

COVER/CONCEALMENT

CONCEALMENT	
Type	Effect
Normal	20% miss chance
Heavy	50% miss chance
Total	Cannot be targeted directly. 50% miss chance if enemy targets square.

COVER	
Type	Effect
Normal	+4 AC, +2 Reflex
Soft	+4 AC
Partial	+2 AC, +1 Reflex
Improved	+8 AC, +4 Reflex
Total	Cannot be targeted.

Soft cover is from creatures. Partial is provided if you are half-visible. Improved is when only a small part of you is visible.

DISEASE/POISON

DISEASE	
Physical Disease Track	
<ul style="list-style-type: none">• Latent: No symptoms, but can pass on disease if contagious• Weakened: Sickened and fatigued• Impaired: Exhausted. When taking a standard or full action, make a Fort save @ disease DC or become nauseated 1 minute.• Debilitated: Taking a standard action deals 1 HP damage.• Bedridden: Awake and can speak, but cannot stand or take any actions/reactions.• Comatose: Unconscious and feverish, cannot be woken.• Dead	
Mental Disease Track	
<ul style="list-style-type: none">• Latent: No symptoms, can pass on disease if contagious.• Weakened: Shaken, and DCs of spells and abilities down 2. Cannot cast highest level of accessible spells (if any).• Impaired: Flat-footed and no longer adds mental ability score modifiers when calculating uses per day, including bonus spells. DCs of spells and abilities down another 2, lose next highest level of spells (if any).• Befuddled: 50% chance each round to take no relevant action.• Dissociated: Cannot tell friend from foe. Cannot willingly accept any aid (including healing) from others unless you make a Will save vs disease DC.• Comatose: Unconscious and/or catatonic.• Dead	

POISON	
Strength Track	Intelligence Track
Weakened: -2 STR based rolls, ability DCs -2. Encumbered.	Weakened: -2 to INT-based checks. Ability DCs -2. Lose highest spells if casting off INT.
Impaired: penalties go to -4. Gain overburdened.	Impaired: further -2 to checks and DCs. Lose next highest spells.
Staggered: Gain staggered, except for mental actions.	Animalistic: suffer <i>feeblemind</i> effects (INT only)
Immoble: Helpless and can only take mental actions.	Comatose: Cannot be woken.
Dead	Dead
Dexterity Track	Wisdom Track
Sluggish: -2 Reflex and DEX based rolls. DCs -2. Flat-footed.	Weakened: -2 Will and WIS based checks. Ability DCs -2. Lose highest level WIS spells.
Stiffened: No DEX to AC, no reactions.	Impaired: penalties increase by -2, lose next-highest spell level.
Staggered: As for STR poison.	Confused: Gain confused.
Immoble: As for STR poison.	Comatose: cannot be woken
Dead	Dead
Constitution Track	Charisma Track
Weakened: -2 Fort and CON checks/DCs. Lose HP as per initial exposure every time you save.	Weakened: -2 CHA based checks, ability DCs -2. Lose highest level of CHA spells.
Impaired: Further -2, DCs -2.	Impaired: penalties increase by -2, lose next-highest spell level.
Debilitated: 1 HP dmg for taking a standard action	Pliable: Bluff, Diplomacy, Intimidate checks auto-succeed.
Unconscious: Unconscious and cannot be woken by any means.	Catatonic
Dead	Dead

ENVIRONMENT

ATMOSPHERES	
Type	Effect
Corrosive	Deals acid damage per round.
Vacuum	Immediate suffocation. 1d6B dmg per round (no save).
Normal	No special effect.
Thick	Fort save every hour (DC=15+1 per previous check) or become sickened. +4 Acrobatics to fly or Piloting.
Very Thick	Every minute make Fort save as per a Thick atmosphere or begin to suffocate.
Thin	Fort as per Thick every hour or you become fatigued.
Very Thin	Make saves as per Thin. On first failure, make a DC25 Fort save or take 1 dmg to all ability scores.
Toxic	Act as an inhaled poison with listed DC and effects.

Decompression: A creature thrown into vacuum without protection immediately takes 3d6B damage (no save), then is affected by vacuum as normal.
Strange Atmospheres: Acts as corrosive, but may deal other energy damage types.

GRAVITY	
Low: Jump 3x higher/farther. Thrown range increments tripled. Speed same.	
High: Move ½ speed, jump half height/dist. Thrown increment halved. Become fatigued after a day.	
Extreme: As per high gravity, but take nonlethal bludgeoning damage every round (minimum 1d6). If at 0, dmg is lethal.	
Zero: Cannot take move actions to move, crawl, or guarded step. Can push off adjacent creature/ object/ wall as a move action to move ½ speed.	
If you collide with an object, make a DC20 Acrobatics or Athletics check to safely stop, else you are off-kilter. If you collide with a creature, both make the check. A creature anchored to a solid object gets +4 on this check. If off-kilter in zero-G, you can right yourself as a move action if you have a surface to steady against or a means of propulsion. If provided with handholds, make a DC20 Acrobatics or Athletics to move at full speed (climb speed ignores this check). Thrown weapons have 10x range increment, and all weapons have no max increment.	

Falling: In standard gravity, falling deals 1d6 per 10 feet fallen (max 20d6), and you land prone. If you deliberately jump, the first 1d6 is nonlethal. On a successful DC15 Acrobatics check, negate the first 10 feet of falling. Low gravity halves damage, High doubles and Extreme triples (or more).

HEAT/COLD	
Very Hot: Every hour make Fort save (DC=15+1 per previous check) or take 1d4 nonlethal fire damage. If wearing armour, take -4 on the save. May attempt a Survival check to receive a bonus to the save. Severe Heat: As above, but save is made every 10 minutes. Extreme Heat: Breathing air in extreme heat deals 1d6 lethal fire damage (no save). Attempt a Fort save every 5 minutes as per Very Hot conditions. Heatstroke: Any damage from heat exposure gains the fatigued condition until they recover the nonlethal damage taken. Cold Weather: Unprotected characters must make a Fort save as per Very Hot every hour or take 1d6 nonlethal cold damage. May attempt Survival to receive a bonus. Severe Cold: As per Cold, but save every 10 minutes. Extreme Cold: Deals 1d6 cold damage per minute (no save). Make a Fort save as per Very Hot every minute or take 1d4 nonlethal cold damage. Hypothermia: Any damage from cold exposure gains fatigued until they recover from the nonlethal damage.	

CONDITIONS

CONDITIONS	
Condition	Effect
Asleep	-10 Perception to notice things.
Bleeding	Take listed damage at start of your turn. DC15 Medicine (standard) to end.
Blinded	Flat-footed, -4 to STR and DEX skills/ opposed Perception checks. Auto-fail sight-based Perception. Opponents have total concealment (20% miss). DC10 Acrobatics to move faster than half speed (otherwise fall prone).
Broken (item)	Weapon: -2 atk/dmg and no crit. Armour: ½ AC bonus and 2xACP. Vehicle: -2AC/ collision DC/ Piloting mod, ½ speed. Tool/tech: ½ bonuses.
Burning	Take listed damage at start of your turn. Must be extinguished/ Ref DC10+dmg, with cumulative +2 per round (full action to roll on ground for +4).
Confused	Treat all creatures as enemies, and roll on table to decide action each round.
Cowering	Flat-footed and can take no actions.
Dazed	Cannot take actions.
Dazzled	-1 to attack rolls and sight-based Perception.
Dead	Soul leaves body, cannot act, cannot benefit from healing.
Deafened	-4 Initiative and opposed Perception, auto-fail sound Perception.
Dying	Unconscious, cannot take actions, must stabilize or lose RP and may die.
Encumbered	-10 feet movement, max DEX to AC is +2, -5 to STR/DEX based checks.
Entangled	Move ½ speed, cannot run/charge, -2 AC/atk/Ref/Initiative/DEX-based checks.
Exhausted	½ speed, no run/charge. -3 AC/atk/melee dmg/Reflex/Initiative/STR&DEX-based skill/ability checks. Reduce encumbered limit by 3 bulk.
Fascinated	Must pay attention to fascinating effect. -4 to any check made as a reaction.
Fatigued	Cannot run/charge. -1 AC/atk/melee dmg/Reflex/Initiative/STR&DEX-based checks. Reduce encumbered limit by 1 bulk.
Flat-Footed	-2 AC. Cannot take reactions or attacks of opportunity.
Frightened	Must flee or fight. -2 ability checks/atk/saves/skill checks.
Grappled	Cannot move or take 2-handed actions. -2 AC/atk/Reflex/Initiative/DEX-based skill/ability checks. Cannot take attacks of opportunity.
Helpless	DEX modifier is -5. Melee attacks gain +4 against you.
Nauseated	Cannot attack, cast spells, concentrate on spells. Only a single move action.
Off-Kilter	Cannot move except to right yourself. Flat-footed and take -2 to attacks.
Off-Target	-2 attack rolls.
Overburdened	Speed is 5'. Max DEX to AC is +0. -5 STR/DEX-based checks.
Panicked	You drop all held items, flee at top speed, and cannot take other actions. -2 to ability checks, saves, skills. Cower if cornered.
Paralyzed	DEX mod is -5 and you cannot move but you can take mental actions.
Pinned	Cannot move and are flat-footed. Take penalties as per grappled but -4 instead.
Prone	-4 to melee attacks, +4 AC vs ranged attacks, -4 AC vs melee attacks.
Shaken	-2 to ability checks/ attack rolls/ saves/ skill checks.
Sickened	-2 ability checks/ attack rolls/ weapon dmg/ saves/ skill checks.
Stable	No longer dying, but still unconscious.
Staggered	Take only a single move or standard each round, plus Swift. No reactions.
Stunned	Drop everything held, cannot take actions, flat-footed.
Unconscious	Knocked out and helpless.

BLUFF, DIPLOMACY, INTIMIDATE	
Bluff: To lie: DC=10+their Sense Motive bonus. DC may be modified by attitude.	
Diplomacy: Change attitude: DC is either 10+opponent Diplomacy bonus or 15+1.5xCR, whichever is higher. DC is modified by attitude.	
Intimidate: Bully: DC is either 10+opponent Intimidate or 15+1.5xCR, whichever is higher.	
Demoralize: DC is either 10+opponent Intimidate, or 15+1.5xCR, whichever is higher. On success, target is shaken 1 round, plus 1 round for every 5 you beat the DC by.	

CONFUSION	
D100	Behaviour
1-25	Act normally.
26-50	Do nothing but babble.
51-75	Deal 1d8+STR to self.
76-100	Attack nearest creature.

CONSUMABLES

Item	Level	Price	Bulk	Special
Serum of healing mk1	1	50	L	1d8 HP
Serum of healing mk2	5	425	L	3d8 HP
Serum of healing mk3	9	1,950	L	6d8 HP
Serums of enhancement	5	475	L	see below
Spell ampoule (0th)	2	200	L	—
Spell ampoule (1st)	3	300	L	—
Spell ampoule (2nd)	6	700	L	—
Spell ampoule (3rd)	10	3,000	L	—
Spell gem (0th)	1	50	L	—
Spell gem (1st)	2	140	L	—
Spell gem (2nd)	5	450	L	—
Spell gem (3rd)	8	1,400	L	—
Spell gem (4th)	11	3,700	L	—
Spell gem (5th)	14	10,600	L	—
Spell gem (6th)	17	36,650	L	—
Medpatch	1	50	L	+10 Medicine
Sprayflesh	5	440	L	Extra healing
Bonding epoxy	1	400	L	Glue
T1 Medicinal	1	150	—	—
T2 Medicinal	5	3,000	—	—
T3 Medicinal	10	15,000	—	—
T4 Medicinal	15	23,500	—	—
Field Rations	1	1/week	1/wk	—
R2E	1	1	L	—

SERUMS OF ENHANCEMENT (Effects last 1 hour)
Commando: +2 Acrobatics and Athletics. Temp HP = ½ your level (no stack).
Diplomat: +2 Bluff and Diplomacy. If INT=3+, temporarily gain a language you have heard in the last 10 minutes.
Scientist: +2 Computers, Engineering, Physical Science, can attempt these skills untrained.
Sensate: +2 Life Science and Mysticism, can make checks untrained.
Sneak: +2 Sleight of Hand and Stealth, can make checks untrained.
Warrior: +2 Intimidate and Sense Motive. Increase rounds of shaken from demoralizing by 1.

LEVELING

Level	EXP	Wealth	ASI	Special
1st	—	1,000	—	1st feat, theme benefit
2nd	1,300	2,000	—	—
3rd	3,300	4,000	—	2nd feat
4th	6,000	6,000	—	—
5th	10,000	9,000	1st	3rd feat
6th	15,000	15,000	—	Theme benefit
7th	23,000	23,000	—	4th feat
8th	34,000	33,000	—	—
9th	50,000	45,000	—	5th feat
10th	71,000	66,000	2nd	—
11th	105,000	100,000	—	6th feat
12th	145,000	150,000	—	Theme benefit
13th	210,000	225,000	—	7th feat
14th	295,000	333,000	—	—
15th	425,000	500,000	3rd	8th feat
16th	600,000	750,000	—	—
17th	850,000	1,125,000	—	9th feat
18th	1,200,000	1,700,000	—	Theme benefit
19th	1,700,000	2,550,000	—	10th feat
20th	2,400,000	3,775,000	4th	—

GRENADES AND WEAPONS

GRENADES					
Name	Level	Price	Dmg	Area	Special
Frag I	1	35	1d6P	15	—
Shock I	1	130	1d8E	15	—
Smoke	1	40	—	20	smoke cloud 1 minute
Stickybomb I	1	170	—	10	entangle 2d4 rounds
Flash I	2	275	—	5	blinded 1d4 rounds
Incendiary I	2	375	1d6F	5	burn 1d4
Frag II	4	700	2d6P	15	—
Screamer I	4	725	1d10So	15	deafened 1d4 minutes
Shock II	4	650	1d12E	15	—
Stickybomb II	4	675	—	15	entangle 2d4 rounds
Cryo I	6	1,220	1d8C	10	staggered 1 round
Flash II	6	1,350	—	10	blinded 1d4 rounds
Incendiary II	6	1,040	2d6F	10	burn 1d6
Frag III	8	2,560	4d6P	15	—
Incendiary III	8	2,800	3d6F	10	burn 1d6
Screamer II	8	2,720	2d10So	20	deafened 1d4 minutes
Cryo II	10	5,000	2d8C	15	staggered 1 round
Frag IV	10	5,750	6d6P	15	—
Shock III	10	5,380	3d12E	15	—
Stickybomb III	10	5,410	—	20	entangled 2d4 rounds
Flash III	12	10,400	—	15	blinded 1d6 rounds
Incendiary IV	12	9,380	5d6F	15	burn 3d6
Screamer III	12	11,300	4d10So	25	deafened 1d4 minutes
Cryo III	14	21,100	4d8C	20	staggered 1 round
Frag V	14	18,750	10d6P	15	—
Shock IV	14	23,600	6d12E	15	—
Flash IV	16	53,000	—	20	blinded 1d8 rounds
Frag VI	16	44,600	12d6P	15	—
Incendiary V	16	44,000	10d6F	15	burn 5d6
Screamer IV	16	43,500	7d10So	30	deafened 1d4 minutes
Cryo IV	18	108,800	6d8C	20	staggered 1 round
Frag VII	18	96,900	16d6P	15	—
Incendiary VI	18	108,800	12d6F	15	burn 6d6
Frag VIII	20	216,000	20d6P	15	—
Shock V	20	110,000	9d12E	15	—

GRENADE DCs AND EFFECTS

Grenades are targeted at a grid intersection. They offer a Reflex save for special effects where the DC = 10 + ½ item level + your DEX modifier. Penalties applied to attack rolls apply to this DC. Saving against the effect negates special effects, regardless of what save the effect normally calls for.

AMMUNITION				
Name	Level	Price	Capacity	Bulk
Arrows	1	50	20	L
Battery	1	60	20	—
Battery, high-capacity	4	330	40	—
Battery, super-cap	4	390	80	—
Battery, ultra-cap	5	445	100	L
Darts	1	20	25	L
Flare	1	5	1	—
Mini-rockets	4	300	10	L
Petrol tank, standard	1	60	20	1
Petrol tank, high-cap	3	280	40	2
Rounds, small-arm	1	40	30	L
Rounds, longarm/sniper	1	75	25	L
Rounds, heavy	2	90	20	L
Scattergun shells	1	55	25	L

WEAPON CRITICAL EFFECTS

Arc: listed damage leaps to second target within 10' (no save)
Bleed: target gains bleeding condition for listed damage.
Burn: target gains burning condition for listed damage.
Corrode: Target takes listed acid damage, functions as burn.
Deafen: Target must succeed Fort save or be deafened 1d4 min.
Injection DC+2: If the weapon injects something, the save DC is increased by 2.
Knockdown: Target is knocked prone.
Severe Wound: Roll twice on Wound table and choose your desired result. Still allows saves against specific effects.
Staggered: Make Fort save or be staggered 1 round.
Stunned: Target is stunned 1 round.
Wound: Roll on Wound table below. Target must make listed save or suffer the listed effect. If the creature lacks a specified location, use the general location.

WOUND CRITICALS			
D20	Location	Save	Effect
1-10	General	—	Bleed 1d6
11-13	Eye (sensor)	Ref	Lost eye, -2 Perception
14-15	Leg (mobility)	Fort	severed limb, -10' speed
16-17	Arm (manip)	Ref	Severed limb, lose hand
18-19	Vital Organ	Fort	1d4 CON damage
20	Brain	Fort	Stunned 1 round

WEAPON PROPERTIES

Analog: Immune to abilities that target technology.
Archaic: Does 5 fewer damage to modern armour.
Automatic: Option to make a cone attack, half the weapon's range increment. Consume all remaining ammo in weapon, and roll an attack against each target within the cone for every 2 ammo expended. Cannot crit. Roll damage once and apply to all hits. Cannot avoid targeting allies with an Automatic attack.
Blast: Weapon fires in a cone, only in its first increment. Roll an attack against each target in the cone with a -2 penalty. Roll damage once for all targets hit. Crits apply individually. Cannot avoid targeting enemies in the cone. Blast weapons do not benefit from feats or abilities that increase the damage of a single attack.
Block: Melee weapons only. On successful attack, gain +1 AC vs that enemy's melee attacks for 1 round.
Boost: Expend a move action and two shots' worth of ammo to add the listed damage to the weapon's damage on a hit. Charge dissipates if not used by the end of your next turn.
Bright: Illuminate 20' area around you and your target for 1 round, increasing light level 1 step (max normal).
Disarm: When attempting a disarm combat maneuver while wielding this weapon, gain +2 on the attack roll.
Entangle: Creature hit is entangled until the effect either fades (as with grenades) or they make an Acrobatics check (DC 10+item level+your DEX) or a Strength check (DC 15+item level+your DEX) as a move action to escape.
Explode: Target grid intersection instead of creature. Each creature in blast radius gets a Reflex save (DC=10+½ level+attack ability mod) for half dmg.
Injection: Weapon can be filled with a drug, poison, or medicinal. On a successful attack with the weapon, it automatically injects the loaded stuff. Refilling the reservoir counts as reloading (move action).
Line: Weapon fires in a line. Roll attack once and compare to all targets in the line extending to the weapon's increment. Roll damage once to apply to all. If the weapon fails to damage a creature or obstacle that is hit, the line stops.
Nonlethal: Weapon normally deals nonlethal damage.
Operative: Can be used for operative trick attack. Choose to use STR or DEX to make attacks with this weapon.
Penetrating: Weapon ignores hardness equal to its item level.
Powered: Melee only. Usage listing is minutes instead of uses.
Quick Reload: Reload as part of the same action as firing it instead of a move.
Reach: Melee only. Weapon can strike targets within 10' instead of only 5'.
Sniper: Steady as a move action to increase range increment to listed value.
Stun: Weapon has a stun mode (switch between as a move). While in stun mode, all damage is nonlethal.
Thrown: Can/must be thrown, using the thrown attack modifier.
Trip: Attempting a trip maneuver with this weapon gives a +2 bonus.
Unwieldy: Cannot be fired as part of a full attack or any action where you make multiple attacks. You cannot attack with it more than once per round. Cannot be used to make attacks of opportunity.