

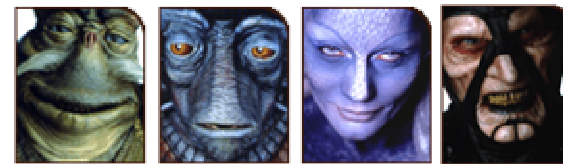
Power	Difficulty	Time Use	Range	Save
Affect Mind	Difficult	Half Action	7+1 per level	Will
Aura of Peace	Simple	Half Action	Personal	Will
Bolt of Fury	Difficult	Half Action	15+5 per level	None
Chameleon	Demanding	Full Action	Personal	None
Combat Enhancement	Difficult	Full Action	Personal	None
Deaden Pain	Simple	Half Action	3 meters	None
Deflect Energy	Difficult	Instant	Personal	None
Detection	Simple	Full Action	Personal	None
Drain Lifeforce	Demanding	Full Action	8+2 per level	Will
Empathy	Simple	Half Action	2 per level	None
Enhance Senses	Difficult	Half Action	Touch	None
Heal Other	Difficult	Half Action	Touch	None
Heal Self	Simple	Half Action	Personal	None
Increase Speed	Simple	Half Action	Personal	None
Inflict Pain	Difficult	Full Action	Special	Will ½
Nondetection	Simple	Half Action	3 meters	None
Phase	Demanding	Full Action	Personal	None
Physical Boost	Difficult	Full Action	3 meters	None
Sense Danger	Simple	Half Action	2 per level	None
Shape Shift	Demanding	Full Action	2 per level	None
Telekinetic Manipulate	Demanding	Full Action	10+5 per level	None
Telekinetic Push	Difficult	Full Action	10+5 per level	None
Telepathy	Difficult	Full Action	50+5 per level	None

Class	Special
Aristocrat	Turn on the Charm
Commando	Stalk
Diplomat	Oratory
Mystic	Mystical Aid/Rift
Pirate	Skill Mastery
Priest	Discipline
Rogue	Evasion/Exceptional Dodge
Scavenger	School of Hard Knocks
Scientist	Knowledge Mastery
Tech	Time is of the Essence
Warrior	Attack Focus

Race	Special Trait
Banik	+3 Craft / +1 Repair
Delvian	Immune to Non-systemic Poisons
Hynarian	Lowlight Vision/ +4 to Poison Saves
Ilanic	Until the Blood Runs Black
Interion	Scream Attack
Kalish	Gravity Shift
Luxan	Endurance to Vacuum (20-30 min)
Nebari	Lowlight Vision
Scarran	Vulnerability to Cold
Sebacean	+2 to Attack or Skill for 3 CP
Sheyang	Darkvision
Tavlek	Lowlight Vision
Vorcarian	Endurance and Run Feats
Zenetan	Skill Emphasis Every 3 Levels



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Difficulty	DC	Sample Action	Skill
Very Easy	0	Notice a large object in plain sight	Spot
Easy	5	Climb a knotted rope	Climb
Average	10	Overhear nearby PK patrol	Listen
Tough	15	Stabilize a dying person	First Aid
Challenging	20	Find a small missing object	Search
Formidable	25	Notice a diplomat being coerced	Sense Mot.
Heroic	30	Leap a 10 meter span	Jump
Beyond Heroic	35	Talk way into PK High Command	Bluff

Wound Severity	Effect
Serious	-2 to all initiative attack damage and skill plus -2 speed
Critical	-5 to all initiative attack damage and skill plus -4 speed
Traumatic	Immediate fortitude save or fall unconscious and lose 1hp per round
Unconscious	Helpless until wounds rise above 0
Dying	Lose 1hp per round until stabilized with first aid or percentile dice roll under CON score

Effect	Control Cost
Attack Bonus	3cp per +1 bonus
Damage Bonus	3cp per +1 bonus
Saving Throw Bonus	3cp per +1 bonus
Bonus to Skill Check	2cp per +1 bonus
Bonus to Defense	3cp per +1 bonus
Gain a Skill at Rank 1 for 1 Check	8cp
Immediately Take an Extra Half Action*	15cp
Reroll a Check**	15cp

* A character can generate this effect no more than once per round and twice in a day.

** This effect is generated after the die is rolled. Note that the reroll replaces the original roll, so apply all modifiers as if it were the original roll, including control effect bonuses.

Roll 1d12*	Deep Space Encounter
1-2	Military patrol (1d6 tiny or small military ships)
3	Military squadron (1 huge or colossal military vessel escorted by 2d10 tiny or small military ships)
4-6	Merchant vessel (1 medium or large merchant ship)
7	Merchant convoy (2d10 medium or large merchant ships escorted by 1d6 tiny or small military ships)
8	Spatial hazard (Roll randomly on encounter chart)
9	Spatial phenomena (Roll randomly on encounter chart)
10-11	Derelict vessel (Roll 1d10 for size; if 10 is rolled, consult encounter chart)
12	Pirate vessel (1 medium or large pirate ship)
13	Pirate flotilla (1d3 medium or large pirate vessels escorted by 2d6 tiny or small fighters)

Weapon	Damage	Crit	Range I	Weight	Type
Club	1d6	20	2m	1.5 kg	Bludgeon
Small Club	1d4	20	2m	1 kg	Bludgeon
Knife	1d4	20	2m	1 kg	Piercing
Qualta	1d8	18-20	4m	3 kg	Slashing
Quarterstaff	1d6	20	4m	1.8 kg	Bludgeon
Spear	1d8	20	4m	1.5 kg	Piercing
Stun Baton	1d6	--	2m	2 kg	Bludgeon/Stun
Sword	1d8	19-20	4m	2 kg	Slashing
Tavlek Gauntlet	1d6	20	2m	1.5 kg	Bludgeon/Stun
Disruptor	1d6	--	10m	1 kg	Stun
Energy Net	1d4	*	4m	2 kg	Stun
Heavy Pulse Blaster	3d10	19-20	40m	15 kg	Energy
Palm Pulse Blaster	3d4	20	4m	.5 kg	Energy
Pulse Pistol	3d6	20	10m	1.5 kg	Energy
Pulse Rifle	3d8	19-20	20m	4.5 kg	Energy
Qualta (Ranged)	3d8 +1d8	19-20	10m	3 kg	Energy
Slug Pistol	2d6	20	10m	1.5 kg	Piercing
Slug Rifle	2d8	20	20m	4 kg	Piercing
Tavlek Gauntlet (Ranged)	3d6/4d6	19-20	10m	1.5 kg	Energy
Frag Grenade	4d6/2d6	--	4m	.5 kg	Slashing
Shatter Grenade	5d10/3d10	--	4m	.5 kg	*
Stun Grenade	1d10/1d6	--	4m	.5 kg	Stun
AP Mine	8d6/4d6	--	4m	4 kg	Slashing
HE Mine	8d6/4d6	--	4m	5 kg	Bludgeon

Circumstance	Melee	Ranged
Attacker flanking Defender	+2	--
Attacker on Higher Ground	+1	--
Attacker Prone	-4	-4
Defender Sitting/Kneeling	+2	-2
Defender Prone	+4	-4
Defender Stunned	+2*	+2*
Defender Climbing	+2*	+2*
Defender Surprised/Flat-footed	0*	0*
Defender Running	0	-2
Defending Grappling	0*	0**
Defender Pinned	+4*	-4*

* The defender loses any dex and dodge bonuses to defense.

** Roll randomly to see which grappling combatant you strike. That defender loses any dex bonuses to defense.

Degree of Cover	Cover DV	Cover RV	Concealment DV
One-quarter or light fog	+2	+1	+1
One-half or dense fog	+4	+2	+2
Three-quarters or dense foliage	+7	+3	+3
Nine-tenths or near darkness	+10	+4	+4
Total	--	--	+6