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Character Generation

Introduction

The Attributes

The primary way in which you interact with the game world is through your character: a representation of you, your avatar, if you will, in the game. This character, often referred to as a Player Character (PC), has six Attributes, which represent his mental and physical capabilities. These Attributes are your main means of interacting with the game world, through Attribute Checks. When a check of any kind is called for, your roll a twenty-sided die (1d20) and add one of your Attributes. The higher this total result, the more likely you are to succeed at whatever it is you're trying to do.

For example, the human explorer Captain Steele is being chased through a sprawling junkyard by a pack of agitated raskavel, and comes to a tower of crushed hover-cars that could be his escape. He tries to climb the pile, which the Game Master (or GM) rules is a Physique check. Cpt. Steele rolls 1d20, getting a 14, and adds his Physique score, a +3, for a total result of 17. The GM decides this is more than enough to scrambled up and over the wreckage, and Steele escapes the raskavel (for now!).

When you create your own character, you determine his Attributes by dice roll. Roll six times on the table below with four six-sided dice (4d6), dropping the lowest d6 from each set for a possible result of 3-18. Write each result down on a sheet of scrap paper as you roll and, once you've rolled six times, determine your scores on the table below, and assign them in any order to your six Attributes.

Dice Roll	Attribute Score
3-5	-2
6-8	-1
9-11	0
12-13	+1
14-15	+2

16-17	+3
18-19	+4

Physique

Physique is the character's physical might and prowess. Most character use their Physique score as the basis of their close-combat attacks – swinging a pipe at a goblin is a Physique check. A high Physique also makes the character more able to perform feats of athleticism, carry more treasure and equipment, and fight harder in melee.

Reflexes

A high Reflexes allows characters to jump out of the way of incoming attacks, dodge punches, and evade obstacles and missiles while piloting ground or space craft. An important stat for pilots and close-quarters brawlers, Reflex also measures a character's balance and manual dexterity, making it the prime Attribute for Smugglers.

Aim

Aim indicates a character's aptitude with ranged weaponry and general aptitude at marksmanship. This attribute controls a character's ranged weapon attacks, as well as hand-eye coordination checks, for throwing weapons and grenades. This is the primary ability for Mercenaries.

Intelligence:

Intelligence measures the character's innate cunning and acuity. A high Intelligence indicates a strong aptitude with computers technology, and is the primary Attribute for Tech Specialists. Intelligence checks are made to recall lore, repair equipment, and navigate computer/AI systems.

For each positive point of Intelligence, the character knows a single bonus language; if the character's Intelligence is negative, he begins play without the ability to read or write; he can sacrifice a Skill Rank to gain literacy after 1st level.

Willpower:

Willpower equates to self-discipline and mental fortitude, the ability to resist mental attacks and torture, as well as to resist Psionic attacks -- and control your own Psi-powers, if ever you acquire them. This is

the most important Attribute for Psi-Adepts, as it lets them harness their innate power.

Charisma:

Charisma is a character's eloquence, sex appeal, and force of personality. This score governs how well the character interacts with the world, and how other characters perceive him. Making a deal with an alien diplomat, seducing a sexy space pirate, and acting in a play are all Charisma checks.

Saving Throws

Once your six Attribute Scores are assigned, take a moment to note your Saving Throws. Saving Throws are a character's ability to avoid all manner of harm, from an assassin's deadly poison to the searing breath of a fire drake. There are three Saving Throws: Fortitude, Reflex, and Willpower, which are shown below. A save is rolled in the same way as an Attribute Check (1d20 + Bonus), though unlike Attribute Checks, Saving Throws steadily improve over the lifespan of your character as he becomes ever more adept at avoiding harm and staying alive.

Any Attribute can be used as a Saving Throw ("Give me a Willpower Saving Throw vs. a Psionic attack!"), and your level-based bonuses are universal. Your Saving Throws advance as your character gains experience: at levels 3, 6, and 9, all of your saves increase by +1.

Races

The Unified Galactic Confederacy is made up of dozens of species, including its founding members, the Ausar and Humans. Presented here are a half dozen of the more common races in the galaxy, and their appropriate statistics:

Human

Thanks to breakthroughs in Faster Than Light tech in the early 2300s, Humanity has spread to the stars. After First Contact with the Ausar Federation, humanity has gone on to colonize the galaxy with the alien Warp Gate technology, crafting a vast civilization held loosely together under the banner of the Terran-Space Coalition, a founding member of the United Galactic Confederacy. Humans get a +1 to any single Attribute.

Ausar

The first alien race encountered by Mankind, the Joint Ausar Federation is responsible for the creation of the Warp Gates, and is a founding member of the U.G.C. Their own empire is itself a loose alliance of

independent Star-Kings ruling over individual systems, all swearing fealty to the High King of Ausaril. Ausars are very nearly human, though with tall, pointed wolf-ears atop their heads and bushy tails behind them. They're renowned for loyalty and ingenuity, granting them a +1 Intelligence and +1 Charisma.

Centaurin

Natives of Alpha Centauri, the Centaurin are, remarkably, quite similar to the Centaurs of earth mythology. Physically powerful and technologically advanced, these dark-scaled six-legged tauric creatures are explorers and colonists of the highest order, and are well respected members of the U.G.C., providing some of the best soldiers in the Confederate fleet. They have a move speed of 50 ft., and gain a +1 to Physique and Aim.

Khaithrait

Sometimes called “pirate catgirls,” these feline aliens are savages and raiders who hail from the edge of Ausar Federation space, existing in the cracks between jurisdictional boundaries. With perky ears and two prehensile tails, these dexterous, seemingly all-female race is considered a nuisance at best, and a threat to Confederate peace at worst – though that hasn't stopped some few individuals from integrating into society, usually outcasts and freed prisoners. They have a +1 to Reflexes and Charisma.

Rahn

A newly uplifted race that has only existed in Confederate space for some few generations, the Rahn are single-celled organisms, though brought to a macro scale. Soft, squishy, and surprisingly friendly, Rahn are sugar-feeders who subsist on hardly anything at all, and work tirelessly, making them readily appreciated on the fringe worlds in need of labor. Rahn rapidly regenerate, able to process food into new limbs, or quickly seal wounds. They gain a +1 to Willpower and Physique.

In Conclusion

Having chosen your character's race, you're nearly done with Character Generation. The next steps are to pick a Class (see Chapter Two: Classes), and then purchase Equipment (Chapter Four). Your Class is perhaps your most important choice, as it reflects what your character is good at: where his skills lie, and what he's able to do in combat.

Once you've selected a class, head to Chapter Three to pick out your skills, and then that's it! Your character is ready to head into his first adventure!

Character Generation Summary

1. Roll 4d6 six times. From each roll, keep the highest three dice for a result from 1-18. Compare each result to the table above to determine Attribute Scores. Arrange to taste.
2. Pick a Race, which provides a number of bonuses.
3. Select a Class, and record its Special Abilities and starting Health.
4. Select four Skills to gain the Novice rank in.

Classes

Introduction

Once you've selected your character's race and assigned his Attribute scores, it's time to pick a class. Three classes are presented here: the daring smuggler, the tough and deadly mercenary, and the cunning tech specialist. Choose a class that most closely reflects what you want to play: do you want to sneak around, wheeling and dealing in the galactic underbelly? Play a smuggler. Want to bash heads in and wield the heaviest weapons, play a mercenary. Wanna be good with machines, computers, and spacecraft? Tech specialist's your man.

Advancing in Level:

As your character completes adventures and quests, the Game Master will award you Experience Points, or EXP. When you accumulate enough EXP, you are able to advance in level, which confers a number of benefits. The higher your level, the more powerful your veteran character becomes, slowly working his way up from an apprentice mage or squire to a full blown hero able to challenge dragons and demons!

When you gain a level, you gain the following benefits:

1. Your Health pool increases, as noted on your class table. Health (HP) measures your toughness and ability to endure damage -- the more you have, the harder you are to kill. You get a set amount of Health each level.
2. Your Focus increases by a number equal to your Willpower. You begin with 10 + Willpower Focus at 1st level. Focus indicates your character's ability to concentrate, their resistance to lust and psi-attacks, and torture: when it reaches 0, your character is considered helpless and can take only a Move action each turn.
3. Your class-based special abilities increase. See your individual class tables for what you get on any given level.
4. If you've just reached an even-numbered level (2, 4, 6, 8, or 10), you gain a Skill Rank. This can be used to advance an existing skill, or to gain training in a new skill at the Novice rank. See the Themes & Skills chapter for more information.
5. If you've just reached level 3, 6, or 9, your Saving Throws all increase by +1.

The Tech Specialist

Hit Points per Level: 8

Armor/Shield Proficiency: Light armor, medium armor, and energy shields

Weapon Proficiency: All energy/electric, any non-military ballistic

Level	Experience	Power TN	Attack Bonus	Special Abilities
1	0	11	+1	Drone Operation, Computer Master
2	2,000	11	+1	Tech Power
3	4,000	11	+1	Emergency Power
4	8,000	12	+1	Tech Power, Veritable Engineering
5	14,000	12	+2	Rapid Shot I, Twin Hack
6	22,000	12	+2	Tech Power
7	35,000	13	+2	Companion Link
8	50,000	13	+2	Tech Power
9	75,000	13	+3	Dominate A.I.
10	100,000	14	+3	Rapid Shot II, Tech Power

Level 1: Drone Operation

You begin play with a small, non-sentient V.I.-controlled drone which hovers around you, providing assistance. It obeys your commands without question, and a sophisticated speech parser allows it to understand fairly complex commands. It has the following statistics:

HP: 18 Dodge: 12 Fort/Ref/Will: +0/+2/+1 Attack: +2 Damage: 1d6+2 (Welding Laser)

Abilities – *Fly* 30 ft.; *Repair Protocols* (If destroyed, the auto-turret will repair itself to working condition after 1 day. You can expedite this to 1 hour with a TN 15 Mechanics check); *Support Drone* (The drone can attempt to Assist you on Intelligence checks to repair equipment or hack computer systems. It has a +1 bonus to this roll).

You can upgrade the drone's weapons, armor (Health), and shields at your own expense.

Level 1: Computer Master

You gain training in the Computer Use skill.

You can attempt a Hacking check as an Action, rather than as a skill challenge (which would normally take several rounds or minutes).

Level 2: Tech Power

You gain a Tech Power of your choice at 2nd, and every even-numbered level.

Level 3: Emergency Power

Once per day when your Shields are overwhelmed, you can spend your Reaction to attempt to recharge them. If you are Linked to a party member whose shields fail (see Companion Link), you can use this ability to attempt to recharge that ally's shields.

Level 4: Veritable Engineering

You have a number of power slots equal to the total Tech Powers you've unlocked. You can use any and all Tech Encounter powers you know in any combination each day up to your total power slots.

Level 5: Rapid Shot

Starting at 5th level, you can attempt to fire your weapon more rapidly, adding an additional attack to any rapid-fire weapon you use. This increases the two extra shots at 10th level.

Level 5: Twin Hack

At 5th level, you can maintain two simultaneous hacks, or control two droids at once.

Level 7: Companion Link

You have the ability to, as an Action, establish a link to the computer systems of any willing character (including other PCs). The link persists until you or that ally severs it. While it exists, you have Advantage to hacking checks against that character, but can also use your Action to grant them any Tech Power you possess, which they use immediately (making a single attack if applicable) or to recharge their shields.

Level 9: Dominate A.I.

You are a master of subverting Artificial Intelligences, and as an 8/4 skill challenge can attempt to permanently dominate them, reprogramming them so that they are unwaveringly loyal to you. Failure is almost certain to incite their rage, however, and the hack cannot be repeated.

The Mercenary

Hit Points per Level: 10
 Armor/Shield Proficiency: All
 Weapon Proficiency: All

Level	Experience	Attack Bonus	Special Abilities
1	0	+1	Rapid Shot I, Shield Wall, Martial Training
2	2,000	+1	Martial Training, Battle Tactics
3	4,000	+2	Interdiction, Critical Moment
4	8,000	+2	Martial Training, Bravery
5	14,000	+3	Rapid Shot II
6	22,000	+3	Suppressing Fire, Martial Training
7	35,000	+4	Shield Burst
8	50,000	+4	Martial Training
9	75,000	+5	Improved Shield Wall
10	100,000	+5	Rapid Shot III, Weapon Mastery, Martial Training

Level 1: Rapid Shot

You can attempt to fire your weapon more rapidly, adding an additional attack to any rapid-fire weapon you use. This increases the two extra shots at 5th level, or three at 10th.

Level 1: Shield Wall

When using an energy shield, you can use your Action to create a massive barrier in front of you. While active, the shield only protects your front, but it grants you and adjacent allies partial cover (Disadvantage to hit you) and cannot be overwhelmed. You can sustain this ability as an Action each turn.

At 9th Level, when using this ability, your shield now protects you from all angles except the rear.

Level 1: Martial Training

You gain a single Martial Ability.

You gain an additional ability at every even-numbered Mercenary level.

Level 2: Battle Tactics

Choose one of the following tactical abilities:

Wolf Pack Tactics: Whenever you make a weapon attack, an ally of yours within 30 ft. can move up to its speed after the attack is resolved.

Hammer and Anvil: When you and an ally are adjacent to an enemy, you can use your Action to allow that ally to move into a flanking position with you and make an immediate melee attack.

Focus Fire: Whenever you hit an enemy with a ranged weapon attack, that enemy grants Advantage to the next attack roll made against it until the end of your next turn.

Level 3: Interdiction

When an adjacent enemy makes an attack that does not include you as a target, you can make an Opportunity Attack against that enemy.

Level 3: Critical Moment

Whenever you land a Critical Hit, you can immediately take an extra attack over your weapon's normal maximum or you may regain 1d4 Hit Points per level of Fighter you possess.

Level 4: Bravery

You become immune to fear, both mundane and psychic. As an Action, you can grant this bonus to all allies within 30 ft. of you, lasting until the end of your next turn; when you use this ability, allies also gain a bonus to Morale checks equal to your Charisma (minimum 1).

Level 6: Suppression Fire

Once per turn when an enemy who has cover from you leaves cover or makes an attack, you can make an Opportunity Attack against that enemy.

Level 7: Shield Burst

Once per day when your shields are overwhelmed, you can cause them to explode, dealing 4d6 damage to all enemies within 30 ft., or half that on a successful Reflex Saving Throw against TN 15. Allies take half normal damage, or none on a successful save.

Level 10: Weapon Mastery

Once per day, you can maximize the damage roll of a weapon attack you make. You must choose to use this ability before you roll the attack.

Smuggler

Hit Points per Level: 8

Armor/Shield Proficiency: Light armor

Weapon Proficiency: Light melee weapons, one-handed martial weapons, ranged weapons

Level	Experience	Attack Bonus	Special Abilities
1	0	+1	Trick Shot, Stroke of Luck, Bonus Skills, Thieves' Tools
2	2,000	+1	Scoundrel's Cunning
3	4,000	+1	Stroke of Luck 2/day
4	8,000	+1	Crippling Shot
5	14,000	+2	Rapid Shot I, Roguish Cunning
6	22,000	+2	Stroke of Luck 3/day
7	35,000	+2	Fast Breach
8	50,000	+2	Lucky Break
9	75,000	+3	Stroke of Lucky 4/day
10	100,000	+3	Rapid Shot II, Legendary Cunning

Level 1: Trick Shot

Whenever you make a weapon attack with Advantage, roll your weapon's damage dice twice and add the results. Roll thrice at 5th level, or four times at 10th.

Level 1: Stroke of Luck

Once per day, you can either reroll a failed check, saving throw, or attack roll, or give yourself advantage on a check or attack roll.

You can use this ability twice a day at 3rd level, and again at 6th and 9th levels.

Level 1: Bonus Skills

At 1st level, gain Novice rank in six skills, rather than the normal four.

Level 1: Thieves' Tools

You are proficient in the use of Thieves' Tools.

Level 2: Scoundrel's Cunning

Choose one of the following talents:

Smoke Bomb: As a Reaction when you're attacked, you can toss a smoke bomb or throw sand in your enemy's eyes, momentarily blinding them and imposing Disadvantage on the attack roll. At 5th level, when you use Smoke Bomb, you gain Advantage on your next attack against the provoking creature. This bonus ends at the end of your next turn.

Gilded Tongue: As an Action, make a Persuade check against a non-hostile character. If you succeed, the victim is considered Charmed by you, but until you dismiss the charm (as a free action), you cannot gain Advantage on checks or attacks.

Concordance: Gifted at getting others to do your dirty work for you, you can spend your Action each turn to allow another ally within 30 ft. to take an immediate Action – effectively taking your turn for you.

Level 4: Crippling Shot

Whenever you have Advantage on an attack, you can trade your Trick Shot bonus to instead inflict a Crippling Wound on your target. If you hit, it must succeed a TN 15 Fortitude Saving Throw or take Disadvantage on all checks, saves, and attack until the end of your next turn, and its speed is also halved for a turn.

A creature can only be inflicted with one Crippling Wound per encounter.

Level 5: Rapid Shot

Starting at 5th level, you can attempt to fire your weapon more rapidly, adding an additional attack to any rapid-fire weapon you use. This increases the two extra shots at 10th level.

Level 5: Roguish Cunning

You can select either another Scoundrel's Cunning ability, or one of the following powers:

Luck Favors The Bold: When you reroll a check with *Stroke of Luck*, roll two extra times rather than once. If you give yourself Advantage, instead roll three times and choose the better result.

Uncanny Dodge: You have Advantage when making Reflex saving throws.

Tech Cloak: Make a Hacking check against any cybernetic enemy within sight. If you succeed, that opponent cannot perceive you until you make an attack or make physical contact with it.

Level 7: Fast Breach

You can now make Security checks as a Standard action, and if it would take multiple successes to complete, yours count twice each.

Level 8: Lucky Break

You have Advantage on checks made to escape grapples, bonds, and other restraints.

Level 10: Legendary Cunning

You can choose another, lower-level Cunning power or the following ability:

Storm of Shadows: Whenever you make an attack with Advantage, you can either move up to half your speed or make a second attack against a different target within range.

Appendix: Martial Powers

Martial Encounter Powers:

Composed Attack

When you make a weapon attack with Disadvantage, you can negate that penalty.

Dazing Shot

As an Action, make a single weapon attack. If it hits, the target takes normal damage and is dazed until the end of your next turn.

Power Attack: As an Action, make a weapon attack against an enemy in range. If you hit, you deal an extra die of damage on any hits.

Sundering Shot: As an Action, make a single weapon attack. If it hits, your target grants Advantage on all attacks made against it until the end of your next turn.

Whirlwind Attack

As an Action, make a melee weapon attack against all adjacent enemies.

Martial Maneuvers:

Concordance

As an Action, allow an ally of yours within 30 ft. to take an immediate Action.

Follow Through

As a Reaction when you hit with a melee attack, you can make a second attack against a different adjacent enemy.

Rapid Shot: Whenever you make a ranged weapon attack, you can make one additional attack against a different enemy within range.

Spring Attack

As an Action, make a melee attack. If it hits, you impose Disadvantage on Opportunity Attacks made against you until the start of your next turn.

Martial Aptitudes:

Weapon Expertise

Whenever you make a melee weapon attack, you can subtract any number from your class based attack bonus. You can add this bonus to your Armor Class until the beginning of your next turn or twice that number to your damage for that attack.

Glancing Blow

Whenever you miss with a weapon attack, you still deal damage to the target equal to your Strength or Dexterity, whichever is higher. Shields utterly negate this ability.

Improved Defense

Choose one of your Saving Throws. The chosen save increases by +2.

Improved Initiative

Whenever you roll Initiative in combat, you gain a +4 bonus to your roll.

On Guard

You gain a number of extra Reactions equal to your Dexterity modifier (minimum 1). These Reactions can be used only to make Opportunity Attacks.

Opportunist

Whenever you hit with an Opportunity Attack, your target is slowed until the end of your next turn.

Appendix: Tech Powers

Tech Encounter Powers:

Charge Shot: As an Action, make an attack with an energy or electric weapon. The damage of each hit is maximized. But, if you roll a Natural 1, your barrel overheats and you must pass a TN 15 Mechanics checks to clear it.

Drone EMP: As an Action, you can have your drone or any droid you control emit a powerful EMP shock over a 30 ft. radius. Any active droids in the area are shut down until the end of your next turn unless they pass a Willpower Saving Throw against your Power TN + Intelligence, and shields are shut down without chance of a roll for the same duration, but your drone is disabled, too.

Neural Shock: As an Action, you can deliver a powerful electric shock to an adjacent enemy. It must pass a Fortitude Saving Throw equal to your Power TN + Intelligence or be stunned for a turn and take 1d6 + Int Electrical damage.

Tech Aptitudes:

Life Support: Each day, you prepare a number of Microsurgeon darts equal to your level. As an action, you can fire any number of these darts at your allies within 30 ft. For each dart you use, that ally regains 1d6 Hit Points.

Combat Engineer: You gain proficiency in all weapons, and can wear Heavy Armor, though it reduces your speed by 10 ft. while doing so.

Chapter Three: Skills

Introduction

With your class picked out, you know what your character does in combat: now it's time to pick out what he's good out of battle. Skills are another avenue for interacting with the game world: Attribute Checks are still at the core of your abilities, showing your very general aptitudes, but skills are more specialized fields of expertise and knowledge. Anyone might be dexterous, but that's a far cry from being a professional acrobat and tight-rope walker.

The primary way in which characters interact with the world, from researching in ancient libraries to kicking open doors, is through Attribute Checks: $1d20 + \text{Attribute}$, compared to a Target Number (TN). Skills modify these Attribute checks in certain circumstances, granting a small bonus to the chance of success if the character has training in a particular field. A Smuggler with a vast repertoire of lore at his disposal should, after all, be more able to recall a bit of information than the Mercenary who never even learned to read.

Each skill is given a Rank: Untrained, Novice, Journeyman, Expert, Master, Grandmaster, or Epic.

Novice represents a +3 bonus to Attribute checks made to attempt a specific task, relevant to the skill's description (ie, a Dexterity check made to pick a lock would gain a +3 bonus from a Novice of Thievery). Each rank after Novice represents an additional +1 on top of the Novice bonus, up to Epic-rank skills with a total of +8.

Skill Rank	Bonus
Novice	+3
Journeyman	+4
Expert	+5
Master	+6
Grandmaster	+7
Epic	+8

At 1st level, characters begin the game as a Novice in four different skills. At each even-numbered level, the character either gains a new Novice-ranked skill, or increases the rank of one skill he already possesses.

For example, a Rogue reaches 10th level, and already has attained the Master rank in his Thievery skill;

he advances his knowledge of Thievery to the Grandmaster rank, now gaining a +7 bonus to all Thievery checks. However, at this level, the Rogue could, instead, remain a Master Thief and become a Novice Linguist, or in any other skill he doesn't already have training in.

The game assumes the following skills, though the Game Master may create additional ones as befit his campaign. Each is linked to a “primary” Attribute, which is what that skill usually modifies. It is, for example, usually an Intelligence check to recall a piece of historic information, or Dexterity to walk a tightrope. On occasion, however, the GM may call for a skill not normally linked to an attribute: Stealth to modify an Intelligence check, for instance, to construct a hidden dugout.

The Skills:

Persuade:

Intimidate:

Mechanics:

Hacking:

Heal:

Stealth:

Thievery:

Demolitions:

Gunnery:

Computer Use:

Lore:

Perception:

Piloting:

Navigation:

Skill Checks

Whenever an Attribute or Skill Check is called for, the total roll (1d20 + Attribute + Relevant Skill, if any) is compared to a Target Number. If the total is equal to or exceeding the Target Number, the check is successful.

Some sample Target Numbers include:

Difficulty	Target Number
Easy	8
Normal	12
Hard	18
Very Hard	25
Nigh-Impossible	30

Opposed Checks:

In some cases, characters will be asked to make an opposed check (such as Stealth vs Perception), meaning that rather than facing off against a set TN, they must try to equal or exceed the skill check of an NPC, such as a Charisma:Bluff vs a Wisdom:Insight skill check.

Cooperation:

It is possible to help an ally succeed in a skill check. The allies must be adjacent to each other, and each supporting ally must make a TN 10 check for the appropriate skill. When this is done, only one character actually makes a check, but he gains Advantage on his check.

Skill Challenges:

Generally, characters cannot repeat a check once it is made – if a thief fails to pick a lock, he cannot attempt to unlock it again – until a significant change in situation arises. Once success or failure is achieved, that is usually the end of it. The exception to this are Skill Challenges: particularly challenging endeavors, or very complex ones, that the GM deigns require multiple checks to accomplish.

Skill Challenges require the PC to achieve a certain numbers of successes, usually within a time limit or before a certain number of failures are accrued: often two successes for every possible failure.

Chapter Four: Equipment
