

Complication

Complication

Instinct

Instinct

Belief

Belief

Goal

Goal

DRAMAS

Notes

NOTES:

SHIP STATISTICS

NOTES

Ship Name:

Hull Type:

Speed:

Hit Points: **[MAX]**

Crew: **[MIN][MAX]**

Free Power:

Free Mass:

Free Hardpoints:

Maintenance Cost:

Last Maintenance:

Home Port:

Operating Cost:

Cargo Tonnage: /

Armor

AC

Max Enc.

Note

Cost

Ready

Stowed

Misc.

Shield

Weapon

DMG

Range

AB

Ammo

Note

Cost

Fitting

Special Effects

Cost

Talents

Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

STRONG GROUP

Extreme Effort Talent Tree

A Strong hero can push him or herself to make an extreme effort. The effort must relate either to a Strength check, Strength Save or a Athletic based skill check.

Extreme Effort: The effort provides a +1 bonus on the check or Save.

Improved Extreme Effort: The effort provides a +2 bonus.

Prerequisite: Extreme effort.

Advanced Extreme Effort: The effort provides a +3 bonus.

Prerequisites: Extreme effort, improved extreme effort.

Ignore Hardness Talent Tree

The Strong hero has an innate talent for finding weaknesses in objects. This allows a Strong hero to ignore some of an object's hardness when making a melee attack to break it.

Ignore Hardness: The Strong hero ignores 2 points of an object's hardness.

Improved Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 4).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Strong hero ignores 2 additional points of an object's hardness (for a total of 6).

Prerequisites: Ignore hardness, improved ignore hardness.

Melee Smash Talent Tree

The Strong hero has an innate talent that increases melee damage.

Melee Smash: The Strong hero receives a +1 bonus on melee damage.

Improved Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+2 total).

Prerequisite: Melee smash.

Advanced Melee Smash: The Strong hero receives an additional +1 bonus on melee damage (+3 total).

Prerequisites: Melee smash, improved melee smash.

NIMBLE GROUP

Defensive Talent Tree

The Fast hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.

Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The Fast hero retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The hero still loses his or her Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The Fast hero can no longer be flanked; the hero can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: The Fast hero can roll with a potentially lethal attack to take less damage from it. When the Fast hero would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the Fast hero can attempt to roll with the damage.

A Fast hero spends 1 action point to use this talent. Once the point is spent, the hero makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The Fast hero must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he or she can't use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage, the Fast hero's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The Fast hero can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree

The Fast hero can increase his or her natural base speed. This bonus applies to base speed, and half the value adds to base jump distance.

Increased Speed: The Fast hero's base speed increases by 10 feet.

Improved Increased Speed: The Fast hero's base speed increases by 10 feet. This talent stacks with increased speed (20 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The Fast hero's base speed increases by 10 feet. This talent stacks with increased speed and improved increased speed (30 feet total).

Prerequisites: Increased speed, improved increased speed.

TOUGH GROUP

Damage Reduction Talent Tree

The Tough hero has an innate talent to ignore a set amount of damage from most weapons, but not from energy or special attack forms (which may or may not exist, depending on the campaign). Before the hero can select a talent from this tree the hero must have previously selected at least one talent from the Energy Resistance or Unbreakable Talent Tree.

Damage Reduction 1/—: The Tough hero ignores 1 point of damage from melee and ranged weapons.

Prerequisite: One other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 2/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 2/— to-

tal).

Prerequisites: Damage reduction 1/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Damage Reduction 3/—: The Tough hero ignores an additional 1 point of damage from melee and ranged weapons (DR 3/— total).

Prerequisites: Damage reduction 1/—, damage reduction 2/—, one other talent from either the Energy Resistance Talent Tree or the Unbreakable Talent Tree.

Energy Resistance Talent Tree

The Tough hero is particularly resistant to certain kinds of deadly energy effects. These talents can be selected in any order.

Acid Resistance: The Tough hero ignores an amount of acid damage equal to his or her Constitution modifier.

Cold Resistance: The Tough hero ignores an amount of cold damage equal to his or her Constitution modifier.

Electricity Resistance: The Tough hero ignores an amount of electricity damage equal to his or her Constitution modifier.

Fire Resistance: The Tough hero ignores an amount of fire damage equal to his or her Constitution modifier.

Sonic/Concussion Resistance: The Tough hero ignores an amount of sonic or concussion damage equal to his or her Constitution modifier.

Unbreakable Talent Tree

The Tough hero is particularly resilient thanks to the following talents.

Remain Conscious: The Tough hero gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Tough hero's hit points reach negative hit points, the hero can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches – Constitution Score in hit points (and dies) or the hero's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness if he or she thinks that doing so might prevent him or her from taking more damage.

Robust: The Tough hero becomes especially robust, gaining a number of hit points equal to his or her Tough level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level of Tough he or she gains.

Second Wind: The Tough hero can spend 1 action point to gain a second wind. When the hero does this, he or she recovers a number of hit points equal to his or her Constitution Score. This talent does not increase the Tough hero's hit points beyond the character's full normal total.

Stamina: The Tough hero recovers twice as fast as normal. So, the hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

SMART GROUP

Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding.

These talents can be selected in any order.

Savant: Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is Trained Only. The Smart hero gets to add a bonus equal to his or her Smart level when making checks with that skill. A Smart hero can take this talent multiple times; each time it applies to a different skill. Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

Linguist: With this talent, the Smart hero becomes a master linguist. Whenever the hero encounters a new language, either spoken or written, that he or she does not know the Smart hero can make an Language check to determine if he or she can understand it. The check is made with a bonus equal to the hero's Smart level. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 8 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 10 if the language is unrelated to any other languages the hero knows; and DC 15 if the language is ancient or unique. With this special ability, a Smart hero can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

The Smart hero has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree he or she must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the Smart hero can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Smart hero uses a move action and makes an Intelligence check (DC 8) with a bonus equal to his or her Smart level. If the check succeeds, for the rest of the combat the Smart hero uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the hero finds ways to outthink his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to an encounter the Smart hero can develop a plan of action to handle the situation. Using this talent requires preparation; a Smart hero can't use

this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute. After creating the plan the Smart hero makes an Intelligence check (DC 8) with a bonus equal to his or her Smart level. The result of the check provides the Smart hero and allies with a

Check Result	Bonus
5 or lower	+0 (check failed)
6-7	+1
8-10	+2
11+	+3

circumstance bonus. A Smart hero can't take 10 or 20 when making this check.

This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his or her allies, but the bonus only lasts for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Smart hero has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 8), adding his or her Smart level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Will saving throw (DC 3+ Smart hero's class level + Smart hero's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

Prerequisite: One talent from the Research Talent Tree.

DEDICATION GROUP

Empathic Talent Tree

The Dedicated hero's innate talents give him or her a great capacity for empathy.

Empathy: The Dedicated hero has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Persuasion, Persuasion, Handle Animal, Persuasion, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the hero's Dedicated level.

Improved Aid Another: The Dedicated hero's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.

Prerequisite: Empathy.

Intuition: The Dedicated hero has an innate ability to sense trouble in the air. The Dedicated hero can make a Will saving throw (DC 8). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the character's Dedicated level.

Prerequisite: Empathy.

Healing Talent Tree

The Dedicated hero has a talent for healing.

Healing Knack: The hero has a knack for the healing arts. The

hero receives a +1 bonus on all Treat Injury skill checks.

Healing Touch 1: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points per level of Teck/Medical, and +1 to any heal check.

Prerequisite: Healing knack.

Healing Touch 2: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points. Patients heal this bonus amount whether in absolute bed rest or not. And +2 to any healing check.

Prerequisites: Healing knack, healing touch 1.

Insightful Talent Tree

The Dedicated hero's innate insightfulness serves her well.

Skill Emphasis: The Dedicated hero chooses a single skill and receives a +1 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

Aware: The Dedicated hero is intuitively aware of his or her surroundings. The hero adds his or her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Dedicated hero has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Dedicated hero to add his or her Wisdom modifier to the die roll whenever the hero spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

Cool Under Pressure: The Dedicated hero selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Dedicated hero can take 6 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

CHARISMATIC GROUP

Charm Talent Tree

The Charismatic hero has an innate talent for being charming and captivating.

Charm: The Charismatic hero gets a competence bonus on all Charisma-based skill checks made to influence those that are attracted to you. The bonus is equal to the character's Charismatic level.

A Charismatic hero can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile.

Favor: The Charismatic hero has the ability to acquire minor aid from anyone he or she meets. By making a favor check, a Charismatic hero can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

A Charismatic hero spends 1 action point to activate this talent.

To make a favor check, roll 2d6 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets

the DC based on the scope of the favor being requested. The DC ranges from 6 for a simple favor to as high as 12+ for formidable and highly dangerous, expensive, or illegal favors. A Charismatic hero can't take 6 or 12 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check.

The GM should carefully monitor a Charismatic hero's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

Captivate: The Charismatic hero has the ability to temporarily beguile a target through the use of words and bearing. The target must have an Intelligence score of 3 or higher to be susceptible to a captivate attempt, must be within 30 feet of the hero, must be flat-footed or not in combat, and must be able to see, hear, and understand the hero.

To captivate a target, the hero must use an attack action and make a Charisma check (DC 8), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the captivation attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the saving throw fails, the hero becomes the target's sole focus. The target pays no attention to anyone else for 1 round and remains flat-footed. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened.

A Charismatic hero can concentrate to keep a target captivated for additional rounds. The Charismatic hero concentrates all his or her effort on the task, and the target gets to make a new Will save each round. The effect ends when the hero stops concentrating, or when the target succeeds on the save. This is a Mind-Affecting ability.

Prerequisites: Charm, Favor.

Fast-Talk Talent Tree

The Charismatic hero has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The Charismatic hero has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level as a competence bonus on any Persuasion, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Charismatic hero has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero.

To dazzle a target, the hero must use an standard action and make a Charisma check (DC 8), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level.

This talent can be selected multiple times, each time worsening the dazzled penalty by -1. This is a Mind-Affecting ability.

Prerequisite: Fast-talk.

Taunt: The Charismatic hero has the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 8), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Charismatic hero's class level + Charismatic hero's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times. This is a Mind-Affecting ability.

Prerequisites: Fast-talk, dazzle.

Leadership Talent Tree

The Charismatic hero has a talent for leadership and inspiration.

Coordinate: The Charismatic hero has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 8), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier.

The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Inspiration: The Charismatic hero can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 8). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Charismatic hero can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Charismatic hero for a full round for the greater inspiration to

take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier.

An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus.

A Charismatic hero can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration.

Feats

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +4.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals +1d10 damage for the critical bonus.

Advanced Firearms Proficiency

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting) and +2 Damage.

Agile Riposte

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 1 rank.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

Armor Proficiency (+3 and above)

Benefit: When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Blind-Fight

Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Brawl

Benefit: When making an unarmed attack, the character deals nonlethal damage equal to 1d6 + his or her Strength modifier. Or step up martial arts damage by one die size.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Burst Fire

Prerequisites: Wisdom 13, Firearms Proficiency 1, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Cleave

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot 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 opponent. The character can use this ability once per round.

Combat Expertise

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to

-5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

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 attacks and gain a +2 dodge bonus to Defense.

Combat Martial Arts

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d6 (or step up another unarmed damage die effect)+ the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

Combat Throw

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +1 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character try's to avoid a trip or grapple attack made against him or her.

Dead Aim

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

Defensive Martial Arts

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the opponent lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack vs melee attacks, unlike most other types of bonuses.

Dodge

Prerequisite: Dexterity 13.

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using Burst Fire take a -4 to your attack roll but roll +1 die of damage. The normal bonus (+2 to attack and damage still apply for a final -2 +1 die +2 damage). This attack fires 5 rounds of ammunition instead of the normal 3.

Drive-By Attack

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Elusive Target

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Endurance

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

Exotic Melee Weapon Proficiency

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment is doubled.

Force Stop

Prerequisites: Drive 1 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

Frightful Presence

Prerequisites: Charisma 15, Persuasion 3 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + $\frac{1}{2}$ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma

modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

Great Cleave

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +3.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

Heroic Surge

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

Improved Melee Attack

Prerequisites: Brawl, base attack bonus +5.

Benefit: When making a melee attack step down damage die and then double it. If the damage is 2 or more dice already, step it down and add one more die of that size.

Improved Bull Rush

Prerequisites: Strength 13, Power Attack.

Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender.

Improved Combat Martial Arts

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Damage Threshold

Benefit: The character increases his or her massive damage threshold and negative HP till death by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Disarm

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint

Prerequisites: Intelligence 13, Brawl, Street fighting.

Benefit: The character can make a Persuasion check in combat as a move action.

Normal: Feinting in combat requires an attack action.

Improved Initiative

Benefit: The character gets a +4 circumstance bonus on initiative checks.

Improved Knockout Punch

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. Instead of a critical damage die, you will double damage on the dice.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Improved Trip

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Knockout Punch

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Low Profile

Benefit: Reduce the character's Reputation bonus by 3 points.

Mobility

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

Power Attack

Prerequisite: Strength 13.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Renown

Benefit: The character's Reputation bonus increases by +3.

Run

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or

her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

Shot on the Run

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Skip Shot

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

Spring Attack

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Strafe

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

Street fighting

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage to any adjacent foe.

Sunder

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack

an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 1 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

Prerequisite: Treat Injury 1 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty, and heals +1d4 on any heals when you can take time. See the Treat Injury skill description.

Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

Toughness

Benefit: The character gains +1 hit points per level.

Special: A character may gain this feat multiple times. Its effects stack.

Track

Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Condition	DC Modifier
Every three targets in the group being tracked	-1
Size of targets being tracked: ¹	
Fine	+5
Diminutive	+3
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-3
Colossal	-5
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	+
Poor visibility: ²	
Overcast or moonless night	+4
Moonlight	+2
Fog or precipitation	+2
Tracked target hides trail (and moves at half speed)	+3
1 For a group of mixed sizes, apply only the modifier for the largest size category represented.	
2 Apply only the largest modifier from this category.	

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal decking's, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 6 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Two-Weapon Fighting

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand. The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Unbalance Opponent

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If

the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Vehicle Dodge

Prerequisites: Dexterity 13, Drive 2 ranks or Pilot 2 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent.

The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +3.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent.

Wild Talent o

Benefit: Select one 1-level psionic power. The character can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power. For effects that depends on manifested level the character is considered 1st level or his or her manifested level, whichever is higher. You can not take Psionics if you have this feat.

Windfall

Benefit: The character's regular maintenance costs (lifestyle, repair, etc) are reduced by 20%.

Special: A character can select this feat multiple times. Each time its effects stack.

KNAKS

Knacks count as Talents. Each level is purchased as a separate Talent.

Assault Proficiencies

Root: Slayer

An Assault Warrior's job is to destroy, and they do their job well. The Warrior has a pool of "Slayer Dice" which they can use to deal additional damage to targets.

Slayer Dice		
LEVEL	# Dice	Type
1	2	d4
5	3	D4
10	4	D6
15	6	D6
20	8	D6

Whenever the character makes a successful attack action on a target, they may choose one or more of their Slayer Dice to increase the damage of the

attack. Slayer Dice do not receive bonuses due to powers that amplify or increase damage, are rolled after all other damage, and are refreshed at the end of each in-game day. These dice count as inflicting Gunnery damage.

Level 4: Weapon Specialization

Whether a soldier, mercenary or just a regular adventurer with a love of deadly weapons, it's important to know your tools of the trade. By choosing this Proficiency, an adventurer grows more attached to and in tune with their item of choice, showing a dedication to honing and perfecting their skills. The Warrior selects one of the weapon types from the following provided list. All attack and damage rolls with the chosen weapon type gain a +1 bonus. Alternatively, the Warrior can select a weapon subtype (shown in italics) to gain +2 on hit and damage rolls.

- Low-Tech (Melee, Thrown or Ranged)
- Projectile (One-Handed, Two-Handed or Heavy)
- Energy (One-Handed, Two-Handed or Heavy)

Level 8: Barrage

An experienced veteran of battle has lightning-quick reflexes, trained from extended periods of adrenaline-fueled combat and strife. Such a Warrior is able to attack their opponents with multiple strikes in the same time it takes for the target to draw their weapon. Once per combat, the Warrior can attack twice instead of once with any weapon they have drawn during their turn. This does not apply to weapons when fired to suppress.

Level 12: Vital Blow

The surest way to earn the ire of a Warrior is to stand against them on the battlefield. When confronted with an enemy that poses a great enough threat to draw their specific attention, Assault Warriors put forth great amounts of effort to strike it down. Once per hour, when the Warrior makes a successful attack roll against a hostile target, they can double the dice they roll for their weapon's damage.

Level 16: Rally

A Warrior in the throes of combat is a force of terror for their enemies and a beacon of hope for their allies. In the

thick of combat, such an individual can call to their companions to redouble their efforts. Once per hour, the Warrior can give out a battle cry as a free action, granting all allies who can hear them a +2 to hit and damage for 1d4 rounds. If the Warrior has the Leadership skill, they add their skill bonus to the granted bonuses and duration of the ability.

Level 20: Battlefield Surge

An Assault Warrior is truly at home on the battlefield, and is a living example to everyone around them of what it means to have mastered the art of war. Whether through direct onslaught or a tactical marvel, the most skilled among them know how to shuffle the board. Once per in-game day, the character causes either the opposing forces or their allies to reroll the initiative order. Allies gain a +2 to their rolls, while foes take a -2.

Protection Proficiencies

Root: Support Specialist

Protection Warriors live to defend their comrades. Loyal to the end and selfless under pressure, a combatant dedicated to this Tree stays close to their allies to support them in the heat of battle with defensive Stratagems. Stratagems are special actions that can be used once per round. The Warrior regains expended Stratagems at the end of each day. Once per hour, the Warrior can make a Tactics skill check, modified by Constitution, regaining a number of spent Stratagems

STRATEGEMS	
LEVEL	Stratagems per day
1	1
5	3
10	6
15	10
20	12

equal to the amount by which they exceed 10 on the roll.

Protection Stratagems

Alleviate – The Warrior can aid an ally who has been reduced to zero hit points to keep them from bleeding out. For every round the Warrior maintains this ability, the ally doesn't count as dead for purpose of revival. The Warrior cannot alleviate wounds beyond the help of surgery.

Bolster – The Warrior encourages their allies to fight on, granting 3 hit points to a teammate of their choice. The Warrior can expend multiple Stratagem uses to grant more hit points.

Cover – The Warrior gives off a spray of gunfire or otherwise engages enemies attacking an ally, giving them a -1 on attack rolls to hit that ally until the Warrior's next turn. The Warrior can expend multiple Stratagem uses to stack the penalty. This counts as a burst fire action for firearms.

Disarm – The Warrior makes an attack roll. On a hit, the Warrior can force their opponent to make an Evasion saving throw with a +2 bonus. On a failure, they strike the weapon from their opponent's hands. The Warrior can grant a -1 to the saving throw for every 2 damage they sacrifice from the attack.

Point-Defense – The Warrior attempts to shoot down a small slow-moving projectile, such as a missile or grenade, as a free action. AC for the projectile is 3.

Reinforce – The Warrior moves up to their movement speed towards an ally as a free action.

Reload – The Warrior immediately reloads a held firearm as a free action.

Shelter – The Warrior takes a defensive posture in front of an ally, giving them full cover until the Warrior's next turn.

Spotter – The Warrior designates a priority target as a movement action, giving attack rolls against them a +1 bonus until they are damaged or until the Warrior's next turn, whichever comes first.

Level 4: Tactical Sense

Attention to detail will keep a fighter's team alive on the battlefield. Choosing this Proficiency gives the Warrior a certain alertness not present in other individuals, and a willingness to shoot first when their allies are threatened. The Warrior cannot be penalized for surprise attacks and gains a +2 to initiative rolls. If the Warrior rolls a 1 on initiative, they may reroll once, taking the second result even if it is also a 1.

Level 8: OODA

An observant and dedicated Warrior is capable of predicting the actions of their enemies, sometimes preventing an attack from harming a companion before the target has even attacked. This trait is common in individuals who are patient and quick to react. Once per combat, after an attack has landed but before damage is rolled, the Warrior can force the enemy to roll again at a -2.

Level 12: Hostile Influence

A team under fire is a team likely to die, and the Warrior's job is to prevent that from happening. Once per combat, the Warrior can draw hostile aggression by charging to the front of the fray, giving enemies a +2 bonus to hit them and a -2 penalty to hit their allies. The Warrior ignores 1 damage from every attack that hits them for every level they have in the Tactics skill. The duration of this Proficiency is 1d4+the Warrior's Tactics skill level.

Level 16: Invigoration

Inspiration and stamina are powerful attributes for a Warrior to possess, often winning the day with guts and grace alone. Those who continue fighting despite hopeless odds and crippling wounds can encourage their allies to do the same. Once per in-game day, the Warrior can use this Proficiency as an action, granting 2d6 hit points to every ally that can see them. If the Warrior possesses the Leadership skill, they add double their skill bonus to the hit points given.

Level 20: Garrison Formation

A fully realized Protection Warrior is a moving stronghold, projecting an aura of stalwart defense and calm determination to friends and foes alike. This projection is not unlike a physical barrier, deterring

harmful effects from reaching allies. Once per in-game day, the Warrior calls for a garrison formation, locking down their focus and resolve. For the next 2d4 rounds, all of the Warrior's allies within ten meters, including the Warrior, have their ACs reduced by 2.

Covert Proficiencies

Root: Steady Aim

While many combatants deal death out in the open, Covert Warriors bring a little more precision to the field.

These are the silent killers, those whose patience and skill allow them to strike swiftly and decisively when the

time is right, often before the opponent even knows they

exist. A Covert Warrior's steady aim allows them to deal

additional damage when they focus their shots. This

extra damage is added to any attack roll on

an unaware

target. In combat, the Warrior may designate a single enemy as their "mark". Damage rolls against the mark add the Warrior's "Steady Aim" damage. A mark is dismissed if the Warrior moves more than half their movement in one round, attacks a different enemy, or dismisses it as an action.

Level 4: First Strike

The advantage of living a life of subterfuge is that one is always on the lookout for exploitable openings. On the battlefield, an underestimated Warrior is a deadly one. At the beginning of a new combat, the Warrior may choose to attack before any other participants have acted. If they choose to do so, they may do nothing but move on their first turn once it arrives. If they choose not to do so, they may add their Stealth skill bonus to the hit and damage rolls of their first attack.

Level 8: Silent Walk

Few will hear a cutthroat who does not wish to be heard. Light steps and careful footwork allow a guerilla on the move to avoid notice even while they are within eyesight of their target. Choosing this Proficiency grants the Warrior a +2 bonus to Stealth rolls made to sneak past guards, sleeping animals, or any other watchful individual.

Level 12: Concealment

Stealth operatives who operate honestly have a tendency to end up on the unfriendly end of a gun barrel, and so many acquire an affinity for keeping themselves equipped under the noses of others. The Warrior may select up to three concealable items which collectively weigh no more than 2 encumbrance. These items are perfectly hidden on the Warrior's person, assuming they have something to hide them with (such as clothing or a bag) and can only be found on a Difficulty 14 Perception check by someone with an interest in searching them. The Warrior can change which objects they hide this way during any moment when they are not observed by

STEADY AIM	
LEVEL	DAMAGE
1	+1
5	+3
10	+6
15	+10
20	+14

interested parties.

Level 16: Cloak and Disfigure

Devoting one's life to the shadows can breed the ability to use them as a weapon. The Warrior feels at home while unseen, and disadvantages foes who are more reliant on sight. Whenever the Warrior is under cover, or in light dim enough to impair vision, they may add double their Stealth skill bonus to hit and damage rolls. For every round that the Warrior remains undetected, up to 4 rounds, enemies suffer an additional -1 penalty to hit them. Exiting cover, being seen, and being brightly illuminated will remove this penalty.

Level 20: Assassinate

Covert Warriors live by two simple rules; kill the target, and don't get killed. To that end, an adept operative is a master of the killing shot, casually ending lives without ever revealing themselves. Once per in-game day, the Warrior may take an Assassinate action, adding their Stealth skill bonus to their attack roll. On a successful attack, the Warrior gains 2d6 hit points and adds double their attack bonus to the damage dealt. If their victim is dealt more than half of their maximum hit points in damage, they must succeed on an Evasion saving throw or die. On a roll of 30 or higher, no saving throw is granted.

Prowess Knacks

Root: Affinity for Improvement

Prowess Experts have skill itself as their chosen field of pursuit. Among the millions of spacers that apply themselves to disciplines and professions, there are those who instead have a special affinity for growth in every direction. While others may eventually find limits to what they can learn and perform, the Prowess Expert only gains speed the more they learn. Every time the Expert levels up, until level 10, they get an additional skill point per level. At level 10 and above, the Expert gains an additional two skill points per level.

Level 3: Coincidence Abuse

Sometimes, circumstances just so happens to fall in an Expert's favor. While some may call it luck, or fate, others recognize it for the aggravatingly coincidental outcome that it is. Once per twelve hours, the Expert may select a single die from a given skill check and reroll it.

Level 6: Chosen Field

The amount of dedication an Expert has to their chosen field can confound even other masters of the art. The Expert may choose one skill from their repertoire; whenever an opponent opposes them in this skill, the Expert gains a +2 bonus.

Level 9: Enhanced Aptitude

Experts possess a more refined and dedicated set of abilities than many. In an Expert's given field they are often far ahead of others due to their naturally honed skills. Choose a single attribute; Strength, Dexterity, Intelligence, Wisdom, Constitution or Charisma. Skill

checks using that attribute gain an additional +1 bonus.

Level 12: Undaunted

Whether it be the repair of a sparking control console in the midst of a rainstorm or the operation of a badly damaged and rapidly falling atmoflyer, a Prowess Expert remains vigilant and focused at all times. The Expert can never be given penalties to skill checks for bad conditions.

Level 15: Dogged Persistence

A rare breed of spacer, there exist those Experts who simply never give up. This Knack gives the Expert an additional reroll of their Like A Charm ability once per hour. As usual, the final result must be taken regardless of previous outcomes, due to the possibility of single-mindedly pursuing a desired result to the point of unexpected error.

Level 18: 1/36 Chance

At the height of the Prowess Tree, Experts become forces of triumph that outfox probability itself. Defeat is an unfortunate miracle rather than any outcome these men and women will accept. To that end, advanced Prowess Experts are capable of overcoming all but the truly impossible. Once per in-game day, the Expert may choose to skip any skill roll and replace the result with two sixes.

Technical Knacks

Root: Genius Technician

With souls of metal and hearts that beat to the sound of laser fire, Technical Experts revel in the opportunity to design and direct. The oils and coils of postech engineering are their lifeblood, and their thoughts always wander past the situation at hand to the mechanical sum of its parts – and the parts of the machines present. The Expert has a pool of Improvement Points (I2) that they

can make use of to apply new advantages and enhancements to the machines they handle. Given access to a toolkit, a Technical Expert can create a number of improvements to their equipment using the I2 they have available. The Expert's Personal Tech Level (PTL) determines how many vehicles or pieces of tech they can have upgraded at a given time, to represent the care they must take in maintaining the enhancements. Spent I2 is recovered by dismantling the improvements that the Expert has already placed on another piece of equipment, when the Expert spends ten days away from the

Weapon Improvements

Attack Bonus +1. Cost – 1 I2
Attack Bonus +2. Cost – 2 I2
Damage Bonus +1. Cost – 1 I2
Damage Bonus +2. Cost – 3 I2
Encumbrance -1. Cost – 2 I2
Range +20%. Cost – 1 I2 [S]
Silent Shooting. Cost – 2 I2
Equipment Improvements
Armor AC -1. Cost – 2 I2
Armor AC -2. Cost – 5 I2
Cyberware ½ Strain. Cost – 3 I2
Double Operation Time. Cost – 3 I2
Encumbrance -1. Cost – 1 I2
Vehicle Improvements
Auto-Reload Weapons. Cost – 3 I2
HP +10. Cost – 3 I2 [S]
Passengers +2. Cost – 2 I2
Personnel Weapon Mount. Cost – 1 I2 [S]
Speed +1. Cost – 2 I2
Speed +2. Cost – 4 I2

equipment and the enhancements degrade, or when the

Slayer Dice		
LEVEL	I2	PTL
1	2	2
4	4	3
8	7	4
12	11	5
16	15	6
20	20	7

equipment is destroyed. The following list consists of examples of improvements that can be fabricated using I2. Consult your GM for additional or substitute improvement options.

Improvements of the same type, such as

Attack Bonus

+1 and Attack Bonus +2, cannot be stacked on the same equipment unless they have the [S] quality.

Level 3: Artificer

The mechanical minds of experts who dabble in the arts of construction and assembly are prone to sudden fits of engineering inspiration, allowing them to accomplish tasks with method and speed without equal even amongst their own. Once per hour, the Expert can double their skill bonus when performing a skill check to construct, configure, or hack a machine or device. This ability cannot be used twice even if Like A Charm is used to repeat the roll.

Level 6: Universal Adapter

To some, a machine is a machine, regardless of the particular wrenches and plasma torches one uses to solder the pieces together. It's more of an inconvenience than a challenge for these spacers to improvise their tools. This Knack allows the Expert to use inappropriate toolkits for a given task, such as using a Postech toolkit on an Astronautics device, without penalty.

Level 9: Mind for Machines

Technical Experts have an inexplicable tendency to sometimes appear connected to their machines on a subconscious level, using almost superhuman ingenuity in their construction and operation. When using their Like A Charm ability on a Vehicle or Tech roll, the Expert always takes the higher of the two rolls, even if they don't possess the appropriate skill.

Level 12: Daedeltech

As an Expert approaches mastery in their technical expertise, their hands become tools of precision and control that can work wonders with mere metal and wires. The machines built by these spacers can truly be called masterworks. When the Expert uses a Tech skill to build any piece of equipment, they may select one improvement from the Genius Technician root to apply permanently to the device, up to a cost of 3 I2, even if they do not possess that root. If they do possess Genius Technician, this does not count against the Expert's PTL maximum.

Level 15: Crushing Failure

The Expert's prowess with technological apparati makes the inventions and abilities of others seem almost inherently flawed. Once per hour, the Expert can give an enemy machine or machinist a -4 penalty to a single skill roll, attack roll, or saving throw that they perform. This

can be declared after the result has been rolled.

Level 18: Technocrat

Those who truly embody the title of Technical Expert stand at the peak of what humans are capable of accomplishing with machines. The technocrat is a rifle savant, a computer whisperer, one who assembles working hovercycles out of chop shop garbage. When the Expert rolls Computer, Tech, or Vehicle skills, they roll 2d8 instead of 2d6.

Research Knacks

Root: Omnidisciplinary

Research Experts are those travelers of the stars that find information to be the best currency. While others may place higher value on a heavy credstick or a shipment of ammunition, connections and resources of a more intangible nature are highly valued by those that can put them to the greatest use. The Expert automatically gains

one skill level in one of the information-based skills listed below for free. At level 4, 8, 12, 16, and 20, they may gain additional levels in any of the following skills, regardless of how many skill points are ordinarily required. This knack cannot raise a skill above its normal maximum for the character's level.

Level 3: Investigative

The kind of spacer to carefully comb dusty archives for archaic information is not the kind that can be easily deceived. Those that seek to hide information from such a spacer may find themselves sweating under the Expert's intense scrutiny. The Expert gains a +1 bonus to skill checks made to detect deception, such as dummy filing systems or decoys deployed by an enemy force.

Level 6: Xenolalia

While the particulars of society may change from star to star, patterns inevitably emerge which can be taken advantage of, if one only pays attention. Gestures and other nonverbal cues can help to bridge the gap which is presented by an inability to speak the same tongue. This Prowess allows the Expert to communicate basic concepts in any language.

Level 9: Seize the Grapevine

Information spreads fast, people talk, and opportunities come to those who keep an ear to the ground. A well-traveled Expert naturally takes in the names and faces of the people they meet, as well as the organizations whose titles reach them. Once per week, the Expert can make a Culture/Traveler roll at Difficulty 10 to have a contact in their current stellar region. On a success, they may give a short description of their contact and how they came to meet them. The product of a failure is at the Game Master's discretion.

- Bureaucracy
- Computer
- Culture/Any
- History
- Instructor
- Language
- Navigation
- Religion
- Science
- Tactics

Level 12: Eidetic

The Expert acquires a specific memory that rarely leaves out details, no matter how small. While not infallible, this photographic cognizance leaves little possibility for the Expert to be mistaken. Once per twelve hours, when making a skill check to recall information (e.g. with History or Navigation), the Expert can set the difficulty of the check to 8, no matter how unlikely success would ordinarily be.

Level 15: Master of Lore

Research Experts hoard data like a Kurtz hoards servants, and their refusal to leave any stone uncovered leaves them with a vast informational database at their disposal. Such individuals can be considered true successors to the Mandate's preceptor archives. Once per day, when rolling a skill check for an information-based skill as seen under the Omnidisciplinary root, the Expert may roll 1d20 plus twice their skill bonus instead of 2d6, even if they don't possess that root.

Level 18: Lucrative Dedication

The Research tree is filled by those who go above and beyond what others are capable of with regards to gathering and using their metaphysical resources. The fruits of this labor are sweet indeed, and claimed only by the truly gifted and devoted. When taking this Knack, the Expert may permanently increase their Wisdom or Intelligence by 4.

Support Knacks

Root: Forbiddance

Support Experts are those that defy death every day to save the lives of their companions. These are the travelers who charge themselves with the health and wellbeing of those around them, the doctors and the drummers. The influence of such an Expert can hold a

FORBIDDANCE		
LEVEL	Death Threshold	# Targets
1	4	1
5	8	2
10	12	2
15	16	3
20	20	4

person to the mortal coil even as the reaper draws near. Each day, the Expert can designate willing living targets that they can see within thirty meters, as shown on the Forbiddance table. These targets

are capable of surviving lethal wounds, continuing to operate normally even when they are below zero hit points. The Expert can dismiss a target of Forbiddance as a bonus action, allowing them to choose a new willing subject.

Level 3: Helping Hand

Support Experts are often trained in advanced resuscitation and Lazarus patch operation protocols, giving them an edge under pressure when attempting to revive a fallen spacer. The Expert has a +2 bonus to Tech/Medical rolls when attempting to save someone's life.

Level 6: Rapid Response

Concern for the welfare of their companions can motivate an Expert to travel with blinding speed, rushing

to their aid. The Expert's movement speed per round is doubled when moving towards allies that they can see.

Level 9: Practical Savant

Through many hours of self-study, a gifted spacer can acquire a special level of finesse that can't be described as traditional mastery. In order to better facilitate their role as the central source of aid, some men and women choose to exert this effort for the good of their friends. The Expert may select one non-Combat skill, rolling 3d6 on all checks for that skill and dropping the lowest result.

Level 12: Gift Handover

Those who make it their business to help others can often aid their allies in forcing success out of a given task, just as they can. When a nearby ally that the Expert can see attempts to make a skill check, the Expert can declare that they are giving the ally their "Like A Charm" ability. If the ability is used, whether the second roll is successful or not, the Expert loses the ability to use it for one hour as usual.

Level 15: Contagious Success

The mere presence of a Support Expert can give nearby allies a tendency for success. Whether it's their skills rubbing off on those around them or just a trick of causality, the results are undeniable. Four times a day, whenever an ally is made to roll a saving throw, even if they can't see them, the Expert may roll the saving throw first. If they succeed, their ally is given a +3 bonus.

Level 18: Guiding Hand

The greatest Support Experts can appear to give off palpable auras of benefaction, virtually reaching across space to lend their aid to those that they call allies. Once per day, the Expert can use this Knack to bolster their allies' abilities. For 2d4 rounds, allies within forty meters of the Expert may add the Expert's relevant bonus to any skill check they perform.

Physical Gifts

Root: Tool of the Mind

MES is a bittersweet condition for the psychics it afflicts. On one hand, a psychic is often physically and mentally impaired by the disease, never soaring to the same heights as their mundane companions. On the other hand, the mark of extroversion leaves the psionic with many gifts, including the protection of an integral weapon at all times. At a cost of one psi point, the psychic can summon to their hand a metadimensional weapon of their own personalized style and appearance. It may be a knife which shines brightly and hums with power, or a phantasmal scythe which is silent in operation and invisible to all who do not possess the gift. This weapon lasts for one hour unless dismissed or the psychic loses consciousness, and deals damage according to the Psychic Weapon table on the right. The weapon's range

PSYCHIC WEAPON		
LEVEL	Damage	Range
1	1d4	1'
4	`d6	1'
8	1d8	2'
12	2d8	2'
16	2d8	3'
20	2d10	3'

also increases with the psychic's level. As this is not a practiced and trained psychic power, the psionic cannot master their tool, and must always pay the psi point cost to summon it. Attacks with the psychic's tool add both their Culture/Psionics and Combat/Psitech skills to the hit roll.

Level 5: Recumbentibus

Psychics focused on physical improvement are capable of directing the metadimensional energy which flows through them, allowing them to hit a little harder than they would normally be capable of. The psychic adds their Culture/Psionics skill to the damage rolls of any weapon they are trained with.

Level 10: Adaptive Biology

Constant practice integrating one's psychic abilities with their physical form can produce interesting results, most commonly the ability to withstand more biologically manipulative effects than others would be able to. Taking this Gift permanently increases the psychic's maximum System Strain by 4.

Level 15: In the Red

What other psychics fear from the practice of torching, a Physical Psychic can withstand through guts and strength alone. The process sears their bodies and screams in their minds, but these metadimensional masters are capable of enduring the damage to a point. When the psychic reaches 0 psi points, they can continue to use psychic powers, using System Strain instead. The amount of System Strain taken equals the level of the psychic power, and is lost at the standard rate.

Level 20: Introversive Strengthening

When a Physical Psychic truly masters the ability of strengthening their own body using metadimensional forces, the process can be shocking, granting them a level of durability rarely found in one with the gift. When taking this Gift, the psychic's maximum hit points are increased by an amount equal to half the number of psi points they have lost to mastering their psychic powers.

Metaphysical Gifts

Root: Auxiliary Acquisition

The metaphysical mind is not so unlike from the muscles in one's body. It must be trained and honed, and over time it grows in strength and control, allowing Metaphysical Psychics to perform powerful psionic feats

AUXILIARY POWERS	
LEVEL	Quality
1-3	1
4-6	2
7-9	3

beyond those that their kin can accomplish. The psychic acquires Auxiliary powers each time they begin learning a new discipline, enhancements to their repertoire which become stronger as they improve. These Auxiliaries are separated into three Qualities based on the level of the discipline that the Psychic maintains.

Biopsionics

Quality 1. Biopsionic powers cost one less psi point to use (minimum of 1).

Quality 2. You add your Culture/Psionics skill to healing powers.

Quality 3. You can heal someone over their maximum health up to their level in extra hit points.

Metapsionics

Quality 1. You inherently understand the function of psitech objects you encounter.

Quality 2. Your touch deals 1d8 damage to psychics on a Culture/Psionics attack roll.

Quality 3. When struck with a psychic power, you gain psi points equal to the power's level.

Precognition

Quality 1. You can survive for two rounds longer than anyone else when you hit 0 hit points.

Quality 2. Attackers have a -2 penalty to hit you.

Quality 3. You have 10 extra psi points per day from saving power for future events.

Telekinesis

Quality 1. You can idly levitate 2 encumbrance of gear.

Quality 2. You can expel a repelling blast against a target within three meters that deals 1d4 damage and pushes them. Requires a Culture/Psionics hit roll.

Quality 3. You can lift objects up to 1000 kilos and throw them a maximum distance of 100 meters.

Telepathy

Quality 1. You have a +1 bonus to Persuade rolls.

Quality 2. You reroll skill checks and saving throws to resist mind or memory-altering effects.

Quality 3. Four times per day, you can induce sleep in a target with a 10 or higher on a Culture/Psionics Wisdom roll.

Teleportation

Quality 1. You don't lose psi points for failed teleports.

Quality 2. You can teleport as a bonus action.

Quality 3. Your teleportation can cause an energy burst at your destination, dealing 1d10 damage plus your Culture/Psionics skill to targets within 3m.

Level 5: Psionic Replenishment

The largest challenge faced by a psychic in training is the hard limit imposed on them by their abilities. However, with a bit of coaxing, Metaphysical Psychics are capable of replenishing their stores to an extent. Once every twelve hours, the psychic may roll a Culture/Psionics Wisdom roll. On a result of 9 or higher, they regain a number of psi points equal to half their Wisdom score.

Level 10: Multitasker

MES is a dangerous affliction, and psychics are urged by their mentors to wield their powers with caution. After all, the mind of most psychics can only focus on one thing at a time. Advanced Metaphysical Psychics are not like most psychics. When acquiring this Gift, the psychic can oversurge their psionic powers, gaining the ability to use two psychic powers in one round once per hour.

Level 15: Metacoolant

When the ultimatum of abstention or torching is presented, many would elect to abstain from the use of their powers, fearing the heavy scars that come with unlucky torchers. On taking this Gift, the psychic becomes able to soothe the angry forces that scrape at their mind, lessening the chances that they will torch at all. Instead of 1d10, the psychic rolls 2d6 when torching; 2-4 reduces Wisdom, 5-8 reduces Constitution, and 9-12 has no effect.

Level 20: Champion of MES

Those Metaphysical Psychics that focus all of their willpower into the development of their powers will achieve levels of mastery that other psychics can only dream of. The psychic may select one level 9 psychic power that they know, mastering it immediately and without psi point cost. If the power has no stated cooldown, its cooldown becomes once per hour.

PSIONICS

Biopsionics

At its simplest level, the discipline of Biopsionics involves the rectification of injuries and sicknesses by vastly augmenting a target's natural immunities and healing rates. An adept practitioner can heal severe injuries and cure illnesses, as well as banish the effects of fatigue and mental stress. Biopsionics powers can accelerate natural healing enormously, but they cannot regrow limbs or organs. More advanced uses of the discipline can increase a subject's physical capabilities, allowing skilled biopsionicists to perform superhuman feats of strength and agility. Biopsionics powers normally function only on willing targets; even subconscious resistance disrupts the delicate exertion.

System Strain

Use of these powers usually creates System Strain in a target and there is a limit to the amount of psionic manipulation an organism can withstand before it requires time to recover malleability. A creature's maximum System Strain is equal to their unaugment Constitution score, and they cannot benefit from Biopsionics powers if their System Strain is already maximized. Each 24 hours spent without Biopsionics modification decreases a subject's System Strain by one point.

Biostasis Level 1

The Biopsionics can maintain the vital life processes of a mortally wounded teammate with a touch. The Biopsionics may restore to life a creature he is touching that has been dead for no more than six rounds. There is a 100% chance of success if this power is used within three rounds of death, with the chance decreasing by 25% for each round afterwards. The creature is set to zero hit points and remains unconscious until it receives medical attention. It will die if it does not receive such attention within 24 hours. This power does not function on creatures that have been torn apart or otherwise mangled beyond conventional surgical repair, nor those dead of poison, disease, or old age. This power adds 2 System Strain points to the target if successful.

Psychic Succor Level 2

The Biopsionics banishes stress, fatigue, and wounds with a touch. Each activation of this power heals 1d8 hit points in the target, plus the target's Constitution modifier. A minimum of 1 hit point is always healed, and the psychic cannot give a subject more hit points than their normal maximum. Use of this power adds 1 System Strain point to the target.

Purge Toxin Level 3

The psychic can force the elimination of a disease or poison from a target. Each invocation of the power on a target allows them to make an additional Physical Condition saving throw against the illness or poison at a +2 bonus. If the target died due to a poison or disease within the last three rounds, a successful save restores them to life at 1 hit point.

This power does not function against genetic illnesses or conditions present from birth. Use of this power adds 1 System Strain point to the target.

Invincible Stand Level 4

Activation of this power on a target allows the subject to continue acting even when their hit points have been lowered below zero. The effect lasts only to the end of the psychic's next turn, and the subject will die regardless if brought to -30 hit points. If the target is at negative hit points when the power ends they must make a Physical Effect saving throw or die on the spot. If successful, they live with 1 hit point. Each round of this effect adds 1 System Strain point to the target. This power may be used as a free action.

Augment Organism Level 5

The psychic boosts the physical capabilities of a target within line of sight. For five minutes, the subject gains either +1 to their Dexterity modifier or their Strength modifier. This power can be used up to twice on a single target, either adding +1 to both modifiers or +2 to one. Each activation of this power increases the target's System Strain by 1 point.

Metamorph Level 6

The psychic changes their physical appearance to that of any creature of the same species. A specific other creature can only be mimicked if it is within line of sight. Unlike most Biopsionics powers, this functions even if the "original" is unwilling. This alteration does not change the psychic's statistics, and lasts for up to one hour. Activating this power increases the psychic's System Strain by 1 point.

Psychic Vitality Level 7

The psychic emits a wave of Biopsionics energy that invigorates and heals nearby allies. All creatures within twenty meters that the psychic considers allies gain 2d8 hit points plus twice their Constitution modifiers, up to their normal maximum hit points. Use of this power adds 2 System Strain points to every subject affected.

Entropic Resonance Level 8

A living organism suffers a sudden breakdown of cellular integrity, taking 6d6 hit points of damage. On a successful Mental Effect saving throw at a -2 modifier, this damage is reduced by half. As might be surmised, this Biopsionics power works on unwilling targets, and can only affect a given creature once every 24 hours.

Nine Lives Level 9

This power automatically triggers when the Biopsionics dies, assuming they have sufficient psi power remaining. The Biopsionics appears to be dead to all non-psychic investigations, and indeed may be torn to pieces, mostly incinerated, or otherwise mangled. Provided that the entire body is not burnt or dissolved, the Biopsionics will gradually regenerate from the largest remaining body fragment over the course of one hour, reviving with full hit points. The Biopsionics is aware of his surroundings while "dead", and can forestall regeneration until attention has left his "corpse". This power automatically maximizes the psychic's System Strain and can be used only once per week.

Metapsionics

The discipline of Metapsionics is one of the more esoteric psionic arts, as it has to do with the operation of other psychic powers rather than producing its own set of effects. An experienced Metapsionic can severely hamper the abilities of other psychics or greatly augment their own talents. All Metapsionic abilities last for five minutes per activation, unless noted otherwise. Powers that increase the activation costs of psionic abilities affect even mastered abilities; in that case, the cost to activate a mastered ability is equal to whatever penalty the Metapsionic applies.

Advanced Metapsionic research was a crucial element in the development of the specialized psionic disciplines that powered so much Pretech technological innovation. Modern researchers are regularly frustrated by the rarity of this discipline, and some less scrupulous worlds do not hesitate to "recruit" Metapsionics for their research programs. The long-term survival rate of such researchers is distressingly low.

Psychic Harmonization Level 1

On triggering this ability, the psychic becomes resistant to hostile psionic forces. They gain a +2 bonus to all saving throws versus psionic effects for the duration of this power. While this ability is active, the Metapsionic can also determine whether or not a person

they are touching has any psychic abilities, though not specific disciplines.

Psionic Static Field Level 2

For the duration of this power, activating any psionic ability within line of sight of the psychic costs psi points as if the power were one level higher. This ability does not affect level 9 powers. The psionic and her allies are not affected by their own static field, and multiple static fields do not stack in effect.

Metapsionic Concert Level 3

On activating this power while touching one or more willing psionic allies, those involved can freely redistribute their total psi points amongst all participants. No psychic can be left with more psi points than their normal maximum, and if a psychic declines the chosen division they withdraw from the concert with their psi points unchanged.

Neural Surge Level 4

The Metapsionic cannibalizes their neural activity to help fuel their psionic powers. Each round this power is in effect, the psychic takes 1d4 hit points of damage and gains twice that many psi points, up to their maximum normal psi points. If the character is at their maximum psi points, they do not take damage that round. This damage can only be cured by normal rest and recuperation, as well as with certain extremely rare Psitech medical compounds. This power can be ended as a free action.

Cerebral Path Shift Level 5

The Metapsionic temporarily alters the psychic pathways in their own or another's mind. When used against a psychic target within visible range, the victim must make a Mental Effect saving throw or lose mastery of any mastered psychic powers. They may repeat this saving throw at the end of every round to end this effect. When the Metapsionic targets himself, he can treat any one known psionic power of level 4 or lower as mastered for the duration of the path shift. If this ability is mastered only the offensive use of it has its activation cost reduced to 0.

Psychic Backlash Level 6

The Metapsionic targets a psychic within unaided visual range. If the target fails a saving throw versus Mental Effect, they suffer neural feedback when using their abilities, suffering hit point damage equal to half the activation cost of any powers they use. Mastered powers are treated as if they had their normal activation cost. The victim may make a new saving throw versus Mental Effect at the end of each of their turns to end this power.

Armor of Will Level 7

While this power is in effect, the Metapsionic may spend 5 psi points as a free action to reroll any failed saving throw versus psionic effects, or grant a reroll to any ally within line of sight. Any given saving throw may be rerolled only once.

Psychic Avalanche Level 8

The psychic's powers surge with sudden force. While this power is in effect, the psychic can force a target to reroll any successful saving throw against the Metapsionics powers. This power can be applied only once to any given roll, and the neural strain inflicts 2d6 damage on the psychic each time a reroll is forced.

Eye of the Storm Level 9

Psychic powers ebb and flow at the Metapsionics whim. While this power is in effect, the Metapsionic becomes aware of the location and nature of any psionic power usage within forty meters. Psionic activations can be squelched at will unless the victim makes a successful Mental Effect saving throw. The powers of the Metapsionic and his allies cost 3 fewer psi points to activate than normal.

Metapsionics and Psychic Aliens

Some alien species are possessed of innate psychic powers

granted by their unique heritage. Others learn their abilities much as humans do, and are susceptible to the same risks of MES burnout and torching. As a general rule, offensive Metapsionic powers don't affect aliens that are using natural abilities, but do affect psychic aliens that are using powers that require psi points to trigger.

Metapsionic powers that grant bonuses to saving throws or saving throw rerolls, such as *Psychic Harmonization* or *Armor of Will*, will grant the bonus or reroll as normal against "natural" alien psychic powers.

Precognition

Precognition has always been the most unpredictable of the common psychic powers. Past experience suggests that the future remains mutable despite a precog's visions and decisive action can serve to avert an undesirable outcome. Advanced forms of precognition appear to have the power to actively influence the future, forcing outcomes based on the precog's wishes. Few precog's receive visions unrelated to their immediate situations. Focus and will can force limited insights into a situation, but longer-term revelations are impossible to compel. Interestingly enough, there is no reliable record that any precognitive received warning of the Scream.

Omen Level 1

The precog's may force a brief subconscious examination of future possibilities. The precog's must have a relatively straightforward choice before her- perhaps to open a box, swallow a pill, or go into a spaceport bar. The precog's will receive a distinct sense of whether following that course of action will result in physical injury or mental distress within the next ten minutes, according to the GM's best judgment of likely outcomes. This power can be used only once per hour.

Terminal Reflection Level 2

This power triggers automatically when the psychic is likely to be unexpectedly injured within the next sixty seconds, and gives the psychic a single image of the probable damage. The warning comes in time for the precog's to halt an action likely to result in injury. If the psychic chooses not to spend the activation cost after this power triggers, the sense goes numb for the next 24 hours.

Alternate Outcomes Level 3

When the psychic fails an attack roll, saving throw, or skill check she can immediately trigger this power to gain a second attempt at the roll. This last-minute aversion destabilizes future probabilities, however, and the precog's must voluntarily reroll a successful attack roll, saving throw, or skill check before she can activate this power a second time. Rerolling a trivial success is not normally sufficient to rectify the probability debt.

Destiny's Shield Level 4

The precog's senses incoming attacks and instinctively moves to avoid them. This power can be triggered after a successful enemy hit, and forces a reroll of the attack. Using this power clouds the precognitive responses with alternate possibilities; if the second roll is also a hit, the damage done is the maximum possible.

Forced Outcome Level 5

The precognitive not only perceives the immediate future, she also becomes capable of manipulating it. The precog's becomes capable of determining the outcome of any one simple random event in her presence. Dice will roll the total she decides, coins will flip as wished, and Russian roulette ceases to be surprising. The more external factors that influence the random event, the more difficult it is to influence; anything that isn't the outcome of a single mechanical event is generally too complex to control.

Cursed Luck Level 6

The precog's can knot a target's future with a random spray of negative outcomes, trending their future towards injury and death. For five minutes after this power is triggered, the target rolls twice for any attack rolls or skill checks and takes the worst of the two rolls. Enemies who attack the target gain +2 to hit rolls. The target can subconsciously shake this effect for one round by making a successful Mental Effect save at the beginning of the round, but this saving throw must be rerolled each round.

Foretelling Level 7

The precognitive powers of detection begin to extend beyond the immediate future. With ten minutes of focused meditation, the precog's can activate this power for an impression of the next important event that is likely to involve them personally within the next week. Brief images and visions of place are usually obtained, usually involving those people and locations most important to the event. If no important event is likely to happen within the next week, the power returns nothing. This ability can be used only once per week or until the foreseen event comes to pass, whichever comes first.

Not My Time Level 8

The precognitive subconscious will to live stymies those futures in which they die. This power triggers automatically when the psychic is about to die, provided they have sufficient psi power to activate it. On triggering, events conspire to leave the psychic alive and relatively safe, no matter how improbable the outcome: the nuclear bomb fails to detonate, the bandits leave her for dead, the starship plunging into a black hole manages to launch a lifeboat in time, et cetera. While the precog's will not face immediate death again after using this power, such safety might last no more than minutes.

There is also no guarantee that this power will leave the precog's healthy; advanced precog's survived the Scream but were rendered irrevocably insane. This power can activate no more than once per week.

Strange Attractor Level 9

The precog's shifts to physically inhabit multiple lines of possibility. On triggering this power, the precog's effectively splits into two people, both of whom can then perform a full round of actions, albeit neither can activate other psychic powers. The two possibilities can move and act separately, and both have identical sets of equipment. The aspects take damage separately, but share the same pool of psi power for any relevant purposes. At the end of the round, the psychic chooses one of the two possibilities; the other vanishes along with their equipment, though the consequences of their actions remain.

Telekinesis

Telekinesis applies not only to the crude manipulation of matter at a distance, but also to the subtle adjustment of force in all its forms. Brute exertions of force are relatively simple to accomplish, but master telekinetic are notable not for the raw force they can bring to bear, but the exquisite precision of their control. Unless otherwise specified, the activation of a telekinetic power lasts for five minutes. Attempting to manipulate an item being held or worn by another person is difficult; unless they cooperate, psychic interference allows them to make a Mental Effect saving throw to foil the attempt and immediately end the duration of the telekinetic power being used. Telekinesis cannot lift the psychic or the surface he is standing on unless specifically noted otherwise. When not otherwise noted, a psychic can move an object up to 40 meters per round.

Remote Manipulation Level 1

The psychic can manipulate any object visible to his unaided vision as if handling it with one hand. The force has an effective Strength of 10 and can be used to wield an object to attack at a -2 penalty to hit and using the relevant combat skill of the psychic.

Telekinetic Press Level 2

The psychic's strength increases at this level, if not his degree of control. Objects can still only be manipulated as if with one hand, but up to two hundred kilos can be lifted, or force exerted as if Strength 18. This force lacks enough fine coordination to successfully attack a mobile target.

Complex Manipulation Level 3

Much as Remote Manipulation, but the psychic can now manipulate the object as if with two or more hands, simultaneously operating multiple switches, dials, or controls. This force suffers no penalty when wielding an object to attack.

Telekinetic Ram Level 4

The psychic can launch bursts of enormous force, albeit with limited control. This power does a number of eight-sided dice of damage equal to the psychic's telekinesis discipline level, but the object to be struck must be immobile. This force can damage vehicles and other objects normally affected only by Gunnery-class weaponry.

Kinetic Shield Level 5

The psychic begins to gain a finer control over powerful forces, and can deflect physical projectiles and weapons that would otherwise strike them. This power can be used up to once per round after being hit by a successful physical attack; the attacker must reroll the hit and damage rolls and take the worse result.

Telekinetic Counterstrike Level 6

The psychic begins to turn enemy weapons against their wielders. This power can be used up to once per round after being attacked by a physical weapon, such as a bullet, blade, or fist. The target must make a Mental Effect saving throw; if successful, the attack is resolved as normal, but damage is rolled twice, and the lesser amount is taken by the psychic. If the target fails their Mental Effect saving throw, the attack rebounds to hit them automatically for normal damage.

Bootstrap Flight Level 7

The psychic becomes capable of lifting himself and up to four hundred kilos of gear or teammates for one round. The psychic must maintain concentration while flying, but can move at the rate of 120' per round.

Kinetic Bleed Level 8

The psychic develops more sophisticated control over kinetic energy. While this power is in effect, the psychic ignores up to 40 points of damage from physical impacts, lasers, plasma, or other thermal effects. This shield lasts five minutes per activation, but the buffer itself does not regenerate until an hour has passed after its last use.

Mind Over Motion Level 9

While in effect, the psychic possesses a perfect command of kinetic forces within a twenty meter radius. Any motion by an object massing less than three hundred kilos is subject purely to the psychic's whim. Each round that a living creature wishes to contest the effect they must make a successful Mental Effect save at the beginning of the round. Even success on this save will not terminate the power's duration, though it will allow the subject to move freely for that round and launch projectile attacks as normal. Projectile attacks launched from outside the zone invariably fail, as the attacker is not close enough for their psychic interference to block the psychic's control.

Telepathy

Telepaths tend to provoke even more than the usual unease in non-psychics, and rumors and exaggerations of their power run rampant on many worlds. Novice telepaths are actually capable of only the crudest sensing of emotions, but masters of the art can sift a brain in moments. Subjects of telepathy are normally unable to tell when a psychic is probing them, though a few extremely advanced Pretech shield systems can prevent the scan and alert a target of the assault. Unless otherwise specified, a particular telepathic power usage lasts for five minutes. A subject who makes a successful Mental Effect saving throw against telepathic intrusion becomes immune to that level of telepathy for 24 hours, albeit not to other telepathic powers of different levels.

Empathy Level 1

The user may determine the current emotions and any especially strong, emotionally-charged surface thoughts in the subject. This insight lasts only a few seconds. The target may make a Mental Effect saving throw to prevent the mind-reading; on successful save, the psychic gains only an impression of their current emotions.

Metalinguistic Level 2

The psychic can understand the meaning of a sentient subject's language, regardless of whether or not she speaks the language or even has the correct physiognomy to comprehend it. Her words are understood in turn by the target. There is no saving throw against this power.

Mental Link Level 3

The psychic can form a telepathic connection with a willing target, sharing words and images freely. The two must share a language to communicate verbally unless Metalinguistic is also used. The link persists until either of the participants ends it or the duration runs out. If the psychic masters this power, mental link durations last indefinitely. The psychic may not have more mental links active at once than they have levels in Telepathy. The link cannot reach beyond a single solar system.

Mimetic Probe Level 4

The psychic can dig relevant facts about one topic out of the target's memories. The subject must be able to consciously remember the details involved. On a successful Mental Effect saving throw the target resists this power.

Surface Telepathy Level 5

The psychic gains a steady perception of the surface thoughts of one target. A successful Mental Effect saving throw by the target resists this power.

Psychic Assault Level 6

The telepath launches a violent mental assault on a sentient life form. If the subject fails a Mental Effect saving throw, they cannot act for 1d4 rounds and suffer a number of hit points of damage equal to the psychic's telepathy discipline level x 1d4. This assault can be used on a given target only once per twenty-four hours.

Selective Probe Level 7

This power functions much like Surface Telepathy, but allows the telepath to dip selectively into the target's memory, retrieving remembered details about particular topics that appear in their surface thoughts. This power cannot recover details that the targets have themselves forgotten. A successful Mental Effect saving throw by the target resists this power.

Deep Memory Analysis Level 8

This power functions much as Mimetic Probe, but it taps a deep level of subconscious and distributed memory in the target, allowing the psychic to observe memories that even the subject has forgotten. About an hour's worth of experience can be perfectly reconstructed from the subject's memory for every five minutes of deep memory analysis.

Overpowering Will Level 9

This power can be triggered up to once per round as a free action after a target has made a successful Mental Effect saving throw against one of the psychic's powers. The target must reroll their saving throw at a -2 penalty and take the worse result.

Teleportation

Teleportation is perhaps the rarest of the common psychic disciplines, allowing its possessor to instantly translocate himself from one point to another. A novice teleported can translocate only his own body weight plus four or five kilos of clothing and equipment. As their skills improve, they are able to teleport larger amounts of mass, including other people if they are touching the teleported and within the mass limits. Teleporting an unwilling sentient is difficult, as the psychic must sync with their mental signature at precisely the right moment for the teleport. For unwilling subjects, a successful Unarmed attack roll is necessary to touch the target and the psi points for the teleport must be expended- and the character must teleport- whether or not the attack is successful. Sentient targets must also fail a Mental Effect saving throw to be teleported against their will.

The psychic must have personally visited the target location at least once before jumping to it, or else be able to see it with unaided vision. The psychic cannot teleport to arbitrary locations. For example, he could not teleport to "The cargo bed of my grav sled." without knowing where the grav sled was parked and having visited that location before. Teleporting equalizes velocity with the target surroundings; a free falling teleported can jump harmlessly to the ground if it's within range and the psychic has enough time to activate the power.

Only advanced Pretech shield technologies can prevent a teleported from arriving at a location. The teleported will instinctively abort jumps that would leave him embedded in solid objects or lethal surroundings, should the terrain at a target point have changed so since his last visit. Psi points are expended normally even for failed jumps. A character who teleports can perform only free actions for the rest of the round.

Sidestep Level 1

The teleported has unlocked the rudiments of the discipline. They can teleport up to 10 meters and carry up to 5 kilos of clothing, equipment, or other living organisms with them.

Jaunt Level 2

The psychic's range increases to 20 meters and his mass limit to 10 additional kilos.

Spatial Shift Level 3

The psychic's range increases to 40 meters and his maximum additional mass limit rises to 20 kilos.

Greater Shift Level 4

Teleportation range is now 80 meters, with up to 40 additional kilos of gear or living compatriots.

Transit Jump Level 5

Teleportation range is now 1 kilometer, and maximum cargo mass increases sharply to 200 kilograms.

Extended Translation Level 6

The psychic's range is now 10 kilometers and their maximum cargo mass is 400 kilos of gear.

Regional Jump Level 7

Teleportation range increases to 100 kilometers, and the maximum cargo mass increases to 800 kilos.

Continental Jump Level 8

Range increases to 1,000 kilometers and the maximum cargo mass is now 2,000 kilos.

Orbital Warp Level 9

The teleported now instinctively interfaces with the metagravitic field of planetary bodies, and can teleport to any valid location on a given world regardless of range. The teleporter can also jump from high orbit to the planet's surface and vice-versa. The maximum mass a teleporter of this level can shift is 4,000 kilos.

Teratogenics

In the past two centuries, the Defiler has developed a number of biopsionic techniques appropriate to her obsession. The distribution of physical change utterly absorbs both her and her twisted acolytes, and all of the Arbiters of Change are expected to make the development of this discipline their primary focus. These techniques focus on unleashing the biological possibilities inherent in living tissue, shaping and influencing it into new forms. Most powers are at least mildly horrific in execution, often involving cancerous tumors and hideous growths of flesh.

Conventionally-trained psychics are educated in the traditional six disciplines as part of their original psychic mentoring. They cannot develop Teratogenic abilities without training from someone who already possesses the abilities, though once they've spent a few months in mastering the essentials of the discipline they may begin to add Teratogenic powers without further education. Unsurprisingly, the Arbiters of Change are highly unlikely to train an outsider in their mistress' signature discipline, though there may be some psychics canny enough to have tricked them into imparting the secrets.

Teratogenics and Biopsionics are closely-related disciplines.

A psychic with sufficient mastery of one and the correct training can use their expertise to learn the powers of the other. If a psychic has a Biopsionic rating of 4 and advances a level, for example, she may spend her free power pick on acquiring Teratogenics 4, even if she hasn't mastered any of the earlier Teratogenic powers. The same applies in reverse to the adepts of Teratogenics. Note that a psychic can't hopscotch between the disciplines, picking up Teratogenics 1, then Biopsionics 2, then Teratogenics 3 and so forth; they must have a fully-developed grasp of one discipline before they are able to apply it to the other.

For purposes of psitech devices or other esoteric powers that rely on a character's level in Biopsionics or Teratogenics, treat the two disciplines as identical. Unless otherwise specified, Teratogenic powers can target any living creature within touch or natural sight of the psychic. Unlike most other psionic disciplines, however, the physical changes it induces are often permanent.

Induced Tic Level 1

The psychic can induce a brief neural discharge in the subject, temporarily goading sinews and nerves into action. On a failed Mental Effect saving throw, the target performs one action that requires no fine coordination and no more than one second to complete.

The motion is normally too uncontrolled to make an effective attack, but can usually jerk a subject into two meters of movement, compel them to drop or throw a hand-held item, or perform other crude motions. Once a subject has been successfully influenced by a tic, they become immune to this ability for the next five

minutes.

Fleshbender Level 2

The psychic can knot the target into debilitating poses by forcing violent muscular contractions. On a failed Mental Effect save, the subject immediately curls or crumples into a knotted shape and becomes incapable of launching effective attacks or taking physical actions. They can still twitch and roll so as to retain their normal armor class, but they cannot move from their position. This debility lasts for 1d4+1 rounds. Whether or not it's successful, this power can be used on a given target only once every five minutes.

The Changer's Hand Level 3

This level of Teratogenics introduces the first permanent effects of the discipline, cellular-level alterations that do not revert with time. Used in a controlled fashion on himself or on a helpless or willing target, the psychic is capable of what amounts to cosmetic surgery, altering the subject's build, physical appearance, or even gender in any way desired. Elaborately unnatural cosmetic changes can be induced, but the subject's basic statistics, abilities, and movement modes do not change. Any alterations take 1d10+12 hours to complete, and only become permanent at the end of the process. Stigmata from mutations cannot be concealed or altered, as the Highshine nanites are too difficult to control. Reversing these changes usually requires sophisticated cosmetic surgery that is unavailable in the wastes of the New Earth.

Flaying Touch Level 4

The Arbiter can disentangle the cellular bonds of a target's surface tissues, causing skin to slough away and exposed tissues to ulcerate in sudden self-rebellion. If the subject fails a Mental Effect save, they take 1d8 damage for every two levels of Teratogenics possessed by the Arbiter, rounded up. The excruciating pain also immediately applies the Flayed condition to the target, which can only be removed by application of a stim or fifteen minutes of careful medical attention. This power can only target a given subject once every twenty-four hours.

Oracular Cancer Level 5

This four-hour process requires the sacrifice of a sentient being. Upon completion of the elaborate and excruciating procedure, large portions of the victim's body mass tear away from the subject in a frenzy of teratogenic growth, swelling into a gigantic, psychically-active tumor with a livid human mouth. The Arbiter then must make a saving throw versus Mental Effect; on a success, he has controlled the cancer, and can compel it to answer a single question about the present or future. Answers given are never more than four or five words in length and can apply only to the present or probable future, as the past is hidden from psychics. The tumor and its host invariably die four or five minutes after the power is used.

Psychics make the best hosts- if such a person is sacrificed, the Arbiter may roll twice for their Mental Effect saving throw and use the better roll. An Arbiter may not inquire about the same general topic more than once per week.

Life Eternal Level 6

The blessing of the Defiler is to be without change. An

Arbiter who obtains this level of mastery has altered his cellular composition to have more in common with the immortality of a cancer tumor than conventional human flesh. Such adepts will no longer physically age, though they remain subject to other perils and needs of the flesh. Instead, most adepts with this gift fall prey to the machinations of their brothers or their mistress' mad whims. By activating this power as a free action, the Arbiter can also immediately purge any disease, poison, Toxin Points, or radioactivity damage in himself. This power cannot be used to aid another, and a close medical examination will reveal the unnatural state of the psychic.

Flesh of Rage Level 7

The Arbiter unleashes the teratogenic potential within his own cells, his body erupting in countless pseudopods of flesh and fanged tumors. Every targeted enemy within melee range takes 1d10 damage from these tendrils, with an Evasion save for half. The tendrils also grant a -3 Armor Class bonus to the Arbiter, add 1 System Strain, and remain for up to five minutes per activation. Arbiters cannot wear environment-sealed armor while employing this ability.

Consumptive Mind Level 8

The Arbiter expresses his dominance over inferior, transient life by the most primal means possible- he devours them. The Arbiter may trigger this power as a free action whenever he is within melee range of a sentient target that has been brought to zero hit points within the last round. The Arbiter violently draws forth the brain of the mortally-wounded subject and absorbs or devours the tissue. The Arbiter regains 1d6 lost hit points per hit die of the victim at the cost of 1 System Strain. If the victim is psychic, the Arbiter also regains lost power points equal to those remaining to the subject. The Arbiter can consume only one target per round.

Perfect Arbitration Level 9

At the pinnacle of this discipline the Arbiter obtains perfect control over the shapes of the living around him. When this power is directed at a living target, the Arbiter rolls 4d8, with the target allowed a Mental Effect saving throw to halve the roll. If the total is equal to or greater than the subject's current hit points, it is instantly transformed into any living creature of the same approximate mass. The Arbiter has total control over this being's appearance, shape, and traits, though no mental control is imparted and the subject's mind is not altered.

Arch-Arbiters often use this ability to mold their devotees into shapes more suitable for war- or punishment-bodies that exist only to suffer for ages unending.

The GM has the final call as to whether a given shape's abilities are appropriate. This ability cannot be reversed by conventional science, though the Arbiter can always change a subject back if desired. This ability can be used on the Arbiter himself, if his natural resilience is first depleted sufficiently.

Voice

Voice range at base is 10 metres range unless you speak loud, which is then 20 metres range.

The target makes a mental effect save (modified by the psychics WIS bonus), if they fail, the discipline works.

The target needs to be able to hear your voice (and not via radio etc) , also in a vacuum wouldn't work.

The target needs to be able to hear and understand the language you're speaking as well.

Distract Level 1

Non-lethal commands involving a short sentence like "Walk towards me" but also non-lethal and not putting someone in danger... I.E. "Walk off cliff" wouldn't work.

Disturb Level 2

Same as Distract, but up to 3 targets OR double range (20 talk/40 shout in metres) OR save at +4 on the difficulty for the target.

Coerce Level 3

The psion coerces the target to perform an action that it would otherwise not consider (like approaching an old witch with a dangerous-looking box)

Enforce Level 4

Same as Coerce, but up to 3 targets OR double range (20 talk/40 shout in metres) OR save at +4 on the difficulty for the target.

Seize control Level 5

The psion compels the target to perform an action that places it in immediate danger (Paul convinces the Harkonnens to remove his mother's gag; Jessica commands them to cut her son's bonds)

Dominate Level 6

Same as Seize control, but up to 3 targets OR double range (20 talk/40 shout in metres) OR save at +4 on the difficulty for the target.

Mind Slave Level 7

The psion compels the target to perform an act that directly threatens its life "Shoot yourself!"

Mind Death Level 8

Same as Mind Slave, but up to 3 targets OR double range (20 talk/40 shout in metres) OR save at +4 on the difficulty for the target.

Voice Master Level 9

Can use any one of the lower powers, but up 40 metres range AND up to 10 targets AND save at +4 on the difficulty for the target.

Interface

The Psychic is able to interface her mind to Computer systems/ Electronics and the like. Unless specified otherwise, the Psychic will need to be within 5 metres range of a system to use a power. A link will last 5 minutes unless specified otherwise, which is plenty of time to do most tasks, as the speed of the tasks are much faster mentally than manually performing them via peripherals.

Rank 1: System scan

The Psychic can Scan a computer system for information. The system gets a save of 15 (if it's a secured system, if the system isn't secured against intrusion or the Psychic knows the access codes etc, there's no save required). More highly secured systems might get a better save. If it makes the save it's not aware of the attempt, it just means the Psychic fails to interface. An AI gets a save based on it's Mental save + WIS bonus. The information gained is not detailed, but gives an overview of the system, basic set up etc. For example, if a Ship's computer is successfully scanned, you will get a ship map, all stats for the ship and so on. but not detailed ship's logs, security codes etc. If the save is made, the Psychic cannot attempt this again on the same system for 24 hours. This only takes one round to perform.

Rank 2: Deep scan Data

As system scan, but can search for specific data and view it, but not

copy it off the system..

Rank 3: Copy Data:

Allows data to be stored in the Psychic's mind. a System Scan (to copy system data) or Deep Scan (to copy specific data) must have been successfully performed first. Stored data in the Psychic mind uses up system strain. A dataslab (or similar device) = 1 system strain A computer in a fighter uses 2 system strain A computer in a Frigate uses 4 system strain A computer in a Cruiser uses 8 system strain a computer in a capital ship uses 16 system strain

A GM might raise or lower these values depending on circumstances (a survey frigate might have very powerful computers to store data, so the System strain requirement may be higher for example).

Once the data is deleted from the Psychic's mind, the System strain is removed.

Rank 4: Store/Modify Data

Actually copy/move data onto a system. The information must already be in the Psychic's mind first using Copy Data before this can be performed. The Psychic can also modify data on a system. In both cases, the system will get a save of 15. Failure means an intrusion has been detected.

Rank 5: Enhance system

Make a system more powerful. A successful system scan must have been performed before this ability can be used. This will allow the Psychic increase the power/efficiency etc of a system. The effect of this could be as follows: Store more data. Decrease time required for data processing. Make equipment that is controlled by the system better. For example a Psychic could interface with a gunnery computer and increase it's chance to hit (instead of getting +1 it might get +2 to hit). The Player and GM are encouraged to use their imagination with this ability.

A system shouldn't be able to more than double it's effectiveness (so a system with a +1 or the equivalent shouldn't be able to get more than +2).

Each magnitude increase uses up a system strain, which is restored when the enhancement is removed.

The range is slightly different. As long as the Psychic is in the same ship, building enclosure as the enhanced system, it will still gain the benefits of the enhancement. If it's some sort of stand alone system and has no enclosure, ship or building etc, then it has a 5 metre range.

Once the psychic goes out of range the enhancement is removed and the system strain is removed from the Psychic.

This ability doesn't have the usual 5 minute duration. It'll be effective for as long as the Psychic retains the systems strain and stays in range and is conscious (it can be maintained during sleep, but not if knocked out).

Rank 6: Control system

A successful system Scan must have been performed before using this ability. A Psychic can control a system remotely. This is useful if you want to use some sort of equipment controlled by a system. For example if you wanted to operate a ship's guns, Psychically, you could use this ability to do that. however you still need all applicable skills to use it, so you'd need Gunnery to psychically operate a ship's guns.

The range limitations are as enhance system.

The duration is as long as Concentration is maintained and the Psychic can only control 1 system at a time. Whilst concentrating the Psychic is at -2 to all skill activities and -4 to all combat abilities and saves and no DEX bonus will be applied to AC. The Psychic will appear distracted and unfocused.

Rank 7: System Crash

This is a DIRECT attack on a computer system microcode. A system scan must be performed first, then a deep scan of the area to be destroyed. It can cause total loss of data and make any hardware that has some sort of firmware/microcode etc associated with it to become totally

useless.

For example, if you wanted to destroy a number crunching computer. you can attack the hardware firmware directly (or it's equivalent). and the hardware itself will be inoperable.

If you wanted to destroy say a mech, you could attack the controllers for the servo motors and seize up the legs of a mech.

There are many possibilities for this and a GM needs to make a case by case judgement call on how it works for each system.

Rank 8: Transfer self

The Psychic can now transfer their consciousness into a computer system and they can move it around any systems attached to the system they have entered, including any networks, comms etc. When transferred into a system the Psychic gets the following benefits.

The Psychic will always win initiative vs anyone in the "Real world" they are operating at a much faster rate. VS another being transferred into the system, they will roll Initiative as usual.

Deep scan and System scan cost no Power points in this state.

If the system is shut down or destroyed, the Psychic must make a Save Vs Tech to immediately be transferred back to their body... Failure means mind death and the body is an empty shell.

Enhance System is doubled in effect (quadruple processing power etc).

All skill checks made in this state are made at a +1 bonus.

The Psychic Will be permanently trapped in system if body killed, unless a new body is restored as a clone of the original body.

Rank 9: Gate control

Controls Jump gates, requires an active jump gate.

Deep scan, system scan must be performed on the Jump gate computer systems first before this can be used.

A psychic, if inside a jumpgate, can transport him/herself and/or a ship up to Frigate size by himself.

Larger ship sizes require a meta-concert of multiple masters of Interface.

If the Psychic intends to go with the ship then Transfer self would need to be performed as well, so the psychic can be transported with the ship, meaning the Psychic initiates transfer self from the ship (docked in the Jumpgate) to the jumpgate computer system.

Spark

Spark Level 1

You make a tiny spark that can ignite extremely flammable substances such as paper, gasoline, or very dry grass. The flame starts out small and harmless, but with time and care can become a raging inferno. This cannot be used on moving objects.

Heat Level 2

You can heat up an inanimate object. If anyone is holding it, they must make a successful mental-effect saving throw or drop it. If they are wearing the object, they cannot pull it off, and instead take a -2 to their attack bonus. Alternatively, you can heat food enough to cook it. Finally, this can be used to charge a type A or B power cell.

Ignite Level 3

You ignite any flammable object such as wood or hair. If you are igniting a creature, they are allowed an evasion-save to prevent it. If they fail, they take 1d4 damage, and then another 1d4 damage for every round they are on fire. At any point, they are allowed a move action to extinguish themselves.

Plasma Blade Level 4

You create a small blade that can cut through almost anything, including steel, as long as it is less than 3 inches thick. It lasts for a number of minutes equal to your pyrokinesis discipline. In combat, it uses your primitive weapons skill and deals 1d6 + 1/2 pyrokinesis discipline level damage.

Hot Air Level 5

You can increase or decrease the air temperature within a 20 meter radius of you by one step. From freezing to cold, from cold to temperate, from temperate to warm, or from warm to burning, or vice versa. If the space you're in is enclosed enough to be completely filled by your range, you can choose to (but don't have to) increase/decrease the temperature by two steps. You cannot use this in places without air.

Flashburn Level 6

You can heavily burn an object within 20 meters in a flash of heat that is there and gone too fast to actually ignite anything. The object takes 2d6 damage. If you are igniting a creature, they are allowed a mental-effect saving throw to prevent this.

Explosion Level 7

You can do a number of d6s of damage to an *object* equal to your pyrokinesis discipline level. This can damage vehicles and other objects only effected by gunnery-class weaponry. If you deal enough damage to destroy the object, it explodes, dealing the damage of a grenade. An object larger than a groundcar cannot be targeted by your explosion. You can only use this on immobile objects.

Control Fire Level 8

Having near mastery of the pyrokinetic discipline, you have what you never had before: control. You take control of any and all fire in the environment, including fire you, yourself have created, and keep it for a minute per level of pyrokinesis discipline, moving it through the air, latching it on to other things, etc. The fire can make motions as complex as you will it to, and can move 40 meters per round. That being said, you cannot add to the fire under your control once this ability is used. Any fires that start *while* you are controlling fire cannot be controlled by you...this includes fires started by you, yourself.

Fiery Explosion Level 9

Functions as Explosion, except it can target mobile objects, can effect anything as large as a fighter-hull starship, deals 3d6 damage in a 10 meter radius instead of grenade damage, and, finally, ignites all those who fail the associated luck save as if they were effected by your *ignite* ability. Any flammable objects within the radius will automatically be ignited. You can target living creatures at 2d6 damage.

Judication

Judication operates much as any other psionic discipline. Unless indicated otherwise, every power activation lasts for five minutes or one social situation, whichever is longer, and can be turned on any single target within unaided visual range of the psychic. Judication powers can be activated in response to a social situation, and it is not necessary that the psychic have them active before beginning the interactions. Some powers are designed to affect numerous targets, but the judicator can always selectively exempt any number of people from the effects.

Subjects lacking special senses or psitech are not alerted to judication effects used against them even if they succeed on their saving throw. Perversely, those targets familiar with psionic disciplines may be less likely to suspect interference, because they know that standard psychic disciplines cannot produce the effects provided by judication. More ignorant souls with less awareness of the limits of psionic power might be more eager to blame a psychic for strange behavior. Blatantly obvious influence of another person's mind is likely to provoke suspicion even in the most willfully ignorant onlooker, however.

Judication involves elements of both telepathy and biopsionics, and levels of the judication discipline count as levels of either discipline for purposes of activating psitech devices reliant on such skills. Psitech devices that boost abilities that judicators do not have remain useless to them.

Because of these complex interactions, mastering judication is

extremely difficult for most psychics. With the advanced training techniques available on ancient Terra it may have been possible to communicate its principles more easily, but presently it is a discipline requiring the utmost dedication. Judication cannot be trained unless it is a psychic's primary discipline. In most cases, this means that the psychic must choose it as such at first level, or at tenth level after mastering their prior primary discipline. Once a judicator has received the basic training related to the discipline, he or she may advance in it without requiring further instruction.

In Your Place Level 1

The judicator has an instinctive awareness of the expectations of others around him. In ordinary social situations and when exchanging common courtesies, the judicator always knows precisely what social behavior is expected of him by his interlocutor, whether in action, appearance, or speech. He can even speak formulaic courtesies and make flawless small talk in languages he does not actually understand, instinctively making the sounds expected of him.

The judicator fails Culture checks related to common etiquette and ordinary behavior only on a natural 2 on the skill check, and can masquerade as a native member of any culture or social group, assuming

his appearance makes it plausible. Activation of this power lasts for one conversation or social situation. If mastered, this power is permanently active.

Knowing Echo Level 2

A judicator's intuitive grasp of an interlocutor's surface thoughts sharpens, and they become capable of sensing what another expects them to know or say. When activated, a particular target may make a saving throw versus Mental Effect. On a success, the target is immune to this power for the next 24 hours. If the roll is failed, the judicator becomes aware of the subject's expectations regarding the psychic, and knows what answers or words the subject will find most plausible in conversation.

For example, a guard speaking an unknown language might ask for a password. The power could be triggered to instantly provide the psychic with the knowledge of what the guard was saying and the password that he was expecting to hear. If the speaker is uncertain about the psychic's identity, the judicator becomes aware of the most plausible possibility they expect. The power is limited, however, in that it only provides the psychic with what the target is expecting, even if they are expecting very bad things of the judicator. If used to impersonate an individual or role, it grants a free automatic reroll of one failed social skill check per game hour. The power affects one target for one conversation when activated.

Numb Taboo Level 3

The judicator can briefly numb the social outrage of those around her, making scandalous or illegal actions seem perfectly acceptable and unremarkable. The psychic may perform up to one round's worth of speech or non-violent action before activating this power. The potentially hostile onlooker with the best saving throw versus Mental Effect then makes a save. If the roll succeeds, the group is unaffected and no one present can be affected by this power for the next 24 hours. If the roll fails, the entire group falls under the power's sway, and sees nothing inappropriate or shocking about the judicator's actions. They are able to remember the character's actions and remain aware of the laws or social taboos broken, but are taken with an unshakable certainty that it was "proper" for the psychic to act as she did. This numbness lasts for one hour, after which most subjects will try very hard to rationalize their lack of response. This power can be activated on multiple consecutive rounds, but any successful saving throw immediately snaps all current indifferencees.

Transpose Taboo Level 4

The judicator can implant an intense sense of shame and aversion

toward a particular behavior in a sentient target. The victim must make a saving throw versus Mental Effect, and on success is immune to this power for 24 hours. On a failure, the target feels an intense abhorrence toward the particular action or behavior, and will not perform it unless in a life-or-death situation, in which case they will attempt to escape the situation at the first opportunity. This aversion is instinctual, and the subject will not be consciously aware of it unless it is pointed out by others. Even if aware, they will be unable to resist it, though they may be more likely to suspect psionic influence.

The power is not precise enough to induce positive action in a target, such as making them perform a specific course of conduct. The template for the taboo must also be held in the judicator's mind in order for a correct transposition, and so the regulator must obey the ban as well. The effect lasts for up to one hour or until the judicator violates the stricture, whichever comes first.

Burning Shame Level 5

The judicator triggers an all-consuming sense of guilt and shame in a victim, forcing them to relive emotionally amplified versions of their worst sins and gravest personal failures. The experience is torturous even for the most viciously callous targets, though the judicator is not aware of the specific content of these shames. Most targets are utterly incapacitated for 1d4+1 rounds, helpless and oblivious to their surroundings. A target in a desperate situation can choose to fight off the memories and act normally, though the emotional agony and drain on their willpower inflicts 1d4 hit points of damage for each level of Judication possessed by the psychic. Victims reduced to zero hit points by this effect will commit suicide if able to do so with their next action, otherwise surviving with 1 hit point remaining. A successful saving throw versus Mental Effect leaves the subject incapacitated for only one round, or taking only half damage if they choose to act regardless. A target hit by this power is immune to it for 24 hours afterwards, as their brains remain neurochemically saturated by the memories. Repeated application

of this power over time can produce permanent mental damage.

Antinomian Will Level 6

The judicator temporarily numbs the minds of those around him to considerations of law, custom, and self-discipline. The power can affect all sentients within one hundred meters and can penetrate up to one meter of interposing barriers. Those under its influence immediately perform whatever actions they emotionally desire, heedless of any law or restraint. Only force can restrain them from their desired ends, and they will take the most direct physical route to satisfying their will. Subjects engaged in combat or facing danger must make a Morale check at a -4 penalty or immediately flee. This fit of untamed id lasts for ten minutes, though the aftermath may be prolonged- once a mob has given in to its passions, it may well keep going even after its members remember the law. Significant NPCs get individual saving throws versus Mental Effect to resist the power, while mobs roll a single saving throw for their average member. A successful saving throw leaves the target immune to this power for 24 hours.

Unseen Crown Level 7

The judicator exudes an air of authority and expertise that influences the perceptions of all intelligent beings within unaided sight or earshot. The judicator selects a particular societal role- judge, shaman, gravcar repairman, admiral, or any other such position and is instinctively perceived as such by everyone around her, with most dissonances ignored by those under the effect. The judicator can mimic membership in particular organizations and echo specific positions and roles in them, but she cannot pose as a particular

individual.

Her identity will not be challenged unless the psychic behaves wildly inappropriately for the role or the subjects are required to investigate even seemingly obvious identities. If such challenges show that the judicator is not actually what she says, most observers will suffer 1d4 rounds of confused indecision before overcoming the power's influence. Orders or requests made to subjects under the influence will be obeyed if they are reasonable and expected from such a personage; demands that are abnormal, suspicious, or that would result in the death of the subject will break the effect after 1d4 rounds of uncertainty. Once the effect is broken for one target, it is broken for all of them, and those once affected are immune to this power for 24 hours. If unimpaired, the effect lasts for one hour per activation, and does not grant a saving throw.

Interpreting the Licit Level 8

The judicator becomes capable of absorbing complex regulations and legal regimes simply by touching the mind of a member of that group or society. On a success, the target resists the power and is immune to it for 24 hours. On a failure, the judicator absorbs an instinctive awareness of every social, legal, and moral stricture known to the target. A judicator could absorb a local lawyer's understanding of the law in a moment, or touch a guard's mind to become instantly aware of all the regulations and orders regarding patrols and security measures. A priest's religious values become clear in an eyeblink, and the rough traditions of a badlander tribe are clear with a moment's concentration.

This information is received in a disordered condition, and it is hard for the psychic to systematize it, but she can ask specific questions of it and get the correct answers. Permissible questions include those such as "What is the penalty for theft in the Qadir Republic?", "Which people are allowed entrance to the laboratory after 8 PM?", or "How can an outsider be purified sufficiently to enter the Yellow Sanctum?" The power does not reveal any specifics about the target, but only about the laws and regulations known to them. Essentially, the judicator may get information on any knowledge related to particular rules or moral values.

The disorganized state of the knowledge makes it somewhat difficult to employ for general uses, but it allows an unskilled psychic to make Culture or Profession/Lawyer skill checks relevant to the information as if trained to skill level 1. If the psychic has at least level-0 in the skill, it instead allows a reroll on a failed check once per game hour. The power need only be activated to absorb knowledge,

not to recall it at a later time. The psychic does not forget information absorbed in this way.

Speak the Law Level 9

The judicator ensnares those around him in a ruthless matrix of social taboos and perceived legal obligations. When the judicator Speaks the Law, every request or order the psychic communicates is received as if it were an absolute law. Affected listeners will automatically obey unless such action presents an obvious threat to their life or a contradiction of some other, equally precious value. Activation of this power lasts for one hour, after which the listeners no longer feel the force of compulsion behind the prior commands. If the judicator has been careful in his phrasing, they may rationalize their obedience as being in line with existing orders, but ungrounded demands will likely be understood as psychic influence.

Listeners commanded to do something extremely distasteful may make a saving throw versus Mental Effect to resist the command and become immune to this power for 24 hours. Use of this power inflicts one point of System Strain on the judicator with each activation.