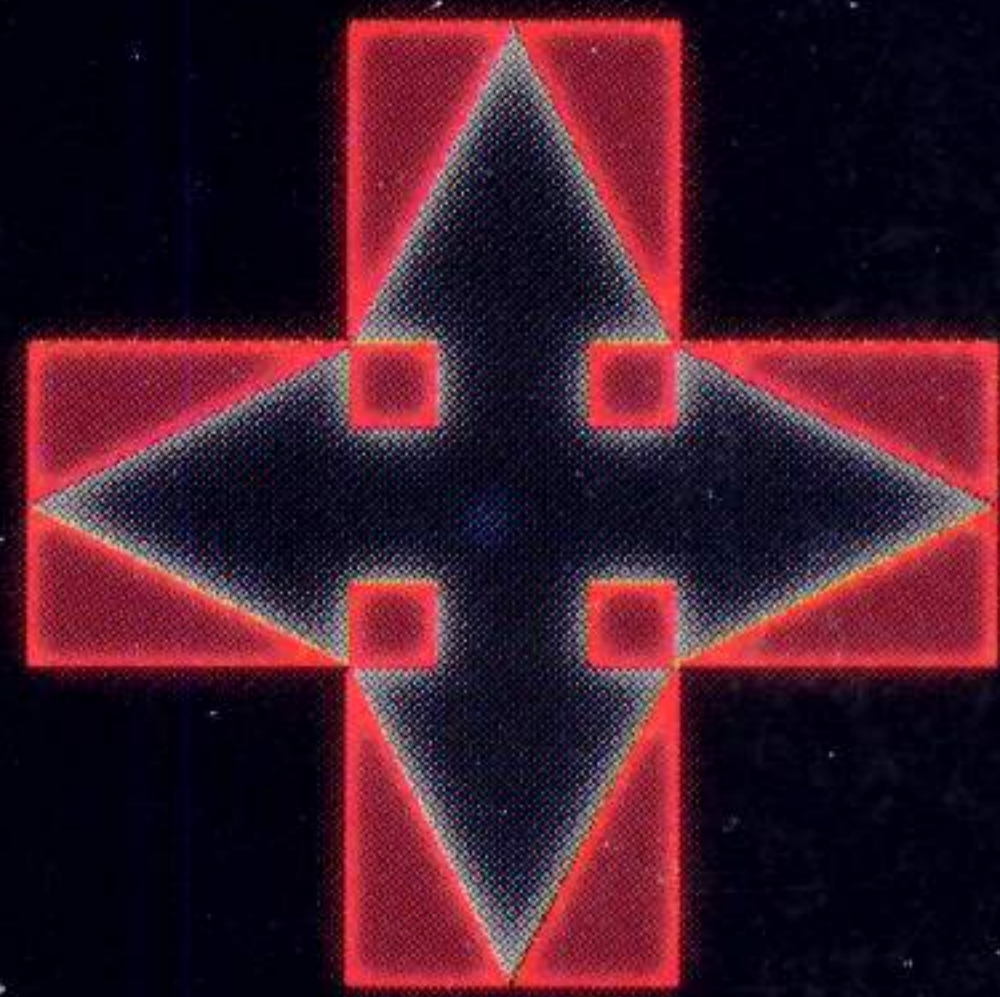
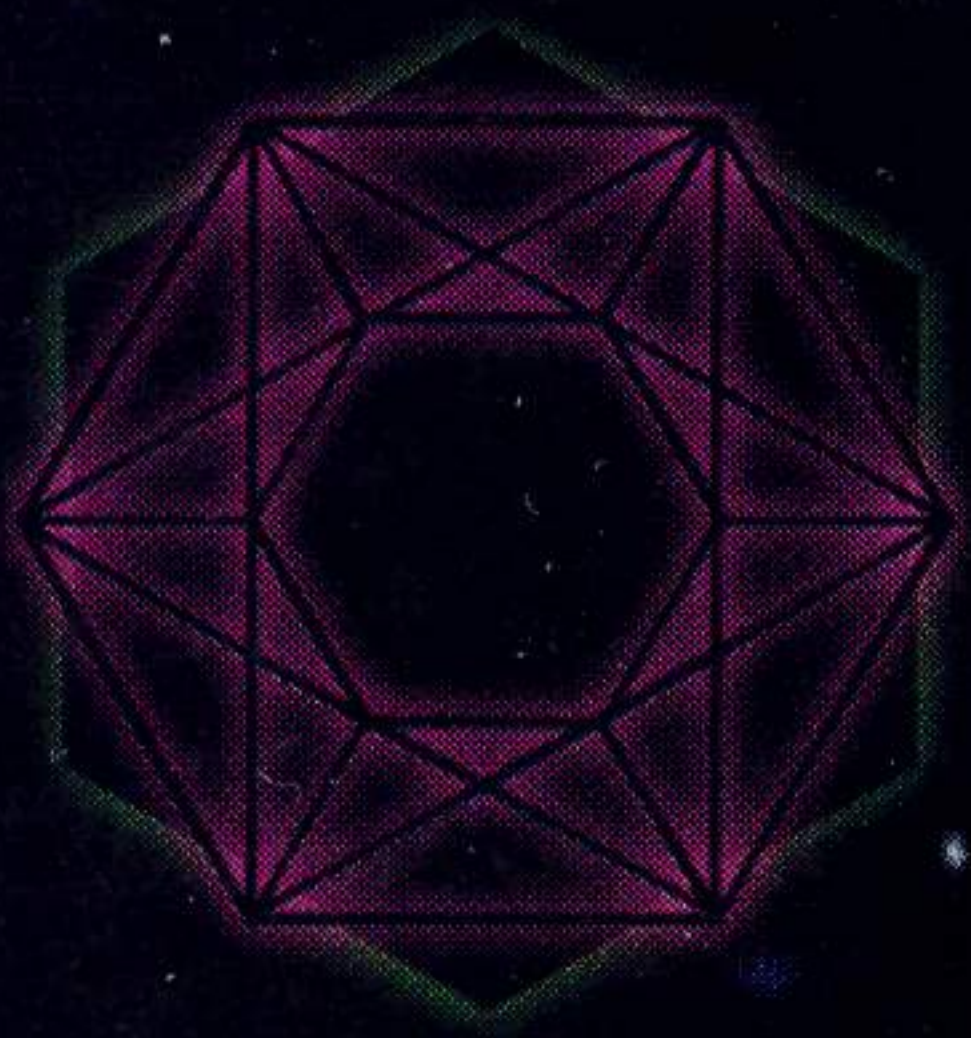


STARTRIPTM

HOPE ▲ SACRIFICE ▲ UNITY

STORYTELLERS SCREEN









Trait Ratings

Traits are rated from zero to five dots; "x" indicates a total lack of capability, while "•••••" indicates the absolute peak of human capability.

x	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Successes

When you roll your Dice Pool, you want each die to match or exceed the Target Number of 7. Each die that comes up a 7, 8, 9 or 10 (10) is considered a success.

Total Successes	Degree of Success
One	Standard
Two	Superior
Three	Remarkable
Four	Astonishing
Five	Phenomenal

Difficulty

The difficulty applied to those actions that are especially challenging is always listed as a number of additional successes needed beyond the standard one.

Difficulty Rating	Degree of Difficulty
Zero	Standard
+1	Tough
+2	Challenging
+3	Difficult
+4	Critical

Ability Ratings

x	Unskilled: No training in the Ability; rely on natural talent (default to related Attribute).
•	Novice: A basic grasp of the Ability; suitable for hobbies.
••	Practiced: General familiarity with the Ability's applications; adequate professional training.
•••	Competent: Detailed comprehension of the Ability's potential; skilled professional capacity.
••••	Expert: Profound understanding of virtually all of the Ability's aspects; peak talent in the field.
•••••	Master: Utter command of every possible way in which the Ability could be used; peerless mastery of the subject.

Attunement

This chart indicates the range of a character's Attunement. The Sensing Range is a radius centered on the character, but doesn't require that he face in any particular direction.

Psi Score	Sensing Range
•	None
••	Five meters
•••	20 meters
••••	75 meters
•••••	750 meters
••••••	15 kilometers
•••••••	100 kilometers
••••••••	1,000 kilometers
•••••••••	50,000 kilometers
••••••••••	One million kilometers

Double the highest range for Attunement ratings reaching greater than 10 dots (due to bioware augmentation). So, two million kilometers at 11 dots, four million at 12 dots, etc.

When an intense psionic source (such as a powerful psion, a strong latent, a potent piece of bioware or an Aptitude effect) enters the character's sphere of sensitivity, roll Psi at +1 to difficulty. Success alerts the character to the nearby presence, but does not give any details about it. Each extra success gives him a clearer idea of the general proximity and power of the source.

Even so, Attunement is not a fine detail scan, revealing only general information. Familiar auras (e.g., those of a close friend, teammate or Aptitude) can be recognized with at least two extra successes.

Basic Cost Chart

Item Cost	Price Range (in yuan)
•	1 to 50
••	51 to 200
•••	201 to 1,000
••••	1,001 to 5,000
•••••	5,001 to 50,000
••••••	50,001 to 500,000
•••••••	500,001 to 3,000,000
••••••••	3,000,001 to 25,000,000
•••••••••	25,000,001 to 75,000,000
••••••••••	75,000,001 to 500,000,000

A character may use his Resources Background or actual money gained during a story to buy an item. The Storyteller may set an exact cost as she likes (or may even determine it randomly), since each price range is broad.

While values are listed in yuan (¥) to represent the standard unit of exchange, this can be adjusted to represent the local currency. A character may buy an item as long as he has enough money on hand.

System Information

Planetary body	Mercury	Venus	Earth	Luna	Mars	Asteroid Belt	Jupiter
Suns	Sol	Sol	Sol	Sol	Sol	Sol	Sol
Suns' spectral types	G2	G2	G2	G2	G2	G2	G2
Mass (Earth = 1)	0.06	0.82	1	0.012	0.11	n/a	317.9
Equatorial diameter (km)	4,878	12,103	12,756	3,476	6,794	n/a	142,800
Gravity (Earth = 1)	0.38	0.88	1	0.17	0.38	n/a	2.6
Atmosphere	none	carbon dioxide	nitrogen	none	carbon dioxide	n/a	hydrogen
Indigenous life	none	none	human	none	algae	none	none
Rotation period	59 days	243 days	24 hours	29.5 days	25 hours	n/a	10 hours
Closest distance to Earth	0.54 AU	0.27 AU	n/a	356,400 km	0.38 AU	1.7 AU	3.95 AU
Primary satellites	none	none	Luna	none	Phobos, Deimos	numerous asteroids	Callisto, Europa, Io, Ganymede, lo

Combat Summary Chart

Stage One: Initiative

- Roll Initiative. Everyone declares their actions. The character with the highest Initiative performs her action first. Actions can be delayed to any time later in the order of initiative.

- Declare any multiple actions, reducing Dice Pools accordingly.

Stage Two: Attack

- For unarmed close-combat attacks, roll Brawl or Martial Arts.

- For armed close-combat attacks, roll Melee.

- For ranged (with hand weapons) or armored combat (with vehicles), roll Firearms.

- A character can abort to a defensive action (block, dodge, parry) at any time before her action is performed as long as you make a successful Willpower roll (or a Willpower point is spent).

Stage Three: Resolution

- Determine total damage effect (weapon type or maneuver), adding any extra dice gained from successes on the attack roll.

- Subtract the target's soak (if applicable), then roll remaining damage dice.

For a complete list of combat maneuvers, see Trinity pages 241-246.

Health Chart

Health Level	Dice/Move Penalty	Description
Bruised	0	Slightly battered, suffering no penalties.
Hurt	-1	Some scrapes and bumps; not seriously impaired.
Injured	-1	Minor injuries; noticeable damage.
Wounded	-2	Can walk and run, but cannot sprint.
Maimed	-3	A bloody mess, you hobble about in pain.
Crippled	-4	Severely injured, stumbling and wrecked.
Incapacitated		Lose consciousness from the pain and trauma. No actions are possible.
Dead		Simply that. Notify the next of kin.

Vehicle Structural Chart

Structural Level	Dice Penalty	Description
Scraped	0	Slight scoring and dents; nothing significant.
Dented	-1	Minor structural damage; not seriously impaired.
Battered	-1	Serious structural damage; top speed is limited to cruising speed.
Smashed	-2	Significant damage; cruising speed is halved.
Breached	-3	Structurally unsound, the vehicle is a death trap.
Wrecked	-4	Only basic systems function; speed is minimal.
Broken down		The craft is one step from being scrap metal. It cannot perform any maneuvers and has no power.
Demolished		The vehicle is destroyed completely (it may disintegrate, explode or simply fall apart).

Damage Types

- **Bashing:** Punches and other blunt trauma that are less likely to kill a victim instantly. Characters use their full Stamina ratings to resist Bashing effects, and the damage heals fairly quickly. Bashing attacks are listed with "B," and damage is applied to the character's Health boxes with "/."

- **Lethal:** Attacks meant to cause immediate and fatal injury to the target. Characters may not use Stamina to resist Lethal effects, and the damage takes quite a while to heal. Lethal attacks are listed with "L," and damage is applied to the character's Health boxes with "X."

Armor

Type	SOAK		Bulk	Cost
	Bashing	Lethal		
armor carapace	3	3	1	•••••
armor vest*	1	3	0	••
bioVAS	4	4	1	••••••••
bioweave armor	2	3	0	•••••••
combat armor	3	4	2	•••••
fiberweave	0	1	0	•
field suit	1	3	0	•••
helmet†	2	2	0	•
reinforced clothing	0	2	0	••

*torso only

†head only

Saturn	Uranus	Neptune	Pluto	Khantze Lu Ge	Qinshui	Karoo	Far Nyumba	Averiguas
Sol	Sol	Sol	Sol	Er, Yi, Proxima Centauri	Qinri	Crab Pulsar	ss1515a	ss3819a, ss3819b
G2	G2	G2	G2	K1, G2, M5	F8	neutron star	A7	G5, A0
95.2	14.6	17.2	0.002	0.87	0.99	n/a	1.01	1.17
120,660	51,400	50,950	3,500	12,330	12,821	n/a	12,895	12,821
1.10	1.15	1.2	0.08	1.07	0.97	n/a	0.92	1.10
hydrogen	hydrogen	hydrogen	none	nitrogen	nitrogen	n/a	nitrogen	nitrogen
none	none	none	none	none	Qin	none	protocreatures	algae
10 hours	16 hours	18 hours	6 days	31 hours	21 hours	n/a	27 hours	23 hours
8.01 AU	17.28 AU	28.8 AU	28.7 AU	4.3 lt. years	17,000 lt. years	6,500 lt. years	11,000 lt. years	2,800 lt. years
Tethys, Titan	Oberon, Titania	Triton, Nereid, Proteus	Charon	Jixing Gaozhao	none	none	none	Vigiar

Weapons Chart

The following chart lists samples of the weapons available in the 22nd century. Although organic weapons are maintained differently from hardtech ones, the damage is

Tech = Technology type. The symbol "Ω" represents a hardtech device, while "Ψ" indicates a biotech device.

Acc = Accuracy. The dice added to the roll to hit an opponent (e.g., a "+3" adds three dice to the Dice Pool for that attack).

Dmg = Damage rating. The *Dmg* rating of melee weapons is added to the user's Strength to determine basic damage effect. Firearms use only this rating for damage effect.

Range = This is the weapon's practical range in meters; attacks at this distance incur no penalty. Maximum range is twice the listed distance; attacks at this range are at

Mnv = Maneuvers. The combat maneuvers possible with the weapon, listed as: D = Disarm, P = Parry, S = Sweep, T = Throw Weapon, W = Weapon Strike, Af = Automate

ROF = Rate of Fire. The number of shots the weapon can fire in a single turn.

Clip = The total number of shots contained in the weapon's clip (caseless ammunition for all projectile weapons, except shotguns; charges for all energy weapons). Slugs

Conc = Concealability. The ease with which the weapon can be hidden on a person. P = can be hidden in a pocket; J = can be hidden inside a jacket; O = can be hidden under

Mass = The weapon's mass rating, listed in kilograms.

FT = Formatted Tolerance. Specific to bioapps, this is the item's Tolerance rating when formatted. Biotech weapon statistics are listed in unformatted versions. Formatting

Cost = The relative expense of the weapon.

Weapon Type	Tech	Dmg	Mnv	Conc	Mass	FT	Cost
Axe	Ω	Strength + 4d10 L	D P T W	O	3	n/a	•
Chain	Ω	Strength + 5d10 B	D P S W	J	2.5	n/a	•
Claws	Ψ	Strength + 2d10 L	D W Tw	P	negligible	••	•••
Club	Ω	Strength + 4d10 B	D P W Tw	J	1	n/a	•
Fighting Gloves	Ω	Strength + 3d10 B	D P W Tw	P	0.5	n/a	••
Hammer	Ω	Strength + 3d10 B	D P W Tw	J	0.5	n/a	•
Knife, Enamel	Ψ	Strength + 2d10 L	D P T W Tw	J	0.5	n/a	•
Knife, Fighting	Ω	Strength + 2d10 L	D P T W Tw	J	0.5	n/a	•
Knife, Hunting	Ω	Strength + 1d10 L	D P W Tw	J	0.5	n/a	•
Nunchaku	Ω	Strength + 4d10 B	D P S W	J	1.5	n/a	•
Spider Harness	Ψ	5d10 L	W	O	5	••	••••
Staff	Ω	Strength + 6d10 B	D P S W	N	3	n/a	•
Sword, Foil	Ω	Strength + 3d10 L	D P W Tw	O	2	n/a	••
Sword, Saber	Ω	Strength + 5d10 L	D P W Tw	O	3	n/a	••

Model	Tech	Acc	Dmg	Range	Mnv	ROF	Clip	Conc	Mass	FT	Cost
Autopistol											
Banji Cyclone	Ω	0	4d10 L	50	Ms Sa Tw	2	16	P	0.5	n/a	••
L-K Defender 9mm	Ω	0	4d10 L	50	Ms Sa Tw	2	18	J	0.5	n/a	••
Heavy autopistol											
L-K Avenger 11mm	Ω	0	5d10 L	50	Ms Sa Tw	2	20	J	1	n/a	••
Stavros 11mm Auto	Ω	0	5d10 L	50	Ms Sa Tw	2	16	J	1	n/a	••
Automatic carbine											
Banji 7.62 Tornado	Ω	0	7d10 L	300	Af Ms Sa St Tw	40	40	O	3	n/a	•••
L-K MAC-803	Ω	0	7d10 L	300	Af Ms Sa St Tw	45	50	O	4	n/a	•••
Shotgun											
Banji Thunder	Ω	+5	6d10 L	30	Ms Tw	2	15	O	2.5	n/a	••
L-K Protector Auto	Ω	+5	5d10 L	30	Ms Sa Tw	10	20	O	3	n/a	•••
Stavros .00 Shotgun	Ω	+5	5d10 L	30	Ms Tw	2	12	O	3	n/a	••
Laser gauntlet											
Orgotek MiniPulse-L	Ψ	0	3d10 L	80	Ms Sp Tw	2	12	P	0.5	•	•
Orgotek Pulse-L Gauntlet	Ψ	+1	5d10 L	270	Ms Sp Tw	2	35	O	1.5	••	•••
Orgotek Iris-L II Enhancer	Ψ	+1	7d10 L	450	Ms Sp Tw	2	special	O	1.5	•••	••••
Laser pistol											
Alchemy 2117-A Biopistol	Ψ	0	4d10 L	230	Ms Sp Tw	2	25	J	1	•	••
Banji Spark	Ω	0	3d10 L	100	Ms Tw	2	10	P	0.5	n/a	•
L-K Personal Protector	Ω	0	4d10 L	250	Ms Sp Tw	2	25	J	1	n/a	••
Orgotek Wasp II Pulse Laser	Ψ	+1	4d10 L	250	Ms Sp Tw	2	30	J	1	•	••
Voss 33K	Ω	+1	4d10 L	300	Ms Sp Tw	2	30	J	1	n/a	••

* **Flechette guns** have adjustable fire settings. "Low" inflicts the lowest listed damage and fires the fewest number of darts. "Medium" does a mid-range amount of da

** **Screamers** and **tasers** ignore armor, unless the armor states specifically that it defends against sonic or electrical attacks. The target's Stamina is used to soak, if ap

† **Web emitters** don't do any damage. The rating under *Dmg* is rolled (along with extra successes from the attack) without any modifiers from soak. Each success on the damage roll reduc

†† Grenades have various effects. **Flash grenades** have a five-dice "damage" effect, inflicting blindness over a one-meter radius, and burn for one turn for each success rolled (IR and UV sens

is reduced by one die for each meter that a target is away from the blast (roll damage separately for each target). **Incendiary** inflicts five dice of Lethal flame damage in a two-meter radius fo

meter radius and ignore armor (although breathing apparatus counteract gas effects). **Poison gas** inflicts six dice of Lethal damage. **Sleep gas** calls for a resisted action (six dice gas against

Hand-grenade range is based on the user's throwing range. A hardtech grenade launcher costs •• and may be attached under any st

ge inflicted by each type is determined in the same way. The columns described below list information on each weapon's statistics.

ct. "B" indicates Bashing damage. "L" indicates Lethal damage.

at +2 difficulty. Attacks in between medium and maximum range are made at +1 difficulty. Point-blank shots (within two meters) add two dice to accuracy.

atic Fire, Ms = Multiple Shots, Sa = Semi-Auto Burst, Sp = Spray, St = Strafing, Tw = Two Weapons. Aiming, Cover, Cover Fire and Reloading may be used with all firearms.

ughthrowers can have one additional round loaded in the chamber.

under an overcoat; N = cannot be hidden on one's person at all.

itting ranged weapons adds two dice to its accuracy, and one die to its damage effect.

Model	Tech	Acc	Dmg	Range	Mnv	ROF	Clip	Conc	Mass	FT	Cost
Laser carbine											
Alchemy 2118-D Biocarbine	Ψ	0	8d10 L	510	Ms Sp Tw	15	40	0	3.5	••	•••
L-K Vindicator II	Ω	0	8d10 L	550	Ms Sp Tw	20	40	0	3.5	n/a	•••
Orgotek Hornet VI Pulse Laser	Ψ	+1	8d10 L	570	Ms Sp Tw	20	45	0	3.5	••	•••
Voss 63K	Ω	+1	7d10 L	600	Ms Sp Tw	25	50	0	3	n/a	•••
Flechette weapon											
Alchemy Bulldog F-40 Bioflechette	Ψ	+1	3/5/7d10 L*	35	Ms* Tw	5/10/15*	40	J	1	•	••
Aris SureSting Pistol Flechette	Ω	+1	3/5/7d10 L*	30	Ms* Tw	5/10/15*	40	J	1	n/a	•••
Orgotek Stinger Autopistol	Ψ	+1	2/4/6d10 L*	30	Ms* Tw	3/8/12*	20	P	0.5	•	••
Orgotek Scorpion Autocarbine	Ψ	+1	5/7/9d10 L*	75	Ms* Tw	5/7/9*	90	0	3	••	•••
Sonic weapon											
Aris Whistler Sonic Pistol	Ω	0	6d10 B**	50	Ms Tw	1	20	J	1	n/a	•••
Aris SuperSonic Carbine Taser weapon	Ω	0	8d10 B**	75	Ms Tw	5	30	0	3	n/a	••••
Banji Lightning Taser Baton	Ω	0	6d10 B**	20	Tw	1	20	J	1.5	n/a	••
Orgotek Electric Eel Taser Pistol	Ψ	0	6d10**	25	Tw	1	30	J	2	•	••
Web emitter											
Alchemy Webgun	Ψ	+3	3d10 †	10	Tw	1	7	0	4	•	••
L-K Netgun s5-ST	Ω	+3	3d10 †	15	Tw	1	5	0	3	n/a	••
L-K Netlauncher s9-MT	Ω	+5	5d10 †	30	n/a	1	9	N	5	n/a	•••
Orgotek Spinneret	Ψ	+3	4d10 †	15	Tw	1	10	0	4	•	••
Heavy weapons											
L-K Killjoy Missile Launcher	Ω	0	12d10 L	5 km	n/a	1	4	N	12	n/a	•••••
L-K Junior r3 Light Coilgun	Ω	0	9d10 L	600	Af Ms Sa St	50	60	N	12	n/a	••••
L-K Big Boy r5 Heavy Coilgun	Ω	0	12d10 L	800	Af Ms Sa St	60	80	N	16	n/a	•••••
Voss 88T Plasma Gun	Ω	+2	9d10 L	30	Ms Sp	15	20	N	20	n/a	•••••
Grenades††	Ω	0	special	special	n/a	1	1	P	0.5	n/a	•

of damage and fires a greater number of darts. "High" inflicts the highest listed damage and shoots the greatest number of darts.

if applicable. Damage changes from Bashing to Lethal for black-market screamers. Tasers are also designed to function as tonfas for melee combat.

reduces the target's Dexterity score, which in turn hinders movement. The subject's mobility and Dexterity-based Dice Pools are reduced by this amount until she escapes from the webbing.

(senses are also disrupted for the same duration). For each damage success rolled, a target is blinded for one turn. **Fragmentation** does nine dice of Lethal damage at the point of impact; damage

ius for three consecutive turns. **Plasma grenades** do seven dice of Lethal flame damage in a three-meter radius for five consecutive turns. **Gas grenade** effects last for five turns, cover a three-

ainst the target's Resistance). If this rolls fails, the target falls unconscious for 15 minutes. **Smoke** applies +2 difficulty to all Perception and targeting rolls due to obscurement.

ny standard carbine barrel, and has an effective range of 250 m.