

FADING SUNS TO TRUE20 CONVERSION

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BASICS

Xeno Misunderstanding: Humans (and Aliens) in the Fading Suns Known Worlds have little understanding of those not of their race, and as such have problems interacting with those not of their race; this mean that they have a -2 to all Charisma based skills vs. “aliens” and –2 to Sense Motives vs. anyone not of their race. Also they get a -2 penalty to any other skills like Medicine (Physick) rolls, where being different would matter. The Feat **Xeno-Empathy** allows these penalties to be ignored as the character has learned to understand other races.

Humans receive all the normal bonuses listed in True20 and +1 Conviction Points

PATHS

In Fading Suns, most peoples follow a “Paths”, which are not generally associated with any one particular Role. Instead, a Noble might be a skilled Soldier or a Diplomat or even a Psyker (adept). The three Major Paths grant the character a free Feat and then help determines his **Favored Feats**, **Common Natures (Vices and Virtues)** and **Skills**. For ‘Those Who Differ’ it could be an Alien or a minor Noble, heretical Church Order or Yeoman. These characters generally do not have as much freedom to determine their own destinies, and must ally themselves to a Noble House, a Church or Guild to access these things.

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Those Who Rule: Noble

All Noble receive

Bonus Feats: Noble Title Feat . They can take this feat multiple times to reflect a higher rank of nobility.

Favored Feat: Favored Opponent and **Inspire** .

Hawkwood

Prideful yet honorable, the Hawkwoods have seen one of their own take the Emperor's throne. While Alexius Hawkwood has since distanced himself from his family to appear more impartial, the Hawkwoods take such political setbacks with stoicism — the same fierce perseverance with which they beat back the barbarian raiders to their worlds. A Hawkwood does not give up. House Hawkwood is more beloved by its vassals than any other house, for they treat them fairly and with justice.



Favored Feats: Eye For Treachery, and **Honest Law**

- **Common Virtues: Bold, Courageous, Just, Loyal**
- **Common Vices: Arrogant, Prideful**
- **Common Skills:** Diplomacy, Knowledge (History), Knowledge (Tactics), Notice, Ride

Decados

Slimy, cunning and extremely successful, the Decados have risen to power through treachery and an uncanny understanding of their rivals — helped in no small part, no doubt, by their vast, invisible intelligence network. While the other families accuse them of a number of crimes, the Decados are here to stay and thus must be dealt with on their own terms. Decados vassals despise their lords but are kept in line through fear or the promise of power for those who make good quislings.



- **Favored Feats: Dishonest Law** , and **Seize Initiative**
- **Common Virtues:** Curious, Shrewd
- **Common Vices:** Suspicious, Vain, Manipulative
- **Common Skills:** Bluff, Diplomacy, Disguise, Notice, Sense Motive, Stealth

The Hazat

Hot-blooded and intense, the martial Hazat know how to field an army but are also no strangers to intrigue. When they can calm the vicious infighting from family to family, they can present a formidable front against rivals from other houses. Left with less land after the war than they began with, they now pursue a campaign against a barbarian world, seeking new lands outside of the Empire. Hazat vassals are loyal, for they know that sacrifices for their lords are often rewarded.

- **Favored Feats: Issue Challenge** , and **Unbalance Opponent**
- **Common Virtues:** Bold, Disciplined
- **Common Vices:** Impetuous, Vengeful
- **Common Skills:** Knowledge (Tactics), Notice, Survival



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Li Halan

This pious and disciplined family was once the worst behaved of all nobles. Their immoral exploits are legendary, as is the tale of their overnight conversion to the Church. They now pursue the scriptures as fanatically as they once chased pleasure. While other nobles may snicker at the faithful lords, they more often fear the Li Halan, for this family has proved implacable on both the battlefield and at court. Their vassals are fiercely loyal, for they know their place as vassals in the Pancreator's plan.

Favored Feats: **Merciful Combat** , and **Safe Passage**

- **Common Virtues:** Compassionate, Gracious, Pious
- **Common Vices:** Brainwashed, Guilty
- **Common Skills:** Diplomacy, Knowledge (Theology and Philosophy)



Al-Malik

The exotic and inscrutable al-Malik are often accused of being mere merchants, for their ties to the League are well known. But they have proven their noble legerdemain many times, through the acquisition of land and a unique understanding of human nature and politics. It is very hard to pull one over on an al-Malik, but it is likewise hard for them to resist the lure of a good adventure or challenge. Vassals of this family are well-treated and return the respect with solid service.

- **Favored Feats:** **Eye For Treachery** , and **Grooming**
- **Common Virtues:** Gracious, Innovative
- **Common Vices:** Greedy, Impetuous, Possessive
- **Common Skills:** Diplomacy, Knowledge (Business), Knowledge (Popular Culture)



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Minor Houses

- **Favored Feat:** choice of one from Expert or Warrior
- **Bonus Feat:** any one from either General, Expert or Warrior.

The Minor houses are

Juandaastas

Closely aligned to both House Hawkwood and the Ur-Obun of Velisimil, House Juandaastas has shown, more than any other House, political activism for alien rights. House Juandaastas has even intermarried with Obun (to the displeasure of Inquisition and Orthodoxy). To this day descendants of House Juandaastas may bear the fruition of Second Republic gene splicing to produce a Tuupa, a half human-obun.



Justinian

Once one of the Royal Ten, now a minor House. House Justinian, closely allied to House Alecto, lost severely after Vladimir's assassination. Now closely allied with House Hawkwood they endeavor to consolidate what few estates and resources they have left. House Justinian's own home planet of Paradise is now lost to the Empire's fall, a planet holding several voting scepters should they ever rediscover it. House Justinian claims descent from the original Justinian Knights of Byzantine and Teutonic Sovereignty.



Keddah

House Keddah claims to have been among the first colonists to have exodus through the jumpgate to Sutek. Their heritage stretches back to desert and nomadic tribes of Urth and their history has been powerful. Once rulers of Byzantium Secundus (as House Hamid) and Shaprut, they are now the only Minor House to rule autonomously a planet. They stylize their house head as 'sheik', an affectation that they have little power to enforce outside their own fiefs. Due to an old agreement of honour House Keddah is bound into helping House Masseri in its war against House al-Malik.



Masseri

Descended from Diasporan colonists that were devoted Sathraists, House Masseri is known for a mystical bent. However, now a minor house, House Masseri is bitterly disenfranchised. Once rulers of Daishan, they were forced to retreat during the Symbiot wars. Now with little wealth they are under the auspices of House Decados and are held into war with House al-Malik. Many young Masseri nobles are renouncing their status and joining the guilds or the Church instead. If this continues unabated, the house will soon be extinct.



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Shelit

House Shelit was discovered during the conquest of Hira. A noble house separated culturally from the Known Worlds it has developed an extremely sophisticated cybernetic capability. Known for having three lettered names and an almost mechanical disposition they are now allied with The Hazat against their crusade on the Kurga Caliphate. House Shelit is slowly being integrated into the Known Worlds. They are typically very ultra-rational, dispassionate, conservative and low in profile. Virtually every member of the house has at least one cybernetic limb.'



Thana

The scions of House Thana are the progeny of extreme genetic engineering. Before the Second Republic House Thana used their technology to engineer their members to be unearthly beautiful and long-lived. This was to help augment the idea that they were divinity descent and had heavenly mandate to rule. Since then they were excised from their home planet Eridol and have been scattered across the Known Worlds. This is largely due to their propensity towards Psi, another remnant of their genetic engineering. Many are captured and converted into Hounds of Light for the Avestites. Now that the Lost World of Eridol has been found, what does the future hold for the Thana. House Thana have descended from Mediterranean aristocrats.



Torenson

Once a great royal house that vied for the Phoenix Throne, they were brought to the brink of extinction after the coronation and subsequent death of Vladimir. They managed to secure their survival by becoming masters of Noble and Courtly etiquette. In so doing, they also become politically neutral - friends to all and enemies of none. Polite, cultured, bureaucratic and extremely sophisticated these nobles often lend themselves to the education of the youth of more prestigious houses. Their lack of assets and political bent has allowed them to become valued neutral arbitrators in noble conflicts, a position that they hold sacrosanct. This has also given them a growing degree of influence and prestige as more and more nobles of other houses come to rely upon them to act as advisors, seneschals and chamberlains. They are descended from ancient Scandanavian royalty.



Trusnikron

Many would joke that House Trusnikron is hardly noble, more concerned with their steeds than serfs, more enamored to their beast lore than fiefal management. Yet none will deny the value of their steeds, whether horses or flying urrocs a Trusnikron is master of them all.

They are also viewed as being very straightforward and honorable. They serve with distinction among the Hawkwoods and Hazat as cavalry officers and mercenaries.



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Van Gelder

Once a Royal house, now House Van Gelder survives only at the pleasure of House Decados. Their worlds lost after Vladimir's assassination, house Van Gelder has plied themselves a new trade. With the genetic programs of the Genetech cartel, House Van Geldar has become masters of stealth, poison, knavery, and the subtle art of assassination. Surrounding themselves in the opulence provided for by House Decados they serve their needs and ambition. Knowing they are dependent on the Decados for their survival, many have become bitter, angry and solemn, and are completely untrusting and lack any regard for honor. In addition to less savory jobs, they also serve to administer the Decados fiefs of Alakshak on Malignatius, and Elibyrge and Malaca Nova on Cadiz.



Xanthippes

A strongly matriarchal house, House Xanthippe is renown for their Moon Bases. Their fiefs almost exclusively contained on several moons, including their largest on Aragon's moon, the most worked on Cadavus's Moon and their first and 'homeplanet', Luna (the moon of Urth). Women are typically leaders and warriors, while the men are most commonly artisans and healers. All of the lore and law of the House is contained in a text call "The Measure". The house maintains neutrality in all things, as they serve as mercenaries to all that care to hire them. Indeed, their mercenaries are considered to be canny and tough, an elite force that commands a high price. The house is also reknowned for producing fine wines.



Other Minor houses include:

House Basque, House Bourbon, House Cameton, House Chauki, House D'Rouge House Glace, House De Moley, House Dextrite, House Dunama, House Gilgar, House Lambeth, House Pandava, House Ramakrishna, House Sacrananka, House Setevis, House Vasalayana

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Those Who Preach: Priests

All Priests gain:

Bonus Feat: Church Ordination Feat. They can take this feat multiple times to reflect higher rank within the church.

Favored Feats: **Die Hard** and **Suggestion**

Urth Orthodox

The largest sect, it is the Orthodoxy that most people associate with the Church. Its priests can be found on all worlds, from the ostentatious bishops of the capital cities to the more humble parish priests in the most poverty-stricken fiefs. While the Orthodoxy has gained a reputation for their cunning political maneuvers, most priests know little of such things, being entirely too busy protecting the souls of the simple faithful. While many may spurn the Orthodoxy for its martial role in the Emperor Wars, when tragedy strikes, it is the Orthodoxy they return to for consolation.

- **Favored Feats:** **Affect The Masses** , and **Combat Calm**
- **Common Virtues:** Just, Pious;
- **Common Vices:** Arrogant, Austere, Condescending
- **Common Skills:** Diplomacy, Knowledge (Theology and Philosophy), Sense Motive



Brother Battle

This order of monk knights is the most elite fighting unit in the Known Worlds, surpassing even the Emperor's Phoenix Guard in martial prowess. Originally initiated to protect pilgrims and pursue heretics, the order is now chartered by noble houses, Church sects and even guilds to perform elite military operations on many worlds, including the deadly Stigmata Front against the Symbiot alien invaders. Despite rumors of heresy and usury within their ranks, everyone wants a Brother Battle monk by their side in times of trouble.

- **Favored Feats:** **Attack Specialization** , and **Unbalance Opponent** .
- **Common Virtues:** Bold, Disciplined, Loyal
- **Common Vices:** Clueless, Stubborn
- **Common Skills:** Knowledge (Tactics), Knowledge (Theology and Philosophy), Survival



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Eskatonic Order

These hermetic sages are often thought of as wizards by the common folk, but the nobles and guildsmen know them for the kooks they often are. While there are many within the order who possess profound wisdom and learning, there are just as many who are obsessed with the end of the universe and who stand on street corners telling everyone about it. Once considered a heresy by the Orthodoxy, the Eskatonics were admitted into the fold when their theurgical rites proved effective against the Symbiots.

- **Favored Feats:** **Astrometry** (Adapt), **Master Storyteller**
- **Common Virtues:** Curious, Fair, Free-Spirit;
- **Common Vices:** Impetuous, Secretive
- **Common Skills:** Knowledge (Behavior Science), Knowledge (History), Knowledge (Occultism), Knowledge (Theology and Philosophy)



Temple Avesti (Avestiles)

Dreaded inquisitors. The Avestites long ago seized most of the seats on the Inquisitorial Synod, and have since then made it their duty to search the Known Worlds for signs of heresy, demonism and any other threat to the faithful. Their illiteracy, fear of learning and dogmatic adherence to certain extreme scriptures makes them feared and hated throughout Human Space. But they are obeyed nonetheless. Only the most fanatic and ascetic initiates are admitted to this sect.

Favored Feats: **Crippling Strike** and **Favored Opponent**

- **Common Virtues:** Bold, Righteous
- **Common Vices:** Brainwashed, Petty, Stubborn
- **Common Skills:** Bluff, Intimidate, Sense Motives



Sanctuary Aeon (Amaltheans)

Healers and compassionate mystics. Everybody loves the priests and priestesses of Sanctuary Aeon, followers of Saint Amalthea. When an Amalthean comes to town, there is always someone willing to provide hospitality for him. Indeed, so beloved by the commoners are they that when one was once accused of witchcraft by an Avestite, the Avestite was seized by the populace and burned at the stake instead.

- **Favored Feats:** **Merciful Combat** , and **Safe Passage**
- **Common Virtues:** Compassionate, Kind
- **Common Vices:** Gullible, Nosy
- **Common Skills:** Knowledge (Life Science), Knowledge (Theology and Philosophy), Medicine



Mendicants Monks (Hesychasts)

Those of the Celestial Sun faith but not in one of the major sects are often classes as Mendicant Monks or Hesychasts. These believers are often hermits, wandering preachers or members of secluded friaries.

- **Favored Feat:** choice from Adapt or Expert
- **Bonus Feat:** any one feat from General, Adapt, or Expert

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Those Who Trade: Merchant Guilds

All Merchants gain:

Bonus Feat: Guild Commission Feat. They can take this feat multiple times to reflect higher rank within the Guild.

Favored Feats for All Guilders: **An Offer You Can't Refuse** and **Eye For Treachery**

Charioteer

Star pilots and merchants marine, this intrepid guild is what most people think of when they imagine the Merchant League, for it is the Charioteer merchants with their exotic, traveling medicine shows who are most often seen by the commoners. They own the star lanes — literally. Without their secret jumpcode technology, travel through jumpgates would be impossible. In addition, the best pilots come from this guild.

- **Favored Feats:** **Seize Initiative** and **Well Informed**
- **Common Virtues:** Curious, Free-Thinker, Shrewd
- **Common Vices:** Nosy, Stubborn
- **Common Skills:** Knowledge (Jump Routes), Pilot



Engineer

High technology is rare in the Dark Ages, and most people fear it, for as the Church teaches, it is the symbol of human hubris which brought down the Republic. Few dare to delve into its secrets anymore, and those that do are considered mad — like the Engineers. These strange technicians often modify their bodies with cybertech, becoming more machine than human. While they creep out the commoners and disgust the priests, everyone knows just how valuable their lore is in maintaining intergalactic power and communication.

- **Favored Feats:** **Skill Mastery** and **Toughness**
- **Common Virtues:** Innovative, Inquisitive
- **Common Vices:** Clueless, Unnerving
- **Common Skills:** Knowledge (Earth Science), Knowledge (Life Science), Knowledge (Physical Science), Knowledge (Technology)



Scravers

If you can't find what you're looking for legally, chances are the Scravers can get it — for a price. Scravers specialize in all sorts of activities normally viewed as anti-social (but often fun): gambling, black market goods and even thievery. Of course, they deny it all, hiding behind the guise of a salvage and reclamation guild. Since they possess blackmail on just about every major official — even bishops — little is done against them.

- **Favored Feats:** **Diehard** , and **Plausible Deniability**
- **Common Virtues:** Impetuous
- **Common Vices:** Greedy, Possessive
- **Common Skills:** Bluff, Knowledge (Streetwise), Sense Motives, Stealth



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The Musters (Chainers)

Professional soldiers, these mercenaries are essential to most military operations throughout the Known Worlds. Even the Brothers Battle rely on their orbital artillery support, and most noble houses have hired them to either assault their rivals or quell rebellions. But soldiery is not the only labor this guild contracts; they specialize in all sorts of trained help: cooks, technicians, animal trainers, butlers, etc. In fact, it's very dangerous to hire trained labor without contracting this guild — their enforcers ensure that they get the largest and juiciest contracts.

- **Favored Feats:** **Advanced Strike** and **Crippling Strike**
- **Common Virtues:** Bold, Disciplined
- **Common Vices:** Callous, Vengeful
- **Common Skills:** Intimidate, Notice, Sense Motives



Reeves (Gray Faces)

Somebody's got to do the paperwork, and this job is left to the Reeves. They do it quite well. So well that they are the de facto bankers of the Known Worlds and probably one of the richest factions in the universe — although few realize just how rich they've become through their loans to noble houses. Just about everybody owes the Reeves, and when one comes calling on favors, few dare deny him.

- **Favored Feats:** **Combat Calm** and either **Dishonest Law** or **Honest Law**, player's choice.
- **Common Virtues:** Shrewd, Thoughtful
- **Common Vices:** Mammon, Nosy, Prideful
- **Common Skills:** Diplomacy, Knowledge (Civics), Sense Motives



Those Who Differ: Aliens and Others

Alien Species

Ur-Obun

This peaceful philosophical race, like their Ur-Ukar cousins, claim deep Anunnaki involvement in their history. The Anunnaki (the ancient race who built the jumpgates) apparently engineered the two races' fates, separating them onto different worlds before they disappeared from history. The Obun are given positions of respect as councilors and advisors in Known Worlds society. However, while they are treated politely, their advice is often considered naive by the militant human culture. Nonetheless, an Ur-Obun became one of the Prophet's disciples, and is honored by an Obun sect of the Church.

- **Attribute Mod:** +1 Wis, -1 Con
- **Bonus Feats:** Favored Foes (Ur-Ukar), Talented (Concentration and Knowledge - Theology & Philosophy)
- **Bonus Powers:** One Supernatural Power of choice (power ranks at the Ur-Obun's Full level)
- **Favored Feats:** Astrometry (Adept), and Fascinate
- **Common Virtues:** Curios, Pious, Fair
- **Common Vices:** Haughty, Unnerving
- **Xeno Misunderstanding:** -2 to all Charisma based skills and a -2 to Sense Motives vs. non Ur-Obun. Also a -2 to any other skill dealing with non Ur-Obun
- **Languages:** Obun (spoken & written), Urth (spoken)

Ur-Ukar

Due to their initial hostile dealings with humanity, the Ukari are now a broken race. Their homeworld is owned by the League, who reap it for its mineral resources, selling the spoils off-world to noble houses. They have been removed from their ancestral, subterranean lands and herded into tight caves in poverty. Few humans care what happens to them. A resistance movement has responded with terrorist tactics, and has taken its war of hatred to other worlds. Nonetheless, the League values them for their shady, underworld skills.

- **Attribute Mod:** +1 Dex, -1 Cha
- **Bonus Feats:** Favored Foes (Ur-Obun), Talented (Notice and Survival)
- **Bonus Powers:** One Supernatural/Occult Power of choice (power ranks at the Ur-Ukar's Full level)
- **Favored Feats:** Combat Calm and Surprise Strike
- **Common Virtues:** Bold, Courageous;
- **Common Vices:** Callous, Unnerving
- **Xeno Misunderstanding:** -2 to all Charisma based skills and a -2 to Sense Motives vs. non Ur-Ukar. Also a -2 to any other skill dealing with non Ur-Ukar.
- **Language:** Ukar (spoken and written), Urth (spoken)

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Vorox

Huge carnivorous, multi-limbed beasts, the Vorox are new to civilization. That they achieved sentience at all on their toxic jungle world is a wonder. That they have come as far as they have since is a tribute to their adaptability and powerful attributes — valuable qualities in the Known Worlds. They are most often trained as elite shock troops by noble houses, but many have joined the League to see the stars firsthand.

- **Attribute Mod:** Str +3, Con +1, Dex -1, Int -1, Cha -2
- **Bonus Feats:** Large Sized (-1 Base Attack, -1 Base Defense, +4 Grapple, +2 to Intimidate, Increase Str Mod Max to +9, bonus Toughness +1), Multilimbed (+2 to Grapple, +2 to Climb), Increase Base Move (base move 40ft, on all fours 50ft. Double Climbing Speed), Scent (as Creature ability)
- **Favored Feats:** Rage and Toughness
- **Common Virtues:** Loyal, Courageous
- **Common Vices:** Berserker, Clueless, Gullible
- **Fear and Hatred:** Most people of the Known Worlds see Voroxs as little more than animals, and as such fear and treat them accordingly. Voroxs get a -2 to all Charisma based skills except Intimidate when dealing with non-Vorox.
- **Xeno Misunderstanding:** -2 to all Charisma based Skills and also a -2 to Sense Motives vs. non-Vorox. Also a -2 to any other skill dealing with non-Vorox
- **Non-Psychic:** Vorox are non-psychic and as such may not take any levels, powers or feats of Adept as a psychic
- **Languages:** Vorox (spoken), Urth (spoken)

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Independents

Yeoman (Freelancers)

Since serfs seem to believe that almost anyone involved in trade is a guild member, a number of freemen have taken advantage of this fact. They may do any kind of work, they may work with the guilds, they may pretend to be full members, but really they are beholden to none.

- **Favored Feat:** choice from Expert or Warrior.
- **Bonus Feat:** any one from General, Expert or Warrior

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SKILLS

To better fit the “world-view” of Fading Suns, I am re-naming a few of the skills listed below. I just suggest that both are listed on the character sheet.

Bluff (**Knavery**)

Computers (**Think Machine**)

Concentration (**Stoic Mind**)

Handle Animals (**Beast Control**)

Knowledge (**Academia**)

Supernatural (**Occultism**)

Theology and Philosophy (**Theurgist**)

Medicine (**Physick**)

NEW SKILLS

Knowledge skills

- **Cybernetics:** the ability to build, implant and repair cybernetic limbs into living tissue.
- **Jump Routes:** knowledge of the Known Worlds
- **Xeno-Biology:** the study of alien biology and ecosystems.

LITERACY AND LANGUAGE SKILLS

Literacy is not automatic for people in the Known Wars. The basic Language of the Known Worlds is **Urthish** (the most common tongue spoken). All Characters gain a number of Bonus Languages equal to their Int Bonus.

Literacy can be taken as one of your Bonus Languages or purchased as a normal skill. Others common languages include...

Barbarian Tongues:

- Kurgan (spoken and written)
- Vuldrok (spoken and written)

Dialects (generally found in families or planets or religious orders; spoken)

Graceful Tongue (Al-Malik house tongue; spoken)

Latin (holy language of religion; spoken and written)

Machine Chant (Engineering language; spoken & written)

Scavenger Cant (based on Urthish but incorporating alien and invented words; spoken and written “code”)

Xeno Tongues: the most widely known:

- Obun (spoken and written)
- Ukar (spoken and written)
- Vorox (spoken, written form in Urth)
- Ascribe (spoken and written)
- Gannok (spoken)
- Vau (spoken and written)

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NEW FEATS

<i>Feat</i>	<i>Prerequisite</i>	<i>Effect</i>
General		
Ace	Dexterity +2, Pilot 8 ranks	+2 to Pilot skill and a +1 to combat bonus when firing ship mounted weapons.
Alien Weapons Proficiency		You are proficient with alien weapons
Bounceback		Once per day you may immediately recover by two damage conditions without the use of a Conviction point.
Church Ordination		+1 rank in Church Sect, +1 Wealth, +2 to Cha based skills within Church
Guild Commission		+1 rank in Guild, +1 Wealth, +2 to Cha based skills within Guild
Heavy Weapons		Trained in the use of Heavy vehicle weapons
Incite Passion		Gain Bonuses from an ignited passion
Imperial Cohort Badge	Must not be a Noble	You are an aide de camp one of the Emperor's Questing Knights
Imperial Charter	Nobles Only	Taken up service for the Emperor and gain rights and privileges granted by the Imperial Seal
Lifting		You are capable of lifting and carrying amounts far in excess of someone with your strength.
Noble Title		Gain a Noble Title
Planetary Adaptation		Your physiology has been altered by life on a planet with adverse environmental conditions
Quotable Wit	Intelligence +2 (secular), or Wisdom +2 (pious)	You are an endless source of witty repartees and proverbs
Reverse Engineer	Craft Mechanical 8 ranks and +2 Intelligence or better	You are able to disassemble and study a proprietary technological or mechanical device and discern how to replicate the item.
Salvage		You can salvage parts from destroyed vehicles, starships and robots
Spacer		You have a special affinity for spacecraft and space travel.
Starship Battle Run	Dexterity +1, Starship Dodge	You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights
Starship Dodge	Dexterity +1, Pilot 6 ranks, Starship Operation (of the appropriate type)	You are adept at dodging attacks while piloting starships
Starship Feint	Pilot 9 ranks, Starship Operation (of the appropriate type)	You are skilled at misleading your enemy in starship combat.
Starship Gunnery	Heavy Weapons	You are proficient with starship weapon systems
Starship Operation	Pilot 2 ranks	You are proficient at operating starships of a specific type
Starship Strafe	Starship Gunnery	You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal
Stellar Navigation	Trained in Knowledge (earth sciences)	Can navigate in-ssytem
Symbiot Immunity	Symbiot Resistance +3	Immune to Symbiot conversion
Symbiot Resistance	Constitution +2	Gain bonus to resist Symbiot powers and affects
Symbiot Sense	Symbiot Resistance	Sense Symbiots within 60ft
Time Sense		You always know what time it is and have an accurate idea of the passage of time
True Faith		You are a sincere believer in your faith
Ultra Immune System	Constitution +1	You are less susceptible to the ravages of poison, disease, and

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		radiation poisoning
Xeno-Empathy		The character has an in-depth understanding of 'Aliens' or others.
Xeno-Medic	Knowledge (earth and life sciences) 6 ranks, Medicine 6 ranks	You know how to provide safe medical treatment to alien life forms
Zero-G Training		You can function normally in low gravity or zero gravity
Adept		
Astrometry	Trained in Knowledge (earth sciences) and Knowledge (supernatural)	Astrometry is the study of the position and movements of the stars.
War Dance	Bedlam Psi only	Special
Expert		
Affect the Masses	Fascinate, Inspire, or Taunt, Trained in Perform	Affect any number of people listening to you who are within earshot when using Fascinate, Inspire, or Taunt
An Offer You Can't Refuse	Trained in Diplomacy	Convince one to agree to a deal they ordinarily would never acquiesce to
Blend In		You look like others of your station, and pursuers find it hard to distinguish you
Cybernetic Surgery	Medicine 8 ranks	You can graft cybernetic attachments onto living tissue as well as safely remove them using his Medicine skill.
Deadly Aim		You may add half your Dex to the damage you inflict with all crossbows and guns
Dishonest Law	Trained in Knowledge (civics)	Use Knowledge (civics) to perform cunning legal tricks
Grooming		Your skills at making others look their best are well appreciated by all
Honest Law	4 ranks in one language, Trained in Knowledge (civics)	Use Knowledge (civics) in new ways
Master Storyteller	Trained in Perform (oratory)	Your stories are always enchanting, well crafted, and leave the audience hungry for more.
Plausible Deniability		No one ever suspects you due to your low status in the community
Safe Passage	Trained in Survival	When traveling you and anyone traveling with you get along more easily
Surprise Strike	Initiative bonus+1 or higher, base attack bonus+1 or higher.	Extra Damage for Flatfooted target.
Universal Appeal		Do not suffer the normal penalties of speaking with those outside your station
Unbalance Opponent	Dodge, base combat bonus +6.	Single opponent is loses Dex bonus vs. you
Warrior		
Advanced Strike	Improved Critical, Improved Strike, base combat bonus +8.	+6 damage for critical unarmed strikes
Combat Calm		Add half your warrior level, rounded up, to Concentration checks in combat and action situations
Combat Mastery	Combat Calm, Improved Combat Calm	Add your warrior level to Concentration checks in combat and action situations
Deadly Aim		You may add half your Dex to the damage you inflict with all crossbows and guns

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Eye for Treachery		You have a penchant for identifying the tell-tale signs of betrayal
Improved Combat Calm	Combat Calm	Take 10 once per round in the midst of combat or other stressful action
Issue Challenge		You may issue a challenge to a person who is either present or within the same city or province as you.
Lightning Calculator		You can perform mathematical functions in your head 10 times faster than normal
Merciful Combatant		Though you may kill, you do so quickly and humanely, offering to spare the lives of those you fight if they surrender.
Military Rank		You belong to an organized military unit.
Structural		
Noble Claw Feat (Vorox only)	Noble Title	Grants the Noble Vorox the right to have one thumb claw that does +1 damage

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Ace (General)

Prerequisite: Dexterity +2, Pilot 8 ranks

Your ability to pilot a small size starship is well above average. Add a +2 bonus to your Pilot skill and a +1 to your combat bonus when firing ship mounted weapons at an opponent.

Advanced Strike (Warrior)

Prerequisites: Improved Critical, Improved Strike, base combat bonus +8.

When you score a critical hit on an opponent with an unarmed strike, you deal +6 damage instead of +3.

Affect the Masses (Expert)

Prerequisite: Fascinate, Inspire, or Taunt, Trained in Perform.

You may affect any number of people listening to you who are within earshot when using Fascinate, Inspire, or Taunt.

Alien Weapons Proficiency (General)

You are proficient with alien weapons.

You take no penalty on attack rolls when using any kind of alien weapon. A creature without this feat takes a –4 nonproficiency penalty when making attacks with an alien weapon.

An Offer You Can't Refuse (Expert)

Prerequisite: Trained in Diplomacy

On a successful Diplomacy roll to haggle with another, you can convince them to agree to a deal they ordinarily would never acquiesce to. You must succeed the roll by 5 or more for deals involving something precious to them, and by 10 or more for deals involving a beloved person or place. The base price for the item is 100% higher than normal, but haggling can bring this down.

Astrometry (Supernatural/Adept)

Prerequisite: Trained in Knowledge (earth sciences) and Knowledge (supernatural)

Astrometry is the study of the position and movements of the stars. It is used to determine the distance between locations and to locate places. You may use Knowledge (earth sciences) in new ways.

Blend In (Expert)

You look like others of your station, and pursuers find it hard to distinguish you. You may make a Disguise check without any preparation when among others of your station (and wearing clothing of your station), nor do you suffer any penalty for not having makeup or props. In addition anyone who fails their Notice check to find you by 6 or more has chosen the wrong person. At the Narrator's option, others of equal or lesser station aren't affected by this feat.

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Bounceback (General)

You are resilient in the face of mounting damage. Once per day you may immediately recover by two damage conditions without the use of a Conviction point.

Combat Calm (Warrior)

You add half your warrior level, rounded up, to Concentration checks in combat and action situations. Players and Narrator should make sure they agree on when this applies, at least in general terms, before the crunch arrives. Any scene calling for initiative checks and detailed resolution of tasks may qualify. The more it's limited to combat, the more specifically martial action shines; the more it extends to other action, the wider the scope for character coolness.

Combat Mastery (Warrior)

Prerequisites: Combat Calm, Improved Combat Calm

You add your warrior level to Concentration checks in combat and action situations. Combatants with this feat have been known to actively seek out fights and adrenaline rushes, saying they think better in the midst of the action.

Church Ordination (General)

This feat can be taken multiple times. Those who choose the Church Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Church, and grants him +1 Wealth modifier. It also grants the character a +2 per time the feat is taken to Charisma based Skills for others within the Church; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

	Orthodox/Avesti/Aeon	Brother Battle	Eskatonic
1st	Novitiate	Apprentice	Novitiate
2nd	Canon	Oblate	Provost
3rd	Deacon	Acolyte	Illuminatus
4th	Priest	Adept	Philosophus
5th	Bishop	Master	Magister
6th	Archbishop	Grand Master	Presbuteros

Cybernetic Surgery (Expert)

You can graft cybernetic attachments onto living tissue as well as safely remove them using his Medicine skill.

Prerequisites: Medicine 8 ranks

You can make a Medicine check (Difficulty 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a -4 penalty on the check.

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Cybernetic surgery takes 3 hours minimum. The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d3 points of Constitution damage. If the check results fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the Difficulty the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Normal: Characters without this feat take a -8 penalty on Medicine checks made to perform cybernetic surgery).

Deadly Aim (Warrior or Expert)

You may add half your Dexterity score (rounded up) to the damage you inflict with all crossbows and guns.

Dishonest Law (Expert)

Prerequisite: Trained in Knowledge (civics)

You know how to manipulate the Imperial Law to your own advantage. You may use Knowledge (civics) to perform cunning legal tricks.

Eye for Treachery (Warrior)

You have a penchant for identifying the tell-tale signs of betrayal. You gain a +2 bonus on all checks to detect concealed weapons and poison. You are entitled to a Search check to notice concealed weapons as if you were actively looking, so long as you are within 60 feet of the person and you can see them (though you do not gain the +2 bonus when searching this way).

Grooming (Expert)

Your skills at making others look their best are well appreciated by all, though rumors do circulate that you're quite mad with your razor. All the better to keep your clientele still! You may groom another given an hour. Make an Expert level check against a Difficulty of 10 + your subject's Charisma. If successful, your subject receives a +1 bonus to Charisma, and for every 5 points by which you succeed, your subject gains an additional +1 Charisma. This lasts until the next sunrise. Special: If you don't have razors, scissors, and perfumes you take a -4 penalty on your grooming check.

Guild Commission (General)

This feat can be taken multiple times. Those who choose the Merchant Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Guilds, and grants him +1 Wealth modifier. It also grants the character a +2 per time the feat is taken to Charisma

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based Skills for others within the Guild; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

	Charioteers	Engineers	Scravers	Muster	Reeves
1st	Ensign	Apprentice	Associate	Private	Associate
2nd	Lieutenant	Entered	Genin	Sergeant	Chief
3rd	Commander	Fellow	Boss	Lieutenant	Manager
4th	Captain	Crafter	Jonin	Captain	Director
5th	Consul	Engineer	Consul	Major	Consul
6th	Dean	Master	Dean	Colonel	Dean

Heavy Weapons (General)

The character is trained in the use of Heavy vehicle weapons. Without this the firer has a -4 penalty to his Attack roll.

Honest Law (General)

Prerequisite: 4 ranks in one language, Trained in Knowledge (civics)

You are well versed in the letter and spirit of the Imperial Law, and you're committed to using such knowledge for the good of your community and nation. You may use Knowledge (civics) in new ways.

Incite Passion (General)

You are a hothead, but this can work to your advantage. In times when your dearest desire or lifelong goal is threatened, your passion can inspire you to amazing accomplishments in its defense. This feat is stackable, but a different desire or goal must be declared each time it is taken. Examples are: Keep your lady love from harm, vanquish evil (real evil, such as demons, not tax collectors), revenge your father's murder, etc. You may incite your passion as a full-round action once per day. The GM deems how well the circumstances warrant it. For instance, if the love of your life is about to be burned by inquisitors, it is a good excuse for a passionate response. If, however, he or she is simply being fast-talked by a merchant, it's a pretty slim excuse for an overreaction. Nonetheless, you can always attempt to incite passion when your goal is threatened, no matter how slim your chances.

To incite passion, you make a Will save. Success means you gain bonuses to any successive checks made toward the achievement of your goal: rescuing your lady love, trouncing your rival, saving the village from evil, etc. This effect (considered extraordinary) lasts for 10 minutes, after which the bonuses go away. How well your passion aids you depends on the Difficulty you achieve.

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Difficulty	Bonus
10	+1
15	+2
20	+3
25	+4
30	+5

Special: You cannot use the Incite Passion and Steady Hand feats at the same time; their bonuses do not stack.

Imperial Cohort Badge (General)

You are an aide de camp one of the Emperor's Questing Knights (may not be a Noble). Grants +1 Reputation bonus and limited form of Safe Passage in that you can cross feudal borders without fees of taxation and Imperial rights and privileges. *Guilder Cohort* gain first claim on merchant routs while *Priest Cohort* gain first missionary claims and church rights. Also gain a small stipend to your Wealth each month (various but generally +1 or 2 each month)

Imperial Charter (General)

Nobles only, you are a second or third son or daughter who has taken up service for the Emperor and gain rights and privileges granted by the Imperial Seal. Grants +1 Reputation bonus, and a limited form of Safe Passage, allowing the Noble to avoid fees and taxation for feudal border crossing. Also granted a stipend of +2 or 3 toward your wealth each month.

Improved Bounceback (General)

Prerequisite: Bounceback feat, Medicine skill 15 ranks

You have been knocked down so many times that you have become used to the pain and always seem to find a way to get back up. You may make an immediate recovery check without spending a Conviction point a number of times per day equal to your Constitution score.

Improved Combat Calm (Warrior)

Prerequisite: Combat Calm

You can take 10 once per round in the midst of combat or other stressful action.

Inventor (Expert)

You can use the Knowledge (technology) and Craft skills to create inventions and temporary devices. This ability is persecuted by the Church.

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Issue Challenge (Warrior)

You may issue a challenge to a person who is either present or within the same city or province as you. If they are not physically present, they hear about the challenge within 1-4 weeks, depending how far away they are. Failing to respond to the challenge or outright refusing the challenge results in the loss of a Reputation point. You may only issue a challenge against a given opponent once; subsequent challenges against the same opponent require you spend a Conviction point. Challenges must be spaced at least one month apart.

Lifting (General)

You are capable of lifting and carrying amounts far in excess of someone with your strength. When you take this feat, multiply your lift and carrying capacity by two. You may take this feat multiple times. Each time, add two to the weight multiple for your lifting and carrying capacity. For example, a person taking this feat three times would multiply their lifting and carrying capacity by six.

Lightning Calculator (General)

Prerequisites: Int +1

You can perform mathematical functions in your head 10 times faster than normal, like a human calculator. You also gain a +4 bonus to Bluff, Computers and Navigate checks where complex calculations must be made.

Master Storyteller (Expert)

Prerequisite: Trained in Perform (oratory)

Your stories are always enchanting, well crafted, and leave the audience hungry for more. When using a Conviction point to frame a story, you gain a bonus to your story modifier equal to half your Expert level. You never suffer a penalty for not finishing your story within a certain time limit, provided you can end with a cliffhanger. In addition, you are so expressive that you can use Fascinate, Inspire, Suggest, and Taunt even with those who don't understand the language you are speaking.

Merciful Combatant (Warrior)

Though you may kill, you do so quickly and humanely, offering to spare the lives of those you fight if they surrender. Your mercy radiates about you and others cannot help but to see the earnestness in your offer. Those who surrender to you will not take action against you (directly or covertly) while surrendered. If you (or an ally) ever break the Islamic laws of war, you must make atonement or lose this feat.

Military Rank (Warrior)

You belong to an organized military unit. Though you must obey the commands of higher-ranking officers, you can issue commands to those soldiers beneath you in rank. In general, if a member of your unit outranks you by 3 levels or more, their orders are to be obeyed immediately and without question. Of course, this also applies to those beneath you in the chain of command. You may requisition military equipment from your unit. When doing

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so, treat your Wealth as 4 points higher for the purpose of Wealth checks made to requisition arms, armor, supplies, camels and horses. During a requisition check, add the cost of all the items together – don't make a check for each item individually. You are expected to return all requisitioned equipment when you are finished. If you repeatedly destroy equipment, your rights to requisition will be revoked.

Noble Claw Feat (Structural; Vorox only)

Vorox who have taken the **Noble Title** Feat are allowed to that the Noble Claw Feat (Structural). This feat grants the Vorox the right to have one thumb claw that does +1 damage, is lethal and has a toxic poisonous. This slow acting toxin starts affecting anyone hit with an unarmed attack after 1 minute, Difficulty (fort) 11 and secondary Damage after 10 minutes Difficulty (fort) 12 [damage 1d3 Con damage]

Noble Title (General)

This feat can be taken multiple times. Those who choose the Noble Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Great Houses, and grants him +2 Wealth modifier. It also grants the character a +2 per time the feat is taken to Charisma based Skills for others within the Nobility; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

1st feat	Knight/Dame
2nd feat	Baronet
3rd feat	Baron/Baroness
4th feat	Earl or Marquis/Marquessa
5th feat	Count/Countess
6th feat	Duke/Duchess

Planetary Adaptation (General)

Your physiology has been altered by life on a planet with adverse environmental conditions. You gain one of the benefits listed here, depending on your planet of origin.

- Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.
- Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 2.
- Dark World: You gain Darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.
- High-G World: You gain a +1 bonus to all Strength checks. Reduce your height by 6 inches.
- Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 2.
- Low-G World: You gain a +1 bonus to all Dexterity checks. Increase your height by 6 inches.

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- **Water World:** You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

Plausible Deniability (Expert)

No one ever suspects you due to your low status in the community. Whenever the authorities or elders look for a culprit or question people involved in a situation, you are always the last person they think of. You may claim “I’m but a simple beggar.” This is always good enough for them unless they have testimony or evidence of your wrong-doing. **Special:** At the Narrator’s permission, a noble character might be allowed to take this feat, representing being above reproach and always having numerous alibis.

Quotable Wit (General)

Prerequisites: Intelligence +2 (secular), or Wisdom +2 (pious)

You are an endless source of witty repartees and proverbs. When you say a witty one-liner, you may spend a Conviction point to designate it as a piece of “quotable wit.” A piece of quotable wit grants a +2 bonus to any related situation in which it is used. A maximum of three pieces of quotable wit may be used in any game session per character with this feat. Likewise, only those characters which heard its original use may benefit from the quotable wit. Your enemies may not hi-jack your quotable wit; only your allies may benefit.

For example, Rafiqi the charming rogue, while facing a band of midget robbers quips: “My mother always told me bad things come in small packages.” His player designates this as quotable wit, spending a point of Conviction. Rafiqi gains a +2 bonus to rolls facing the dwarves that take advantage of their size. Later, Rafiqi’s fiancé Arasteh acquires a magical box with an ominous skull on the front. Tempted (a magical charm effect) to open it she muses: “I’d better not. Bad things come in small packages after all.” Arasteh gets +2 on his Will save to resist opening the box.

Reverse Engineer (Expert)

Prerequisite: Craft Mechanical 8 ranks and +2 Intelligence or better.

You are able to disassemble and study a proprietary technological or mechanical device and discern how to replicate the item. You must study the device for one day per 1,000 credits of the item’s value rounded up, then make a Craft (mechanical) check with Difficulty 25 + 1 per every 1,000 credits of the device’s normal value. Once this is done, schematics describing how to manufacture this item may be created, and it may be created using the standard Craft (mechanical) rules. Without this feat you may not craft items for which you do not possess schematics.

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Safe Passage (Expert)

Prerequisite: Trained in Survival

When traveling you and anyone traveling with you get along more easily. You may perform any one of the following actions without having to reduce your movement (i.e. you may move at your full speed). • Get along in the wild by foraging and hunting (Survival).

- Protect yourselves from dangerous weather (Survival).
- Travel in darkness or fog.
- Avoiding encounters with dangerous animals or enemy patrols.

Special: You may take this feat multiple times. Each time, you may perform an additional action while traveling without reducing your speed.

Salvage (General)

You can salvage parts from destroyed vehicles, starships and robots. Salvaging a destroyed vehicle, mecha, or robot takes time, as noted on the Salvage table. At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

Salvage

Salvaged Machine's Size	Time Required	Search Check Difficulty	Wealth Increase
Tiny or smaller	10 min	15	+1
Small, Medium, and Large	30 min	20	+2
Huge	1 hr	25	+3
Gargantuan	3 hr	30	+4
Colossal	6 hr	35	+6
Awesome	12 hr	40	+8

Special: A particular vehicle, mecha, or robot can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Spacer (General)

You have a special affinity for spacecraft and space travel.

You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

Starship Battle Run (General)

Prerequisite: Dexterity 13, Starship Dodge

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You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights. When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Starship Dodge (General)

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

You are adept at dodging attacks while piloting starships.

When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action.

You can select a new enemy ship on any action.

Starship Feint (General)

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

You are skilled at misleading your enemy in starship combat. When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat. Feinting in starship combat requires an attack action.

Starship Gunnery (General)

Prerequisite: Heavy Weapons

You are proficient with starship weapon systems. You do not take a penalty on attack rolls when firing a starship weapon. Without this feat, you take a –4 penalty on attack rolls when firing a starship weapon.

Starship Operation (General)

Prerequisite: Pilot 2 ranks.

Select one of the following types of starships: ultralight, light, medium-weight, heavy, or superheavy. You are proficient at operating starships of that type. When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense. Without this feat, you take a –4 penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense. You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, medium-weight, heavy, or superheavy).

Starship Strafe (General)

Prerequisite: Starship Gunnery.

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal. When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square

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wide (that is, any four 500-foot squares in a straight line). A starship weapon on autofire normally affects a 1,000-foot by 1,000-foot area.

Stellar Navigation (General)

Prerequisite: Trained in Knowledge (earth sciences)

You know how to navigate across the stars with ease. When traveling at in-system space, you may use your Knowledge (earth sciences) skill to get from one point to another via the most reasonable course. The Difficulty is determined by how far you are traveling. If you fail this check, the journey takes twice as long as anticipated as unfavorable conditions slow you down. If you fail by more than 5, you travel halfway to your destination at which point you become lost. You may make a Difficulty 20 Knowledge (earth sciences) check to regain your path once every 12 hours.

Length of Trip	Difficulty
Short (a day or two)	15
Moderate (up to a week)	20
Long (several weeks)	25
Extreme (more than a month)	30

Surprise Strike (Expert)

You can take full advantage of off-guard opponents.

Prerequisites: Initiative bonus +1 or higher, base attack bonus +1 or higher.

Benefit: Any time a target is denied his dodge bonus to Defense (for being surprised, flat-footed, or stunned, for example), you can strike for additional damage. This must be with a melee attack or a ranged attack within 30 feet of the target. Add +1 to the strike's damage bonus at 1st level and +1 more per two additional levels (+2 at 3rd level, +3 at 5th level etc.).

Symbiot Immunity (General)

Prerequisite: Symbiot Resistance +3

You have rendered your body immune to conversion into a Symbiot by any means. You also gain a +4 bonus to all of your saves versus Symbiot powers and abilities.

Symbiot Resistance (General)

Prerequisite: Constitution +2

You gain a +1 bonus to Fortitude saves against Symbiot powers and abilities. This feat can be taken multiple times to stack the bonus to a maximum of +3.

Symbiot Sense (General)

Prerequisite: Symbiot Resistance

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You gain the extraordinary ability to know when Symbiots are nearby. You sense the presence of Symbiots within 60 feet, even if hidden by darkness or walls, but not pinpoint their exact location.

Time Sense (General)

You always know what time it is and have an accurate idea of the passage of time. You also gain a +4 bonus to Acrobatics, Drive and Pilot skill checks when performing maneuvers that require precise timing.

True Faith (General)

You are a sincere believer in your faith. You may take 10 on Will saves to resist any suggestion or mind control attempt to make you act against your faith. In addition you may spend a Conviction point to call upon your faith in the following ways:

- Automatically succeed your saving throw against blasphemous magic.
- Repel all vice-aligned djinni, demons, and undead for a scene as per an automatically successful use of the Protection power.
- Identify an angel, a person with True Faith, or a holy person with **Blessing Faith**.
- A subject instantly recognizes you as a person of true faith.

If you ever break a major tenet of your faith, you lose all benefits of this feat till you atone; however, you permanently lose one way of calling upon your faith (e.g. the ability to repel evil beings) even after atoning. This is determined by the Narrator.

Ultra Immune System (General)

Prerequisite: Constitution +1

You are less susceptible to the ravages of poison, disease, and radiation poisoning. You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

Universal Appeal (Expert)

Used to working with people from every station in society, from beggars to princes, you do not suffer the normal penalties of speaking with those outside your station, though you do retain the benefits (intimidating those beneath you, bluffing those above you). However, if you persist in using your social station to your advantage in this way, you may very well lose this feat at the Narrator's discretion.

Unbalance Opponent (Expert)

Prerequisites: Dodge, base combat bonus +6.

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During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his or her Dexterity modifier to attack rolls when targeting you. (If the opponent has a Dexterity penalty, he or she still takes that penalty.) You can select a new opponent on any action.

War Dance (Adept/Bedlam Psi only)

You can perform amazing acrobatic acts well beyond the norm. Once per day per Adept level, you may add your Adept Level and key ability modifier to the following skill checks: Acrobatics, Climb, Jump, and Swim. The effect lasts for one skill check.

Acrobatics: Using War Dance with Acrobatics skill allows you to make checks even when your speed has been reduced by armor or excess equipment. When reducing falling damage, add an additional 10 to the distances listed for the Acrobatics skill (you can treat falls as if they were 20 ft shorter, and tumble up to 40 feet).

Using War Dance with Acrobatics skill while *Balancing* allows you to perform any of the actions normally allowed with the Acrobatics skill, and you may also move your full speed instead of half, without penalty. In addition, you are not considered off balance when doing so (enemies do not get the off-balance attack bonus and you receive your Dexterity bonus to Defense).

Climb: Using War Dance in place of Climb skill allows you to climb at your full speed as a full-round action, or half your speed as a move-equivalent action, without penalties. In addition, you can move to avoid a blow (enemies do not get the stunned attack bonus and you receive your Dexterity bonus to Defense).

Jump: Using War Dance in place of the Jump skill allows you to make a running jump without moving and the normal maximums for all jumps are ignored. If you are wearing heavy armor, you can make a running jump, but you must move 20 ft. before jumping.

Swim: Using War Dance in place of the Swim skill allows you to move one-half your normal speed as a move-equivalent action, or your full speed as a full-round action. In addition, you only suffer a -1 penalty for every 10 lbs. of gear you carry or wear.

Xeno-Empathy (General)

The character has an in-depth understanding of 'Aliens' or others. They no longer receive the Xeno Penalty to Charisma skills or to Sense Motives when dealing with most Xeno. New ones that have never been encountered

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before will still cause the normal penalties, until the person has spent some time with them (1-4 weeks) after which they gain an understand of them.

Xeno-Medic (Expert)

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Medicine 6 ranks.

You know how to provide safe medical treatment to alien life forms. You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

Normal: Characters without this feat take a –5 penalty on Medicine checks on alien species.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures, such as constructs or undead.

Zero-G Training (General)

You can function normally in low gravity or zero gravity. You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

THE OCCULT

Occultic abilities, while rare, exist within the Known Worlds. There are two *acceptable* forms of the Occult:

Psychic Abilities and **Theurgist Granted Powers**. Generally only those associated with the Church can gain access to Theurgist Powers. Psychic Powers can appear just about in anyone, but the Church frowns on their use.

All Occult powers also have some **Stigma** attached to them, something that sets the occultist apart from the rest of humanity. Players should choose a Stigma for their characters and some “odd” affect when they use their powers.

Psychic Stigmas are often what medieval folk lore superstitions believe a occult person would be: hair between the eyebrows, an odd birthmark in the shape of a pentagram, a sudden drop in the temperature or their eyes glowing with witchlight when occult powers are being used.

Theurgist tend to be more religious in nature: lash marks that appear on the arms and back, all clothing worn eventually becomes stained with blood, unnaturally long bread that grows back overnight if cut, occasionally speaking in nonsense tongues, tears that run down the cheeks, or sleepwalking.

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Psychic Powers

Psychic Paths.

There are several Psychic Paths that the Adept can choose from. They are similar to *Supernatural Philosophies* (*Adept's Handbook* pg 7) except they are **limited to Canonical Powers**. An adept Psychic can learn and cast any powers they know on their canonical power list as though they were one adept level higher. All other powers are considered Barred Powers, except any that the psychic may have picked up from previous Paths. Powers obtained from other Paths are cast at normally levels.

Once a path is chosen (assuming the prerequisites are met), the psychic can choose from the list of powers. An Adept can change Paths every 5 levels in Adept he gains, regardless of the number of Power chosen. The Psychic only has access to the powers of his current Path, but keeps the powers obtained from previous Paths. However, only the Perk/Drawback of his current Path is active.

Core Ability: A Psychic Adept can choose from the following core abilities: **Influence**^{AHB}, **The Talent***, **Power Disruption**^{AHB}, **Power Thief**^{AHB}, **Slippery Mind**^{AHB}, **Ultimate Power**^{AHB}, **Unshakable**^{AHB}, **Unstoppable**^{AHB}, **Versatile**^{AHB}

The Talent Core Ability: The Psychic can use a Conviction Point to tap even a Barred Power (using The Talent Core Ability). However the Psychic runs the risk of gaining a level of Urge. He must make a Will check vs. 10 plus Adept Level or gain a Urge Level.

Bedlam

You have awakened your mind and body's bioenergetic powers. Bedlam was developed by Dervishes, psychic warriors trained and employed by certain noble houses during the Emperor Wars.

Prerequisites: Str +1, Skill Training (Acrobatics)

Key Ability: Strength

Canonical Powers: Blink, Body Control, Confusion^{AHB}, Enhance Abilities, Harm, Pain, Psychic Reflection, Supernatural Speed, Supernatural Climbing^{AHB}, Supernatural Strike, Supernatural Swimming^{AHB}

Perk: While the current Path is Bedlam, the psychic gains the benefits of the War Dance feat.

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Empathic

You have tapped the mind's ability to read, project and manipulate emotion of sentient beings.

Prerequisites: Wis +1, Trained in Knowledge (behavioral sciences)

Key Ability: Wisdom

Canonical Powers: Awe, Bliss, Calm, Empathic Feedback^{AHB}, Glamour^{AHB}, Heart Reading, Heart Shaping, Phase, Plane Shift, Revelry^{AHB}, Truth-Reading

Perk: While the current Path is Empathic, the psychic gains +3 to Sense Motive skill checks.

Far Hand

You have awakened your mind's psychokinetic abilities. The path of Far Hand, or psychokinesis, was one of the most intensively studied at the Phavian Institute, for many considered it the most "practical" category of psychic powers. Far Hand deals with the manipulation of physical objects and energy fields through the application of pure will.

Although using a Far Hand power does not directly produce obvious occult phenomena, the sight of objects floating through the air unaided is a strong clue that something strange is going on. Far Hand is a psychic power that quickly becomes obvious to even those ignorant of psychic powers. However, they will not necessarily be able to trace the phenomena back to the Psychic. Most peasants will turn their ire against strangers first.

Prerequisites: Dex +1, STR +1

Key Ability: Dexterity

Canonical Powers: Deflection^{AHB}, Elemental Blast, Elemental Resistance, Energy Shaping, Gravity Shaping^{AHB}, Levitate^{AHB}, Mana Blast*^{AHB}, Mana Shield*^{AHB}, Manipulate Object, Move Object, Wind Shaping, Wind Walk

* - Manifests as kinetic energy.

Perk: While the current Path is Empathic, the psychic can use Move Object as if it was two levels higher instead of just one, once he gains that power.

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Omen

You have awakened your mind's ability to perceive the future and past. The Omen path seeks to expand normal time-bound human awareness to include perceptions of the past and possible futures, known in the Phavian Institute as postcognition and precognition respectively. Knowledge of past events is a fairly straightforward matter — whatever happened, happened. Visions of the future are trickier, however, since they can represent only the possible results of actions in the present. Knowledge of future events can be used either to prevent them from occurring or to ensure that they will occur. In any case, the gamemaster is advised to keep careful notes and to be ready to improvise... a lot.

Prerequisites: Wis +1, Trained in Notice

Key Ability: Wisdom

Canonical Powers: Channeling ^{AHB}, Combat Sense, Danger Sense ^{AHB}, Enhance Senses, Scrying, Touchsight ^{AHB}, True Vision ^{AHB}, Object Reading, Visions

Perk: While the current Path is Omen, the psychic can use Danger Sense as if it was two levels higher instead of just one, once he gains that power.

Psyche

You have awakened your mind's telepathic abilities. The path of Psyche refers to the old Phavian designation of telepathy, the direct transference of thought and feeling from one mind to another. Originally the Institute focused its studies on the more passive and receptive side of telepathy, like Mind Sight, but since the Fall of the Second Republic, the aggressive potential of telepathy, illustrated by powers like Brain Blast and Puppetry, has come to predominate.

Prerequisites: Char +1, Sense Motive 1+ ranks

Key Ability: Charisma

Canonical Powers: Dominate, Glamour ^{AHB}, Mind Probe, Mind Reading, Mind Shaping, Mindswitch ^{AHB}, Mind Touch, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Sense Minds, Suggestion

Perk: While the current Path is Psyche, the psychic gained Direct Talent ^{AHB} feat for Mind Reading, once he acquires that power..

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Sixth Sense

Known in the old Phavian Institute as Extra-Sensory Perception, this path seeks to cultivate modes of perception which are considered to be inherent in all sentient beings, but which are seldom or never consciously accessed.

Prerequisites: Wis +1, Trained in Notice

Key Ability: Wisdom

Canonical Powers: Aura Reading ^{AHB}, Danger Sense, Dreaming ^{AHB}, Enhance Senses, Scrying, Sense Minds, Second Sight, Spirit Sense ^{AHB}, Supernatural Insight ^{AHB}, Trance, True Vision

Perk: While the current Path is Psyche, the psychic gains 60ft of Darkvision

Sathra

You have opened your mind to the sathra effect and have a greater sense of space and time. This psychic path focuses on stellar space and humanity's relationship with It. Sathraists have long sought the ability to experience the Sathra Effect without having to make a jump, but none have succeeded – yet some of these powers involve projection of the mind across vast distances. The distances of certain other psychic powers (except Soma and Bedlam) extend from the mind's location, not the body's physical location. Note that none of these powers work on any celestial body with a gravitational pull.

Prerequisites: Wis +1, At least one experience with the Sathra Effect

Key Ability: Wisdom

Canonical Powers: Aether Shaping ^{AHB}, Apport, Blink, [Communion](#), Computer Link, Elemental Blast, Elemental Resistance, Energy Shaping, Enhance Vehicle *, [Gate Sense](#), Phantom Projectiles ^{AHB}, [Starship Link](#), Teleport, Void Shaping

* - limited to Starships

Perk: While the current Path is Sathra,.

Drawback: None of these powers work on any celestial body with a gravitational pull

The Sathra Effect: When experiencing the Sathra Effect, pilots and passengers must make a Will save Difficulty 15. Passengers suffer a -6 penalty. This Difficulty is reduced 10 after the first experience.

Result	Effect
Success	Pleasant experience but no other effect
Fail by 1 to 5	Invigorating. Pilot gains +2 to Incite Passion rolls (see the Incite Passion Feat)
Fail by 6 to 10	Sublime. Pilot gains +2 to all Drive rolls for a week.
Fail by 11 to 15	Inspiring. Pilot gains +2 to all skill checks for a day.
Fail by 16 to 20	Transcendental. Pilot gains +1 to all rolls for a week.
Fail by 21 or more	Life altering. Pilot gains 1 Power or reduces Urge by one level.

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Soma

You have awakened your mind's somatic abilities - mind over-matter. The path of Soma (also called Prana Bindu) is the culmination of many ancient Urthish techniques of body control, and was one of the earliest established departments in the Phavian Institute. Since the Fall, the majority of this path's practitioners have found employment only as traveling medicine show freaks.

Prerequisites: Con +1, Trained in Acrobatics

Key Ability: Constitution

Canonical Powers: Body Control, Self Shaping, Enhance Abilities, Enhance Other, Enhance Senses, Fasting^{AHB}, Flesh Shaping, Increase Size^{AHB}, Vigil^{AHB}, Reduce Size^{AHB}, Seizure^{AHB}, Suffocate^{AHB}

Perk: While the current Path is Soma, the psychic can use Body Control as if it was two levels higher instead of just one, once he gains that power.

Vis Craft

You have awakened your mind's ability to control energy. Practically unknown to the researchers of the Phavian Institute, the power of energy control and manipulation is still rare in the 51st century. Vis (Latin for "energy") Crafters can manipulate material energy: kinetic, electric and fusion, and some can manipulate spiritual energies (Wyrd). One cannot work with such power, however, and remain unmoved — Vis Crafters tend to be excitable and passionate people, sometimes twitchy and nervous, unable to stay still for long. Also, just because a Psychic can manipulate energy doesn't

mean he fully understands it; this may require a Knowledge (physics) check.

Prerequisites: Int +1, Trained in Knowledge – *physical science*

Key Ability: Intelligence

Canonical Powers: Blast Redirection^{AHB}, Cold Shaping, Deflection^{AHB}, Elemental Ammunition, Elemental Aura, Elemental Blast, Elemental Resistance, Elemental Weapon, EMP Blast^{AHB}, Energy Shaping, Energy Shield^{AHB}, Fire Shaping, Recharge^{AHB}

Perk: While the current Path is Vis Craft, the psychic can use Energy Shaping as if it was two levels higher instead of just one, once he gains that power.

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Visioning

This rare and fabled path allows the psychic to project illusions of progressively greater believability. Never fully studied by the Phavian Institute, its practitioners are secretive and reclusive, avoiding any discovery since they are feared and distrusted by Known Worlders almost as much as telepaths. Illusions created by Visioning are all phantasms unless otherwise stated

Prerequisites: Int +1, Trained in Knowledge – *physical science*

Key Ability: Intelligence

Canonical Powers: Elemental Blast, Elemental Resistance, Illusion, Light Shaping, Shadow Shaping, Shadow Walk , Sound Shaping

Perk: While the current Path is Visioning, the psychic can use Illusion as if it was two levels higher instead of just one, once he gains that power.

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Urge

Every Psychic exists with the threat of his dark side. As you awaken the powers of your mind, you also empower parts of your psyche that you would rather not even acknowledge exist. Psychics begin play with no Urge levels. Many lucky Psychics may even survive their entire careers without once feeling the shadowy presence of the Other flitting through their minds. The chances of the average adventurer being so blessed, however, are slim. Too many actions cause us to compromise our lofty ideals, and too many dangers lurk in the dark, whispering to our dark natures.

Gaining Urge

Whenever you perform an evil deed or suffer an encounter with an evil presence, you risk gaining a level of Urge. To avoid empowering Urge, you must make a Will save. The Difficulty depends on what disturbed the Dark Twin. See Gaining Urge Table. If you fail to match the listed Difficulty, you gain one level of the Urge, a special role gained when the Dark Twin is awakened..

Once you have gained even a single level of Urge, a doppelganger personality begins to grow in the shadowy places of your mind. This Dark Twin remains buried in the unconscious most of the time. However, certain events or actions can awaken it and allow it full access to your consciousness and control over your actions. Every time you roll a natural 1 on a Psychic power check, the Urge may awaken and come out to play. For the effects of an awakened Urge, consult the level descriptions below.

As soon as you gain an Urge level, record the Urge's stats on your character sheet. This is a record of how powerful the Dark Twin gets as it grows in level.

TABLE Gaining Urge

Taboo	Difficulty
Attempting a Barred Power (using a Conviction Point)	10
Stealing	10
Missing confessional more than once a year	10
Refusing sacrament	15
Declaring a vendetta	15
Rebellion against your liege lord, Church or emperor	15
Suffering inquisitorial torture	20
Exposure to an evil creature or artifact	20
Murder (justifiable in others' eyes)	20
Excommunicated	25
Exposure to another Psychic's awakened Urge	25
Exposure to a demonic presence	30
Murder (cold-blooded)	30
Committing rape	35

Add 5 to the above difficulties (where applicable) if a Power was used in the act.

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Losing Urge

After performing sufficiently contrite tasks or encountering wondrous Urtech, you can attempt to erase Urge levels. See Losing Urge Table. If you complete one of the listed tasks, you can make a Will saving throw. If your roll matches the Difficulty for the task, you lose one level of Urge. In addition, for every five results you rolled over the required Difficulty, you lose one extra level of Urge.

For instance, upon becoming a Penitent (giving yourself over to the Church), you can make a Will save against a Difficulty 15. If the result is 15-19, you lose one level of Urge. If the result is 20-24, you lose two levels of Urge. A result of 25-29 erases three levels of Urge, and so on. If you rolled below 15, you do not lose any Urge.

Losing Urge

Deed	Difficulty
Pilgrimage	25
Performing Church mission	25
Performing dangerous mission for others (no personal gain)	20
Selfless sacrifice (throwing oneself in harm's way for others)	20
Church mercy (becoming Penitent)	15
Exposure to Second Republic Psi Clinic	15
Exposure to Soul Shard	15
Exposure to Philosophers Stone	10
Exposure to celestial presence	10

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Urge Levels

Urge is a special Role that the character takes on when he gains levels of Urge. This role only has one level “benefit” and it only benefits the Dark Twin inside the character. The player can keep record of this in the same area his other Role levels are recorded.

Level	Special
1st	Speak in Tongues
2nd	Misdirection
3rd	Voice
4th	Wyrdr Drain
5th	Urge Visions
6th	Urges
7th	Dementia
8th	Outer Child
9th	Doppelganger

Awakening Urge: If you have Urge levels and roll a natural 1 on a Power check, your Dark Twin may awaken (or an opponent rolls a natural 20 on the Will save to resist). Make a Will save vs. Power save Difficulty. If it succeeds, the Dark Twin does not awaken. If it fails, the Urge stirs and causes havoc. It can use the effects of the highest Urge level you possess and all the levels below it. Whenever it needs to make a check, it uses your stats. An awakened Urge stays active for only 10 minutes per Urge level, after which it retreats back into the deep unconscious until it is awakened again.

As your Jungian Shadow (or evil twin, if you will), the Urge seeks to break down the good and moral parts of your mind, often forcing you into situations where you must either act on your negative impulses or break your own personal code of morality in order to succeed or even survive. Generally, an Urge will take whatever action it can to foul up your life, usually employing your most closely guarded secrets, repressed desires and rivalry among peers.

The awakened Urge is played by the gamemaster, who should remember that, while it may be fun to turn a character’s dark side against him, everything the Urge does should be in the interest of the overall drama. Don’t let cruel fun with the Urge get in the way of the main plot.

Resisting the Urge: If you do not want to perform the action the Urge demands, you can resist it by spending a Conviction Point. This Conviction Point goes into the Doppelganger’s pool (see **Wyrdr Drain**) and no action is performed that round. Alternatively, if the you have no Conviction Points to give up, you may engage in a **Battle of Wills**. In a **Battle of Wills**, you must succeed at a Will save minus Urge Level vs. Will Save. If you win, the Urge is put back to sleep; if the Urge wins, you may not resist its actions for this period of awakening.

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Example: If a character has 2 levels of Urge and is resisting a Misdirection action by the Dark Twin. He makes a Will save check for himself, subtracting the 2 for the number of Urge Levels he has. The GM makes another Will save (using the character's Will save) for the Dark Twin and compare the two. If the character's total is higher, then the Dark Twin loses the Battle of Wills.

Maximum Levels: The maximum levels of Urge that you can have at any time are equal to your total character levels. Hence, if you are a 4th-level Adept, you cannot suffer the 5th-level of Urge until you gain another level. If you are a 3rd-level Adept and 2nd level Expert, your total character levels are 5, and so you are vulnerable to gaining Urge Visions, the 5th-level of Urge.

Urge Check: At times, the Urge abilities will ask the Dark Twin to make an Urge Check. This is a Will save check (using the Character's Will save) and the Difficulty is 15 plus the character's Wisdom score minus the character's Urge levels.

Urge Level Special

Speak in Tongues: As the Dark Twin awakens, it gains the ability to speak. You become prone to Freudian slips, especially dangerous ones that may reveal your powers. (e.g., "We cannot stand against them, my lord, due to your marital shortcomings — er, I mean, martial shortcomings!"). The Dark Twin makes Urge Check. For each result gained over the Difficulty, the Urge may change one word you say.

Misdirection: The Dark Twin begins to flex its psychic muscles, causing you to accidentally use your powers on an unintended target. The Dark Twin makes an Urge Check. If successful, your action is redirected toward a neutral target like an innocent bystander. If the result was 10 points higher than the Difficulty, the action is redirected toward a friendly target such as another player character.

Voices: You begin to hear voices, sometimes those of friends or nearby people, and may think they've actually said something to you - or what they said sounds different to you. (e.g., The noble lord says "kneel" and you think he said "steal.") The Dark Twin makes an Urge Check. For each result gained over the Difficulty, the Urge may change one word you hear.

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Wyrd Drain: The Doppelganger now begins to collect the energy needed to build its psychic body. The Dark Twin makes an Urge Check. If successful, it instantly drains a number of your Conviction Points and stores them in its own pool. Keep a tally here - every point drained by Wyrd Drain builds into a pool which is later used against the Psychic if his Dark Twin ever separates (write the Wyrd Drain pool on the back of the character sheet). The Doppelganger may attempt only one Wyrd Drain per day it is awake.

Result	Wyrd Drained
0-5	1 Conviction Point
6-10	2 Conviction Points
11-15	3 Conviction Points
16+	4 Conviction Points

Urge Visions: You begin to see things that are not really there, but which are quite convincing at the moment they occur. Visions cannot harm you or anyone else, but can convince you that you have been injured or trick you into harming yourself or someone else. The Dark Twin makes a Charisma check vs. 12 + your Wisdom score. If successful, you hallucinate based on the amount the Dark Twin succeeds (see table).

Result	Vision
0-5	The Urge induces hallucinations involving simple objects (e.g., making you think your gun is not in your holster when it really is, or that it is when it really isn't, or making you think it is a banana instead).
6-10	The Urge can do the same thing as above with multiple objects or a single person.
11-15	Multiple people can be targeted as above (e.g., you see a pursuing horde of snarling hungry feral Vorox behind the prince instead of your retinue).
16+	The Urge can conjure up an entire illusory environment in which you appear to find yourself.

Urges: The Dark Twin takes a more active role in your internal life, causing you to feel emotions you do not necessarily want, like anger, hate, fear, etc. Note that this is not permanent, lasting only for the time in which the Doppelganger is active. The Dark Twin makes a Charisma check vs. 12 + your Wisdom score. If successful, you suffer a penalty to any Charisma-based skill check based on the margin of success.

Result	Penalty
0-5	-1
6-10	-2
11-15	-3
16+	-4

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Dementia: As the Dark Twin's influence increases, you develop a permanent neurosis or psychosis, such as intense paranoia, schizophrenia, the need to kill people in a serial fashion, etc. The Dark Twin makes an Urge Check. The result determines the degree to which this mental illness affects you.

Result	Effect
0-5	You may be annoying or disruptive.
6-10	You are actually counterproductive to the task at hand.
11-15	You are driven to destructive acts that can endanger friends and allies.
16+	You may be driven to self-destructive acts.

Note that this is permanent, and can be gotten over therapeutically only if your Urge rating is reduced to lower than 7.

Outer Child: The Doppelganger has grown strong enough to project its psychic body outside of you, and goes out for occasional jaunts. This is only an illusory projection, and the Dark Twin is incapable of taking direct actions against other characters, other than simply appearing and speaking. With regard to you, however, this projection is as real and solid as anything else. The Dark Twin makes an Urge Check. The result determines how far away from you it may project itself. When appearing in your presence, others suffer a penalty on Notice checks to tell the difference between the real you and your Dark Twin.

Results	Range	Notice Penalty
0-5	Long	-2
6-10	Extreme	-4
11-15	Grand	-6
16+	Planetwide	-8

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Doppelganger: This is the true birth of the Doppelganger; the Dark Twin is finally realized and becomes a separate, physical being, able to run around the universe all it desires. It has exactly the same stats as you (although it has no Urge), but its Conviction Points is equal to the pool it has been developing out of your own mistakes (see **Wyrdr Drain**, above).

The one benefit you gain from this is that your Urge levels are completely eliminated (although you can begin gaining Urge again by any of the methods given in Gaming Urge Table - and even build another Doppelganger).

The Dark Twin makes a Urge check. The result determines the penalty others suffer on Notice checks to tell the difference between the real you and your Doppelganger. The Doppelganger is permanent and real, subject to all the things that will kill a living person.

Results	Notice Penalty
0-5	-2
6-10	-4
11-15	-6
16+	-8

Theurgist Powers

Theurgy is the channeling of divine power or miracles through rituals. These rituals have been carefully maintained by Theurgists over the centuries. Most rituals have one or more of the following three components used during the casting (not duration) of the rite:

- **Liturgy:** Words must be spoken. Some rites call for long orations, others for a simple prayer.
- **Gestures:** Symbols and signs must be traced in the air or on the object of the ritual. This could be a simple cross or a complex rune.
- **Prayer:** The priest must meditate for the rite. This can be a short moment of concentration or an hours-long trance.

A ritual can be performed without its components, but the theurgist suffers a –2 penalty to his Power check (or a +2 to the save Difficulty). Any components are considered a free action.

Theurgic rituals are not to be confused with *Supernatural Rituals* from the *Adept's Handbook*. They are unrelated.

The major sects and orders of the Universal Church of the Celestial Sun each practice different forms of theurgy. These are similar to *Supernatural Philosophies* (*Adept's Handbook* pg 7). There are some common powers as well as some differences based on the virtues of the sect. An Adept that has chosen a Path from Those Who Preach is restricted to the list of powers of that sect, until he changes his Church Ordination. However, he still retains the powers gained from the previous Path and uses any powers unique to that previous path at normal level.

Note that the powers list in the Canonical work like in the *Supernatural Philosophies*: An adept who adheres to a supernatural philosophy can cast any powers they know on their canonical power list as though they were one adept level higher. Due to the focus on these canonical powers, supernatural powers not on the canonical power list are cast as though the adept were one level lower. Barred Powers are powers that the Antinomist cannot have at all.

The Talent Core Ability: The Theurgist can use a Conviction Point to tap even a Barred Power (using The Talent Core Ability). However the Theurgist runs the risk of gaining a level of Hubris. He must make a Will save vs. 10 plus Adept level or gain a Hubris Level.

Forbidden Powers (generally these powers are not going to be allowed): Apport, Blink, Computer Link, Phase, Plane Shift, Teleport, Wind Walk.

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Urth Orthodox

Prerequisites: Church Ordination: Urth Orthodox, Cha +1

Key Ability: Charisma

Canonical Powers: Banishment^{AHB}, Bless^{AHB}, Calm, **Cleanse**, Cure, Dispel^{AHB}, Feed the Hungry^{AHB}, Ghost Touch, Heart Reading, Heart Shaping, Oath-Binding^{AHB}, Purifying Light^{AHB}, Scrying, Second Sight, Severance, Supernatural Insight^{AHB}, Ward

Barred Powers: Acid^{AHB}, Apport, Blink, Blood Reading^{AHB}, Blood Shaping^{AHB}, Boil Blood^{AHB}, Computer Link, Electronics Shaping^{AHB}, Phase, Plane Shift, Teleport, Wind Walk

Perk: *Hubris Sense* – The Urth Orthodox theurgist can use his Notice skill to sense Hubris in an individual.

Drawback: Orthodox theurgists are at a higher risk to gain hubris. Orthodox Theurgists suffer from a -1 to all Will Saves vs. Gaining Hubris.

Brother Battle

Prerequisites: Church Ordination: Brother Battle, Str +1

Key Ability: Strength

Canonical Powers: Body Control, Calm, Combat Sense, Elemental Blast, Elemental Resistance, Energy Shaping, Energy Shield^{AHB}, Enhance Abilities, Fasting^{AHB}, Fire Shaping, Invulnerability^{AHB}, Psychic Shield, Psychic Weapon, Supernatural Speed, Supernatural Strike, Supernatural Weapon

Barred Powers: Acid^{AHB}, Apport, Blink, Blood Reading^{AHB}, Blood Shaping^{AHB}, Boil Blood^{AHB}, Computer Link, Electronics Shaping^{AHB}, Phase, Plane Shift, Teleport, Wind Walk

Perk: *Absolved* – A Brother Battle is absolved from killing in the name of the Church. Brother Battle theurgist do not have to make a Will check vs. Gaining Hubris for justifiable murders if they are in the name of the Church.

Drawback: If the Brother Battle theurgist knowingly neglects to help the innocent when in need, he must make a check vs. Gaining Hubris, Difficulty 10. Increase the difficult +5 if the innocent has a Church Ordinance of some kind.

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Eskatonic Order

Prerequisites: Church Ordination: Eskatonic Order, Int +1

Key Ability: Intelligence

Canonical Powers: Aether Shaping^{AHB}, Bibliomancy^{AHB}, Call Meteorites^{AHB}, Celestial Shaping^{AHB}, [Cleanse](#), Cure, Dispel^{AHB}, Earth Shaping, Elemental Blast, Elemental Resistance, Mana Blast^{AHB}, Mana Shield^{AHB}, Probability Shaping^{AHB}, Psychic Shield, [True Seeing](#), Truth-Reading, True Vision^{AHB}, Scrying, Second Sight, Sleep, Supernatural Insight^{AHB}, Time Shaping^{AHB}, Visions

Barred Powers: Acid^{AHB}, Apport, Blink, Blood Reading^{AHB}, Blood Shaping^{AHB}, Boil Blood^{AHB}, Computer Link, Electronics Shaping^{AHB}, Phase, Plane Shift, Teleport, Wind Walk

Perk: Eskatonic skirt the edge of Hubris every day. In many ways, they develop a certain level of immunity to Hubris effects. Eskatonics benefit from +1 to all Will saves vs. Gaining Hubris.

Drawback: If the Eskatonic theurgist does something blatantly unnatural – something that defies nature and physics (GM discretion), he must make a Will save vs Gaining Hubris, Difficulty 10.

Temple Avesti (Avestites)

Prerequisites: Church Ordination: Temple Avesti, Wis +1

Key Ability: Wisdom

Canonical Powers: Bless^{AHB}, Calm, [Cleanse](#), Cure, Curse^{AHB}, Disintegration^{AHB}, Elemental Blast, Elemental Resistance, Fire Shaping, Invulnerability^{AHB}, Magma Shaping^{AHB}, Metal Shaping^{AHB}, Pain, Snare^{AHB}, Suggestion, Supernatural Insight^{AHB}

Barred Powers: Acid^{AHB}, Apport, Blink, Blood Reading^{AHB}, Blood Shaping^{AHB}, Boil Blood^{AHB}, Computer Link, Electronics Shaping^{AHB}, Phase, Plane Shift, Teleport, Wind Walk

Perk: Temple Avesti theurgist are typically fanatical and passionate about their dedication to the ideals of the church, especially enforcing holy laws. This passion allows an Avestite theurgist to fend off Hubris easier. A Temple Avesti theurgist can spend a Conviction Point to avoid Gaining Hubris once per day.

Drawback: An Avesti theurgist is also affected in a deeper manner from Hubris gained. The Hubris level acts as a negative modifier to Charisma based skills.

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Sanctuary Aeon (Amaltheans)

Prerequisites: Church Ordination: Sanctuary Aeon, Wis +1

Key Ability: Wisdom

Canonical Powers: Bless^{AHB}, Calm, [Cleanse](#), Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Dowsing^{AHB}, Elemental Resistance, Heart Reading, Imbue Life, Invulnerability^{AHB}, Life Extension^{AHB}, Purifying Light^{AHB}, Psychic Shield, Sleep

Barred Powers: Acid^{AHB}, Apport, Blink, Blood Reading^{AHB}, Blood Shaping^{AHB}, Boil Blood^{AHB}, Computer Link, Electronics Shaping^{AHB}, Phase, Plane Shift, Teleport, Wind Walk

Perk: Saving life is what the Sanctuary is all about. When using Cure, the Amalthea theurgist can Cure two damage conditions rather than just one.

Drawback: If the Amalthean theurgist ignores the opportunity to heal or save a life, he must make a Will save vs. Gaining Hubris.

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Hubris

Few mortals can channel divine power without succumbing to some sense of ego inflation, a belief that they are themselves gods. Such overweening pride before the Pancreator leads to ruin for yourself and others.

Theurgists begin play with no Hubris levels. Many devout Theurgists may even survive their entire careers without once succumbing to overweening pride and the ruin it brings. The chances of the average adventurer being so blessed, however, are slim. Too many actions cause us to compromise our lofty ideals, and too many dangers lurk in the dark, whispering to our dark natures.

Gaining Hubris

Whenever a Theurgist performs an evil or heinous act, he may gain levels in Hubris role. Unlike psychic Urge, Hubris is with you always — the effects lasts until you have lost the level of Hubris that empowers them (unless stated otherwise in the description).

Hubris comes in many forms, but the levels listed below are the most common. Hubris is not a split personality or a dark entity growing inside you; it is your own human fallibility before the divine. Lack of humility leads to overweening pride at your ability to call forth miraculous powers, powers which are supposed to be the Pancreator's gift, not your own will exerting itself.

Hubris is gained through roleplaying. Certain acts or deeds that you undertake may cause your Hubris to grow, and from there to slowly build if you keep performing similar deeds. What are such prideful acts? Breaking Church taboos. As a practitioner of theurgy, you have agreed to certain precepts of your religion, and you believe heartily in these precepts. Breaking the rules of the religion have consequences.

See Gaining Hubris Table for typical taboos and the Will save Difficulty to resist gaining Hubris for committing them. Certain barbarians and aliens have different religions, and thus different precepts.

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GAINING HUBRIS TABLE

Taboo	Difficulty
Attempting a Barred Power (using a Conviction Point)	10
Missing confessional more than once a year	10
Refusing sacrament	10
Inventing proscribed tech	10
Declaring a vendetta	15
Rebellion against your liege lord, Church or emperor	15
Stealing	15
Rebellion against sect	15
Suffering inquisitorial torture	20
Exposure to an evil creature or artifact	20
Murder (justifiable in others' eyes)	20
Starting your own sect	25
Exposure to a demonic presence	30
Murder (cold-blooded)	30
Committing rape	35
Excommunicated	35

Losing Hubris

You can learn humility, although it is tough to regain squandered Grace; losing Hubris levels requires a quest or great deed of some sort. See Losing Hubris Table for typical deeds and the Will save Difficulty to lose Hubris for completing them.

Losing Hubris Table

Deed	Difficulty
Pilgrimage	25
Performing Church mission	25
Converting other sects or orders	25
Converting new faithful (heathens, heretics)	20
Renewing the faith of one who had lost it	20
Performing dangerous mission for others (no personal gain)	20
Selfless sacrifice (throwing oneself in harm's way for others)	20
Forsaking theurgy*	15
Exposure to holy relic	15
Exposure to Soul Shard	15
Exposure to Philosophers Stone	10
Exposure to celestial presence	10

* You must not cast any theurgic rites for at least a year, or lost Hubris will be regained

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Hubris Levels

Unlike Urge powers, which represent specific actions taken by the Dark Twin, the powers of Hubris represent the changing relationship between the Theurgist and the Pancreator — which is to say, between the Theurgist and the universe at large. Most are permanent, or always in effect, once that level has been reached, while others (like levels 2 and 4) require specific circumstances to become active.

Hubris Check: At times, the Hubris abilities will require a Hubris Check. This is a Will save check and the Difficulty is 10 plus the character's Hubris levels.

Maximum Levels: The maximum levels of Hubris that you can have at any time are equal to your total character levels. Hence, if you are a 4th-level Adept, you cannot suffer the 5th-level of Hubris until you gain another level. If you are a 3rd-level Adept and 2nd-level Expert, your total character levels are five, and so you are vulnerable to gaining the Dolorous Stroke, the 5th level of Hubris.

Level	Special
1st	Avert Beast
2nd	Guilty Soul
3rd	Blemishes
4th	Flagellation
5th	Dolorous Stroke
6th	Faithless
7th	Waste Land
8th	Plague
9th	Dead World

Avert Beast: Animals fear you: dogs bark at your passing, birds take flight, cats hiss and spit, horses rear and throw their riders, oxen bolt from their harnesses, etc. “Skittish as a Terran cart-mule,” is a private joke among rural priests, whose Hubris seems to be kept in check by this “early warning” effect; among the urban Church fathers, Hubris is less likely to be noticed, since they have less direct contact with the natural world.

Guilty Soul: You become prone to Freudian slips that reveal your sin — your soul wishes to speak out so that you may recognize your sin and gain humility and thus forgiveness for it. Normally, public knowledge of this sin can endanger your career, so you keep it hidden from others, but your Guilty Soul will speak out at the most inappropriate times and say embarrassing things. Whenever you roll a natural 1 on a Power check (or the target rolls a natural 20 on the save), your Guilty Soul may take over. Make a Hubris check. If it succeeds normally, the Guilty Soul does not speak. If it fails, the Guilty Soul speaks its mind.

For each point over the Difficulty, the Guilty Soul may change one word you say. It may do so as many times within the next 10 minutes as the gamemaster deems is necessary.

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Blemishes: Your pride before the Pancreator soon grows until it cannot cure itself through speaking, so it shows itself physically. Blemishes (warts, splotches, marks, etc.) appear on your face (or hands), signs that you have stepped over the boundaries of the Church. Unlike theurgic stigmas, Blemishes are recognized by the faithful as ominous taints. Some observers of fashion note that the Avestite preference for long robes with concealing hoods and veils dates back to an unusually corrupt period in that sect's history.

Flagellation: If the Guilty Soul (above) is left unchecked, it can grow too large for the dark recesses of the your heart, building pressures that could cause it to burst from mere words into actual deeds. Your guilt eats away at you and you begin to perform unintended actions - sometimes dangerous - designed to reveal your guilt. Whenever you roll a natural 1 on a Power check (or the target rolls a natural 20 on the save), you may Flagellate yourself. Make a Hubris check. If it succeeds normally, the Guilty Soul does not act. If it fails, the Guilty Soul acts against your conscious interests. It can change one of your intended actions into something else - even something dangerous to yourself, such as having you insult an already angry Vorox or even making you strike him. It may do so as many times within the next 10 minutes as the gamemaster deems necessary.

Dolorous Stroke: As the sin of spiritual pride increases, it is accompanied by disdain for the real, the mundane and the physical; the soul is twisted between these extremes, and it twists the body along with it. A process begun with Blemishes (above) is completed as you suffer some crippling affliction, such as painful arthritis (sometimes bending a hand into a claw), a bent back, lame leg, etc. This effect is permanent (unless the Hubris level is decreased), and may often levy a -4 penalty on physical actions or physical ability checks.

Faithless: Inflated self-importance eclipses the place of the Pancreator in your heart, and guilt and sin spill out of your own form into the world around you. Your Hubris is too great for you to bear alone, and it begins to taint others. Your sermons, no matter how well or passionately delivered, cause others to feel a deep unease and a resultant loss of faith. They may desert your sect or even the Church itself, and in extreme cases (those who were already depressed), may commit suicide. You suffer a -4 penalty on a Charisma-based checks.

Waste Land: As the secret sin grows, spreading from person to person, it begins to settle in the inanimate world as well. Your overweening Hubris begins to taint the earth itself. The local land becomes barren: Crops will not grow, animals will not birth and their milk and meat go bad on the hoof. If you leave and never return, the land may begin to recover, but it is a long and slow process that can be accelerated only with cleansing rites and blessings.

Plague: As the faith of the people falters and the land is drained of its vitality, your sin is manifested in the bodies of those around you. A plague is delivered onto the local populace and you are its source. You do not suffer from the disease yourself, but others around may catch it from you.

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Dead World: Standing at the brink of damnation, your insufferable pride is swollen to encompass your entire planet. The Pancreator has cursed the world on which you preach. The planet you are on when you gain this level of Hubris becomes a wasteland — the entire planet dies. Only when you are healed of your Hubris (all of it) or are dead, will the planet live again. Priests whisper that this was the fate long ago of the planet Nowhere, the reason why so much of the planet - said in Second Republic texts to be lush - is now desert and windblown wastes.

Antinomy

An Antinomist traffics in blasphemous acts and dark dealings with the dead and demonic. At the very least, he uses the entrails or living creatures to divine the future.

An Adept becomes an Antinomist by dabbling in forbidden magics and stumbling across the power of demons. This person could be a Psychic or a Theurgist or a person with no power at all. The powers of antinomy are obtained making deals with demons and otherworldly beings from between the stars. But once they enter into Antinomy, there is no turning back. Dabbling in the dark arts taints ones soul and destroy whatever supernatural potential in other practices completely.

Why would someone delve into Antinomy if it cost more, takes more effort, and could totally destroy one's self completely?

Antinomy is a true *Supernatural Philosophy* (*Adept's Handbook* pg 7). The powers list in the Canonical work like in the Supernatural Philosophies. An adept who adheres to a supernatural philosophy can cast any powers they know on their canonical power list as though they were one adept level higher. Due to the focus on these canonical powers, supernatural powers not on the canonical power list are cast as though the adept were one level lower. Barred Powers are powers that the Theurgist cannot have at all. Unlike Psychics, the Theurgist can dabble in other powers outside his Canonical list.

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Draconian

The Draconian canon is the most commonly found practice among Antinomists, probably due to its publication in the Draco Codex. The rites of this canon require huge amounts of effort and its practitioners almost always commit blood sacrifices. Note that Scrying and any Summoning cannot be used without the required components; performing these rites is impossible without them.

All Draconian Powers are Fatiguing, and the Difficulty in increase +5. This can be negated by a Conviction Point. If no Blood Sacrifice is made, -4 to the Power check or -4 to the save Difficulty.

Prerequisites: Cha +1

Key Ability: Charisma

Canonical Powers: Curse^{AHB}, Light Shaping, Scrying, Shadow Shaping^{AHB}, Summon Apparition^{AHB}, Summon Beasts^{AHB}, Summon Dragon^{AHB}, Summon Elemental^{AHB}, Summon Outsider^{AHB}, Summon Spirit^{AHB}, Summon Vermin^{AHB}, Visions, Ward

Barred Powers: Bless^{AHB}, Calm, [Cleanse](#), Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Heart Reading, Imbue Life, Life Extension^{AHB}, Purifying Light^{AHB}

Perk:

Drawback:

Horuspication

Horuspication, or divination by examining the entrails of a blood sacrifice, is one of the oldest and most universal of all Antinomist techniques. Its practitioners are easily confused with Draconian Antinomists because they share a common rites however the rites require a blood sacrifice.

Prerequisites:

Key Ability:

Canonical Powers:

Barred Powers: Bless^{AHB}, Calm, [Cleanse](#), Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Heart Reading, Imbue Life, Life Extension^{AHB}, Purifying Light^{AHB}

Perk:

Drawback:

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Necromancy

The foul art of necromancy allows its practitioner to summon the spirits of the dead, animate dead bodies as mindless servants, and even resurrect the dead. Note that some of these powers call for large amounts of Conviction and some necromancers stoop to the practice of blood sacrifice. Also note that these rites require the use of all components and may not be performed without them.

Prerequisites:

Key Ability:

Canonical Powers:

Barred Powers: Bless^{AHB}, Calm, [Cleanse](#), Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Heart Reading, Imbue Life, Life Extension^{AHB}, Purifying Light^{AHB}

Perk:

Drawback:

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Fealty

Antinomy also has its dark side - something worse than the rites themselves. The more a person delves into the darkness, the greater hold it has upon him. This is represented by a role called Fealty: the character's weakness before the dark powers he toys with. Like Urge or Hubris, it is gained through certain deeds or acts and takes on a life of its own. While it can be lowered by perverse activities (burning down cathedrals and the like), it more often consumes its victims.

The Fealty role represents the degree to which a demon (or demons in general) has usurped the will of the Antinomist; it can be likened to a proportion of the souls mirror which the shadow of evil has eclipsed, blocking the Descent of Grace and the Luminous Return. Fealty is the level of thralldom, or forced subservience, of the Antinomist to the Demon Sultans. While it is theoretically possible to attain the awesome powers of Antinomy without falling prey to those who wait in the shadows to pounce at the slightest misstep, this is just as difficult and unlikely as practicing theurgy without falling prey to godless pride, or developing psychic abilities without succumbing to the temptations of ones own dark side. While the Draco Codex dwells at length upon the formulae of commands and the care required in drafting pacts, this does not change the fact that any sort of trafficking with infernal entities opens one up to a vastly populated universe of pure malice whose inhabitants have all of eternity to await their chance for freedom. Although it can be assumed that any devil-worshiper has subjugated his entire will to his demon lord, those who ply the dark paths to power do so for their own reasons, pursuing personal goals, and sometimes these motivations can conflict with the schemes of their masters. This trait determines the amount of control a demon may exert when its ally in the physical world strays from the tasks demanded.

Fealty also corresponds roughly, and in reverse order, to the levels of the Qlipboth, as it becomes possible for more powerful demons to act through an Antinomist careless enough to lose control over his own power. In one sense, Fealty can be said to represent which level of hell currently has a space reserved for the Antinomist after death. The Antinomist's original Pact and the level of demon(s) he may be personally familiar with are not a concern here, as Fealty is a window of opportunity for all the sundry hordes of Gehennungagap to exert their influence in the real world. The size of this window, however, limits the "size" of the demonic entities who can use it. E.g., an Antinomist with a Fealty of 1 will only be harassed by the minor devils of the 10th Qlipboth, but an Antinomist with a Fealty of 4 is subject to the-whims of all demons residing on the 7th, 8th, 9th and 10th Qlipboth. The Fealty effects described here may also apply to necromancers and horuspicators, although they will be subjected to forced possession by shades of the dead or malicious spirits jealous of the gut gazer's wisdom and power. The effects of levels 1-3 are temporary, lasting 10 turns or about half a minute and occurring only once per span.

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Gaining Fealty

Fealty is gained through roleplaying. Certain acts insult and anger the demons and hungry ghosts with which the Antinomist is allied. Disloyalty to ones cult and its attendant entities costs dearly, and leaves the Antinomist spiritually indebted to some very vindictive creditors indeed.

Taboo	Difficulty
Fumbling an Antinomy rite	
Fumbling an Antinomian Great Rite	
Failure to fulfill Pact obligation	
Insulting demon/deceased/spirit	
Succumbing to positive emotion (love, compassion)	
Losing to a Church Priest	
Submitting to Church authority	

Losing Fealty

The Antinomist may payoff his debt by willingly increasing his servitude to the entity or striking out against the enemies of darkness. But such deeds generally cause further problems with the world at large. A Will save versus the given difficulty means the Fealty is successfully lost.

Deed	Difficulty
Desecrating church	
Destroying church	
Corrupting priest	
Killing priest	
Dishonoring theurgist	
Corrupting theurgist	
Killing theurgist	
Additional ritual sacrifice	
Additional service to demon/deceased/spirit	
Exposure to evil artifact	
Recruiting new Antinomist	
Exposure to a Soul Shard	
Exposure to a Philosophers Stone	

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Fealty Levels

It's important to know that once multiple level are reaches in the Fealty Role, the effects are cumulative and are all in effect. Unlike other supernatural drawbacks, Fealty builds up and each level continues to be in effect even as the Antinomist gains more.

Fealty Check: At times, the Fealty abilities will require a Fealty Check. This is a Will save check and the Difficulty is 10 plus the character's Fealty levels.

Maximum Levels: The maximum levels of Fealty that you can have at any time are equal to your total character levels. Hence, if you are a 4th-level Adept, you cannot suffer the 5th-level of Fealty until you gain another level. If you are a 3rd-level Adept and 2nd-level Expert, your total character levels are five, and so you are vulnerable to gaining the 5th level of Fealty.

Level	Special
1st	Ligature
2nd	Maleficia
3rd	Phantasms
4th	Hysteria
5th	Malcognition
6th	Malefaction
7th	Mania
8th	Necrosis
9th	Pneumophagy

Ligature: The lowest level of Fealty is the establishment of a spiritual link between the Antinomist and the lowest order

of lesser demons. When the Ligature is current level, a minor devil (those "closest" to the real world, metaphysically

speaking) may use its fingerhold on the devil worshipper's consciousness to glimpse the world through human eyes. There is relatively little game effect here, as the results of the Ligature are virtually indistinguishable from a mere guilty conscience; the worst the Antinomist can expect are nightmares, usually involving a very vivid plunge into the Inferno.

One very important side effect of the Ligature is that, at times when the minor devil peering over the Antinomists shoulder, it will be plainly visible to anyone using the powers Spirit Sense or the Second Sight.

A Fealty check can be made to suppress this effect, if the Antinomist is aware of it in some way.

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Maleficia: At the second level, mischievous imps from the 9th Qlippoth may cause slight physical effects to occur in the vicinity of the Antinomist; effectively, he has a poltergeist following his around, causing misfortune and interfering with well-laid plans. The gamemaster should note that the effects of the Maleficia are very slight, and overt poltergeist displays like spinning all the furniture in the room in mid-air are not possible using this power alone.

One option with this power is to impose a -2 penalty on all rolls the Antinomist makes while the Maleficia is active. A more characteristic effect is plain old bad luck which serves to increase the level of tension and conflict in the current act, like the dungeon guard coming around the corner earlier than expected, a friend of the rival noble overhearing a character's insulting muttered aside, or losing the night road jumpkey through a hole in the pocket.

Effect: Once per day, something weird, odd or otherwise annoying occurs. The Antinomist can make a Will save vs. Difficulty 10 + Fealty Level to know it is happening and can make a Fealty check to prevent it.

Phantasms: Once this level of Fealty is reached, the demonic influence upon the Antinomist is strong enough that demons of the 8th Qlippoth may not only see through his eyes, but may actually replace the Antinomist's sensory input with false perceptions of their own invention. The character's full perceptual environment may not be wholly replaced, but individual elements can be. For instance, objects and people may be made invisible to the Antinomist, nonexistent objects and people can be perceived, one thing may be seen as something entirely different and individual aspects of the total environment can be changed, like the color of the sky, the texture of the ground, the exact placement and position of furniture, walls, doors, starship controls, toilets, etc. Although limited by duration and scale, all of the senses can be controlled in this way. Phantasmal people will not only look real, but sound and smell real too. Phantasmal tools and weapons will feel real in the hand, but will produce no effect when operated.

Effect: When the Antinomist makes Notice check (or some kind of sensory check), he also must make a Fealty check or sees a phantasm of some kind. It lasts no longer than a few minutes unless the Antinomist engages in some kind of interaction with it. If the Antinomist engages with it in any kind of interaction, a Will save vs. DC 10 + Fealty Level can be made if the phantasm gives him a reason to disbelieve. (GM's discretion)

Hysteria: As Fealty increases, the Antinomist loses greater degrees of internal self-control; once the demons of the 7th Qlippoth gain access to his psyche, they may control his emotional state. Positive emotions like joy, love and honorable intentions can be neutralized or directed toward inappropriate ends. Negative emotions like fear, anger and hatred can be created or increased. Some demons use this power randomly, sending their thrall

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reeling through a chaotic rollercoaster of conflicting feelings, but most are subtle and devious, using Hysteria sparingly to manipulate their humanoid pawn to their own ends.

Effect: When the Antinomist makes Charisma based skill check, he also must make a Fealty check or suffer from some level of hysteria. The duration should be no longer than a few moments, GM's discretion. The Antinomist can make a Fealty check to prevent it.

Malcognition: When this degree of Fealty is reached, even the Antinomist's thoughts are no longer his own; demons of the 6th Qlippoth can control his cognitive processes, redirecting the train of thought, twisting logic into absurdity and even rewriting memories. The game master should note that Malcognition, like Hysteria above, is still only temporary, and that the Antinomist will regain control of his reason and feelings as soon as the duration is up.

There are, however, permanent side effects for levels 5 and up which can be observed in both the physical and spiritual realms. At level 5, the Antinomist's shadow becomes abnormally pronounced, even in full light; it will appear darker and more defined regardless of how much ambient light should be dispersing it. Studying the Antinomist with Spirit Sense or Second Sight reveals that at least half of his souls mirror is covered in inky blackness, rendering the projection of the Luminous Return of divine light to the Pancreator impossible until Fealty drops below this level.

Effect: When the characters makes a Intelligence based skill check, he also must make a Fealty check or suffer from some level of malcognition. If he fails, the Antinomist gains incorrect information from the check.

Malefaction: When Malefaction is in effect, the Antinomist has no control over his own actions, and may only behave in ways specified by the powerful inhabitants of the 5th Qlippoth. The controlling demon can only direct him to take actions which the Antinomist himself is capable of performing; i.e., Malefaction cannot be used to make him pilot a starship if he does not possess the skill.

At this level of Fealty, the Antinomist's shadow appears to encompass him like a cloud, obscuring him in darkness even when light is shone directly upon him. Supernatural vision powers show that the Descent of Grace is blocked by this cloud's spiritual counterpart, so that the Pancreator's divine light no longer reaches him.

Effect Anytime the Antinomist makes an action that would further his current goal, he must make a Fealty check or the GM determines his action.

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Mania: At the 7th level, the Antinomists mind snaps, his very sanity seized by the monstrous intelligences of the 4th Qlippoth. He suffers a -3 penalty on all rolls involving Intelligence or Wisdom and may lapse permanently into the false thoughts, feelings and perceptions he was temporarily subjected to at the lower levels of Fealty. Lost in madness, he may neglect his body, suffering malnutrition and disease brought on by extreme filth; at the gamemaster's discretion this may result in a gradual decrease in physical traits (-1 to STR, DEX or Con per month) as well as penalties to any action in which physical appearance is a factor (-2 to -4 penalties to CHA based skills).

The Antinomist's shadow now extends from his body in all directions, regardless of where it is being cast, and actually dims nearby lights. His shadow extends on the spiritual plane as well, blocking the Descent of Grace from anyone in his close vicinity, making him quite literally mad, bad and dangerous to know. In a very real religious sense.

Necrosis: With the divine light of the Celestial Sun thoroughly occluded not only from above but also blocked from those nearby who might reflect it to him from themselves, the Antinomist enters a terminal phase of Fealty where the life force that sustains all creation slowly drains from him. If this level of Fealty remains in effect for a number of weeks equal to the Antinomist's character level, the Antinomist is physically dead by all clinical definitions; a husk or zombie by theological definition. The real difference between this state and being a true zombie is that the original personality of the Antinomist, shattered and unraveled though it may be, is still the animating force which moves the now-dead body. The basic bodily functions and activities of the living - sex, eating, sleeping and breathing - may continue for a while, but only out of habit rather than necessity. His body is in an arrested state of decomposition, resulting in a decayed appearance and rotting odor which cosmetics and perfumes can only mask briefly. His shadow is now like a black hole, sucking all light into its void. Nothing but dimness may prevail in his presence, and then only the strongest of lights may thus be seen. Viewing him through occult vision reveals only that same shadow, and he no longer has any sort of aura.

Pneumophagy: At this level, the Antinomist has lost all control - both of his situation and himself. The process of encroaching possession is complete, leaving him an impotent passenger in his own decaying body. The most powerful of demons and their minions may act through him while he watches helplessly. This is the point of no return for the Antinomist, because, no matter how much his soul may wish to repent and beg forgiveness for his folly, he can no longer take any action to pursue salvation. His only hope is rescue from outside, in the form of an Orthodox exorcism or divine intervention. If his body is destroyed before this can happen, the soul of the Antinomist is consumed, condemned to spend the remainder of eternity in the frigid lightless void of Gehennungagap.

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Technomancy

This is the heretical practice of using supernatural powers to influence technology. This practice is as persecuted as Antinomy by the Church. It was born during the height of the Second Republic and seen as one of the ultimate heresies by the Church. Teachers and practitioners of this supernatural study have long been hunted down and killed. There are small pockets of knowledge about this study but they are hard to find. There are rumors that there are technomancers still in some of the Lost Worlds.

This is a supernatural area of study that is not entirely understood. Like Beastfriending, it is not entirely clear whether it is theurgy or psychic ability or some combination of both.

Technomancy is similar to *Supernatural Philosophies* (Adept's Handbook pg 7) except they are **limited to Canonical Powers**. An adept Technomancer can cast any powers they know on their canonical power list as though they were one adept level higher. All other powers are considered Barred Powers. Once Technomancy is chosen, the adept cannot enter into any other supernatural order without losing the powers he gained in this supernatural sect.

Technomancy

Prerequisites: Int +1, Training in Computers and Knowledge (Technology)

Key Ability: Intelligence

Canonical Powers: Computer Link, Create Equipment ^{AHB}, Electronics Shaping ^{AHB}, Elemental Aura, Elemental Blast, Elemental Resistance, Elemental Weapon, EMP Blast ^{AHB}, Energy Shield ^{AHB}, Energy Shaping, Enhance Vehicle ^{AHB}, Metal Shaping ^{AHB}, Reprogram Construct ^{AHB}, Synchronicity ^{AHB}

Perk: Technomancer can add his Adept levels to any Computer Use or Knowledge (Technology) checks.

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Beastfriend

The Vuldrok barbarian common folk tell of some who can speak to animals, who learn from them the secrets of nature. Be they hermit, woodsman or even shaman, these rare individuals are called Beastfriends, for they always travel with a bonded animal, a peculiar or alien creature that might otherwise hide from humans – or try to eat them.

While such people are known among the Vuldrok, they are practically unheard of in the Known Worlds. They do, however, exist even there, but are not often recognized as such, for peasants and inquisitors are a superstitious lot, liable to condemn such witchery without fully understanding it. Hence, Known Worlds Beastfriends tend to travel under other guises, as guildsmembers or freemen, labeling their unique companions as “trained pets” rather than the wild but loyal beasts they are.

Beastfriend is similar to *Supernatural Philosophies* (Adept's Handbook pg 7) except they are **limited to Canonical Powers**. An adept Beastfriend can cast any powers they know on their canonical power list as though they were one adept level higher. All other powers are considered Barred Powers. Once Beastfriend is chosen, the adept cannot enter into any other supernatural order without losing the powers he gained in this supernatural sect.

Beastfriend

Prerequisites: Cha +2

Key Ability: Charisma

Canonical Powers: Beast Link, Beast Messenger^{AHB}, Beast Speech^{AHB}, Body Control, Combat Sense, Earth Shaping, Fog Shaping^{AHB}, Imbue Life, Life Drain^{AHB}, Nature Reading, Natural Weapon Growth^{AHB}, Plant Link^{AHB}, Plant Shaping, Self-Shaping, Shadow Walk^{AHB}, Water Breathing, Water Shaping, Water Walk, Wayfinding, Weather Shaping, Wind Shaping, Wind Walk

Perk: Bonus feat – Familiar. You can gain a higher level familiar than the base feat, equal to your Adept level.

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Additional Powers

Cleanse

Prerequisite: Theurgist Adept

Cleanse may be used to target living creatures as well as objects, purifying them from evil taint or influence. The Cleansed person resists being affected by Antinomy, Urge or Hubris, gaining a saving throw bonus based on the Power Check result against these powers attempting to affect the target. This rite has also proven effective in treating wounds when no antiseptic is available. Some Amaltheans perform this rite daily as part of their regular devotional ceremonies. A Cleansed person participating in a rite subtracts a -1 from power or fatigue Difficulty, but he must have some knowledge of theurgy, if not actual ability, in order to really participate.

It takes one full round to activate and a range of Touch. The duration of the power's effect is 1 hour + 1 additional hour per Adept rank. The power can be resisted by Will save.

Difficulty	Bonus
15	+1
20	+2
25	+3
30	+4
35 +	5

Communion

Prerequisites: Sathra psychic only

You gain a bonus to your Will save when determining the result of experiencing the Sathra Effect, based on the Power check (see below). You can also extend this bonus to those within 30 ft range. If a target resists, he must save against this power before making his Will save for the Sathra Effect. It lasts as long as the time of the jump.
Time: 1 minute

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Gate Sense

Prerequisite: Void Shaping, Sathra psychic only

With this power, you unlock information and control the very jumpgates. The effects below are not cumulative.

You must declare which effect you are trying to achieve before making an activation check. It takes 1 minute to activate.

Duration: 5 minutes

Difficulty	Effect
20	Trail. You can sense which star system the jumpgate last activated.
25	Unlatch. You can reduce the gate reset time by your skill ranks in Gate Sense.
30	Latch. You can shut down a jumpgate as if a ship went through it. Roll on the Jumpgate reset table (FS: d20, pg 136). For each point your roll exceeds 30, add one to the Jumpgate reset result.
40	Jumpcode. You can make a jumpgate open to another system. This is a random system, and may not even be on the known jumpweb.

Starship Link

Prerequisites: Computer Link, Sathra psychic only

You can merge your mind with ship you are piloting. The ship essentially becomes an extension of your body. Its sensors act as your eyes and ears, giving you a sense that you are flying through space. With a high-enough roll, even events inside the ship are apparent, such as opened airlocks, broken equipment, or combat. These senses are faint and feel like bodily functions however cameras or other sensors allow for more distinct awareness. Being one with the ship also provides bonuses to Pilot and Computer Use skill checks. It takes 1 minute to manifest this power. The power is modified by the size modifier of the ship.

Ship Size	Difficulty modifier
Awesome	-12
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	-0
Small	+1

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Succeed by	Skill Bonus	Effect
Up to 4	+1 Skill Bonus	Basic sense of ship and surroundings
5–14	+2 Skill Bonus	Basic sense of ship and surroundings
15–24	+3 Skill Bonus	Full sense of ship and surroundings
25–34	+4 Skill Bonus	As above, with basic sense of ship interior
35+	+5 Skill Bonus	As above, with full sense of ship interior. Add Adept Level to Starships Defense and Attack Bonus to weapons systems.

The Skill bonus applies to Piloting and Computer Use.

Time: The duration of this power is 1 hour plus 1 hour per Adept level.

True Seeing

Prerequisite: Theurgist Adept

Fatiguing

You sense the truth in what you see, piercing concealment and magic. You make a power check based on what you are attempting to see through.

Difficulty	Task
10	See through partial concealment (no miss chance). See through a mirage.
15	See a concealed object like a hidden weapon or a secret door.
20	See through total concealment (no miss chance).

* See through an illusion, see something that's invisible, or determine the true form of something that's shapeshifted.

* Requires an opposed Power check

Time: Move action.

THE CHANGED

(Genetically Engineered)

Humans have been tampering with their genetic makeup for millennia, but the practice became especially common during the Second Republic. During this time, corporations and other groups created entire races of genetically altered beings, fine-tuning them for use on uninhabited planets; for use as slaves, warriors and workers; and just for fun. During the decline of the Republic, the Changed became a popular scapegoat as people saw their universe crumble about them. Millions were killed in the ensuing havoc, and most of the rest have been in hiding ever since.

Almost every one of the Changed can be considered part of a secret society, because being revealed as such often leads to death at the hands of the government or scared citizens. While none of the larger sects specifically preach against the Changed, many of the smaller sects do. Even the larger sects see the Changed as something unnatural, perhaps contrary to the Pancreator's will. Thus the changed do their best to stay hidden, quietly remaining in contact with one another in order to keep tabs on whomever is after them now.

Of course, their enemies believe that the Changed are one of the most successful conspiracies, with an eventual goal of subjugating all humanity. These opponents believe the Changed are united under a ruling body, sometimes called The Circle of the Change, which includes incredibly powerful mutants. Few educated people believe in The Circle, but it is a popular bogeyman amongst the peasantry

CREATING A CHANGED

Creating a mutant is not unlike creating an alien in True20 (see True20 Adventure Roleplaying Revised Edition p186). The player starts out with a basic common human template with no species bonus feats or powers. To develop a Changed character, you design a Changed background like designing an Alien background in True20. Each background begins with 3 background points BPs to spend and either two favored feats or one favored power. A Changed character can go over that 3 background points, provided that balance it out with an equal number of BPs gained from drawbacks. Refer to the Background Mutations Table below to see some options for spending your background points. No more than 3 BPs can be gained back from drawbacks.

Changed Aliens: Alien characters can be Changed as well. However, they do not get 3 Background Points to spend on mutations. Instead, they must trade in their alien traits for mutations, using the *Designing Alien Backgrounds*, in *True20 Adventure Roleplaying* page 186. An alien can also gain more BPs by taking drawbacks, but no more than 3 points can be gained doing this.

FADING SUNS TO TRUE20 CONVERSION

Background Mutations Table

Mutation Type	BP Cost
Extra Digits, Cosmetic	0
Fins, Cosmetic	0
Forked Tongue, Cosmetic	0
Horns, Cosmetic	0
Scaly Skin, Cosmetic	0
Thin Fur Coat, Cosmetic	0
Unnatural Eyes, Cosmetic	0
Unnatural Hair, Cosmetic	0
Unnatural Skin, Cosmetic	0
Unnatural Voice, Cosmetic	0
Acidic Saliva, Minor	1
Adrenaline Jolt, Minor	1
Claws, Minor	1
Darkvision, Minor	1
Energy Absorption, Minor ¹	1
Enlarged Form, Minor	1
Exoskeleton, Minor ¹	1
Fangs, Minor	1
Force Barrier, Minor	1
Gills, Minor	1
Horns, Minor	1
Hypersensitivity, Minor	1
Leaper, Minor	1
Scaly Armor, Minor ¹	1
Scent, Minor	1
Second Wind, Minor	1
Smokescreen, Minor	1
Tail, Minor	1
Thick Fur Coat, Minor	1
Ultra Immune System, Minor	1
Wall Crawler, Minor	1
Webbed Digits, Minor	1
Acidic Saliva, Major	2
Claws, Major	2
Fangs, Major	2
Force Barrier, Major	2
Gazing Eye, Major	2
Horns, Major	2

Prehensile Tail, Major	2
Prickly Pear, Major	2
Stinger, Major	2
Venomous Bite, Major	2
Vexing Voice, Major	2
Echolocator, Major	3
Elasticity, Major	3
Radioactive, Major	3
Skeletal Reinforcement, Major	3
Telekinetic Mind, Major	3
Telepathy, Major	3
Extra Arms, Major	4
Pheromone Attraction, Major	4
Tentacle, Major	4
Wings, Major	4
X-Ray Vision, Major	4
Drawback	BP Value
Blood Hunger	1
Festering Sores	1
Frailty	1
Heat/Cold Susceptibility	1
Lethargy	1
Light Sensitivity	1
Lost Arm	1
Mindslave	1
Rapid Aging	1
Reduced Speed ¹	1
Pheromone Repulsion	1
Thin Skin ¹	1
Ultraviolet Allergy	1
Weak Immune System	1
Ability Decay ¹	2
Brittle Bones	2
Combat Fear	2
Drug Dependency	3
Poisonous Blood	4
Cybernetic Dependency	4

¹ You may take this mutation or drawback multiple times. Its effects stack.

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Hiding Physical Deformities

Many mutations come with physical deformities. Some mutations are easy to hide, while others are harder to conceal. Any mutation that alters a creature's physical appearance imposes a penalty on the creature's Disguise checks. For creatures trying to conceal multiple physical deformities or alterations, the penalties stack. A cosmetic mutation imposes a –1 penalty on Disguise checks, while a minor or major mutation imposes a –2 penalty on Disguise checks. Drawbacks do not apply penalties to Disguise checks.

Mutation Descriptions

Cosmetic Mutations: The simplest and least mechanically complicated mutation is a cosmetic mutation. A cosmetic mutation has no game effect other than to change a creature's appearance in some fashion. Cosmetic mutations cost 0 BP.

Minor Mutations: A minor mutation not only changes a creature's appearance in some fashion but also grants it a beneficial (if minor) special ability or useful feature, such as darkvision or gills. A minor mutation usually cost 1 BP and can usually be offset by a single drawback.

Major Mutations: A major mutation fundamentally changes the genetics and physiology of a particular creature. Moreover, it grants the creature a beneficial special ability or feature it couldn't otherwise possess, such as telekinesis or the ability to fly. A major mutation costs 2 or more BP and must be offset by one or more drawbacks.

Drawbacks: A creature with minor or major mutations also has drawbacks to offset them. Drawbacks are special disabilities or vulnerabilities that negatively affect a creature. Each drawback has an BP value, and a creature can spend these BP on minor and major mutations to offset the negative effects of the drawback.

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Ability Decay, Drawback

Your body or mind suffers from some marked deformity or deterioration. One of your ability scores (your choice) permanently decreases by 1. You cannot apply this drawback to an ability score of -6 or less. You may take this drawback multiple times. Its effects stack. **BP Value:** 2.

Acidic Saliva, Minor

Your saliva can burn other creatures like acid. Your bite attack deals an extra +2 of acid damage with each successful hit. You must have a natural bite attack to take this mutation. You cannot gain this mutation if you have the Venomous Bite mutation. **BP Cost:** 1.

Acidic Saliva, Major

Your saliva can burn other creatures like acid. Your bite attack deals an extra +3 of acid damage with each successful hit. You must have a natural bite attack to take this mutation. You cannot gain this mutation if you have the Venomous Bite mutation. **BP Cost:** 2.

Adrenaline Jolt, Minor

You can flood your bloodstream with extreme amounts of adrenaline to temporarily boost your Strength or Dexterity. Once per day, as a free action, you can temporarily increase either your Strength or your Dexterity by +1 points. This amount can be increased to up to 5 by spending a Conviction point per point increased. The increase lasts for a number of rounds equal to 3 + your Constitution. **BP Cost:** 1.

Blood Hunger, Drawback

You crave the taste of blood (or similar bodily substance). Moreover, you need to drink blood to survive. You must drain a pint of blood from a living creature once every 24 hours. Doing so is an attack action, and you can only drain blood from a willing, helpless, or dying (but not dead) creature. The bitten creature takes normal damage from the bite attack plus an extra 1d6 points of damage from the blood loss.

If you go 24 hours without consuming blood, you take -1 Constitution damage. Drinking a pint of blood cures the ability damage caused by blood deprivation in 5 rounds. Ability damage caused by blood deprivation cannot be restored through natural healing. You must have a natural bite attack to take this drawback. **BP Value:** 1.

Brittle Bones, Drawback

Your bones weaken such that you can no longer withstand hard or sudden impacts. Toughness check is reduced by -2. In addition, you take an additional +2 damage from a fall. You cannot take this drawback if you have the Skeletal Reinforcement mutation.

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Claws, Major

Your hands mutate into sharp claws. You gain a single claw attack that deals slashing damage dependent on your size: Small +2, Medium-size +3, Large +4. Your claws are treated as natural weapons. Having claws does not adversely affect your manual dexterity. **BP Cost:** 2.

Claws, Minor

Your hands mutate into sharp claws. You gain a single claw attack that deals slashing damage dependent on your size: Small +1, Medium-size +2, Large +3. Your claws are treated as natural weapons. Having claws does not adversely affect your manual dexterity. **BP Cost:** 1.

Combat Fear, Drawback

Due to a chemical imbalance in your brain, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation. After initiative is rolled but before you take your first action in combat, make a Will saving throw (Difficulty 15). If you fail the Will save, you are shaken for the rest of the encounter, taking a -2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, you overcome your moment of fear and negate the ill effects. **BP Value:** 2.

Cybernetic Dependency, Drawback

A birth defect or traumatic experience caused an organ or body part to degenerate. You rely on a cybernetic implant to sustain to your body. **The exact nature of the cybernetic is worked out between you and the GM.** If the implant is destroyed, you take +10 damage each round until dead.

Darkvision, Minor

You gain darkvision. You can see in total darkness out to a range of 60 feet. Darkvision is black and white only but is otherwise like normal sight. **BP Cost:** 1.

Drug Dependency, Drawback

You rely on a medical drug to survive. If you go 24 hours without taking a dose you must make a successful Fortitude save (Difficulty 15) or take -1 Strength and -1 Constitution ability damage. Taking a dose cures the ability damage caused by the deprivation in 3 rounds. Ability damage caused by drug deprivation cannot be restored through natural healing. **BP Value:** 3.

Echolocator, Major

You develop the ability to absorb sound waves and translate them into mental images that accurately portray the surrounding environment. This ability is similar to a bat's ability to operate and hunt in total darkness via echolocation. You gain the blindsight ability out to a range of 60 feet. **BP Cost:** 3.

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Elasticity, Major

You can bend and twist your body in unnatural ways and squeeze through very tight spaces. You gain a +10 bonus on Escape Artist checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. A creature using this mutation to move through a tight space moves at one-quarter normal speed. **BP Cost:** 2.

Energy Absorption, Minor

You can absorb impressive amounts of harmful energy. You gain resistance 2 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion. This can be purchased multiple times for stackable bonuses. **BP Cost:** 1.

Enlarged Form, Minor

You grow, becoming an freakishly large specimen of your kind. You become as large as your size category allows (8 feet tall for Medium-size characters, 4 feet tall for Small characters). However, you function in many ways as if you were one size category larger. Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger when it is advantageous to you. You are also considered to be one size larger when determining whether special attacks based on size (such as improved grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty (for example, a Medium-size character with this mutation can wield a Large weapon one-handed). **BP Cost:** 1

Exoskeleton, Minor

A thick exoskeleton forms over your skin. The exoskeleton usually consists of interlocking plates of bone or chitin covering 90% or more of your body. You gain a +1 natural armor bonus to Toughness, or your existing natural armor bonus improves by +1. A creature with fur, scales, or the Scaly Armor mutation cannot gain this mutation. This can be purchased multiple times for stackable bonuses. **BP Cost:** 1.

Extra Arms, Major

You grow an additional pair of arms. The extra arms look and behave exactly like your other arms. As a creature with more than two arms, you gain a +4 bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as “off hands” (that is, you still have only one primary hand). If you have three or more natural claw attacks, you meet the prerequisites for the Multiattack feat. This mutation does not give you Multiattack as a bonus feat, however. **BP Cost:** 4.

Extra Digits, Cosmetic

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way. **BP Cost:** 0.

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Fangs, Major

Your teeth mutate into vicious fangs. You gain a vicious bite attack that deals piercing damage dependent on your size: Small +2, Medium-size +3, Large +4. Your bite is treated as a natural weapon. This mutation can be used in conjunction with the Acidic Saliva or Venomous Bite mutation. **BP Cost:** 2.

Fangs, Minor

Your teeth mutate into vicious fangs. You gain a vicious bite attack that deals piercing damage dependent on your size: Small +1, Medium-size +2, Large +3. Your bite is treated as a natural weapon. This mutation can be used in conjunction with the Acidic Saliva or Venomous Bite mutation. **BP Cost:** 1.

Festering Sores, Drawback

Your skin is covered with painful, festering sores. The festering sores are more aggravating than harmful, but they make it especially hard to wear armor. When you wear any type of armor, decrease the armor's maximum Dexterity bonus by -2 and increase its armor penalty by +4. **BP Value:** 1.

Fins, Cosmetic

Your body sprouts fishlike fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities. **BP Cost:** 0.

Force Barrier, Minor

You can generate an electromagnetic force field around yourself to deflect or absorb incoming attacks. As a free action, you can generate an invisible electromagnetic barrier around yourself that provides Toughness bonus of +2 against incoming weapon attacks and force effects. The barrier lasts a number of rounds equal to your current Constitution modifier (minimum 1 round). You can create the force field three times per day. Portable electronic devices such as cell phones, sensor comps, and headsets temporarily cease to function if held or worn by you while the electromagnetic force barrier is in effect. **BP Cost:** 1.

Force Barrier, Major

You can generate an electromagnetic force field around yourself to deflect or absorb incoming attacks. As a free action, you can generate an invisible electromagnetic barrier around yourself that provides Toughness bonus of +3 against incoming weapon attacks and force effects. The barrier lasts a number of rounds equal to your current Constitution modifier (minimum 1 round). You can create the force field three times per day. Portable electronic devices such as cell phones, sensor comps, and headsets temporarily cease to function if held or worn by you while the electromagnetic force barrier is in effect. **BP Cost:** 2.

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Forked Tongue, Cosmetic

You gain a forked tongue like that of a snake. Your new tongue might be a different color and longer than your old one. **BP Cost:** 0

Frailty, Drawback

Your body is particularly vulnerable to the ravages of poison, disease, radiation, and other ailments. You also have trouble stabilizing when severely wounded. You take a -2 penalty on all Fortitude saves, including saves made to stabilize at negative hit points. You cannot take this mutation if you have the Great Fortitude feat. **BP Value:** 1.

Gazing Eye, Major

You grow an extra eye in the middle of your forehead. In addition to improving your visual acuity, the “weird eye” gives you a special gaze attack that makes other creatures tremble. The extra eye grants a +2 bonus on Notice checks. As a free action, you can use the extra eye to make a special gaze attack against one creature within 20 feet. The creature must succeed on a Will save (Difficulty 10 + one-half your level + your Charisma modifier) or be shaken for your level + 4 in rounds. This gaze attack is a mind-affecting compulsion, and any creature that successfully saves against your gaze attack cannot be affected again for 24 hours. The gazing eye has no effect on other creatures with gazing eyes. **BP Cost:** 2.

Gills, Minor

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs). You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning. **BP Cost:** 1.

Horns, Cosmetic

Two or more tiny horns sprout from your head, shoulders, or arms. These blunt-tipped nubs are too small to serve any use in combat. **BP Cost:** 0.

Horns, Major

You sprout horns capable of damaging or goring a target. The horns may be curled like a ram’s or pointed like a bull’s. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers, like that of an moose. You gain a single gore attack that deals bludgeoning damage (curled ram horns or moose antlers) or piercing damage (pointed bull horns or one great rhino horn). The amount of damage depends on your size: Small +2, Medium-size +3, Large +4. Your horns are treated as natural weapons. **BP Cost:** 2.

FADING SUNS TO TRUE20 CONVERSION

Horns, Minor

You sprout horns capable of damaging or goring a target. The horns may be curled like a ram's or pointed like a bull's. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers, like that of an moose. You gain a single gore attack that deals bludgeoning damage (curled ram horns or moose antlers) or piercing damage (pointed bull horns or one great rhino horn). The amount of damage depends on your size: Small +1, Medium-size +2, Large +3. Your horns are treated as natural weapons. **BP**

Cost: 1.

Heat/Cold Susceptibility, Drawback

Your body does not react well to particularly hot or cold temperatures. You take double damage from prolonged exposure to extreme heat or cold. **BP Value:** 1.

Hypersensitivity, Minor

You are particularly (some might say unnaturally) sensitive to your surroundings. You gain a +2 bonus on Notice checks. You also gain Blind-Fight as a bonus feat. **BP Cost:** 1

Leaper, Minor

You gain the ability to leap incredible distances. You gain a +10 bonus on all Jump checks. **BP Cost:** 1.

Lethargy, Drawback

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger. You take a –2 penalty on all Reflex saves. You cannot take this mutation if you have the Lightning Reflexes feat. **BP Value:** 1.

Light Sensitivity, Drawback

Your eyes cannot adjust to bright light. Abrupt exposure to bright light (such as sunlight) blinds you for 1 round. On subsequent rounds, you take a –1 penalty on attack rolls, Notice checks as long as you remain in the affected area. **BP Value:** 1.

Lost Arm, Drawback

One of your arms withers or gets eaten away, leaving behind a stump. You lose one arm of your choice. You cannot effectively wield weapons that require two hands. In addition, you take a –2 penalty on Climb checks, Swim checks, and grapple checks. You can replace your lost arm with a cybernetic replacement arm, assuming such technology is available and you can afford it. **BP Value:** 1.

Mindslave, Drawback

You have certain mental deficiencies that make it harder to resist mind-influencing effects. You take a –2 penalty on all Will saves. You cannot take this mutation if you have the Iron Will feat. **BP Value:** 1.

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Pheromone Attraction, Major

You can regulate the production of pheromones in your body and release them at will, altering the moods of other nearby creatures. You gain a +4 bonus on all Bluff, Diplomacy, Handle Animal, and Intimidate checks made against creatures within 30 feet of you. You cannot take this mutation if you have the Pheromonal Repulsion drawback. **BP Cost:** 4.

Pheromone Repulsion, Drawback

You release pheromones that other creatures find repulsive. You take a –4 penalty on all Diplomacy and Handle Animal checks made against creatures within 30 feet of you. You cannot take this drawback if you have the Pheromone Attraction mutation. **BP Value:** 1.

Poisonous Blood, Drawback

Your blood is poisonous to your own body. You must take regular doses of antitox to resist the poison's effects. If you go 24 hours without taking a dose of antitox you must make a successful Fortitude save (Difficulty 15) or take -2 Constitution damage. Taking a dose of antitox cures the ability damage caused by antitox deprivation in 4 rounds. Ability damage caused by antitox deprivation cannot be restored through natural healing. **BP Value:** 4.

Prehensile Tail, Major

You grow a tail that can grasp and hold objects. A prehensile tail grants a +2 bonus on Acrobatics checks. It can also grasp and manipulate a simple object up to one size category smaller than the creature's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a cell phone). A creature can "hang" from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail isn't dexterous or strong enough to fire ranged weapons or make melee attacks, however. A creature that already has a tail cannot gain this mutation. **BP Cost:** 2.

Prickly Pear, Major

Bony spurs or chitinous spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple. You deal +1 piercing damage to any creature you are grappling or any creature that grapples you. Furthermore, you deal 1d4 points of piercing damage per round to any creature that swallows you using the swallow whole ability. **BP Cost:** 2.

Radioactive, Major

You are immune to some radiation and can emit bursts of harmful radiation from your body. You are immune to mild, low, and moderate degrees of radiation exposure. In addition, your body acts as a radiation battery, storing the energy for later use. Once per day as a free action, you may release a 60-foot-radius burst of radiation centered on you. All creatures within the burst radius are exposed to a moderate degree of radiation (Fortitude Difficulty 18, incubation period 3d6 hours, initial and secondary damage -2 Con). **BP Cost:** 3.

FADING SUNS TO TRUE20 CONVERSION

Rapid Aging, Drawback

You age at an increased rate due to the strain your mutations place on your cells. You appear many years older than your actual age. Double your actual age to get your effective age. Your effective age determines your ability score penalties. You do not gain any of the benefits of aging (increased mental ability scores). **BP Value:** 1.

Reduced Speed, Drawback

You are unable to move as quickly as normal due to various mutations and deformities. Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have. You may take this drawback multiple times. Its effects stack. **BP Value:** 1.

Scaly Armor, Minor

Thick, overlapping scales cover your body. The scales are hard but dry to the touch. You gain a +1 natural armor bonus to Toughness, or your existing natural armor bonus improves by +1. A creature with fur, chitin, or the Exoskeleton mutation cannot gain this mutation. This can be purchased multiple times for stackable bonuses. **BP Cost:** 2.

Scaly Skin, Cosmetic

Your flesh becomes thicker and less porous, giving rise to a thin layer of scales covering your flesh. The scales are typically smooth and dry, like those of a snake, and can vary in color and pattern. The scales may not cover your entire body, instead appearing in patches on your face, neck, torso, and limbs. A creature with fur, scales, or chitin cannot gain this mutation. **BP Cost:** 0.

Scent, Minor

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odors the way humans do familiar sights. You gain the scent special ability. **BP Cost:** 1.

Second Wind, Minor

You can shrug off minor wounds with ease. Once per day, as a free action, you can Recover as if you spent a Conviction point. **BP Cost:** 1.

Skeletal Reinforcement, Major

Your bones become more resilient, allowing you withstand greater amounts of punishment. Your Toughness save is increase by +2. In addition, the damage you take from a fall is reduced by 2. You cannot take this mutation if you have the Brittle Bones drawback. **BP Cost:** 3

FADING SUNS TO TRUE20 CONVERSION

Smokescreen, Minor

You expel chemicals through your pores to create an inky-black cloud of smoke, engulfing yourself and the surrounding area. Once per day, as a free action, you can produce a 20-foot-radius cloud of smoke centered on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round. **BP Cost:** 1.

Stinger, Major

A poisonous stinger erupts from some part of your body—usually a needlelike barb protruding from an arm or leg joint, or a scorpion like stinger on the end of a tail or similar appendage. Your sharp stinger deals piercing damage dependent on your size: Small +1, Medium-size +2, Large +3. The stinger is treated as a natural weapon and does not provoke attacks of opportunity. In addition, the stinger injects poison into the target, with effects similar to puffer poison. This mutation can be used in conjunction with the Tail mutation, but the tail cannot be used as a bludgeoning weapon during the same round the stinger is used. **BP Cost:** 2.

Tail, Minor

You grow a thick tail. The tail may be fur-covered, slender and whiplike like a rat's, or scaly like a lizard's. Although the tail improves your balance and can serve as a weapon, it cannot be used for gripping objects. The tail provides a +2 bonus on all Acrobatics checks. In addition, you gain a single tail slam attack that deals bludgeoning damage dependent on your size: Small +1, Medium-size +2, Large +3. Your tail is treated as a natural weapon. A creature that already has a tail or the Prehensile Tail mutation cannot gain this mutation. This mutation can be used in conjunction with the Stinger mutation. **BP Cost:** 1.

Telekinetic Mind, Major

You can perform minor telekinetic feats. As a move action, you can move an unattended object weighing up to 5 pounds up to 15 feet in any direction. You must be able to see the object you are affecting, however. You must concentrate on the object to move it telekinetically. If your concentration is broken while you are levitating the object. This ability can be used at will. **BP Cost:** 3.

Telepathy, Major

You gain limited telepathic ability. You gain the Mind Touch power. Your Power Rank is equal to half your character level, and it can be used as a free action. **BP Cost:** 3

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Tentacle, Major

A single tentacle grows from your body. The tentacle might resemble an octopus's suckered tentacle or a simple, scaly pseudopod. The tentacle grants a +4 bonus on grapple checks. It can also grasp and manipulate a simple object of your size category or smaller. For example, a Medium-size creature can use the tentacle to grasp and manipulate a Medium-size or smaller object. The tentacle cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a cell phone). You can "hang" from your tentacle indefinitely by wrapping it around a larger object, thereby freeing up your other limbs. The tentacle isn't dexterous enough to fire ranged weapons, but it can be used to make a slam attack. The tentacle's slam attack deals an amount of bludgeoning damage dependent on your size: Small +1, Medium-size +2, Large +3. The tentacle is treated as a natural weapon with a 10-foot reach. **BP Cost:** 4.

Thick Fur Coat, Minor

You grow a thick, protective layer of fur over your body. You gain a +4 bonus on Fortitude saves against extreme cold temperatures. A creature with fur, scales, or chitin cannot gain this mutation. **BP Cost:** 1.

Thin Fur Coat, Cosmetic

You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal. A creature with fur, scales, or chitin cannot gain this mutation. **BP Cost:** 0.

Thin Skin, Drawback

You are more susceptible to harm. You take -1 to Toughness. You may take this drawback multiple times. **BP Value:** 1.

Ultra Immune System, Minor

You develop a powerful immune system capable of repelling many poisons, diseases, and radiation sickness. You gain Ultra Immune System (*True20 Adventure Roleplaying Revised Edition*, p189) as a bonus feat even if you don't meet the feat's prerequisite. The bonus you gain on Fortitude saves against poisons, diseases, and radiation is treated as a bonus. **BP Cost:** 2.

Ultraviolet Allergy, Drawback

Ultraviolet light burns your flesh and causes it to ignite. Ultraviolet light (including direct sunlight) burns you for +4 fire damage per round and causes any light, flammable clothing you are wearing to ignite. **BP Value:** 1.

Unnatural Eyes, Cosmetic

The color of your eyes changes drastically. The color, whatever it may be, is unnatural and atypical of your species. Perhaps your eyes turn dead black, maybe they change color to suit your mood, or perhaps they glow faintly in the dark. **BP Cost:** 0.

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Unnatural Hair, Cosmetic

Your hair or fur color changes drastically to a shade that is uncommon for your species. You may have fur or hair that is multicolored, streaked, splotched, or slightly luminescent. Your hair or fur may also change color with your mood. **BP Cost:** 0.

Unnatural Skin, Cosmetic

The color of your skin or exoskeleton changes drastically, assuming a hue or texture that is both unnatural and atypical of your species. Your skin might be a single color, splotched, or patterned in some freakishly unnatural way. Your skin might gain dynamic pigments that change color based on outside stimuli, such as exposure to ultraviolet light. **BP Cost:** 0.

Unnatural Voice, Cosmetic

Your voice changes in some marked fashion. It might change pitch or become more lyrical, raspy, whispery, or guttural. **BP Cost:** 0.

Venomous Bite, Major

Your natural bite attack injects poison into your victim's bloodstream. Any creature you successfully hit with your bite attack must make a successful Fortitude save (Difficulty 10 + one-half your level + your Constitution modifier) to negate the effects (initial and secondary damage -1 Con). You must have a natural bite attack to gain the benefit of this mutation. You cannot take this mutation if you have the Acidic Saliva mutation. **BP Cost:** 2

Vexing Voice, Major

You can vex another creature using the peculiar resonance of your voice. Select any living creature within 30 feet of you as the target; the creature must be able to hear your voice to be affected. Upon hearing your voice, the creature must make a successful Will save (Difficulty 10 + one-half your level + your Charisma modifier) or be dazed for 1 round. A successful save negates the effect. This ability is a mind-affecting compulsion usable three times per day. Using this ability is a free action. **BP Cost:** 2

Wall Crawler, Minor

You can walk walls and cling to ceilings like a spider. You have tiny barbs on your hands and feet to facilitate climbing, and your fingers and toes secrete a transparent adhesive that lets you cling to smooth surfaces. As long as your hands and feet are uncovered, you can climb perfectly smooth, flat, vertical surfaces. In addition, you gain a +4 bonus on all Climb checks. Wearing gloves or footwear reduces the bonus to +2, and wearing both gloves and footwear negates the bonus entirely. You also gain a +4 bonus on Acrobatics checks when moving across a slippery surface. Wearing any kind of footwear negates this bonus. **BP Cost:** 1.

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Weak Immune System, Drawback

Your body has difficulty preventing infections from entering its system, and thus it is prone to sickness and disease. You take a -2 penalty on all Fortitude saves against poison, disease, and radiation sickness. You cannot take this drawback if you have the Ultra Immune System feat. **BP Value:** 1.

Webbed Digits, Minor

You grow webbing between your fingers or toes and can move more easily through liquids. You gain a +4 bonus on all Swim checks. Having webbed digits does not interfere with your ability to grasp or manipulate objects. **BP Cost:** 1.

Wings, Major

You sprout a pair of birdlike or batlike wings. Your wings grant a natural fly speed of 60 feet (average maneuverability). **BP Cost:** 4

X-Ray Vision, Major

You can see into and through solid matter. X-ray vision allows you to see through 1 foot of brick or stone, 1 inch of metal or composite alloy, and up to 3 feet of wood, plaster, or dirt. Thicker substances or a thin sheet of lead blocks your vision. X-ray vision has a maximum range of 20 feet and allows you to see as if you were looking at something in normal light, even if there is no illumination. **BP Cost:** 4.

FADING SUNS TO TRUE20 CONVERSION

EQUIPMENT

NOTE that very expensive items reduce ones Wealth score more then listed in True20. Items costing more then 25 reduce Wealth by an additional 1 (in addition with the lose from items over 15), and each additional 5 points over 25 reduces Wealth by an additional 1 (so an item that costs 40 would reduce ones Wealth by a base of 4 points)

WEAPONS

MASTERWORK weapons add +1 to Attack checks and cost +5 more than a normal weapon.

MASTERCRAFTED weapons are even better, adding +2 to Attack checks, and +1 to damage rolls with melee weapons, but cost +12 more then a normal weapon.

SIMPLE MELEE WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Brass Knuckles	+1	20/+3	Bludgeoning			Tiny	5	
Club	+2	20/+3	Bludgeoning			Med	4	
Knife	+1	19-20/+3	Piercing	10ft		Tiny	4	
Quarterstaff	+2	20/+3	Bludgeoning			Large	4	
Sap	+2	20/+3	Bludgeoning			Small	3	
Stun Baton ¹	Stun	n/a	Stun		10 strikes	Med	12	
Tonfa	+1	20/+3	Bludgeoning			Med	6	

1 - Targets hit must make a Fort save Difficulty15 to avoid being Stunned. If affected, each round after they gain a new saves at +1 cumulative each round after the first. Battery last for 15 'hits')

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MARTIAL MELEE WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Battle Axe	+3	20/+4	Slashing		-	Med	9	
Rapier/Saber	+2	18-20/+3	Slashing		-	Med	12	
Sword	+3	19-20/+3	Slashing		-	Med	11	
Spear	+3	19-20/+4	Piercing	20ft	-	Large	6	
Warhammer	+3	20/+4	Bludgeoning	10ft	-	Med	6	
Vibro-blade ²	+4	19-20/+3	Slashing		-	Small	18	

2 - power battery lasts for 20 rounds

EXOTIC MELEE WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Chain ³	+2	20/+3	Bludgeoning	10ft	-	Large	5	
Chainsword ⁴	+6	20/+4	Slashing		-	Large	14	
Flux Blade ⁵	+6	19-20/+4	Energy		-	Med	24	
Grankesh Blade ⁶	+3	19-20/+3	Slashing or Piercing	10ft	-	Med	10	
Nunchaku	+2	20/+3	Bludgeoning		-	Small	4	
Whip ⁷	+0	20/+3	Bludgeoning	15ft	-	Small	4	
Whip, Barbed ⁷	+1	20/+4	Bludgeoning	15ft	-	Small	4	
Wireblade ⁸	+3	18-20/+3	Slashing		-	Med	22	
Boarding Blade	+1	19-20/+3	Slashing	-	-	Small	15	1 lbs.
Arbat'a (Crystal Sword)	+3	+3 (15-20/+3)	Slashing	-	-	Medium	1000	10 lbs.
Nitobi Blaster Axe	+3/+4	20/+4	Slashing, Piercing	30 ft.	10 (sf)	Medium	1500	13 lbs.
Splinter Sword	+4	20/+3	Piercing	-	3	Medium	+50	4 lbs.
					-			

3 - Chains have a 10ft reach and grant +2 too Disarm and Trip foes

4 - Power battery lasts for 30 rounds of continuous use

5 - Flux blades ignore ½ Armor Toughness bonuses, except for Force Shields

6 - This weapon is considered a Martial Weapon for Vorox

7 - Whips have a 15ft reach and grant +2 too Disarm and Trip foes

8 - Wireblades ignore all Armor Toughness bonus, Force Shields normal bonuses. Power battery last for 30 rounds of continuous use

FADING SUNS TO TRUE20 CONVERSION

SIMPLE RANGED WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Crossbow	+4	19-20/+3	Piercing	40ft		Med	11	
Flamegun ⁹	+6	n/a	Fire	50ft	15	Large	16	
Javelin	+2	20/+3	Piercing	30ft		Med	4	
Spear	+3	19-20/+4	Piercing	20ft		Large	6	
Stunner ¹⁰	Stun	n/a	Stun	30ft	10	Small	13	

9 - Flameguns do not require an "atk" roll, instead affect a 5ft line, 50ft long. Anyone in this line a Reflex saves Difficulty15 for half dmg

10 - NOTE: targets hit must make a Fort save Difficulty15 to avoid being Stunned. If affected, each round after they gain a new saves at +1 cumulative each round after the first

MARTIAL RANGED WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Bow, Hunting	+2	20/+4	Piercing	60ft		Large	8	
Bow, Military ¹¹	+3	20/+4;	Piercing	80ft		Large	11	
Shuriken ¹²	+1	20/+3	Piercing, Autofire	10ft		Tiny	3	

11 - Can add Str damage up to a max of +5)

12 - Do not add Str bonus to damage

EXOTIC RANGED WEAPONS

Weapons	DMG	Crit	DMG Type	Range	Ammo	Size	Cost	Weight
Bolo ¹³	Entangle	n/a	n/a	40ft		Small	3	
Boomerang ¹⁴	+2	20/+4	Bludgeoning	20ft		Small	2	
Furthanga Bow ¹⁵	+4	19-20/+4	Piercing	80ft		Huge	13	

13 - Targets must make a Reflex Difficulty 14 save to avoid being entangled

14 - Boomerangs that fail to hit return to the atks hand next round

15 - This weapon is considered a Martial Weapon for any Large creature with at least 3 arms [Vorox]; can also add up to +6 from Str bonus)

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FIREARMS	DMG	Crit	DMG Type	Range	Ammo	Size	Cost / Ammo Cost	Weight
Ballistic								
Derringer, Autofeed	+2	20/+3	Ballistic	20ft	4	Tiny	12/5	1 lb
Derringer, revolver	+2	20/+3	Ballistic	20ft	4	Tiny	11/5	1 lb
Autofeed Pistol, Lt.	+2	20/+3	Ballistic	20ft	5	Tiny	14/5	2lb
Revolver, Lt.	+2	20/+4	Ballistic	20ft	6	Small	14/5	
Revolver, Md.	+3	20/+4	Ballistic	30ft	6	Small	15/5	
Autofeed Pistol, Md.	+3;	20/+3	Ballistic	30ft	15	Small	16/5	
Revolver, Hvy.	+4	20/+4	Ballistic	40ft	6	Medium	17/5	
Autofeed Pistol, Hvy.	+4	20/+3	Ballistic	40ft	8	Medium	18/5	
Submachine Gun	+4	20/+3	Ballistic, Autofire	40ft	40	Medium	18/5	
Shotgun (buckshot) ¹⁶	+5	20/+3	Ballistic	40ft	7	Large	15/5	
Shotgun (slug) ¹⁷	+6	20/+3	Ballistic	40ft	7	Large	15/5	
Rifle, Hunting	+6	20/+3	Ballistic	80ft	7	Large	15/5	
Rifle, Imperial	+5	20/+4	Ballistic, Autofire	60ft	40	Large	18/5	
Rifle, Assault	+5	20/+3	Ballistic, Autofire	50ft	30	Large	20/5	
Rifle, Sniper	+7	19-20/+4	Ballistic	250ft	10	Large	22/5	
Splinter								
Splinter Pistol ¹⁸	+5	19-20/+4	Piercing	40ft	10	Medium	20/6	
Splinter Carbine ¹⁸	+6	19-20/+4	Piercing	50ft	15	Large	22/6	
Blaster								
Blaster Pistol	+5	20/+3	Energy	30ft	10	Medium	19/7	
Blaster Rifle	+8	20/+3	Energy	60ft	10	Large	21/7	
Laser								
Laser, Palm	+3	19-20/+3	Energy	50ft	4	Tiny	15/7	1lb
Laser, Pistol	+4	19-20/+3	Energy	60ft	15	Small	18/7	
Laser, Rifle	+4	19-20/+3	Energy	120ft	20	Large	19/7	
Exotic								
Taffy Gun	Special	-	Special	20 ft.	10 (glue)	Large	5/7	15 lbs
Decados Groin Gun	+2	20/+3	Ballistic	10 ft	8 (.32)	Small	17/5	3 lbs
Capek Aquatic Rifle	+5	20/+6	Ballistic	40 ft	32 (10mm)	Medium	18/10	6 lbs.
Nitobi Blaster Axe	+3/+4	20/+4	Slashing/ Energy	30 ft.	10 (sf)	Medium	25/7	13 lbs

16 - Buckshot +1 attack roll

17 - slug -1 attack roll

18 - needle burst round +1 atk rolls)

Ammo Cost for 1 clip or 1 power battery

FADING SUNS TO TRUE20 CONVERSION

MACHINEGUNS

FIREARMS	DMG	Crit	DMG Type	Range	Ammo	Size	Cost/ Ammo Cost	Weight
Light machineguns	-	-	-	-	-	-	-	-
Mitchau Ripper 13mm LMG ^A	+8	19-20/+10	Ballistic, Autofire	200 ft	100 belt	Large	18/8	23 lbs
Sumpter SAW 10mm LMG	+6	19-20/+8	Ballistic, Autofire	200 ft.	30 or 100 Belt	Large	17/8	15 lbs
Jahnisak 10mm LMG	+8	19-20/+10	Ballistic, Autofire	200 ft	75 Drum	Large	18/8	11 lbs
Varsten Lightstorm Laser LMG ^B	+10	18-20/+12	Ballistic, Autofire	240 ft	100 (mfs) ^C	Large		10 lbs
Heavy machineguns	-	-	-	-	-	-	-	-
Mitchau Grackler .50 calibre HMG	+10	19-20/+12	Ballistic, Autofire	200 ft	100 Belt	Large	24/10	84 lbs
Gunter Demolisher Blaster HMG	+15	19-20/+12	Ballistic, Autofire	200 ft	LFS ^D	Large	30/12	Veh. Only ^E

A – Cannot be fire on autofire continuously for more than 10 rounds

B - reduce its range increment by 40 when firing through clouds of smoke

C - Mfs = Small fusion cell

D - Lfs = Large fusion cell

E - Veh = Only available mounted to a vehicle. It is not man portable.

FADING SUNS TO TRUE20 CONVERSION

ARMOR

Armor Check Penalty applies to the wearer's Acrobatics, Climb, Escape Artist, Jump, Sleight of Hands, Stealth and Swim checks. Anyone not proficient with the armor also applies these penalties to their Base Attack and Defense.

MASTERWORK armor lowers the ACP by 1, to a minimum of 0 and add +3 to the cost of the item.

MASTERCRAFTED armor lowers the ACP by 2, to a minimum of 0 and adds +1 to the Toughness Bonus to any Medium or Heavy armor. It increases the cost of normal armor by +10.

SIMPLE ARMOR (no proficiency required)	Bonus	ACP	Cost	Weight
Polymer knit, civilian ¹	+1	0	5	10 lb
Padded clothing ¹	+1	-1	12	10 lb
Synthasilk bodyglove ¹	+1	0	15	10 lb
Undercover shirt ²	+2	-1	15	2 lb

1 - can be worn with any of the Energy Shields; Subtle

2 – Subtle

LIGHT ARMOR	Bonus	ACP	Cost	Weight
Leather	+1	0	10	12 lb
Studded leather	+2	-1	12	13 lb
Blur suit	+2	-1	32	5 lb
Polymer Knit, riot	+2/+4 ³	-1	14	12 lb
Stiffsynth bodyglove ⁴	+3	-1	17	25 lb
Undercover vest ⁵	+3	-1	16	3 lb
Chain shirt, Plasteel	+4	-1	17	15 lb
Chain shirt, Hephaestium	+5	-2	18	25 lb
Chain shirt, Mercurium	+5	-1	19	20 lb
Chameleon suit	+4	-1	26	12 lb
Morph suit ^x	+4	0	40	13 lb

3 - +4 vs. ballistic dmg

4 - Can wear Dueling shields or better

5- Subtle

X – extremely rare

Blur Suit: Wearing an active blur suit gives the wearer the equivalent of one-half concealment (20% miss chance). While completely still, the wearer gains a +10 enhancement bonus on Hide checks. Moving reduces this bonus to +5. The blur suit uses a small fusion cell. The cell needs to be replaced after about one hour of use. Energy shields will not activate when worn with blur suits.

FADING SUNS TO TRUE20 CONVERSION

Chameleon suit: While active, this suit gives the wearer a +6 enhancement bonus to Hide checks. A small fusion cell will power this armor for about a week of normal use. Standard and dueling energy shields will not activate when worn with chameleon suits.

MEDIUM ARMOR	Bonus	ACP	Cost	
Spacesuit, standard ⁶	+2	-3	17	20 lb
Breast Plate, Plasteel	+5	-3	22	20 lb
Breast Plate, Hephaestium	+6	-4	23	30 lb
Breast Plate, Mercurium	+6	-3	24	25 lb
Breast Plate, Ceramsteel	+7	-4	25	35 lb
Tactical Vest	+4	-2	17	10 lb
Scale mail, Plasteel	+4	-3	18	20 lb
Scale mail, Hephaestium	+5	-4	19	30 lb
Scale mail, Mercurium	+5	-3	20	25 lb
Chain mail, Plasteel	+5	-4	18	30 lb
Chain mail, Hephaestium	+6	-5	19	40 lb
Chain mail, Mercurium	+6	-4	20	35 lb

6 - sealed from Vacuum, 8 hour reserve

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HEAVY ARMOR	Bonus	ACP	Cost	Weight
Banded mail, Plasteel	+6	-5	19	25 lb
Banded mail, Hephaestium	+7	-6	24	25 lb
Banded mail, Mercurium	+7	-5	28	30 lb
Splint mail, Plasteel	+6	-6	18	35 lb
Splint mail, Hephaestium	+7	-7	20	45 lb
Splint mail, Mercurium	+7	-6	22	40 lb
Half plate, Plasteel	+7	-6	22	40 lb
Half plate, Hephaestium	+8	-7	26	50 lb
Half plate, Mercurium	+8	-6	30	45 lb
Plate Armor, Plasteel	+8	-6	30	40 lb
Plate Armor, Hephaestium	+9	-7	34	50 lb
Plate Armor, Mercurium	+9	-6	36	45 lb
Plate Armor, Ceramsteel	+10	-6	40	60 lb
Spacesuit, Armored, Plasteel ¹¹	+6	-5	19	25 lb
Spacesuit, Armored, Mercurium ¹¹	+7	-5	22	30 lb
Ceramsteel Powered Armor ¹²	+7	-4	26	40 lb
Marauder Armor ¹¹	+7	-6	30	40 lb
Battle Adept "Robes" ¹³	+8	-5	30*	-

11- Sealed from Vacuum, 8 hour reserve

12 - Powered; lasts for 8 hours. Can be sealed vs. Vacuum +2 cost

13 - Adds +2 bonus to Str, base Move +10ft, and is 'sealed' from Vacuum. Power and life support lasts for up to 8 hours.

* - very rarely sold

Marauder Armor: This armor is a powered mercurium spacesuit with built-in propulsion jets. These jets have little effect in an atmosphere, but they do negate the armor check penalties for Jump skill checks. In a weightless environment, the jets can propel the wearer, who can "fly" 80 feet with perfect maneuverability. The armor uses a medium fusion cell that provides energy for up to 16 hours of continuous use.

SPECIAL	Bonus	ACP	Cost
Flame retardant ¹⁴	+0 ¹⁵	-	+3 ¹⁶
Psychic Hood	+0 ¹⁷	-1	23

14 - +4 vs. flame

15 - NOTE can be applied to any armor except Energy Shields

16 - COST: +3 base armors cost;

17 - +4 vs. psychic attacks and +4 save vs. psychic powers

FADING SUNS TO TRUE20 CONVERSION

SHIELDS

Shields	Bonus	Blocking	Weight	Cost
Buckler/small, Plasteel	+1	+2 vs Melee	3 lbs.	5
Buckler/small, Hephaestium	+2	+2 vs Melee	5 lbs.	10
Buckler/small, Mercurium	+2	+3 vs Melee	4 lbs.	11
Buckler/small, Ceramsteel	+3	+3 vs Melee	8 lbs.	12
Large, Plasteel	+2	+3 vs Melee	6 lbs.	10
Large, Hephaestium	+3	+3 vs Melee	15 lbs.	14
Large, Mercurium	+3	+4 vs Melee	10 lbs.	16
Large, Ceramsteel	+4	+4 vs Melee	20 lbs.	20

FADING SUNS TO TRUE20 CONVERSION

ENERGY SHIELDS

Energy shields do not always active. Any time the wearer is struck, make the following checks depending on the type of weapon.

Activation Check	Difficulty
Advanced/modern Ranged Weapons	10
Melee Weapons/Primitive Ranged Weapons/Attacks	15

Activation check is equal d20 roll plus the weapon's Damage bonus (including STR bonus).

Energy Shields only stop a number of 'Hits' before they need to be recharged. Synthasilk can be worn under any shield and combine it bonus. Stiffsynth can be worn with any shield but Standard. Assault Shields can be combined with any Light armor. Battle Shields can be combined with any Armor! Standard and Dueling Shields are Subtle and can be disguised as jewelry, etc.

NOTE: That shields are considered 'Impervious' and any Damage Bonus less the 6 that the shield absorbs is ignored (it still counts as a 'Hit' but the wearer does not have to make a Toughness Save. Bonuses from Autofire or Specialization do not add to the 'base' damage of the weapon for purpose of determining whether or not the shield is impervious to the attack).

E-shield	Toughness Bonus	Hits	Cost
Standard	+6/+3 vs. Blasters and Fire damage	10	22
Dueling	+6 /+3 vs. Blasters and Fire damage	15	24
Assault	+6 /+3 vs. Blasters and Fire damage	20	26
Battle	+6 /+3 vs. Blasters and Fire damage	30	29

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MISCELLANEOUS EQUIPMENT

CYBERNETICS – Use True20 Cybernetics.

WEAPON ACCESSORIES

Laser Sights: +1 bonus to attack with that weapon; COST: 15

Scope: double bonuses for Aiming; COST: 11

Suppressor: increases Notice checks for firearms by +10; COST: 12

THINK MACHINES (Computers)

The Church frowns on machines that rob man of his unique place in the universe and as such many of these machines are not as smart as they should be.

Accountant: tracking of costs and profits, pocket secretary journal unit included (Knowledge - *business* +10, Cost: 14)

Mapper: roll-out clear plastic map-board hand wand, with GPS built in (Knowledge- *local area* +10 to all rolls to figure out where you are. Cost: 19

Facial Scanner: recognize facial features even through disguises; bonus +10 to Notice to recognize someone. Cost: 21

Hierarchy: wrist personal data management computer; photographic memory recorder and camera; COST: 20

Library: Stores lots of lore in a hand-help unit. 3 knowledge skills, each +8; COST: 22

Advisor: A.I. that can ‘think’ and fairly illegal INT: +6, plus any 3 INT skills at +8 each; COST: 30

MEDICAL GEAR

Elixir: tissue regeneration serum. Heals 1 lethal injury and bruised wound immediately and then allows four “recovery” checks, one every minute after that. COST: 15 for five does.

Expedition Medpac: Advanced medpac. +2 Medicine rolls; Cost: 15

Medpac: Basic medpac; required to use Medicine properly; COST: 12

Nanotech Medpac: Super-advanced medpac; +2 Medicine rolls and halves time for ‘recovery’ check; COST: 20.

Surgery Kit: required to use COST: 16

COMMUNICATIONS

Squawker: head-set ear and throat mik, 5 miles max range under perfect conditions COST: 14

Whisper Pin: ear and pin microphone, 5 miles max range under perfect conditions Subtle; COST: 17

Starlight LRCD: box with satellite uplink unit, range with satellite routing planetary, otherwise 50 miles COST: 19

Image Lantern: holographic projector, com-unit COST: 22

LIGHT

Pen-Light: Small hand or helm mounted light; up to 50ft. COST: 10

Flashlight: Hand-held, out to 200ft. COST: 8

Lantern: Electrical powered hand lantern, 50ft radius or out to 500ft protection. COST: 16

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TOOLS

Mech Tools: Required for mechanical craft. COST: 14

Volt Tools: Required for electrical craft skill. COST: 15

Hi-Tech Tools: There are three different kinds of Hi-Tech Tools, Each give a +2 to related Craft and Knowledge Skill checks

- Energy Kit, COST: 18
- Vehicle Kit, COST: 22;
- Stardrive Kit, COST: 26

SECURITY SYSTEMS

Gen-Lock: Scan genetic code of owner before lock will open. Disable Device 30; Cost: 21

Magna-Lock: Mag-locks. Disable Device 25; Cost: 15.

Scrambler Pad: +6 electronic Disable Device: Cost: 20

Wellesley Lock: Base mechanical lock. Disable Device: 20; Cost: 8

Weapon Detector: hand-wand unit (Detect: Weapons, Notice +10; COST: 24)

Explosives Detector: hand-wand unit (Detect: Explosives, Notice +10; COST: 22)

Cybernetic Detector: hand-wand unit (Detect: Cybernetics and robotics, Notice +10; COST: 25)

GOLEMS (Robots)

Golems are very rare and the Church is very wary of them in any form, hence the increased cost.

Companion (Size: Medium; DEF: 12; Move: double Humanoid; Toughness: 4; COST: 30; NOTES: INT +2, CHA +6, Diplomacy +8, plus any one other skill +8)

Ogre Labour (Size: Large; DEF: 9; Move: Humanoid; Toughness: 6; COST: 24; NOTES: STR +6 double carrying)

Scout (Size: Medium; DEF: 14; Move: Double Humanoid; Toughness: 6; Cost: 34; NOTES: STR +2, DEX +2, INT +1, Notice +8, Stealth +8, Survival +8, Tracking Feat)

Advisor (Size: Medium; DEF: 10; Move: Humanoid; Toughness: 4; INT +6; Cost: 33; NOTES: any three Knowledges +8 each)

Teacher (Size: Medium; DEF: 10; Move: Humanoid; Toughness: 4; INT +6; Cost: 37; NOTES: any three Skills at +8 each, Profession [Teacher] +8)

OCCULT AND THEURGIST ITEMS

Focus Crystal: minor psychic focus (+1 to one specific Occult/Psychic power; COST: 20)

Greater Focus Crystal: large psychic focus (+1 to all Occult/Psychic power; COST: 30)

Blessed Weapon: melee weapon blessed by a Saint or important figure ('supernatural' and +1 to attack and damage; COST: 30, or weapon cost +10, whichever is greater)

Minor Relic: some minor religious icon, vestments, etc (+1 to one specific Theurgist occult power; COST: 20)

Greater Relic: some important religious icon (+1 to all Theurgist occult powers; COST: 30)

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ANIMALS COMPANIONS AND RIDING BEASTS

Malador Phantom: small monkey like animal that are believed to be 'lucky' to their owner. They are rare, and the Church frowns on their ownership. Grants owner +1 convection point so long as they are 'petted' and cared for daily (Cost: 19); Tiny animal 1; Init +3; Spd 15ft; DEF Dodge 16, Flat 13; Grpl -10; Atk +6 melee (bite -3 dmg, crit 20/+3); SV: Toughness -1, Fortitude +1, Reflex +5, Willpower +1; Str -3, Dex +3, Con +1, Int -3, Wis +1, Cha +0; Skills: Climb +9, Jump +9, Notice +1, Stealth +11; Feats: Small Finesse (Dex instead of Str for climbing & jump), Talented (+2 climb and jump); Special Qualities: Lucky

Krill Snake: some poisonous snake popular with psychics. Of course the Church has declared them illegal, hence the increase cost. Occult owner's who have Beast-Link, gain a +1 to all Occult powers when in skin-to-skin contact with the krill (COST: 26); Tiny animal; Init +; Spd 10ft; DEF Dodge 14, Flat 13; Grpl -10; Atk +5 melee (bite + dmg, crit 20/+3); SV: Toughness -2, Fortitude +2, Reflex +2, Willpower +0; Str -3, Dex +2, Con +0, Int -4, Wis +0, Cha +0; Skills: Stealth +14; Feats: Hide-In-Plain Sight; Special Qualities: Poisonous bite (initial Fort Difficulty 12, secondary Fort Difficulty 13, damage each is 1d3 Con and Dex score), bonus to psychic abilities.

Guard Dog: common guard animal (COST: 14); Medium animal 2; Init +2; Spd 50ft; DEF Dodge 14, Flat 11; Grpl +3; Atk +4 melee (bite +2 dmg, crit 20/+3); SV: Toughness +2, Fortitude +3, Reflex +2, Willpower +2; Str +1, Dex +2, Con +1, Int -4, Wis +2, Cha +0; Skills: Notice +6, Stealth +6, Survival +2*; Feats: Weapon Focus (bite), Toughness; Special Qualities: Scent (+4 to survival for tracking), Low-Light Vision

Gurdvulf: genetically breed from wolves and wolf like animals, they are favored war-dog and companions. (Cost: 18); Medium animal 3; Init +2; Spd 50ft; DEF Dodge 15, Flat 12; Grpl +6; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +5, Reflex +3, Willpower +2; Str +3, Dex +2, Con +2, Int -3, Wis +1, Cha +0; Skills: Notice +8, Stealth +4. Survival +8*; Feats: Talented (notice and survival), Toughness (x2); Special Qualities: Heightened Scent (+8 to survival for tracking), Low-Light Vision

Skerra: genetically breed tiger like animal with red and green fur. They are very loyal to their owners and common in Hazat lands (COST: 23); Large animal 5; Init +6; Spd 50ft; DEF Dodge 16, Flat 11; Grpl +14; Atk +9 melee (bite +8 dmg, crit 20/+3); SV: Toughness + 4, Fortitude +5, Reflex +3, Willpower +2; Str +6, Dex +2, Con +2, Int -4, Wis +1, Cha +0; Skills: Intimidate +8, Notice +8, Stealth +4*, Survival +8; Feats: Improved Initiative, Toughness; Special Qualities: In native surroundings +4 to Stealth, Low-Light Vision, Scent

Riding Horse: common riding animal (COST: 15); Large animal 2; Init +1; Spd 60ft; DEF Dodge 12, Flat 11; Grpl +9; Atk +4 melee (bite or hoof +4 dmg, crit 20/+3); SV: Toughness +2, Fortitude +4, Reflex +1, Willpower +0; Str +3, Dex +1, Con +1, Int -4, Wis +0, Cha +0; Skills: Notice +6; Feats: Running; Special Qualities: none

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War Horse: breed for war, large war steeds. Cost: 20+; Large animal 4; Init +1; Spd 50ft; DEF Dodge 14, Flat 11; Grpl +12; Atk +8 melee (bite or hoof +6 dmg, crit 20/+3); SV: Toughness +4, Fortitude +6, Reflex +2, Willpower +1; Str +5, Dex +1, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +8; Feats: Toughness; Special Qualities: none

Chervin: goat-like riding animal native of Hira, they have excellent endurance and surefootedness (COST: 19); Large animal 3; Init +0; Spd 50ft; DEF Dodge 12, Flat 10; Grpl +11; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +5, Reflex +1, Willpower +2; Str +4, Dex +0, Con +2, Int -4, Wis +1, Cha +0; Skills: Climb +10, Notice +7; Feats: Toughness; Special Qualities: none

Pherizas ('Spitters'): two-legged riding lizards popular among nobles. (COST: 23); Large animal 4; Init +6; Spd 60ft; DEF Dodge 15, Flat 11; Grpl +11; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +6, Reflex +3, Willpower +1; Str +3, Dex +2, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +7; Feats: Improved Initiative, Toughness; Special Qualities: Blinding-Spit (Ref save Difficulty 15, or blinded)

Brute Grogs: huge four legged dinosaur-like beast of burden often employed to pull Brute carts, and the like. (COST: 26); Huge animal 4; Init -1; Spd 20ft; DEF Dodge 12, Flat 12; Grpl +21; Atk +6 melee (bite or trample +10 dmg, crit 20/+3); SV: Toughness +8, Fortitude +6, Reflex +0, Willpower +1; Reputation +0; Conviction 0; Str +9, Dex -1, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +6; Feats: Toughness (x4); Special Qualities: none

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VEHICLES

Armor Rating for vehicles and structures is added to the structures Toughness saves. This armor is 'Impervious' and If the weapon has a damage rating less then the Armor Rating then it does not cause a Toughness save. Heavy Weapons and Armor Penetrations: this rating lowers a vehicle or structures 'Armor Rating' only. Force Field Energy Shields are just like personal shields, except that each 'Hit' also lowers the Shield rating by 1.

BEAST CRAFT - Beast drawn craft (most Move is variable).

Cart: 2 wheeled cart; Size: Large; DEF: 9; Move: 20MPH*; Toughness: 5; Armor: 0; Occupants: 1c +4p and 500lbs cargo; Cost: 13 (requires at least one beast of burden)

Wagon: 4 wheeled medium cart; Size: Large; DEF: 9; Move: 10MPH*; Toughness: 6; Armor: 0; Occupants: 1c +8p and 1ton of cargo; Cost: 15 (requires at least two beasts of burden)

Brute Cart: six very large wheeled wagon; Size: Huge; DEF: 8; Move: 4MPH*; Toughness: 8; Armor: 0; Occupants: 1c +12p + 2tons of cargo; Cost: 17 (requires four to six beasts of burden)

LANDCRAFT, MOTORED

Motorcycle: two wheeled, off-road, rugged motor bike; Size: Medium; DEF: 13; Move: 150MPH; Toughness: 8; Armor: 0; Occupants: 1c +1P; Cost: 24

Passenger LandDifficultyar: four wheeled, street land vehicle; Size: Large (-1 attack); DEF: 10; Move: 12oMPH; Toughness: 11; Armor: 0; Occupants: 1c +3P (500lbs cargo); Cost: 26

Utility Land Carrier: four wheeled, off road, cargo and explorer land truck; Size: Huge (-2 attack); DEF: 10; Move: 100MPH; Toughness: 12; Armor: 2; Occupants: 1c +6P +1ton of cargo; Cost (PP): 28

Tracked Super-Transport: large, two tracked heavy land transport; Size: Gargantuan (-4 attack); DEF: 6; Move: 60 MPH; Toughness: 15; Armor: 4; Occupants: 8c +10K tons cargo; Cost: 35

SKIMMERS - Hovercraft vehicles.

Floater-Bike: hover bike; Size: Medium; DEF: 17; Move: 200MPH (ground-effect; 15ft max elevation); Toughness: 8; Armor: 0; Occupants: 1c +1p (50lbs of cargo); Cost: 29

Floater Pack: backpack advanced hover-jet system; Size: Small; DEF: wearer's; Move: 80MPH (air-effect; 50ft max elevation); Toughness: 6; Armor: 0; Occupant: 1c; Cost: 28

Utility Floater-truck: hover, ground-effect transport vehicle; Size: Huge (-2 attack); DEF: 12; Move: 12oMPH (ground-effect; 5ft max elevation); Toughness: 11; Armor: 0; Occupants: 1c +6P +1,000lbs cargo; Cost: 32

FLITTERS: advance hover/anti-grav craft

Air Yacht: noble 'open' topped pleasure barge; Size: Colossal (-8 attack); DEF: 6; Move: 100MPH; Toughness: 12; Armor: 0; Occupants: 12c +80p (5 tons cargo); Cost: 41

HOPPERS: high altitude (near orbit) high speed aircraft

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Transcontinental Hopper: super-sonic air transport; Size: Colossal (-8 attack); DEF: 11; Move: 3,000MPH; Toughness: 12; Armor: 0; Occupants: 4c +10p (5 tons cargo); Cost: 38

WAR VEHICLES

Floater APC: armored floater personal/troop carrier, hover ground effect vehicle; Size: Huge (-2 attack); DEF: 11; Move: 120MPH; (ground-effect; 5ft max elevation); Toughness: 13; Armor: 8; Occupants: 2c +10p; WNP: Two spiral side Blaster cannons (targeting +1, +10, Armor Pen 4, Range Increment 200ft); Cost: 38

Floater Tank: military hover tank land vehicle; Size: Huge (-2 attack); DEF: 10; Move: 80MPH (ground effect; 5ft max elevation); Toughness: 15; Armor: 15; Occupants: 4c; WNP: Turret mounted Hvy Blaster cannon II (targeting +1 attack, +18, Armor Pen 6, Range Increment 180ft); and Two spiral turret Blaster cannons (targeting +1 attack, +10, Armor Pen 4, Range Increment 500ft), and One Chaingun slugthrower spiral turret (targeting +1 attack, Dmg +8, Armor Pen 2, Autofire, Range Increment 100ft, Magazine 200) Cost (PP): 40

Attack Aerocraft: military attack jet aircraft; Size: Huge (-2 attack); DEF: 16; Move: 1,000MPH; Toughness: 12; Armor: 2; Occupants: 2c; WPN: forward mounted hvy. Chaingun slugthrower (targeting +2 attack; Dmg +10, Armor Pen 2, Autofire, Range Increment 100ft, Magazine 200) and air-to-air anti-aero missiles (targeting +0 attack; Dmg +14, Armor Pen 4, Ranged Increment 1,000ft, 4 missiles); Cost: 42

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SPACECRAFT

'Landers' can land on planetary surfaces and take off again.

'Jump' is how many trips a ship can make back and forth between Jumpgate locations before requiring it to be refueled. Refueling normally costs 20 per 'Jump Trip'

Cargo shuttle/Landers: mostly used as cargo or passenger landers for ships that cannot land on planets; Size: Gargantuan (-4 attack) Lander; DEF: 10; Move: space 5, speed 20,000 MPH, Jump 1; Toughness: 12; Armor: 8; Occupants: 2c +8p, 10tons cargo (cargo only 20ton, passenger only +32p); Cost: 40

Starfighter: attack starcraft, one man with no interstellar capacity; Size: Gargantuan (-4 attack) Lander; DEF: 16; Move: space 8, speed 50,000 MPH, Jump 0; Toughness: 13; Armor: 4; Shields: 8; Occupants: 1c; WPN: Forward linked dual-Blaster Cannons MkI (Targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); and Forward Energy (general fire) torpedo bay (Targeting +0, Dmg +12, Armor Pen 8, Space Range 0, Magazine 10); Cost: 48

Starfighter/bomber: attack and bomber starcraft, with no interstellar capacity; Size: Gargantuan (-4 attack) Lander; DEF: 14; Move: space 7, speed 40,000MPH, Jump 0; Toughness: 14; Armor: 6; Shields: 8; Occupants: 3c; WPN: Forward linked dual-Blaster Cannons (targeting +1 attack, Dmg +14, Armor Pen 4, Space Range 7) and One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8) and Bomb Bay (typical missile) Anti-capital torpedo (targeting +0 attack, Dmg +18, Armor Pen 10, Space Range 14, Magazine 4); Cost: 50 without bombs (pack of 4 torp cost 30)

Courier: fast message and mail craft. Size: Colossal (-8 attack) Lander; DEF: 12; Move: space 6, speed 30,000MPH, Jump 4; Toughness: 15; Armor: 8; Shields: 6; Occupants: 2c (80 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 48

Explorer: common stellar explorer; Size: Colossal (-8 attack), Lander; DEF: 8; Move: space 5, speed 20,000MPH, Jump 4; Toughness: 14; Armor: 8; Shields: 6; Occupants: 2c +3p (50 tons cargo); WPN: One spiral mounted dual linked Blaster Cannons MkI (targeting +2 attack, DMG +15, Armor Pen 4, Space Rg 8) Cost: 49

Free Trader: common Charioteers free trader; Size: Colossal (-8 attack), Lander; DEF: 6; Move: space 5, speed 20,000MPH, Jump 2; Toughness: 14; Armor: 8; Shields: 0; Occupants: 2c +6p (300 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +1 attack, Dmg +15, Armor Pen 4, Space Rg 8); Cost: 49

Luxury Light Cruiser: starcraft for easy travel in comfort; Size: Colossal (-8 attack) Lander; DEF: 10; Move: space 5, speed 20,000MPH, Jump 4; Toughness: 17; Armor: 8; Shields: 8; Occupants: 2c +8p (10 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +4 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 58

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Medium Freighter: another common Charioteers trader, one of the largest ships capable of landing on planet surfaces; Size: Awesome (-12 attack) Lander; DEF: 6; Move: space 5, speed 20,000MPH, Jump 2; Toughness: 18; Armor: 8; Shields: 0; Occupants: 4c +8p (5K tons of cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +1 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 53

Interceptor: system's patrol starcraft; Size: Awesome (-12 attack); DEF: 10; Move: space 6, speed 30,000MPH, Jump 2; Toughness: 18; Armor: 12; Shields: 12; Occupants: 8c +20p (10 tons of cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +4 attack, Dmg +15, Armor Pen 4, Space Range 8) and One spiral mount Ion Cannon MkIA (targeting +4 attack, Dmg +8 [+24 vs. electronics/vehicles], Range 6) and One forward Lasconnon (targeting +2 attack, Dmg +18, Armor Pen 4, Space Range 9) and Bomb Bay (typical missile) Lt. Anti-capital torp (targeting +0 attack, Dmg +18, Armor Pen 10, Space Range 14, Magazine 8); Cost: n/a

Bulk Freighter: one of the largest ships every built, the Charioteer bulk cargo transports; Size: Awesome II (-16 attack); DEF: -2; Move: space 4, Speed 10,000MPH, Jump 4; Hardness: 20; Armor: 8; Shields: 0; Occupants: 12c +500K tons cargo; WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15L, Armor Pen 4, Space Range 8); Cost: n/a

Colonial/Passenger Transport: Transport Cruiser/Liner; Size: Awesome (-12 attack); DEF: 4; Move: space 5, speed 20,000MPH, Jump 4; Toughness: 18; Armor: 8; Shields: 0; Occupants: 100c +800p (1K tons cargo); WPN: Two spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: n/a

Corvette Cruiser: fast military attack cruiser; Size: Awesome (-12 attack); DEF: 6; Move: space 5, speed 20,000MPH, Jump 8; Toughness: 22; Armor: 16; Shields: 14; Occupants: 89c +50p (150 troops & 10 starfighters); WPN: Four spiral mount dual-linked Blaster Cannons MkI (targeting +6 attack, Dmg +15, Armor Pen 4, Space Range 8) and One spiral mount Ion Cannon MkIIB (targeting +4 attack, Dmg +9 [+27 vs. electronics/vehicles], Range 7) and One forward/One Rear - Lasconnon II (targeting +2 attack, Dmg +20, Armor Pen 4, Space Range 15) and Bomb Bay: Anti-capital torp (targeting +0 attack, Dmg +20L, Armor Pen 10, Space Range 15, Magazine 12) Cost: n/a

Dreadnaught Destroyer: largest warship ever built there are few within even the great houses or owned by the emperor; Size: Awesome (-12 attack); DEF: 2; Move: space 4, 20,000MPH, Jump 4; Toughness: 26; Armor: 18; Shields: 20; Occupant: 445c +150p (500 troops and 60 fighter/bomber); WPN: Ten spiral mount dual-linked Blaster Cannons MkII (Targeting +8 attack, Dmg +16, Armor Pen 6, Space Range 8) and Ten spiral mount Ion Cannon MkIIB (targeting +4 attack, Dmg +9 [+27 vs. electronics/vehicles], Range 6), and One Forward/Rear/Port/Starboard - Lascannon II (targeting +4 attack, Dmg +20, Armor Pen 4, Space Range 10) and Two Forward Super-Lascannon III (targeting +1 attack, Dmg +24, Armor Pen 4, Space Range 18) and Two Bomb Bay: Hvy Anti-capital torp (targeting +0 attack, Dmg +24, Armor Pen 10, Space Range 15, Magazine 20); Cost: n/a