

Skills

	Anarchist Techie	Argonaut Xeno	Brinker Genehacker	Lunar Ego Hunter	Mobile Scientist	Scum Enforcer	Titanian Explorer
Perception	55	45	50	45	65	50	60
Scrounging	45	25	55	20	20	30	60
Infiltration	25	15	20	50	25	55	55
Climbing	20	40	10	15	25	50	55
Fray	10	45	40	50	45 (55)	75	55 (65)
Freefall	60	25	55	20	25 (35)	65	45 (55)
Kinetic	25	15	15	10	15	65	50
Beam	25	35	50	60	50	45	20
Spray	45	15	15	10	15	25	20
Blades	20	20	10	15	15	70	30
Clubs	20	20	10	45	15	60	30
Unarmed	20	20	10	55	15	70	30
Infosec	45	25	30	50	55	20	20
Interfacing	55	25	30	20	65	20	20
Access Jacks	YES		YES				
Medichines		YES	YES	YES		YES	YES
PSI Defense			LVL 1		LVL 2		
Adrenalin				YES			YES

Common Effects

Cryacid form avoidance	Freefall/Climbing test: Easy +10, Challenging -30 in tight spaces
Contact w/chryacid forms	1d10 DV AP-2 (1d10+4 DV AP-4 for limbs, 1d10+5 DV AP-4 for spiders)
Chrynalus infection	1d10-2 SV hourly, 2d10 SV per eruption
Exsurgent contact	Willpower test, 1d10+3 SV , for self 2d10+3 SV
Spur attack toxin	-10REF for 20 minutes, -10REF for 4 turns combat w/medichines
Scraper's Gel	1d10+5 DV per round, for 3 rounds. Degrades armor.

Common Checks

	Anarchist Techie	Argonaut Xeno	Brinker Genehacker	Lunar Ego Hunter	Mobile Scientist	Scum Enforcer	Titanian Explorer
WIL×3	45	45	75	90	45	45	45
COG+INT+SAV	60	65	65	55	60	45	50

Basilisk Effect Table (1+(MoF/10) minutes)

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- 1 **Cataplexy:** The victim loses control of their body and immediately collapses. For the duration their body will be non-responsive but they will be aware and capable of mental actions. Mesh actions and implant controls are also disabled, however.

 - 2 **Catatonic Stupor:** The character becomes immobile and non-responsive. Though conscious, they are mentally “not there”—the basilisk hack has effectively crashed their brain functions. They will do absolutely nothing for the duration and will not respond even if moved or attacked.

 - 3 **Disorientation:** The character becomes disoriented and severely confused. They are incapable of making decisions, understanding communication, understanding what is going on around them, or acting in any sort of determined way for the duration.

 - 4-5 **Grand Mal Seizures:** The subject immediately falls to the ground and begins convulsing, suffering 1d10 damage. They may do nothing else for the duration and will suffer an equal duration period of confusion and weakness (−30 to all actions) afterwards.

 - 6-7 **Hallucinations:** The character immediately goes off on a mental trip, leaving them completely disconnected from reality and their physical body. For the duration, the character should only respond to the hallucinated reality the gamemaster describes to them or else the character should be treated as an NPC, run by the GM.

 - 8 **Impaired Cognition:** The character’s mental capabilities bottom out, turning them into a disabled vegetable. COG, INT, SAV, and WIL all drop to 1, and the character should act accordingly to environmental stimuli.

 - 9 **Nausea/Vertigo:** The character is overcome with head-spinning and vomiting and is effectively incapacitated for the duration.

 - 10 **Sleep:** The character passes out for the duration and cannot be woken short of medical intervention.

Melee Weapons

Blades	AP	DV
Diamond Ax	-3	2d10+3+(SOM/10)
Flex Cutter	-1	1d10+3+(SOM/10)
Knife	-1	1d10+2+(SOM/10)
Monofilament Sword	-4	2d10+2+(SOM/10)
Vibroblade	-2	2d10+(SOM/10)
Wasp Knife	-1	1d10+2+(SOM/10)
Clubs		
Club		1d10+2+(SOM/10)
Extendable Baton		1d10+2+(SOM/10)
Shock Baton		1d10+2+(SOM/10)+Shock
Exotic Melee Weapons		
Monowire Garrote	-8	3d10
Unarmed		
Bioware Claws	-1	1d10+1+(SOM/10)
Cyberclaws	-2	1d10+3+(SOM/10)
Densiplast Gloves		1d10+2+(SOM/10)
Eelware		Shock
Shock Gloves		1d10+(SOM/10)+Shock
Unarmed		1d10+(SOM/10)

Beam Weapons

	AP	DV	Modes	Ammo
Cybernetic Hand Laser		2d10	SA	50
Laser Pulser		2d10	SA	100
Stun Mode		1d10	SS	
Microwave Agonizer		-20 skills, 2xWIL	SS	100
Roast Mode	-5	2d10	SA	50
Particle Beam Bolter	-2	2d10+4	SA	50
Plasma Rifle	-8	3d10+20	SS	10
Stunner		1d10 / 2 +Shock	SA	200

Spray Weapons

	AP	DV	Modes	Ammo	SR
Buzzer		Nanoswarm	SS	3	5
Freezer		Incapacitation	SA	20	5
Shard Pistol	-10	1d10+6	SA, BF, FA	100	10
Shredder	-10	2d10+5	SA, BF, FA	100	10
Sprayer	Drug	Drug	SA	20	5
Torch	-4	3d10	SS	20	5

Kinetic Weapons

	AP	DV	Modes	Ammo	SR
Light Pistol		2d10	SA, BF, FA	16	10
Medium Pistol	-2	2d10+2	SA, BF, FA	12	10
Heavy Pistol	-4	2d10+4	SA, BF, FA	10	10
SMG	-2	2d10+3	SA, BF, FA	20	30
Automatic Rifle	-6	2d10+6	SA, BF, FA	30	150
Sniper Rifle	-12	2d10+10	SA	12	180
Machine Gun	-6	2d10+6	BF, FA	50	100
Bolt gun	-6	2d10	SS	50	5
Railguns					
Light Pistol	-3	2d10+2	SA, BF, FA	16	15
Medium Pistol	-5	2d10+4	SA, BF, FA	12	15
Heavy Pistol	-7	2d10+6	SA, BF, FA	10	15
SMG	-5	2d10+5	SA, BF, FA	20	45
Automatic Rifle	-9	2d10+8	SA, BF, FA	30	225
Sniper Rifle	-15	2d10+12	SA	12	270
Machine Gun	-9	2d10+8	BF, FA	50	150

Kinetic Ammo

	AP	DV
AP	-5	-2
Bug	+1	-1d10
Capsule	+1	1/2 DV
Hollow-Point	+2	+1d10
Jammer		no damage
Plastic	2x AP	1/2 DV
Reactive	-2	+2
Reactive AP	-6	-1
Regular		
Splash		No Damage
Zap	+2	1/2 DV, shock
Smart Ammo		
Accushot		
Biter		+1d10
Flayer		+2
Homing		
Laser-Guided		
Proximity	-1	+2
Zero		

Firing Modifiers

Semi-Auto	2 attacks per CA
Burst	2 attacks per CA, +1d10DV or +10 to hit, 3 ammo
Full auto	1 attack per CA, +3d10DV or +30 to hit, 10 ammo
Sweeping fire	Miss the first SA attack, +10 to hit on second
Concentrated fire	Skip second SA attack, double the first attack's DV
Quick Aim	Use all Quick Actions to aim, +10 for next shot
Full aim	Use a Complex Action to aim, +30 for next shot

Derangements (1d10+2 hours)

Minor	
Anxiety	You suffer a panic attack, exhibiting the physiological conditions of fear and worry: sweatiness, racing heart, trembling, shortness of breath, headaches, and so on.
Avoidance	You are psychologically incapable with dealing with the source of the stress, or some circumstance related to it, so you avoid it—even covering your ears, curling up in a ball, or shutting off your sensors if you have to.
Dizziness	The stress makes you light-headed and disoriented.
Echolalia	You involuntarily repeat words and phrases spoken by others.
Fixation	You become fixated on something that you did wrong or some circumstance that led to your stress. You obsess over it, repeating the behavior, trying to fix it, running scenarios through your head and out loud, and so on.
Hunger	You are suddenly consumed by an irrational yet overwhelming desire to eat something—perhaps even something unusual.
Indecisiveness	You are flustered by the cause of your stress, finding it difficult to make choices or select courses of action.
Logorrhea	Your response to the trauma is to engage in excessive talking and babbling. You don't shut up.
Nausea	The stress sickens you, forcing you to fight down queasiness.
Moderate	
Chills	Your body temperature rises, making you feel cold, and shivering sets in. You just can't get warm.
Confusion	The trauma scrambles your concentration, making you forget what you're doing, mix up simple tasks, and falter over easy decisions.
Echopraxia	You involuntarily repeat and mimic the actions of others around you.
Mood Swings	You lose control of your emotions. You switch from ecstasy to tears and back to rage without warning.
Mute	The trauma shocks you into speechlessness and a complete inability to effectively communicate.
Narcissism:	In the wake of the mental shock, all you can think about is yourself. You cease caring about those around you.
Panic	You are overwhelmed by fear or anxiety and immediately seek to distance yourself from the cause of the stress.
Tremors	You shake violently, making it difficult to hold things or stay still.
Major	
Blackout	You operate on auto-pilot in a temporary fugue state. Later, you will be incapable of recalling what happened during this period. (Synthetic shells and infomorphs may call up memory records from storage.)
Frenzy	You have a major freak out over the source of the stress and attack it.
Hallucinations	You see, hear, or otherwise sense things that aren't really there.
Hysteria	You lose control, panicking over the source of the stress. This typically results in an emotional outburst of crying, laughing, or irrational fear.
Irrationality	You are so jarred by the stress that your capacity for logical judgment breaks down. You are angered by imaginary offenses, hold unreasonable expectations, or otherwise accept things with unconvincing evidence.
Paralysis	You are so shocked by the trauma that you are effectively frozen, incapable of making decisions or taking action.
Psychosomatic Crippling	The trauma overwhelms you, impairing some part of your physical functioning. You suffer from an inexplicable blindness, deafness, or phantom pain, or are suddenly incapable of using a limb or other extremity.