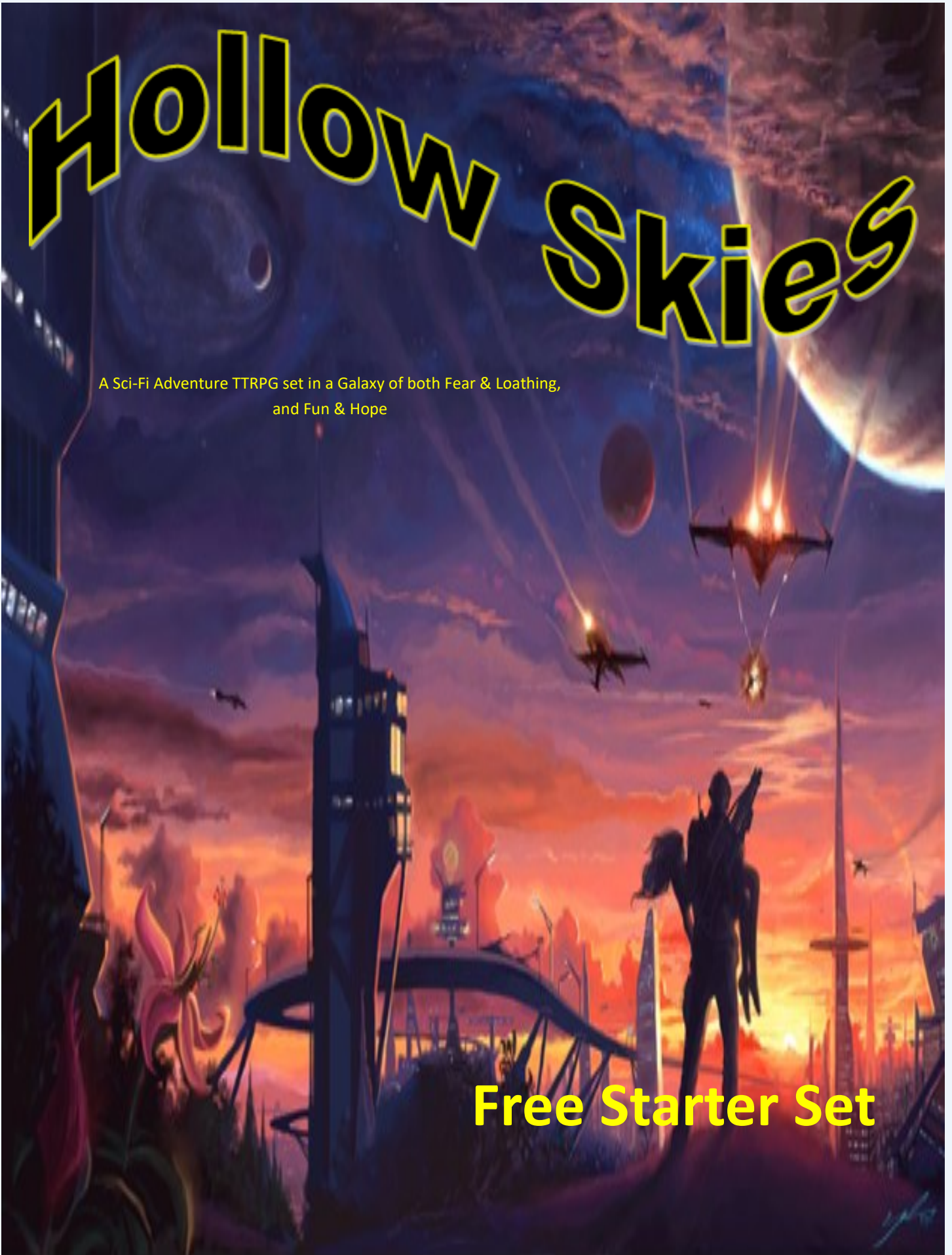


Hollow Skies

A Sci-Fi Adventure TTRPG set in a Galaxy of both Fear & Loathing,
and Fun & Hope

Free Starter Set



Introduction



Welcome To the Hollow Skies TRPG

Hello future SCFI heroes! "Hollow Skies" is a tabletop game that puts you in the role of intrepid adventurers located in the far-flung future of the 30th century. If this is your first tabletop role playing experience, your first question might be, "what the heck is a tabletop RPG anyway?"

A tabletop role-playing game (TRPG) is a type of game where players create characters based on specific rules (each game has their own). One player also takes the role of a Games Master (GM). The GM will set up the situations and scenarios the players' characters will face. Players then describe their characters' actions through speech and determine the actions they want them to take based on their characterization and the rules of play for Hollow Skies. This often involves dice rolls to determine if the characters are successful at the actions they are attempting, with GM interpreting how the game world will react to the success or failure.

TRPG's are awesome because the participants have great freedom to improvise within the rules, and their choices shape the direction and outcome of the game beyond the random chance associated with most board and card games. In a TRPG, the gaming group has more creative freedom to explore different places, meet new characters, and pursue various goals. At its core, a TRPG is about collaborative play and storytelling, with three main participants. #1 the Players, #2 the Games Master and #3, the dice rolls themselves!

Game sessions are of indefinite length, from a single brief session to a series of repeated sessions that may continue for years with an evolving cast of players and characters. The exact tone, structure, pace, and end (if any) for the game depend on the needs and preferences of the players. (Hollow Skies has a built-in setting GMs can use, but they are always free to create their own). As a rule of thumb, most single play sessions take 2 to 4 hours depending on the players actions.



This game is for 2-9 Players.

One person Takes on the role of the Games Master, sets the scenarios for each session up and controls any opponents and/or obstacles in the game world. Other Players can customize their own Character to play.

The goal of each session is to complete a Main Objective. (If in a larger campaign the goal may be to move further towards a main story objective), either created by the Games Master or randomly generated by them.

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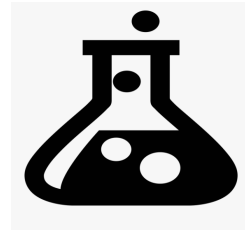
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Preparing to Play



What do I need to Play?

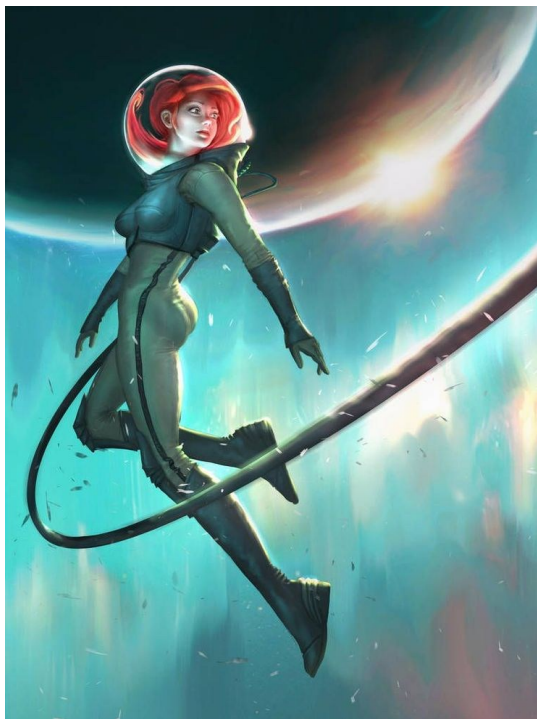
Players just need a couple Six-sided dice, a couple Ten-sided Dice, and some paper and pencils

- The GM may also want graph paper or battle mats to map out some parts of their Scenario's for the team.
- There are many great gridded maps for TRPG's available on-line, many of them free downloads as well!
- Not mandatory at all but using some cheap different colored game tokens can help players keep track of their Wellness Stats (more on what those are in the rules). Three or four different colors are recommended.



Hollow Skies Basic Setting

Game Masters and players are always encouraged to create their own settings to infuse the game with their unique style. That being said, Hollow Skies does have a basic setting that can be used fully by GM's or as inspiration for their own setting. What follows is a broad overview of the key locations, factions, political environments, and other entities that inhabit the basic setting. Hollow skies players are encouraged to read this as well, just remember, A GM has final say on what is and what is not included in the worlds the game inhabits and are welcome to ignore any of the below set up.



Welcome to the 'Astonishing' year 2902!

The 4th Millennium of humanity has just begun, but will we survive to the 5th? The years between 2027 and 2900 eventually saw humanity spread out into the solar system. Temporary space stations and mining outposts lead to permanent habitats in space and advances in terraforming technology leads to massive population growth on Mars in particular.

Then, late in the 21st century, Alien technology is uncovered on Saturn's moon Titan. After decades of research, this is eventually revealed to be an artificial Wormhole generator, with the ability to open gates to the Rigel Sector. The "Gate Rush" incident occurs when 10's of thousands of Escapists (people tired of living under the old order and wanting to escape Earth's eventual environmental disaster) use two of the 3 gates discovered in Titan's orbit, and then destroy them so they can't be followed. However, with the remaining active gate, A golden age of exploration and exploitation begins as all of Humanity escapes the confines of their own solar system for the first time. The new system in the Rigel sector is called "Asgard" after Norse mythology.

On Earth, a global environmental cataclysm near the beginning of the 24th century ends the dominance of the Earth Alliance and leads to the eventual rise of the Martian Consortia and The Rigel Colonial Assembly (RCA) as two major competing powers. A new status quo called the "Three Realms of Humanity" is eventually born.

Deep space explorers from the Spacers Guild and the RCA military find a route to one of the other 3 systems in the Rigel sector in the early 26th century. Dubbed the "Hyperion" system by the RCA, Escapists colonies are eventually discovered. Although contact is initially peaceful, an increased push for more resources from not just the RCA, but the Mars Consortia and the old Earth Alliance as well lead to a breakdown in relations and the RCA basically annexing two of the 3 escapist civilizations discovered (one of them very violently) towards the end of the 27th century. This leads to the establishment of the "Grey Zone" between what is now RCA territory and the space of the last free escapist hold in Hyperion, the planet Horizon's Light.

The last 200 or so years have seen humanity stagnate somewhat into a 'cold war' type environment, with each faction vying for resources on one hand, while collaborating on certain things such as maintaining the Grey Zone and managing the economy of the Belts. There has been minor 'improvements' made to existing technology, but little to no actual new innovation in these past 2 dozen decades or so. Meanwhile, actions like spying, skullduggery, and small-scale operations are widely accepted as preferable to any actual hot war. This is a small snapshot of the world you are entering.

Now let's take a look at some notable factions and organizations.

The Earth Alliance



Formerly the premier powerhouse of the Solar system, The 'Old' Earth Alliance was initially made up of the most powerful nations (and corporations) of Earth after convincing most of the planet's population that one world government was needed to maintain Earth's dominance of the solar system. Founded near the end of the 21st Century after an uprising from Mars and the Asteroid Belt known as the 'Unity War', The Alliance was the dominate pollical force for all humanity until the Great Cataclysm. The Mars Consortia defeated them in a war shortly after and the RCA took the opportunity to declare full independence. Today the Earth Alliance is a collection of mostly decedent and hedonistic elites, living out opulent fantasy lives in floating cities and Orbital habitats while most of the remaining citizens on the surface of the wounded planet live in near post-apocalyptic conditions, or worse. Elements of the Alliance government do realize that the cold war style balance between the RCA and Mars is what keeps the Consortia from annexing them (the Alliance can't win a war anymore, but they could certainly still make any conquest very costly). As a result, certain Alliance officials often try to stir up intrigue between the two greater powers

Major Holdings:

Earth (and her Moon): "She-Our Dying Mother" (Famous Classical Music Piece By late 23rd Century composer Leonid Popov)

Avalon (orbital habitat): Seat of the Government

Grand Market Central (orbital Habitat): Center of Business

New Hollywood Land (Floating City): Decedent Entertainment Center.

The Principality of Beijing (Floating City)

Luna City (Domed City on the Moon)

New Americas Mega City (1st 'maintained' ground asset)

Union of Europe Mega City (2nd 'maintained' ground asset)

Venus: mostly uninhabited other than small research outposts and mining sites including:

- a) Gaslight City- Domed living environments. The Population rarely exceeds 25 thousand.
- b) Carbon Catch Station (Space Station)

Mercury: mostly uninhabited other than small research outposts and mining sites.

Starcove Station: Long running Solar research facility and the closest inhabited structure to the sun.

Noted Organizations:

The Earth Alliance Assembly: The Official ruling body of the Alliance, any pretense of democracy was abandoned centuries ago. You either inherit your seat at the assembly or buy one.

OCP Inc.: 'Omni Consumer Products'. An old Earth corporation who has the contracts to 'maintain' the two ground Mega cities. One of their sub-divisions, "Security Concepts" developed the first commercially available Cyborg mods back in the day.

Royce-Fukazawa: Manufactures of luxury craft and space yachts.

The Old-World Gourmet: A popular food vendor that originated on Earth.



The Martian Consortia

Mars was the site of the 2nd fully terrestrial colony (the first being the Moon). Key mega corporations that invested in Mars, Red Sons Inc. being the premier among them, began to increasingly wield power in space like old governments. This along with increased frustration over Earth's exploitation of the colony eventually leads Mars and the Asteroid Belt to revolt. They get crushed in the short lived "Unity War" and the Earth Alliance rises to dominate. However, the EA keeps the bones of this 'Consortia' intact to help administrate solar system affairs, reclassifying it as a corporate association. The Martian Consortia is born. They quietly re-build its power and in the aftermath of the Great Cataclysm, they declare independence again and not only win the war this time but, also annex any asset in the solar system starting from the Mars system itself to Pluto. As the dominate power in the solar system, The Consortia is currently organized like a large board of directors. Corporations earn seats on the board based on the level of 'revenues' currently generated. As a holdover from when the Alliance was still in charge, The three habitat districts of Mars, 3 administrative sectors in each Belt and the outer work colonies can elect or appoint a seat holder as well, but even if these individuals where to combine their votes, they are always drastically outnumbered by the corporate representatives. The Consortia is a classic example of a cyberpunk style Corporatocracy.



Major Holdings:

Mars: OG Colony and the seat of Consortia power. Massive, terraformed domes keep an Earth-like atmosphere in most cases.
Dawson City- Original colonial site expanded into a vast district. Largest population center, with markets and residential areas and the largest terrestrial space port.
Industry Heights- District known for its opulence and housing most executives along with many corporate offices.
Copper Lane- City sized blue collar/ working class district.
The Stretch- Formerly a 'discard' area for corporate experiments and junk in general. Now a largely unpoliced slum where dumping of all types still takes place along with many other types of questionable activity.

Note: The Martian Consortia also controls the planets, many moons, small colonies, mining operations of all sizes and several research facilities between Mars and Pluto. Other than Jump Point Station and Earth, along with a few assets on and around Venus and Mercury, they basically 'own' the solar system.

Noted Organizations:

The Consortia High Board: The governing body of the Martian Consortia. As mentioned, it is a mostly nondemocratic body dominated by the most 'profitable' companies.

Red Sons Inc.: Formerly Red Sons Shipping, this premier Mars born corporation has their fingers in nearly every pie and are considered the dominate entity of the Consortia Council and one of the most powerful forces in the 3 realms in general.

G.O.W (God of War Inc.): One of the largest weapons and military space craft manufactures in history. They are Red Sons main competitor for dominance of the Consortia Council.

Détente: An organization designed to ensure basic societal norms not driven by profit are still maintained (as a way to ensure long term increases in profits of course :-)).

Gassy's Goods: A popular food vendor that originated on Mars.

The Asteroid Belt & Kuiper Belt

The Asteroid belt is located between Mars and Jupiter. In the early days of space exploration and mining, The Belt became one of the first places where permanent non-terrestrial habitation was established. Later, as the Earth Alliance is formed and continues to expand the Kuiper Belt in the outer Solar system begins to be built out as well. The tough folk that chose to work in these environments or are born into it are collectively referred to as 'Belters'. The history of the belts is one of great opportunities, worker oppression followed by uprisings and uneasy alliances between worker associations, corporations, and Criminal gangs. The Yakuza took a chance on the Asteroid belt early on and is now the premier underworld power in the region. This makes them one of the few old Earth criminal cartels to not just continue to survive but thrive. They have a strong presence in The Kuiper Belt as well but face some stiff competition there from the only other organization from the "old days" with any clout. The Italian Maffia. The Martian Consortia claims overall ownership of both Belts. They are fairly hands off, letting their corporate entities have free reign to manage their holdings if they keep profits flowing and things remain mostly calm. The Consortia has demonstrated in the past it has no issue brutally suppressing any belter worker movements that become "bothersome".

Major Holdings:

Ceres: A dwarf planet in the Middle of the belt. Port Ahuna Mons is the main hub for business and living in the asteroid belt. Seat of the Oda Clan's power.

Hygiea: A Large Asteroid in the Belt known for its recreational facilities. Home of the infamous gambling spot known as "The Lazarus Den".

Pluto: A Dwarf planet in the Kuiper Belt. Chinook City is a main hub for business and living and Ice Peak Station is known as a place where corporations and other organizations can freely perform research that might be deemed "questionable" by the general public.

Charon: The Largest moon of Pluto. The Cerberus Gate is known as a hub of entertainment at the far end of the solar system. Seat of the Malcone Family's power.



Noted Organizations:

The Belters Union: The premier workers association in both belts. The B.U. has a storied history, including being disbanded several times for fomenting and participating in "uprisings". The Union is currently active again, its leadership walking a fine line between the corps and the crooks that run the belts, while in most cases genuinely trying to fight for worker rights and better overall living conditions in both.

Yakuza: The Oda Clan is the dominant family in both belts. Two more important factions under them are the Adachi Clan and Dojima Family.

Malcone Family: Controls much of the entertainment and smuggling operations around the Kuiper Belt. The Oda Clans' main competition for dominance of the underworld of the Kuiper Belt.

Task Force Spartan: A hold over from the old Earth Alliance days. Task Force Spartan is a specialized 'policing' force run by Security Concepts. They can be contracted by local interests to provide 'policing' services. The reality is they are corporate muscle for rent.

Kind of Meat Inc.: A popular food vendor that originated on Ceres in the Asteroid belt.

Underworld Enterprises: One of the premier mining companies in the belts.

The Rigel Colonial Assembly

The RCA is the democratically elected body responsible for governance of the Colonies of Rigel. This includes the whole of the Asgard System and about half of the Hyperion system as well. The average citizen has much more opportunity and freedom of movement than in any other realm along with the ability to express dissident points of view without repercussions from the Government (in theory at least). At the same time, managing such a vast territory filled with many different cultures and backgrounds is challenging in the extreme, and critics of the Assembly have noted a creeping authoritarian bent in some of the key political parties' current rhetoric. The RCA stands on a precipice. On the one hand, it represents the best of humanity. Energetic, thoughtful, hardworking, and dynamic with an explorer's heart. On the other hand, they seize resources as they see fit, (the brutal and bloody annexation of Bringham's Rest in the Hyperion system being a key example); and treat former escapist colonists like second-class citizens after 'insisting' they join the RCA (often at gun point). Will they hold the line on current freedoms and work to better themselves, or tumble further into some form of tyranny like the Earth Alliance or Martian Consortia?

Major Holdings

Yggdrasil: The Only Earth Like Planet discovered in the Asgard System. Capital of the RCA with beautiful ecospheres and immense prosperity.

Ymir: A Large moon orbiting the gas giant Niflheim in the Asgard system. Terraformed to be habitable (although a little cold) this icy moon boasts the largest population other than Yggdrasil itself.

Far Point Station: A significantly scaled down version of Jump Point Station, built where the worm hole opens in the Asgard System to help maintain this side of the jump.

Bringham's Rest: A habitable (with some terraforming involved) rocky moon of Spring's Breath (a Neptune sized green gaseous planet) in the Hyperion system. Plentiful in minerals and compounds, Bringham's Rest resisted the RCA's offers to join the Assembly and was eventually annexed in a brief but blood-soaked conflict into the RCA. Periodic revolts and uprisings occur to this day.

Still Waters: The Largest moon of Spring's Breath (Hyperion system). A terrestrial environment with lush forests. Begrudgingly joined the RCA after witnessing the brutal annexation of Bringham's Rest. Spiritual home of the Restoration movement.



Noted Organizations:

The RCA: The democratically elected body charged with Managing the Colonies of Rigel. A Prime Minister (usually the leader of the party with the most seats in the Assembly) acts as head of government.

The CDF: The Colonial Defense Forces. Answerable to the RCA and responsible for managing both their Naval and ground based military forces.

X-E-Gene Research Corp.: Former Earth Mega Corp that moved its HQ to Yggdrasil. Creators of the H.E.R.O. process. Largest corporate power in the Colonies.

Artemis Solutions: A noted manufacturer of Hand weapons.

Toastess Snacks: A popular food vendor that originated on Yggdrasil.

Wide Load Enterprises: One of the premier shipping companies in the colonies and beyond.

Other Important Organizations



The Spacers Guild

A Venerable group with a reputation for “sticking up for the Little Guy”. The Spacers Guild began life very early in the 22nd century when a collection of workers, small businesses, and independent operators decided partnership was needed to ensure mega corps didn’t take all the opportunities space exploration offers. Fast forward to the current period and the Guild is widely acknowledged to be the go-to experts for exploration, shipping and traversing the void in general. The Guild operates in all areas of space, often treading new ground first. Ostensibly nonpolitical, they do clash with the wholly corporate controlled Consortia Council High Board quite frequently, but are so deeply imbedded in the business of the Solar system and also frankly just too popular with much of the populace for the Martian Consortia to take any direct action against them.

Jump Point Station

Constructed at the height of Earth Alliance power, Jump Point Station orbits Titan and is currently still the largest artificial habitat in existence, hosting a permeant population just above 30 million souls along with hundreds of thousands of guests and transients. As the gateway to the Rigel Colonies, Jump Point has asserted complete independence since the fall of the Earth Alliance. The three main powers all have embassies on Jump Point, and it is often considered ‘neutral ground’ where parties in dispute can meet to resolve issues. Jump Point citizens elect Councilors to represent them in their legislative council and a mayor to act as head of the government. Jump Point’s Mayors often end up acting as key players in brokering solutions to issues the larger powers are having. Because of this, the Mayor of Jump Point Station is often one of the most important and powerful politicians in all the Three Realms, despite their apparent small sphere of control.



Other Important Organizations Continued



Restorationists

The Restoration movement has roots as a back lash to the formation of the Earth Alliance. The movement essentially believes that attempting to scale up beyond a planetary scale is not compatible with inherent human freedoms. Basically, we can only juggle and manage so much before freedoms crack and tyranny rises. Restorationists believe each terrestrial body should manage their own affairs, with peaceful diplomatic communications and some limited trade only with other spheres. The movement is particularly popular with the descendants of former escapists but has started to find traction among the general population recently. Anyone invested in the current status quo finds Restorationist arguments concerning to say the least. The Restoration movement has also spawned two sub-sects that might be seen as more “extreme”:

The Resters: Formed from the original restoration movements and found almost exclusively on old Earth. Resters are mostly peaceful but take the restorationist philosophy to what they see is the next logical conclusion. Governing or managing large swaths of people in general is inherently unfree. From their point of view even entities like the extinct old nation states of Earth (United States, China, France, India, Canada, Kenya, Japan, etc.) are entities doomed to failure and tyranny. Only small communities can ultimately endure without crushing local freedoms.

The Reclaimers: This militant branch of the movement has been disavowed by most mainstream Restorationists and could be seen by many as a terrorist group. The Reclaimers feel they need to force action on the populace and seek to disrupt and destroy connective activities such as shipping lanes, transit hubs, trade centers and tourist sites.



The Crimson Brigade

Originating on Mars, the Crimson Brigade has grown from a small bail bonds company to the largest group of mercenaries for hire in the Three Realms. While still considered the premier crew of bounty hunters one can hire, they have branched out over the years into ‘protection’ services, security services and often act as soldiers of fortune or even high-priced thugs for hire. The Current leader of the Brigade, Laura “The Lazer Fist” Savana is the great granddaughter of the founder. She is quite popular with media, leaving some of the “old heads” in the organization to grumble that she is turning the Brigade into “a bloody reality TV show”!

Other Important Organizations Continued

Polly Corp.

Named such by its founders to mock corporate organizations in particular, 'Polly Corp.' is actually a highly organized fleet of space pirates. If you are pirating, chances are you work for the 'Corp', is the old spacer saying. They operate in most areas of space and aggressively recruit or destroy any independent outfits that attempt to play in their territories. They are such a menace to shipping that even other large criminal organizations such as the Yakuza find themselves at constant odds with them. Polly Corp has a 'board' consisting of ship captains. The current head of the "Corp" is Admiral Mordecai Levi. He also directly oversees fleet operations in the Asgard system and has two appointed High Captains to oversee the other regions. High Captain Shaneese White oversees Hyperion system actions and High Captain Atticus Brinebreath is responsible for the solar system. Despite the thin civilized veneer, Polly Corp are brutal pirates through and through. They will not hesitate to massacre innocent spacers to send a clear message.

"When the Corp comes collecting, pay them their due and don't make a bloody ounce of fuss about it, or you and your mates will earn a one-way ticket to a death far colder than bloody ol' Davey Jones himself could ever have imagined!" - High Captain Atticus Brinebreath



Children of the Titans

This is less a group and more a broad collection of crack pots, philosophers, scholars, pseudo historians and religious zealots. The tissue that connects them all as "Children of the Titans", from a media perspective at least, is a belief that whatever alien civilization built the artificial worm holes in Titan orbit also directly influenced humanity in our distant past. Most of the individuals labeled as "The Children" are just subscribers to various "Ancient Alien" theories and see the Titan site as justification of their beliefs. There is a small but growing religious sect that officially call themselves the Children of the Titans. They believe humanity was uplifted by the "Titans" from primate to Homo Sapiens in the distant past. We must better ourselves as a species through collective knowledge and understanding, so when we finally meet our "creators" we will be worthy to stand as equals and join "a greater galactic community". Most of the sects are pacifists by and large

Titan's Chosen: However, one noted group of extremists "Titan's Chosen", have dubbed the absent aliens' true godlike entities. In their view, altering the genetic plan the "Uplifters" (as they dub the Titans) have laid out for humanity is sacrilegious. "Mods" (Cyborgs) and Gene Jokes (H.E.R.O.s) are abominations disrupting the Uplifters grand plan. Espers are seen more positively, with most of the Chosen agreeing this is a natural mutation and thus part of the Uplifters overall plan for Humanity.



How To Play



How Does the Game Work?

Players will begin by creating their own SCIFI character, or they can start by trying one of the pre-generated characters included in this package. New players will quickly become familiar with the following terms:

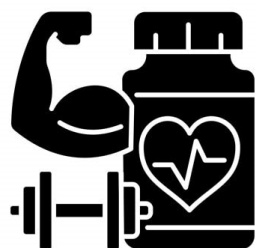
D6- This means six-sided dice, so for example, 1d6 means roll one six-sided die, 2d6 means roll 2 6-sided dice, etc.

D10- This means ten-sided dice.

D3- to roll a D3, take a six-sided dice. If you roll 1-2= One, 3-4= Two & 5-6= Three.

Character Sheet- This is the stat sheet that contains all the relevant information a player needs to use their character.

Now that you are familiar with these basic terms, grab one of the pre-generated character sheets to use as reference as you review the game's rules, starting below :



'S' Stats

Hollow Skies uses a d6/ d10 dice rolling system to help resolve the situations and scenarios presented to the players by the GM. When reviewing the sample character sheet, you will see that Player Characters have the following key Stats:

Stamina

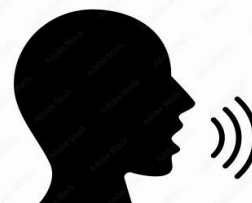
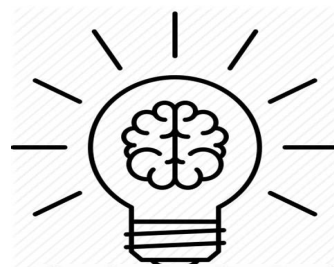
Speed

Smarts

Swagger

****Note each Stat has ten areas that perk points can be added too to boost a player characters chance of being successful at certain tasks (more on this shortly) .**

When Characters encounter difficult NPCs, Dilemmas to Overcome, engage in Combat, etc. whether they succeed or not usually is based on making a successful Stat Check.



Stat Checks- 'S' Stats

As noted on the last page, each stat also has 10 perks attached to them. Perks points can be applied to these 10 specific actions to give player characters bonuses when attempting tasks related to those areas. If a pwrk applies to a stat role, the players can also add any bonus points they have in the pwrk to the roll. The forty total listed actions provide a largely comprehensive guide to which stat most player actions would be tied too. It is possible a player may attempt an action from time to time that may not be directly covered by the 40 listed. The GM will advise the players which S Stat will apply in this case. It is also possible that more than one perk can be applicable to a check. For example, if the player's character is trying to identify a drug they are not familiar with, the GM could allow either a Science or Medicine check to work. Let's take a detailed look at The Key 'S' Stats and the types of perk actions tied to each:



Stamina (STA)

This stat reflects your character's overall health, durability, physicality, and strength. Endurance or survival-based checks, along with most actions involving the character dealing with challenging natural surroundings fall under Stamina. So does using heavy weapons, all forms of melee combat and building resistances to certain types of damage:

Strength: On top of adding bonuses to any strength check attempt, every +1 Perk on Strength adds +1 to any unarmed Strike damage.

Survival/ Nature: Checks involving dealing with harsh or difficult environments, weathering dangerous natural phenomena or just plowing your way through a thick wilderness or rough mountain range.

3 Spend: Spend 3 focus as a bonus action to add your Survival perk total to the characters Will. (Note, this is one of the few actions in the game a player can perform after falling to zero health). Will cannot exceed the Character's Max normal total.

Intimidation: Checks involving attempting to threaten or scare NPC's or other players into complying with demands.

Strike, Unarmed: Each +1 perk point here adds a +1 chance to hit using unarmed strikes and a +1 to any damage done.

Strike, Bladed Melee: Each +1-perk point here adds a +1 chance to hit using bladed weapon melee strikes and a +1 to any damage done.

Strike, Blunt Melee: Each +1-perk point here adds a +1 chance to hit using blunt weapon melee strikes and a +1 to any damage done.

Strike, Heavy Ranged: Each +1-perk point here adds a +1 chance to hit using heavy ranged weapon strikes and a +1 to any damage done.

*Requirements: To effectively use Heavy Ranged weapons, The character must have a combined score of 4 between their Stamina stat total and any perk points in Strength.

Resistance TOX: For each +1-perk point, the character gets +1 DR against any toxic, poison and radiation type damage.

Resistance ENG: For each +1-perk point, the character gets +1 DR against energy-based weapon attacks.

Resistance NAT: For each +1-perk point, the character gets +1 DR against lighting, fire, cold, high winds, and other types of nature-based damage.

Character Creation– ‘S’ Stats Continued

Speed (SPE)

Speed is the stat used for any checks involving dexterity, agility, sleight of hand, hiding, moving silently or any other stealthy activity. Speed also governs any bonuses to most ranged combat and is the governing attribute for any checks involving piloting a ship or driving a vehicle.

Piloting: Checks involving piloting space craft or controlling ground vehicles. Please note, for space craft in particular, a character needs a minimum Piloting perk bonus of +1 or they will not have the knowledge needed to fly the ship.

Acrobatics: Checks involving agility and attempting complex jumps, flips and gymnastics type moves.

3 Spend: Spend 3 focus as a bonus reaction to add your Acrobatics perk points to your defense until the end of the round.

Sneak: Checks involving attempting to move stealthily, hiding, and avoiding being spotted or going unnoticed.

Snatch: Checks involving sleight of hand, picking pockets, and grabbing or placing objects without being noticed. Also, actions like trying to cheat at cards by replacing a card in your hand with a palmed one, or swapping a dice for a loaded one could fall under this category as well.

Reflexes: Checks involving last-minute physical reactions. For example, dodging away from a timed explosive with 2 seconds left before it goes off, trying to catch an object a companion had to toss to you, or making a mad grab for something that is about to slide off the edge of a cliff.

3 Spend: Spend 3 focus as a bonus reaction to add your Reflexes perk points to your team's next initiative roll.

*Requirements: To effectively use Reflexes, the character must have a combined score of 4 between their Speed stat total and any perk points in Acrobatics.

Strike, Ranged Pistols: Each +1-perk point here adds a +1 chance to hit using Pistol weapon strikes and a +1 to any damage done.

Strike, Ranged Rifles: Each +1-perk point here adds a +1 chance to hit using Rifles weapon strikes and a +1 to any damage done.

Strike, Ranged Throwing: Each +1-perk point here adds a +1 chance to hit using Throwing weapon strikes and a +1 to any damage done.

Strike, Space Beams: Each +1-perk point here adds a +1 chance to hit using Beam weapon strikes and a +1 to any damage done.

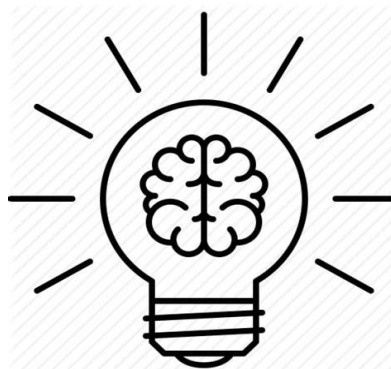
Strike, Space Cannons: Each +1-perk point here adds a +1 chance to hit using Cannon or turret weapon strikes and a +1 to any damage done.



Yuhong Ding



Character Creation– ‘S’ Stats Continued



Smarts (SMA)

The Smarts skill covers a broad range of knowledge-based actions. Basically, think of any check involving understanding scientific notes or concepts, computer use and hacking, Mechanical expertise, robotics, repairing equipment, academic knowledge, and medical know-how. Smarts also represent how preceptive the character is at trap detection, setup, and deactivation.

Science: Checks involving identifying using scientific knowledge to identify something, activate or deactivate a scientific device, check the truth of a claim, etc. Science can overlap with Medicine and Mechanics in some cases.

Mechanics: Checks involving identifying or managing technology, robotics, repair attempts, mechanical traps and dealing with tech generally. Mechanics can overlap with Science and Computers in some cases.

Computers: Checks involving accessing & searching computers. Also, any Hacking attempts. Computers can overlap with Mechanics in some cases.

History: Checks involving general knowledge of history, historical sites & buildings, recalling specific historical events, deciphering ancient notes and messages.

Medicine: Checks involving medical knowledge, identifying pathogens, viruses, cures, diseases, drugs and toxins. Also covers use of medical equipment and the use of poisons and toxins by the character. Medicine can overlap with Science in some cases.

Perception: Checks involving reviewing your surroundings, investigations, and spotting something that may be out of place. Also attempting to identify if anything recently happened in an area.

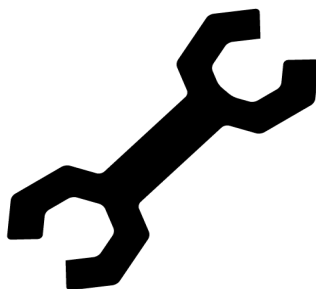
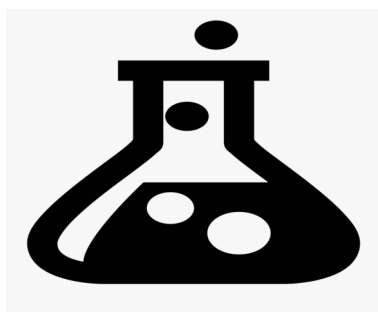
Lockpicking/ Analog Traps: Checks involving bypassing or picking any low tech based lock or trap or ‘hotwiring’ door panels to open, etc.

Brewing: Checks creating, identifying, and managing beverages of all types.

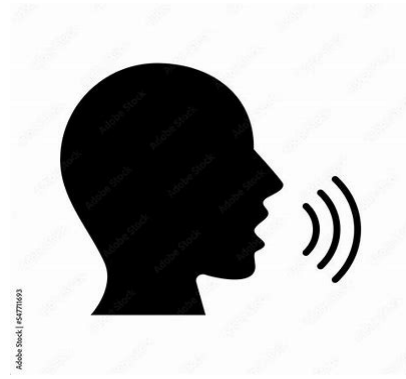
Strike, Space Torpedo's: Each +1-perk point here adds a +1 chance to hit using torpedo or mines weapon strikes and a +1 to any damage done.

*Requirements: To effectively use Strike: torpedoes, the character must have a combined score of 5 between their Smarts stat total and any perk points in Mechanics and Computers.

Cooking: Checks creating, identifying, and managing culinary dishes of all types.



Character Creation– ‘S’ Stats Continued



Swagger (SWA)

The Swagger skill covers most conversation and social actions. Also, entertainment activities like dancing, singing, playing music and theatre. Swagger is also about a character's ego and "gut feelings, so it covers insight checks involving getting a read on people along with faith and religion. Also knowledge of pop culture, and actions involving luck, and gambling fall under Swagger.

Persuasion: Checks involving trying to convince people to do something or agree with something being said.

Deception: Checks involving trying to mislead or lie to people. Also used when trying to maintain an existing falsehood or supplant an actual fact with something fake or untrue. Note, Deception can overlap with Seduction in some cases.

Seduction: Checks involving seducing, flirting, or attempting to attract attention in a romantic way. This can be meant legitimately or as a distraction and can even be deceptive in nature. Thus, Seduction can overlap with Deception in some cases.

Barter: Checks Involving deal making, negotiations, selling prices, market value knowledge and job or contract discussions.

Performance: Checks involving entertainment activities, like dancing, singing, playing music and theatre.

Insight: Checks involving getting a read on individuals. Do their thoughts actually line up with what they are saying or are they attempting to deceive you. Are they sincere but clueless? Are they just crazy? Also, can be used to investigate the mood/ general vibe of an area.

Current Affairs: Checks involving knowledge of current news events, local events, activities of note and current popular culture trends in the zeitgeist.

Faith/ Religion: Checks involving knowledge of current and historical religion's doctrines and practices. Also, can be used situationally in leu of Persuasion or Deception when dealing with NPC's with a strong religious background.

Luck: Checks involving gambling, games of chance and other gaming activities in general. Can also situationally be used when a random choice is presented, and the player has limited information and still wants to risk an action.

3 Spend: Spend 3 focus to re-roll any dice roll you just failed as a bonus reaction and add your Luck perk points total to the new roll.

Resistance MEN: For each +1-perk point, the character gets +1 DR against mental based damage.

*Requirements: To effectively use Resistance MEN, the character must have a combined score of 4 between their Swagger stat total and any perk points in Insight.



You have likely noticed that a few perks have notes referring to a "3 Spend" or "Requirements".

3 Spend– This means the perk has a bonus ability attached to it the character can utilize at the rather hefty cost of 3 focus.

Requirements– If a Perk has listed requirements to be effective, they must be met before bonus points from the perk can be used in play by the character.

Stat Checks

A Stat Check succeeds if it meets or beats the Target difficulty the GM has assigned to the Task (See the Difficulty Chart for the different available target levels). Each Stat is assigned a Threshold dice by the player when a character is created. To make a check, the player roles the appropriate dice and adds their stat total to the result. See the starting Thresholds:

One Stat must be Prime: 1d10 starting Dice threshold.

2 Stats must be Secondary: 1d6 Starting dice threshold.

One Stat must be Base: 1d3 Starting dice threshold.



Level	Target to Meet or Beat
1. Simple	4
2. Novice	6
3. Apprentice	7
4. Adept	9
5. Expert	12
6 Master	15
7. Epic	19
8. Legendary	24

Wellness Stats

Characters also have 3 Key Wellness Stats. These reflect Physical & Mental Health, and how often an ability can be used:

Health: How Physically healthy is the Character and how much damage they can take before falling.

Will: How Mentally Strong is the Character. Used by Espers and H.E.R.Os to trigger abilities and all characters to stave off death if they fall. All Will Checks are done with 1d10.

Focus: How often abilities can be used before a Character is “Tapped out” (can't use special Abilities).

DEF & DR

Lastly, Characters can have *Defense (DEF)* and *Damage Resistance (DR)*.

Defense is based on the Characters Speed score plus any relevant perks or Burdens (See Character Creation). DEF is the target an opponent needs to meet or beat with an attack roll to successfully hit a character.

Damage resistance, or DR reduces the damage of a successful attack by the amount of DR a character has. DR is based on abilities, items the Character possesses, chosen abilities, etc. It's not tied to any Stat like DEF is tied to Speed.



Flow of the Game

Let's Review how the game flows. GM's design Scenarios and Encounters to challenge the players. This can take many forms, but a typical play session might consist of a task or job the crew is hired to do, helping the local populace with an issue that has arisen while they were visiting, escape from a dangerous situation that has suddenly arisen, etc. Players can use their Stat Skills, abilities, and items to aid them in these encounters. If the Encounter becomes a Combat situation, Specific rules apply (See Ground and Space Combat section for those specific rules).



Stat Checks

As mentioned on the previous pages, the Player rolls using the appropriate Stat Score and Threshold die. If they meet or beat the target set by the GM they succeed

Note, #1

the GM does not need to disclose the target to the players every time, often Characters will be in the dark. This is great for adding to the stakes of the game.

Note #2

Perk Points and some Character Abilities can boost Stat Checks.

Contested Checks:

Sometimes a player wants to try something that can be directly opposed by an individual opponent (another player or NPC). The player still makes a stat check as above but instead of trying to beat the GM's target, the opponent makes their own stat check and the highest total wins. Here are a couple examples using two of the pre generated Characters included with this book:

1) The team has 'acquired' some data they were looking for from the office a local Gangster's night club and need to get out of dodge. The office is on the 2nd floor and there is a nearby Fire Escape guarded by a Goon on the outside. Benton's player says he wants to kick the door open and just shove the guy off the edge so the team can bolt. The Player makes a Stamina check to attempt to overpower the goon and shove him over the edge. The Goon makes his own Stamina check to stand firm. If Benton's total is higher, the goon goes for a short and potentially deadly flight. If the Goon's total is higher, they brace themselves and stand firm. Now the team may have to enter a combat encounter to try and take him out before he calls for help.

2) There is a tense political situation unfolding and a local politician is trying to rile up the crowd. Idrissa Abioye, spotting this and understanding the politician's ill intentions steps up to the podium to counter his arguments. Both make a Swagger check to see who sways the crowd more.

Flow of the Game Continued

Will Checks

A Will Check is the one Stat check that functions differently from the others. You are not trying to beat a number. Whenever a player needs to make a Will check, they instead roll 1d10. Their goal is to roll equal to or under their Current Will total. Anytime a player fails a will check, their Character loses one Will point.

Movement

In situations where tracking Character movement becomes important (usually only in Combat encounters or when attempting to flee a situation or move through a difficult area) each character starts with a base movement of 30' (Call it Feet or Meters depending on your preference). Abilities and items can increase or decrease this.



Comfort & Rest

Twice Per day characters can 'take comfort' as long as they are not in a dangerous situation or in hostile territory. During these two comfort phases, food, and drink (up to two items per player max) may be consumed to aid recovery. The Players may also 'rest' once each day as well. Resting recovers 1 point of Health, Will & Focus.

Activating Abilities

Most abilities are activated by using Focus points, or they are Passive. (Passive means the ability is always active). Certain Character Races may also have abilities that cost Will to activate. This will be noted in the Character creation section.

Encounters

Now that we have reviewed the basics, Let's look a little more at *Encounters*, as they are the bulk of the game.

An Encounter can be any scenario or situation set up by the GM or caused spontaneously by player action. Most of these situations are open-ended. This means the GM describes what is occurring, the players react to it and use their knowledge and character abilities to solve the encounter and advance the unfolding story along. A note for players and GMs, not every situation needs to be a true encounter. For example, if the players just want to pick up some quick supplies, the GM should just let the players know they head to the shopping district and have them choose and pay for the items they want. If the players are looking for a rare or special item, or want to try and barter for better deals, then this can become a quick encounter if needed.

****One special note about Space encounters. A Pilot must be declared when flying a ship. A second character can also be declared the Co- Pilot. ****

Non Combat Encounters

Non-combat Encounters are a fun way to add variety to the session and give players a chance to be creative. Remember, these can be any type of scenario (bartering, info gathering, exploring, tavern crawling, etc.). The team moves on to the next encounter after the task or objective is complete, abandoned or just naturally wraps up based on the player's actions.



Combat Encounter

If the players are planning to engage in combat (or a regular encounter turns sour and they are forced into it), this is the one type of encounter that has very specific rules for the order of play. Combat Encounters are broken into Rounds. Every Player and NPC has up to 3 actions or reactions they can take on their turn. Once everyone has completed their turns (players and NPCs) that round is over, and a new one begins. At the top of each round, Initiative is rolled on 1d6 (team initiative in most cases) and the winning team takes their turns first. Players (and NPC's) do not have to use all 3 of their moves on their turn and can hold actions to use later in the round. Abilities listed as "Reactions" are often useful to hold an open action for. Here are the items a Character can perform during their turn (again any up to a max of 3):

Action

Attacking, using a device or item, using an Ability flagged as an 'Action'. Actions happen on the player's turn.

Reaction

Using abilities flagged as a 'Reaction'. Reactions can be performed at any time during a round (not just on a player's move).

Movement

The Player can move up to their max movement as an action. Movement can be combined with other Actions or Reactions as well. For example, a Character can start moving (1 action) and travel 15', stop and take a shot at a target (2nd action) and then move the other 15' if they want. They would still have one action left in their turn after this.

Brace- A Player can 'Brace' themselves for any incoming assault as an Action. This gives them a +2 to defense. Players can only 'Brace' once per their turn, unlike the other 3 possible actions listed above.

Player Character Items

Characters can carry the following with them while out and about (most ships have cargo storage where extra items can be stashed):

One Personal Item

This is a special item unique to the Character that grants boosts to stats, a new ability etc. This item should be designed with the GM and can be leveled up twice. Look at the sample characters to get some good ideas of what a personal item can be. Characters can find or create new personal items as their campaign advances but can only carry one active one at a time. The components (and associated costs with using them) you can use to build your personal item are detailed in the Equipment and Items section.

Two Weapons or Devices

These two are over and above your personal item (but can't be replaced with a second personal item). Weapons and most devices can be improved up to 3 times.

Outfit

The Player's outfit, uniform, armor, etc. An outfit can be improved up to 3 times.



****Note on Item Improvements****

Improvement Mods can stack or be different options. For example: the Ballistic Fiber Outfit mod gives +1 DR. The player can max this out to +3 DR, or choose different options instead.



Stash

Players can carry 3 extra items in their stash. Another personal item can be held here but is not active and must be switched out with the existing item at the cost of 1 action. This is true of extra weapons and devices as well. Any item (or group of Items) marked with an (S) are small stackable items, and the player can hold up to 5 as an extra item (only takes one slot). Any of these consumable items can be used as an Action except Food & beverage Items. These can only be effectively consumed during a comfort phase.

Using Your Traits in the Game

Player Characters have four types of traits. Background, Archetype, Skill and Personal. These are explained fully in the Character creation section, but in general, Players are encouraged to use their characters traits in fun and creative ways to solve issues and enhance roleplay. This is a great way to earn extra EXP as well (using a trait in a creative way is worth 1 Bonus EXP per trait once each adventure). Here are a couple of examples of how this can work in the game:



The team is on Mars tracking some stolen goods for a client. Sonja has a Criminal background, and is from Mars as well, so with these two traits she can quickly make contact with a local informant to get info without the team having to go through an extensive search.

The team has just finished a confrontation with a local mob boss's bodyguard force. They were victorious but certainly took some lumps. The surrounded Boss is actually being pretty lippy, do to him perceiving the team as being in fairly bad shape, and it looks like he may try to put up a fight. Hiroshito has had enough!

As a "Brutal" individual, the player says he wants to cowl this Mob punk into submission. The GM allows him to make an Intimidation check with an additional +2 due to being Brutal in this situation, to try to intimidate the Mob Boss into surrendering.

While surveying an abandoned Space station, the team comes across a still active piece of tech no one has seen before in the old science labs. In this case, The GM would likely have a very high target (Expert or higher) threshold for any Science check to identify the tech. Calvin, however, is a Prodigy and an Innovator, so it makes sense that he can grasp new concepts faster and at higher level than the rest of the crew. The GM lowers the difficulty threshold by 2 levels for Calvin.

The team is strolling through an entertainment district where they bump into a lurching, stumbling, nearly incoherent man that is obviously drunk, right? However, Dr. Jing, as a Physician and Benton, with a Combat Medic background both quickly spot that this is illness related, not public drunkenness.



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Teamwork is the Dream Work



Team Effort Scenarios

These can be fun situations the GM uses from time to time to allow players to flex those creative muscles. Players can also suggest them as a possible way to solve a situation. In these special encounters, instead of one player making a stat check, the entire team will need to chip in to get to as close to 100% as possible. See the below example of how this can work:

First, one player must be chosen to be the 'point person'. In this scenario, let's use 3 of the test characters as a team, Sonja, Tasker & Calvin. The situation is the team is nosing around a corporate warehouse they have no authorization to be in as part of an investigation. A failed stealth (Speed) check or two later and an alarm is triggered that will boot up 6 security bots in about 20 seconds. The team decides to try to shut down the alarm and start up process.

The GM says this will be a Team Effort and they have 2 rounds. The players pick Sonja to be point person, as she is a Hacker, and as this is computer related, it is tied to the Smarts stat. As Sonja is the point person, we take her relevant stat total (3 Smarts in this case) and multiply X10. This becomes thirty, or 30%. This is the base starting point for the team. They now want to use abilities, use perk bonuses, use items, or apply traits to boost that percentage to as close to 100% as possible. Each 'boost' is worth +5%. Here is an example of how this team might go about this:

1. Sonja has the 'Methods of Penetration' super hacking ability. She can spend a focus to use. In a Team Effort scenario, players do not have to roll a check to see if the ability succeeds. Spending the Focus automatically adds +5% to the check.
2. Calvin is a 'Cyberneticist'. His player mentions that should give him some extra insight into shutting robots down. The Team and GM totally agree and that is another +5%
3. Tasker's Player notes he has a +1-perk bonus with computers. This adds another 5%.
4. Circling back to Sonja, she finishes up with her own +3 in computers, adding an additional 15%.
5. Although not a hacker, Calvin also has mad computer skills! His +2 perk bonus adds 10%.
6. Tasker's personal item, 'The Unwanted Guest' is mostly for hacking door locks, but an experienced Hacker like Sonja can make more use of it. Tasker can spend the focus and 'give' it to Sonja for a second. Another +5%.

With the starting base of 30%, the team is now at 75%. Time is up, so a percentage check is rolled. If the team rolls 75% or less, they succeed. If they fail, the security bots will activate, and the team is now in a very dangerous combat situation.

Teamwork is the Dream Work Continued

Different types of Team Scenarios:

Lets quickly look at 3 different ways Team Scenarios can occur in the game.

Timed Team Scenario

The example we looked at on the last page is a good snapshot of a 'timed' scenario. The team has a limited window of opportunity to complete the team action. For GM's and players, consider this '10 second rule' as a guideline for timed scenarios. For every ten seconds the team has to attempt a solution, each character gets a chance to contribute something to the team effort. So, since the crew had 20 seconds before the security bots activated, each team member had 2 chances to contribute.

Open Team Scenario

These Scenarios are not necessarily 'easy' in the sense that a failure can still produce consequences for the team if they flub it, but they are not under a time crunch and have at least a few minutes to sort through the situation before the baddies catch up to them, or maybe they have been actively recruited to help with a task and there is a little breathing room before any trouble pops off. These situations function the same as a timed scenario, but there is no limit to how many chances there are for each player character to contribute. Basically, contribution ends when every player runs out of ideas.

Spontaneous Team Scenario

These are super fun because they are not situations planned by the GM but occur spontaneously based on the players' actions and the current situation or they are a suggested team action by players themselves. Most spontaneous scenarios allow for one contribution from each player but if the circumstances warrant, the GM may rule multiple chances are appropriate. Let's run a quick example. Samuel, Hiroshito and Devon are trying to keep a low profile while sitting and sipping drinks at a large round table in a gambling den. Samuel is currently in debt to a few 'concerned' parties, including the Malcone family. Four of their goons enter the bar and start to approach the players' table. As they get close, the players decide they would like to flip the table over on top of 'these fools' and make a break for it and ask if this can be a team action (Sounds awesome!!!). Stamina is the key stat used for strength stuff and the team says Hiroshito will take the lead. His Stamina is 3, so the team's starting point is 30%

1. Hiroshito's cyborg arm and skill grants him a +2-bonus perk to strength. This adds 10% to the attempt.
2. Devon is 'Crafty'. Using this, his player notes he tosses the 3-quarter full pitcher of beer they ordered in the goons faces just as Hiroshito moves to flip the table. Sounds like another +5% to us.
3. Samuel is just plain "Desperate" (his trait) and is always on watch for his debtors, so he will be pushing to the max to help Hiroshito with this. Another +5%.

The team now has a 50% chance of pinning the goons under the table and then bolting. Spontaneous team scenarios can further alter the ongoing story in wonderful and unexpected ways. For example, failing the above can lead to a potentially deadly bar room brawl erupting. While succeeding lets the player characters escape completely unscathed this time, it also can leave 4 very pissed off individuals who were previously just harassing the players as part a job (nuthin' personal hoss, it's just business). Now it may have become much more personal in any future encounters.

“Aggressive Diplomacy” (A detailed look at Ground Combat)

Let's begin by reviewing what was laid out in the Encounter section: “If the players are planning to engage in combat (or a regular encounter turns sour and they are forced into it), this is the one type of encounter that has very specific rules for the order of play. Combat Encounters are broken into Rounds. Every Player and NPC has up to 3 actions they can take on their turn. Once everyone has completed their turns (players and NPCs) that round is over and a new one begins. At the top of each round, Initiative is rolled on 1d6 (team initiative in most cases) and the winning team takes their turns first. Players (and NPC's) do not have to use all 3 of their moves on their turn and can hold actions to use later in the round. Abilities listed as “Reactions” are often useful to hold an open action for. Here are the items a Character can perform during their turn (again any up to a max of 3):

Action

Attacking, using a device or item, using an Ability flagged as an 'Action'. Actions happen on the player's turn.

Reaction

Using abilities flagged as a 'Reaction'. Reactions can be performed at any time during a round (not just on a player's move).

Movement

The Player can move up to their max movement as an action. Movement can be combined with other Actions or Reactions as well. For example, a Character can start moving (1 action) and travel 15', stop and take a shot at a target (2nd action) and then move the other 15' if they want. They would still have one action left in their turn after this.

Brace- A Player can 'Brace' themselves for any incoming assault as an Action. This gives them a +2 to defense. Players can only 'Brace' once per their turn, unlike the other 3 possible moves.

Now that we have refreshed ourselves on the basics, let's discuss how Damage works, Advanced Combat actions players and enemies can perform, if it is a fire fight then how does finding cover help, the different ways movement can be handled and finally (gasp!!) Character death.

Damage

When a player's character successfully strikes a target, or an NPC hits a player character, damage is calculated and subtracted from the target's Health score. The amount of damage done depends on the weapon used (each weapon type has a dice threshold listed that players will roll) and the character's skill. The below breakdown will show the specifics for each type of ground combat strike:

- 1) **Ranged Damage** is based on Weapon Type + or - The Character's Ranged strike total. *Exception: Thrown explosives deal their damage dice total only (do not add the Character's ranged strike total to damage).
- 2) **Melee Damage** is based on Weapon Type + or - The Character's Melee strike total.
- 3) **Unarmed Damage** equals 1 point + the Characters Unarmed Strike Total and any Strength perk points.

Notes on Explosives: Tossed or launched explosives like grenades cause area damage, so even if they 'miss', they can still be dangerous. A successful attack roll means the explosion will take place directly on top of the target. An explosion that misses falls short by X', where X equals the difference between the targets defense and the roll. As an example, let's say Tasker is in a combat situation and an NPC lobs a grenade at him. Tasker has a passive DEF of 3 and he currently has partial cover, so his total DEF is 8. The NPC scores a total of 5 on their attack roll. This means the grenade will explode 15' in front of Tasker instead of directly on him.



“Aggressive Diplomacy” continued

Advanced Combat Options

Sometimes players and NPCs will want to do something other than move, punch, stab, bash, shoot, use their abilities, hide, or run. Also, many character abilities have a chance to inflict their target with a Status effect on top of regular damage. Let’s look at these advanced options:

Dual Wielding

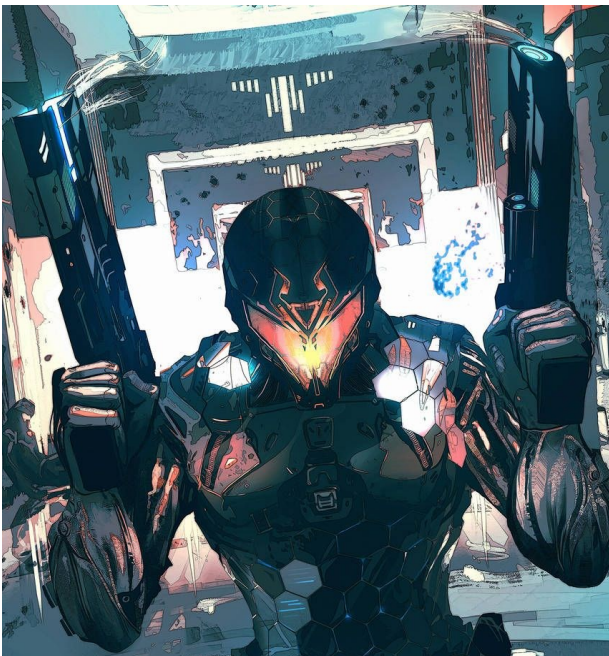
Players can always wield a weapon in both hands and can attack twice as one Action. Both attacks would need to apply a -4 burden.

Sneak Attacks

If a character is hidden from NPCs or has an ability that allows them to be ignored or unseen, they can preform a basic sneak attack. This gives them a +2 to hit and +2 to damage. Some character abilities can enhance this further.

Disengage

A player can always choose to move away from an NPC they are adjacent too, even if they previously engaged in striking that individual. Just be warned! If the adjacent enemy still has an Action or Reaction, they may take a swipe at the character as they move.



Called Shots

Players can choose to make a “called shot” to target specific body parts or something the target is holding. On top of damage, this causes other negative effects that very depending on the body part targeted:

- 1) *Head*: X2 damage.
- 2) *Arms*: -3 to target's attacks and any hand actions per arm.
- 3) *Held Objects*: Disarmed (target must take an action to retrieve) .
- 4) *Legs*: -10' of movement per leg.
- 5) *Grapple*: Target is Held as per the Grapple/ Held Status Effect (Unarmed Strike only).
- 6) *Trip*: Target is knocked Prone as per the Status Effect (Unarmed Strike only)

Making a called shot is the same as a regular attack (it is an action). Players still roll their threshold dice and + or – the appropriate Strike stat. They key difference is they must apply a -4 burden to the called shot attempt.

****Also note that trying to make a ranged attack on a target standing adjacent to the player character incurs an automatic -6 burden.****

Cover

When the laser blasts and bullets start flying, finding a place to duck and cover is of course the most basic survival strategy. If there is cover available in the Encounter, it can provide a boost to the character’s defense from ranged attacks (only) if they position themselves behind it. There are 3 levels of cover:

- 1) *Partial Cover* provides a +5 defense bonus. Think something that covers just above the belly button down.
- 2) *Minimal Cover* provides a +2 defense bonus. Think something that covers just above the knees down.
- 3) *Full Cover* provides a +10 Defense bonus. Think something that covers the chin down.

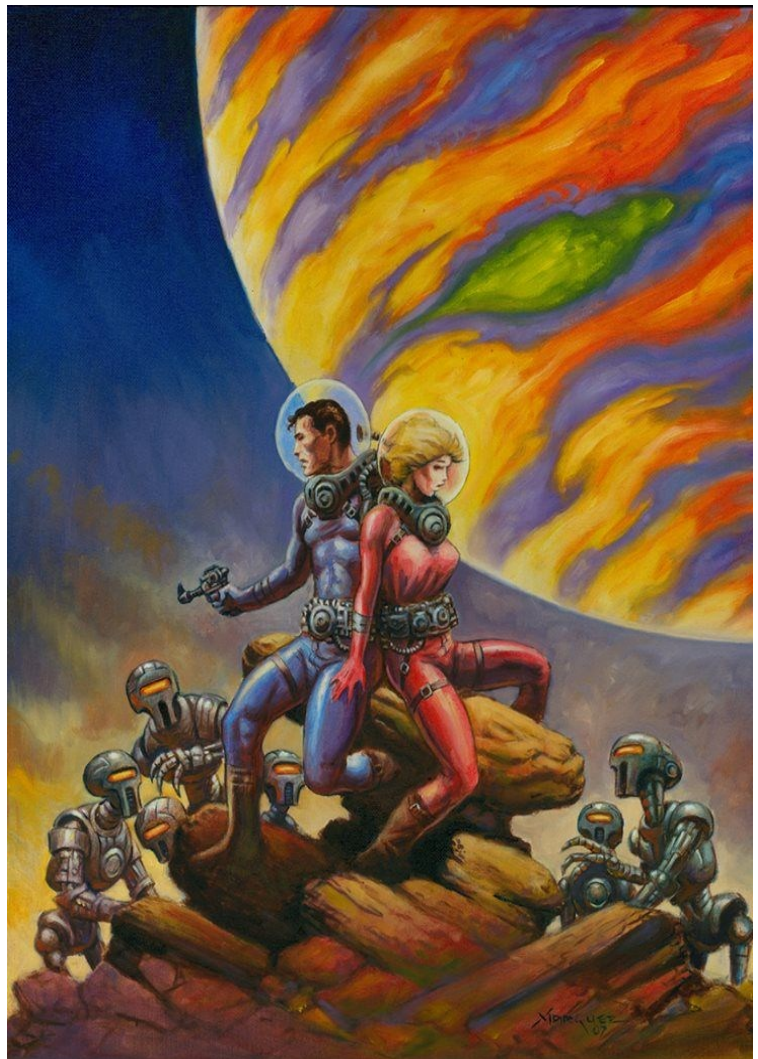
“Aggressive Diplomacy” continued

Advanced Combat Options Continued

Using Unused Movement to Bank Reactions

If a player character innates a movement action but does not use their full range of movement during that turn, they can bank extra Reactions (only) to use during the rest of the round. For every 15' of movement the player character does not use during there turn if they initiated a movement action, they can bank one reaction that they have until the end the round to use. This can be a powerful tactical tool as it gives characters like a H.E.R.O. Speedster the ability to use their extra 'speed' (i.e. movement) for something other than just extra distance. Abilities that increase a character's movement for a duration of time also now have this extra layer of tactical use players can take advantage of as well. Lets look at a few examples of how this advanced tactic can be deployed:

- 1) Most Characters start with a base movement of 30'. So if a character innates a movement action to find some cover during a fire fight and they only need to move 15' to get there. They then decide to 'bank' the other 15' as a reaction. This means that movement action is over and if they want to do any further movement, it will take another action.
- 2) Think the exact same scenario above, but instead of 15' it only takes 10' of movement to get to the desired cover. They still decide to bank 15' as a reaction. That leaves the character with 5' of movement left on that movement action.
- 3) As an explorer, Tasker starts with an extra 5' of movement. Say he initiates a movement action and moves 5' to duck around a corner. He can then end that movement actions and bank two reactions if he chooses.
- 4) Characters with high mobility or abilities that boost mobility can take the most advantage of this tactic. Characters with low mobility, like H.E.R.O. Heavies or Cyborgs with heavy torso modification will not find this as effective a tactic, but this is compensated for by the fact that they can develop much stronger overall damage resistances than most other characters.



“Aggressive Diplomacy” continued

Status Effects

Certain types of NPC or Player character abilities and attacks can effect the target with additional debilitations. These are called Status Effects:

Stagger

A staggered opponent loses movement for 1d3 turns (some abilities may increase this) and takes any actions or reactions at a -3 burden.

Bleed

The target takes health damage at the top of each round. The amount of bleed damage and the length it lasts depends on the ability used.

Grapple/ Held

A grappled target must make a Contested Stamina Strength check to break free (1 Action) or they can't perform any actions or reactions. Character's and NPC's unarmed strike total is added or subtracted to the contested checks.



Stun

Stunned targets are knocked prone and can preform no actions but can make a Will check each turn to overcome the effect.

Calm

A Character or NPC affected by Calm can not engage in combat until it is overcome.

Prone

if a character is knocked prone, they must use two full actions to recover.

“Aggressive Diplomacy” continued

Methods of Approaching Combat & Movement in Hollow Skies

When we say characters start with a base movement of 30', what the heck does that actually mean from a combat encounter standpoint? This can depend on how the GM wants to handle the encounter. Lets look at two of the key ways a combat encounter can be presented and discuss how movement can work in each.

Theater of the Mind

Most non-combat encounters involve the GM describing the situation and environment and the player characters interacting with the scene based on 'theater of the mind' (no board or map is needed). Combat encounters can be handled this way as well. In the case of movement, the GM will describe how far away an item or NPC is and players can describe what their characters are doing from a movement stand point.

Here are some examples of where Theater of the Mind can work really well as an option for handling combat encounters.

- 1) *It's likely a Quick one!:* Maybe the team is about to pull off a super string of sneak attacks, they've caught some opponents lounging in their hideout completely unawares, or they just drastically outnumber the enemies. If it looks like its only going to last two rounds tops, then using a gridded or detailed map is usually not needed.
- 2) *Tight Quarters:* Combat has popped off in an enclosed area or room with little space. As movement is likely highly limited anyway, narration can often convey all the info the players need for the fight.
- 3) *Small Scale:* Maybe the team has split up and two of them find themselves needing to take out a couple guards. Maybe it's a smaller adventuring party of 3 player characters and they have a sudden encounter with two baddies. The key is that between both the NPC's and the players there are really only 4 or 5 individuals tops involved in the encounter. The smaller scale of the encounter makes it easier for the GM to use narration to convey all action.

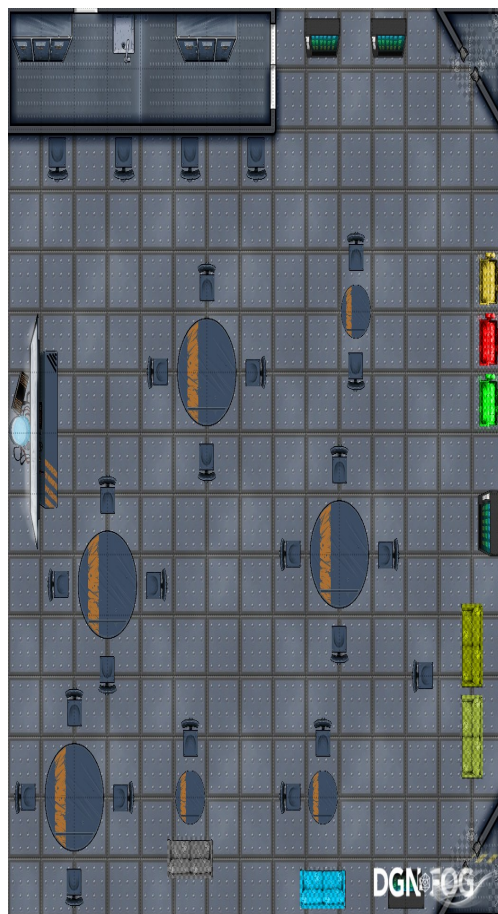
Gridded Playing Fields & Tactical Maps

This is one of the best ways to enjoy TRPG combat, especially in larger encounters or environments with a lot of potential obstacles or different terrain types. Often a square or hexagonal grid pattern works best. These can be maps made on graph paper, A sheet of plastic, a reusable dry erase surface or pre made maps from a third party (either an online resource or physical products). See the sample Bar interior map to the right as an example.

Movement can be precisely tracked on a gridded playing field or map. Each square or hexagon equals 5' of movement. Thus, if your character has 30' of movement, they can move a total of 6 squares max during one movement action. Tokens, games pieces, miniatures and even different colored tacks can be used to track exactly where NPCs and the player's characters are located at any given time.

Keeping it Old School!

A variant of using pre made grids and maps dating back to the earliest days of table top roll playing is to have the players draw a map as they go (Again, using graph paper, a large sheet of plastic, etc.). While not suitable for all occasions, this works surprisingly well in situations such as the team is delving into a hidden underground research facility for the first time, or exploring a derelict space craft they just discovered. The GM describes the layouts and the team maps as they go. If a combat encounter occurs, then the team has their map ready to use to track movement.



“Aggressive Diplomacy” continued

The Cold Hand of Death

If an NPC's health is reduced to zero, they are incapacitated and will collapse. If they are not tended to by an ally or a player character by beginning of their next turn, they will die.

If a player character's health is reduced to zero, they can stave off the Grim Reaper for awhile if they have enough Willpower:

- 1) Like an NPC, if a Character is reduced to zero Health, they are incapacitated and fall.
- 2) If an ally has not revived the character by the top of their (the fallen character's) next turn, The Player makes a Will Check. If it is a success, they lose 1 Will point. If it is a failure, they lose 1d6 Will instead. This repeats until the character is revived or:
- 3) If a Character reaches Zero Will and still has zero Health, they are dead.



Some Basic Tactical Tips

Combat in Hollow Skies is designed to be a quick but fun tactical experience! But remember, a couple bad dice rolls combined with one or two bad decisions can lead even the toughest team of space adventures to an early grave. These are 3 quick thoughts to consider:

- 1) Sometimes the best defense...is actually a good defense! Look for opportunities to find cover in fire fights before a stray laser bolt ends your career. Characters with high DR or other resistance protections should never be afraid to vanguard for the rest of the team, as they can take the punishment.
- 2) Dealing damage is not everything. There are many abilities that allow player characters to control the battlefield. From slowing, confusing or pacifying enemies to creating area effects and traps. Controlling the field properly can turn a potentially tough fight into a quick mop up job
- 3) Support is always a good thing! The more warrior orientated characters should protect team healers, and they in turn will help keep everyone standing. If your team lacks support characters, be sure to invest your credits in healing items to keep you on your feet.
- 4) Do not underestimate the importance of maintaining the Initiative. The fortunes of battle can swing very quickly, but any team stuck on constant defense will get worn down eventually. Be sure to use traits, abilities and items to maintain momentum or to score a critical chance to counter attack if you have been on the back foot for a round or two.



Characters In Hollow Skies– Races

Starting 'Race'

In the full game of course, creating your own character is the ultimate fun! For this free demo a select set of pre-made characters have been provided to give newcomers a good taste of what type of character builds are possible In the setting of Hollow Skies. Even these only scratch the surface of the options the full game can offer. Know we are all human of course, but in a far-flung future where genetic modification and machine interfacing is possible, race refers to which 'type' of human are you. Each 'race' gets a Starting Stat point and has their own bonuses and Drawbacks. See the below reference chart you can use and then we will touch on details:

"Race"	Bonuses	Drawbacks
Base Human (+1 to any Two 'S' Stats)	1 Bonus Personal Trait	None
Wildcard (+1 to any Two 'S' Stats)	1 Bonus Esper Ability. Wildcards only have access to 1 Esper School and can only learn esper abilities from that school.	2% Chance per ability of 'Migraine' (Roll 1d6 and subtract from your Will. Also, all rolls are at -1 for the day). Check at the beginning of each day.
Cyborg (+2 Smar, +1 Stam, -1 Swag)	Access To Cyborg Options and one Bonus Starting Cyborg Ability (The first must be a Primary Ability).	2% Chance per mod of 'System Overload' (Cyborg abilities will not function for the day). Check at the beginning of each day.
H.E.R.O (+2 Stam, +1 Speed, -1 Smar)	Access to H.E.R.O Options, + one Bonus Starting H.E.R.O Ability	2% Chance per Ability of 'Twilight' (Roll 1d6+1 and subtract permanently from Health, Will or Focus). Check at the beginning of each day.
Esper (+2 Swag, +1 Smar, -1 Stam)	Access to Esper Schools, 1 Bonus Starting Esper Ability.	2% Chance per ability of 'Migraine' (Roll 1d6 and subtract from your Will. Also, all rolls are at -1 for the day). Check at the beginning of each day.



Base Human

The perfect place for beginners to Hollow Skies or ttrpg's in general. The base human gets two +1 starting 'S' stat points that can be whatever the player chooses. Their starting bonus is they get to choose a second Personal Trait, and they have no drawbacks. Although the base human does start off weaker than any other race (they will have at least one less starting ability than the other race types), they can grow and improve the quickest. As you'll see when reviewing the personal trait section in detail, their bonus personal trait gives them access to more perk upgrades at a cheaper Exp cost (and they start with two extra perk points due to having the second trait as well), and they can literally use it to earn One extra experience point per adventure vs. the other races. Focus is spent to activate base human abilities, or they are Passive (Passive means the ability is always active)

Characters in Hollow Skies– Races Continued

The Wild Card

In contrast to the base human, the Wild Card starts off with possibly the biggest bang but loses a bit of ground vs. all the other character types as they progress. More experienced players can use the wild card to craft a powerful character build, but they may not be the best starting race for beginners. The Wild Card is a base human who manifests some 'wild' psychic abilities. Like the base human, they get two +1 stat points that can be whatever the player chooses. Their starting bonus is they get access to one Esper school and start with one bonus ability from this school. Their drawbacks are that they can only learn Esper abilities from that one school and they can suffer from the "Migraine" effect like an Esper (see details of that effect in the Esper section). Focus is spent to activate regular abilities, or they are Passive. Esper Powers are activated by spending 1 Will Point



Cyborg

Humans that have interfaced with technology fall into the Cyborg category. Cyborgs perhaps have the greatest range of options vs. every other Character type. A player character can have one eye mod that grants small bonuses to scanning, all the way to a character that is literally more machine than human, depending on how a player wants to develop their cyborg. The cyborg's starting stat points are +2 Smarts, +1 Stamina & -1 Swagger, and they get a Bonus Cyborg 'Primary' ability. When learning new abilities, they also have full access to the cyborg mod chart on top of regular abilities. Mod 'Schools' are broken up based on the limb that is being changed. Torso, Arms, Legs & Head. If a body section does not have a modification already, the first Mod costs 10 EXP and must be a primary Mod. After that any other mod to that limb type only costs 5 EXP, regardless of whether it is primary or secondary. Cyborgs have two drawbacks. For every modification a cyborg has, there is a 2% chance per day of 'System Overload'. At the start of the day, the Cyborg rolls a percentage check. If they fail, not one of their abilities tied to cyborg modification will work for the day. The following day, if they make a successful check, their abilities are restored. The second drawback is tied to the type of mod the Cyborg has, Primary or Secondary. As mentioned above, the first mod to any limb must be a primary modification. Primary mods provide powerful combat, movement, search, etc. options, but come with burdens to certain other actions (see the Cyborg mod section for what burden occurs). Secondary mods only add 2% to the chance of System Overload and can be very powerful but tend to be much more situational than Primary mods. Focus is spent to activate abilities, or they are Passive. (Secondary Cyborg Mods cost 1 Focus to 'activate' unless listed as passive).



Characters in Hollow Skies– Races Continued

H.E.R.O.

“Hazardous Environment Remote Operators”. The original early generations of H.E.R.O.s were Corporate and Government genetically modified individuals of incredible endurance and resistance. They were tailor-made to explore and work in extreme environments. Originally designed to be sterile once the process was undergone, like the dinos of Jurassic Park, nature (or corporate shenanigans based on popular conspiracy theories) found a way. The H.E.R.O. project has long been scrapped due to a lengthy list of both shady uses and coverups regarding the true side effects of the process, but its legacy lives on in its unexpected descendants. It is widespread enough that today, roughly 1% of the human population in Hollow Skies is born with the H.E.R.O genes. Although a far cry from the power levels of the 3 or 4 generations of ‘true’ H.E.R.O.s, these are still potentially very powerful individuals. Once they reach early adulthood, they effectively age at half the rate of normal humans. They are usually more resilient than regular humans and better combatants, but at the price of a deadly time bomb ticking in their DNA. H.E.R.O. characters generally start off more robust than any other type and can increase their resistance to damage types and effects much quicker than any other race. The H.E.R.O.s starting stat points are +2 Stamina, +1 Speed, -1 Smarts, and they get a Bonus H.E.R.O starting ability. When learning new abilities, they have full access to the H.E.R.O ability chart on top of regular abilities. Their unique abilities are broken into sections or ‘schools’ to help players with themes, but they can develop any H.E.R.O ability on the list. It is also easier for them to use their powers vs. any other race. H.E.R.O.s do have the deadliest drawback. For every H.E.R.O ability a character has, there is a 2% chance per day of ‘Twilight’. At the start of the day, the H.E.R.O rolls a percentage check. If they fail, they must roll 1d6+1 and subtract the total *permanently* from the character’s current Health, Focus, or Will (players can choose any combo). This is the long covered-up side effect that was mentioned above. It may take 2 months or 75 years, but being the descendant of a H.E.R.O is effectively a death sentence for most, despite the slowed aging. Spend Focus or Will (H.E.R.O. powers only with Will or Focus, regular abilities must use Focus only) to activate abilities, or they are Passive.



Characters in Hollow Skies– Races Continued

Espers

Depending on who you talk to, Espers' are either the next iteration of human evolution or the result of secret corporate and government black ops genetic projects. Espers differ from H.E.R.O.s in that their abilities are all mental powers, and they appear to be able to manifest themselves in people naturally. Around 2% of the human population in Hollow Skies is born with either full Esper potential, or as a Wild Card. Espers are powerful manipulators and controllers of encounters, but tend to be less effective in direct combat than a Cyborg or H.E.R.O. The Esper's starting stat points are +2 Swagger, +1 Smarts, -1 Stamina, and they get a Bonus Esper starting ability. When learning new abilities, they also have access to the Esper ability chart on top of regular abilities. Their unique abilities are broken into sections or 'schools'. A 'General' Esper can choose two of the schools as their "Primary abilities". (This means it only costs 5 EXP to learn abilities in those 2 schools). Abilities from any secondary school can still be learned, but at a steeper cost (10 EXP). Espers can also be a specialized type. Specialized Espers get access to three schools of abilities for the 5 Exp cost but can't learn abilities from the other 3 schools. This makes the specialists more powerful in the beginning to mid game, but ultimately less versatile than the General Esper in the long run.

<u>Specialized Esper Type</u>	<u>Schools</u>
Psychic Warlord	Mind Hunter, Telekinetic, Pyrokinetic
Mind Bender	Mentalist, Empathic, Pyrokinetic
The Phoenix	Pyrokinetic, Telekinetic, Telepathy
Thought Whisperer	Telepathy, Mentalist, Empathic
The Manipulator	Mind Hunter, Mentalist, Telekinetic
Thought Hunter	Telepathy, Mind Hunter, Empathic



Espers do have one drawback. For every Esper ability a character has, there is a 2% chance per day of 'Migraine'. At the start of the day, the Esper rolls a percentage check. If they fail, they must roll 1d6+1 and subtract the total from the character's current Will. They also receive a -1 burden on all dice rolls for the day. It is also worth remembering that Esper Abilities have no effect on non living machines such as most robots or automated defense systems. Focus is spent to activate regular abilities, or they are Passive. Esper Powers are activated by spending 1 Will Point.

Characters in Hollow Skies– Pre fabs

Here are some background and fun details on the provided pre-fab characters for this demo addition of the Hollow Realms system. Their respective Character Sheets are located at the end of this booklet.

Sonja ‘Cypher’ Mendez (Base Human)

Background

Sonja was one of many children born in Copper Lane, Mars to a destitute young mother and left at the door of Ruby’s Workhouse. The note left with the crying infant gives her name, Sonja Mendez and begs the workhouse to give her a better life. To this day other than the last name ‘Mendez’ Sonja knows nothing else about her birth parents.

Fortunately, despite the ominous title of “Workhouse”, Ruby and her partner Renault have been taking in abandoned and orphaned kids for years. Former local ‘scoundrels’, Renault for example was an O.G. founder of the Loose Lips Collective hacktivist group, who made it good on their adventures, they decided when finally settling down they wanted to give others the chance they had. Also, Ruby, a born H.E.R.O. always wanted to have kids eventually, but many born with the ‘death gene’ are also sterile, and such was the case with her.

Every kid left at their door is treated as “Ruby’s girls and boys” and raised with love. The “workhouse” portion is more about the children learning a skill or trade. Of course, as Ruby and Renault aren’t exactly experts at ‘typical’ jobs, when a youngster shows certain potential, they were never opposed to teaching them about the “less than legal” ways a person could get by in the Consortia.

Sonja grows up with a small group of other children and her early life is mostly very happy. Ruby absolutely adores her and when she sees Sonja’s natural ability to get the other kids to listen to her, or settle a dispute between them (*Communicator*), she decides to mentor her further in ‘the scoundrel arts’ (*Criminal*). Ruby was always an expert in not being spotted and moving quickly (*Sneak +1, Acrobatics +1*) and trains Sonja. Ruby also imparts her Philosophy, “Talking your way out of trouble is always less painful than shooting your way out.” With a gift for the gab already, Ruby helps her refine her speech (*Persuasion +1*) and teaches her the art of getting a better deal (*Barter +1*).

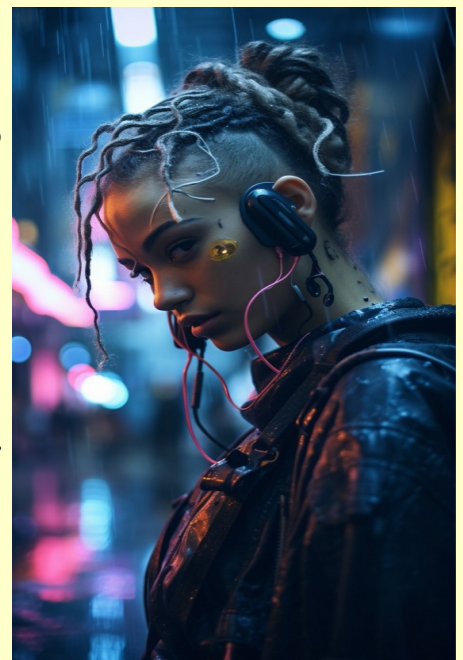
It is mentoring with Renault that Sonja finds her true calling. Sonja displays a very early interest in Renault’s computer skills, and he soon finds her to be the most prized pupil he has ever instructed. Approaching his 90th birthday and estranged from most of his past professional acquaintances, Renault, a notorious grouch, but a kind man at heart, not only comes to see Sonja as a daughter, but also his last, best chance to pass on his legacy. Sonja for her part excels at everything he throws at her. She is a born *Hacker (Computers +3)* and the level of her skill at navigating systems without any cyborg enhancements is a rare thing indeed. Renault also imparts his personal three-part hacker moto, “Always learn a little more than you need to. Always stay aware of both your virtual and physical surroundings. Always stay aware of what is happening in the realms.” (*Science +1, Perception +1, Current Affairs +1*). He also introduces her to contacts like the Copper Lane fence Claude Pecheur and an underworld job broker named Rodney Kingsley.

After a few years of pulling jobs for the workhouse and the poor in the lane, Sonja has earned herself a small reputation as a local “robin hood” figure. She honors Ruby and Renault but does things her own way and isn’t afraid to take some risks (*Maverick*). One of these risks that pays off is when she makes the call to do a job with a corporate spy named Devon Gray. Normally hesitant to deal with corpo’s, Sonja’s gut instincts about Gray seem correct. They form a casual partnership that leads to some decent payouts she donates to the kids at the workhouse. Besides just pulling jobs for him, Devon even ends up aiding Sonja in a couple of her personal “wealth re-distribution” projects.

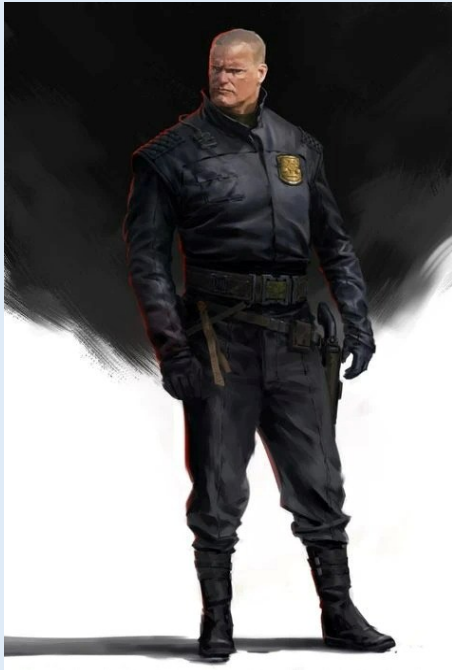
Time always moves on. Renault passes on shortly after her 21st birthday. The Lane mourns the passing of a local hero and Sonja, though saddened of course, takes comfort in how Renault guided her in both becoming her own woman while continuing his legacy. Currently, 3 years after his death, Ruby is still hale but ageing. One of her older “brothers” Adam is planning to run the workhouse when she can’t anymore, and Sonja feels a big score is needed to help ensure they stay afloat. Maybe Rodeny or Devon can help...

Sonja is light of build and not very physically strong (*Stam 1, 1d3*), but she is agile and fast (*Spee 2, 1d6*). Her unique mind combined with mentoring by one the best hackers to have lived grants her the ability focus on a job like a literal organic computer (*Smar 3, 1d10*) and her natural charm combined with Ruby’s lessons make her a formidable communicator as well (*2, 1d6*).

Ruby’s Locket- A gift from Ruby to her man Renault as a reminder he sometimes should be talking to a person instead of yelling at them:-). Passed on to Sonja with Ruby’s blessing when he died.



Characters in Hollow Skies– Pre fabs Continued



Benton Stryker (H.E.R.O.)

Background

Although appearing to be a man in his early 40's, as an individual born with the H.E.R.O genes, Benton is actually approaching his 90th birthday. Born sometime in early 2813 (the exact date is not known), The infant that would become Benton Stryker was dropped on the doorstep of Jablonski's Orphanage on Morrigan's Caudron. (Unfortunately, abandoning children who test positive for the 'Death Gene' isn't completely uncommon for certain highly traditional or very religious communities). Named by the nurse that discovered him, Benton remembers most of his childhood quite fondly. The staff of the orphanage at the time were kind and dedicated, and Benton and his peers largely grew up in an environment that provided a decent education, safety and love.

Things are never perfect, and as a young teen, Benton found some trouble running with a few fellow orphans and locals in a smash and grab crew (*Snatch +1*). Loving many of his friends, but not the theft game itself, Benton eventually convinces most of his crew (*being Inspiring*), that they should go 'Robin Hood' and never punch down, only taking from elites and crooks and giving some back (*Hero*). During this time, he earns the last name "Styker" after dishing out a couple major beatdowns to a few local Yakuza toughs (*Strength +5, Survival +1*).

All good things come to an end. The activities of Benton and his crew stay on the Yakuza's radar and eventually enforcers from the Adachi clan catch up with the crew and execute most of them. Stryker is left for dead but is found barely alive by Task Force Spartan officers. The squad commander, Thomas Encoder, who is a bit of a local hero himself, has several conversations with Benton while interrogating him. He tries to convince Benton that if he joins him in Task Force Spartan, they can do more good for the belts than his 'merry men' ever could have. Benton is eventually convinced and agrees. Thomas is a genuinely sincere individual, and his squad, with both himself and Benton rapidly rising in the ranks, earns a rep as straight-shooting cops people can rely on (*Pistols +1, Mechanics +1*).

For many years Styker works with Thomas as they both climb the ranks in Task Force Spartan. Thomas considers Styker family, and Benton fondly refers to him as his 'Uncle'. Encoder, a Hold commander by the end of his life, is killed taking an energy bolt blast for a young rookie three days shy of his 71st birthday. Without Thomas as a bulwark, Benton is fully exposed to the innate corruption at the heart of the Task Force, with the new hold commander insisting payment must be negotiated before any help could be offered (very different from Thomas). After sticking it out for 3 more years, Styker quits Task Force Spartan, sickened by the mercenary nature of most of their leaders.

Wandering somewhat aimlessly for a few years, Styker eventually finds himself on Jump Point Station. A chance opportunity to provide security on a medical mission to Bringham's Rest leads Styker to a second lease on life. Firstly, he meets Doctor Nathan Chang, probably the most important mentor in his life besides Thomas. Styker interns with him while in the field and finds that he has a keen talent for the healing arts (*Combat Medic, Medicine +2*). Secondly, he earns the respect of many locals of Bringham's Rest, who see him as a genuine good person vs. most outsiders as he takes the time to listen (*History +1*) to everyone. He spends several years on the Rest, escorting many medical missions. It's during his most recent tour of duty on the Rest that Benton Meets Dr. Jing. They work together for two years on the moon. Impressed with her compassion, intelligence and skill, they develop a close friendship. The Doctor asks him if he would like to join her on a mission to help with a start up a new charity clinic in the Asteroid Belt. Curious about the current happenings closer to his original home, Styker agrees. At first things go well, but the idea of "free medicine" has various Consortia officials constantly undermining and interfering with the clinic's operations. Dr. Jing decides to go to Mars and see if she can resolve this somehow. Benton, still the hero, but a much wiser old bird at this stage is skeptical, but is resolved to accompany the Doctor to Mars and protect her as best he can...

Benton's H.E.R.O. genes grant him superior strength and Stamina (Stam 4, 1d6). His tank of a body is slower than the average human, but his long years of combat experience compensates for this somewhat. (Spee 1, 1d6). His best asset though, might be his keen mind (Smar 2, 1d10) and medical skills. No one's fool, but a firm believer that it is an individual's actions and deeds that inspire others, He has little use for flattery or deception (Swag 1, 1d3).

"Uncle's Badge", a memento from the man Benton feels set him on the right path. Thomas's Badge is a reminder to Benton that sometimes, good people can get caught up in bad situations, and you should try to talk to those folks first.

Characters in Hollow Skies– Pre fabs Continued

Aiyana Watike (Wild Card)

Background

Aiyana grew up in the heavily scared but still beautiful hills of old West Virginia, located on the North American continent of Earth, amidst the ruins of the former nation state of the USA. Born into a small mobile community with bloodlines and traditions going all the way back to the Cherokee nation, Aiyana learns the importance of maintaining her roots (*History +1*) at a very young age.

Although greatly respecting both her parents' roles (Her father a lore keeper, her mother a senior counselor) in the community, she had always been more comfortable spending time with her grandfather Athoi and aunt Sasa in the wilds. She spent as much time as possible with them as she could get away with, exploring the back country and learning of the wonders and dangers of Earth's post cataclysm landscape. These lessons have served her incredibly well and Aiyana's survival instincts (*Survivalist, Survival +3, TOX +1, NAT +2, Perception +1*) are so finally honed that many mistake her natural skills for a H.E.R.O mutation.

Already a young Woman of great resolve and athletic ability (*Strength +1, Acrobatics +1, Reflexes +1*), by her mid-teens, Aiyana was rocked by two major incidents at this time. Firstly, and most critically, her father is killed in an encounter with an Alliance hunting group. This is the first time in Aiyana's lifetime that her community has interacted with outsiders, so you can imagine how this impacted the teenage Aiyana. Eventually she does get over her mistrust of outsiders in general but maintains a deep dislike and disgust of any Earth Alliance official or authority figure to this day. Secondly, her 'Wild Card' mental Abilities start to manifest shortly after her father's murder, perhaps even triggered by it. Although her community is very tolerant of differences in comparison to most others, it still marks her as 'not the same' and she can't help but notice some folk, subconsciously or otherwise, seem to treat her a little different moving forward. Initially she is reluctant to explore her limited Esper potential, but when her grandfather reports the return of the hunters that killed her father to the region two years after his death, she unleashes her 'Mind Fire' fully for the first time as she and her family ambush and take vengeance on the murderers. Now Aiyana sees her gift as a potential tool to help her people.

Recently, as her grandfather's age finally started to catch up with him, Aiyana and Aunt Sasa have had to step up and begin leading most hunting and scouting parties. It was during one of these scouting excursions that Aiyana meets Tess Hargrove and a small group of fellow thieves on the lam after a recent job. Tess's friendly personality, devil may care attitude and mocking disdain for "the man" endears her to Aiyana almost immediately, and they soon become great friends. Tess's stories also expose her to a galaxy far vaster than anything she could imagine at first. Secretly, Aiyana has always been a bit of a Romantic, exploring old ruins with her grandfather always being a highlight of any wilderness adventure they shared. They stay in touch when Tess returns to the Mega City and reunite a few times to "poke Security Concepts in the eye". During this time most of the other city dwellers she met were impressed by her intelligence and natural beauty but found her perceived naivete to be "just too cute"! (*Seduction +1*).

Currently Aiyana has finally, reluctantly concluded that, like most of her family members, she is viewed as a leader and representative (*Politician*) by most of her community. While still acting as a head scout, she has begun spending a bit more time working with her mother, so she can better grasp the political aspects of service to her people. However, a frantic call for help from Tess, who may have finally 'poked' the wrong eye out, has started with Aiyana rushing to aid a friend, but may end with her seeing more of the Galaxy than she could have possibly envisioned...

Aiyana is a "natural athlete". She is pretty tough (Stam 2, 1d6) and incredibly fast and well-coordinated (Spee 3, 1d10). [She is the type of person who after picking up a baseball for the first time, will be throwing killer fast balls after only a couple hours of practice]. She is also quick on the uptake (Smar 2, 1d6), but her lack of experience with other human civilizations, and the fact that she would personally sooner hunt a crazed wolf than lead a town hall :-), make it difficult for her to relate and communicate effectively to others at times (Swag 1, 1d3).

"The Blue Fate Stone", jokingly named that by her dad, is a jewel he discovered as a teen while accompanying Athoi on an exploration expedition. He gave it to her on her 12th birthday and in his absence, she has always found it to be a source of strength, even if it isn't truly magical.



Characters in Hollow Skies– Pre fabs Continued

Hiroshito Adachi (Cyborg)

Background

Hiroshito is the only scion of Tetsuya & Chiyo Adachi. His uncle and his father's older brother Haru is the current head of the Adachi clan (*Royalty*). His father acts as Haru's chief counselor and is seen as the main bookkeeper not just for the Adachi's, but as an important player in the laundering of the top dog Oda Clan's finances as well. Both his uncle and father are somewhat disappointed as he develops that he doesn't display any interest or even the level of 'intelligence' required to take his father's role one day. The competition between the Adachi clan and the Dojima family to be the most useful and relevant Oda underling is now nearly as old as the Belts themselves. So, the usefulness of the extended family members of the heads of each organization is often judged on how much they can contribute to this competition.

Hiroshito gets along much better personally with his mother. A former "street level operator" herself, she recognizes that her son is a man of action and intensity, much like herself in her youth. She convinces Haru to put him on the front lines under the tutelage of his best street captains. Secondly, she suggests they "throw him in the Pit". The 'Pit' is an underground combat facility run by the Oda's where enforcers, thugs, assassins and 'troubleshooters' from all three Yakuza factions learn many different fighting arts (*Pistol +1, Acrobatics +1, Blade +2, Unarmed +1*).

It is here that Hiroshito discovers that it is the thrill a toe to toe fight he relishes the most out of almost anything else in life. He quickly advances and is soon trouncing far more experienced warriors in the ring (*Duelist*). It is during this time that he receives his cyborg arm (*Snatch -1, Strength +2*) when (players choice):

-A training accident leads to the loss and replacement of his arm. He is not happy about it but has mostly moved on and excepts it is part of his life.

-Liam O'tool, now one of the Dojima clan's top enforcers and a rising star at the time, decides to teach a cocky young Hiroshito a lesson. He dishes out a truly viscous beat down in the ring that leaves the young Adachi tough barely alive and shatters his sword arm so badly it needs to be replaced. Hiroshito may want to seek vengeance eventually...

-Hiroshito willingly submitted himself for cyborg modification. He figures it is a great way to maintain an edge in battle.

-Any other idea the player comes up with.

While running on the frontlines as an enforcer (*Intimidation +1*), he soon earns a reputation as a truly terrifying force. Beyond his great combat skills, he pursues any task assigned to him in what he sees as the most efficient manner and does not give a tinker's dam about so-called 'morality'. In his mind, arguments that something is 'immoral' only come from individuals either too weak or lacking the resources to protect themselves. Suck it up! That's just life in his books (*Brutal*).

Although he and his father still struggle to see eye to eye (they are just so different), Haru has slowly come around to the potential benefits Hiroshito's growing reputation as an 'unhinged terror' brings. He also comes to appreciate his nephew's 'street smarts' (*Mechanics +1*). His unique skill set also makes him suitable for some of his uncle's 'off the books' missions. These being jobs designed to undermine the Dojima family without it looking to the Oda's like he is directly trying to undermine them as well.

It is one such opportunity that currently has Hiroshito enroute to Mars. That annoying but useful fetcher Rodney Kingsley has stumbled onto an opportunity that could give the Adachi's access to a stash of Consortia data even the Oda's don't have...

Hiroshito has finely tuned his body for close combat (*Stam 3, 1d10*) and is quick (*Spee 2, 1d6*) and clever (*Smar 2, 1d6*). Although incredibly intimidating, his harsh outlook on life does turn off many people (*Swag 1, 1d3*) and he frequently rubs kinder souls the wrong way.

The Adachi Blade has been in the family for over a thousand years. His Uncle and mother recently gifted it to him in recognition of his skill as a duelist and his potential to be the greatest combatant of the family since the last wielder of the blade, his great grandmother Mitsuki Adachi.



Characters in Hollow Skies– Pre fabs Continued

Iridessa Aboiye (Esper– Thought Whisperer)

Background

Iridessa was born in the small but vibrant Rester community of New Thika (rough translation from modern Kikuyu, an interpretation of an ancient Bantu language originally attributed to the Ginkuyu People of old Kenya) on old Earth. A member of the Aboiye family whose lineage traces back directly to Angavu Aboiye herself, it wasn't exactly a surprise when her powerful Esper abilities started to manifest at an early age, but her potential was stunning even compared to other espers in her family.

At the age of two her parents came home from a diner party to discover her trying to access the kitchen stove while her baby sister was sitting obliviously in the living room, mentally tampered with by the child so that she forgot Iridessa 'existed' for about 20 minutes or so. This demonstrated at a tender age that even by Aboiye standards, Iridessa was going to manifest strong mental powers.

All of that potential was almost for naught when the "Rat Death" or new bubonic plague ravaged New Thika and the surrounding area for 6 or so months during the sixth year of her life. Becoming brutally ill like so many others in her community, the plague ravished the young girl's physical health (she still has not fully recovered). Although she was on the cusp of death several times, she inner strength (*Survival +1*) and the love of her whole family sustain her, and while many sadly perish, including eventually her mother and father, she survives.

While almost bedridden for the next two years as she recovers, her Great Uncle Bandile Aboiye, himself a powerful esper, wandering explorer and historian, spends a lot of time at home educating Iridessa (*History +2*). It is an unknown irony in the 3 realms that Rester communities like New Thika teach a far more accurate depiction of Earth's actual history than nearly anyone, let alone the baloney propaganda of the dying Alliance. Only the academic circles on Still Waters or certain universities have the same level of knowledge. Her uncle also regals her with tales of "Radio Free Earth", a global resistance underground he is involved in.

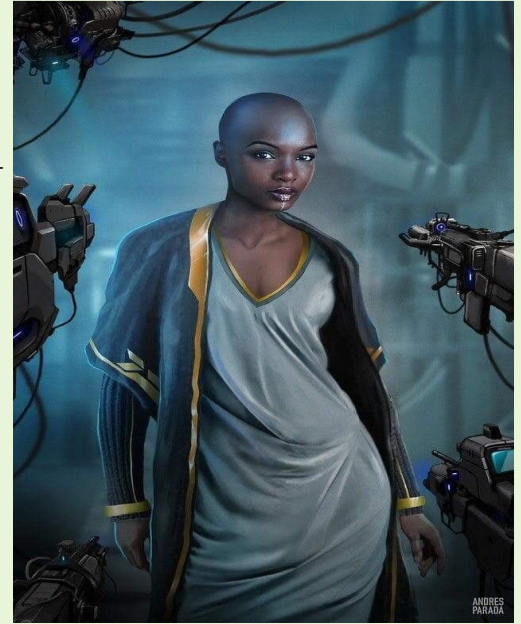
Her Grandmother becomes her primary guardian in the wake of her parents' death. Although not an esper herself, Zahra is a widely respected community leader and Rester scholar not only in New Thika, but she is seen as a key spiritual leader of the region in general. Iridessa spends the next few years traveling locally with her grandmother, learning her insights and seeing firsthand how to both empathize and deal with difficult people and situations (*insight +2*). At this time, she also displays an uncanny ability to predict certain actions before they occur, for example saving a group of youngsters from a hyena pack by 'seeing' the approaching attack in advance (Prophet).

Happy helping her community, Iridessa is groomed by her grandmother to eventually replace her as it's spiritual leader (*Faith +2, Spiritual, Counselor*), with her great uncle's stories about the outside worlds during his infrequent visits being delightful daydreams for her, but always more idle fantasy vs. the reality of her life and duties. This changes shortly after her 18th birthday. Bandile is reluctant to involve anyone from the community in the resistance, fearing the brutal retaliation the Alliance was still capable of, but finally relents to a request to view the living conditions in a Mega City that Iridessa had been making for a few years.

One always thinks they are prepared for a new site, but Iridessa is at once awed by the level of technology in wealthy areas and utterly shocked and horrified by the misery and poverty experienced by most in the New Americas Mega City. Seeing actual slavery in practice vs. just reading about it is something she will never forget either. An encounter with a group of foreign mercenaries who seemed to be looking specifically for her uncle leads to a separation from him and her running into a local thief named Tess Hargrove and her friend Aiyana. She uses her abilities to aid them against some attacking lowlifes and earns both their friendship and trust. They spend a few weeks together before Tess is able to help her get home, and they stay in touch after. A few months later Tess can confirm that her uncle was taken off world by Consortia corporate Mercs, not captured and executed by the Alliance. Uncertain what to do with this information, but wanting to help her uncle, it is about two weeks later, just after her 19th birthday, that a call from a frantic Tess sets her on a fateful path. Hargrove is in serious trouble and getting off-world quickly may be the best solution. While helping her friend, maybe she can convince her they should go to Mars, to see if they can track down what happened to uncle Bandile...

The ravages of the "Rat Death" have left their toll on young Iridessa (Stam 0, 1d3). Still, she is graceful and fairly quick (Spee 2 1d6). She lacks experience outside of her own community but has a sharp natural intelligence (Smar 2, 1d6) and is an incredible communicator and excellent overall orator (Swag 4, 1d10).

(Grandmother's insights). Iridessa continually studies her grandmother's compilations and thoughts on their ancestors' writings to find new insights and strengths.



Characters in Hollow Skies– Pre fabs Continued

Calvin Jones (Base Human)

Background

The Styker Enterprise's 'Correctional Facility' on the moon of Deimos is not just the largest and most infamous prison in the 3 realms, it also houses one of the dirtiest open secrets in a Martian Consortia riddled with dirty secrets. Certain sections of the prison house mixed populations of non-violent offenders (most still in for 20 to life) in what can best be described as labor camps. If the necessary production quotas are met each day, the guards are very hands off in these areas. With the mixed populations living together, nature takes its course as it always does. So, on Deimos, a not insignificant number of children are born and raised in a prison.

Calvin was born in such a sector of the prison (*Prisoner*). His father, Daniel Jones, was a small-time con man who ripped off the wrong Red Sons executive and was sentenced to life when they traced the theft to him. It was a difficult birth, and Calvin's mother Sarah never fully recovered from it. She died when he was 4 years old. His father, clearly heartbroken, would never tell him what she was in for whenever Calvin asked in the future.

Children born in the prison have no citizenship status in the Consortia and can only apply when released. A child born in Deimos prison is released when one of their parents' sentences is complete, whether the parent is alive or dead. As his dad was a 'lifer', Calvin seemed to be destined for a grim life.

Cavlin learned from his dad quickly that you had to trade (*Barter +1*) and cut deals to get by in "Shat Town", as their block was dubbed by the 'locals'. By age 7, Daniel noted his son had an ability to get a read on people (*Insight +1*) better than some adults he knew. Calvin was also a classic "scrawny kid", in an environment where malnourishment was already rampant, so his wits became his best survival tool.

Occasionally every few years, some doctors and officials from Détente, an organization that in theory was designed to ensure basic societal norms not driven by profit are still maintained, would visit Shat Town for a couple weeks. One such visit altered the then 10-year-old Calvin's life forever. When the doctors didn't immediately shoo him away from their mobile office, he eagerly began to absorb every piece of new knowledge he could. In Shat Town, staying on top of what was currently in the wind (*Current Affairs +1*) was key for survival. He listened and watched all the outside broadcasts he could in that office. When Dr. Elenore Fitz caught Cavlin disassembling several medical and diagnostic tools, her anger quickly turns to astonishment as an apologetic Calvin hastily reassembles everything in perfect working order (*Mechanics +3*). Dr. Fitz realizes she may have a true *Prodigy* on her hands. She asks her friend and cybernetics expert Dr. Mikal Goncharov to come and meet Cavlin. Goncharov is blown away and offers to sponsor Cavlin's release. Daniel, while he will miss his son terribly, is ecstatic that he now has a

future and readily agrees. Once the paperwork finally clears, a 12-year-old Calvin leaves Shat Town and the prison.

Calvin spends the next 14 years working with Dr. Goncharov, who is first a mentor, then an equal partner. Cavlin proves adept at many disciplines (*Science +2*, *Computers +2*). But it is in virtual intelligence design (*Cyberneticist*) that Calvin finds his main passion. Already beginning to test his intelligence updates (*Innovator*) with his prototype Utility Drone, Mikal, getting ready to retire, encourages Calvin to make his mark in the realms. So, with a new suit, a small number of credits in his pocket, his prototype and his ever-sharp mind, Calvin steps into the Martian streets of Dawson City to chart his next course of action...

Cavlin's living conditions as a child have taken a toll on his health (Stam 1, 1d3) and overall endurance (Spee 1, 1d6), although he is a bit quicker than he looks. He is undeniably a natural genius (Smar 4, 1d10) and his early life in the prison taught him the value of being both quick witted and sometimes having a good spiel to back it up (Swag 2, 1d6).

V.I.D. or Virtual Intelligence Drone, is Cavlin's working prototype. Cavlin's goal is to fully incorporate his more advanced V.I. designs into what is essentially an automated tool. If all goes according to plan, V.I.D. should eventually achieve a higher level of virtual intelligence than even the most advanced synthetic workers.



Characters in Hollow Skies– Pre fabs Continued

Tiana, aka “Lady Frost” (H.E.R.O.)

Background

Tiana (she never uses a surname) was born on Yggdrasil to a small tight knit rural community of Christian fundamentalists. When her H.E.R.O. genes begin to manifest in her early teens, she is shunned by most of the village as an ‘abomination’, her own father apparently leading the charge. She runs away from home at age 14 and ends up on the streets of Daystar City. One does not need too much imagination to picture the horrors a young girl alone on the streets would have to endure, the things she would have to do to survive (*Survival +1*). Her growing H.E.R.O abilities could help protect her from the elements (*NAT +2*), but not from exploitation and abuse.

It is in this environment that whatever hopes and dreams a young farm girl named Tiana had for the future are permanently crushed. That person is gone, and the individual forged from that little girl’s remains is the efficient, viscous, cold hearted Mercenary for hire known as ‘Lady Frost’ (*Villain*). She begins making a local rep for herself, learning to fight (*Unarmed +1*, *Acrobatics +1*) and keeping alert for opportunity. (*Perception +1*).

Eventually she catches the attention of the local Crimson Brigade branch. Seeing her potential, branch leader and aging sniper Antonio Bondano takes her under his wing. One of the few individuals in her life Tiana truly respected, Bondano’s training turns her into a top tier *Sharpshooter* (*Rifles +2*). “Also, when you’re on a job and need a ride, the only person you can ever 100% count on is yourself.” Following this sound advice, she becomes an effective pilot as well (*Piloting +1*).

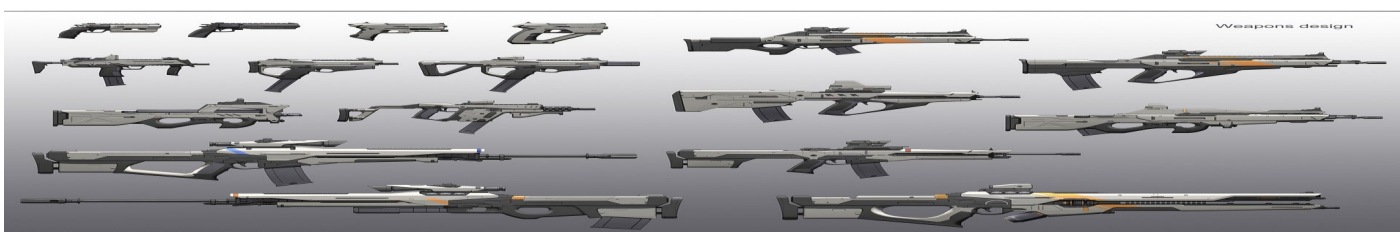
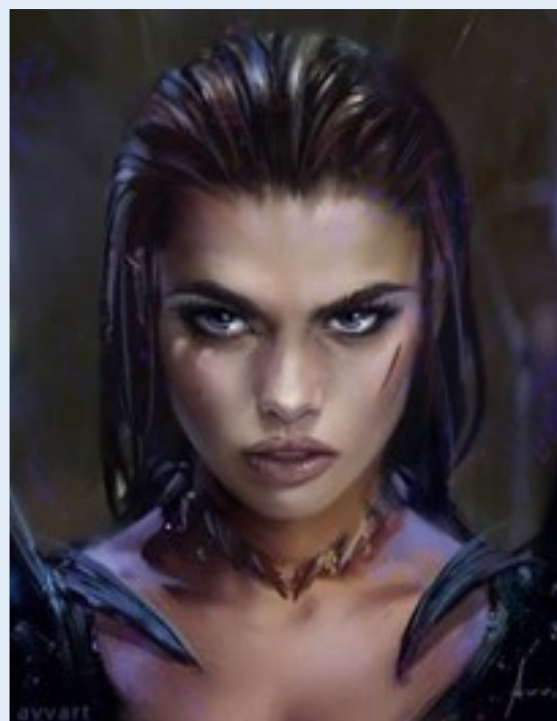
Lady Frost works with the Brigade for about 5 years. Although charming when she needs to be (*Persuasion +1*), the intense coldness and hardness that is always behind her gaze does not win her many friends in the organization. Even the more hardened mercs are concerned with the casual, almost reckless way she approaches combat and killing, and see her as a loose cannon (*Maverick*). She eventually quits the Brigade a couple of months after old Antonio passes away.

A known independent operator who has worked in all three realms for years now, Tiana’s H.E.R.O. genes mean she may still look like a woman in her late twenties, but she is actually nearly 60 years old. The one piece of humanity she clings to, understandable given her tragic past, is her immense disgust at child abuse of any kind. The thief who smacks around the street urchin for not scoring enough credits when pickpocketing or the pimp who slaps a young prostitute in the face will not be drawing breath much longer if they do so in her presence. She has ended a couple partnerships over the years by executing employers she discovered were engaged in certain repulsive activities with minors.

A recent high profile assassination job in the Asgard system has her laying low on Mars. Unfortunately, the employer seems to have stiffed her on payment, and she had to flee capture before she could express her ‘dissatisfaction’ over their sudden cheapness, something she plans most definitely deal with eventually. Meanwhile, maybe that prick of a handler Rodney Kingsley has some ‘light work’ she can pick up to earn a few credits...

The combination of Lady Frost’s harsh early life, training, and H.E.R.O genes have produced an individual who is very strong (Stam 3, 1d6) and incredibly fast, coordinated and accurate (Spee 3, 1d10). A woman of action, she is likely to let her instincts guide her in most situations (Smar 1, 1d3) vs thinking it out too much. Street smart, casual sounding and naturally attractive (Swag 1, 1d6), she can get by in ‘polite’ society, but the coldness in her heart always eventually shows through.

The Long Shot- Antonio’s reliable old energy bolt Sniper rifle. Left to her when he passed away and one of the few things she really does cherish.



Characters in Hollow Skies– Pre fabs Continued

Devon Gray (Wild Card)

Background

Born in the Comptroller district of Copper Lane on Mars, Devon's childhood was mostly that of a typical lower middle-class kid in the Consortium. His parents had steady employment as low level administrators, but opportunity for advancement was very rare. Devon's life takes a sharp turn in his mid-teens when his "wild card" abilities began to manifest. Telling only his parents, Devon found he could 'read' most people's immediate thoughts if he concentrated. He used this to make a few creds off his fellow students at his PPA (Productive Preparation Academy). Once he graduated, Devon immediately goes into business as a local "information broker", his natural charm attracting business (*Barter +1*) from both gangs like the Dusters and the Copper Lane Security Services. He will operate like this for the next 3 years. It's at this time one Edna Macho, a corporate spy for Artemis Solutions, uncovers Devon's double dealing between the gangs and security forces and deduces that he is a 'wild card'. Impressed with the young man's potential she contacts her handlers. Artemis Solutions was looking to build out their information gathering capabilities in the solar system and gave Macho the green light to recruit Devon. At first taken aback, but quickly realizing what he could learn by working under Edna, Devon signs on as a "Senior Sales Manager" (*Corporate*). The traveling sales gig is of course, all a cover for corporate espionage (*Undercover Operative*).

Devon always had the natural ability to spin a convincing yarn (*Deception +2, Crafty*), but under Edna's tutelage he further develops the many tools of his 'trade' (*Sneak +2, Lockpicking +1, Computers +1*). Gray also learns a few bits about the weapons he is his pretending to sell (*Science +1*) to help maintain his cover. Initially piggy backing on Edna contacts, Devon soon establishes a small list of (somewhat :-)) reliable informants and underworld contacts. These include info broker Kurt Dubois, Gambler and local Belter celebrity Samuel Gilmore, Copper Lane fence Claude Pecheur, smuggler Tasker Gunn and D.C.S.S. Lieutenant Cassandra Maven. One of his most critically important business relationships is with a shady but highly useful job broker and middleman 'arranger' by the name of Rodney Kingsley.

Edna and Devon run a very successful, if small scale, spy ops for Artemis Solutions for the next decade. During this time, although he might be loath to admit it, the types of people and information he deals with regularly start to weigh on his conscience. Recently, while looking to contract some no questions asked hacking expertise, Devon is introduced to Sonja Mendez by Claude Pecheur. The young lady has already garnered a small reputation as someone who uses her talents to 'punch up' only and is well liked in her local neighborhood. Sonja is indeed an incredible hacker, and as they work the first job he hires her for together, Devon, that annoying conscience thing he wants to ignore tapping on the back of his skull a little, starts to feel an eerie similarity to their interactions and Edna's recruitment of him as a young man. Finding he genuinely cares for the kid, he is worried about exposing her talents, as so many in his world would try to exploit her or if they see her as a potential threat, eliminate her. He decides to keep Sonja as an 'off the books' contact only and avoids contracting her for any jobs that he feels might be too risky. Devon even ends up aiding Sonja in a couple of her personal "wealth re-distribution" projects.

Just back from a recent 'sales' trip to Jump Point station, Devon returns to Mars to find the small Artemis Solutions sales office ablaze. Quickly retreating to his and Edna's safe house, he finds the place completely stripped and all their accounts drained. A small, recorded message set to trigger when his D.N.A. only is registered suddenly plays, "Sorry D, the jig is up. All must be scrubbed. All must be deniable. Don't trust A to help. Good Luck- E." With that 5 second message, over a decade of employment and a close relationship with a mentor and friend are terminated forever.

Realizing no place on Mars is likely safe for long if they were made, but suddenly being extremely short on credits, Devon wonders if Sonja can help him line his pockets quickly enough to book passage off world? Can he be 100% sure that their work together wasn't traced by anyone? The kid may be in danger too. Resolving to check up on her first, as he heads out, carefully watching for any tails, Devon runs through his dwindling options. Samuel and Tasker both owe him favors. Also, in order to make some quick credits, that scuzz Kingsley might have some work available...

Devon has always found it best to avoid physical conflict (Stam 1, 1d3) whenever possible. That being said, he is still in very good shape and can be incredibly quick on his feet, stealthy and possess better than average hand to eye coordination (Spee 2, 1d10). Always a clever fellow (Smar 2, 1d6), Devon can also rely on his silver tongue (Swag 3, 1d6) to help get him out of trouble as well.

Decoder Ring– The name is an inside joke between Devon and Edna. The ring has a nearly undetectable micro-Omi tool built into it that Devon can use to aid in scanning science and technology and accessing mechanical systems.



Characters in Hollow Skies– Pre fabs Continued

Tess Hargrove (Cyborg)

Background



Theresa Margaret Hargrove was born on the outskirts of the 'High Town' section of the New Americas Mega City on old Earth. On one side of her home, closer to the center of High Town, the most fabulous, ridiculous, audacious and insane displays of wealth and decadence in all the realms. On the other side, the slums begin and extend as far into the horizon as the Commissioner of Order's towering skyscraper does the sky. There, some of the worst poverty, violence, misery and crime anyone will ever witness. Born in the middle of both these realities, Tess grew up learning how to navigate through both types of environments.

Tess (*Civilian*) and her mother never really get along. Karen Hargrove is a bitter woman and basically a barely functional alcoholic. She has always felt she deserved to be hobknobbing with the Alliance elite and acts horribly snobbish to all her neighbors in a way Tess grows to really hate. Her father is an engineer with Security Concepts. A soft-spoken man, who Tess loves even if "he can be such a worry wart sometimes", Tober Hargrove's one impassioned opinion is that slavery is wrong, and he makes certain this is one of the first things he imparts to his daughter. Tober's job requires some off-planet work and meetings within other parts of Alliance space from time to time, so in what would be somewhat rare for someone of Tess's social class in the Alliance, she has done some off-world traveling, having visited the Moon, Venus, Avalon and Grand Market Central. She also learns a bit about her father's work (*Computers +1*).

Tess has always been fearless and occasionally reckless. She also loves mocking authority. She and her buddies Jimmy and Jody were always running on the outskirts of either side pulling pranks, causing mischief and engaging in some petty larceny. She almost always

manages to avoid trouble for them, prompting the gang to declare her their official 'good luck charm' (*Lucky, Luck +1*).

On her 17th birthday, she gets her eye modified cyborg style in a slum chop shop to win a bet with Jimmy (*Perception -2*). Her luck pays off again and although disorientating at first, her new X-ray vision ability cements the idea that has been brewing in her mind for a couple of years now. In this one way only, she may be like her mother. She too sometimes wants things others say she can't have. But rather than be a bitch about it, Tess wants to be a professional *Thief*.

She convinces Jimmy and Jody to 'crew' with her and they start with snatch jobs (*Snatch +2*), small time B&E's (*Lockpicking +1*) and robberies (*Stealth +2*). They also start running with a local con artist named Sandy. She has some contacts that get them noticed and helps set them up as hirelings for larger jobs. With some ups and downs, things went well for about 7 years. Then a well-paying job to break into the Security Concepts North Listening Tower and plant a monitoring device is spoiled when one of Sandy's contacts rats them out. Sandy is gunned down as the team flees. After dodging pursuit for a couple days, Jody, whose family works in shipping, manages to arrange to commandeer a small ground freighter and the team escapes the city to lay low for a while.

It is here in the wilds, truly out of her element for the first time, that Tess meets Aiyana Watike. Strong, intelligent and with a healthy disdain for Alliance elites, they hit it off almost immediately. Aiyana teaches the crew the basics of the back country (*Survival +1*). They stay in touch when Tess returns to the Mega City and reunite a few times to "poke Security Concepts in the eye". It is during one of these hook ups that they both meet Iridessa Abioye when she and her uncle are 'visiting' the city, and he is abducted. While hanging with Iridessa, Tess learns more about the real history of Earth and humanity in general than she was ever aware of (*History +1*).

Time moves on. Jimmy quits and Jody gets married. As for Tess, she may have finally poked one too many eyes. Breaking into the Commissioner of Order's personal apartments to steal some gawdy jewelry to hawk seemed like great fun. However, getting caught on a hidden camera she missed (Dam! Jimmy was the best at spotting those) and personally pissing off the head of city security was not. As she reaches out to let her friends know the situation, a new thought rushes through her mind, "Well, I've been meaning to see more of the realms, and it looks like now I have a good excuse to get off world for a while..."

Certainly not a body builder (Stam 1, 1d3), Tess is none the less quick, flexible and very agile (Spee 3, 1d10) and has a mind "as sharp as her tongue" (Smar 3, 1d6). Although generally very easy to get along with, her flippancy can come across as callousness to some (Swag 1, 1d6).

Quick Boots- One hell of a lucky find during an early career smash and grab :-). Extra speed never hurts in Tess's line of work.

Characters in Hollow Skies– Pre fabs Continued

Sammuel Gilmore (Esper– Manipulator)

Background

Sammuel Gilmore was born on Hygeia in the miners' habitat of Troy's End. An intelligent and witty child, Sam displayed very early on that he had no interest in manual labor. It's not certain when exactly he was first introduced to games of chance, but it was obviously love at first sight (*Gambler*). By his early teens he is spending far more time in local poker or dice games and making far more money off of them than his parents ever did in the mine. The kid is so good and lucky at cards in particular that people joke his parents must have literally shoved a horse-shoe up his ass when he was born (*Luck +3*). Sammuel's esper abilities begin to manifest at this stage of his life as well. A local shopkeeper and friend of his mother happens to be a 'wild card'. She is able to provide some guidance too Sam, who adapts quickly to his new situation.

At age 18 he packs his bags and heads to Port Ahuna Mons. His skills as a gambler quickly catch the attention of Renelle Sabine, proprietor of the Lazarus Den, and father of current operator Gisselle Sabine. Sam's gift for the gab and flair for the dramatic make him a draw at the tables, both as entertaining to watch to some and a challenge to overcome for others. He is soon signed to a two-year contract at the Den, and his gambling rep grows throughout both belts (*Cultural Figure*).

After the expiration of his contract, Sammuel took his show on the road, touring the gambling dens and casinos of all 3 realms. Rubbing elbows with the truly rich elite and many underworld figures, Sam occasionally acts as a part time information broker and has made a few less than savory contacts over the years. He has picked up a smattering of skills that have served him well in some of his shadier dealings (*Sneak +1, Mechanics +1, Lockpicking +1*) and his sleight of hand is nearly as refined as a magician's (*Snatch +2*).

Does luck truly need to run out? Apparently so if Sammuel Gilmore is any indication. A noted high roller for several years now, he was working a couple hot tables at the Cerberus Gate when an overheard piece of information about an illegal weapons shipment is sold by Sam to an interested party. Maybe it was an increased sense of cockiness due to his skill and celebrity status or maybe he just slipped up that one time, but Sam did not ask himself the two most important questions he needed to before selling the info. Who is the buyer of the info, and who was the receiver of the original illegal shipment? The buyer, it turns out, was an agent from Polly Corp, the most universally hated organization in the realms. The original receiver that now had their weapons jacked was tied directly to the Malcone Family, the second most powerful criminal organization in the Kuiper Belt.

Realizing how badly he stuffed up and that it would be pretty easy for the Malcones to trace the info leak back to him, Sam decided to throw himself on Elena Malcone's mercy. She is the owner of the Cerberus Gate and a high ranking member of the family. Elena has a bit of a soft spot for Sammuel, so instead of having him killed, she saddles him with an outrageous debt to the family. This is as 'soft' as Elena ever gets :-). After handing over his entire growing fortune and liquidating nearly all his assets and handing those credits over as well, he still owes 100,000 CR (*Desperate*) and has three months remaining to either pay it or find the best way to stay out of the Malcones' clutches...

Gilmore is a self-professed 'lover, not a fighter' (Stam 1, 1d3), but has quick hands at the table and quick feet when needed (Spee 2, 1d6). Sam is sharp (Smar 1, 1d6) but isn't nearly as clever as he thinks he is. Still, he can be incredibly charming and definitely knows how to at least 'talk the talk' in most situations (Swag 4, 1d10).

The Marked Deck: A memento of his first big win at the Lazarus Den. Anyone foolish enough to bet against Sam when he is using this deck in a game deserves to be parted from their credits.



Characters in Hollow Skies– Pre fabs Continued

Dr. Jing Wei (Base Human)

Background

Wei grew up in Tali's Valley, a large rural farming county in Bragg Heartlands on Yggdrasil. Her grandparents run a successful Bragg farm, which when they retire her mother and older brother Jaw-Long take over. Wei's father is a well thought of local Livestock veterinarian. Wei (*Civilian*) and her brother spent many after school hours working on the Jing family farm side by side with the hired hands. She learns the basics of farm vehicle and equipment operation (*Piloting +1*) but is truthfully not very comfortable operating or driving 'heavy equipment' and remains uncomfortable with it to this day. So, when her grandmother, who ran the work timetable, kept the household in order and everyone fed, starts to slow down a little, a young Wei eagerly volunteers to become her part time assistant. She discovers that she greatly enjoys meal preparation (*Cooking +1*), which remains one of her favorite ways to unwind.

Wei also loves hanging with her grandmother, who regales her with fantastic stories and legends from ancient China. Grandmother also taught Wei some fundamental lessons about conflict resolution. As she was the one who most often dealt with hired hand disputes or discipline, Wei observed and absorbed her approach of listening and understanding the other point of view (*Insight +1*), and then making sure they understood where she was coming from (*Persuasion +2*). Grandmother also expressed the importance of staying alert for trouble even as you are trying to avoid it. The gift of her Jade Ring when she eventually graduates from medical school helps remind Jing Wei of this.

The other huge influence on Wei's life is of course her father and his work. A quiet, kind man, whose only real outbursts of anger occurred when he encountered what he considered animal cruelty or abuse against a person, Wei and her brother are taught that *Caring* is never a weakness. By her mid-teens Wei is a work and study machine. Although maybe not a "natural genius", her drive and eagerness to learn keep her at the top of her class in most STEM subjects. She starts helping around her father's office, maintaining accounts (*Computers +1*) and performing maintenance on the various veterinary tools (*Mechanics +1*). Although heavily influenced by her father's work with animals, Wei's initial interest in biology, along with her innate kindness, lead her to shift focus to a goal of practicing medicine in the final year of high school. Taking a year off after graduation to cement her thoughts while working on the farm and with her father, with her stellar grades Wei applies for and is accepted to the prestigious Iðunn School for Medical Studies, located in Daystar City. Wei works with the same study intensity she did in high school, often missing out on many social interactions as she pushes herself to the maximum extent possible. She is lauded by her professors for her work ethic and dedication, and again finishes within the top 5% of her class (*Medicine +2, Science +2*).

Completing her internship in a Daystar City trauma ward (*Physician*), Wei looks to stretch her wings and continue helping those in need. An opportunity for a nonprofit medical Mission to Bringham's Rest opens her eyes to the wider realm of the RCA and the great injustices that can be found in it. Rather than cave and give in to despair or hide from certain truths, Dr. Jing Wei tackles things head on. She openly calls out the local RCA government for obstructing medical supply shipments and arranges for work arounds, legal and illegal (*Resourceful*), while also publicly denouncing the most extremist resistance cells for increasing the misery of people they claim to want to protect for their own personal 'honor'. With these actions, she earns the respect and eternal friendship of many in the mission and on the Rest in general, including one Benton Stryker. Benton, a long serving combat medic with the mission provides full throated support to Dr. Jing's endeavors and takes it upon himself to act as her unofficial personal bodyguard as well.

The constant upheaval on the Rest can be draining on even the most stalwart soul eventually. After a little over two years of hard work, The Medical mission is in good shape, but Dr. Jing realizes that she may need to step back for a bit. An opportunity to travel outside the RCA to assist with opening a free clinic in the Asteroid Belt comes up and Wei accepts. Styker decides to accompany her as well. At first things go well, but the idea of "free medicine" has various Consortia officials constantly undermining and interfering with the clinic's operations. Dr. Jing decides to go to Mars and see if she can resolve this somehow. Benton is skeptical, but is resolved to accompany the Doctor to Mars and protect her as best he can...

Jing Wei is petite of build but keeps herself in good general shape (Stam 1, 1d6). Wei has never been very sporty or coordinated (Spee 1, 1d3), but years of dedicated work and study have produced a truly top tier scientific mind (Smar 4, 1d10) that along with her grandmother's lessons, also gives her a good bedside manner (Swag 2, 1d6).



Characters in Hollow Skies– Pre fabs Continued

Tasker Gunn (Base Human)

Background

The young man known as Tasker Gunn has mentioned over drinks that he was born on a small mining colony in the Jotunheim Cluster, part of the Asgard system and a member of the RCA. Getting caught trying to stow away on board a departing Spacer's Guild ore freighter in his early teens, rather than boot him off at the next port, the captain lets him prove himself by helping with basic ship maintenance (*Computers +1, Mechanics +1*). Tasker says that was the start of his new life of adventure!

The problem is... that sometimes Tasker tells a different story, or it's mostly the same but some of the names change, or it's almost the same but he was born in the Sif Cluster... The point being that anything Tasker tells you about his past could be true, but it's just as likely that is as made up as his name sounds.

A lovable rogue (*Scoundrel*), Tasker is known to be a dependable, if flippant, independent operator. No paragon of morality, but far from a blood thirsty pirate or cruel hearted merc, Gunn is no fan of wanton violence and finds those that use it excessively are, "...just morons who can't think of a better way to get things done." That being said, the 3 realms can be dangerous places, so Tasker is definitely a well-practiced Pistoleer (*Pistols +1*).

Tasker's primary source of bread & butter is the moving and delivery of legal cargo or illegal items (*Smuggler*). Once Tasker salvages a near blotched delivery a couple years ago for a client that turns out to be Ryu Oda, head of the Oda clan and likely the most powerful underworld figure in the Realms. Ryu is very amused with the recap of Gunn's antics during the near screw up, dubbing Gun, "one of the funniest and luckiest sons of a bitch!" he had ever met (*Luck +1*). Ryu occasionally calls on Gunn for small, more personal jobs he doesn't want to impact or be impacted by his 'Business'.

With his rep growing as not only a smuggler, but an excellent Pilot for potential hire (*Piloting +3*), Gunn soon finds himself with a bevy of contacts. These include info broker Kurt Dubois, Gambler and local Belter celebrity Samuel Gilmore, X-Gene Laufey Project Director Karen Manson, underworld handler Rodeny Kingsley, and a corporate spy named Devon Gray. Tasker also has a few buddies in the Spacers Guild but doesn't want to be tied down by membership. Guild leaders tend to view him as a minor annoyance and a crook but respect his piloting skills. Besides piloting, Gunn has clearly picked up some 'infiltration' talents over his career as well (*Sneak +1, Lockpicking +1*).

Tasker could be described as a 'pretty boy' at first glance. A few potential lovers over the years have sought to "unlock the depth of soul he hides under his flippant façade". The issue with this is that there is no 'façade'. Gunn is clever, thinks on his feet and does space travel better than most, but he is extremely laid back (*Casual*) and about as deep a thinker as a half full cup of piss:-). Still, he is charming (*Persuasion +1*), talkative and does know how to dicker (*Barter +1*). The only thing that even seems to irk him slightly is to suggest that Tasker Gunn is obviously not his real name, "Well it's the only name I got now, so bugger off." One thing is clear, Gunn is a restless soul who loves the journey (*Explorer*) and can't settle in one place too long before getting antsy. His only real home is his beat up old modified Z7, "The Silver Lining". Currently low on funds and looking for work, the only other active crew member is an old salt of an engineer named 'Piz' Billy Scugs. He and Gunn have crewed together for a couple years now. Enter Rondey Kinglsey with a job offer. Several crates of 'unspecified materials' on Earth needed to be picked up and delivered to clients in the Kuiper Belt.

Things go half well for Gunn and Scugs. They get the cargo but end up in a shootout with a couple local defense fighter craft as they attempt to leave orbit. They manage to get out of Alliance space, but the damage they sustained during the fire fight causes them to detour to Mars for repairs. Although Tasker's rather sketchy 'credentials' as a cargo hauler allow them to land at the M.C.C.S (Mars Commercial Cargo Spaceport) vs. the public space port, a few questions arise

concerning a couple of Tasker's actives during a previous visit, "...falsified manifests? now I'm sure we cleared that up last time. It was all just a misunderstanding..." Questions lead to arguments and eventually the Silver Lining is locked down with a ship 'boot' until things can be sorted out.

The luck Ryu Oda spoke of never completely abandons Tasker though. He and Piz are sent to The Copper Lane Security Services for detention. They happen to be one of the most easily bribable security forces in the entire Consortia. Twenty minutes later, with nothing more than a few pocket credits left out of their former stash, the paperwork on Gunn and Scugs is 'misplaced' and they exit through a side door into the busy streets of Copper Lane. What to do? That paperwork won't stay lost if airport security decides to bust into the cargo in the Silver Lining's hold. He never asked questions, but with Kinglsey as the broker, the chances of it being legal equipment was as about as likely as the Alliance re-instituting democracy on Earth.

They'd better get in touch with Kinglsey to plan next moves. Hey, this is Devon's home turf too. Maybe he can help...

Tasker is light and small framed and has spent more of his life in artificial gravity than the real thing (Stam 1, 1d3). His reflexes have been honed by his piloting and he is sharp eyed, quick handed, fast of foot and very quick on the draw when he needs to be (Spee 3, 1d10). He has been around the block and seen many things (Smar 2, 1d6) and possesses a casual confidence in nearly every conversation he engages in (Swag 2, 1d6).

The Unwelcome Guest- A gift for Tasker from Kurt Dubois for assisting him with a tricky situation. A small, palm sized almost non-descript data pad, the Unwelcome Guest gives Tasker a little assistance when a some 'bypassing' is required.



Yuhong Ding

Stronger, Faster, Smarter, Better!

(Powering up your Characters)

As characters adventure, they will earn experience points (known as EXP) by completing jobs, assignments, or story lines they have uncovered. As discussed, players can also earn bonus EXP by using their traits in creative and fun ways throughout a session. Players can spend this experience to improve their character's stats, learn new abilities, upgrade their personal items, improve resistances and contribute to Crew Styles. A player can hoard or spend their EXP as they see fit. There are two levels of 'cost' to improvements the EXP can be spent on.

5 EXP cost

- One New Ability attached to the players Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to their personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Learn a Basic Physical Ability.

10 EXP cost

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

Totally to the Max Dudes!!!

(The Maximum amounts a Character can level)

Hey, all good things don't have to come to an end my friends! *Buuutttt*, there are maximum totals on how much a character can level up 'S' Stats, Perk bonuses, Dice Thresholds, Wellness Stats and Crew style perks:

- 'S' Stats max out at 9.
- Wellness Stats max out at 20.
- Each perk maxes out +6.**
- Crew Styles can offer a total of six +1 perk points to the team.
- Threshold dice max out at 3d6. ***

** Once a Perk hits +6 a player can't spend experience to level it up anymore, but If the Character later picks up an ability that includes a passive Perk bonus, Or the team drops experience on a crew perk the character already has maxed, this can apply and would allow the Character to exceed the normal +6 limit.

***Threshold Dice Leveling:

- Base- 1d3
- Secondary- 1d6
- Prime- 1d10
- Super- 2d6
- Uber- 1d6 +1d10
- Pinnacle- 3d6



Let the Adventures Begin!

"If you're wondering how he eats & breathes, And other science facts...Then repeat to yourself its just a show, I should really just relax"—Mystery Science Theater 3000 theme.

The Journey Begins

Now its time to have some fun! Use the demo characters & adventure will give a great idea of the possibilities the Hollow Realms system can offer. Note to the awesome player who wants to take on the roll of game master. The next section will aid you in running the free adventure. It will layout how npc's and enemies function and provide tips on how to run a game for a group.

For the other players, once you have chosen which character you want to used as part of these free fun test sessions, you will receive two other things to kick off the adventure. The first is 150 CR or Credits. (this is the currency in Hollow Skies). The second is your choice of one item or one weapon from the lists below:

Tools & Weapons

<u>Item</u>	<u>Effect</u>
Personal Shield Generator (X5)	Spend a Focus to activate you shield stack as an action. They can each absorb 4 points of damage before being destroyed.
Med Scanner^	Tool for Medicine Abilities.
Multi or Omni Tool^	Tool for MEC and COMP Abilities. Adds 15' range to hacking.
Thieves Kit	For conventional Locks, safes, and Traditional B&E
Survival/ Explorer's Kit (S)	For stay in Hostile or natural environments. 1 Kit is enough for 4 individuals for one use.
Science Examiner^	Science Analyzer & Scanner

<u>Item</u>	<u>Damage</u>	<u>Effect</u>
Ballistic Pistols	1d3+1	Ranged, 50'
Energy Beam Pistols	1d6	Ranged, 80'
Energy Bolt Pistol	1d6+1	Ranged, 60'
Ballistic Rifles	1d3+1	Ranged, 80'
Energy Beam Rifles	1d6	Ranged, 140'
Energy Bolt Rifles	1d6+1	Ranged, 110'
Heavy Ballistic Gatling Gun	2d3+1	Min 3 Stamina, 70'
Heavy Energy Gatling Gun	2d6+1	Min 3 Stamina, 80'

<u>Item</u>	<u>Damage</u>	<u>Effect</u>
1 Handed Blades- Reg*	1d3	One Handed, Melee
1 Handed Blades- Vibro**	1d6	One Handed, Melee
1 Handed Blunt- Reg	1d3	One Handed, Melee
1 Handed Blunt- Vibro	1d6	One Handed, Melee
Throwing Weapons- Reg	1d3	Ranged, 40'
Throwing Weapons- Vibro	1d6	Ranged, 40'
Spiked Knuckles	+1	+1 Unarmed damage

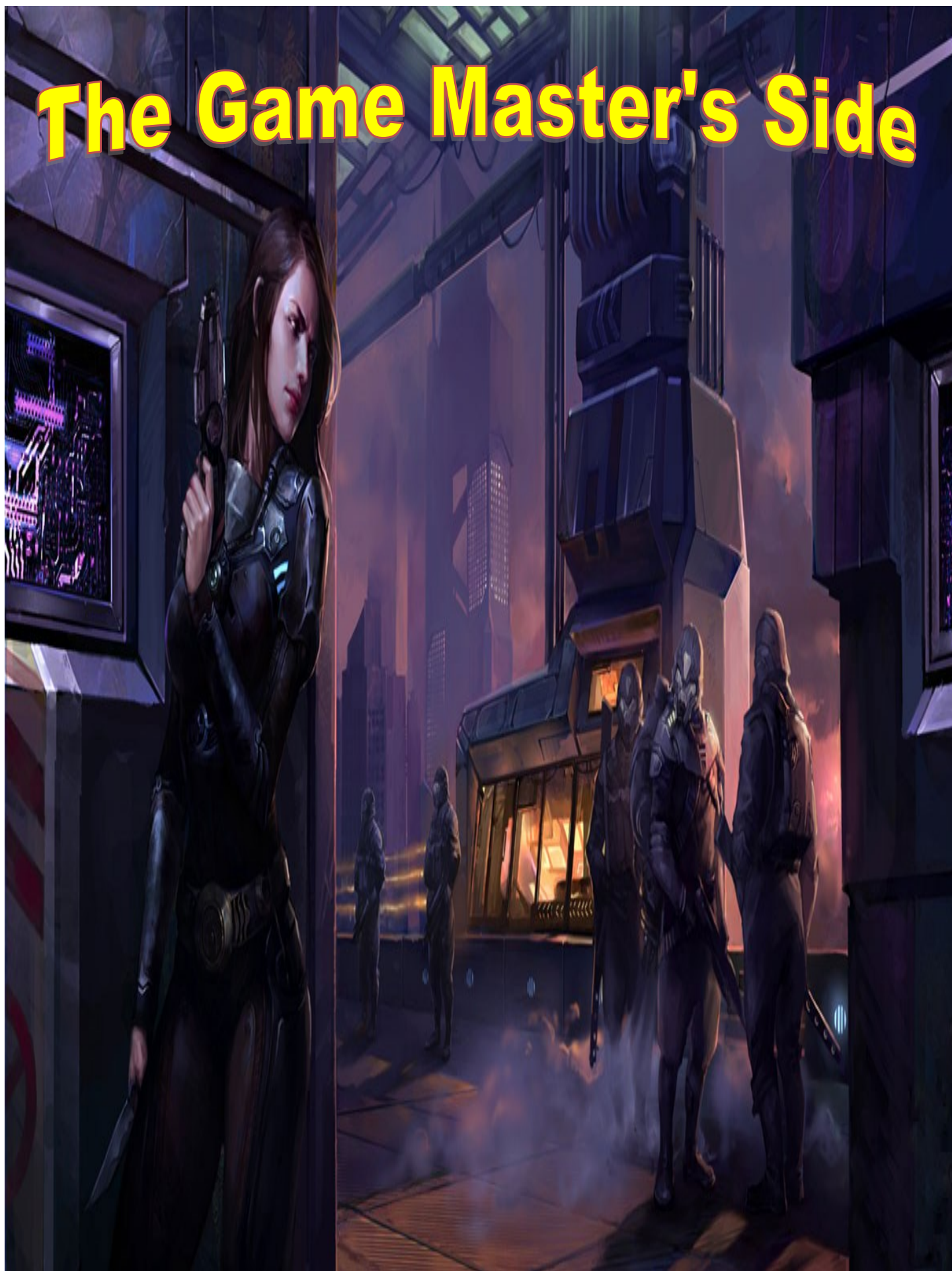
*Note: 'Reg' stands for a regular Hand weapon. An ordinary Knife, sword, etc.

** Note: "Vibro" weapons have built in electronic features like a shock blade or a stun baton and usually do more damage than regular Hand weapons, but are vulnerable to abilities that effect technology.

Hello God? Are you a GM?

The GM is not the total "God" of the universe, as how you as players interact with it along with the GM's response both push the stories forward.

The GM is however the arbiter of the rules of any play session and the *Only Referee* (player's can offer advice, but they do not get to call balls and strikes). That doesn't mean players can't seek clarification from the GM about any of their rulings, but unless it is really a major issue, just be respectful of everyone else's play time. If the GM's answer doesn't totally satisfy you, bring it up with them after the session (unless most other players feel the same way, or the ruling really threatens to 'break' the game session) vs. eating into the table's play time.



The Master of Ceremonies *(Being the Games Master in Hollow Skies)*

Taking on the role of a Games Master in a ttrpg is both a rewarding and challenging experience. As a GM in Hollow Skies, you get to shape the nature of the world the rest of the players will explore. This can range by injecting some of your own style into the base setting included with these rules, to using the games rules to build your own setting completely from scratch. This is the ultimate freedom given to any GM. So long as the rules of play are adhered to, they are free to design the world(s) as they see fit. The best GM's will strive to create situations and scenarios that both entertain and challenge players. They share in the fun of player success and ensure any 'failures' are still interesting as well

Let's delve into this critical role in a bit more detail, but before we do, keep the following 4 points in mind as the only real cardinal "rules" a Hollow Skies GM should consider:

You set the Tone and Scenes of any Adventure, but You are not the Sole 'Storyteller'.

Some game masters make the mistake of assuming they are the storytellers and players are just part of the world. In fact, you are just setting the scene, players and the dice rolls will tell the story. How the world and NPC's react to players' actions reflects your part in the ongoing story. "Auteurs" who plan out every aspect of the adventure from start to finish run the risk of shoehorning players so that their choices and actions do not really matter, which will kill any fun at the table super quick. You set the scenes, tone and pace of the game, but railroading the table into a set story line where their actions or choices cannot really alter anything is a recipe for (yawn!) total boredom.

You control the Enemies, but You are not "The Enemy".

We all can be competitive in nature from time to time, but remember, although you are there to interpret how NPC's act based on their personalities, the unfolding scene and players' actions, you are not the Enemy yourself. This is your chance role play, but you need to avoid the "me vs. them" mind set. It is the scenario vs. the players, not the GM vs. players. It does not mean you cannot get excited when players are challenged, but you should never be actively rooting for their destruction. Fair and neutral interpretation of the rules is essential, so the players feel they are getting a fair shake.

Keep things Consistent to keep things Fair.

Stick to the rules as much as possible to ensure fairness of play. As with any ttrpg, you may have players attempt something that is not specifically covered by a standing rule, and you will need to make a ruling. This is more than okay (since the dawn of the first table top games, home brew rules have been an essential thing). The key is to keep any ruling consistent so the players at the table do not have to guess what may happen if they try something similar in the future. If it is going to be a one-off situation you allow, make it clear it applies to this case only, but otherwise make sure the new home brewed rule becomes a standard at your table for that particular group of players.

Do not Fudge Dice Rolls.

Remember, this is a game, not just an extended improve session. You may be tempted to fudge a few dice rolls, either to challenge the players more, or to go easier on them if they are getting hammered. Do not give in! Letting the dice rolls stand and having the players deal with the consequences, positive or negative, is key to ensuring there are actual stakes in the game. If your NPC dice rolls are terrible while the players' are great and an encounter you thought would challenge the team turns out to be a cake walk, that is fine. The dice will come around eventually (They always do!). On the flip side, saving players from their bad decisions or lousy dice rolls will send a signal that there are no real stakes in the game, which will also kill the fun eventually

Flow of the Game– The GM’s Side *(The Time of Day and Types of Sessions).*

The Flow of a ‘day’ of Game time:

Begin each new ‘day’ with players rolling any required Percentile checks and apply necessary effects to any failures. These checks are:

- a) “Migraine” check for Espers or Wildcards.
- b) “System Overload” check for Cyborgs.
- c) “Twilight” check for H.E.R.O.s.

- 1) The length of an actual game session can vary, but as a rule of thumb for tracking a ‘day’ of game time, consider 4 full encounters, along with the actions players take in between (shopping, transit, Roleplaying, the 2 comfort rounds) a good benchmark for representing one ‘day’ of play time.
- 2) Remember players can take “comfort” twice per day so long as they are not in danger or in the middle of a sticky situation. In the beginning while everyone is still learning, The GM can suggest that it might be a good time to take “Comfort” at certain times to help players and remind them they can do this twice a day.
- 3) Players can end a day anytime by deciding to ‘Rest’ or after 4 full encounters and some other actions, the GM can point out some rest may be in order. Characters of course need to be in a place or position where they can get some sleep. In the beginning players might need some prompting by the GM, but most will quickly look for opportunities to take Comfort or Rest, as these are key ways for their characters to regain Health, Focus and Will. Once the team does rest (even if they choose to go down early!) The day cycle begins again with any required Percentile checks.



Types of Scenarios for Game Sessions

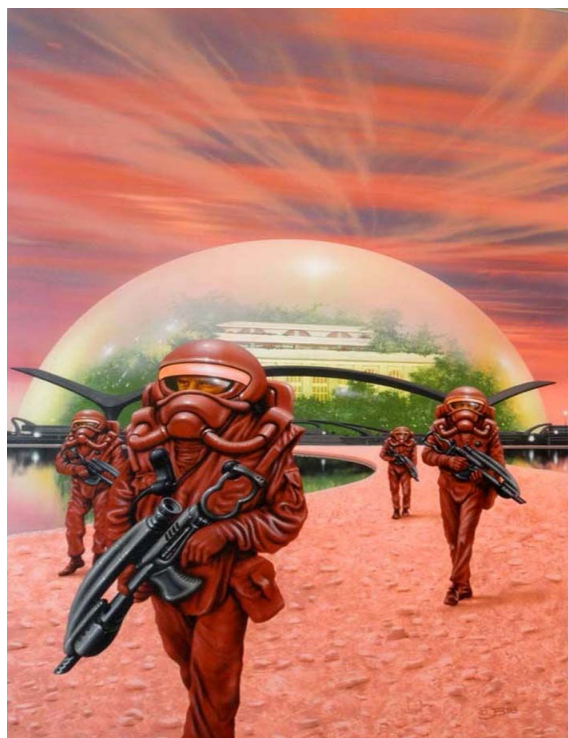
There are many ways to put scenarios together for Hollow Skies. Here are the 3 broad categories that most types of adventures will fall into:

- 1) *The One Shot:* This is an adventure that can be completed in one play session. This is a great way to introduce new players to the game. It’s also a great way to have fun non-connected adventures similar to classic sci-fi media like the Original Star Trek & TNG. The last session was about a heist on Mars and this session has the team hunting pirates in the Rigel sector, the next one concerns a medical emergency, etc.
- 2) *The Multi-session:* This may be a series of one shots that have an underlining theme that carries over from session to session. This can also be a scenario designed by the GM that will take 2 to 5 game sessions to complete.
- 3) *The Campaign:* This is a long term set of play sessions with no end date in mind. Campaigns can consist of one shots and multi sessions linked together, but often also have long-term themes running through the story or an overarching ‘main’ goal that the players are trying to accomplish as well.

Flow of the Game– The GM’s Side *(Constructing Scenarios).*

When putting together a play session, whether a one shot or as part of a campaign consider this flow to assist with your ideas:

- 1) *Summary:* Not necessarily for the players and their characters. The summary can be quick notes for yourself as the GM to lay out what the adventure is about and why it even needs to happen.
- 2) *Introduction:* Where does the story take place, are there general environmental or historical factors the players should be aware of, what is the general current state of affairs, etc. Note for multi-sessions or campaigns, this is more like a quick recap of the last play session for the players vs. anything new.
- 3) *Background:* Set up the current specific play session’s scenario for the players and their characters. The background can help direct what the themes and mood of the play session will entail. Practically it should also give players a bit of an idea of what to expect in this session.
- 4) *Hooks:* One or multiple reasons why the player characters should involve themselves with the scenario or are ‘forced’ to be involved, or just need to be involved.
- 5) *Locations:* What are the key locations of the adventure. What facilities, etc. are at each location and who are the NPC’s and creatures that inhabit the location. Also, are there specific types of actions or dangers that exist at this location.
- 6) *Goals & Outcomes:* What are the end goals of the session? What constitutes success or failure? What are the possible outcomes based on the possible actions’ players can take .
- 7) *Rewards:* What is the EXP breakdown for completing tasks in the session. What special items and loot can be found and how many credits can the team make.
- 8) *Conclusion:* What does a positive, mixed or negative outcome look like for the team specifically.
- 9) *Continuation:* Did player actions lead to hooks for future adventures? Did something they do have consequences that can lead to further adventure? What should carry over to the next sessions?



Need some Points of Reference? We’ve got your Back!

Review the free adventure provided in detail before running it to produce the best results. It will provide a good idea of what the Hollow Realms system has to offer, while only scratching the surface of what the full game. Note that the full Hollow Skies or Hollow Lands starter sets provide a trilogy of adventure modules to get you and your players started. The adventure included in this free demo, “A Fridge to Far” is part one of the Hollow Skies trilogy. Note all of these modules are all set up to be run as stand alone adventures as well with just a couple tweaks.

Also, remember especially in the beginning, keep things simple!! You are learning and likely most of your players are learning as well. Once everyone is comfortable with the basics, more elaborate scenarios will begin to flow almost naturally. While your confidence as a GM grows so too does your players’ skill at the game. You will want to challenge them with new, different and tougher scenarios and they will want to be challenged!

The GM's Side: Stat Checks

Just a reminder (From the Players Manual)- A Stat Check succeeds if it meets or beats the Target difficulty the GM has assigned to the Task (See the Difficulty Chart for the different available target levels). Each Stat is assigned a Threshold dice by the player when a character is created. To make a check, the player rolls the appropriate dice and adds their stat total to the result.

Level	Target to Meet or Beat
1. Simple	4
2. Novice	6
3. Apprentice	7
4. Adept	9
5. Expert	12
6. Master	15
7. Epic	19
8. Legendary	24

Further GM Clarification

The default stat check is always “Apprentice” (So meet or beat a 7 with the dice rolls). For any ability that requires a check to activate, this is the standard target. As the GM, you can alter the target levels based on how your scenario has been constructed or how the player characters are interacting with a current encounter. Considering when a stat check should be more or less than Apprentice is going to be one of the most important tasks a GM does as they build out their scenarios. There are really no hard and fast rules on how to handle this. Stat check levels can be set in stone when designing a scenario, or the GM may want to alter them on the fly based on player skill or actions their characters took earlier in the play session. Here are some things for a new GM to consider:

- 1) The target should increase if there are factors in the encounter that require additional concentration or care. For example, in the “Fridge to Far” sample adventure included with this supplement, the player characters can end up taking some swoop bikes (Think speeder bikes from Star Wars) depending on their actions and choices. The module notes that any stat check other than piloting while using a bike should be made a 1 level higher than normal. Another good example would be a combat scenario in a hazardous environment. Checks may need to be made at adept or expert levels due to the character needing to manage the stress of a toxic or polluted environment, nearby natural hazards like lava, etc.
- 2) Like the current world, not all things are made equally in the future! Stronger locks are more difficult to pick, a mob boss’s or CEO’s personal database is likely much harder to hack than a public terminal, a new strain of a virus is more difficult to identify than a known pathogen, maneuvering a ship through a tightly layered mine field is more difficult than flying through a natural asteroid field, etc. The more difficult you feel the task should be, the higher you should set the level.
- 3) It’s rare that a GM would automatically set a task at Novice or Simple. It’s usually recommended that these are used when a player suggests they have trait that can help make what they are attempting easier. Think of one of the examples in the “Using your Traits” section: “*While surveying an abandoned Space station, the team comes across a still active piece of tech no one has seen before in the old science labs. In this case, The GM would likely have a very high target (Expert or higher) threshold for any Science check to identify the tech. Calvin, however, is a Prodigy, so it makes sense that he can grasp new concepts faster and at higher level than the rest of the crew. The GM lowers the difficulty threshold by 2 levels for Calvin.*”
- 4) Consider that every action does not require a stat check. If it is a straightforward task, or an action that would be very easy for the player characters to accomplish based on their traits and backgrounds, don’t bother having them roll dice. Just simply narrate their success.

The GM's Side: Contested Checks, Damage Resistance & Comfort or Rest

Just a reminder (From the Players Manual)- **Contested Checks:** Sometimes a player wants to try something that can be directly opposed by an individual opponent (another player or NPC). The player still makes a stat check as above but instead of trying to beat the GM's target, the opponent makes their own stat check and the highest total wins.

Further GM Clarification

In the *Bring on the Baddies* section, each sample Creature has a breakdown of what their 'S' Stats would be based on their Power level. GMS will need to set any S Stats for any specific NPCs they have created themselves.

Resistances and How Different Damage Types behave Vs DR.

Basic Damage resistance (DR) offers great all-around protection for a character, but result do vary depending of the type of damage taken. See the below flow to help clarify for you and the players:

- 1) Damage via unarmed or melee attacks, standard explosives, powder based fire arms, falling from heights, etc.— *Standard DR Protects fully.*
- 2) Damage via Energy attacks or energy based Weapons (ENG)- *Standard DR only offers 1/2 protection (rounded down).*
- 3) Damage via toxins, radiation, poison, etc. (TOX)- *Standard DR only offers 1/2 protection (rounded down).*
- 4) Damage vs. nature effects like heat, burning, extreme cold, etc. (NAT)- *Standard DR only offers 1/2 protection (rounded down).*
- 5) Damage via Mental powers or abilities (MEN)- *Standard DR offers no protection against Mental damage.*



Just a reminder (From the Players Manual)- **Comfort & Rest:** Twice Per day characters can 'take comfort' as long as they are not in a dangerous situation or in hostile territory. During these two comfort phases, food, and drink (up to two items per player max) may be consumed to aid recovery. The Players may also 'rest' once each day as well. Resting recovers 1 point of Health, Will & Focus.

Further GM Clarification

If player characters do not rest after about a 24-hour period (this is subject to your judgment as a GM, but remember the 4 big encounters in a day Max rule as a guideline) they are 'exhausted' receive a -2 burden to all rolls. Every day they go without rest results in an additional -2 burden. Finally taking a full rest will eliminate all these burdens. They must eat at least once per day as well or receive an additional -2 burden the next day.

The GM's Side: Advanced Actions

Adding Advanced Action Rulings

These are optional rules you can use to add some more meat to certain non combat options.

Basic Hacking Actions: Anyone trying to access secure terminal or system without using a Hacking ability can still make a Computer check to attempt to break in. If successful they then need to make an additional (usually more difficult) check for each piece of information they are looking for or trying to alter. If the system has encryption breach detection, the character get a 10% chance per perk point in Computers of avoiding detection. If the character has the *Hacker* trait (but is just attempting a basic hack and not using an ability), they can add an additional 10% to their chance to avoid detection.

Daily Medicine perk Comfort Bonus: With this optional rule, anyone with Perk points in medicine can spend a focus point to apply a little first aid as well. They can also do this at the beginning of a Rest phase as well. They can heal 1 point of Health, Focus or Will per their total Medicine perk level and don't have to distribute it all at the same time. It just costs a focus each time, and every character can only distribute a Max of their perk total throughout the day. For example, Dr. Jing has a starting Medicine perk bonus of +2, so she can deliver 2 bonus points of healing (either the same or different individual) in a day.

Demolition Actions: How much damage can a wall, bulkhead or door take if a team is lobbing C4 at it or a super strong H.E.R.O. is trying to punch their way through? Here is a suggested quick formula to use based on three classes of material. As GM, you rule what the class strength is of anything they are trying to wreck:

- a) *Flimsy Material*– The material can take 10 points of damage per foot (or 0.30 Meters) of thickness before crumbling or collapsing.
- b) *Solid Material*– The material can take 30 points of damage per foot (or 0.30 Meters) of thickness before crumbling or collapsing.
- c) *Hard Material*– The material can take 60 points of damage per foot (or 0.30 Meters) of thickness before crumbling or collapsing.

Falling Damage: A quick way to calculate player or NPC damage if they have fallen from a height. For every 10' fallen, the target loses 1 point of Health (DR does offer full protection against falls).

"The Final Blow": This is an optional combat rule you can choose to deploy sometimes, all the time or not at all as the GM. If a player character just successfully struck or damaged an enemy and that target ends up with exactly one Health point left, As GM you can give the player the option to preform a *"Final Blow"*. This is a bonus action and the player must sacrifice one point from one of their Wellness Stats. This will automatically deal the point of damage to the target, finishing them off. Players should take the point from the Wellness stat that best reflects the action they want to take to finish the enemy off. For example, a sharpshooter that nearly finished their target could sacrifice a focus point to get that quick final shot off. Or a brawler could sacrifice a Health point to finish putting their fist through an enemy's face shield, dropping them.

Gambling Actions: If you are simulating games like roulette, slots, sports betting, etc., simply set the "odds" (ie the difficulty target) and have the players make a Luck check. For dice and card games, you can do this as well or you can actually play a couple rounds at the table, with you acting as the NPCs. Allow the players to re-roll a dice or re-draw a card for each point of Luck they have. If the Player has the *Gambler* or *Lucky* trait, allow them to either subtract -1 or add +1 to any roll in a dice game as a bonus reaction. In a card game, a player with the *Gambler*, *Villain* or *Scoundrel* Trait can also attempt to 'palm' as useful card with a successful Snatch check as a bonus reaction. A *Gambler* specifically can also add +1 to this snatch attempt.



The GM's Side: Movement

Just a reminder (From the Players Manual)- *Movement: In situations where tracking Character movement becomes important (usually only in Combat encounters or when attempting to flee a situation or move through a difficult area) each character starts with a base movement of 30' (Call it Feet or Meters depending on your preference). Abilities and items can increase or decrease this.*

Further GM Clarification

We will take a deeper look at combat movement below, but first familiarize yourself with the two following items regarding movement:

- 1) *Difficult terrain:* As a GM you will find that environmental hazards and challenging landscapes can be great fun for challenging players. 'Difficult' terrain includes mountainous or very craggy and rocky environments, dense forests, swamps or jungles, swimming or maneuvering through deep water, scavenging your way through a wrecked ship, making your way through the rubble of a blasted-out Neighborhood, etc. Characters can only move at ½ their normal movement rate (abilities can alter this) when moving through 'Difficult Terrain'.
- 2) *Sneaking:* When attempting to move stealthily, player characters can only move at ½ their normal movement rate (abilities can alter this).

Combat Movement & Distances.

Please use the simple grid map on the next page for reference as we discuss. You will see that two bold space adventures look to be in a bit of trouble and are engaged in conflict with 5 security robots (Note this same logic can apply to Space combat as well).

- 1) The arrows on the grid point to all the possible directions a character can move in. As discussed in the player's manual, on a grided map it's recommended that one square= 5' of movement. So if a character's movement is 30', then they can move a total of 6 squares in any of those directions as a movement action. The arrows also reflect all the possible directions a ranged weapon can target as well. Also, note the squares with arrows represent any space that would be 'adjacent' to the character, so this also represents a visual of the area any ability or skill that affects an adjacent ally or NPC.
- 2) What is the 'green zone' surrounding one of the robots? Let's say the **red** Character successfully lobbed a Plasma Grenade at that robot at the beginning of the fight (30' throwing range, so they were just able to hit the robot dead on). These weapons have an area effect in a 10' square radius that can last multiple rounds. The Green zone represents the zone the ongoing area effect is active in. Any character moving into the zone while the area effect is still active will become subject to those effects. Colors are often useful in representing area effects on a map or grid. Green for plasma as the example here, maybe red or orange for a burning effect, etc. Once an area effect expires or is ended by an ability, remove it from the scene.
- 3) Any grid or map you use is of course just a representation of an actual 3D environment. How do you account for vertical distances and movement? There are many different approaches. In our example, a large rectangle has been added to represent a small building with one of the robots standing on the roof. The little ladder represents a visible access point to the roof. A small X4 has been written beside the building to represent that the structure is 4 "squares" or 20' tall. This is a quick way to always have a constant reminder of how high a structure is. Any character attempting to climb, jump or fly to reach that robot (or if they are just trying to shoot up at it) need to take that 20' distance into account, as the robot does as well if it attempts, for example, to shoot down at characters on the ground.

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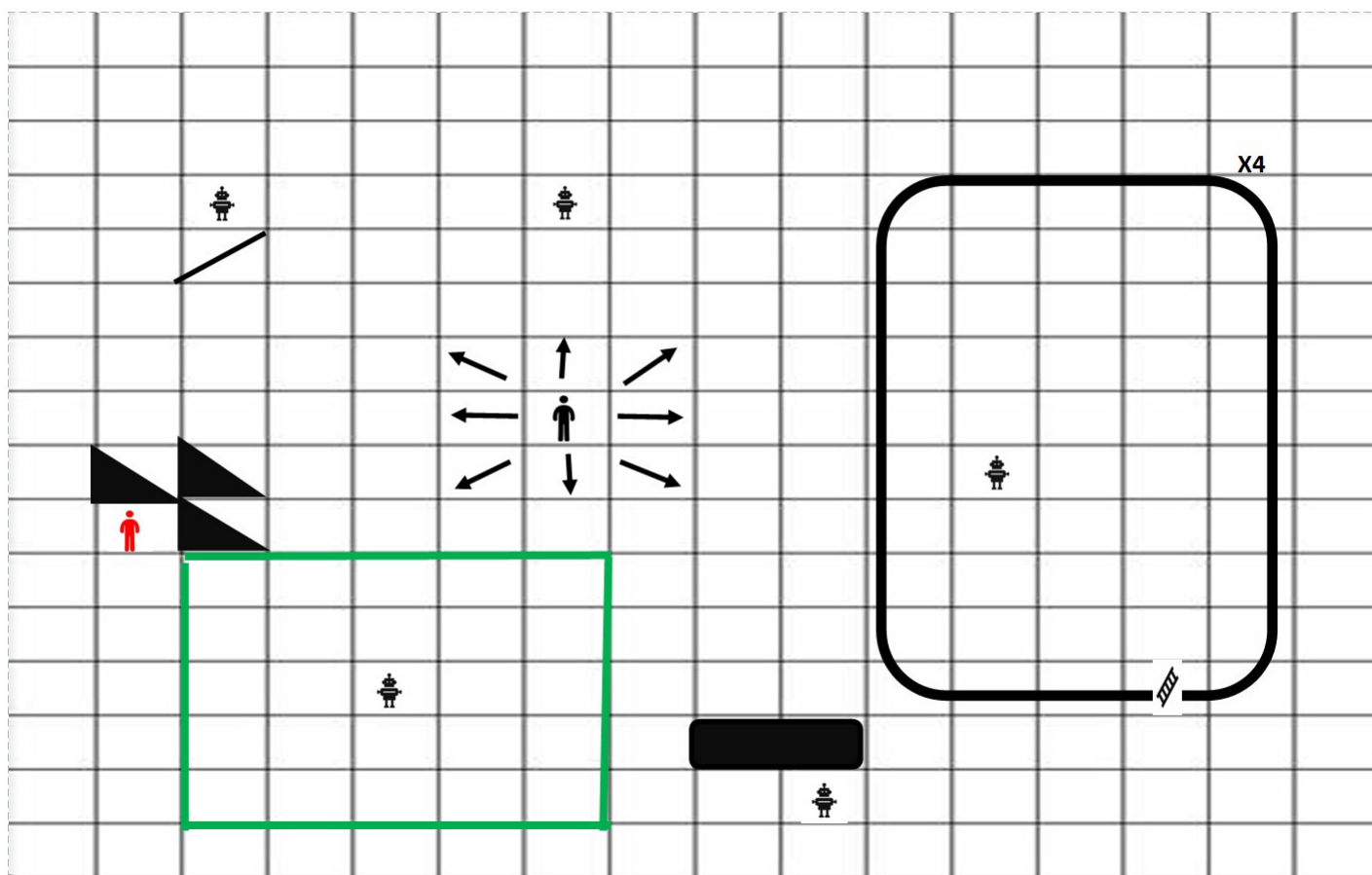
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The GM's Side: Movement Continued



Optional Symbols you can use to represent different types of cover on a map:

Minimal Coverage:

Partial Coverage:

Full Coverage:



Come Fly with Me! (Spaceships in Hollow Skies)



Technically this can be 'optional' as players can have many exciting adventures without ever leaving planet side, or they can book passage on commercial craft (or hitch a ride with an NPC buddy) if they need to get somewhere else. That being said, of course one of the most appealing things about the pulp SCFI or Space Operas are the cool spaceships!

While the test adventure included with this demo does not feature any space ship action, the team can potentially pilot a couple types of vehicles, So we have included some information to allow you as GM to run that properly.

For now just know that if your players are a little more a Han Solo than they are a Rick Deckard, then the full Hollow Skies rule set offers a compressive space ship travel and combat system along with wide varieties of options for vessels and vehicles.

Ship Sub Systems

Ships have different sub systems that affect how they function.

- 1) *Shields*: Each ship Has 4 shields, protecting all sides. The Shield level equals the amount of damage it can take before collapsing.
- 2) *Engines*: In Encounters where movement matters, represents how far a ship can move in one action (5= 5 squares).
- 3) *Auxiliary Power*: Aux Power is affected by various abilities and can be used to regenerate other sub systems.
- 4) *Deflector*: Used for various Deflector abilities. A ship with a broken deflector should not maneuver until it is repaired! (2 in 6 chance of a collision dealing 2d10 Bleed through damage).
- 5) *Star Drive*: How many systems can be traversed over in one jump. Star Drives require complex calculations and always require a minimum Adept level Piloting check. If successful it takes 3 full actions for the pilot or co-pilot to 'spin' the drive up.

Physical Statistics

Each Ship also has 3 key Physical stats.

- 1) *Hull*: When you shields go down, your hull score represents how much damage the ship can take before being destroyed.
- 2) *Def*: the Ship's Passive defense and the base target Enemies must meet or beat to hit it. Starting ship Def is equal to the Ship's base Stealth stat. This is determined by the ship type.
- 3) *Stealth*: The base target enemies must beat to detect the ship if hiding. Also determines at what + or - bonus the ship's pilot can add to Stealth checks.

Other Key Features

- 1) *Min/ Max Crew*: As suggested, the minimum crew required to fly the vessel and the max people it can hold normally.
- 2) *Cargo Hold*: The ships storage space. Like a Character's 'stash', items marked a (s) can be stacked to a max of 5.
- 3) *Weapons*: the maximum number of weapons a ship can have and where they are positioned.
- 4) *Ship Consoles/ Mods*: These can be built and upgraded using Team credits. A great way for the players to customize their Ship. Each console or Mod has a listed build cost and requirement and What stat totals are required by the team to use the console. These are modular Consoles and can be switched out and stored in the cargo hold to be reinstalled as needed. (Cost= combined build stat total).

Afraid of Heights, but Still Have a Need for Speed

Of course, there can be a wide range of ground vehicles in settings like Hollow Skies and there are several examples the GM can use for ideas in the inventory section. From a player characters' perspective. Ground vehicles and atmospheric only flying machines function just like spaceships in combat and other encounters with just a couple exceptions:

- 1) The Deflector Sub-system does not exist.
- 2) Most do not have shields, but there can be exceptions .
- 3) Most ground-based vehicles only allow for one pilot or driver, so no co-pilot either



RED ALERT!! (Ship to Ship Combat).

Space Combat Encounters are broken into Rounds. Every Player and NPC has up to 3 actions they can take on their turn. Once everyone has completed their turns (players and NPCs) that round is over, and a new one begins. At the top of each round, Initiative is rolled on 1d6, and the winning team takes their turns first. Players (and NPC's) do not have to use all 3 of their moves on their turn and can hold actions to use later in the round. Abilities listed as "Reactions" are often useful to hold an open action for. In Space combat, strike actions may be limited based on the number weapons active on the ship. Pilots and co-pilots can fire any weapon on the ship even if another has fired it previously but want to be careful to leave some of their actions for movement. Other crew can man a weapon station (or a console if the ship has) and fire it as an Action. Here are the items a Character can perform during their turn:

- 1) *Action:* Attacking, or using a Console, using an Ability flagged as an 'Action'. Actions happen on the player's turn.
- 2) *Reaction:* Using abilities flagged as a 'Reaction'. Reactions can be performed at any time during a round (not just on a player's move).
- 3) *Movement:* The Player can move up to their max movement as an action. In Space combat, only the declared pilot or co-pilot can preform movement actions.

Dealing Damage

When a player's character successfully strikes a target ship, or an NPC hits the players' ship, shields must be eliminated first before damage reaches the ship hull. Even if one shield is eliminated, vessels can be repositioned so that the enemy is facing another shield. Ships can also try to position themselves to target more vulnerable shields or a section of the ship where the shields have collapsed. Any strike hitting an area of the ship not shielded will damage the vessel's hull. When the Hull is reduced to '0' the ship is wrecked (unable to preform any actions) and will explode at the beginning of the players next turn unless abilities or actions are used to restore at least 1 point to the Hull. The amount of damage done to shields or the hull depends on the weapon used (each weapon type has a dice threshold listed that players will roll) and the character's skill. When striking shields, if the damage rolled exceeds the shield's power, only weapons with a "bleed through" mod or option will carry over to the hull when the shield collapses, regardless of how much over the shield's power the shot was. The below breakdown will show the specifics for each type of Space combat strike:

- 1) *Projectile Damage* is based on Weapon Type + or - The Character's Projectile strike total. (*Exception: Mines laid deal their damage dice total only (do not add the Character's Projectile strike total to damage).
- 2) *Beam Damage* is based on Weapon Type + or - The Character's Beam strike total.
- 3) *Cannon & Turret Damage* is based on Weapon Type + or - The Character's Cannon strike total.

Called Shots in Space

Characters can try to target specific sub systems at a -4 Burden to hit. Instead of damaging shields or the ship's hull, a successful strike will deal direct damage to that particular sub system:

- 1) *Engines:* *Note: If Engine power is reduced less than Star Drive power, the Drive is down.
- 2) *Auxiliary*
- 3) *Deflector*
- 4) *Weapon(s):* *Note: A Successful Hit renders the Weapon non operational for 1d3+1 rounds (it can't fire).



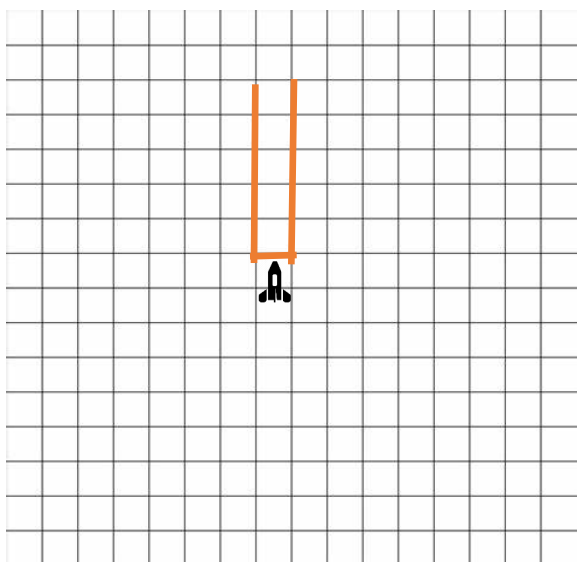


RED ALERT!! continued

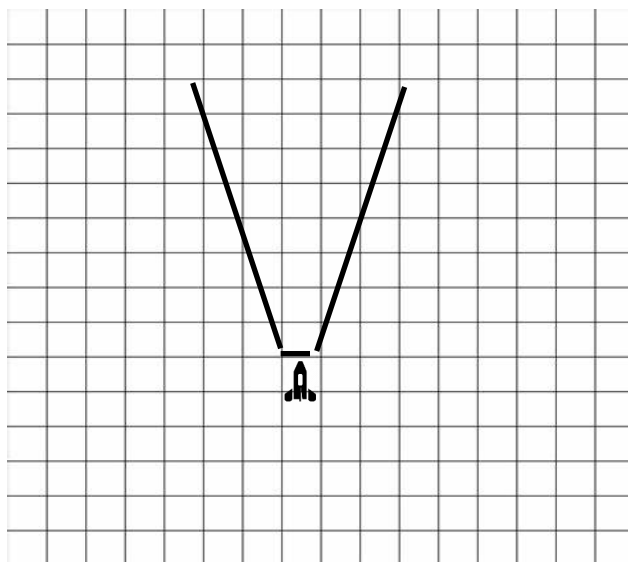
Weapon Target Areas

The different type of space armaments have different zones or areas they can cover. There are 4 “Target Areas” in total. Refer to the target area diagrams to see exactly what each area covers.

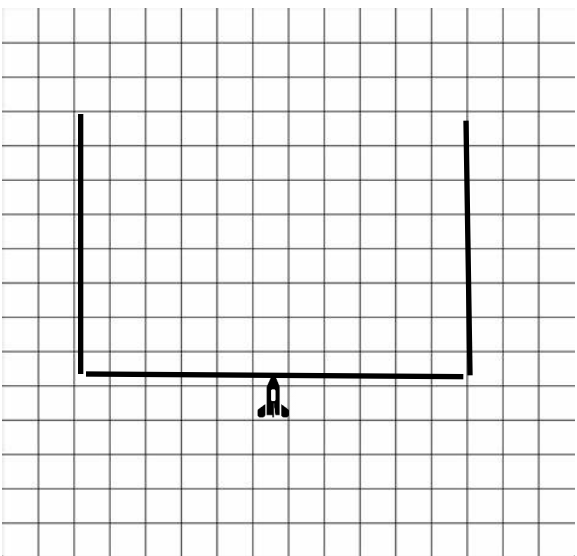
Target Area #1



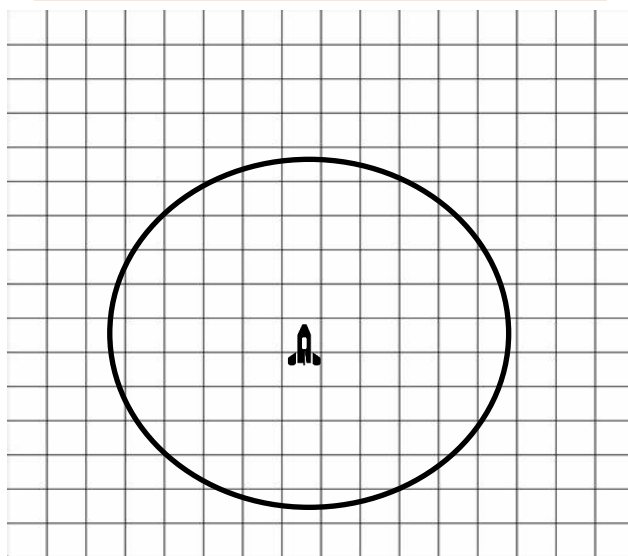
Target Area #2



Target Area #3



Target Area #4



Space Weapon Attacks against Shields vs. the Hull

As long as a shield has 1 point of power. It must be brought down before the Hull can be struck. So as an example, if your left shield has 1 point left and was just stuck for 5 points of damage, the shield collapses, but the remaining 4 points of damage *do not* carry over to the hull. If the exposed hull is struck by another attack following the shield's collapse, then it starts taking damage.

The GM's Side: Traits

The 'Using Your Traits in the Game' section of the Players manual has some effective guidance on how players can use their traits in the game. As the GM, you will want to make certain your setting has opportunities for players to take advantage of these traits. This doesn't mean you have to make things easy for them, just that there should be ways clever players can use their traits to advantage within the play session. With a little experience, players will often pick up on things you mention in your narrative naturally and take the ball and run with it.

Encourage this player agency by not shooting down every suggestion a player has for using a trait unless there is clearly no context that can be applied. For example, *Calvin saying because he is an Innovator, he should have no problem calming a super freaked out witness?? Sorry buddy, maybe if you where also a Counselor and not a Cyberneticist :-). You'll have to try a Sway roll.*

If the player suggestion is maybe a bit of a stretch, but still within the realm of possibility, instead of assigning a *Regular Bonus*, you can assign a *Stretch Bonus*.

Regular Trait Bonuses

- 1) *Automatic Success:* For things like information gathering or Checks that would be at and Apprentice level or less in a non combat situation, consider rewarding the player with an automatic success.
- 2) *A +2 to Stat Check:* For tougher situations, where the GM doesn't think an automatic success makes sense, so a boost to a stat check or other roll is applied.
- 3) *Increase The Dice Threshold:* If the GM feels a check is still required but the Trait the Player suggested and the way they described using it sounds like it would give their character a great advantage, increase the appropriate 'S' Stat's over all threshold by one level for that check.

Stretch Trait Bonuses

- 1) *Partial Success:* What the player is trying to attempt with the trait is only partially successful. For example: *Dr. Jing is 'Resourceful' and their player wants to use that trait to find a black market dealer of medical supplies for an emergency situation. Because she is resourceful, but has no shady side, she finds someone who can point her in the right direction... for 80 CR.*
- 2) *A +1 to Stat Check:* For tougher situations, where the GM doesn't think an automatic success makes sense, so a boost to a stat check or other roll is applied.
- 3) *Reroll a Failure:* The player using the Trait still needs to make a stat check, but can reroll a failure once and take the new result instead if it is a success.



The GM has the ultimate (and only) call on which Trait bonus to give a player to aid in whatever they are attempting.

Have fun with it! Many times a partial success can lead to interesting and sometimes down right hilarious situations.

Reward players for smart trait use with an Automatic Success. This lets them know clever roleplaying is welcome at your table.

Lastly, if a character is truly a total badass in certain areas, give them their due if they can combo traits. Never be afraid to stack bonuses if they are using multiple traits to attempt an action.

Bring On the Baddies!- Enemy NPC's in Hollow Skies

When conflict immerses, as the GM you should already have an idea of how NPCs are going to react based the personalities you have injected into them or based on how you feel they would act if players have not interacted much with them until this point. This doesn't mean every thug or goon looking to take a shot at the players needs to be a fully fleshed out character (this is where common stereotypes from popular media can come in handy again), but just that both GMs and players should keep in mind the old saying, "Everyone has or a least had a Mother". Ending even an obviously evil life should have some down stream consequences in the world, even if the player characters never experience those consequences directly themselves. (Note, sometimes having the player face some of these consequences can be a great story hook or allow for some excellent roll playing in general).

In some cases players and their characters are understandably concerned about engaging in direct combat with living NPC's and may prefer to use negotiation, stealth, etc. vs. combat, but they do still want the occasional strategic battle experience. So, don't forget about using robots and automated defenses. These can be generally used as cannon fodder and smashed to pieces by the team without having to worry about the moral quandaries of ending a life.

Basic Enemy Stats

Every enemy has their base 'S' Stats and the following:

Health: How much damage they can sustain before falling.

Willpower: How Many Will points they have.

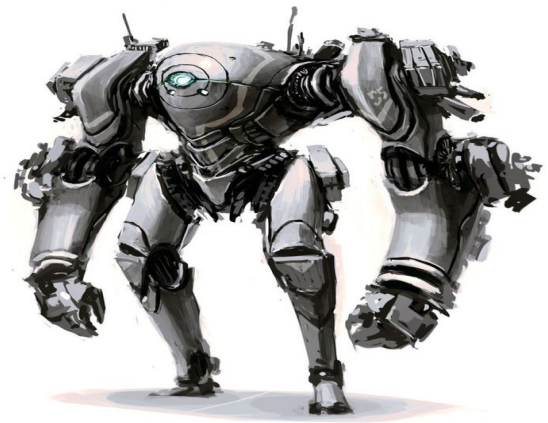
Focus: How many Focus points they can spend in an encounter.

Strike Stat: What they roll to strike a player character.

Damage: How much Health damage is done by NPC

Defense: What is the DEF target to beat to hit this enemy.

Abilities: What are the possible abilities this type of enemy can use.



Determining Enemy Power Level and Ability Level

Use the Same charts that a GM uses to determine the difficulty level of player stat checks to determine the power level of each enemy and how many abilities they can use in an encounter. Use the below for reference when looking at the sample enemies on the following pages. On the following pages you will find a section of sample enemies you can use in game and for inspiration when making you own opponents. Note that the health Stat is tied to a threshold dice + the power level of the creature. For an even simpler enemy set up, consider you can just default to the top threshold totals just like Player Characters (3, 6, 10). Also, note, all enemies movement is a base 30' unless noted otherwise.



<i>Chart Level</i>	<i>Power level</i>	<i># of Abilities</i>
1. Simple	+0	+0
2. Novice	+0	+1
3. Apprentice	+1	+1
4. Adept	+2	+2
5. Expert	+3	+3
6. Master	+4	+3
7. Epic	+5	+4
8. Legendary	+7	+6

Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued

Now that we have discussed the basics of NPC/ enemy Power and ability level let's build out a good example together. Let use as an sample a base "Fence" NPC (also good for use as a merchant, shopkeeper, broker, shady back ally salesperson, etc.).

Fences

Stamina (d3): 1, Speed: (d6) 2, Smarts (d6): 2+ Power Level, Swagger (d10): 2+ Power Level

Health: 1d6+ Power Level

Willpower: 2+ Power level

Focus: 2+ Power level

Strike Stat: 1+ Power level (1d3 Threshold)

Damage: By Weapon type

Defense: 3

Possible Abilities: All abilities form the following Skill traits are an option—*Merchant, Chef, Bartender, Smuggler and Diplomat.*

Notes: A Fence at adept level or higher can also have access to any Basic Physical ability as well.



Now let's build an NPC. Jean Philippe is a Belter and is the proprietor of a Port Ahuna Mons pawn shop called The Winning Deal, a place with a reputation for not asking too many questions about where the merchandise being pawned originally came from. Jean Phillipe is an adept level NPC, so his stats below are based on the +2 in Power Level. Two abilities out of the possible selections a Fence can have where chosen as well. *Special Orator— Barter and Blunt Instrument.*

Jean Phillipe Cote (Adept Level Fence)

Stamina (d3): 1, Speed: (d6) 2, Smarts (d6): 4, Swagger (d10): 4

Health: 8

Willpower: 4

Focus: 4

Strike Stat: 3 (1d3 Threshold)

Damage: By Weapon type (+1 to hit and damage with Blunt weapons)

Defense: 3

Possible Abilities: *Merchant- Special Orator- Barter*

Notes: Jean Phillipe keeps a solid Bat under the counter in case trouble pops off, and has the *Blunt Instrument* Level one, with the *Ringin Their Bell* ability.

<i>Chart Level</i>	<i>Power level</i>	<i># of Abilities</i>
1. Simple	+0	+0
2. Novice	+0	+1
3. Apprentice	+1	+1
4. Adept	+2	+2
5. Expert	+3	+3
6. Master	+4	+3
7. Epic	+5	+4
8. Legendary	+7	+6



Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued

Prestige () NPCs & Enemies.*

Occasionally the GM is going to want to flush out an NPC or enemy fully by building them out just like a player character. In most cases though, a GM likely wants to add some extra spice to a NPC without going through a detailed build. One suggestion is to use “Prestige” options that can be built on top of any base NPC or enemy type. Each * a character has equals and additional prestige effect applied to that NPC. This is a great way to quickly generates Bosses and mini bosses for potential combat encounters or a specialist NPC that has additional expertise outside of their power level.

Prestige () Options*

(The options an additional (*) can add to a NPC or enemy.)

- 1) +2 to any ‘S’ Stat, Wellness Stat or increase a dice threshold.
- 2) Increase the target difficulty threshold one level or a particular type of check targeting the NPC.
- 3) 6 additional points that can be spread between Health, Will & Focus.
- 4) Increase their Strike dice threshold by one level.
- 5) Give them an additional ability.
- 6) Defense is increased by +1
- 7) DR is increased by +1
- 8) Add +2 to any specific non combat check the NPC is attempting.
- 9) Add a +1 chance to hit a target.
- 10) Add a +1 to any damage dealt.

^ - Predators/ Creatures only– An Additional Creature trait can be chosen.

Now let’s take Jean Philippe Cote and **Prestige him as an example. As a “two star” or ** prestige NPC, Jean Phillippe has been given an extra ability (#5 above) and Bater checks are more difficult to make against him (#2 above). Remember, there is no real limit to how many stars (*) a prestige NPC can have, so you can create some protenant individuals quickly using this method.



*Jean Phillippe Cote** (Adept Level Fence)*

Stamina (d3): 1, Speed: (d6) 2, Smarts (d6): 4, Swagger (d10): 4

Health: 8

Willpower: 4

Focus: 4

Strike Stat: 3 (1d3 Threshold)

Damage: By Weapon type (+1 to hit and damage with Blunt weapons)

Defense: 3

Possible Abilities: *Merchant- Special Orator- Barter . *- News Junkie.* Jean Phillippe always has an ear out for information and gossip, so he has the New Junkie ability.

Notes: Jean Phillippe keeps a solid Bat under the counter in case trouble pops off, and has the *Blunt Instrument* Level one, with the *Ringin Their Bell* ability. *- Jean Phillippe is a shrewd negotiator. All Barter checks against him must be made at one higher difficulty level than normal.

Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued

Lets take a look at some key enemies from the provided adventure "A Fridge to Far" as good examples of different types of NPC enemies. We will focus on a street gang called 'The Dusters'. Along with human foes, other categories in the full game set include automated defenses, robots, animals and creatures both regular, cyborg modified, mutated or even alien.

Bambi (**Adept Level Cyborg)

"It's none of your f@cking business baby. Now Shove off!"

Stamina (d6): 2, Speed (d10): 3, Smarts (d6): 4, Swagger (d3): 3

Health: 10

Willpower: 4

Focus: 4

Strike Stat: 4 (1d10 Threshold)

Damage: *Energy Bolt Pistols X2 & Pistoleer (1d6+3)*

Defense: 4 (DR 1 for Duster Coat Armor)

Abilities: Bonus Mod— *Spring Heel Jack, Speed Burst, Pistoleer—Quick Draw*

***- +2 SWAG, +2 Health, *Killa Style ability.*

Notes: Bambi has two Hypo spray— Focus she will use if needed as well. Once battle begins, she will fight to the death.



Killa Style

Killa Style (Bonus Action): (Pistol weapons required) Spend 2 focus points and dual wield pistols this turn without the -4 dual wielding burden. The character does lose their movement for the turn, but for every point in Stamina they gain +1 DR unit the end of the round. For every stat point they have in Speed, they can gain back 5' of movement.

Pistoleer

Quick Draw: At the beginning of any encounter, the Pistoleer can spend 2 points focus to 'Quick Draw' if they choose. This is an automatic first attack (even if the opponents won initiative) and is a Bonus action. For every stat point Pistoleer has in Speed, create a d6 dice pool. Roll and add the highest total to your damage. If more than one Pistoleer is attempting this, the individual with the Highest Speed goes first.

Cyborg Mods

Spring Heel Jack (-2 Sneak): Spend a focus point. The Cyborg can leap up to 30 ft. in the air and 15' forward as an action or reaction. Having both legs set up doubles these amounts.

Speed Boost (-2 Sneak): Spend a focus point as an action or reaction increase their movement by 10' and their Defense by +2 for the turn. Having both legs set up doubles the effect.



Gibson (**Adept Level Tech)

"give us the info, take your 50 Credits and walk away. Even you meatheads should be able to grasp how easy this can be."

Stamina (d6): 1, Speed (d6): 3, Smarts (d10) 5, Swagger (d3): 1

Health: 7

Willpower: 4

Focus: 6

Strike Stat: 3 (1d6 Threshold)

Damage: Ballistic Pistol (1d3+1, Range 50')

Defense: 4 (DR 1 for Duster Coat Armor)

Abilities: *Methods of Penetration, Weapons Malfunction*

** - +2 Health, +2 Focus, *Car Jacking Ability*

Notes: See Sonja's Character sheet for a rundown on how Gibson's abilities work.

Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued

Candy (**Adept Level Cyborg)

"Ha, Ha, Ha! Burn Baby, Burn!!!"

Stamina (d6): 2, Speed (d10): 3, Smarts (d6): 4, Swagger (d3): 3

Health: 10

Willpower: 4

Focus: 4

Strike Stat: 4 (1d10 Threshold)

Damage: *Flame Thrower Arm* (10' square area that deals 1d6 NAT damage, 30' Range).

Defense: 4 (DR 1 for Duster Coat Armor)

Abilities: Bonus Mod– *Accessory Arm (Flame Thrower)*, *Quick Shield*, *Rifleman– Bayonets & But Ends*

***- +2 SWAG, +2 Health, *Head Goon Ability*.

Notes: Candy has two Hypo spray– Focus she will use if needed as well.

Once battle begins, she will fight to the death.



Rifleman

Bayonets & But Ends (Action or Reaction): Spend a focus point to attack an opponent in melee range using your rifle (The character can use their rifle ranged strike for this if they choose). They can apply one of the following affects: a) But End- 10% chance per Stamina stat point of knocking the target out. If successful, roll 1d3+1. This equals the number of rounds the target is out cold. b) Bayonets- 10% per chance per Speed stat point of causing a bleed effect. The target loses 1 health at the beginning of each turn for 1d3+1 rounds. Also, in either case, for each point they have in Speed, the rifleman is +1 defense against any melee attack until the end of the round. (Note: Candy uses her flamethrower arm like a rifle for this).

Head Goon

Head Goon (Action or Reaction): Spend 2 Focus points. Until the end of the round, any ally adjacent to the Character gets +1 to hit and +1 to damage for every point the 'head goon' has in Swagger. Also, any adjacent enemy gets -1 to hit and -1 to damage for every point the player character has in Stamina. If the 'head goon' has any points in Smarts, they can also restore one focus point to any target ally for each level of the Smarts Stat when this is activated.

Leg Breaker

Leg Breaker (Reaction): On a successful Unarmed or Blunt strike, spend a focus point to give yourself X% chance to 'cripple' the target for the encounter (can only move 1/2 speed). X= 20% per Stamina Stat point. For every point in Swagger, the target is also at a burden of -1 for any attack rolls against the player for the rest of the encounter. Any target successfully struck twice by Leg Breaker will have their movement reduced further to just 5' per turn.

Cyborg Mods

Accessory Arm (-1 to Snatch, -1 to Piloting): *Flame Thrower* (10' square area that deals 1d6 NAT damage, 30' Range. treat like a rifle).

Quick Shield: As a reaction, Spend a Focus point block any incoming ranged attack. Also can shield the character from X points of explosive damage, where X= the Character's Stamina score.

Duster Thugs (Apprentice level Goons)

STAM of 2 (1d10), SPEE of 2 (1d6), SMAR of 1 (1d6), SWAG of 1 (1d3).

Health: 7

Willpower: 2

Focus: 2

Strike Stat: 3 (1d10 Threshold)

Damage: *Ballistic Rifle* (1d3+1, Range 90'), clubs for Melee (1d3+1)

Defense: 4 (DR 1 for Duster Coat Armor)

Abilities: *Leg Breaker*

Notes: A Good example of the more generic "Minion" NPCs that can be found in the game.

Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued



Pistoleer

Shoot from the Hip (Reaction): If there is an opponent adjacent to the Character, spend 2 focus points. They can spring back 10' and take a shot. If they hit, any Stat points they have in Speed can be added to the damage.

Bob The Duster (**Adept Level Goon)

"Bambi? Bambi! What the f@&ck is happening out there?"

Stamina (d10): 3, Speed (d6): 3, Smarts (d6): 3, Swagger (d3): 1

Health: 10

Willpower: 3

Focus: 3

Strike Stat: 4 (1d10 Threshold)

Damage: *Energy Bolt Pistol & Pistoleer* (1d6+3)

Defense: 4 (DR 1 for Duster Coat Armor)

Abilities: *Pistoleer— Shoot from the Hip, Hand to Hand— Sweeping Strikes.*

**** - +2 SMAR, +2 Health.**

Notes: Bob has one Hypo spray—Boost on him and 35 CR.

Hand to Hand

Sweeping Strikes (Action): Spend a focus point and make an attack. If successful, you have a base 10% chance + 10% per point in Stamina & Speed of tripping the target, knocking them prone.

Big Chuck (Expert Level H.E.R.O)

"Step off son and step waaayy back, or get wrecked!"

STAM of 5 (1d10), SPEE of 4 (1d6), SMAR of 1 (1d3), SWAG of 2 (1d6).

Health: 9

Willpower: 4

Focus: 4

Strike Stat: 5 (1d6 Threshold)

Damage: *Super Strong Fists— 6 Damage, Ballistic pistol* (1d3+1 damage)

Defense: 0 (DR 6)

Abilities: *Wide Load 3 (movement reduced to 15'- Gives him his super strength and damage resistance).*



Security Robots (*Apprentice Level)

STAM of 2 (1d10), SPEE of 2 (1d6), SMAR of 2 (1d6), SWAG of 0 (1d3).

Health: 7

Willpower: N/A

Focus: 2

Strike Stat: 3 (1d10 Threshold)

Damage: 1d6+1 (Gun Arm), 1d6 (Steel Fist)

Defense: 4 (DR 2)

Abilities: *Gun Arm (in this case, mounted as a shoulder weapon), *- Steel Fist.*

Notes: Not Dusters, but a good example of a standard robot NPC

Bring On the Baddies!- Enemy NPC's in Hollow Skies Continued

Mandy (**Expert Level Esper)

"Family and Friends are the only things that matter. You are neither."

STAM of 1 (1d3), SPEE of 2 (1d6), SMAR of 4 (1d6), SWAG of 5 (1d10).

Health: 8

Willpower: 9

Focus: 4

Strike Stat: 3 (1d6 Threshold)

Damage: Cleaver (1d3)

Defense: 4 (DR 1 Fo Duster Coat Armor)

Abilities: , Esper Powers- *Push & Pull, Catch & Release, Friendly Fire.* ** - +2 to Health, +2 to Will

Notes: If either (or both) of her sisters were killed by the player characters, she will never surrender no matter how persuasive the argument.



Esper Powers

Push & Pull (Action): The Esper can Mentally lift (10 ft off max) an object or person (up to 400 Lbs.). The target must be within an 60' Radius of the Esper and can be pushed or pulled a total of 15'. Roll 1d3 for the base damage a target takes. Other effects may apply depending on where the Esper pushes or pulls the target.

Catch & Release (Reaction): Telekinetically 'snatch' and stop any item, beam, bolt, projectile, grenade, etc. about to strike the Esper or any ally within a 5' square radius of the Esper. As a bonus reaction, either destroy the snatched item, or spend 1 Focus or 1 Will point and redirect the strike to an opponent or object in range.

Friendly Fire (Action): Target a hostile in a 60' Radius of the Esper as long as they have at least one companion in the encounter. If they fail a will check, the Esper convinces the target one of these companions is their most brutal enemy. If able they must attack this individual for 1d3 rounds. Each Stat point the Esper has in Swagger adds another round to the duration. if that target is downed and they have additional companions, they will move on to another one.

Giant Glow Rat (Expert Level Small Beast)

STAM of 4 (1d6), SPEE of 4 (1d10), SMAR of 2 (1d6), SWAG of 1 (1d3).

Health: 6

Willpower: 4

Focus: 4

Strike Stat: 5 (1d10 Threshold)

Damage: 2

Defense: 6 (+2 for Small Size)

Abilities: *Radioactive Bite (Costs 1 focus, deals 1d6 additional TOX damage), Foul Stench (The creature can spend a focus to cause a -1 to all rolls in a 20' radius for the encounter), Swarm (Spend a focus as an action. A hoard of regular sized rats will come running to aid the Giant Rat. They will rush a target and cancel its movement. The target also takes one point of damage per round they are in the swarm. The Swarm has a DEF of 2 and it takes 6 points worth of damage to disperse the hoard).*



A good example of the types of creatures that can exist in Hollow Skies.

"With a sickly green glow in their eyes and toxic blood flowing through their veins, these obviously mutated versions of standard rats seem to be waging a secret war in the sewers of Mars for food chain dominance. Highly intelligent (the Children of Wryd find them easier to train than dogs) and aggressively territorial, human greed may not be the only thing that eventually sinks the Consortia. The seeds of its destruction could also be in one of it's failed experiments, inching their hunting grounds outward slowly year after year and learning a little bit more than 'normal' animals should year after year. All of this unfolding under the very streets Martian Citizens stroll down every day."

Bring On the Baddies!- Additional Enemy Abilities

The Hollow realms settings offer a wide range of abilities and powers for both player characters and GM designed NPCs to choose from. This section covers any ability or power in the “A Fridge to Far” Hollow Skies adventure that wasn’t laid out for you as GM in the previous samples we just looked at.

Just a reminder that the various settings of Hollow Realms have a much larger section available in the core rules than what is listed in this demo. To use a phrase we have mentioned before, we are really only scratching the surface of what is available here.

Standard Abilities

Mixology 101 (Action): Spend a focus point and make a Brewing check, if successfully any Beverage recipe created by the player provides double the normal benefits when consumed. The player can also spend a second focus point if they choose to add their Brewing perk total to the heal as well. The Player also receives a passive +1 Tox resistance. (used by Breanna Grey & Beauford).

Collection Services (Action or Reaction): The Character can use a focus point to turn any Barter or Persuasion check into an Intimidation check instead. If a conversation already involves attempting to threaten or intimidate the target, The Character can instead spend a focus and use their Stamina score to create a d6 dice pool. Add the highest result to the check. (used by C.L.S.S. Officers).

News Junkie (Action): Spend 1 Focus points as an Action and make a Current Affairs check. If successful, the News Junkie will have the most updated local info on the current city, planet, space station, etc., that they are visiting (this can only be done once per visit). For Each point in Smarts, there is a 5% chance on also picking up an underground rumor. Situationally, the News Junkie will also have knowledge of trends, pop culture events, conspiracy theories and other random bits of 'Info net' information other characters would either not be aware of, or need a stat check to access. (used by Charles, Tyron and Beauford).

Common Ground (Reaction): The Character can spend 2 Focus points to re-roll any Swagger check they fail. Alternatively, spend 2 focus points to add +2 to any allies Swagger check. (Used by Claude Pecher).

Special Orator- Barter (Reaction or Action): Spend a focus point. The Character can roll 1d6 for every level they have in Swagger and take the highest total. This can be applied making any check this turn involving barter or attempts negotiate better deals, etc. For each point they have in Smarts and Swagger, they have 10% chance per point of knocking an additional 25% off the price. (Used by Claude Pecher).

Second Wind (Action or Reaction): Spend 3 Focus points as an Action or Reaction. For each point you have in Stamina, restore 1 health point. For each point you have in Smarts, you can restore one Will point or Focus point as well. (used by Tyron).

Controlled Explosion (Action or Reaction): Spend a Focus point. The Character can expand or contract a target explosion (one they created or one targeting them) by 5' per Smarts Stat level. For each level in Speed, they can add to or reduce the damage done by the explosive by 1 point. (used by Scrapper Cyberneticists).

Remote Controlled Mortar (Action): Spend a focus point to set up a Mortar. The Mortar has Health equal To 1+ Characters Smarts Stat and a defense of 8. The Mortar fires Grenades up to a range of 50' (note, Mortar Ammo can be 'Dirty Bombed' up as well). The Mortar has ammo equal too the Characters Smarts score +1 and will fire remotely at the end of each round at any target the Character chooses (strike base on the character's Smart Stat and Mechanics can add to the hit and damage chance). They can also spend 2 Focus points to fire off the Mortar as a Reaction during their own turn. The Character can also spend a focus to remote detonate the Mortar. anyone in the 15' blast zone takes 1d6 damage + an additional 1d6 for any Grenade still in the Mortar (used by Scrapper Cyberneticists).

Weapon Malfunction (Action): Spend a Focus point and use your Multi Tool and choose a target (must be a Mechanized Weapon, 60 square radius). On a successful Mechanics check, the weapon is rendered inoperable for X Turns (X= Smarts Stat total, Vibro Melee Weapons are instead reduced back to 1/2 damage, but are also -1 to use). For Every point in Speed, there is a 10% chance the Weapon explodes, dealing 1d3 damage to the target for each point of Smarts the Saboteur has. Built in Cyborg weapons can be affected as well. (used by Scrapper Saboteurs and Gibson).

Counter Command (Action): Spend 2 Focus Points. Until the end of the round, some reactions that a teammate could preform can now be a free bonus reaction. The Number of free bonus reactions in the round are equal to the Tactician's Smarts stat level. Also, for each point in Speed, the Tactician can spend a focus as a Reaction to straight up cancel any opponents own reaction (This Ability works in Space as well. Used by Skull Fucker Raid Leaders).

Bring On the Baddies!- Additional Enemy Abilities Continued

Standard Abilities Continued

Exothermic Induction Field (Action): Spend a Focus point and choose a target within 60' of the character. This creates a violent thermodynamic reaction at the target, causing an immediate blast of fire damage (NAT damage) around the target. The damage caused to the Target is equal to the Character's Smarts & Speed skills. For every point they have in Stamina, The can extend the blast out 5' square radius. (used by Children of Wyrd Disciples)

Hyperonic Radiation (Action): Spend A Focus point and make a Successful Science Check targeting one individual up to 60' away. If successful their movement is halved and they take 1 point of Toxic damage per turn for X Turns (X is equal to the character's Smarts stat total). They can also spend an additional focus anytime while Hyperonic Radiation is active to have it 'go critical'. The target and anyone standing in a 15' takes Toxic damage equal to the character's Science perk points. (used by Children of Wyrd Disciples).

Neural Neutralizer (Action): Spend a focus point and choose any adjacent target. On a Successful Medicine Check, inject the target with a Genetic Neural Neutralizer. The Target is stunned for 1 turn and has their movement reduced by 5' per point in Smarts for the rest of the encounter. Any perk points the Character has in Science also reduces the target's focus by 1 point per perk level. (used by Children of Wyrd Wranglers and Drone X).

Junk Food Junkie (Action): Spend a Focus point. On a successful Cooking check, the Chef can 'gussy up' any pre fab meal, doubling the effects of the positive benefits. For every level the Character has in Smarts, they can apply the effect to another Junk Food item. The Chef can also spend an additional focus point to add their Cooking perk level to the healing effects of the food as well. (used by Beauford).

Biochemistry (Action or Reaction): Spend a Focus point to use your Medical Scanner. a) The Physician can quick heal an ally adjacent to them 2 Health. For every point They have in Smarts, the target can also regain a Focus point. b) Cancel any H.E.R.O power or affect within a 60 square radius. c) The Physician can add either their Speed or Smarts total to any Science check being made by an ally. (used by Drone X and 'Father' Hynes) .

Deep Medical Scan (Action): Spend 2 focus and use your Medical Scanner (60 square radius). 1) If targeting an ally it helps to protect vulnerable spots. Until the end of the Encounter the targeted ally receives +1 DR for every Level the Physician has in Smarts. 2) if targeting a hostile instead with the scan, for each point in Smarts, the Physician and any ally standing adjacent to them when the scan is done get +1 to strike & +1 to damage against the target. (used by Drone X).

Care Giver (Action): Spend a focus point. On a Successful Medicine Check Roll 1d3 + your Smarts Score to create a 'Health' pool. Until the end of the Encounter the Nurse can distribute those points to either the Health or Focus of any adjacent ally as a bonus reaction. For every point in Swagger, they can also heal allies by 1 Will the same way. (used by 'Father' Hynes).

Cyborg Mods

Cortical Shunt (-1 Seduction, -1 Deception): The Cyborg receives a passive +1 to Mechanics, +1 To Science and +2 to Computers. (used by 'Gaston').

Steel Plate: +1 DR and the Cyborg receives +2 MENTAL resistance (Passive, used by 'Gaston').

Hearing Aides: The Cyborg can spend 1 focus to crank up it's ability to hear as an action. This allows the cyborg to focus in and hear conversations and activities up 120' away clear as a bell. (used by 'Gaston').

Limb Extension: Spend a focus point. The Cyborgs Legs, Arms or Neck can extend out or up 30'. (in this case it is the arms). They can be pulled back as a bonus reaction anytime. (used by Mori 2.0).

Esper Powers

Happy Thoughts (Action): Attempt to pacify an aggressive target. If they fail a will check, roll 1d3. These are the number of turns the target will be pacified for. For each point in the Swagger stat the Esper has, increase the number of turns pacified by 1. (used by Celeste San-Diego).

Mind Fire (Action): The Esper can temporarily 'burn' away all but the most basic knowledge from the target's mind for multiple turns if they fail a Will check. They can't use reactions or any ability for 1d3+1 turns other than movement and basic attacks. Any Stat check the target needs to make while affected by Mind Fire other than basic strikes is at a -3 burden as well. (used by Celeste San-Diego).

Mind Fog (Action or reaction): If the target fails a will check, the Esper removes the their ability to "see" or even remember them directly at all them for the encounter. Any direct physical action against the target by the Esper will break the hold. For every stat point the Esper has in Smarts, you can Fog their ability to see another of your companions as well. For every stat point the Esper has in Swagger, the Esper can include another target in the Mind Fog. (used by Celeste San-Diego).

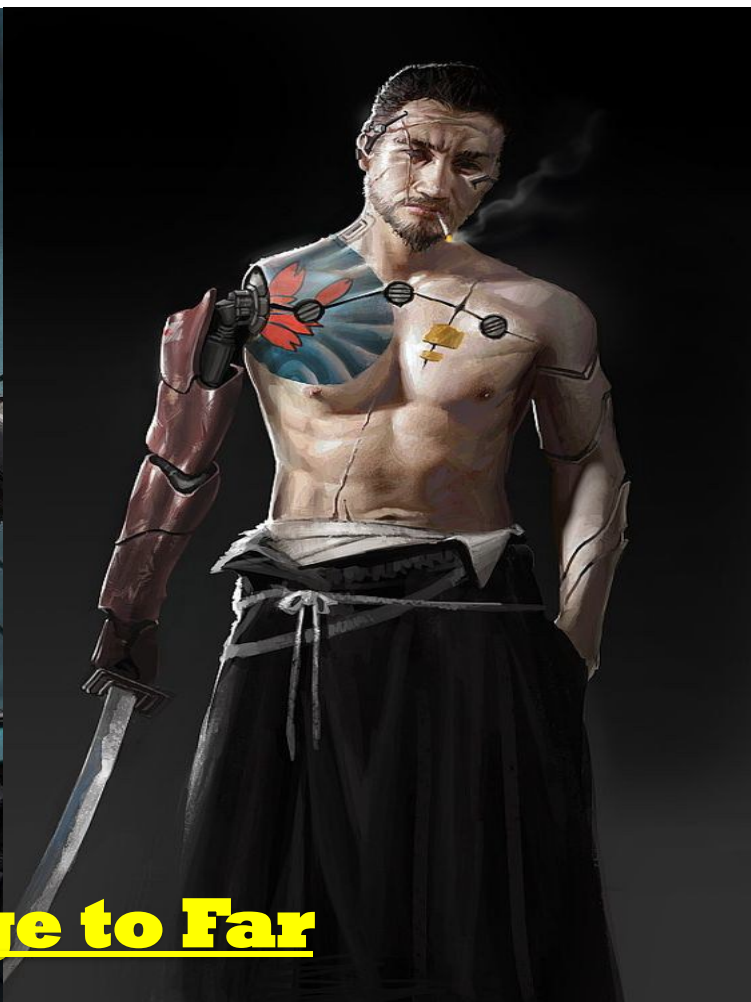
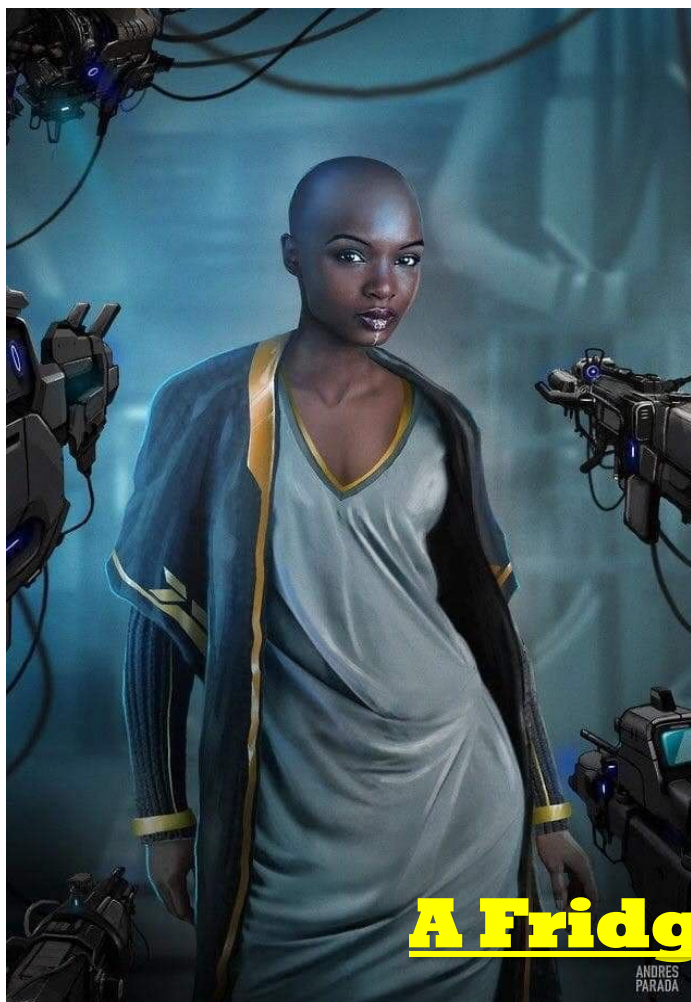
Okay, its Show Time!!

Now its time to take on the role of the Games Master! Be sure to review the entire “Fridge to Far” adventure that follows next and feel free to make any tweaks to the story as you see fit. Just make certain you have a decent handle on the scenario and the rules as discussed in this demo product before you run a team through it.

Don't be afraid to take it slower while you are all learning and remember, As GM, you get to set the tone of your table and game. The 'default' tone (if such a thing even matters) in this pre-generated session, and Hollow Skies in general is one of older pulp adventure shows mixed with satire and commentary on our contemporary lives, with a side of that classic Cyberpunk intrigue and skullduggery. Of course the actual tone of your sessions or campaign will be set by you as the GM, so nothing is ever 'cannon' or written in stone.

Now, lets take our first steps into the larger Universe of the Hollow Realms Experience together. Above all else, never forget rule #1, “Have fun!”





A Fridge to Far Character Sheets





Personal Details

Name: Sonja 'Cypher' Mendez
Sub-Type: Human
Background: Martian Consortia

Archetype: Criminal
Skill Trait: Hacker
Personal Trait(s): Communicator/Maverick

Wellness Stats

Health: 7



Focus: 10



Will: 8



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 2

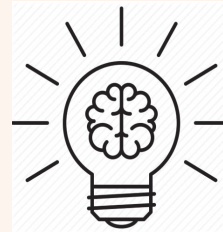
Threshold: 1d6



Piloting ____
Acrobatics __+1
Sneak __+1
Snatch ____
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 3

Threshold: 1d10



Science __+1
Mechanics ____
Computers __+3
History ____
Medicine ____
Perception __+1
Lockpicking ____
Brewing ____
Projectiles ____
Cooking ____

Swagger: 2

Threshold: 1d6



Persuasion __+1
Deception ____
Seduction ____
Barter __+1
Performance ____
Insight ____
Current Affairs __+1
Faith ____
Luck ____
Resistance: MEN ____

Ruby's Locket

Mod #1: +2 to a Swagger Check (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Low Profile (Action): If the criminal hasn't been spotted yet, spend 2 focus points. The Criminal can't be targeted by any hostile actions for the encounter until they engage in one themselves or, if the Criminal is the subject of search or chase in a populated area, spend a focus point and make a Sneak check. If successful, the criminal 'blends into the crowd' and is now hidden and has gotten away.

Skill Trait/ Crew/ Basic Physical Abilities:

Methods of Penetration (Action):

When attempting a hack, the Character can spend a focus to access 3 enhanced options as an action. Note for every point in Smarts the Character gets a 5 chance to avoid detection: 1) *Brute Force Entry (1 Action)*- Make a Computers check at one dice threshold higher than your normal check. Base chance of avoiding detection is 0%. 2) *Missionary Surfing (2 Actions)*- Make a Computers check. If the roll fails, make a percentage check at 50% + 10% for every stat point in Smarts. If this is a success, the failure is turned into a success. For every point you have in Swagger, you have 10% chance per point to glean useful information unrelated to your current task. Base Chance of avoiding detection is 40%. 3) *Sneaking in the Back Door (3 Actions)*- Make a Computers check +2. If successful, for every level in Swagger, plant a false piece of information or alter existing information based on your needs. For any points in Smarts, you can corrupt data instead. Base Chance of avoiding detection is 70%.

Car Jacking (Reaction):

While attempting to hack the controls of a vehicle, mobile equipment, robots and the like, you may spend a focus to add your Speed points to the roll (Computers or Mechanics Check) as well. If successful, the hardware shuts down. You can choose to damage the vehicle, robot or equipment 1d3 for every Stat point in Smarts as well.

When attempting a hack, the Character can spend a focus to access 3 enhanced options as an action. Note for every point in Smarts the Character gets a 5 chance to avoid detection: 1) *Brute Force Entry (1 Action)*- Make a Computers check at one dice threshold higher than your normal check. Base chance of avoiding detection is 0%. 2) *Missionary Surfing (2 Actions)*- Make a Computers check. If the roll fails, make a percentage check at 50% + 10% for every stat point in Smarts. If this is a success, the failure is turned into a success. For every point you have in Swagger, you have 10% chance per point to glean useful information unrelated to your current task. Base Chance of avoiding detection is 40%. 3) *Sneaking in the Back Door (3 Actions)*- Make a Computers check +2. If successful, for every level in Swagger, plant a false piece of information or alter existing information based on your needs. For any points in Smarts, you can corrupt data instead. Base Chance of avoiding detection is 70%.

While attempting to hack the controls of a vehicle, mobile equipment, robots and the like, you may spend a focus to add your Speed points to the roll (Computers or Mechanics Check) as well. If successful, the hardware shuts down. You can choose to damage the vehicle, robot or equipment 1d3 for every Stat point in Smarts as well.

Esper/ Cyborg/ H.E.R.O Powers:

Sonja is light of build and not very physically strong (Stam 1, 1d3), but she is agile and fast (Spee 2,1d6). Her unique mind combined with mentoring by one of the best hackers to have lived grants her the ability focus on a job like a literal organic computer (Smar 3, 1d10) and her natural charm combined with Ruby's lessons make her a formidable communicator as well (2, 1d6).

Ruby's Locket- A gift from Ruby to her man Renault as a reminder he sometimes should be talking to a person instead of yelling at them :-). Passed on to Sonja with Ruby's blessing when he died.

Ruby's Locket- A gift from Ruby to her man Renault as a reminder he sometimes should be talking to a person instead of yelling at them :-). Passed on to Sonja with Ruby's blessing when he died.

[illegible]

5 EXP Cost Rewards

- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Benton Stryker

Sub-Type: H.E.R.O. (4%)

Background: Belter

Archetype: Hero

Skill Trait: Combat Medic

Personal Trait(s): Inspiring

Wellness Stats

Health: 9



Focus: 10



Will: 6



'S' Stats

Stamina: 4

Threshold: 1d6



Strength ___+5
Survival ___+1
Intimidation ___
Unarmed ___
Melee: Blade ___
Melee: Blunt ___
Ranged: Heavy ___
Resistance: TOX ___
Resistance: ENG ___
Resistance: NAT ___

Speed: 1

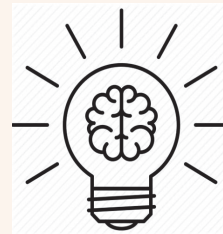
Threshold: 1d6



Piloting ___
Acrobatics ___
Sneak ___
Snatch ___+1
Reflexes ___
Ranged: Pistols ___+1
Ranged: Rifles ___
Throwing ___
Beams ___
Canons ___

Smarts: 2

Threshold: 1d10



Science ___
Mechanics ___+1
Computers ___
History ___+1
Medicine ___+2
Perception ___
Lockpicking ___
Brewing ___
Projectiles ___
Cooking ___

Swagger: 1

Threshold: 1d3



Persuasion ___
Deception ___
Seduction ___
Barter ___
Performance ___
Insight ___
Current Affairs ___
Faith ___
Luck ___
Resistance: MEN ___

Uncle Thomas's Badge

Mod #1: +1 Swagger

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: -1

DR: +4

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

20'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Best Example (Reaction): If the Hero successfully made a Swagger Check during an active Encounter, they automatically succeed at the next one if it is during the same encounter. Or, If any Companion Adjacent to the Hero is struck by an attack, The Hero can spend a focus to 'leap in front' and take the hit instead.

Skill Trait/ Crew/ Basic Physical Abilities:

Grace Under Fire (Reaction):

if the Character or any ally adjacent to them is being attacked, spend 2 Focus points. For each point of Stamina, gain 1 point in a health pool, while each point in Smarts adds 1 to a Focus pool. For the remainder of the round, as a bonus reaction, the Character may redistribute any number of these points to themselves or any adjacent ally. Any bonus (+1's) to medicine can be applied to the health pool as Well.

if the Character or any ally adjacent to them is being attacked, spend 2 Focus points. For each point of Stamina, gain 1 point in a health pool, while each point in Smarts adds 1 to a Focus pool. For the remainder of the round, as a bonus reaction, the Character may redistribute any number of these points to themselves or any adjacent ally. Any bonus (+1's) to medicine can be applied to the health pool as Well.

Esper/ Cyborg/ H.E.R.O Powers:

Wide Load Level 2:

+4 DR, Strength +4, -2 DEF, -10' of Movement.

+4 DR, Strength +4, -2 DEF, -10' of Movement.

Benton's H.E.R.O. genes grant him superior strength and Stamina (Stam 4, 1d6). His tank of a body is slower than the average human, but his long years of combat experience compensates for this somewhat. (Spee 1, 1d6). His best asset though, might be his keen mind (Smar 2, 1d10) and medical skills. No one's fool, but a firm believer that it is an individual's actions and deeds that inspire others, He has little use for flattery or deception (Swag 1, 1d3).

"Uncle's Badge", a memento from the man Benton feels set him on the right path. Thomas's Badge is a reminder to Benton that sometimes, good people can get caught up in bad situations, and you should try to talk to those folks first.

[illegible]

- 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Aiyana Watike

Sub-Type: Wild Card (2%)

Background: Old Earther

Archetype: Politician

Skill Trait: Survivalist

Personal Trait(s): Romantic

Wellness Stats

Health: 11



Focus: 6



Will: 8



'S' Stats

Stamina: 2

Threshold: 1d6



Strength ___+1
Survival ___+3
Intimidation ___
Unarmed ___
Melee: Blade ___
Melee: Blunt ___
Ranged: Heavy ___
Resistance: TOX ___+1
Resistance: ENG ___
Resistance: NAT ___+2

Speed: 3

Threshold: 1d10



Piloting ___
Acrobatics ___+1
Sneak ___
Snatch ___
Reflexes ___+1
Ranged: Pistols ___
Ranged: Rifles ___
Throwing ___
Beams ___
Canons ___

Smarts: 2

Threshold: 1d6



Science ___
Mechanics ___
Computers ___
History ___+1
Medicine ___
Perception ___+1
Lockpicking ___
Brewing ___
Projectiles ___
Cooking ___

Swagger: 1

Threshold: 1d3



Persuasion ___
Deception ___
Seduction ___+1
Barter ___
Performance ___
Insight ___
Current Affairs ___
Faith ___
Luck ___
Resistance: MEN ___

Blue Stone of Fate

Mod #1: Swap Dice Threshold (2 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Stash

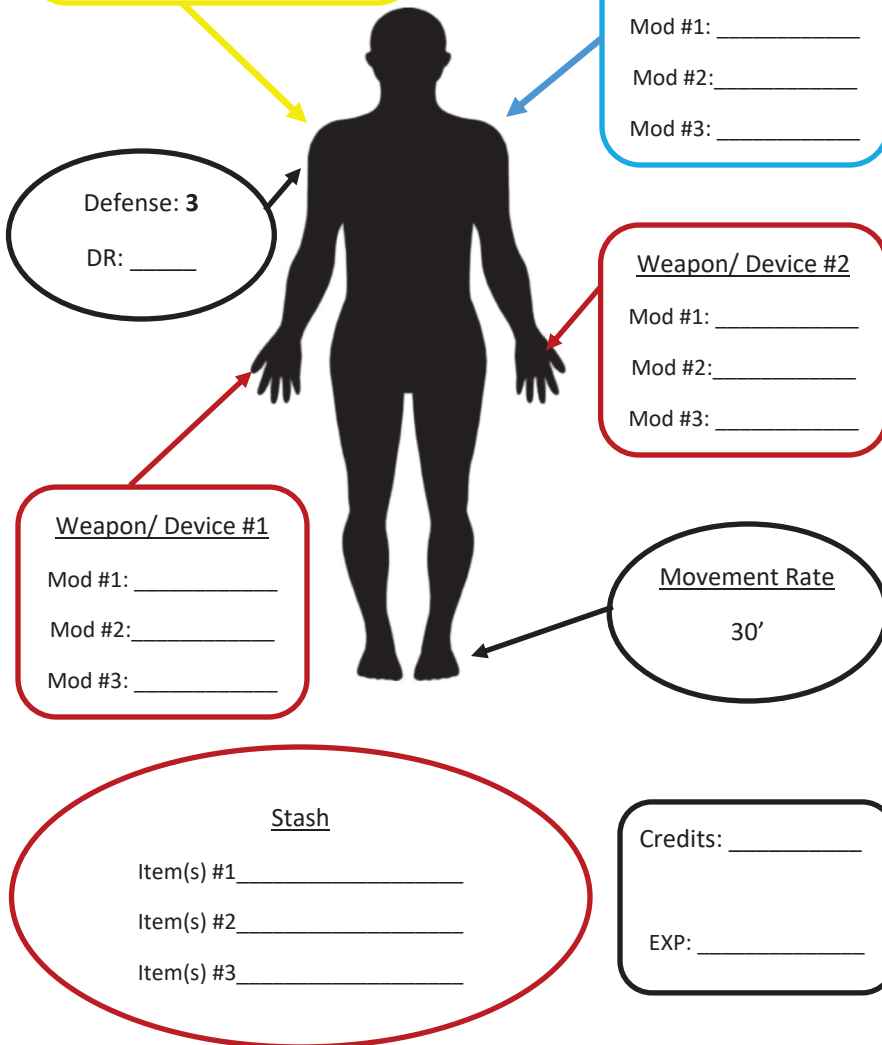
Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____



Archetype Ability: Spin (Action): Spend a Focus point to gain a +1 to any check when lying, exaggerating or generally altering facts. Or spend two focus points to create a "Motivation" pool equal to the character's Swagger ability. Until the end of the turn, any other party member can dip into the pool as a free bonus reaction to addback to their Focus. This can stack.

Skill Trait/ Crew/ Basic Physical Abilities:

Artful Dodge

Spend 2 Focus points as Reaction to add +X to the Character's defense against one attack (X is equal to the Character's Speed Stat level). Having this ability also grants the character a passive +1 to Acrobatics.

Outdoorsman (Passive)

The Survivalist gets + 2 to NAT Resistance and + 1 to TOX Resistance.

Spend 2 Focus points as Reaction to add +X to the Character's defense against one attack (X is equal to the Character's Speed Stat level). Having this ability also grants the character a passive +1 to Acrobatics.

The Survivalist gets + 2 to NAT Resistance and + 1 to TOX Resistance.

Esper/ Cyborg/ H.E.R.O Powers:

Mind Fire (Action):

The Esper can temporarily 'burn' away all but the most basic knowledge from the target's mind for multiple turns if they fail a Will check. They can't use reactions or any ability for 1d3+1 turns other than movement and basic attacks. Any Stat check the target needs to make while affected by Mind Fire other than basic strikes is at a -3 burden as well as well.

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Aiyana is a “natural athlete”. She is pretty tough (Stam 2, 1d6) and incredibly fast and well-coordinated (Spee 3, 1d10). [She is the type of person who after picking up a baseball for the first time, will be throwing killer fast balls after only a couple hours of practice]. She is also quick on the uptake (Smar 2, 1d6), but her lack of experience with other human civilizations, and the fact that she would personally sooner hunt a crazed wolf than lead a town hall, make it difficult for her to relate and communicate effectively to others at times (Swag 1, 1d3).

“The Blue Fate Stone”, jokingly named that by her dad, is a jewel he discovered as a teen while accompanying Athoi on an exploration expedition. He gave it to her on her 12th birthday and in his absence, she has always found it to be a source of strength, even if it isn’t truly magical.

Aiyana is a “natural athlete”. She is pretty tough (Stam 2, 1d6) and incredibly fast and well-coordinated (Spee 3, 1d10). [She is the type of person who after picking up a baseball for the first time, will be throwing killer fast balls after only a couple hours of practice]. She is also quick on the uptake (Smar 2, 1d6), but her lack of experience with other human civilizations, and the fact that she would personally sooner hunt a crazed wolf than lead a town hall, make it difficult for her to relate and communicate effectively to others at times (Swag 1, 1d3).

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[illegible]

5 EXP Cost Rewards

- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Learn a Basic Physical Ability.

- ### 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
 - 1d3+1 that can be spread between Health, Focus & Will.
 - A New trait or ability to your personal Item (Max 3)
 - A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
 - Learn a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

- ### 10 EXP Cost Rewards
- Increase a 'S' Stat by +1
 - Increase a 'S' Stat dice threshold one level.
 - Unlock (+1) a new perk bonus.
 - Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
 - Create a new Personal Item.



Personal Details

Name: Hiroshito Adachi

Sub-Type: Cyborg (4%)

Background: Belter

Archetype: Royalty

Skill Trait: Duelist

Personal Trait(s): Brutal

Wellness Stats

Health: 14



Focus: 6



Will: 5



'S' Stats

Stamina: 3

Threshold: 1d6



Strength __+2
Survival ____
Intimidation __+1
Unarmed __+1
Melee: Blade __+2
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 2

Threshold: 1d6



Piloting ____
Acrobatics __+1
Sneak ____
Snatch __-1
Reflexes ____
Ranged: Pistols __+1
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 2

Threshold: 1d6



Science ____
Mechanics __+1
Computers ____
History ____
Medicine ____
Perception ____
Lockpicking ____
Brewing ____
Projectiles ____
Cooking ____

Swagger: 1

Threshold: 1d3



Persuasion ____
Deception ____
Seduction ____
Barter ____
Performance ____
Insight ____
Current Affairs ____
Faith ____
Luck ____
Resistance: MEN ____

Adachi Blade (1d3+1)

Mod #1: Speed +1

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Blue Bloods (Reaction): Spend a Focus point to ignore any Will Check you just failed and re-roll. Or spend 3 focus and just ignore the impact. Also, if hit by an attack in combat, spend 2 focus points to re-direct the damage to any adjacent allies.

Skill Trait/ Crew/ Basic Physical Abilities:

Combat Specialization; Hand to Hand (Passive):

On top of the regular abilities associated with the Physical ability chosen, The Duelist can spend 2 focus to add either +2 damage to a successful strike or +2 to their defense until the end of the round as a reaction.

Hand to Hand (Level-1):

Power Shove (Action): Spend a focus and make an attack. If successful, only do 1 point of health damage, but for every Stat point in Stamina, shove the target directly back 5'. For each point the Character has in Speed, there is also a 5% chance of 'Stagger'.

On top of the regular abilities associated with the Physical ability chosen, The Duelist can spend 2 focus to add either +2 damage to a successful strike or +2 to their defense until the end of the round as a reaction.

Power Shove (Action): Spend a focus and make an attack. If successful, only do 1 point of health damage, but for every Stat point in Stamina, shove the target directly back 5'. For each point the Character has in Speed, there is also a 5% chance of 'Stagger'.

Esper/ Cyborg/ H.E.R.O Powers:

Armored Fist (-2 to Snatch):
Adds 1d6 damage to unarmed attacks. If both arms are modded with Armored fist, the Cyborg can use a focus point to action an area attack (5' square radius). Anyone in the area takes 1d3 damage and must make a Stamina check or be knocked prone. Each Fist gives the Cyborg gets a passive +1 to Strength as well.

Quick Shield (Reaction):
Spend a Focus point to block any incoming ranged attack. Also, the shield can shelter the character from X points of explosive damage, where X= the Character's Stamina score.

Adds 1d6 damage to unarmed attacks. If both arms are modded with Armored fist, the Cyborg can use a focus point to action an area attack (5' square radius). Anyone in the area takes 1d3 damage and must make a Stamina check or be knocked prone. Each Fist gives the Cyborg gets a passive +1 to Strength as well.

Spend a Focus point to block any incoming ranged attack. Also, the shield can shelter the character from X points of explosive damage, where X= the Character's Stamina score.

Hiroshito has finely tuned his body for close combat (Stam 3, 1d10) and is quick (Spee 2, 1d6) and clever (Smar 2, 1d6). Although incredibly intimidating, his harsh outlook on life does turn off many people (Swag 1, 1d3) and he frequently rubs kinder souls the wrong way.

The Adachi Blade has been in the family for over a thousand years. His Uncle and mother recently gifted it to him in recognition of his skill as a duelist and his potential to be the greatest combatant of the family since the last wielder of the blade, his great grandmother Mitsuki Adachi.

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10 EXP Cost Rewards

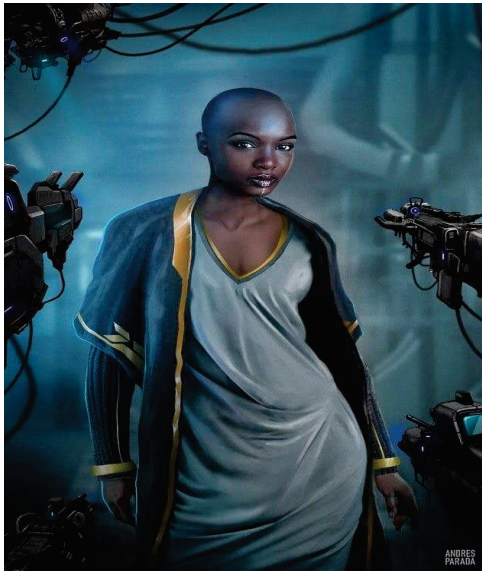
- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

[illegible]

- 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Idrissa Abioye

Sub-Type: Esper: Thought Whisperer (4%)

Background: Old Earther

Archetype: Prophet

Skill Trait: Counselor

Personal Trait(s): Spiritual

Wellness Stats

Health: 6



Focus: 7



Will: 12



'S' Stats

Stamina: 0

Threshold: 1d3



Strength ____

Survival ____ +1

Intimidation ____

Unarmed ____

Melee: Blade ____

Melee: Blunt ____

Ranged: Heavy ____

Resistance: TOX ____

Resistance: ENG ____

Resistance: NAT ____

Speed: 2

Threshold: 1d6



Piloting ____

Acrobatics ____

Sneak ____

Snatch ____

Reflexes ____

Ranged: Pistols ____

Ranged: Rifles ____

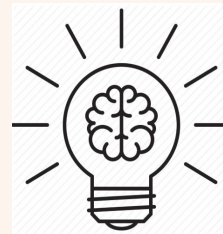
Throwing ____

Beams ____

Canons ____

Smarts: 2

Threshold: 1d6



Science ____

Mechanics ____

Computers ____

History ____ +2

Medicine ____

Perception ____ +1

Lockpicking ____

Brewing ____

Projectiles ____

Cooking ____

Swagger: 4

Threshold: 1d10



Persuasion ____

Deception ____

Seduction ____

Barter ____

Performance ____

Insight ____ +2

Current Affairs ____

Faith ____ +2

Luck ____

Resistance: MEN ____

Grandmother's Insights

Mod #1: +1 To Initiative Rolls

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: 2

DR: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Future Visions (Reaction): If the prophet or a companion fails a roll, spend 2 Focus points to re-roll at a +1 advantage. Or spend two focus to force the GM to re-roll any dice roll they just completed.

Skill Trait/ Crew/ Basic Physical Abilities:

Soothing Advice (Action or Reaction):

Spend 2 Focus points. For each Level of Smarts, the Counselor can restore a focus point to any adjacent allies. For any points in Swagger, they can also restore 1 Will Point. For any points in Stamina, +5 can be added to an ally's movement until the end of the turn.

Esper/ Cyborg/ H.E.R.O Powers:

Mind Fog (Action or Reaction):

If the target fails a will check, the Esper removes their ability to "see" or even remember them directly at all for the encounter. Any direct physical action against the target by the Esper will break the hold. For every stat point the Esper has in Smarts, you can Fog their ability to see another of your companions as well. For every stat point the Esper has in Swagger, the Esper can include another target in the Mind Fog.

Happy Thoughts (Action):

Attempt to pacify an aggressive target. If they fail a will check, roll 1d3. These are the number of turns the target will be pacified for. For each point in the Swagger stat the Esper has, increase the number of turns pacified by 1.

The ravages of the “Rat Death” have left their toll on young Iridessa (Stam 0, 1d3). Still, she is graceful and fairly quick (Spee 2 1d6). She lacks experience outside of her own community but has a sharp natural intelligence (Smar 2, 1d6) and is an incredible communicator and excellent overall orator (Swag 4, 1d10).

Grandmother's insights: Iridessa continually studies her grandmother's compilations and thoughts on their ancestors' writings to find new insights and strengths,

Advancement Tracker

[illegible]

5 EXP Cost Rewards

- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Learn a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Calvin Jones

Sub-Type: Human

Background: Martain Consortia

Archetype: Prisoner

Skill Trait: Cyberneticist

Personal Trait(s): Innovator/ Prodigy

Wellness Stats

Health: 6



Focus: 10



Will: 9



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 1

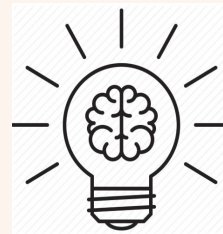
Threshold: 1d6



Piloting ____
Acrobatics ____
Sneak ____
Snatch ____
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 4

Threshold: 1d10



Science __+2
Mechanics __+3
Computers __+2
History ____
Medicine ____
Perception ____
Lockpicking ____
Brewing ____
Projectiles ____
Cooking ____

Swagger: 2

Threshold: 1d6



Persuasion ____
Deception ____
Seduction ____
Barter __+1
Performance ____
Insight __+1
Current Affairs __+1
Faith ____
Luck ____
Resistance: MEN ____

V.I.D. Drone

Mod #1: Restore Drone (2 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: 1

DR: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Survival Instincts (Action or Reaction): The Prisoner can spend a Focus point to double the positive effects of a food or beverage item just consumed. Also, anytime the Prisoner slips below half their health, they get a +5' of movement and + 1 DR (this is a passive bonus).

Skill Trait/ Crew/ Basic Physical Abilities:

Utility Drone (Action):

Spend 2 Focus points and pull out your trusty little Drone (Health= 1+ The Cyberneticist's Smarts Level; Focus= 1+ the Cyberneticist's Smarts level; 8 Defense, Stats of 2(1d6 Threshold dice. Any Mechanics +Is can be spread between the Drone's health & focus as well). They can use X active abilities at the same time (is equal to the Cyberneticist's Smarts score). The Cyberneticist can choose from:

- 1) Stealth Mode- The drone has a mini cloaking device and receives +4 to Sneak Checks for the encounter.
- 2) Combat Mode- The Drone Has a Laser Blast attachment (Beam Pistol range) and can engage with +2 to Strike.
- 3) Support Mode- The Drone has a small Medical Scanner and can heal an ally up to 60 squares away 2 Health & 1 Focus.
- 4) Scan Mode- The Drone can attempt any Science check at a +3 or add +2 to an ally's attempt.
- 5) Defensive Mode- The Drone can attempt to shoot down any incoming beams, blasts or projectiles with its point defense system as a Reaction with a +2 to Strike.
- 6) Repair Mode- The Drone can repair 1d6 damage to a vehicle's systems, Hull or shields as an Action or Reaction.

Decoy Probes (Reaction: Space)

Spend a focus point. On a Successful Mechanics Check, eject any number of decoys equal to your Smarts level. Projectiles targeting the craft will switch and destroy these instead.

Spend 2 Focus points and pull out your trusty little Drone (Health= 1+ The Cyberneticist's Smarts Level; Focus= 1+ the Cyberneticist's Smarts level; 8 Defense, Stats of 2(1d6 Threshold dice. Any Mechanics +Is can be spread between the Drone's health & focus as well). They can use X active abilities at the same time (is equal to the Cyberneticist's Smarts score). The Cyberneticist can choose from:

- 1) Stealth Mode- The drone has a mini cloaking device and receives +4 to Sneak Checks for the encounter.
- 2) Combat Mode- The Drone Has a Laser Blast attachment (Beam Pistol range) and can engage with +2 to Strike.
- 3) Support Mode- The Drone has a small Medical Scanner and can heal an ally up to 60 squares away 2 Health & 1 Focus.
- 4) Scan Mode- The Drone can attempt any Science check at a +3 or add +2 to an ally's attempt.
- 5) Defensive Mode- The Drone can attempt to shoot down any incoming beams, blasts or projectiles with its point defense system as a Reaction with a +2 to Strike.
- 6) Repair Mode- The Drone can repair 1d6 damage to a vehicle's systems, Hull or shields as an Action or Reaction.

Spend a focus point. On a Successful Mechanics Check, eject any number of decoys equal to your Smarts level. Projectiles targeting the craft will switch and destroy these instead.

Esper/ Cyborg/ H.E.R.O Powers:

Cavlin's living conditions as a child have taken a toll on his health (Stam 1, 1d3) and overall endurance (Spee 1, 1d6), although he is a bit quicker than he looks. He is undeniably a natural genius (Smar 4, 1d10) and his early life in the prison taught him the value of being both quick witted and sometimes having a good spiel to back it up (Swag 2, 1d6).

V.I.D. or Virtual Intelligence Drone, is Cavlin's working prototype. Cavlin's goal is to fully incorporate his more advanced V.I. designs into what is essentially an automated tool. If all goes according to plan, V.I.D. should eventually achieve a higher level of virtual intelligence than even the most advanced synthetic workers.

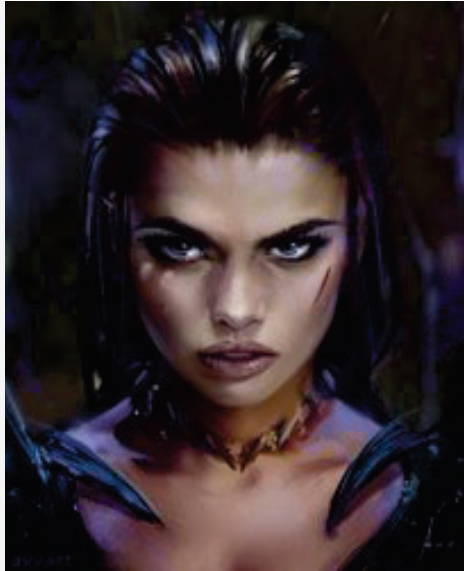
V.I.D. or Virtual Intelligence Drone, is Cavlin's working prototype. Cavlin's goal is to fully incorporate his more advanced V.I. designs into what is essentially an automated tool. If all goes according to plan, V.I.D. should eventually achieve a higher level of virtual intelligence than even the most advanced synthetic workers.

[illegible]

- 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Tiana "Lay Frost"

Sub-Type: H.E.R.O.

Background: Rigellian

Archetype: Villian

Skill Trait: Sharpshooter

Personal Trait(s): Maverick

Wellness Stats

Health: 7



Focus: 10



Will: 8



'S' Stats

Stamina: 3

Threshold: 1d6



Strength ____
Survival __+1
Intimidation ____
Unarmed __+1
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT __+2

Speed: 3

Threshold: 1d10



Piloting __+1
Acrobatics __+1
Sneak ____
Snatch ____
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles __+2
Throwing ____
Beams ____
Canons ____

Smarts: 1

Threshold: 1d3



Science ____
Mechanics ____
Computers ____
History ____
Medicine ____
Perception __+1
Lockpicking ____
Brewing ____
Projectiles ____
Cooking ____

Swagger: 1

Threshold: 1d6



Persuasion __+1
Deception ____
Seduction ____
Barter ____
Performance ____
Insight ____
Current Affairs ____
Faith ____
Luck ____
Resistance: MEN ____

The Long Shot (Energy Bolt Rifle)

Mod #1: Reroll a failed strike with a +1 (3 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

35'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Defense: 3

DR: _____

Archetype Ability: Bad Intentions (Action): Spend a Focus point to receive +2 to any rolls involving Deception or Intimidation. Also, the villain can choose to 'Steal' up to 2 Focus points from any adjacent ally as a free action once per turn.

Skill Trait/ Crew/ Basic Physical Abilities:

Sniper Skills (Action):
(Rifle type weapon required) Spend a focus point when attacking. If the character is further than 75' from the target, they get +1 for every point in Speed that they can apply to hit or damage (or both) for the attack.

(Rifle type weapon required) Spend a focus point when attacking. If the character is further than 75' from the target, they get +1 for every point in Speed that they can apply to hit or damage (or both) for the attack.

Esper/ Cyborg/ H.E.R.O Powers:

Ice Blades (Action):

Spend a focus or will point. The Character forms an Ice blade around one of their arms for the encounter and attacks like a Melee weapon (1d6 NAT damage) that also drains 1 point of Willpower on each successful hit. Choosing this ability also adds a passive +1 NAT resistance.

Deep Freeze (Action):

The Character can project out in a 20' radius a zone of Deep Freeze at the cost of 1 Will or Focus point. Anyone in the zone has their movement cut in half while in the zone. Hostiles also take 1 point of damage each turn they are in the Zone and must make a Will check. If they fail, they are instead 'frozen' in spot for the turn. The Character can spend a Focus or Will each round to keep the zone active as a bonus action. Choosing this ability also adds a passive +1 NAT resistance.

Spend a focus or will point. The Character forms an Ice blade around one of their arms for the encounter and attacks like a Melee weapon (1d6 NAT damage) that also drains 1 point of Willpower on each successful hit. Choosing this ability also adds a passive +1 NAT resistance.

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The combination of Lady Frost's harsh early life, training, and H.E.R.O genes have produced an individual who is very strong (Stam 3, 1d6) and incredibly fast, coordinated and accurate (Spee 3, 1d010). A woman of action, she is likely to let her instincts guide her in most situations (Smar 1, 1d3) vs thinking it out too much. Street smart, casual sounding and naturally attractive (Swag 1, 1d6), she can get by in 'polite' society, but the coldness in her heart always eventually shows through.

The Long Shot- Antonio's reliable old energy bolt Sniper rifle. Left to her when he passed away and one of the few things she really does cherish.

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[illegible]

5 EXP Cost Rewards

- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Devon Gray

Sub-Type: Wild Card (2%)

Background: Martain Consortia

Archetype: Corporate

Skill Trait: Undercover Operative

Personal Trait(s): Crafty

Wellness Stats

Health: 9



Focus: 8



Will: 8



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 2

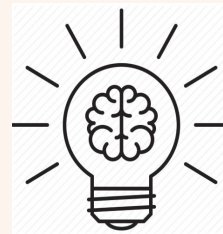
Threshold: 1d10



Piloting ____
Acrobatics ____
Sneak __+2
Snatch ____
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 2

Threshold: 1d6



Science __+1
Mechanics ____
Computers __+1
History ____
Medicine ____
Perception ____
Lockpicking __+1
Brewing ____
Projectiles ____
Cooking ____

Swagger: 3

Threshold: 1d6



Persuasion ____
Deception __+2
Seduction ____
Barter __+1
Performance ____
Insight ____
Current Affairs ____
Faith ____
Luck ____
Resistance: MEN ____

Decoder Ring

Mod #1: +2 Sci or Mec (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Exploitation (Reaction): If the GM fails a roll, spend 2 focus points to add +1 to all your rolls until the end of the encounter (this can stack). Or, if an ally was just healed, spend a focus point. That ally only receives 1/2 the benefit of the heal, but you receive double the benefit.

Skill Trait/ Crew/ Basic Physical Abilities:

Misdirection (Action):

Spend a focus point. On a successful Deception Check, The Character can convince a target of a falsehood in order to get questions answered. The number of questions answered is equal to their Swagger level. For every point the character has in Speed, they can create another lie that is believed.

Undercover (Action or Reaction):

Spend a focus point. Until the end of the turn, The Operative can add their Swagger total to any Sneak check. Alternately, the Operative can give themselves +1 to defense until the end of the round for each point they have in Speed.

Spend a focus point. On a successful Deception Check, The Character can convince a target of a falsehood in order to get questions answered. The number of questions answered is equal to their Swagger level. For every point the character has in Speed, they can create another lie that is believed.

Spend a focus point. Until the end of the turn, The Operative can add their Swagger total to any Sneak check. Alternately, the Operative can give themselves +1 to defense until the end of the round for each point they have in Speed.

Esper/ Cyborg/ H.E.R.O Powers:

Scan Thoughts (Action):

Attempt to read an individual's current thoughts. They must be visible to the Esper and within a 120' range. If the target fails a Will check, roll 1d3. These are the number of thoughts the character picks up on. For each point in the Smarts stat the Esper has, increase the thoughts gleaned by 1. if in a combat Encounter, the player can use the 1d3 instead to pick up the exact next maneuvers the target will make.

Attempt to read an individual's current thoughts. They must be visible to the Esper and within a 120' range. If the target fails a Will check, roll 1d3. These are the number of thoughts the character picks up on. For each point in the Smarts stat the Esper has, increase the thoughts gleaned by 1. if in a combat Encounter, the player can use the 1d3 instead to pick up the exact next maneuvers the target will make.

Devon has always found it best to avoid physical conflict (Stam 1, 1d3) whenever possible. That being said, he is still in very good shape and can be incredibly quick on his feet, stealthy and possess better than average hand to eye coordination (Spee 2, 1d10). Always a clever fellow (Smar 2, 1d6), Devon can also rely on his silver tongue (Swag 3, 1d6) to help get him out of trouble as well.

Decoder Ring- The name is an inside joke between Devon and his spy mentor Edna. The ring has a nearly undetectable micro-Omi tool built into it that Devon can use to aid in scanning science and technology and accessing mechanical systems.

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[illegible]

5 EXP Cost Rewards

- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Learn a Basic Physical Ability.

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- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Learn a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

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- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Personal Details

Name: Tess Hargrove

Sub-Type: Cyborg (4%)

Background: Old Earther

Archetype: Civilian

Skill Trait: Thief

Personal Trait(s): Lucky

Wellness Stats

Health: 8



Focus: 11



Will: 6



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____

Survival __+1

Intimidation ____

Unarmed ____

Melee: Blade ____

Melee: Blunt ____

Ranged: Heavy ____

Resistance: TOX ____

Resistance: ENG ____

Resistance: NAT ____

Speed: 3

Threshold: 1d10



Piloting ____

Acrobatics ____

Sneak __+2

Snatch __+2

Reflexes ____

Ranged: Pistols ____

Ranged: Rifles ____

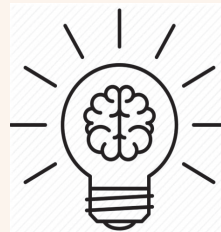
Throwing ____

Beams ____

Canons ____

Smarts: 3

Threshold: 1d6



Science ____

Mechanics ____

Computers __+1

History __+1

Medicine ____

Perception __-2

Lockpicking __+1

Brewing ____

Projectiles ____

Cooking ____

Swagger: 1

Threshold: 1d6



Persuasion ____

Deception ____

Seduction ____

Barter ____

Performance ____

Insight ____

Current Affairs ____

Faith ____

Luck __+1

Resistance: MEN ____

The Quick Boots

Mod #1: +2 to DEF as a Reaction (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: 3

DR: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: General Knowledge (Reaction): Spend 2 focus points to add +1 to any Smarts or Swagger roll the character is attempting (stackable). Also choose bonus +1 for one of the following: Cooking, Brewing, Mechanics, Computers, Current Affairs, Bartering, History (Note-Computers chosen).

Skill Trait/ Crew/ Basic Physical Abilities:

Sticky Fingers (Action):

Spend a focus point when attempting to snatch from a target. On a successful Snatch check, the character can actually review X items in the target's inventory (X= the thief's Smarts score) and choose what they want to finish. For every point in Speed, steal another item (the total can't exceed the number of items revealed in the beginning).

Spend a focus point when attempting to snatch from a target. On a successful Snatch check, the character can actually review X items in the target's inventory (X= the thief's Smarts score) and choose what they want to finch. For every point in Speed, steal another item (the total can't exceed the number of items revealed in the beginning).

Esper/ Cyborg/ H.E.R.O Powers:

Ocular Array (-2 Perception)

X-ray Vision- Spend a Focus to see through walls, closed doors, bulk heads etc. up to 25' thick as an action.

Hypno Eye- Spend focus to add +3 to any Conversation check as an action or reaction.

X-ray Vision- Spend a Focus to see through walls, closed doors, bulk heads etc. up to 25' thick as an action.

Hypno Eye- Spend focus to add +3 to any Conversation check as an action or reaction.

Certainly not a body builder (Stam 1, 1d3), Tess is none the less quick, flexible and very agile (Spee 3, 1d10). She also has a mind “as sharp as her tongue” (Smar 3, 1d6). Although generally very easy to get along with, her flippancy can come across as callousness to some (Swag 1, 1d6).

Quick Boots- One hell of a lucky find during an early career smash and grab :-). Extra speed never hurts in Tess’s line of work.

*Quick Boots- One hell of a lucky find during an early career smash and grab :-).
Extra speed never hurts in Tess's line of work.*

[illegible]

- EXP Cost Rewards
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- 1d3+1 that can be spread between Health, Focus & Will.
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- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

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10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

- ### 10 EXP Cost Rewards
- Increase a 'S' Stat by +1
 - Increase a 'S' Stat dice threshold one level.
 - Unlock (+1) a new perk bonus.
 - Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
 - Create a new Personal Item.



Personal Details

Name: Samuel Gilmore

Sub-Type: Esper: Manipulator (4%)

Background: Belter

Archetype: Cultural Figure

Skill Trait: Gambler

Personal Trait(s): Desperate

Wellness Stats

Health: 6



Focus: 9



Will: 10



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 2

Threshold: 1d6



Piloting ____
Acrobatics ____
Sneak __+1
Snatch __+2
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 1

Threshold: 1d6



Science ____
Mechanics __+1
Computers ____
History ____
Medicine ____
Perception ____
Lockpicking __+1
Brewing ____
Projectiles ____
Cooking ____

Swagger: 4

Threshold: 1d10



Persuasion ____
Deception ____
Seduction ____
Barter ____
Performance ____
Insight ____
Current Affairs ____
Faith ____
Luck __+3
Resistance: MEN ____

The Marked Deck

Mod #1: +1 Spee or +1 Swag (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: 2

DR: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Past Glories (Reaction): Spend 1 Focus points to re-roll a failed Swagger Check the Cultural Figure just attempted with a +1 bonus. Or spend 2 focus points to allow a companion to re-roll any failed roll. They can add the Cultural Figure's Swagger total to the roll.

Skill Trait/ Crew/ Basic Physical Abilities:

Know When to Fold'em (Action or Reaction):

Spend 2 Focus points. For each point in Swagger, the Gambler gains +1 Defense until the end of the round. For each point in Smarts, The Gambler can apply the same effect to any adjacent ally. For each point the Gambler has in Stamina, they can also add +5' to their and any adjacent ally's movement until the end of the round.

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Esper/ Cyborg/ H.E.R.O Powers:

Mind Spike (Action):

Spend the Will point and choose a target hostile a 60' area of the Esper. They lose 1d3+1 Willpower. For each Perk point the Esper has in Swagger, there is a 10% chance the target is also rendered stunned until the end of their next turn.

Push & Pull (Action):

The Esper can Mentally lift (10 ft off max) an object or person (up to 400 Lbs.). The target must be within an 60' Radius of the Esper and can be pushed or pulled a total of 15'. Roll 1d3 for the base damage a target takes. Other effects may apply depending on where the Esper pushes or pulls the target.

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Gilmore is a self-professed ‘lover, not a fighter’ (Stam 1, 1d3), but has quick hands at the table and quick feet when needed (Spee 2, 1d6). Sam is sharp (Smar 1, 1d6) but isn’t nearly as clever as he thinks he is. Still, he can be incredibly charming and definitely knows how to at least ‘talk the talk’ in most situations (Swag 4, 1d10).

The Marked Deck. A memento of his first big win at the Lazurus Den. Anyone foolish enough to bet against Sam when he is using this deck in a game deserves to be parted from their credits.

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[illegible]

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- Learn a Basic Physical Ability.

- ### 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
 - 1d3+1 that can be spread between Health, Focus & Will.
 - A New trait or ability to your personal Item (Max 3)
 - A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
 - Learn a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

- ### 10 EXP Cost Rewards
- Increase a 'S' Stat by +1
 - Increase a 'S' Stat dice threshold one level.
 - Unlock (+1) a new perk bonus.
 - Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
 - Create a new Personal Item.



Personal Details

Name: Dr. Jing Wei

Sub-Type: Human

Background: Rigellian

Archetype: Civilian

Skill Trait: Physician

Personal Trait(s): Caring/ Resourceful

Wellness Stats

Health: 7



Focus: 12



Will: 6



'S' Stats

Stamina: 1

Threshold: 1d6



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 1

Threshold: 1d3



Piloting __+1
Acrobatics ____
Sneak ____
Snatch ____
Reflexes ____
Ranged: Pistols ____
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 4

Threshold: 1d10



Science __+2
Mechanics __+1
Computers __+1
History ____
Medicine __+2
Perception ____
Lockpicking ____
Brewing ____
Projectiles ____
Cooking __+1

Swagger: 2

Threshold: 1d6



Persuasion __+2
Deception ____
Seduction ____
Barter ____
Performance ____
Insight __+1
Current Affairs ____
Faith ____
Luck ____
Resistance: MEN ____

Family Jade Ring

Mod #1: +2 DEF (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

30'

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Defense: 1

DR: _____

Archetype Ability: General Knowledge (Reaction): Spend 2 focus points to add +1 to any Smarts or Swagger roll the character is attempting (stackable). Also choose bonus +1 for one of the following: Cooking, Brewing, Mechanics, Computers, Current Affairs, Bartering, History (passive) Note: Cooking Chosen.

Skill Trait/ Crew/ Basic Physical Abilities:

Nanite Health Monitor (Action, then Reaction):

Spend a Focus point. As an Action the Physician can inject themselves or an ally with a Nanite Health Monitor. For the rest of the encounter, the Physician may spend a focus point to heal the target's health equal to the Physician's Smarts Stat as a reaction. the target must be within a 60' square radius of the Physician for this to work. If the Character injected with the Monitor is reduced to zero health, they or the Physician can spend a focus to instantly heal the target 2 health. The Monitor is nonfunctional after this. If it is the Physician's focus spent on this, the target can also recover Focus points equal to the Physician's Smarts level.

Biochemistry (Action or Reaction):

Spend a Focus point to use your Medical Scanner. a) The Physician can quickly heal an ally adjacent to them 2 Health. For every point They have in Smarts, the target can also regain a Focus point. b) Cancel any H.E.R.O power or affect within a 60 square radius. c) The Physician can add either their Speed or Smarts total to any Science check being made by an ally.

Spend a Focus point. As an Action the Physician can inject themselves or an ally with a Nanite Health Monitor. For the rest of the encounter, the Physician may spend a focus point to heal the target's health equal to the Physician's Smarts Stat as a reaction. the target must be within a 60' square radius of the Physician for this to work. If the Character injected with the Monitor is reduced to zero health, they or the Physician can spend a focus to instantly heal the target 2 health. The Monitor is nonfunctional after this. If it is the Physician's focus spent on this, the target can also recover Focus points equal to the Physician's Smarts level.

Spend a Focus point to use your Medical Scanner. a) The Physician can quickly heal an ally adjacent to them 2 Health. For every point They have in Smarts, the target can also regain a Focus point. b) Cancel any H.E.R.O power or affect within a 60 square radius. c) The Physician can add either their Speed or Smarts total to any Science check being made by an ally.

Esper/ Cyborg/ H.E.R.O Powers:

Jing Wei is petite of build but keeps herself in good general shape (Stam 1, 1d6). Wei has never been very sporty or coordinated (Spee 1, 1d3), but years of dedicated work and study have produced a truly top tier scientific mind (Smar 4, 1d10) that along with her grandmother's lessons, also gives her a good bedside manner (Swag 2, 1d6).

Wei's Grandmother always expressed the importance of staying alert for trouble even as you are trying to avoid it. The gift of the family's Jade Ring when she eventually graduates from medical school helps remind Jing Wei of this.

[illegible]

- 5 EXP Cost Rewards
- One New Ability attached to your Skill trait or Crew Style(s).
- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.



Yuhong Ding

Personal Details

Name: Tasker Gunn

Sub-Type: Human

Background: Rigellian

Archetype: Explorer

Skill Trait: Smuggler

Personal Trait(s): Casual/ Scoundrel

Wellness Stats

Health: 7



Focus: 10



Will: 8



'S' Stats

Stamina: 1

Threshold: 1d3



Strength ____
Survival ____
Intimidation ____
Unarmed ____
Melee: Blade ____
Melee: Blunt ____
Ranged: Heavy ____
Resistance: TOX ____
Resistance: ENG ____
Resistance: NAT ____

Speed: 3

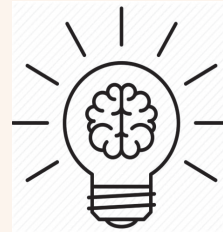
Threshold: 1d10



Piloting __+3
Acrobatics ____
Sneak __+1
Snatch ____
Reflexes ____
Ranged: Pistols __+1
Ranged: Rifles ____
Throwing ____
Beams ____
Canons ____

Smarts: 2

Threshold: 1d6



Science ____
Mechanics __+1
Computers __+1
History ____
Medicine ____
Perception ____
Lockpicking __+1
Brewing ____
Projectiles ____
Cooking ____

Swagger: 2

Threshold: 1d6



Persuasion __+1
Deception ____
Seduction ____
Barter __+1
Performance ____
Insight ____
Current Affairs ____
Faith ____
Luck __+1
Resistance: MEN ____

The Unwelcome Guest

Mod #1: +2 Computers or Locks (1 F)

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: 3

DR: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

35'

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability: Direction Sense (action): If in space, The Explorer can spend a focus point to increase the movement of any craft they are on by 10' for the encounter (this cannot stack). Also, they gain +5' movement permanently (Ground & Space) (Passive).

Skill Trait/ Crew/ Basic Physical Abilities:

Pistoleer (level 1):

Quick Draw: At the beginning of any encounter, the Pistoleer can spend 2 points focus to 'Quick Draw' if they choose. This is an automatic first attack (even if the Opponents won initiative) and is a Bonus action. For every stat point Pistoleer has in Speed, create a d6 dice pool. Roll and add the highest total to your damage. If more than one Pistoleer is attempting this, the individual with the Highest Speed goes first.

Evasive Maneuvers (reaction):

Spend a Focus point. For every Speed Stat point, reposition the vehicle or mitigate 1 point of damage for this turn (can be combined).

Quick Draw: At the beginning of any encounter, the Pistoleer can spend 2 points focus to 'Quick Draw' if they choose. This is an automatic first attack (even if the Opponents won initiative) and is a Bonus action. For every stat point Pistoleer has in Speed, create a d6 dice pool. Roll and add the highest total to your damage. If more than one Pistoleer is attempting this, the individual with the Highest Speed goes first.

Spend a Focus point. For every Speed Stat point, reposition the vehicle or mitigate 1 point of damage for this turn (can be combined).

Esper/ Cyborg/ H.E.R.O Powers:

Tasker is light and small framed and has spent more of his life in artificial gravity than the real thing (Stam 1, 1d3). His reflexes have been honed by his piloting and he is sharp eyed, quick handed, fast of foot and very quick on the draw when he needs to be (Spee 3, 1d10). He has been around the block and seen many things (Smar 2, 1d6) and possesses a casual confidence in nearly every conversation he engages in (Swag 2, 1d6).

The Unwelcome Guest: A gift for Tasker from Kurt Dubois for assisting him with a tricky situation. A small, palm sized almost nondescript data pad, the Unwelcome Guest gives Tasker a little assistance when a some 'bypassing' is required.

[illegible]

5 EXP Cost Rewards

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- 1d3+1 that can be spread between Health, Focus & Will.
- A New trait or ability to your personal Item (Max 3)
- A +1 to any 'unlocked' Perk or any Perk tied to your character's Personal trait(s).
- Lean a Basic Physical Ability.

10 EXP Cost Rewards

- Increase a 'S' Stat by +1
- Increase a 'S' Stat dice threshold one level.
- Unlock (+1) a new perk bonus.
- Add a new +1 team perk or unlock a new Crew Style (Max 2 per team).
- Create a new Personal Item.

Character Image

Personal Details

Name: _____

Sub-Type: _____

Background: _____

Archetype: _____

Skill Trait: _____

Personal Trait(s): _____

Wellness Stats

Health _____



Focus _____



Will _____



'S' Stats

Stamina: _____

(Threshold Dice)



Strength _____

Survival _____

Intimidation _____

Unarmed _____

Melee: Blade _____

Melee: Blunt _____

Ranged: Heavy _____

Resistance: TOX _____

Resistance: ENG _____

Resistance: NAT _____

Speed: _____

(Threshold Dice)



Piloting _____

Acrobatics _____

Sneak _____

Snatch _____

Reflexes _____

Ranged: Pistols _____

Ranged: Rifles _____

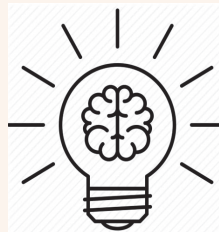
Throwing _____

Beams _____

Canons _____

Smarts: _____

(Threshold Dice)



Science _____

Mechanics _____

Computers _____

History _____

Medicine _____

Perception _____

Lockpicking _____

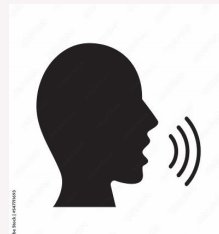
Brewing _____

Projectiles _____

Cooking _____

Swagger: _____

(Threshold Dice)



Persuasion _____

Deception _____

Seduction _____

Barter _____

Performance _____

Insight _____

Current Affairs _____

Faith _____

Luck _____

Resistance: MEN _____

Character's Personal Item

Mod #1: _____

Mod #2: _____

Mod #3: _____

Outfit

Mod #1: _____

Mod #2: _____

Mod #3: _____

Weapon/ Device #2

Mod #1: _____

Mod #2: _____

Mod #3: _____

Defense: _____

DR: _____

Weapon/ Device #1

Mod #1: _____

Mod #2: _____

Mod #3: _____

Movement Rate

Stash

Item(s) #1 _____

Item(s) #2 _____

Item(s) #3 _____

Credits: _____

EXP: _____

Archetype Ability:

Skill Trait/ Crew/ Basic Physical Abilities:

Esper/ Cyborg/ H.E.R.O Powers:

Character Bio

Advancement Tracker

Spend	EXP Cost

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