Name	
XP	[4]
Class	
Background	
Homeland	[Leave blank if none]
Race	[Leave blank if none]

	Level	1 [5]	it Dice [6

	HP	
	Current	Max [7]

	Gold		
	Gold	Silver	Copper
	0 [8]	0 [9]	0

Skills	Roll at [1]	Points Spent [2]	Next Level [3]
Administer [1	-1		1
Connect [11]	-1		1
Convince [16	-1		1
Craft [19]	-1		1
Exert [21]	-1		1
Heal [26]	-1		1
Know [29]	-1		1
Lead [32]	-1		1
Magic [35]	-1		1
Notice [44]	-1		1
Perform [47]	-1		1
Pray [49]	-1		1
Punch [51]	-1		1
Ride [52]	-1		1
Sail [54]	-1		1
Shoot [55]	-1		1
Sneak [56]	-1		1
Stab [62]	-1		1
Survive [63]	-1		1
Trade [64]	-1		1
Work [65]	-1		1

Armor		AC [22]	Enc.
		10	0
Shield			0

Enc.	e. [2	St. [24]
Max	5	10
Cur.	0	0

	System Strain	
	Current	Max [17]
		10

Attributes [12	Stat [13	Mod [14	onus [15]
Strength [18]	10	0	
Dexterity [20]	10	0	
Constitution [2	10	0	
Intelligence [28	10	0	
Wisdom [31]	10	0	
Charisma [34	10	0	

Attack Bonus/Saves [27]	
Attack Bonus [30	
Initiative [33]	0
Physical Save [43	15
Mental Save [45]	15
Evasion Save [48	15
Luck Save [50]	15

Cls. benefit [	☐
Cls. benefit	☐

Weapon [36]	DMG [37	Range [38]	tr. Bo [39	hock [40	Enc.	R/S [42]

Magic Items/Abilities [53]	Strain

Potions/Grenades [57]	DMG [58	Range [59]	tr. Bo [60	#	Enc.	R/S [61]

Current Goals

Equipment [66]	# [67]	Enc. [68]	R/S [69]

Foci And Other Abilities [71]	
1	
1	
2	
5	
7	
10	

Unspent Skill Points

Effort Points [	Comitted For The...
1	☐
2	☐
3	☐
4	☐
5	☐
6	☐
7	☐
8	☐

Total Currency	Gold	Silver	Copper	Total From Items	Total Other [72]					
0₡	0₡	0₡	0₡	0₡						

Valuable Items	Location	Value In Gold		Valuable Items You'll Never Sell	Location	Value In Gold

Spell Numbers			Quick Reference		
Your max spell level	#N/A		Arts Known	Spells Memorised	
Total spells per day	#N/A				
Max spells prepared	#N/A				
Number of Arts	#N/A				

Spell List		Total memorised:	0		
The Name Of The Spell Or Art [73]		evel [74	emorised [7	Description Of The Spell	

Name Of Ability/Foci/Items	Full Description

Primitive Weaponry And Unarmed Attacks

Weapon	Damage	Range in Feet	Cost	Shock	Attribute	Special	Enc.
Axe, Hand	1d6	10/30	10	1/AC15	Str	T	1
Axe, War	1d10	-	50	3/AC15	Str	2H	2
Blackjack	1d4	-	1	-	Str/Dex	S, LL	1
Claw Blades	1d6	-	1	2/AC13	Str/Dex	S	1
Club	1d4	10/30	0	-	Str/Dex	T, LL	1
Club, Great	1d10	-	1	2/AC15	Str	2H	2
Dagger	1d4	30/60	3	1/AC 15	Str/Dex	S, T, PM	1
Halberd	1d10	-	50	2/AC 15	Str	2H, L	2
Hammer, Great	1d10	-	50	2/AC 18	Str	2H	2
Hammer, War	1d8	-	1	1/AC 18	Str	-	1
Mace	1d8	-	15	1/AC18	Str	LL	1
Pike	1d8	-	10	1/AC18	Str	2H, L	2
Shield Bash, Large	1d6	-	-	1/AC 13	Str	LL	-
Shield Bash, Small	1d4	-	-	-	Str/Dex	LL	-
Spear, Heavy	1d10	-	10	2/AC 15	Str	2H	2
Spear, Light	1d6	30/60	5	2/AC 13	Str/Dex	T	1
Staff	1d6	-	1	1/AC 13	Str/Dex	2H, LL	1
Stiletto	1d4	-	10	1/AC 18	Dex	S, PM	1
Sword, Great	1d12	-	250	2/AC 15	Str	2H	2
Sword, Long	1d8	-	100	2/AC13	Str	-	1
Sword, Short	1d6	-	10	2/AC15	Str/Dex	-	1
Unarmed Attack	1d2	-	-	-	Str/Dex	LL	-

Ranges are expressed in normal and maximum ranges. Firing at a target beyond normal range applies a -2 hit penalty.

Projectile Weaponry

Weapon	Damage	Range in Feet	Cost	Magazine	Attribute	Special	Enc.
Bow, Large	1d8	100/600	20		Dex	2H,R,PM	2
Bow, Small	1d6	50/300	20		Dex	2H,R,PM	1
Crossbow	1d10	100/300	10		Dex	2H,SR,PM	1
Hurlant, Great	3d10	600/2400	10,000		Dex	FX,SS,AP	15
Hurlant, Hand	1d12	30/60	1,000		Dex	SS,AP	1
Hurlant, Long	2d8	200/600	4,000		Dex	H,SS,AP,P	2
Throwing Blade	1d4	30/60	3		Dex	S,T,N	1
Alchemy Fire	Burny	10/30			Dex	Wssh!	1
Thunder Geode	2d6	30/90	22		Dex	AP	1
Boomstick	3d4	10/30			Dex	SS,AP	1

Ranges are expressed in normal and maximum ranges. Firing at a target beyond normal range applies a -2 hit penalty.

Energy Weapons [76]

Weapon	Damage	Range in Meters	Cost	Magazine	Attribute	Tech	Enc.

Psitech Weaponry [77]							
Weapon	Damage	Range in Meters	Cost	Magazine	Attribute	Tech	Enc.

Gunnery Weapons [78]							
Weapon	Damage	Range	Cost	Magazine	Attribute	TL	Enc.
* Vehicle-mounted or emplaced position only							

EXPLORATION GEAR

Item	Cost (sp)	Enc	
Arrows, 20	2	1	
Backpack	2	1	
Backpack (Worn)	2	-	
Boots	2	1	
Boots (Worn)	2	-	
Candle	0.1	-	
Cart, one-horse	50	-	
Clothes, common	25	1	
Clothes, common (worn)	25	-	
Clothes, noble	500	-	
Clothes, noble (worn)	500	2	
Cooking utensils	4	1	
Crowbar	4	1	
Firewood, one night's fire	0.2	4	
Flask, metal, one pint	3	1	
Grappling hook	5	1	
Hammer or small tool	2	1	
Healer's pouch	5	1	
Hurlant bolts, 20	20	1	
Iron spikes, 10	1	1	
Lantern	10	1	
Mirror, hand	10	-	
Oil, one pint (1-3 Bundled)	1	1	
Paper, 10 sheets	1	-	
Rations, 1 week	5	4	
Rope, 50'	2	2	
Sack	1	1	
Shovel, pick, or similar	4	2	
Tinder box	1	-	
Torch (1-3 Bundled)	2	1	
Waterskin, one gallon	1	1	
Writing kit	3	1	

ARMOR [79]

Armor	Armor Class	Encumbrance	Cost	Tech
War Shirt	11	0	0	
Buff Coat	12	0	50	
Linothorax	13	1	20	
War Robe	14	3	50	

Pieced Armor	14	2	100	
Mail Shirt	14	1	250	
Cuirass and Greaves	15	2	250	
Sccaled Armor	16	3	250	
Mail Hauberk	16	2	750	
Plate Armor	17	2	1000	
Great Armor	19	3	2000	
Grand Plate	16	3	2000	
Shield, Small	13	1	20	
Shield, Large	14	1	10	

Attribute Modifier

Attribute Score	Modifier
0	-2
4	-1
8	0
14	1
18	2

Hit Dice Table

Hit Dice Table	Mage	Expert	Warrior	Adventurer(Exp/Mage)	Adventurer(X/Warrior)
1	1d6-1	1d6	1d6+2	1d6	1d6+2
2	2d6-2	2d6	2d6+4	2d6	2d6+4
3	3d6-3	3d6	3d6+6	3d6	3d6+6
4	4d6-4	4d6	4d6+8	4d6	4d6+8
5	5d6-5	5d6	5d6+10	5d6	5d6+10
6	6d6-6	6d6	6d6+12	6d6	6d6+12
7	7d6-7	7d6	7d6+14	7d6	7d6+14
8	8d6-8	8d6	8d6+16	8d6	8d6+16
9	9d6-9	9d6	9d6+18	9d6	9d6+18
10	10d6-10	10d6	10d6+20	10d6	10d6+20

EXP TABLE

XP	Level	Hit Dice	Skill Points
0	1	1d6	0
3	2	2d6	3
6	3	3d6	6
12	4	4d6	9
18	5	5d6	12
27	6	6d6	15
39	7	7d6	18
54	8	8d6	21
72	9	9d6	24
93	10	10d6	27

Class Skill Level Cost

Skill Level	Total Cost
-1	0
0	1
1	3
2	6
3	10
4	15
5	21
6	28
7	36
8	45
9	55

Spell Casting / Arts

	Spell Casting						Arts	
	Full Mage			Partial Mage				
Character Level	Max Level	Spells Cast	Spells Prepared	Max Level	Spells Cast	Spells Prepared	Full Mage	Partial Mage
1	1	1	3	1	1	2	2	1
2	1	1	3	1	1	3	3	2
3	2	2	4	1	1	3	3	3
4	2	2	5	1	2	4	4	3
5	3	3	6	2	2	5	4	3
6	3	3	7	2	3	6	5	4
7	4	4	8	2	3	7	5	4
8	4	4	9	2	3	7	6	4
9	5	5	10	3	4	8	6	5
10	5	6	12	3	4	9	7	5

Background Packages

Artisan	Craft
Barbarian	Survive
Carter	Ride
Courtesan	Perform
Criminal	Sneak
Hunter	Shoot
Laborer	Work
Merchant	Trade
Noble	Lead
Nomad	Ride
Peasant	Exert
Performer	Perform
Physician	Heal
Priest	Pray

Sailor	Said
Scholar	Know
Slave	Sneak
Soldier	Any Combat
Thug	Any Combat
Wanderer	Survive

[1] Skill Levels:

No Skill (-1)
The character is completely untrained in the skill. He or she might still be able to attempt it, if the task is simple enough, but complex and demanding feats are completely beyond him or her.

Trainee (0)
The character can carry out simple, routine tasks with the skill, and has at least a chance of managing more difficult feats.

Professional (1)
The character has normal professional skill in the field, and can perform most ordinary tasks with little chance of failure.

Expert (2)
The character is noticeably superior to most practitioners of the skill, and even difficult feats have a good chance of success.

Master (3)
This level of expertise is normally reserved to true specialists. There is probably not a better practitioner of the skill in the star system.

Legendary (4)
There is probably no better practitioner of the skill in the entire stellar sector.

[2] Add the total number of skill points in here, including character creation as though done by advancement.

[3] How many skill points are needed to be spent to get the next level

[4] Level	Exp Points
1	0
2	3
3	6
4	12
5	18
6	27
7	39
8	54
9	72
10	93

[5] Please don't edit. Just fill in your xp.

[6] To determine a character's maximum hit points, roll the hit dice associated with their class and add their Constitution attribute modifier. Even those characters with a Constitution penalty start with at least 1 hit point. Some GMs may choose to omit the initial roll and simply start new characters with the maximum possible hit points.

When a character goes up in level, they gain an additional hit die of hit points. The player rolls both it and their existing hit dice to determine their new total. Their Constitution modifier is applied once for each level of the character.

If the new total is less than the old, the character retains the old hit point total. A character's hit points never go down when they rise in level.

[7] Max HP is determined by multiplying your Constitution Modifier by your Level, then adding your Hit Dice.

If the new total is less than the old, the character retains the old hit point total. A character's hit points never go down when they rise in level.

[8] Tip: leave these money cells as formulas (E.g. =46 instead of just '46') so that when you get more money, you just add it (=46+20), find the new total and then overwrite that in instead (=66)

[9] Tip: Use this area as money you're carrying in your coin pouch. Go to the Finances tab for money stored in other places. This is useful if you're the victim of thievery or suchlike to track losses.

[10] Keep an organization running smoothly, scribe things well, plan out logistics, identify incompetent or treacherous workers, analyze records or archives, or otherwise do things that an executive or middle-manager would need to do.

[11] Find or know people who are useful to your purposes, make friendships or social acquaintances, know who to talk to get favors or services, and call on the help or resources of organizations you belong to. Connect covers your PC's ability to find the people you need, though convincing them to help may require more than this.

[12] To generate a character's attributes, 3d6 are rolled six times and the results are assigned to the attributes in the order listed on the table below.

Average humans have attributes in the 8 to 13 range; as such, you may choose to remove points from any attribute above 13 to raise any attribute up to 8. No attribute so altered can be lowered below 13 or raised above 8.

At your discretion, you may replace one of your prime requisites (shown in white) with a score of 14 to reflect the natural aptitude that led you to your career.

[13] Make any temporary attribute changes by making the below cells a formula. E.g. Bracers of +1 str with a strength of 10 would make a cell like: =10+1

[14] Modifiers:
3 (-2)
4-7 (-1)
8-13 (0)
14-17 (+1)
18 (+2)

[15] Add numbers to any attribute bonus here.

[16] Persuade a listener that something you are saying is true. Naturally, the more implausible the claim or more emotionally repugnant it is to them, the more difficult it is to persuade them. Furthermore, how they act on their newfound conviction is up to them and their motivations, and may not be perfectly predictable.

[17] A creature's maximum System Strain is equal to their unaugmented Constitution score, and they cannot benefit from biopsionic powers if their System Strain is already maximized. Each 24 hours spent without biopsionic modification decreases a subject's System Strain by one point.

[18] Physical might and ability to carry heavy loads. Characters with high Strength are fearsome in hand-to-hand combat, smashing through enemy defenses with brute force, while those with low Strengthmight be puny, unathletic, or small-framed.

[19] Craft or repair goods and technology appropriate to the PC's background and society. The Craft skill can be used for a wide range of artisan pursuits, though a GM is within their rights to keep the PC from

building complex things that are too far away from their past background and experience.

[20] Hand-eye coordination, agility, and reaction speed. High Dexterity is the sign of a nimble, quickhanded character with a lot of natural aptitude for gunplay. Low Dexterity implies that the character might be lumbering, fumble-fingered, or two steps behind everyone else when surprised.

[21] Run, swim, climb, jump, labor for long periods, throw things, or otherwise exert your physical strength, stamina, and coordination. Even a PC with poor physical attributes might have a good Exert skill reflecting athletic training and expertise in making the most of their available talents.

[22] Use the larger of the calculated armour classes

[23] A character can have ready a number of items equal to half their Strength score, rounded down. Ready items include those that the character is using or wearing at all times, or that they have conveniently to hand in sheaths, holsters, or belt pouches. Suits of armor count as readied items, but the normal clothing and jewelry that a character might wear does not.

A character can draw or produce a readied item as part of any action they may take during a turn.

[24] A character may have a number of stowed items equal to their full Strength score. Stowed items are carried in backpacks, in carefullybalanced leg or arm pockets, or otherwise packed away where they will least encumber the character.

If a character needs to get out a stowed item in a hurry, it will take one round to dig it out of their pack or pockets.

[25] Hardihood, stamina, and the ability to withstand pain, sickness, and injury. High Constitution indicates a character that can take a lot of abuse before keeling over, whether or not they have an impressive musculature. Low Constitution might mean a persistent sickliness, a sedentary lifestyle, or just a low pain threshold.

[26] Treat wounds, cure diseases, neutralize poisons, diagnose psychological health issues, and otherwise tend to the wounds of body and mind. The Heal skill cannot cure lost hit points directly, but it's a vital skill in stabilizing Mortally Wounded allies or ensuring clean recovery from grievous injuries.

[27] Saving throws are made by rolling 1d20. If the result is equal to or greater than the relevant saving throw score, the save is a success. Depending on the situation, the danger may be lessened in its effect or even avoided entirely.

Not every danger grants a saving throw. There is no saving throw to resist being struck in combat, for example, and no amount of physical hardiness will save a character that leaps into a magma pipe or stands in front of a gravtank's vortex cannon. The GM determines when a saving throw is appropriate and the benefits of succeeding.

Some situations might allow a choice of saving throws. Avoiding infection by a disease might be either a Physical Effect save to resist the incipient sickness or it might be a Luck save to avoid exposure. In such situations, the player chooses which save to roll.

Most natural hazards allow for some sort of saving throw to mitigate the worst of their effects, as do most hostile psionic powers.

[28] Memory, logic, and the capacity to think quickly. Characters with high Intelligence are well-suited to coping with complex technical skills and mentally demanding professions. Those with low Intelligence might take a while to reach a conclusion, or forget important details.

[29] Know matters of history, geography, natural science, zoology, and other academic fields appropriate

to a sage or scholar. While some sages might specialize in particular fields, most learned men and women in this age have a broad range of understanding, and will rarely be unable to even attempt to answer a question relevant to this skill.

[30] The character's attack bonus, as well as the relevant Combat skill, and the attribute bonus associated with the weapon, are added to hit rolls. Meeting or exceeding their armour class is a success

[31] Perception, strength of will, and judgment. A high Wisdom shows that the character is keenly aware of his or her surroundings, has a strong willpower, and a healthy fund of common sense. A low Wisdom suggests that the character is prone to bad choices or indulgent behavior.

[32] Inspire others to follow your lead and believe in your plans and goals. Manage subordinates and keep them focused, loyal, and motivated in the face of danger or failure. A successful leader will keep their subordinate's faith and confidence even when reason might make the leader's plan appear questionable at best.

[33] To determine initiative, each side rolls 1d8 and adds the highest Dexterity modifier in the group. NPCs usually have no modifier, unless the GM decides they're exceptionally quick. The side with the highest roll goes first in whatever order the members choose, and then the other sides act in their respective order. The PC party wins any initiative ties. At the end of the round, it cycles back to the first group and repeats accordingly.

[34] Charm, persuasiveness, and capacity for leadership. Not every high-Charisma character is handsome or beautiful, but all of them have a way of making others take them seriously. Whether through natural charm or an imposing presence, people tend to believe and trust them. Characters with low Charisma have a hard time getting others to respect them. Even genuine skills and talents tend to be discounted.

[35] Cast or analyze magic and know things about famous mages or notable magical events. Classes that can't cast spells obtain only intellectual and scholarly benefits from this skill.

[36] A character may use their turn's action to attack an enemy. To attack, the PC rolls 1d20 and adds their relevant Combat skill, the attribute bonus associated with the weapon, their target's armor class, and the Attack Bonus for their class and level.

If the total is equal or greater than the target's AC, the attack hits successfully.

A natural roll of 1 on the die always misses, and a natural roll of 20 always hits.

Circumstances can apply other penalties or bonuses to the hit roll. Hitting a target that's under cover might apply a -2 penalty or worse. If the PC has no skill in the weapon he is using, he usually suffers a -2 penalty to hit.

These modifiers are cumulative, and the GM is the final arbiter of what merits a modifier.

[37] If the attack hits, the PC then rolls the damage dice associated with the weapon and adds the appropriate attribute bonus. This damage is then subtracted from the victim's hit points. Creatures reduced to zero hit points are either dead or mortally wounded.

Note that while you add the relevant skill bonus to a weapon's hit roll, you don't add it to the damage. The only exception is with the Punch skill, which adds its level to both the hit and damage roll.

[38] Ranges are expressed in feet at normal and maximum ranges. Firing at a target beyond normal range applies a -2 hit penalty.

[39] Attribute Bonus. Look up if Str, Dex or Both

[40] Special properties of the weapon

[41] Weapons count as one item for encumbrance purposes.

Weapons that require two hands to use, such as greatswords or rifles, count as two items.

[42] Is the Item Readied or Stowed?

[43] This saving throw applies to resisting diseases, poisons, and other tests of personal hardihood.

[44] Notice small details, impending ambushes, hidden features, or concealed objects. Detect subtle smells, sounds, or other sensory input. Notice cannot be used simply to detect a lie, but keen attention can often discern a subject's emotional state.

[45] Mental effect saves are made to resist most psionic powers and other effects that directly influence a character's mind.

[46] Warrior and Expert special abilities. Like Veteran's Luck and Masterful Expertise.

[47] Sing, act, dance, orate, or otherwise perform impressively for an audience. Compose music, plays, writings, or other works of performance art. Most performers will have a particular field they excel at, though polymaths might exist if the PC's background is appropriate for such versatility.

[48] Evasion saves apply in situations that test an character's ability to dodge or dive out of the way of peril.

[49] Perform the clerical rites of your religion, and be familiar with the gods, demons, and taboos of major and minor faiths, and identify iconography and persons of religious importance. Pray also helps you know the state of local faiths and the important persons in their hierarchies.

[50] When a character's wellbeing depends purely on dumb luck rather than any effort they might make, a Luck saving throw is in order.

[51] Fight unarmed or with natural body weaponry. Punch, kick, grapple, or otherwise brawl without the benefit of man-made tools. This mode of fighting is inefficient at best without some special Focus to improve it, but it's reliably non-lethal

[52] Ride an animal, drive a cart or carriage, or otherwise deal with land transportation. This skill also includes competence at mount care and tending, basic cart or carriage repair, judging good horseflesh, and other skills appropriate to a beast-rider of whatever society the PC comes from.

[53] Go to the expended tab for longer description.

[54] Sail or repair a ship, build small craft, navigate by the stars, read sea weather, manage sailors, and otherwise conduct the business of a professional mariner. This skill may apply to more esoteric means of vehicular travel in some societies.

[55] Fire a bow or crossbow or throw a hurled weapon. Maintain ranged weaponry and fletch arrows.

[56] Move silently, hide in shadows, avoid notice, pick pockets, disguise yourself, pick locks, defeat traps, or otherwise overcome security measures.

[57] A character may use their turn's action to attack an enemy. To attack, the PC rolls 1d20 and adds their relevant Combat skill, the attribute bonus associated with the weapon, their target's armor class, and the Attack Bonus for their class and level.

If the total is equal or greater than 20, the attack hits successfully.

A natural roll of 1 on the die always misses, and a natural roll of 20 always hits.

Circumstances can apply other penalties or bonuses to the hit roll. Energy weapons grant a +1 to hit due to lack of recoil, for example, while hitting a target that's under cover might apply a -2 penalty or worse. If the PC has no skill in the weapon he is using, he usually suffers a -2 penalty to hit.

These modifiers are cumulative, and the
GM is the final arbiter of what merits a modifier.

[58] If the attack hits, the PC then rolls the damage dice associated with the weapon and adds the appropriate attribute bonus. This damage is then subtracted from the victim's hit points. Creatures reduced to zero hit points are either dead or mortally wounded.

Note that while you add the relevant skill bonus to a weapon's hit roll, you don't add it to the damage. The only exception is with the Combat/Unarmed skill, which adds its level to both the hit and damage roll.

[59] Ranges are expressed in normal and maximum ranges. Firing at a target beyond normal range applies a -2 hit penalty.

[60] Attribute Bonus

[61] Is the Item Readied or Stowed?

[62] Fight with melee weapons or throw a hurled weapon. Maintain and identify weaponry

[63] Hunt, fish, navigate by the stars, mitigate environmental hazards, identify plants and wildlife, and craft basic survival tools and shelter. A PC's Survive skill is most pertinent to the environments in their background, but the basic principles can be applied in all but the most alien environments.

[64] Buy and sell at a profit, identify the worth of goods or treasures, deal with merchants and traders, find black-market goods and services, and know laws regarding smuggling and contraband.

[65] This skill is a catch-all for any profession that might not otherwise merit its own skill, such as a painter, lawyer, farmer, or herdsman. The precise skill it represents will vary with the PC's background.

[66] For non-default items overwrite the encumbrance lookup formula. If you need the formula back, you should be able to drag-down for it

[67] Number of Items

[68] For custom items, either add them to the list in the Equipment tab or just manually overwrite the formula. You should be able to drag down to get the formula back.

[69] Is the Item Readied or Stowed?

[70] Equal to 1+ the skill the effort uses + the stat the effort uses.

Grey out effort points you don't have.

[71] Go to the expended tab for longer description.

[72] If you start getting value from other sources, just add to this page. The formulas on this page are pretty simple. E.g. If you get a lot of gems as rewards you might make a copy of Valuable Items, paste it below, call in 'Gems', turn 'Total other' into 'Total Gems" and set the formula to total the gems values.

[73] Highlight rows below this one and go to Data--> Sort Range --> Advanced Range Sorting Options --> Sort by Column E.

That ought to keep things organised.

[74] Level of the spell. Write arts as level 0 or level 10 for if you want them at the top or bottom of a sorted list.

[75] Write anything in this column to indicate the art/spell has been memorised.

[76] While the heavy metal slugs and flechettes thrown by projectile weaponry tend to be more damaging, the lack of recoil for energy weapons tends to make them more accurate. All attacks with energy weapons gain +1 to hit.

Energy weapons are very popular on more advanced worlds, as a soldier can carry far more ammunition in the form of Type A energy cells than they can carry bullets. Range and accuracy is also superior, though the infrastructure necessary for maintenance and repair of these weapons is substantially higher.

Pistol-sized energy weapons count as one item of encumbrance, while rifles, thunder guns, plasma projectors, and distortion cannons count as two items.

[77] Psitech weaponry is rare and often experimental in nature. The following items are simply some of the most commonly known varieties.

[78] Some weapons are simply too big to be comfortably used without a tripod, fixed support, or vehicle mounting. Others require specialized training in the use of heavy munitions. The weapons listed here all use the Combat/Gunnery skill to determine hit bonuses, and unless otherwise noted, all require some sort of support for firing.

Energy weapons use Type B power cells. Rocket launchers and hydra arrays use missiles as given on the exploration gear tables, while heavy machine guns and wheatcutter belts consume large amounts of standard ammunition.

Some heavy guns can be fired to suppress. Double the usual ammunition is fired in one round, and every target in front of the weapon that is not under hard cover is automatically hit for half normal damage. A successful Evasion or Luck saving throw eliminates this damage.

[79] Armor is a popular acquisition for adventurers as their lifestyle often puts them in harm's way. Completely unarmored human combatants rarely last very long in a fight, and have a base Armor Class of 9. Armored or not, characters subtract their Dexterity modifiers from their Armor Class.

Heavy suits of armor can count as more than one item for encumbrance purposes. Very light suits may not encumber at all.