

# Sirius System TableTop PDF

## Basic Rules

### Dice to Use

The dice used in this table top game are four sided dice (D4s), six sided dice (D6s), eight sided dice (D8s), ten sided dice (D10s), twelve sided dice (D12s), and twenty sided dice (D20). Most of these dice are used for damaging or from benefits granted by your character's skills. The most used dice is your D20.

The D20 is used for almost every roll. For your skills, attacking, and almost everything in between.

The D8s and D10s can be used for your character creation as well as damage.

### Advantage vs Disadvantage

### Turn System

### Taking Damage

Resistant, Invulnerability, and vulnerability

## Combat and Engagements

Combat is bound to happen within the Sirius System. Combat is turn-based, and the turns are determined by engagement order. This system allows everyone to think about what they want to do and strategize before using their primary action, secondary action, and their movement how they please. Take into consideration that each turn takes 10 seconds, that would be why there is a limitation on actions you can have.

### Engagement Score

Engagement relates to how fast you react into combat or overall. The higher the score, the more likely to go first in combat order. It's calculated by adding your reflex bonus to your intuition skill's bonus.

## Types of Actions

There are two types of actions your character can take on their turns, a primary and secondary action. There are also response actions; these are your character's ability to react to certain situations.

### Primary Actions

Primary actions are the bulk of your turns. Since each turn is 10 seconds, there is only so much you can do. All characters can do the following primary actions:

<b>Action</b>	<b>Description</b>	<b>Ability Used / Benefit</b>
Attack	Focused on a target person or place.	Reflex Score.
Assist	Use your Action to help others.	The person you help receives advantage on their rolls.
Brace	You ready yourself to take damage.	For the next attack against you, you take half damage.
Cover	Move to an obstacle and cover behind it	None used, grants advantage on next attack from cover
Full Stimulant Use	You take most of your turn to apply a stimulant to yourself or others.	No ability used. Grants the full health points possible to the target of the stimulant.
Hide	To attempt to hide from targets or potential dangers. Only possible when there is a location to hide.	Sneak Score.
Leap	To move over an obstacle	Balancing ability (with advantage)
Prepare	To be ready to be attacked and focus on the attackers	No ability is used, and attackers have a disadvantage on attacking you until the start of your next turn.
Secondary Action	You can use a secondary action as your primary action while keeping your original secondary action.	No ability used.
Sprint	Use up to double your movement to reach a wanted	No ability used.

	location	
Withdraw	To freely leave the melee range of a target, not provoking their response to an attack.	No ability used.

## Secondary Actions

These actions take up less of your turn.

Action	Description	Ability Used / Benefit	Requirement
Activate items or devices	It is activating any items that would only take a few seconds.	Might or Technology.	---
Contact Others	Speaking to others outside of combat or in other locations.	No ability used.	---
Pick up something from the ground	Grabbing a fallen item or rushing to pick up something from another person	No ability used.	---
Reload Weapon	Reloading your firearm	No ability used.	A ranged weapon that requires a reload after several shots.
Secondary Attack	You quickly swing your melee weapon a second time.	Reflex ability is used to hit the target, but your Power bonus is not added to damage. You have disadvantage on this attack.	A melee weapon is in hand.
Speaking (20 words or less)	Trying to share communications with nearby allies or talk to enemies	No ability used.	---
Use Stimulant	Applying the stimulant to yourself in a rushed fashion	No ability used.	---

## Response Actions

All players can use these actions as responses. You have one response per turn in combat, and you can use them for the following actions.

Response	Benefit	Requirement
Cover Rush	You reach the cover and gain +2 to your Protection Score, but you have no movement for your next turn.	Need to be attacked -- Cover needs to be within range (half of your movement).
Dash	You can use half your movement to move to a new location.	Need to be attacked--Half of your movement available.
Roll	You roll to a location 10ft from you. Gain a +1 bonus to your Protection Score	Need to be attacked -- Half your movement available
Surrender (False Surrender)	Putting your hands up to give in to targets. Need to roll deceit or convincing ability depending on if you intend to surrender.	During Combat
Quick Attack	You can attack the target who attacked you with disadvantage.	Needs to be attacked by a target.
Focused Attack	You can attack the target like a normal primary action.	Target is moving through your melee range or out of your melee range, within 5ft of you.

## Attacks

Attacks are a key component within the game, and you will come across enemies or just have arguments that you want to settle with a fight. So attacks have you roll a d20 and add your reflex modifier. Then you do damage based on the weapon you are using; ranged weapons will be their damage dice plus your character's reflex bonus. Melee attacks use your character's power bonus, but you can attack with your secondary action. Look at secondary actions to learn more about this attack.

**Superior Hits:** You roll a 20 on your dice to attack. You are going to at least double the damage you roll. First, roll your d20 again, and if you get a second 20, your damage rolled is tripled,

making it an **Incredible Hit**. Another bonus to rolling a 20 is that the first time you roll your damage dice, you can reroll the dice, but you must take the new roll.

**Superior Miss:** You rolled a one on your attack. How unfortunate, now the GM decides how largely you messed up. First, roll another d20. If you roll another 1, your dice might be cursed, and you will have accomplished something very rare, an **Incredible Miss**. It is almost a guarantee that your group won't let you live that down, at least for a while.

The Equipment segment below are readily available weapons, but keep in mind that anything can be created in this galaxy. So if there is something you want your character to have, talk to your GM about it.

## Combat Styles

All classes will have a fighting style as a benefit. These characters can choose one of the following because they have spent time learning how to use weapons or other aspects of combat to get to their enemies.

Style	Benefit
Hand-to-Hand Master	Receive +1 to Hand-to-Hand attacks and damage / Can use your secondary action to attack with Hand-to-Hand.
Close Range Shooter	Use your secondary action to attack with your ranged weapon, but the damage is without your reflex modifier.
Melee Weapon Expert	Receive +1 to melee weapon attacks and damage
Distance Shooter	When using a ranged weapon over 60ft of your target, you can add 1D4 damage to all of your attacks
Cover Connoisseur	You can fire from the position without peeking over when you are shooting from cover. When doing this, you can roll normally instead of with disadvantage.
Dual Weapon Specialist	You can use two one-handed weapons at a time. Your secondary action can be used to attack with your off-hand weapon.
Two-handed Melee Weapon Specialist	Receive +1 to attacks and damage when using two-handed weapons. You also receive a +1 to your Protection Score.

Melee Weapon Brawler	You are trained in using random objects as weapons. Instead of them being 1D4, for you, they are 1D8.
Two-handed Ranged Expert	When using a ranged weapon that requires both hands, you can add 1D4 damage to all of your attacks
Wrestling Maestro	You have a better chance to grapple and escape grapples, meaning you can use your secondary action to break free or grapple instead of your primary action.

## Conditions

Some things can affect your character, usually for short periods.

Condition	Affect	Duration
Dazed	Your round in combat is used without being able to take actions	1 round or 10 seconds.
Drunk	You have disadvantage on all skill rolls and attacks.	1-3 hours.
Fatigued	Disadvantage on all skill rolls	Until full rest.
Grabbed	You would need to take an action to attempt to break the grip.	1 action.
Slowed	Only a Primary Action and half of your movement is usable.	1 round or 10 seconds
Stuck	Movement is zero	Until what is causing the condition is moved.

## Healing and Recovery

The galaxy has developed many ways to heal the body, from stimulants to medical ships. Almost any injury is recoverable; the main exception is death or very extreme cases.

### Health Dice

Your character health relates to the chosen class. Each class has health dice rolled when you level up. You add that number to your Fortitude bonus for your additional health.

## Recovery Time

You can use time to recover from wounds and heal. When you take 30 minutes or more to Recover, you can use as many hit dice as you want to replenish your health. You can only use your number of total health dice once per day.

Meaning if you were a level 2 Assassin with 2D8s as health dice, you can recover twice and only use 1D8 each time. Or you use 2D8s for the first rest; you won't be able to recover any health for the rest of the day.

## Being Unconscious

There are two main ways your character can be injured or die: by being Knocked Out or Bleeding Out. These give you a chance to stabilize your character before their potential death.

**Knocked-Out:** Being knocked out happens when your health hits 0 and you have been hit by non-lethal damage. It makes it a bit harder for you to die; you need 3 successes of stabilizing rolls to remain at 1 health point and 5 failures in order to die.

**Bleeding out:** This is a bit easier to die from. You will start bleeding out if you fall below 0 health points by lethal damage. This requires 5 successes to stabilize and 5 failures to die.

**Stabilizing Rolls:** Stabilizing rolls help you reach 0 health points and stay there. They can be achieved by; someone giving you a stimulant and getting you instant health points, someone using a first aid, medicine, or surgery kit to help you, and by you rolling on your turn.

These rolls are 1D20 + your endurance bonus.

**Taking Damage When Unconscious:** When you take damage while unconscious you fail one either bleeding out or knocked out roll.

## Movement

Your character's movement relates to your race. Some are faster than others, and Humans and Cyborgs are the only races who can swim. Androids are mostly waterproof, so they won't be damaged by normal waters, but they are too heavy to swim.

## Protection Score

Protection score is what people need to roll in order to attack each other. It will get higher with more and stronger equipment.

# Items & Equipment

Every traveller and citizen will need items or equipment to help them survive.

## Armor

Everyone needs something to protect themselves.

### Low-Quality Armor

Something most people can get their hands on.

Name	Protection Score	Area	Resistances	Sneak	Weight	Cost
Street Clothes	8 + Reflex Bonus	Torso / Legs	---	---	1-3lbs	50-100 Credits
Leather Jacket	+ 1	Torso	---	---	3lbs	80 Credits
Kevlar Vest	+ 1	Torso	Quarter resistant to material range damage	---	5lbs	200 Credits
Kevlar Jacket	+ 1	Torso	Quarter resistant to material range damage	Disadvantage on Sneak rolls	8lbs	400 Credits
Studded Leather Armor	10 + Reflex Bonus	Torso / Legs	---	---	10lbs	200 Credits
Iron Chest piece	12+ Fortitude Bonus	Torso	---	---	10lbs	500 Credits
Iron Helmet	+ 1	Head	---	Disadvantage on Sneak rolls	6lbs	150 Credits
Chainmail Armor	12+ Fortitude Bonus	Torso / Legs	---	Disadvantage on Sneak rolls	45lbs	800 Credits
Iron Gauntlets	---	Arms	Hand attacks are 1D6	---	8lbs	150 Credits

### Medium Quality Armor

Probably the gear of the more famous or wealthy individuals.

Name	Protection Score	Area	Resistances	Sneak	Weight	Cost
Steel Chest piece	14 + Fortitude Bonus (Max of 3)	Torso	---	---	15lbs	2,000
Steel Plate Armor	15 + Fortitude Bonus (Max of 3)	Torso / Legs	---	Disadvantage on Sneak rolls	35lbs	3,000
Steel Helmet	+2	Head	---	Disadvantage on Sneak rolls	8lbs	2,500
Steel Gauntlets	---	Arms	Hand attacks are 1D8	---	8lbs	2,000 Credits
Energy Chestplate	14 + Reflex Bonus (Max of 3)	Torso	Resistant to energy damage	---	1lbs	4,000
Energy Plate Armor	15+ Reflex Bonus (Max of 3)	Torso / Legs	Resistant to energy damage	---	1lbs	5,000
Energy Helmet	+1	Head	Resistant to energy damage	---	1lbs	4,500
Energy Gauntlets	---	Arms	Hand attacks are 1D8	---	8lbs	4,000 Credits

### High-Quality Armor

The best of the best get this equipment. Sometimes, even they don't get it.

Name	Protection Score	Type	Resistances	Sneak	Weight	Cost
Titanium Chest Piece	15 + Fortitude Bonus	Torso	Resistant to material damage	---	20lbs	15,000
Titanium Plate Armor	16 + Fortitude Bonus	Torso / Legs	Resistant to material damage	---	45lbs	25,000

Titanium Helmet	+2	Head	Resistant to material damage	---	10lbs	20,000
Titanium Gauntlets	---	Arms	Hand attacks are 1D12	---	10lbs	18,000 Credits
Enhanced Energy Chestplate	15 + Reflex Bonus	Torso	Resistant to energy damage	---	1lbs	30,000
Enhanced Energy Plate Armor	16 + Reflex Bonus	Torso / Legs	Resistant to energy damage	---	1lbs	40,000
Enhanced Energy Helmet	+2	Head	Resistant to energy damage	---	1lbs	35,000
Enhanced Energy Gauntlets	---	Arms	Hand attacks are 1D12	---	1lbs	25,000 Credits

## Cybernetics

Some people are able to purchase cybernetics for themselves. These are the most general and popular enhancements that can be purchased.

Cybernetic Enhancement	Cost
Limb Reconstruction	10,000 Credits
Facial Reconstruction	15,000 Credits
Limb Enhancement	20,000 Credits
Height Enhancement	5,000 Credits
Skill Enhancement	25,000 Credits
Vision Enhancement	5,000 Credits

## Drinks & Food

Pretty much everyone needs to eat. Androids could use some oil too. I'm kidding, don't consume oil or do. It's your character.

Type of Drinks and Food	Cost
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Rations	10 Credits
Small Foods	5-15 Credits
Decent Foods	10-20 Credits
Large Foods	20-35 Credits
Luxury Foods	35-70 Credits
Water	0-5 Credits
Juices & Soft Drinks	5-10 Credits
Flavored Water	14 Credits
Alcoholic Drinks	16-40 Credits
Alcoholic Shots	10-30 Credits

## Grenades & Bombs

These things explode or detonate. No one expected that.

Name	Damage	Effect	Weight	Cost
Incendiary Grenade	1D6 energy damage	10ft radius of fire	1 lb	30 Credits
EMP Grenade	---	Can stun cyborgs or androids for a turn	1 lb	45 Credits
Stim Grenade	---	Supplies 2D4 healing in 5ft radius	1lb	35 Credits
Fog Grenade	---	10ft radius of fog	1 lb	45 Credits
Shatter Bombs	1D6 material damage	10ft radius	1 lb	30 Credits
Stink Bomb	---	10ft radius, can stun humans for one round	---	25 Credits
Smoke Bomb	---	5ft radius of smoke, for 30 seconds	---	30 Credits

## Stimulants

You got to get health back somehow, right?

<b>Name</b>	<b>Healing</b>	<b>Weight</b>	<b>Cost</b>
Weak Stimulants	4D4	6 lbs	100 Credits
Average Stimulants	4D6	8 lbs	500 Credits
Strong Stimulants	8D6	8 lbs	2,500 Credits
Incredible Stimulant	10D8	10 lbs	5,000 Credits

## Tools

Specific tools for specific tasks.

<b>Name</b>	<b>Ability Used</b>	<b>Weight</b>	<b>Cost</b>
Armorer Tools	Balancing	10 lbs	50 Credits
Bladesmith Tools	Balancing	10 lbs	50 Credits
Camouflage kit	Balancing	10 lbs	40 Credits
Climbing Tools	Balancing	15 lbs	50 Credits
Explosive Tools	World bonus	10 lbs	50 Credits
First Aid Kit	Intuition / Memory	10 lbs	20 Credits
Gunsmith Tools	Technology	5 lbs	50 Credits
Lock Picking Tools	Balancing Bonus	5 lbs	50 Credits
Medicine Kit	Intuition / Memory	15 lbs	40 Credits
Metalsmith Tools	Balancing	10 lbs	50 Credits
Repair Tools	Technology	8 lbs	60 Credits
Slicing Tools	Technology Bonus	10 lbs	50 Credits
Surgery Kit	Intuition / Memory	8 lbs	60 Credits
Terraforming Tools	World	3 lbs	150 Credits

## Weapons

These are the tools you might need to suit your occupation or just for fun. Weapons can do two types of damage, Material and Energy. If it is an Energy weapon, it does Energy damage. If it is a normal weapon, it will do Material damage.

### Ranged Weapons

Life can be easier when there is space between you and your target.

#### Low Tech Ranged Weapons

These weapons get the job done from a distance.

Name	Damage	Reload	Range	Weight	Cost
Pistol	1D8 + Reflex Bonus	6 Shots	5ft / 90ft	2lbs	50 Credits
Shotgun	1D10 + Reflex Bonus	4 Shots	5ft / 40ft	8lbs	80 Credits
Rifle	1D12 + Reflex Bonus	2 Shots	30ft / 150ft	8lbs (two-handed)	100 Credits
Sniper	2D6 + Reflex Bonus	2 Shots	30ft / 500ft	10lbs (two-handed)	115 Credits
Hand Crossbow	1D6 + Reflex Bonus	---	5ft / 100ft	4lbs	35 Credits
Crossbow	1D8 + Reflex Bonus	---	5ft / 200ft	15lbs (two handed)	50 Credits
Longbow	1D10 + Reflex Bonus	---	5ft / 300ft	3lbs (two-handed)	80 Credits

#### High Tech Ranged Weapons

These weapons don't just get the job done, but do their job incredibly.

Name	Damage	Reload	Range	Weight	Cost
Energy Pistol	2D8 + Reflex Bonus	6 Shots	5ft / 150ft	2lbs	10,000 Credits
Energy Shotgun	2D10 + Reflex Bonus	4 Shots	5ft / 80ft	6lbs	15,000 Credits
Energy Rifle	2D12 + Reflex Bonus	2 Shots	30ft / 300ft	6lbs (two handed)	20,000 Credits
Energy	3D6 + Reflex	2 Shots	30ft / 1000ft	8lbs (two	30,000

Sniper	Bonus			handed)	Credits
Energy Hand Crossbow	1D12 + Reflex Bonus	---	5ft / 200ft	3lbs	15,000 Credits
Energy Crossbow	2D6 + Reflex Bonus	---	5ft / 400ft	10lbs (two handed)	20,000 Credits
Energy Longbow	2D8 Energy + Reflex Bonus	---	5ft / 600ft	2lbs (two handed)	30,000 Credits

## Melee Weapons

Sometimes you like to get a little close and personal.

### Low Tech Melee Weapons

Who needs range when you can just hit things?

Name	Damage	Range	Weight	Cost
Android Hands	1d8 + Power Bonus	5ft	0lbs	Free
Baseball Bat	1d8 + Power Bonus	5ft	3lbs	20 Credits
Battleaxe	1d10 + Power Bonus	5ft	5lbs (two-handed)	100 Credits
Crowbar	1d8 + Power Bonus	5ft	2lbs	20 Credits
Cyborg Hands	1D6 + Power Bonus	5ft	0lbs	Free
Energy Baton	1d8 + Power Bonus	5ft	2lbs	150 Credits
Great Hammer	1d12 + Power Bonus	5ft	10lbs (two-handed)	150 Credits
Handaxe	1d6 + Power Bonus	5ft	3lbs	15 Credits
Human Hands	1D4 + Power Bonus	5ft	0lbs	Free
Katana	2D6 + Power Bonus	5ft	8lbs (two-handed)	200 Credits

Knife	1d6 + Power Bonus	5ft or thrown up to 80ft	1lbs	15 Credits
Longsword	1D10 + Power Bonus	5ft	6lbs (two-handed)	100 Credits
Machete	1D8 + Power Bonus	5ft or thrown up to 70ft	3lbs	80 Credits
Spear	1D12 + Power Bonus	5ft or thrown up to 60ft	8lbs (two-handed)	125 Credits
Shortsword	1D8 + Power Bonus	5ft	4lbs	80 Credits
Whip	1D6 + Power Bonus	10ft	2lbs	40 Credits

### High Tech Melee Weapons

You can hit stuff and show off your wealth while you do it.

Name	Damage	Range	Weight	Cost
Energy Enhanced Baseball Bat	2D6 + Power Bonus	5ft	2lbs	10,000 Credits
Energy Knife	1D12 + Power Bonus	5ft, thrown up to 100ft	1lb	15,000 Credits
Enhanced Energy Baton	2D6 + Power Bonus	10ft	4lbs	25,000 Credits
Energy Sword	2D8 + Power Bonus	5ft	2lbs	25,000 Credits
Energy Whip	1D12 + Power Bonus	10ft	2lbs	12,500 Credits

## Crafting

## Skills

These skills cover what characters can do, in some ways broader than others, but they allow you to create the character how you want.

## Skill Checks

The Sirius System Tabletop relies on skill checks. These rolls allow the game to be unique and fun for everyone. It adds a probability level to each situation by rolling your D20 to have a result. Your Gamemaster or GM will decide which skill for you to roll in situations, and you will add your character's bonus to the number rolled.

Many skill checks can be contested, meaning you are against another player or a non-player character made by your GM.

## Skill Bonuses

For each skill, there is a bonus that is added to any rolls the GM relates that skill to.

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Bonus	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

## Character's Skills

### Power

Your Power skills relate to how strong or muscular your character is. There are only two sub-skills being Might and Threatening.

**Might:** Might refers best to your strength, from lifting and pulling all the way to using brute force.

**Threatening:** Threatening refers to how you use your strength to show others you mean business.

### Reflexes

Your Reflex skills relate to how quick your character is. The sub-skills are Balancing, Dodge, Hand Speed, and Sneak.

**Balancing:** Balancing refers to your character's ability to maneuver and keep themselves still.

**Dodge:** Dodge refers to your ability to get out of the way of attacks and potential traps.

**Hand Speed:** Hand speed relates to your character's ability to use their hands quickly. It is used to pick pockets, pilot a ship, or quickly grab things.

**Sneak:** Your sneak relates to how well you can quietly move and stealth around. It can also be used for hiding and doing anything "sneakily"

### Fortitude

Your Fortitude skills relate to your overall health and ability to withstand certain elements, like climate and nausea. The sub-skills are Endurance and Intensity.

**Endurance:** Endurance relates to how long you can exert yourself. If you are in rough conditions, you would need endurance.

**Intensity:** Intensity is for short bursts of using your energy to complete something.

## Brilliance

Your Brilliance Skill relates to how smart your character is. The sub-skills are Memory, Technology, and World.

**Memory:** Memory relates to how your character can remember things from their past or what they have heard in their lives.

**Technology:** Technology relates to how knowledgeable your character is with technology. Used mainly for hacking into computers and starting up ships

**World:** World refers to how much your character remembers things about the galaxy and the world around them. Used to remember information about survivability and information about other planets you've never been on.

## Judgement

Your Judgement Skill relates to how your character and read situations and those around them. The sub-skills are Empathy, Intuition, Observation, and Tracking.

**Empathy:** Empathy relates to how your character understands the motives of those around you.

**Intuition:** Intuition helps you understand your situation and try to figure out if something seems suspicious in your normal area.

**Observation:** Observation helps your character see details and perceive what is around you.

**Tracking:** Tracking relates to how your character can see prints and trace differences in the landscapes.

## Speech

Your Speech Skill relates to how your character is when talking to others. The sub-skills are Acting, Convincing, Deceit, and Questioning.

**Acting:** Acting refers to your ability to make yourself the center of attention and to keep it. It's about how well you perform in front of people.

**Convincing:** Convincing relates to how you are able to compel people to listen to the truth you tell

**Deceit:** Deceit is about your character's ability to lie to the people around them.

**Questioning:** Your Questioning ability relates to how well your character can get information out of other people. You might have particular methods, but it's about how you ask the questions rather than using your presence to scare people.

## Progression

Most of what you can do can be increased throughout the adventure. This includes your character's skills, tools, and even weapons. Below you will find how many skill checks with certain skills and tools it will take in order to level up in those skills. After you hit each needed roll, it will reset, and you will have a new goal number. If you succeed often in rolls, that can increase your level faster.

<b>Skills and Tools</b>			
<b>Level</b>	<b>Usage Needed to Level Up</b>	<b>Successes Needed to Level Up</b>	<b>Benefit</b>
1	20	15	+1
2	40	32	+2
3	60	48	+3
4	80	64	+4
5	90	72	+5
6	100	80	+6
7	125	100	+7
8	150	120	+8
9	175	140	+9
10	200	160	+10

You will start at level one with all trained tools, weapons, and skills and level zero for untrained ones. Your additional bonus will be half your level with that equipment.

Weapons are a little different. Instead of relating to usages, they are determined by encounters used. Your GM would determine an encounter, but a normal way to think about it is if it was used for a significant portion of combat.

<b>Weapon</b>		
<b>Level</b>	<b>Encounters Needed to Level Up</b>	<b>Benefit</b>
1	8	+1
2	12	+2
3	16	+3
4	20	+4
5	24	+5
6	28	+6

7	32	+7
8	36	+8
9	40	+9
10	44	+10

## Multiclassing

All characters can multiclass into any class they wish. You do not gain any new trained skills, weapons, tools or combat styles. Your health would increase by your largest class health dice every level. When you progress to the next level, you can decide which class skill you will take.

When it comes to gaining trainings at levels 4, 6, and 8, they are only gained when you reach those levels in that class. The same happens for your Improved Actions.

## Trained Skills

When your character is trained in skills, they receive a bonus found on the progression table. Your starting character will be trained in skills, weapons, and some tools. These are trained to be at level one while everything else starts at level zero.

## Travelling & Communication

Everything from getting to destinations to staying when you get there and speaking to people you've come across.

## Accommodations

You can always use a place to stay.

Type of Stay	Cost
Streets	0 Credits
Sleeping bag	10 Credits
Motel or Hostel	5-15 Credits per night for each person
Standard Hotel	35-50 Credits per night for each person
Expensive Hotel	45-60 Credits per night for each person
Luxury Stay	75- 100 Credits per night for each person

## Communication With Players & NPCs

Communication within the galaxy is fairly easy. You can attempt to contact anyone from almost anywhere. As long as you have a communication device, you can share that information with other people allowing them to contact you and do the same to them. The only requirement is that they need to answer your call.

## Land Vehicles

Some planets don't have much on the infrastructure side, and the same goes with technology. There can be treacherous areas, mountains, and other environments that can get in your way.

### Animal Mounts

Name	Protection Score	Health Points	Movement	Size	Weapons
Camel					---
Horse					---
Pony					---
Elephant					---
Mule					---
Dog Sled					---
Reindeer					---

### Technological Vehicles

Name	Protection Score	Health Points	Movement	Size	Weapons
Speeder					---
Sailboat					---
Motorcycles					---

## Starships

Traveling through the galaxy, you'll need some sort of ride, from repair ships to warships and everything in between.

When travelling to other planets, it takes a week of travel to 3-5 Days to reach the next planet in the system and a day or two to travel to its moons.

## Fighter Ships

### Small

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
		200				
		200				
		200				
		200				
		200				
		200				
		200				

### Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost

### Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost


## Freight Ships

### Small

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
		350			---	5,000
		350			---	5,000
		350			---	5,000
		350			---	8,000
		350			---	8,000
		350			---	8,000
		350			---	10,000

### Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
						20,000
						20,000
						20,000
						30,000
						30,000
						40,000

						40,000
--	--	--	--	--	--	--------

### Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
						60,000
						60,000
						75,000
						75,000
						75,000
						100,000
						100,000

### Medical Ships

#### Small

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
	14	300	450ft per second	200 square feet	---	4,000
	14	300	450ft per second	200 square feet	---	4,000
	14	300	450ft per second	200 square feet	---	4,000
	15	300	450ft per second	200 square feet	---	7,500
	15	300	450ft per second	200 square feet	---	7,500
	15	300	450ft per second	200 square feet	---	7,500
	16	300	450ft per second	200 square feet	---	12,000

Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
				350 square feet	---	18,000
				350 square feet	---	18,000
				350 square feet	---	18,000
				350 square feet	---	22,000
				350 square feet	---	22,000
				350 square feet	---	24,000
				350 square feet	---	25,000

Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
				600 square feet	---	35,000
				600 square feet	---	35,000
				600 square feet	---	35,000
				700 square feet		45,000
				700 square feet		45,000
				800 square feet		50,000
				850 square feet		60,000

## Passenger Ships

### Small

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
Blue Jay		150		120 Square Feet	---	1,500
Cardinal		150		120 Square Feet	---	1,500
Finch		150		120 Square Feet	---	1,500
Canary		150		120 Square Feet	---	1,500
Starling		150		120 Square Feet	---	1,500
Robin		150		120 Square Feet	---	1,500
Tanager		150		120 Square Feet	---	1,500

### Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
Journey						15,000
Explorer						15,000
Traveller						15,000
Searcher						20,00
Wanderer						20,000

Drifter						25,000
Voyager						35,000

### Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
						50,000
						50,000
						60,000
						60,000
						75,000
						75,000
						120,000

### Repair Ships

These ships are normally automated and repair lost or destroyed ships through the galaxy.

#### Small

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
Mend	14	200	500ft per second	200 square feet	---	3,000
Recover	14	200	500ft per second	200 square feet	---	3,000
Restore	14	200	500ft per second	200 square feet	---	3,000
Fixer	15	200	500ft per second	200 square feet	---	5,500
Repair	15	200	500ft per second	200 square feet	---	5,500
Remedy	15	200	500ft per second	200 square feet	---	5,500

Overhaul	16	200	500ft per second	200 square feet	---	10,000
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### Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
Nail				350 square feet	---	12,000
Screw				350 square feet	---	12,000
Hammer				350 square feet	---	12,000
Wrench				350 square feet	---	15,000
Handsaw				350 square feet	---	15,000
Buzzsaw				350 square feet	---	18,000
Drill				350 square feet	---	19,000

### Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
Excavator				500 square feet	---	35,000
Bulldozer				500 square feet	---	35,000
Crane				500 square feet	---	40,000
Boom				500 square feet	---	40,000
Fork				550 square feet		50,000
Handler				550 square		50,000

				feet		
Compactor				550 square feet		55,000

## War Ships

### Medium

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost

### Large

Name	Protection Score	Health Points	Movement	Size	Weapons	Cost
					---	
					---	
					---	

# The Sirius System's History & Locations

## History

### Before the Sirius System

Earth was forever growing, but it had its own problems. With diseases, overpopulation, climate change, and the ever pending doom by getting closer and closer to the Sun. Eventually, humankind would need to move away from the Solar System.

In the late 2300s humankind became better at working together, technology continues to boom allowing for new incredible innovations. Earth had created a better governmental system. A group of leaders would fall under a singular president chosen by the entire population of the planet. A new party was made from the richest of the world, they were called the Council of Sovereign Earth. Their party was all about peace and moving out of the Solar System, they were the first group to work toward terraforming equipment.

The Council of Sovereign Earth was elected in 2444, to promote their unique terraforming technology they not only terraformed the planets of Mars and Jupiter but completely shifted the way the planets functioned. When they took the presidency, they showed their discovery of a new faraway galaxy the Sirius System. It had 14 completely unusable planets with many moons throughout the system.

After discussing the wants and needs of the cultural leaders, it took a few years to have the entire galaxy completely shifted into tons of planets with incredible potential. By 2470 most of humankind had moved into their new planets so far away from the problems of Earth. The Council of Sovereign Earth moved into control over the whole galaxy, renaming themselves as The Council of Sovereign Worlds

### New Galaxy

There was quickly a priority list of planets by the Council of Sovereign Worlds, they were called the Core Planets. The core planets were New London, America, and Tokyo. All other planets were not nearly as cared about as the Core Planets, but the Outer Rim Planets that are either closest to the Sirius Star or farthest away are almost completely neglected.

The Council of Sovereign Worlds became extremely corrupt. With its initial values and members being focused on the wealthy, that was bound to happen. In the early 2500s the planet of America saw huge amounts of corruption and wanted to remove the Council of Sovereign Worlds from power. This led to a whole revolution on the planet with most of the Council's soldiers being removed.

At the end of this war, America surprisingly imploded, killing whoever was left on the planet. It is shared that the revolutionaries knew they weren't going to win so they wanted to go out on their own monstrous terms. People that fought on America's side have a whole different story.

With the fall of America, The Council of Sovereign Worlds needed a new Core Planet. Canada took its place as a Core Planet and became a hub of science and medicine.

In 2525, there was a brief assembly of The Council of Sovereign Worlds' ships near the planet of Isles. It was rumored that there was a second revolution, but there were no survivors on either side of the attack.

## Locations of the System

There are plenty of places within the Sirius System. These are the planets, their moons, and space stations located near the planets. All in order from closest to the star to farthest.

### Lemuria

Lemuria was an early planet. The only known facility is a well-known security prison for young adults who behave illegally. It is the closest planet to the Sirius star. The rest of the planet has scarce resources leaving the escapees of the prison to live in poverty.

**Common Languages: English**

**Distance from Star: 2 Days of travel**

### Stonehenge Station

Stonehenge Station is the furthest most people would go toward the star. Passing that point, it gets significantly more dangerous. The station is mainly scrap yards and brings cargo from other planets to the station for it to dump into the star.

**Common Languages: English**

**Distance from Planet: 10 Hours of travel**

### Tharazykum

Tharazykum is also known as the Great Desert. It was modelled after the middle eastern countries of Earth. The weather of the planet is extreme, with heat and sandstorms. The culture is very nomadic yet caring toward each other.

**Common Languages: Arabic**

**Distance from Lemuria: 6 Days of travel**

### New Jerusalem

For the most part, New Jerusalem is a replica of the original. It may no longer have as much significance, but many priests and religious folks live peacefully. The most that happens is intense arguments, but the land is finally free of war.

**Common Languages: Arabic & English**

## **Distance from Planet: 8 Hours of travel**

### Ethiopia

The planet is formed to emulate the cultures and geographical areas of Africa. It is one of the largest planets by size and one of the closest to the star. It has everything that you could want. There are tons of unique wildlife and parks, New Mount Kilimanjaro, plus being able to see many diverse cultures get along on the most peaceful planet in the galaxy.

**Common Languages: English, Swahili, and Somali**

**Distance from Tharazykum: 5 Days of travel**

### Babylon Station

Babylon Station is a place of learning; they specialize in language. The goal of the station is to help communication between all parties. It has mostly scholars and people travelling through, and it is one of the smallest stations in the galaxy. It doesn't have the constant movement of a city and is more like a town where everyone knows each other.

**Common Languages: Arabic, Bengali, Egyptian, English, Filipino, Greek, Hindi, Hungarian, Indonesian, Japanese, Korean, Malay, Mandarin, Portuguese, Russian, Somali, Spanish, Swahili, Telugu, Thai, Turkish, and Vietnamese.**

**Distance from Planet: 11 Hours of travel**

### America

America was the first of the core planets, one of the three most powerful planets in the system. America had the first civil war in the modern era, and it led to the explosion of the planet. It is rumored that the terraforming orb under the planet was sabotaged by either the Council or the rebellion of the planet.

**Common Languages: English**

**Distance from Ethiopia: 15 Days of travel**

### Canada

Canada replaced America as a core planet. Canada has been in support of the Council of Sovereign Worlds, but they are a planet that prefers to avoid conflict and tends to stick to the status quo. They are a highly progressive planet and regularly show the positives and flaws of the Council.

**Common Languages: English**

**Distance from America: 3 Days of travel**

### New London

New London is a core planet of the system. They are one of the most industrialized planets with a substantial amount of power. A large problem from the population is the pollution of the planet. Many areas are filled with murky air and dusty ground. They are still a central hub of the Sirius System.

**Common Languages: English**

**Distance from Canada: 7 Days of travel**

## Europa

This moon is filled with cultures who refused to be taken into the building of New London. They would rather meet with each other to discuss their cultural similarities and differences. Consisting of French, German, Spanish, and other western European cultures.

**Common Languages: English, Hungarian, Portugues, and Spanish**

**Distance from Planet: 12 Hours of travel**

## Yaldi IV

Like Europa, they refused to deal with those of New London. From Old Scotland, Ireland, and Wales, they wanted a land free from the powers of England. The land is filled with grassy hills, wonderful landscapes, and it's known for its peace and quiet. Something that's one of the hardest to find in the galaxy.

**Common Languages: English**

**Distance from Planet: 6 Hours of travel**

## Sparta

Sparta is molded from Greek culture and ideology; they are filled with warriors and kings. They take great pride in their military and honor. They are known to be the best bounty hunters, soldiers, and commanders. Near the planet is the Adriatic Asteroid field and Corinth Space Station.

**Common Languages: Greek**

**Distance from New London: 2 Days of travel**

## Corinth Station

Corinth Station is a hub of criminal activity and people who don't want anything to do with the Council of Sovereign Worlds. It's the furthest thing from the eyes of the governing body. Everyone knows that if you escape to Corinth, you are practically on your own. It is a cesspool of people that have something to hide, but it gives everyone a chance to make their own destiny, as dangerous as it may be.

**Common Languages: English & Greek**

**Distance from Planet: 20 Hours of travel**

## Tokyo

Tokyo is another of the core planets. Tokyo is known around the system to be the cleanest of the core planets; the designs of buildings are said to be extremely high-tech. Tokyo is the new planet of innovation, having the greatest education system and the Council of Sovereign Worlds' greatest scientists.

**Common Languages: English & Japanese**

**Distance from Sparta: 8 Days of travel**

## New Seoul

The culture of South Korea was innovative and great for the building of Tokyo. The huge population needed their own space where the culture continues to grow and adapt.

**Common Languages: English & Korean**

**Distance from Planet: 16 Hours of travel**

## Hong Kong

Hong Kong is the marketplace of the galaxy. It is the largest planet that does not have the Council of Sovereign Worlds rule over the citizens. There are rumors that the Triad, a criminal organization, rules aspects of the planet, causing the Council to look the other way to the actions of the citizens.

**Common Languages: Mandarin**

**Distance from Tokyo: 4 Days of travel**

## Beijing

Beijing is the capital of Chinese history, filled with wondrous landscapes and replicas of the forbidden city. It is less of the bustle and hustle of Hong Kong and is more of a serious and educational tone to the planet.

**Common Languages: Mandarin**

**Distance from Planet: 10 Hours of travel**

## Shanghai

Shanghai is one of the calmest areas in the galaxy, with beautiful pink trees and calm winds. The land is vast and filled with gardens. The population is low, so it makes for tranquil scenery and patient citizens.

**Common Languages: Mandarin**

**Distance from Planet: 14 Hours of travel**

## Floresta

The planet is filled with greenery and jungle. It takes the cultures of most South American and Central American countries from Earth, with the luscious Amazonia at its center. With birds always chirping, the breeze pushing tree branches, and the natural wildlife, this planet can be the most beautiful to live in. Many of the formerly extinct species being brought back has made life on Floresta more colorful than ever imagined.

**Common Languages: Portuguese & Spanish**

**Distance from Hong Kong: 3 Days of travel**

## New Delhi

New Delhi is a hub to media and markets but is still under control by the Council. By being molded by Indian culture, they have an increasingly large population but are highly innovative in finding new ways to build upon their own system. They have a large voice within the Sirius System with media.

**Common Languages: Hindi & Telugu**

## **Distance from Floresta: 8 Days of travel**

### Angkor Wat Station

Built from the design of the original temple, just on a larger scale. It floats like a city near New Delhi; it is mainly used for those to practice their religion in peace. It has a very low population, and it is the second farthest station away from the star.

**Common Languages: Hindi**

**Distance from Planet: 2 Days of travel**

### Bangkok

It is a large city with vibrant street life; it has canals filling the moon for travel. The moon is also filled with different shrines and cultures. The downtown is like a whole city, with vendors, shows and tons of events. Anything can happen in Bangkok.

**Common Languages: Thai**

**Distance from Planet: 7 Hours of travel**

### Bangladesh

Bangladesh is a moon filled with great plains, shrines, temples and farming. The main inhabitants are normally farmers, and they take great pride in providing for the land. There are many religious sites and institutions throughout the moon.

**Common Languages: Bengali**

**Distance from Planet: 5 Hours of travel**

## Sydney

Sydney is a tropical planet molded from old Earth's Australia. With portions being designed for nature in the Outback, it is a beautiful place to live, from treacherous areas to fantastic cities with bright beaches and coral. The planet also has two moons, Cairo & New New Zealand.

**Common Languages: English**

**Distance from New Delhi: 12 Days of travel**

### Cairo

Cairo is made to look like Earth's Egypt. It has great pyramids and an expansive desert. Cairo has a long history of rulers and leaders, but most of the citizens don't have access to most technologies, so they can be lost by the new innovations that appear in their lands.

**Common Languages: Egyptian**

**Distance from Planet: 7 Hours of travel**

### New New Zealand

The moon is mainly formed by islands and grand mountains. There are plenty of grasslands and farmlands across the moon.

**Common Languages: English**

**Distance from Planet: 10 Hours of travel**

## Isles

Isles is a planet filled with water and holds the cultural aspects of Earth's island cultures. There are very few large cities in comparison to other countries, with 85% of the planet being water. It is the galaxy's vacation spot.

**Common Languages: Filipino, Indonesian, Malay, and Vietnamese**

**Distance from Sydney: 2 Days of travel**

### Istanbul

An extravagant city with a focus on fashion and individual culture. It's a perfect moon for the galaxy's vacation planet, a great balance of city life and relaxation.

**Common Languages: Turkish**

**Distance from Planet: 12 Hours of travel**

## New Moscow

New Moscow is the only other planet with a moon, Nordland, molded from the Nordic countries of Earth. New Moscow has many elements from Russian culture. They are leaders in science, winter sports and love their alcohol. With the weather being highly unfavorable, many don't visit.

**Common Languages: Russian**

**Distance from Isles: 18 Days of travel**

### Nordland

A winter's wonderland filled with mountain resorts and almost constant snowfalls. The climate is extremely cold, but all citizens are usually prepared for it. A place where the wealthy can go on vacation while others could just want isolation.

**Common Languages: Norwegian**

**Distance from Planet: 8 Hours of travel**

### Petersburg Station

The farthest place away from Sirius. It's by far the coldest place in the galaxy; its entirety is covered in ice, like a floating iceberg. This facility is used to store food and some of the most climate-critical resources of the Council of Sovereign Worlds.

**Common Languages: Russian**

**Distance from Planet: 4 Days of travel**

# Character Creation Steps

## Steps to Create Your Character

We want character creation to be simple and unique. Follow the steps below to make your character:

1. Print out or Download Character sheets. This will include the main character sheet, equipment sheet and progression sheets.

2. Roll your stats and keep track of the numbers rolled.
3. Choose a Place of origin and a language from that location.
4. Choose your character's Race.
5. Choose your character's Class so you can distribute your rolled stats in places that make sense.
6. Choose a Character Past to start thinking about a background for them.
7. Place your rolled stats in your wanted skills.
8. Note your trained skills, weapons, and tools.
9. Get your new skills at your starting level.
10. Pick weapons to be equipped and write them down.
11. Fill in the personality traits and describe your character.
12. Use the background section to describe your character's history further.
13. Ask your GM if you have questions.

## Rolling Your Skills

Each character can have unique skills, and you will roll for each main Skill (Power, Reflexes, Fortitude, Brilliance, Judgement, and Speech). There are two ways to roll these skills: a more normal and risky way, which can be mixed throughout the character creation process.

Skills range from 1-10 and can be upgraded above 10 with exotic items that can be found within the galaxy.

### Normal Way

Roll 2D8s and remove the lowest number rolled. You will do this 6 times in order to have a number for each main skill.

### Risky Way

Roll a singular D10 and keep whatever number you rolled. You will do this 6 times in order to have a number for each main skill.

### Skill Bonuses

For each skill, there is a bonus that is added to any rolls the GM relates that skill to.

<b>Score</b>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<b>Bonus</b>	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

## Languages

Many languages cover the Sirius System from different cultures and countries of the old Earth.

<b>Language</b>	<b>Place Of Use</b>
Arabic	Tharazykum
Bengali	Moon of Bangladesh
Egyptian	Cairo
English	New London, Toronto, America / Most planets and moons use it as a secondary language.
Filipino	Isles
Greek	Sparta, Corinth Station
Hindi	New Deli, Angkor Wat Station
Hungarian	Moon of Europa
Indonesian	Isles
Japanese	Tokyo
Korean	Moon of New Seoul
Malay	Isles
Mandarin	Hong Kong, Moon of Beijing, Moon of Shanghai
Norwegian	Moon of Nordland
Portuguese	Floresta, Moon of Europa
Russian	New Moscow
Somali	Ethiopia
Spanish	Floresta, Moon of Europa
Swahili	Ethiopia
Telugu	New Deli
Thai	Moon of Bangkok
Turkish	Moon of Istanbul
Vietnamese	Isles

# Races

It is time to pick the race of your character. There are three races of beings in the Sirius System, Humans, Cyborgs, and Androids. Each has its own benefits to Skills and are additional boosts to certain skills you have previously rolled.

## Humans

Humans are the heavy majority in the Sirius System. They are the creators of Androids and the base of every Cyborg. The Sirius System's planets all began with one, Earth. Humans are versatile and can truly be whoever or whatever they please. It might just take wealth to make those wildest dreams come true.

While the average of the galaxy, they are more skilled than their robotic counterparts at reading others and speaking freely.

When you create a Human, they have a +1 to their Speech Ability, their Judgement Ability and can increase their Power or Reflex by 1.

**Resting:** Humans need 6 to 8 hours of sleep each night in order to stay at their best. Otherwise, they will become fatigued.

**Languages:** You learn 1 additional language of your choice.

### Physical Features

Height	Weight	Vision	Carrying Capacity	Movement	Ability Bonus
Ranging from 3'0 to 7'0	Ranging from 60lbs to 300lbs	Has disadvantage in darkness / range of 150ft	2x your character's body weight.	Walking: 45ft Swimming: 30ft	Speech: +1 Judgement: +1 Power or Reflex: +1

## Cyborgs

Cyborgs are a growing demographic in the Sirius System; with dramatic technological advancements, more of the wealthy use it for more abilities. Why stop at being a powerful human, when you can be more physically powerful too.

When you create a Cyborg you receive a bonus to your Power Score (+2) and either your Speech or Judgment Score will increase by 1.

**Resting:** Cyborgs require 6-8 hours of sleep before becoming fatigued.

**Languages:** Cyborgs learn 1 additional language.

### Physical Features

Height	Weight	Vision	Carrying Capacity	Movement	Ability Bonus
Range from 3'0 to 7'5	Range from 70 to 340lbs	No affect by darkness / range of 200ft	2.5x Character's Body Weight	Walking: 50ft Swimming: 30ft	Power: +2 Speech or Judgement: +1

## Android

Most Androids are seen as the helpers to Humans or Cyborgs, but they can be much more than that. Some are built for military teams or special forces, while others have been granted AIs by their creators.

These AIs are heavily illegal and Androids with them can have an extra target on their back. This is because they usually grant free will to these strong creatures and that can be dangerous to those in power.

When you create an Android you get certain bonuses. Your Fortitude Score increases by 2 and you can increase your Power or Reflex Score by 1.

**Resting:** Androids require 4 hours of rest to avoid becoming fatigued.

**Languages:** Androids learn 2 additional languages.

### Physical Traits

Height	Weight	Vision	Carrying Capacity	Movement	Ability Bonus
Range from 3'0 to 8'0	Range from 100 to 400lbs	No affect by darkness / range of 250ft	3x Character Weight	Walking: 55ft Swimming: 0ft	Fortitude: +2 Power or Reflex: +1

## Classes

There are 8 current classes of the Sirius Tabletop, each to help you create your own adventure with unique characters.

Class Overview		
Class & Subclasses	Health Dice	Trained Skills
Assassin <i>Escape Artist</i> <i>Puppet Master</i> <i>Shadow</i>	D8s	<ul style="list-style-type: none"> <li>• Dodge</li> <li>• Hand Speed</li> <li>• Sneak</li> <li>• Observation</li> <li>• Skill of Choice</li> </ul>
Bounty Hunter <i>Gunner</i> <i>Hunter's Toolkit</i> <i>Maniac</i>	D12s	<ul style="list-style-type: none"> <li>• Threatening or Questioning</li> <li>• Tracking</li> <li>• Observation</li> <li>• Endurance</li> <li>• Skill of Choice</li> </ul>
Combat Medic <i>Quick Responder</i> <i>Shielder</i> <i>Stim Slinger</i>	D10s	<ul style="list-style-type: none"> <li>• Intuition</li> <li>• Empathy</li> <li>• Two Skills of Choice</li> </ul>
Engineer <i>Inventor</i> <i>Metal Master</i> <i>World Builder</i>	D8s	<ul style="list-style-type: none"> <li>• Technology</li> <li>• Hand Speed</li> <li>• Observation</li> <li>• Skill of Choice</li> </ul>
Rebel <i>Brawler</i> <i>Incognito</i> <i>Loud n Proud</i>	D10s	<ul style="list-style-type: none"> <li>• Intensity</li> <li>• World</li> <li>• Intuition</li> <li>• Two Skills of Choice</li> </ul>
Sawbones <i>Apparatus</i> <i>Potency</i> <i>Skewed Methods</i>	D8s	<ul style="list-style-type: none"> <li>• Observation</li> <li>• Empathy</li> <li>• Intuition</li> <li>• Hand Speed</li> <li>• Skill of Choice</li> </ul>
Scrapper <i>Bomber</i> <i>Protector</i> <i>Shifter</i>	D8s	<ul style="list-style-type: none"> <li>• Balancing</li> <li>• Technology</li> <li>• Hand Speed</li> <li>• Two Skills of Choice</li> </ul>
Trickster		<ul style="list-style-type: none"> <li>• Convincing</li> </ul>

<i>Hacking Specialist</i> <i>Tech Magician</i> <i>Master of Distraction</i>	D10s	<ul style="list-style-type: none"> <li>• Questioning</li> <li>• Acting</li> <li>• Deceit</li> <li>• Skill of Choice</li> </ul>
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## Assassin

The assassins are some of the most deadly people in the galaxy, they have different skills to give themselves the advantage in almost any situation.

### Training

**Weapons** - You are trained in 3 ranged weapons and 2 melee weapons of your choice.

**Combat Style** - You are trained in one combat style of your choice.

**Tools** - You are trained in one tool of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Dodge
- Hand Speed
- Sneak
- Observation
- One more skill of your choosing

### Starting Gear

You start with the following

- Street Clothes
- A Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows)
- A Low Tech Melee weapon of your choice
- One Tool of Choice
- 50 Credits

Health Gain Through Progression	
Health Dice	1d8 Per Class Level
Health at First Level	8 + Fortitude Bonus
Health at Later Levels	1d8 + Fortitude Bonus

### Ambush Attack

At level 1, when you get the upper hand on the enemy, you can add extra weapon damage to the roll. The Dice will increase at levels 4, 7, 11, and 14.

Ambush attacks are when you emerge from the shadows and are attacking while hidden, if you have the advantage in the battle, or if you are in combat before your enemy.

<i>Assassin Progression</i>		
<b>Class Level</b>	<b>Ambush Attack Die</b>	<b>Gained Skill</b>
Level 1	1 Extra Weapon Damage Die	Ambush attacks
Level 2	1 Extra Weapon Damage Die	Subclass Ability
Level 3	1 Extra Weapon Damage Die	Combat Stealth
Level 4	2 Extra Weapon Damage Dice	Improved Training
Level 5	2 Extra Weapon Damage Dice	Subclass Ability
Level 6	2 Extra Weapon Damage Dice	Athletic Nature
Level 7	3 Extra Weapon Damage Dice	Advanced Training
Level 8	3 Extra Weapon Damage Dice	Subclass Ability
Level 9	3 Extra Weapon Damage Dice	Professional Attacker
Level 10	3 Extra Weapon Damage Dice	Improved Actions
Level 11	4 Extra Weapon Damage Dice	Subclass Ability
Level 12	4 Extra Weapon Damage Dice	Fast Reload
Level 13	4 Extra Weapon Damage Dice	Superior Training
Level 14	5 Extra Weapon Damage Dice	Subclass Ability
Level 15	5 Extra Weapon Damage Dice	Fighting Expert

## Assassin Subclasses

At 2nd level, you can choose a subclass from the Assassin Class; the Escape Artist, the Puppet Master, and the Shadow.

## Combat Stealth

At 3rd level, you are able to hide in the midst of battle, meaning that you are able to sneak as a secondary action on your turn.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Athletic Nature

At level 6, you are incredibly fit. Your movement increases by 10ft, plus when you jump, you can add a D10 for the distance or height.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Professional Attacker

At level 9, you are more precise with every hit. When you roll a 19 on attacks, it counts as a superior hit.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Fast Reload

At level 12, When you are reloading a weapon, instead of a secondary action, you can just do it as long as you have ammunition.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You also increase by 2 levels on the progression of a weapon, tool, or skill.

## Fighting Expert

At level 15, no one can fight the way you do. If you use one of your primary actions to attack, you gain a third primary action.

## Escape Artist

Escape artists are quick and slippery. You don't need to be strong when you can be fast.

### Quick Feet

At level 2, you become quicker on your feet, letting you rush in and out of combat. Your movement speed is increased by 10ft, plus you can use your secondary action to **withdraw** from combat.

### Parkour

At the 5th level, when you are running through areas with obstacles you are better at avoiding anything that would get in your way. When you roll a Dodge skill, you have advantage when being chased.

### Engagement Sense

At level eight, you are better at reading your situation. You gain two levels in your Intuition skill.

### Can't Touch This

At level 11, you are even better at avoiding attacks and anything else that comes your way. Your Protection Score increases by 1 and you have advantage on any Dodge rolls.

### Swift Movement

At the 14th level, are faster than almost anyone. You have two secondary actions, plus your movement speed increases by 20ft.

## Puppet Master

Puppet masters can turn others against each other. They specialize in twisting words and sacrificing those they see as pawns in their game.

### Slipping Reactions I

At level 2, you can use a **Response** for an attack focused on you, you can change the target. When they attack, you can choose a new target that is 5ft from you.

When you use this Response, both you and the new target must make reflex rolls. If you roll higher than the new target, they take the damage.

### Distracting Words I

At 5th level, you can use your Response action to Distract someone who is attacking you or an ally you can see. Roll a D6 and that number is removed from that person's attack.

### Slippery Reactions II

At level 8, you can avoid more attacks toward you. You have two reactions per turn.

### Distracting Words II

At 11th level, you can use your Response action to Distract someone who is attacking you or an ally you can see. Roll a D10 and that number is removed from that person's attack.

### Untouchable

At level 14, You are incredible at using your enemies against each other. When you use your Slippery Reactions feature you can add a D8 to your roll.

### Shadow

These are the people that thrive in darkness and stay there. Creepy and lurking, waiting for their time to strike.

#### Lurker

At second level, when you use your Combat Stealth ability, you have advantage on the sneak roll.

#### Unmoving Stare

At 5th level, you watch from the darkened corners like a statue. When you are sneaking and don't move, you have advantage on observation rolls.

#### Shadow Attack

At level 8, when you attack from a sneaking position, your attacks are considered superior attacks. Plus your position is not given away immediately.

If you attack again, they may be able to have an easier time finding you. If there are other enemies around they will have to roll higher than your sneak roll in order to see you.

#### Living in Darkness

At eleventh level, you are almost silent on your feet and know how to use it to your benefit. You have advantage on all sneak rolls.

#### Dark Steps

At level 14, you move swiftly through the shadows and know how to stay out of sight. When you are sneaking, your movement increases by 20ft.

## Bounty Hunter

Bounty hunters are skilled at many things, especially being the predator to their prey. They can be from anywhere and be anywhere. Usually travelers and loners who take great pride in their work. The best of the bounty hunters don't tend to pick sides, but they do make a great profit from trying times.

### Trainings

**Weapons** - You are trained in 5 ranged weapons and 3 melee weapons of your choice.

**Combat Style** - You are trained in two combat styles of your choice.

**Tools** - You are trained in one tool of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Threatening or Questioning
- Tracking
- Observation
- Endurance
- One more skill of your choice

### Starting Gear

You start with the following

- Street Clothes
- 2 Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows for each)
- 2 Low Tech Melee weapon of your choice
- One Tool of Choice
- 100 Credits

<b>Health Gain Through Progression</b>	
Health Dice	1d12 Per Class Level
Health at First Level	12 + Fortitude Bonus
Health at Later Levels	1d12 + Fortitude Bonus

### Professional Stalker

At level 1, when you are hunting your enemy, you are able to watch and observe. The longer you track them, the more you benefit.

- If you keep your eye on them for a minute: you will have an advantage with tracing checks.
- If you observe for an hour: You will be able to see if the target has any resistances and what they are, plus if they have vulnerabilities.
- If you spend over a day tracking your target: You can understand a peice equipment for every day the target is tracked.

<i>Bounty Hunter Progression</i>	
<b>Level</b>	<b>Skills Gained</b>
Level 1	Professional Stalker
Level 2	Subclass Ability
Level 3	No Questions Asked
Level 4	Increased Training
Level 5	Subclass Ability

Level 6	Predator
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Burst
Level 10	Improved Actions
Level 11	Subclass Ability
Level 12	Calculated Strikes
Level 13	Expert Training
Level 14	Subclass Ability
Level 15	Expert Predator

## Bounty Hunter Subclasses

At second level, you can choose a subclass for the Bounty Hunter. Choose between Gunner, Hunter's Toolkit, or Maniac.

## No Questions Asked

At level 3, you become better at looking for information about your target. You have advantage on questioning and threatening rolls.

People are less likely to approach and ask anything of you unless necessary. In the darker areas of towns or cities, people may avoid you or help you if you are targeting someone they deem a problem to them.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Predator

At 6th level, you are the predator and your targets are the prey. When fighting a target you have stalked with your Professional Stalker skill, you gain the following benefits.

- Advantage on Engagement rolls.
- Weapons have a bonus to damage (+1).

- Protection score increases by how long you stalked the target. After being hit, it drops to your original score.
  - Increases by 1 when stalking for over a minute and less than an hour.
  - Increases by 2 when stalking for over an hour and less than a day.
  - Increases by 4 when stalking for over a day.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

## Burst

At level 9, you can have a burst of energy. Twice per day, you can double your actions for your turn. It doesn't cost any actions and you will receive your full primary actions, secondary actions, and movement.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Calculated Strikes

At 12th level, you are more likely to strike your enemy to do more damage. When you roll a 19 or 20 it is considered a Superior Hit. When rolling damage, you add a second weapon damage dice to the roll.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Expert Predator

When you are using your Professional Stalker ability, you have the following benefits:

- Weapon damage increases from +1 to +3 per attack.
- You have two engagement scores, meaning two turns in combat.
- Protection score increases by how long you stalked the target. After being hit, it drops to your original score.

- Increases by 2 when stalking for over a minute and less than an hour.
- Increases by 3 when stalking for over an hour and less than a day.
- Increases by 6 when stalking for over a day.

## Gunner

Gunners are proficient killers, they have no need for the extras. They like what's functional, not what's flashy.

### Dual Wielder

At level 2, you do your best work with firearms. You can dual wield any long range weapon that isn't two handed. You can attack with your secondary action, but they still need a primary action to reload.

### Reload Optimizer

At level 5, you can squeeze one more shot out of your weapons before needing to reload.

### Firearm Specialist

At eighth level, you are able to use firearms better than others. Any firearm you use becomes a plus 1 weapon. Meaning you have +1 to attack rolls and damage rolls with the weapon.

### Armed Protection

At 11th level, you know how to use guns to protect yourself. When using a firearm, your Protection score increases by one. If dual wielding, it increases by two.

### Firearm Expert

At 14th level, you are extremely knowledgeable about all guns. You now have a bigger bonus when using firearms and your attack and damage bonus is now +2.

## Hunter's Toolkit

These bounty hunters have access to toys of their own, making it easier to play with their prey.

### Deadly Instruments

At level two, you can add an instrument to your arsenal, pick one of the following.

<b>Tool</b>	<b>Range</b>	<b>Damage</b>	<b>Usage</b>
Flamethrower	30ft Cone	2D6 Energy Damage	Primary Action / Number of times equal to Bounty Hunter Level.
Grappling Hook	Up to 150ft	---	Primary Action / Number of times

			equal to Bounty Hunter Level
Knockout Gas	30ft Cone	1D10 Energy Damage, will not lethally kill the target.	Primary Action / Number of times equal to to Bounty Hunter Level
Smokescreen	30ft Radius on Impact	---	Primary Action / Number of times equal to to Bounty Hunter Level

#### Intermediate Deadly Instruments

At 5th level, you gain another deadly instrument of your choice.

#### Advanced Deadly Instruments

At 8th level, you gain your third deadly instrument of your choice.

#### Filled Toolbox

At 11th level, you have access to all of the deadly instruments.

#### A Hunter's Best Friend

At 14th level you gain a jetpack.

Tool	Benefit	Usage
Jetpack	You gain a flying speed equal to your ground speed.	One secondary action to turn on / off your jetpack. It lasts until you turn it off.

### Maniac

There is an expectation from the galaxy when it comes to bounty hunters. These hunters don't follow any of those expectations. They do a job and they have fun doing it.

#### Unexpected Critical

At second level, you can pick a number on your d20 above 10 and make that number a secondary superior hit. This only affects your attack rolls and not ability checks.

#### Combatant

At 5th level, you can shift the battle. At the end of any of your turns after the first round of combat, you can reroll your engagement score. You must use the new number for your combat order and you can only do this once per day.

### Energetic Nature

At 8th level, you are barely bothered by the energy around you. You become resistant to energy damage.

### One With Energy

At 11th level, you are used to having energy around you. You become invulnerable to energy damage.

### I Never Fail

At 14th level, even when you fail in combat, you succeed. When you roll a 1 in combat, it counts as a critical hit.

## Combat Medic

These people put themselves in the front lines to save others. They are proven fighters, but are fantastic at healing and supporting their squad.

### Trainings

**Weapons** - You are trained in 2 ranged weapons and 3 melee weapons of your choice.

**Combat Style** - You also have a combat style of your choice.

**Tools** - You are trained in First Aid Kits and Medicine Kits.

**Skills** - You are trained in the following skills:

- Intuition
- Empathy
- Two more skill of your choice

### Starting Gear

You start with the following

- Street Clothes
- A Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows)
- A Low Tech Melee weapon of your choice
- A first aid kit (3 Uses)
- 25 Credits

Health Gain Through Progression	
Health Dice	1d10 Per Class Level
Health at First Level	10 + Fortitude Bonus
Health at Later Levels	1d10 + Fortitude Bonus

## Stasis Field

At first level, you create a stasis field for your downed allies. You can use your primary action to create a field of energy around a creature. You can use this feature 3 times per rest.

This energy field will stop them from dying. The following stimulants will heal for their maximum amount, but last for one round. The energy shield has a D6 of health and will block incoming damage. The shield will grow stronger with higher levels in this class and that in the progression table.

<i>Combat Medic Progression</i>		
<b>Level</b>	<b>Stasis Field</b>	<b>Skill Gained</b>
Level 1	1D6 of Health	Stasis Field
Level 2	1D6 of Health	Subclass Ability
Level 3	1D6 of Health	Quickened Hands
Level 4	2D6 of Health	Increased Training
Level 5	2D6 of Health	Subclass Ability
Level 6	2D6 of Health	Helping Hand
Level 7	3D6 of Health	Advanced Training
Level 8	3D6 of Health	Subclass Ability
Level 9	3D6 of Health	Radius of Protection
Level 10	4D6 of Health	Improved Actions
Level 11	4D6 of Health	Subclass Ability
Level 12	4D6 of Health	Sight of Protection
Level 13	5D6 of Health	Superior Training
Level 14	5D6 of Health	Subclass Ability
Level 15	6D6 of Health	Damage Redirect

## Combat Medic Subclasses

At 2nd level, you can choose a subclass for the Combat Medic. There is Quick Responder, Shielder, and the Stim Slinger.

## Quickened Hands

At level 3, you can provide support for your group in the midst of combat. You can apply the full healing of stimulants to other creatures or yourself as a secondary action rather than a primary action.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Helping Hand

At 6th level you can use your secondary action to assist your allies, instead of your primary action. This would give your ally advantage on their next roll.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

## Radius of Protection

At 9th level, you are better at protecting your allies. When in combat and within a 25ft radius of you and within your sight. You can use your response to cancel a superior hit on a target within your radius. The damage is not doubled and it is treated like a normal roll.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Sight of Protection

At 12th level, your Radius of Protection increases to your visual range. Anyone can be protected as long as you know where they are.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Damage Redirect

At 15th level, if an ally within your Radius of Protection is hit with a superior hit, you can redirect that damage to another target. The new target needs to be within range for the attack.

## Quick Responder

Quick responders have lightning quick reflexes and make their decisions on the fly.

## Vengeance

At level 2, you can avenge your fallen allies. After an ally has fallen unconscious and you've placed a stasis field on them, you have advantage on attacks against the person who made them unconscious. This lasts until your stasis field is destroyed.

## Medic's Reaction

Starting at 5th level, you can use your response to apply a medical tool or a stimulant.

## Impulse

At 8th level, you can get to around the battlefield in an instant. When an ally becomes unconscious you can use your response to sprint toward them. Your movement doubles in order to reach them and you can not move the following turn.

## Reactive

At 11th level your quick reactions allow you to ease terrible situations. You have two responses per turn instead of one.

## Avenger

At 14th level, any time an ally becomes unconscious, your attacks do extra damage. You can use the total dice of your stasis field as extra damage dice. You can do this until:

- You run out of damage dice.
- The unconscious person stabilizes or dies.

For example if you have 6D6 for your stasis field, you can use all 6D6 on your next hit or have 3 hits dealing two extra D6s.

## Shielder

Shielders protect their allies and are even better at protecting themselves.

## Personal Shield

When you reach 2nd level, you can use your primary action to create a shield around yourself. This shield's health is the same as your stasis field and gives you the same bonuses. It lasts until the shield's health is depleted.

### Allied Shield

At 5th level, you can use your primary action to shield one of your allies, given them the same benefits of your normal stasis field.

### Dual Shield

At 8th level you can use your primary action to have a stasis shield on two targets, including yourself.

### Improved Stasis Shield

At 11th level, your shield makes the target resistant to energy damage until its health is fully depleted.

### Stasis Dome

At 14th level, your shield can become a dome. All targets within 15ft of you receive the benefits of your shield while in your radius.

## **Stim Slinger**

These Combat medics can help their team from almost any distance.

### Stimulated Ammunition

You can shoot stimulants into your allies from a distance. Each shot takes a primary action and will heal them 2d4 + the target's fortitude bonus.

### Instant Results

When you reach 5th level and hit a target with your stimulated ammunition, they can use either their movement or a secondary action.

### Stasis Bullets

After reaching 8th level, you can give a boost to your ammunition. When you heal a target with Stimulated Ammunition they gain 2D6 temporary health.

### Potent Stimulant Ammunition

At 11th level, your bullets heal significant damage. Your ammunition does 3D6 health per hit.

### Protection Ammunition

After hitting a target with your Stimulant Ammunition they take less damage in combat. For the next minute, the target will not be able to have superior hits against them. They will count as normal attacks and not deal extra damage.

# Engineer

Engineers are extremely innovative in a world of technology. They can understand the world around them and build the incredible.

## Trainings

**Weapons** - You are trained in 2 ranged weapons and 2 melee weapons of your choice.

**Tools** - You are trained in one tool of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Technology
- Hand Speed
- Observation
- One more skill of your choice

## Starting Gear

You start with the following

- Street Clothes
- A Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows)
- 2 Low Tech Melee weapon of your choice
- Two Tools of Choice
- 50 Credits

Health Gain Through Progression	
Health Dice	1d8 Per Class Level
Health at First Level	8 + Fortitude Bonus
Health at Later Levels	1d8 + Fortitude Bonus

## Metal Assistant

At level one you can create a metallic companion. From the following options, you can have your companion follow commands on your turn. Options are; Canines, Feline, or Avians. The creatures are 3 feet tall or smaller and weigh up to 100 pounds.

All rolls for your creature use your character stats.

Type	Creature Health	Abilities	Movement
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Canine	5 x Your Fortitude Bonus	Bite Attack: 1D6 material damage. Bark: They make a sound heard from 40ft away. Tracker: Advantage on Tracking rolls.	Ground Movement (40ft)
Feline	4 x Your Fortitude Bonus	Pounce: Can cause a creature to fall to the ground. Swipe: 1D4 material damage. Dark Senses: Does not have disadvantage when looking in darkness.	Ground Movement (30ft) Climbing Movement (15ft)
Avians	3 x Your Fortitude Bonus	Bird's eye: When flying can show you enemy locations and layout Peck: 1D4 material damage.	Flying Movement (40ft)

<i>Engineer Progression</i>	
<b>Level</b>	<b>Skills Gained</b>
Level 1	Metal Assistant
Level 2	Subclass Ability
Level 3	Eureka
Level 4	Increased Training
Level 5	Subclass Ability
Level 6	Powerful Mind
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Tool Master

Level 10	Improved Actions
Level 11	Subclass Ability
Level 12	Eidetic Memory
Level 13	Superior Training
Level 14	Subclass Ability
Level 15	Overwhelming Brilliance

## Engineer Subclasses

At second level, you can choose one of the Engineer subclasses; Inventor, Metal Master, or Technician.

## Eureka

At third level, you have moments of genius. A number of times equal to half your level (rounded up), you can reroll on a skill check per day, but you must take the new roll or expend another usage for the day.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Powerful Mind

At level 6, your mind makes it easier to hit your enemies. You can add your brilliance bonus to attack rolls.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

## Tool Master

At 9th level, when you use a tool you are trained in, you have advantage on the roll.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Eidetic Memory

At 12th level, its hard for you to forget. When it comes to faces, places, or anything you could know about someone, you'll remember it.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Overwhelming Brilliance

At 15th level, your brain runs at a speed few can comprehend. For all non trained skills, you can add your brilliance bonus.

## Inventor

Inventors are creative and innovative. They can make their equipment stronger and eventually imbue their equipment with the technology around them

### Crafted Weapon

At second level, you can choose one of the Low Tech Melee or Low Tech Ranged weapons to mastercraft. This means that your weapon will have +1 to attack and damage rolls.

### Spark of Technology

At 5th level, you can cause your Crafted Weapon to have a burst of technology. Your weapon gains one property from the table below.

Property	Benefit
Imbued Energy (Burning, Shock, Freeze)	An additional weapon damage dice of energy damage.
Artificial Intelligence added to the item. (Speak with GM to design your AI)	Increases attack and damage bonus by 1. You have a companion by your side.
Rebalancing	Lowers the weight to 1lb and can be used in either hand as a secondary action.

Touch ID	The weapon does not work while in someone else's hands.
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### Superior Weapon

At 8th level, you can craft a weapon a great warrior would be proud of. You can craft a High Tech Melee or High Tech Ranged weapon of your choice.

### Filled with Technology

At 11th level, your weapon can have two properties from your Spark of Technology feature.

### Master Crafter

At 14th level, you are able to craft a weapon of your choice. The item can be any level of technology.

## **Metal Master**

Metal masters are engineers that love their metal companions. They thrive with their assistant by their side and in turn, their assistant grows with them.

### Enhanced Assistants

When your assistant helps you by rolling abilities checks, you can add your Brilliance bonus to the roll. Their health increases by double your Engineer level.

### Metal Combatants

At level 5, your Metal Assistants have a separate Engagement and have their own turns in combat.

### Upgraded Companions

At level 8, your metal Assistants have a +1 bonus to attacks and damage. Plus they now have two primary actions per turn.

### All in One

At 11th level, you can merge with your assistant giving you the following benefits:

- Increased range by 5ft.
- Protection Score increase by 2.
- Being able to see in complete darkness.

### Perfect Combination

At 14th level, when you use your All in One feature, your companions attacks do double damage and you and them have advantage on all attacks.

## World Builder

With a growing knowledge of the terraforming orb that built the planets of the Sirius System, you can use them to your advantage.

### Terrain Creation

At second level, you can slightly adjust the world around you. You can create the following terrains:

- A 10ft deep pit.
- A 10ft tall pillar rising from the ground.
- A 10ft radius of slipping surfaces, making it harder to move.

### Collapse

At 5th level, you can use your abilities to bend the walls to your will. Depending on the structure you can cause it to temporarily collapse or bend in a wanted direction.

### Sculpt

At eighth level, you can form the areas around you. Any object that is 500 lbs or less can be sculpted how you want.

### Advanced Terrain Creation

At level 11, your terrains are larger and more powerful:

- A 20ft deep pit where possible.
- A 30ft tall pillar rising from the ground
- A 30ft radius of slipping surfaces, making it harder to move.
- Can create a geyser when in liquid surfaces.

### Terrain Master

At 14th level, you can form the world around you in whatever you can imagine. When changing any terrains you can choose to avoid the specific areas of your allies.

## Rebel

Every galaxy has some rebels. They are the people that start fights, smuggle goods, and some are vigilantes fighting for something bigger than themselves.

### Trainings

**Weapons** - You are trained in 3 ranged weapons and 2 melee weapons of your choice.

**Combat Style** - You are trained in one combat style of your choice.

**Tools** - You are trained in one tool of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Intensity
- World
- Intuition

- Two more skills of your choice

### Starting Gear

You start with the following

- Street Clothes
- 2 Low Tech Ranged weapons of your choice (30 bullets, bolts, or arrows for each)
- A Low Tech Melee weapons of your choice
- One Tool of Choice
- 0 Credits

Health Gain Through Progression	
Health Dice	1d10 Per Class Level
Health at First Level	10 + Fortitude Bonus
Health at Later Levels	1d10 + Fortitude Bonus

### Way with Words

At first level, you can speak your way out of almost anything. You can add half of your level (rounded down) Speech skills. At first level the bonus is one.

<i>Rebel Progression</i>	
Level	Skills Gained
Level 1	Way With Words
Level 2	Subclass Ability
Level 3	Quickfire
Level 4	Increased Training
Level 5	Subclass Ability
Level 6	Rebel's Luck
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Exhausting Attacks
Level 10	Improved Actions
Level 11	Subclass Ability

Level 12	Trigger Fingers
Level 13	Superior Training
Level 14	Subclass Ability
Level 15	Energetic

## Rebel Subclasses

At 2nd level, you can pick a subclass of the Rebel, a Brawler, Incognito, or Loud n Proud.

### Quickfire

At 3rd level, You always have your finger on the trigger, you gain advantage on engagement rolls.

### Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

### Rebel's Luck

At level 6, you're already pretty lucky, somehow you feel more lucky in battle. When you roll a 1 in combat, you can reroll the attack. You must take the new roll, even if it is another 1.

### Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

### Exhausting Attacks

At level 9, you can be more rash with your attacks, leading you to be tired faster. You can give yourself advantage for your turn, but the following turn you'll have disadvantage.

### Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Trigger Fingers

At level 12, when you go before a target in combat order, your attacks can be more deadly. For the first round of combat, all of your successful hits count as superior hits.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Energetic

At 15th level, you can do more with your combat turns than most people. You have three primary actions per turn.

## Brawler

There are few things brawlers love more than fighting. Sometimes you just need to get your hands dirty, might as well enjoy it.

### Weapon Specialist

There's nothing better than knowing your weapon. At level 2, when attacking with a weapon you are trained in, you deal an extra 1D4 damage.

### Anything's a Weapon

At level 5, anything can be a weapon if you try hard enough. When you grab a random object and make an attack with it, you can consider it a trained weapon and receive the benefits of it.

### Weapon Expert

At 8th level your Weapon Specialist damage increases to an extra weapon damage dice.

### Crowded Fighter

At 11th level, if you are surrounded by more enemies than allies, you remove their advantage against you. You can also use your response to attack a target who hits an ally within your melee range.

### Cornered Animal

At 14th level, you are at your most dangerous when backed against a wall. When you roll an attack roll of 18, 19, or 20 it counts as a superior hit.

## Incognito

Incognitos border the line of stealth experts and combat veterans.

### Combat Camouflage

At level two, you know how to hide in plain sight. You can use your secondary action to temporarily turn invisible. It lasts until the start of your next turn and you can only do this a number of times equal to half your Rebel level (rounded up) per day.

### Temporary Cloaking

At level 5, your camouflage now lasts 1 minute at a time. This gives you advantage on sneak rolls while invisible.

### Advanced Combat Camouflage

At eighth level, you can use your invisibility to get the drop on your enemies. Your camouflage grants you advantage on attacks, but the invisibility stops after your attack hits the target. The duration of your camouflage increases to 10 minutes per use.

### Delay Decloaking

At level 11, your invisibility stays slightly longer after attacking, giving you two primary actions that can be used before you are visible.

### Faceless

At 14th level, you become a faceless legend. Your cloak's duration lasts 1 hour per use and your attacks when cloaked are considered superior hits, plus the invisibility stays until you have been damaged.

## Loud n Proud

Some people just like to make an entrance, these are the people that make every entrance, one to remember.

### Grenadier

You can create some grenades of your choosing. With the explosive tools that you are now trained in, you can create upto 5 grenades. You can mix as many of the following as you want:

- Incendiary Grenade
- EMP Grenade
- Stim Grenade
- Fog Grenade

### Explosives Belt

At 5th level, you can hold more grenades. You can hold 10 grenades instead of five. Your grenades are also more powerful. They have the following benefits:

- Incendiary grenades deal double damage.
- EMP Grenades last 1 minute or until the target can break the stun. They need to roll a fortitude skill of 16 or higher.
- Stim Grenades heal double the amount.
- Fog grenades have double the radius.

### Weighted Grenades

At level 8, You've learned how your devices implode. When your grenade explodes, they can avoid up to 5 targets of your choice and the remaining target take an extra damage dice if the grenade causes damage.

### Adhesive Grenades

At eleventh level, you can make adhesive grenades that stick to surfaces and explode. Each grenade does 3D10 material damage.

### Wear and Tear

At level 14, you have done damage to yourself and others to the point that you don't even feel it. You are resistant to material and energy damage.

## Sawbones

Sawbones are doctors and experts, able to dissect anyone and anything. They are familiar with all kinds of healing methods, some more unique than others.

### Trainings

**Weapons** - You are trained in 1 ranged weapon and 1 melee weapon of your choice.

**Tools** - You are trained in First Aid Kits, Surgery Kits, and Medicine Kits.

**Skills** - You are trained in the following skills:

- Observation
- Empathy
- Intuition
- Hand Speed
- One more skill of your choice

### Starting Gear

You start with the following

- Street Clothes
- A Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows).
- A Low Tech Melee weapon of your choice
- A first Aid Kit (3 Uses)
- 150 Credits

Health Gain Through Progression	
Health Dice	1d8 Per Class Level
Health at First Level	8 + Fortitude Bonus
Health at Later Levels	1d8 + Fortitude Bonus

## People's Hero

At first level, you have the respect of your fellow citizens, if you are outward about your profession, you may find helpful people that will back you up, or even discounts at stores.

<i>Sawbones Progression</i>	
<b>Level</b>	<b>Skills Gained</b>
Level 1	People's Hero
Level 2	Subclass Ability
Level 3	Stimulant Creator
Level 4	Increased Training
Level 5	Subclass Ability
Level 6	Stimulant Pouch
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Aid Expertise
Level 10	Improved Actions
Level 11	Subclass Ability
Level 12	Stabilizer
Level 13	Superior Training
Level 14	Subclass Ability
Level 15	Instant Stabilize

## Sawbones Subclasses

At second level, you can choose between The Apparatus, Potency, and Skewed Methods.

## Stimulant Creator

At 3rd level, you are able to create stimulants from almost nothing, during a long rest, you can create up to your Brilliance modifier in stimulants. As you level up you can create more powerful stimulants.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Stimulant Pouch

At 6th level, you can now hold more stimulants. You can create up to double your Brilliance Modifier of stimulants.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

## Aid Expertise

At 9th level, when using medical tools, you can double your bonus that is used for the roll. You also move up one level in first aid kits, surgery kits, and medicine kits.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Stabilizer

At 12th level, when you use tools or stimulants to stabilize a target, you can double the success from each attempt to stabilize.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Instant Stabilize

At level 15, you are great at getting allies back and moving. When you use a medical tool or stimulant on them, as long as it succeeds, they get back up to 1 health point and are no longer unconscious.

## **Apparatus**

The Apparatus is an added tool that can be changed and upgraded to help you be more precise with supporting allies.

### Range Extension

At second level you have built a tool that helps you get the most of your time. You can use your apparatus to administer stimulants to allies from 10ft away.

### Tool Expertise

At level 5, your apparatus helps you with your medical supplies and tools. Whenever you are using a medicine kit, surgery kit, or a first aid kit, you have advantage on the roll.

### Extra Hands

At 8th level, you can administer some sort of medical aid three times per primary action. You can use stimulants or tools at the same time.

### Enhanced Apparatus

At level 11, your apparatus is longer and stronger. Your range increases from 10ft to 15ft.

### Doctor's Favorite

At 14th level, the apparatus will help your allies, leaving you to do more. When applying medical aid to allies, your arms can administer two medical supplies without taking either a primary or secondary action.

## **Potency**

These Sawbones know how to make their stimulants more powerful. They have learned to make the most of their medical history.

### Upgraded Stimulants I

At level 2, You have learned to make your own stimulants or upgrade others. All your stimulants heal an additional 1D10.

### Tool Expertise

At level 5, your apparatus helps you with your medical supplies and tools. Whenever you are using a medicine kit, surgery kit, or a first aid kit, you have advantage on the roll.

### Upgraded Stimulants II

At level 8, You have learned to make stronger stimulants. All your stimulants heal an additional 3D10.

### Medical Knowledge

At level 11, you can apply a full stimulant with a secondary action rather than a primary action.

### Upgraded Stimulants III

At level 14, You have learned to make stronger stimulants. All your stimulants heal double the normal dice.

### Skewed Methods

Some Sawbones have different strategies. It might be better to destroy your allies' enemies than worry about healing.

### Sedatives

At second level, you can create sedatives that will slow your enemies down. It will be a contest between their fortitude and your sedatives strength (made from your Judgement Score or Brilliance Score)

If your target is slowed, they will only have their primary action and have half of their movement speed until the end of your next turn.

### Dose of Pain

At level 5, when a target is hit by your sedative it does damage to them. The target takes 1D10 energy damage.

### Lasting Sedation

At 8th level, your sedatives last for either one minute or until they fight off the slowing effects.

### Lingering Pains

At eleventh level, your Dose of Pain ability does more damage and lasts longer. The damage increases to 2D10s and continues for every round they are slowed.

### Extreme Sedatives

At level 14, your sedatives are incredibly effective. The slowed effect now allows the target to have either half of their movement or a primary action, plus it lasts for 10 minutes or until they fight the sedation.

## Scrapper

The scappers can create from anything they find. They are innovative and builders at heart and they can create masterpieces when you least expect it.

### Trainings

**Weapons** - You are trained in 2 ranged weapons and 2 melee weapons of your choice.

**Tools** - You are trained in two tools of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Balancing
- Technology

- Hand Speed
- Two more skills of your choice

### Starting Gear

You start with the following

- Street Clothes
- A Low Tech Ranged weapon of your choice (30 bullets, bolts, or arrows).
- A Low Tech Melee weapon of your choice
- Two Tools of Choice
- 25 Credits

Health Gain Through Progression	
Health Dice	1d8 Per Class Level
Health at First Level	8 + Fortitude Bonus
Health at Later Levels	1d8 + Fortitude Bonus

### Tool Master

At first level, you are a creator and tinkerer. You are skilled in two toolsets of your choice and gain two levels in those new tools.

<i>Scrapper Progression</i>	
Level	Skills Gained
Level 1	Tool Master
Level 2	Subclass Ability
Level 3	Scrapper's Shield
Level 4	Increased Training
Level 5	Subclass Ability
Level 6	Shield Bash
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Enhanced Shield
Level 10	Improved Actions

Level 11	Subclass Ability
Level 12	Deflection
Level 13	Superior Training
Level 14	Subclass Ability
Level 15	Shield Master

## Scrapper Subclasses

At 2nd level, you can choose between the subclasses of Bomber, Protector and Shifter.

## Scrapper's Shield

At third level, you can design a physical or energy shield that will increase your protection score by 1. As you level up, your shield will become more powerful.

## Increased Training

At 4th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Shield Bash

At level 6, you can use your Scrapper's Shield as a response to being hit or someone moving into your range. Your attack is with your Reflex bonus and it does 1D12 damage.

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on the progression of a weapon, tool, or skill.

## Enhanced Shield

At level nine, you're better at protecting yourself with your Scrapper's Shield. The bonus to your protection score increases to 2.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Deflection

At level 12, your shield becomes more dangerous to those around you. You have 2 responses to turn allowing you to hit two times with your Scrapper's Shield.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Shield Master

At level 15, your bonus from your Scrapper's Shield increases to 3, your Shield Bash feature does 2D12 and its range increases to 10ft.

## Bomber

Bombers are a special kind of Scrapper. They are usually chaotic and potential pyromaniacs.

### Explosive Minded

At 2nd level, you can create and detonate bombs of your own. You know how to make the following bombs and are trained with explosive tools:

- Shatter Bombs
- Stink Bombs
- Smoke Bombs

Plus you are resistant to the effects of the bombs you create.

### Tinkerer

At level 5, you have advantage when you use tools to create weapons or items.

### Explosion Enhanced

At 8th level, you are invulnerable to the effects of all bombs.

### Specialization

At level 11, when you use your bombs, the durations last 1 minute and if the bombs do damage, that damage is doubled.

### Explosion Expert

At 14th level, when other people are affected by duration related bombs, they need to get a Fortitude roll greater than Brilliance rolls while having disadvantage. When damaged by a bomb, the target takes an extra 2D10.

## Protector

Protectors care about their allies and they learn to make tools to assist them or themselves.

### Crafted Armor

At second level you can learn to create armor from scraps using armorer tools. Your mastercrafted armor can be a piece of Low Quality Armor, but it does not impose disadvantage on sneak rolls and is an additional point of protection.

### Imbued Armor

At 5th level, you can cause your Crafted Armor to have a burst of technology. Your armor gains one property from the table below.

Property	Benefit
Fortification	Resistant to Material Damage
Energy Embedded	Resistant to Energy Damage
Artificial Intelligence added to the item. (Speak with GM to design your AI)	Increases Protection score by 2. You have a companion by your side.
Boosted Armor	Gives you advantage on Engagement Rolls
Protective ID	The armor does not work while in someone else's hands.

### Superior Armorer

At 8th level, you can craft a piece of armor stronger than most will come across. You can craft a High Tech Melee or High Tech Ranged weapon of your choice.

### Enhanced Properties

At 11th level, your armor can have two properties from your Imbued Armor feature.

### Master Armorer

At 14th level, you are able to craft a armor piece of your choice. The item can be any level of technology.

## Shifter

Shifters have a different perspective. They prefer to carve their own paths rather than follow the paths of others before them.

### Creative Mind I

You do what you want, when you want. At 2nd level, you can look through other subclasses and pick a second level skill to add for yourself.

### Creative Mind II

At 5th level, you can look through other subclasses and pick a fifth level skill to add for yourself.

### Creative Mind III

At 8th level, you can look through other subclasses and pick an 8th level skill to add for yourself.

### Creative Mind IV

At 11th level, you can look through other subclasses and pick an eleventh level skill to add for yourself.

### Creative Mind V

At 14th level, you can look through other subclasses and pick a fourteenth level skill to add for yourself.

## Trickster

Tricksters are entertainers and master distractors. They are great at creating or speaking their ways out of almost any situation.

### Trainings

**Weapons** - You are trained in 2 ranged weapons and 2 melee weapons of your choice.

**Tools** - You are trained in one tool of your choice from the toolset table.

**Skills** - You are trained in the following skills:

- Convincing
- Questioning
- Acting
- Deceit
- One more skill of your choice

### Starting Gear

You start with the following

- Street Clothes
- Either a Low Tech Ranged weapon (30 bullets, bolts, or arrows) or a Low Tech Melee weapon of your choice
- One Tool of Choice
- 200 Credits

Health Gain Through Progression	
Health Dice	1d10 Per Class Level
Health at First Level	10 + Fortitude Bonus

Health at Later Levels	1d10 + Fortitude Bonus
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## Master of Deceit

At first level, you can almost always lie convincingly. If you are not already skilled at Deceit, you are now. Plus that trained modifier is now doubled for deceit rolls.

Level	Skills Gained
Level 1	Master of Deceit
Level 2	Subclass Ability
Level 3	Holographic Illusionist
Level 4	Increased Training
Level 5	Subclass Ability
Level 6	Smooth Talker
Level 7	Advanced Training
Level 8	Subclass Ability
Level 9	Speech Enthusiast
Level 10	Improved Actions
Level 11	Subclass Ability
Level 12	Performer
Level 13	Superior Training
Level 14	Subclass Ability
Level 15	Talking Pays Off

## Trickster Subclasses

At 2nd level, you can pick between the Trickster subclasses of Hacking Specialist, Tech Magician, and Master of Distraction.

## Holographic Illusionist

At 3rd level, you can fool others with your illusions. You can create a hologram of a singular creature that is half of your size. The creature matches your body or facial features at a maximum distance of 60ft. The object can not speak and is not touchable.

Creatures wanting to see through the illusion will need to make a Judgement check or investigate further until they learn it is a hologram.

## Increased Training

At 4th Level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

## Smooth Talker

At level 6, you're bonus doubles for the following skills:

- Convincing
- Acting
- Deceit

## Advanced Training

At 7th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also get one level up on progression of a weapon, tool, or skill.

## Speech Enthusiast

At level nine, you have advantage on all Speech rolls.

## Improved Actions

At 10th level, you can make more out of each of your engagements. You get a second primary action per turn.

## Performer

At level 12, when there is an audience to your shenanigans you have a plus 1 bonus for every ally around you.

## Superior Training

At 13th level, you are trained in a new tool, weapon, or combat style of your choice. You can also increase one of your skills (Might, Reflex, Fortitude, Brilliance, Judgement, or Speech) by 1. The skill can reach a maximum of 10.

You can also go two levels up on progression of a weapon, tool, or skill.

## Talking Pays Off

At level 15, when you are speaking to people and roll a Speech skill, if you roll a 1 or 2, you can reroll. You must take the new roll.

## Hacking Specialist

They live for the thrill of ruining somebody's day. From the easy parts or knowing their personal information to exposing others for their misdoings.

### Slicer

At 2nd level, you can find programs that normally would remain hidden in computers. For example camera links, overheating devices, and having maps of entire locations.

### Bit of Brilliance

At level 5, you can add your Brilliance bonus to your technology rolls.

### Advanced Slicer

At eighth level, you have advantage on Technology rolls for hacking.

### Specific Knowledge

At level 11, your information from Slicing is more detailed and accurate.

### Slicing Master

At 14th level, you can hijack any networks that are connected. You can find super rare information and even get into credit accounts.

## Tech Magician

Tech Magicians are sly and knowledgeable about the technology around them. They can do the impossible when given free reign.

### Holographic Clone

At the 2nd level, you can create a holographic clone of yourself that has the HP equal to your level. This clone can not move or speak. If you place the clone within 10ft of yourself, someone targeting you will need to judge which one is real or attack with disadvantage.

You can do this a number of times equal to half your level rounded up.

### Clone Movement

At fifth level, your clone can move up to 40ft away from you. You can use your movement between you and your clone.

### Double Team

At level 8, your clone can not only speak, but it has a primary action per turn.

### Trifecta

At 11th level, you can create a third Holographic Clone. The clones share 1 primary action per turn.

### Perfect Clones

At 14th level, your clones look identical to you and they have the same number of primary and secondary actions.

## **Master Of Distraction**

These Tricksters learn techniques that can give them an edge, from conversations to battles, they distract others with words and actions.

### Magician's Hands

At 2nd level, you learn the tactics of the best magicians and the use of sleight of hand. You know how to keep attention and how to divert it. When speaking to someone who isn't hostile toward you, you can attempt to swipe items or Credits off of them.

To do this you'd roll a sneak roll that will compete with their observation. The larger or pricier the item, the more likely you'll get caught.

### Quick Plant

At level 5, you can not only pick items off of people, but put things on them unnoticed. The same rolls would apply as your Magician's Hands skill.

### Sneaking Skill Set

At level eight, you progress with your sneaking skill. You increase two levels in your sneak skill.

### Hastened Hands

At level 11, you are better at using your distractive skills. Instead of just rolling your sneak skill, you now roll it with advantage.

### Chain of Tricks

At 14th level, when you succeed on either pickpocketing or planting, you gain a plus 1 to your next roll, that chain continues until you fail. It resets every full rest.

# Character Pasts

Now it is time to choose your character's past. Giving you an opportunity to think about what they did before your group came together and giving them a backstory. Each character past allows each character to have different training, abilities, and be unique to others.

## Brute

Brutes are normally Androids or Cyborgs, designed to be brute forces in battle. They are great at causing chaos and damaging buildings.

**Ingrained Protection:** You are able to take hits and damage, your protection score increases by 1.

**Added Force:** Your weapons deal double damage to material objects. Meaning it will be easier to burst through walls unaffected.

## Desert Dweller

You like feeling the sand against your feet and the heat on your face. The people of the deserts are vigilant and hardy, needing to see through sandstorms to make sure they don't get lost.

**Eagle Eye:** Your eyes are well trained, from living in a sea of sanded landscapes. Your vision distance is doubled.

**Sand Expert:** When in a desert, you can find enough food for up to five people and you'd give your group advantage to create a shelter in that terrain.

## Extremist

These are adrenaline junkies and people that live for the extreme.

**Explosive Reactions:** As a Response, you can throw a grenade or bomb at a target who attacked you on their turn.

**Temperate Body:** You are unaffected by different temperatures. This means that you won't have disadvantage on rolls when in extreme heat or cold environments.

## Gangmember

You run with a rough crowd, but they help you when you need it. It never hurts to have more allies, does it?

**Gang Connection:** When you are on heavily populated planets, you can find others in your gang. They can supply you and your allies with weapons at a discounted rate.

**Dark Memory:** When making memory checks about items or anything that could be related to your gang, you have advantage on the roll.

## Gearhead

Gearheads love their technology. Most are modified and turned into cyborgs because they have a want to be stronger or more technologically advanced.

**Wired Connection:** When you make memory checks about technology and robotics, you have advantage on the rolls.

**Tech Shield:** When attacked you can use your Response to temporarily increase your protection score. Once per day, you can increase your protection score by your trained modifier until the end of your next turn.

## High Life

The high life is full of fun, wealth, and parties.

**Enriched Personality:** When speaking to people of higher positions, you have advantage on your Speech skill rolls.

**Friends in High Places:** You can always make friends with the wealthy, getting yourself free rooming and food.

## Implemented

Some people are lucky enough to choose their own modification to be a cyborg, these are not those lucky people. They have been captured, tortured, or implemented on.

**Hidden Talent:** You might not be able to tell all of your abilities, you are completely able to see in the dark.

**Fast Reflexes:** You can use your Responses to try and get a quick attack at your enemy. You have disadvantage on the attack.

## Merchant

You spent time selling and buying unique items throughout the galaxy.

**Eye for Value:** You can usually tell how much items you come across can sell for.

**Merchant's Alliance:** When shopping you can make friends with other merchants potentially leading to discounts.

## Militia

You've been a soldier, for the Council or for whatever planetary army you were a part of.

**Hardened:** You've seen gruesome things and have lived through worse. When living through events some might consider sick inducing, you have advantage on the intensity roll.

**War Stories:** Nothing passes the time like speaking of the past. From stories passed down through ranks to your own stories, you know how to reminisce and make friends with fellow veterans.

## Modified

### Requirement \* Cyborg

These cyborgs are people that chose their implants and upgrades, usually with the best technology available.

**Ability Change:** You can reroll one of your ability scores once and decide whether or not to use the new roll.

## Mountaineer

They are travelers on land and nomads. Searching for adventure and new challenges, wanting to be searchers and explorers.

**Climber:** You are trained in and have climbing tools.

**Master of Terrain:** When you are in extreme terrains, you do not have a decreased movement.

## Outlaw

You definitely aren't friends with the law. You've made powerful enemies either accidentally or on purpose, you are a leaf in the wind.

**Hot Pursuit:** If you are being chased by the law, you can look for areas they would avoid in order to hide better.

**Favored Weapon:** You can pick one ranged weapon. Then you can deal an additional 1D4 of damage with that weapon.

## Pilot

If there is one thing in this galaxy you know, it's your way around a ship meaning you can fly almost anything.

**Shipmaster:** You gain the following features:

- When you are starting up a ship, you have advantage on the technology roll. Plus, when piloting, you add 1D6 to your Balance roll.
- You have a small passenger ship of your choice that you use to travel the galaxy.

## Rapid

As a Cyborg or Android, you've been built to be quicker on your feet.

**Agility Boost:** Your movement increases by 10ft.

**Swift Retaliation:** You can use your Response to move an additional 5ft.

## Royal Guard

You are familiar with the intricacies of outer world politics and how the real world works. Not caring about how the core planets function, because you know it's off the backs of the outer rim planets.

**Outer Rim Expert:** You can recall aspects about the outer rim planets that others may not know. Giving you advantage on the memory roll.

**Weapon of the Outskirts:** You can pick a melee weapon, you are now trained with it, and add 1D4 damage with it.

## Scholar

Scholars are smart, always searching for knowledge. Most spent their days on the Core planets of the system.

**Brain over Brawn:** When you are using a melee weapon, you can add your Brilliance modifier to the damage instead of your Power modifier. You can do this once per day.

**Desire for Knowledge:** You always know where to find new information, giving you free access to most libraries or places of learning in the galaxy.

## Sentience

You are an android implanted with a high functioning AI. You can live your life as you please, but the Council of Sovereign Worlds will be after you for your differences.

**Eternality Hunted:** You can easily draw attention to yourself by being a sentient android. That means you've learned to blend in the crowd. You can act like a "normal" android with a deceit roll, plus you have advantage on it.

**Chosen Destiny:** You make your own decision and can be trained in two added skills of your choice.

## Spacer

You've spent most of your life travelling around the galaxy, exploring and learning. You were practically born in a ship and you'll probably die in one too.

**Vast Memory:** When it comes to knowing planet history, you have advantage on the memory rolls.

**Traveller's Instinct:** You know when something looks off when going through space. It's like a sixth sense, you can tell when there might be danger around.

## Spartan

Spartans are a warrior people, normally filled with anger to fuel their power.

**Spartan Might:** Known for their strength and power, their culture is a great example of survival of the fittest. Your power score increases by 1, but another ability of your choice is lowered by 1.

**Dominant Culture:** People are always intimidated by Spartans, they strike fear into the hearts of others almost immediately. People with bad intentions will steer clear unless they need something of you.

## Vigilante

Vigilantes fight for something because they believe in their ability to fix the problem rather than believing in other entities to solve the problem.

**New Identity:** You have a separate identity, with identification for your second persona.

**Dark Connection:** Your past has given you a personal connection within the black market. You can usually find where a black market is located.

## Wanted

Known for their illegal activities throughout the galaxy, from smuggler to mercenary for hire you are a recognizable name in most of the slums of the planets.

**Illegal Toolset:** Let's be honest, you might not have the most legal hobbies. You can choose two toolsets to be trained in.

**A Friend of a Friend:** You always seem to know a guy. Whenever you go to one of the core planets, you can find jobs and someone that might offer to help you.