**Attribute Chart**

|  |  |  |
| --- | --- | --- |
| **Attribute** | **Lift Cap.** | **Dg/Recovery Die** |
| 0 | 25 kg | 1d2 |
| 1 | 30 kg | 1d2 |
| 2 | 35 kg | 1d2 |
| 3 | 40 kg | 1d3 |
| 4 | 45 kg | 1d3 |
| 5 | 50 kg | 1d3 |
| 6 | 60 kg | 1d4 |
| 7 | 70 kg | 1d4 |
| 8 | 80 kg | 1d4 |
| 9 | 90 kg | 1d6 |
| 10 | 100 kg | 1d6 |
| 11 | 120 kg | 1d6 |
| 12 | 140 kg | 1d8 |
| 13 | 160 kg | 1d8 |
| 14 | 180 kg | 1d8 |
| 15 | 200 kg | 1d10 |
| 16 | 240 kg | 1d10 |
| 17 | 280 kg | 1d10 |
| 18 | 320 kg | 1d12 |
| 19 | 360 kg | 1d12 |
| 20 | 400 kg | 1d12 |
| 21 | 480 kg | 1d12+1 |
| 22 | 560 kg | 1d12+1 |
| 23 | 640 kg | 1d12+1 |
| 24 | 720 kg | 1d12+2 |
| 25 | 800 kg | 1d12+2 |
| 26 | 900 kg | 1d12+2 |

**Super Attributes**

|  |  |
| --- | --- |
| Super STR | * Lift capacity increased by a factor of 5 * +4 to all strength-based skills * +12 to all strength rolls * +6 hit points * +1d10 strength damage * +1 hex base run, swim and jump * +3 energy/use to melee attacks |
| Super AGI | * +4 to all agility-based skills * +12 to all agility rolls * +2 base defense * +2 dodge\* * +2 hex base run * +1 hex base swim and jump |
| Super DEX | * +4 to all dexterity-based skills * +12 to all dexterity rolls * +2 damage to all ranged attacks |
| Super SPD | * +4 to all speed-based skills * +12 to all speed rolls * +2 base defense * +4 dodge\* * +2 initiative * +2 hex base run * +1 hex base swim and jump |
| Super TOU | * +4 to all toughness-based skills * +12 to all toughness rolls * +12 hit points * +12 energy * +1d8 hit point recovery |
| Super INT | * +4 to all intelligence-based skills * +12 to all intelligence rolls * +1 to all defenses |
| Super WIL | * +4 to all will-based skills * +12 to all will rolls * +6 hit points * +12 mental hit points * +1d8 mental hit point recovery |
| Super CHA | * +4 to all charisma-based skills * +12 to all charisma rolls * All allies get a +2 to saving throws |
| Super INU | * +4 to all intuition-based skills * +12 to all intuition rolls * +2 initiative * +6 mental hit points |
| Super PER | * +4 to all perception-based skills * +12 to all perception rolls * +2 initiative * +2 base defense * +2 dodge\* |

**Figured Attributes**

* **HP = TOU + ½ STR + ½ WIL + 8**
* **MHP = WIL + ½ INT + ½ INU + 8**
* **ENG = Two highest stats + 10 + 6/super stat**
* **BD = (AGI + PER + SPD) / 5**
* **Dodge = BD + (SPD/5) + 1**
* **INI = ((SPD + PER + INU) / 5) - 6**
* **Run = (SPD + AGI + STR) / 5**

**Supers Skill List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Imp** |
| Acrobatics | STR/AGI/SPD | None | 5+4 | 5 |
| Acting | INT/CHA/CHA | Half | 3+3 | 3 |
| Administrate | INT/CHA/WIL | None | 3+3 | 3 |
| Animal Handler | CHR/WIL/PER | None | 3+3 | 3 |
| Carouse | INT/CHA/PER | Half | 3+3 | 3 |
| Climb | STR/STR/AGI | Half | 3+3 | 3 |
| Computers: General Operation | INT/INT/PER | Full | 0+3 | 3 |
| Computers: Hacking | INT/INU/PER | None | 3+3 | 3 |
| Computers: Programming | INT/INU/PER | None | 3+3 | 3 |
| Conceal | INT/INU/PER | Special | 3+3 | 3 |
| Converse | INT/CHA/PER | Half | 3+3 | 3 |
| Craft | Variable | None | 1+1 | 2 |
| Demolitions | INT/WIL/INU | None | 3+3 | 3 |
| Diplomacy | INT/CHA/PER | None | 3+3 | 3 |
| Disguise | INT/PER/PER | Half | 3+3 | 3 |
| Drive | SPD/INU/PER | Half | 3+3 | 3 |
| Electronics | DEX/INT/PER | None | 3+3 | 3 |
| Escape | AGI/DEX/WIL | None | 3+3 | 3 |
| Etiquette | INT/CHA/PER | None | 3+3 | 3 |
| Fast Draw | DEX/SPD/SPD | None | 3+3 | 3 |
| Fast Talk | INT/CHA/CHA | Half | 3+3 | 3 |
| First Aid | INT/INT/INU | Half | 3+3 | 3 |
| Forgery | INT/INT/PER | None | 3+3 | 3 |
| Gamble | INT/INU/INU | Half | 3+3 | 3 |
| Interrogate | INT/WIL/CHA | Half | 3+3 | 3 |
| Investigate | INT/PER/PER | None | 3+3 | 3 |
| Knowledge | INT/INT/INT | None | 1+1 | 2 |
| Language | None | None | Special | None |
| Lockpick | DEX/DEX/INT | None | 3+3 | 3 |
| Mechanics | DEX/INT/INU | None | 3+3 | 3 |
| Medical: Diagnosis & Care | INT/INU/PER | None | 3+3 | 3 |
| Medical: Surgery | DEX/INT/PER | None | 3+3 | 3 |
| Navigate | INT/PER/PER | Half | 3+3 | 3 |
| Orate | INT/INT/CHA | Half | 3+3 | 3 |
| Persuade | INT/CHA/CHA | Half | 3+3 | 3 |
| Pickpocket | DEX/INU/PER | Half | 3+3 | 3 |
| Pilot | SPD/INT/PER | None | 3+3 | 3 |
| Riding | AGI/PER/SPI | None | 3+3 | 3 |
| Science | Varies | None | 1+1 | 2 |
| Security Systems | DEX/INT/PER | None | 3+3 | 3 |
| Seduce | INT/CHA/CHA | Half | 3+3 | 3 |
| Shadowing | INT/INU/PER | Half | 3+3 | 3 |
| Stealth | AGI/AGI/PER | Half | 3+3 | 3 |
| Streetwise | INT/CHA/PER | Half | 3+3 | 3 |
| Survive | INT/INU/PER | Half | 3+3 | 3 |
| Swim | STR/TOU/TOU | Half | 3+3 | 3 |
| Systems Operation | INT/INU/PER | None | 3+3 | 3 |
| Tactics | INT/INU/PER | None | 3+3 | 3 |
| Track | INT/PER/PER | Half | 3+3 | 3 |
| Trade | WIL/CHA/PER | Half | 3+3 | 3 |

**Character Generation Purchase Table**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Max** |
| Attribute Point | 4 | -- |
| Dodge | 3/level | 3 points |
| Extra Energy | 5/die | 3 dice |
| Extra Hit Points | 5/die | 3 dice |
| Fighting Styles | 3/combat level | 3 levels |
| Open New Power Set | 30 | 1 set |
| Powers | 6, 10, 20 or 30 | -- |
| Powers, Out of Set | 3x normal cost | 2 (and no signature powers) |
| Skills | 1-5 | -- |
| Super Attribute | 30 | 2 super attributes |