

Player Options

In addition to the four forms of humans in the Genesys core rulebook, players also may play Anathutian, Flora, Selish, or Droids. If a player also wishes they may make a new species, however, this requires GM permission.

Droid

Droids are very common in this setting, however true AI is illegal and extremely rare. Droids have complex programming that allows them to handle many tasks. Player characters can choose to be an illegal AI or simply a very well programmed droid.

Brawn 1 Agility 1 Intellect 1 Cunning 1 Willpower 1 Presence 1

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 175 XP

Special Abilities: Do not need to eat, sleep or breathe, and are unaffected by toxins and poisons. Cybernetic implant cap of 6 instead of Brawn rating. Train 1 rank in of 6 Career Skills (opposed to 4),

Inorganic: Do not gain benefits of recovering with a bacta tank, stimpack or Medicine skill checks (use Mechanics check instead). Enduring Talent +1.

Mechanical Being: Droids cannot acquire Psionics by any means. Cannot be affected by mind-altering Psionic powers.

Anathutian

Anathutian are on average 4 to 5 five feet tall mammalian species, and look like a humanoid Fennec fox.

Brawn 1 Agility 2 Intellect 4 Cunning 2 Willpower 2 Presence 2

Wound Threshold: 8+Brawn

Strain Threshold: 10+willpower

Starting Experience: 75 XP

Starting Skill: Anathutian start with one rank in Mechanics and can raise it to three at character creation

Life Seeded: Anathutian suffer two setback dice whenever they are in a non-controlled environment

Flora

The Flora are a monogendered plant-based species known for their psionic powers. They are on average taller than humans by a few inches, and are usually rather slim. They have long fingers and faces, with many of them growing flowering branches like horns. Their skin is usually a pale green though there are some variations. Their naming conventions are usually along the lines of flowering Branch or green trunk

Brawn 1 Agility 2 Intellect 2 Cunning 2 Willpower 3 Presence 3

Wound Threshold: 8+Brawn

Strain Threshold: 13+willpower

Starting Experience: 80 XP

Starting Skill: Flora start with one rank in psionics and can raise it to three at character creation

Life Seeded: Flora suffer two setback dice whenever they are in a non-controlled environment

Salish

The Salish are an amphibious race, with skin capable of changing color to match their mood.

They have large dark eyes and multiple tentacles on their head like hair with the largest two, which run along the side of the head, are prehensile as well.

Brawn 1 Agility 2 Intellect 2 Cunning 2 Willpower 2 Presence 4

Wound Threshold: 8+Brawn

Strain Threshold: 10+willpower

Starting Experience: 75 XP

Starting Skill: Salish start with one rank in charm.

Colorful: Salish skin changes color with their moods, this gives them a boost die to Charm and Intimidate

Life Seeded: Salish suffer two setback dice whenever they are in a non-controlled environment

Old world weapons

Ballistic pistol Damage 4 Crit 5 Range Short Encum 1 HP 0 Cost 100 rarity 2

Ballistic Rifle Damage 7 Crit 5 Range Medium Encum 5 HP 1 Cost 250 Rarity 2

Ballistic Assault Rifle damage 7 Crit 5 Range Medium Encum 5 Hp 1 Cost 450 Rarity 3

Auto-fire

Shotgun Damage 8 Crit 3 Range short Encum 5 HP 1 Cost 450 Rarity 2

Blast 4 Knockdown 2 vicious 2

Classic sword Damage +2 Crit 3 Range engaged Encum 3 HP 0 Cost 250 Rarity 3

Vicious 1 Defensive 1

Psionics

The Flora were the first ones to master the power of the mind as it comes naturally to them. The other garden races were incapable of doing it, however all humans have the potential to unlock this power. Doing so requires special equipment that the Flora guard jealously.

Psionics is a willpower skill and can be used in place of almost any skill, however doing so increases the difficulty of the check. It also will cost 2 strain to use the Psionics skill this way regardless if the check is passed or not.

Psionics can use the following spells and can modify said spells as outlined in the Genesys core rules (P. 210 to 218); Attack, Augment, Curse, Barrier, and Utility spells.

Psionics don't needed to be able to speak or move to use their powers

Wielding this power has its risks, if a character runs out of strain by using or while maintaining a power or if a despair is generated, there is a psychic backlash that can damage the mind. The player then rolls a D100 and suffers one of the effects of the table. Each

untreated backlash adds +10 to the next roll. Treating a backlash requires a discipline check and at the GM's discretion may require specialized equipment.

- 01-05 **Forceful feedback** suffer 1 strain (Discipline easy)
- 06-10 **Sluggish response** Target goes last in initiative order (Discipline easy)
- 11-15 **Jolted** target drops what they are holding (Discipline easy)
- 16-20 **Distracted** target can't perform their free maneuver during their next turn (Discipline easy)
- 21-25 **Unfocused** add one setback to targets next Psionic check (Discipline easy)
- 26-30 **Depressed** move one story point from the player's pool to the GM's (Discipline average)
- 31-35 **Stunned** target is staggered until their next turn (Discipline average)
- 36-40 **Fear** Upgrade the targets next check by one (Discipline average)
- 41-45 **Bowled over** Target is knocked prone and suffers one wound (Discipline average)
- 46-50 **Migraines** The target increases the difficulty of all Intellect and Cunning checks by one until this backlash is treated (Discipline Hard)
- 51-60 **Insomnia** The target increases the difficulty of all Presence and Willpower checks by one until this backlash is treated (Discipline Hard)
- 61-65 **Hallucinations** target will start seeing hallucinations until this backlash is treated (Discipline Hard & specialized equipment)
- 66-70 **Paranoia** Target is now prone to hysteria, compulsive behaviors, and frequent bouts of fear and rage until this backlash is treated (Discipline Hard & specialized equipment)
- 71-75 **Gibbering** target can no longer speak normal and can only speak gibberish until this backlash is treated (Discipline Hard & specialized equipment)
- 76-80 **Schizophrenia** Target begins to hear terrifying phantom voices until this backlash is treated (Discipline Hard & specialized equipment)
- 81-85 **Psychopathy** Target has a total lack of guilt, remorse, and empathy until this backlash is treated (Daunting and specialized equipment)
- 86-90 **Burned Out** Targets eyes are burned out and are permanently destroyed. Target no longer see. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times (Daunting and specialized equipment)
- 91-95 **Night terrors** The target can not get a good nights sleep and can't recover strain from rest unless this backlash is treated (Daunting and specialized equipment)
- 96-100 **Brain damage** targets intelligence, cunning, and will power is reduced by one until this backlash is treated (Daunting and specialized equipment)
- 101-110 **Coma** target is in a coma until this backlash is treated (Daunting and specialized equipment)
- 111-120 **Death** target dies unless the target passes a daunting discipline check and can be brought to a specialized facility within 48 hours, during that time the target is comatose

An interesting detail is that the psionic energy of individuals can be a different color. Although nobody has been able to confirm it, some suggest that the color of a person's energy is the color

of their soul, a reflection of what they are like inside. Below is a list of the most common aura colors that a Psionic can have, as well as a list of concepts that they are usually associated with. For example, a very balanced person might have a bluish energy. This list is only a series of general recommendations and isn't an exhaustive list.

White: Calm, Light, Purity

Red: Fire, Passion, Violence, Wrath

Blue: Balance, Cold, Security, Strength

Green: Life, Nature, Serenity

Yellow: Daring, Energy, Power

Violet: Arrogance, Cruelty, Evil

Black: Darkness, Emptiness, Introversion

Rose: Beauty, Femininity, Gentleness

Psionic Careers

Paladin

Psionics, Athletics, Brawl, Melee, Celestial Gauntlet, Resilience, Discipline

Psionic Priest

Psionics, Leadership, Charm, Discipline, Lore, Education, Perception, negotiation

Psionic gear

Celestial gauntlet: Skill Celestial gauntlet, Damage: 6, Crit: 2, Range: engaged
Encumbrance: 1, HP: 3, Rarity: 10, Special: Breach 1, Sunder, the character must have one rank in Psionics to be able to use this weapon

Celestial gauntlets allow the user to effortlessly channel their psionic power into a blade.

Healing pod

These pods are used to heal backlashes

Salvage and Trade

Salvage and other commodities are measured in crates, with each crate taking up 10 encumbrance.

Types of goods and their value

- **Food:** Fruits, vegetables, frozen meat, spices, grains. Value: 1000 per crate
- **Fuel:** Low-tech fuels such as oil or gasoline. Also covers common chemicals. Value 2000 per crate
- **Industrial Parts:** Large industrial machinery or components, street lamps, generators, heating, and cooling units Value 1500 per crate
- **Manufactured Goods:** Lowend electronics, furniture, books, housewares, sporting goods. Value 800 per crate
- **Ore:** Common ores such as coal, copper, lead, or iron. Value 1400 per crate
- **Technology:** High-end consumer goods such as vid-screens, sound systems, computers, or music players. Value 1800 per crate
- **Timber:** Pre-cut into various sheets and boards Value 800 per crate

Supply and demand

- **None:** The commodity is plentiful and worth half its listed value.
- **Low:** The commodity is worth 75% of its listed value.
- **Normal:** The commodity is worth its listed value.
- **High:** The commodity is worth 50% more than usual.
- **Very High:** The commodity is worth twice its listed value.
- **Extreme:** The commodity is worth three times its listed value.
- **Desperate:** The commodity is worth five times its listed value.

Finding out the supply and demand for goods on a planet or station is an average streetwise check that takes at least three hours.

Negotiation

In order to sell a crate at its full value is an opposed Negotiation check with each extra success adding 2% to the price. Extra failures subtract 5%, while advantages can be used to make buyers more friendly for future deals or help avoid the authorities. Threats make the buyer resentful or may gain unwanted attention. Triumphs add 10% to the price and on a despair, the buyer or seller is a company plant.

Ship operating and repair costs

Ships consumables measure the amount of food, drink, and fuel can carry for a full complement without affecting encumbrance. So a ship with four months encumbrance has four months worth of food, drink, and fuel before it needs to be refueled and resupplied. The following costs and times are assuming a ship silhouette of 4 or less, ships over silhouette 4 multiply the costs by ten.

Standard fuel costs 25 credits for one day

Poor fuel costs 10 credits for one day, but reduce system strain threshold by one and increase repair costs

Excellent Fuel costs 50 credits, but increases system strain threshold by one and decreases repair costs

Getting repairs costs 500 credits per point of damage, 450 if they were using Excellent fuel and 550 if they were using poor fuel. Repairs take 8 hours per point of damage over 50% and 16 for point of damage under 50%

Standard Rations cost 10 credits for one day

Poor Rations cost 5 per day, but gives the crew one setback die for the day after eating it.

Excellent Rations cost 15 per day and give the crew one boost die for the day after eating it.