

TYPICAL DIFFICULTY THRESHOLDS

| | |
|-----|------------------------------|
| 1 | Moronic |
| 2 | Routine |
| 3 | Easy |
| 4 | Moderate |
| 5 | Challenging |
| 6 | Difficult |
| 7 | Very Difficult |
| 8 | Extremely Difficult |
| 10 | Near Impossible |
| 12+ | Pray for Divine Intervention |

ATTACKER'S MODIFIERS

| | | | |
|--|----|-----------------|----|
| Range | | | |
| Point Blank | +1 | Long | -2 |
| Short | +0 | Extreme | -3 |
| Medium | -1 | | |
| Attacker Movement | | | |
| Stationary | 0 | Jogging | -2 |
| Walking | -1 | Running | -3 |
| Intoxication | | | |
| Mild | -1 | Moderate | -2 |
| Heavily | -3 | | |
| Lighting | | | |
| Poorly lit | -1 | Barely lit | -3 |
| Very Poorly lit | -2 | Completely dark | -4 |
| Aiming | | | |
| Per round of aiming (max = Skill level) | +1 | | |
| Aiming at specific location, except head | -2 | | |
| Aiming at head | -3 | | |
| Weapon Accuracy Modifier | | | |
| Varies according to weapon used. | | | |

DEFENDER'S MODIFIERS

| | | | |
|-------------------------------------|----|---------|----|
| Defender Movement | | | |
| Stationary | -1 | Jogging | +1 |
| Walking | +0 | Running | +2 |
| Dodging (cumulative with movement) | +2 | | |
| Cover | | | |
| Under light cover | +1 | | |
| Completely hidden under light cover | +2 | | |
| Under heavy cover | +3 | | |
| Completely hidden under heavy cover | A | | |
| Intoxication | | | |
| Mildly | -1 | | |
| Moderately | -2 | | |
| Heavily | -3 | | |

SKILL IMPROVEMENT COSTS

| Level | Simple | Complex |
|-------|--------|---------|
| 1 | 1 | 2 |
| 2 | 4 | 8 |
| 3 | 9 | 18 |
| 4 | 16 | 32 |
| 5 | 25 | 50 |
| 6 | 36 | 72 |
| 7 | 49 | 98 |
| 8 | 64 | 128 |

MOVEMENT SPEEDS

| | |
|-----------|--------------------------------|
| Sprinting | = 25 + (5 x (FIT + Athletics)) |
| Running | = 2/3 Sprinting Speed |
| Jogging | = 1/2 Sprinting Speed |
| Walking | = 1/3 Sprinting Speed |

* All speeds are expressed in meters/round

CHARACTER DESIGN PROCESS

Step One: Conceptualization

Develop a detailed working picture of the character concept.

| | |
|----------------|--------------------|
| Gender? | Distinctive Trait? |
| Good habits? | Bad habits? |
| Age? | Home? |
| Family? | Relationships? |
| Occupation? | Rank? |
| Organizations? | Goals? |
| Secrets? | Friends? |
| Name? | Rivals? |

Step Two: Attributes

Flesh out the mental concept with attributes corresponding to the image.

CP Available: 20 / 30 / 50

Character Attribute Costs

| Rating | Cost | Rating | Cost |
|--------|------|--------|------|
| +5 | 36 | 0 | 1 |
| +4 | 25 | -1 | 0 |
| +3 | 16 | -2 | +1* |
| +2 | 9 | -3 | +4* |
| +1 | 4 | -4 | +9* |

* These values are added to available CPs

Step Three: Skills

Choose skills based on the mental image and occupation of the character

SP Available: 30 / 40 / 60

Character Skill Costs

| Level | Simple | Complex | Min Attr. |
|-------|--------|---------|-----------|
| 1 | 1 | 2 | -1* |
| 2 | 4 | 8 | 0 |
| 3 | 9 | 18 | +1 |
| 4 | 16 | 32 | +2 |
| 5 | 25 | 50 | +3 |
| 6 | 36 | 72 | +4 |
| 7 | 49 | 98 | +5 |
| Spec. | 5 | 5 | n/a |

Step Four: Calculate Secondary Traits

Calculate secondary traits based on skills and attributes.

| | |
|------------|----------------------------------|
| STR | (BLD + FIT) / 2, round down |
| HEA | (FIT + PSY + WIL) / 3, round off |
| STA | (5 x (BLD + HEA)) + 25, min 10 |
| UD | 3 + H-to-H + STR + BLD, min 1 |
| AD | 3 + Melee + STR + BLD, min 1 |
| Flesh | STA / 2, round up |
| Deep | STA |
| Death | STA x 2 |
| Sys. Shock | 5 + HEA, min 1 |

Step Five: Purchase Equipment

Most equipment will be assigned by the GM. Additional equipment can be requested at this time.

MASTER SKILL LIST

| SKILL | ATTR. | CPLX. |
|----------------------|-------|-------|
| Acrobatics | AGI | S |
| Aircraft Pilot | AGI | C |
| Animal Handling | CRE | S |
| Archery | AGI | S |
| Athletics | FIT | S |
| Bureaucracy | KNO | C |
| Business | KNO | C |
| Camouflage | CRE | S |
| Combat Sense | PER | S |
| Communications | KNO | C |
| Computer | KNO | C |
| Cooking | CRE | S |
| Craft (spec) | CRE | S |
| Dance | AGI | S |
| Demolitions | KNO | C |
| Disguise | CRE | S |
| Dodge | AGI | S |
| Drive | AGI | S |
| Earth Sciences | KNO | C |
| Electronics | KNO | C |
| Electronic Warfare | CRE | C |
| Etiquette | INF | S |
| First aid | KNO | S |
| Foreign Lang. (spec) | KNO | S |
| Forgery | CRE | C |
| G-Handling | FIT | S |
| Gambling | PER | S |
| Gunnery (spec) | PER | C |
| Hand-to-Hand | AGI | S |
| Heavy Gear Pilot | AGI | C |
| Heavy Weapons | AGI | S |
| Intimidate | BLD | S |
| Investigation | PER | C |
| Law | KNO | C |
| Leadership | INF | S |
| Life sciences | KNO | C |
| Literature | CRE | S |
| Mechanics | KNO | S |
| Medicine | KNO | C |
| Melee | AGI | S |
| Music | CRE | S |
| Naval Pilot | PER | C |
| Navigation (spec) | KNO | C |
| Notice | PER | S |
| Physical Sciences | KNO | C |
| Psychology | KNO | C |
| Slight-of-Hand | AGI | S |
| Social Sciences | KNO | C |
| Space Pilot | CRE | C |
| Stealth | AGI | C |
| Streetwise | INF | S |
| Strider Pilot | AGI | C |
| Survival | CRE | S |
| Swimming | FIT | S |
| Tactics | CRE | S |
| Teaching | CRE | S |
| Theatrics | INF | S |
| Throwing | AGI | S |
| Tinker | CRE | C |
| Visual Art | CRE | S |
| Zero-G | AGI | C |