**AGE OF IRON**

*An RPG by Josh Gutenberg*

* Early mech prototypes developed late WWII some see deployment.
* Cold war sees everyone pushing mech tech pretty hard, results in technological renaissance.
* America lands on the moon in short order.
* Cold war draws to a close, Mars landed on as an international effort and sign of good faith.
* Time passes without relative incident, Mars and Earth grow in tandem, Earth leading in prosperity and keeping a firm grip on Mars
* Martians tire of being oppressed, call for succession from Earth.
* This inevitably escalates into war.
* Weapons of mass destruction saved since the cold war such as true AI smash Mars into dirt.
* Multiple technologies and weapons banned as a result of 'Calamity War'.
* Stagnation in tech development leads to post war depression and wavering faith in government.
* This gives rise to corporate powers acting as substitutes for government services (private military companies, trade hubs, etc.)

Players would start quite some time down the line after this point. Corporations rivaling Earth Gov in power and mercenary working being one of the best ways to make money.

**Character Creation**

*Add Attributes, Skill Ranks:* Players buy assign their character’s attributes and skill ranks.

*Origin:* Players determines stat bonuses, skill bonuses, and starting money.

*Sponsorship:* Players pick their mercenary’s sponsorship. This determines additional starting equipment and their corporate allegiance.

**Attributes**

Characters begin with one rank in each Attribute and receive 6 additional ranks to assign as they see fit.

Attributes represent your character’s physical and nonphysical strengths and weaknesses. The rank in each determines the number of dice that is used when rolling Skill Checks.

|  |  |
| --- | --- |
| Character Attribute | Description |
| Strength | Raw physical strength. Used in feats of power and brawn. |
| Agility | Ability to move well and quickly. Used for feats of dexterity. |
| Charisma | Likeability. This can be displayed in good looks, personality, or a combination of both. |
| Presence | Social aura |
| Intelligence | Raw mental strength |
| Smarts | Thinking on your feet and applying knowledge |

**Derived Stats**

*Health:* Strength x 3

Below half is bloodied. Difficulty of physical checks is increased.

Hit zero you take an injury. Injuries subtract from max health. If you can no longer have health you die. Injuries can be treated with a medicine check with difficulty equal to twice the level of injury.

*Evasion:* Agility + Smarts

**Linear subtraction from damage received.**

*Superiority:* Wit + Presence

**Used for rerolling dice and special abilities**

*Initiative:* Agility + Presence

**Used to determine who goes first in combat**

**Choose a Sponsor**

Different corporate sponsors will offer different starting gear to get your mercenary started. Accepting sponsorship also entitles you to an employee discount, though be aware that doing business with another corporation may be looked down upon.

***Militech****:*

Militech itself isn't particularly shady, all information on frowned upon practices is technically available. They are the final evolution of a horrific corporate monster.

*A rifle, knife, and basic combat armor*

***Max-Biotics****:*

Max-Biotics is a medical company that uses its excellent PR to hide the fact that they're developing chemical weapons.

*Med kit, Tranquilizer gun, and Long jacket*

***Evergreen Trading***:

Evergreen trading handles delivery of between Mars and Earth. They value business and keeping their cargo in pristine condition above all else. It's rumored some of their more high-profile employees are ex-pirates but that's ridiculous

*Power sword, Pilot’s coat, and cool hat*

***Stalwart Solutions****:*

Stalwart Solutions has a corner on asteroid mining as mysterious tragedy befalls their competitors.

*Power gauntlet, basic space suit, and hardhat*

***Earth Gov:***

You’ve decided the mercenary life is for you, but corporate life is not.

*Uniform, standard issue pistol, standard issue knife.*

Access to all goods the mega corporations have to offer, but no employee discounts.

**Skills & Checks**

Skills represent learned proficiencies and define a character more specifically than their general attributes.

Players begin the game with 7 skill ranks that they may distribute as they see fit

|  |  |
| --- | --- |
| Skill | Description |
| Melee Weapons |  |
| Streetwise |  |
| Athletics |  |
| Notice |  |
| Investigate |  |
| Ranged Weapons | Shooting all kinds of guns and other gun related weapons |
| Stealth |  |
| Persuasion | Talking effectively |
| Deception | Lying effectively |
| Engineering |  |
| Computers |  |
| Medicine |  |
| Survival | Ability to live off the land |
| Piloting | Your proficiency behind the wheel of a Rig |
| Profession \_\_\_ | Knowledge of a trade that you picked up over the years. |

**Starting Gear**

Each player also begins with (100 x Starting Level) Credits.

**Starting Weapons**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Bonus dice | damage Type | Ammo | Special | Make | Price |
| Pistol | 3 | +1 | Bullet | 3/Reload |  | Any | 25 Credits |
| Knife | Melee | +1 | Slashing | NA |  | Any | 10 Credits |
| PowerFist | Melee | +3 | Crushing | NA |  | Stalwart Solutions | 75 Credits |
| Powersword | Melee | +2 | Slashing | NA |  | Evergreen Trading | 15 Credits |
| Tranquilizer Gun | 2 | +2 | Bullet | 4/Reload | If damage dealt with this weapon against an organic target would kill the target is instead knocked out | Max Biotics | 30 Credits |
| Rifle | 4 | +2 | Bullet | 6/Reload |  | Militech | 50 Credits |

**Starting Armor**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Success Bonus | damage Type | Ammo | Special | Make | Price |
| Pistol | 3 | +1 | Bullet | 3/Reload |  | Any | 25 Credits |

***Skill Checks***

Skill checks are used when players want their character to do something difficult using a specific skill.

When making the check, they roll a number of dice equal to their Stat Dice + their Rank Dice.

**For example:** If a character wanted to know how a specific piece of machinery worked they could roll a number of dice equal to their Intelligence + Mechanics.

In order to succeed in the check the player must roll a number of successes greater than or equal to the challenge rating of the task. **Success is normally a 5 or 6 on a die.**

However, players can gain **advantage** or **disadvantage** on skill checks.

**Advantage:** Lowers the number required to score a success.

**Example:** With 1 Advantage, 4, 5, or 6 is treated as success when making skill checks of any kind.

**Disadvantage:** Only rolling a 6 is considered success when making skill checks.

|  |  |
| --- | --- |
| Task | Difficulty |
| Making a sandwich | Trivial (No roll required) |
| Making a sandwich inside a moving mech | Easy(1 success) |
| Making a sandwich while in cover | Average(2-3 success) |
| Making a sandwich while shooting | Hard(4-5) |
| Making a sandwich on top of a moving Rig | Implausible(6-7) |
| Making the best sandwich ever. | Impossible(8+) |

***Massive Success and Failure***

When rolling for any form of check, the player may roll a result so spectacular that it modifies the outcome one way or another.

**Massive Success:** When a player rolls double the amount of success required to complete a task they have succeeded

**Massive Failure:** If a player rolls 1s on every die during a check they have failed completely. Not only do they not complete the task but they increase the difficulty of completing the task in the future by 1.

Ultimately, it is up to the DM to define what makes a critical success or failure. This can be an excellent opportunity for roleplay on the player’s part or a method to aid the DM’s plans.

**Superiority***:*

Players have access to a resource called Superiority.   
This resource has two uses:

1. May reroll dice during a skill check or attack.
2. Activating special abilities.

Players begin with Superiority equal to their Superiority score.   
Superiority can be gained in multiple ways. The most common is by rolling matching numbers.

Any time two dice match it produces a superiority. If more than two dice match then an additional Superiority is generated for every pair beyond the first. A player cannot have more Superiority than their Superiority score.

*Example:* If a player rolls three matching dice they gain 2 Superiority.

Superiority can also be rewarded at DM discretion for being excellent roleplay, amazing feats, and more.

**Combat**

Combat always occurs on a hex grid and takes place over multiple phases and turns.

A fight takes place over three repeating **phases** until all enemies or players are defeated.

Combat phases represent the structure of a turn in combat. Units take actions during these phases one after the other in initiative order until combat is resolved. Once all units have completed the current phase of combat

**Phases** occur in the following order before repeating:

**1. Movement**

**2. Action**

**3. Recovery**

***Phase Overview***

*Movement*

During this phase units can spend 1 AP to move up to 3 hexes. Movement can be hindered by **terrain:**

*Difficult Terrain:* Treated as two hexes when moving through or onto.

*Walls:* Players cannot see through, shoot through, or move through walls unless otherwise specified.

*Cover:* Treated as Difficult Terrain when moving through it. Attacking a unit in cover increases the difficulty by 1.

*Action*

During this phase units can use abilities, make **attacks**, and perform skill checks.

Making an attack functions similarly to making a skill check except it is opposed by a roll.

***Evasion:*** Targeted enemy rolls a number of dice equal to their Evasion stat, damage is dealt equal to the difference.

*Recovery*

During this phase units can spend remaining AP to repair systems, remove harmful status effects, or reserve their AP for next turn.

Players use Action Points (AP) to perform different actions during their turn. Players start with 5 AP but can gain more AP for following turns by using abilities or reserving AP for next turn.

***Attacking****:* Attacking is done by making an attack roll with the relevant skill against a target who is in range with line of sight.

For example, if a player is making a melee attack and that player has 2 strength and 3 ranks in melee weapons, then they roll 2D6 + 3D6 and deal damage to their target equal to the number of successes.

**Rigs**  
The Mechanized Omniframe has seen deployment in every use from construction to combat,

*Make:* The Company that built the Mech determines its design and its typical stats.

*Size:* Weight classes determines how many systems it can support, .

*Specialization:* Specializations broadly define what a vehicle is capable of. They give the machine systems and abilities to use in and out of combat.

*Systems:* Represent the physical capabilities of the vehicle. Some vehicles come with systems pre-installed.

**Make**

***Militech****:*

Fairly balanced vehicles to appeal to mercenaries of all kinds

***Evergreen****:*

Even with most Rigs having significant speed behind them, Evergreen Prioritizes speed above all else. These frames rely more on not getting hit than they do protective measures.

***Max-Biotics****:*

Tend to be blocky and utilitarian with a focus on hull integrity.

***Stalwart Solutions****:*

Pack a lot of firepower and armor, but the strength of the inner frame is lacking.

***Independent****:*

Modified or generic vehicles to fit all walks of life

**Specializations**

Specializations provide vehicles with special abilities that can be applied in and out of combat. More abilities can be bought with credits.

***Technician***  
Helps teammates by healing and applying buffs. More dastardly techs players can apply debuffs to enemies and leech health.

Gains the and **Jamming** and **Technician Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Shield Matrix:** When healing an ally, you may spend a Superiority to add 3 to their Evasion until the end of your next turn. | **EMP**: May spend a Major action and Superiority to give enemies in a 200yd radius -2 to their next roll. |
| **Armor Displacer**: When making a successful attack, you may spend a Superiority to lower the Armor of the attacked enemy by 2. | **Energizer**: May spend a Major action to give allies in a 200yd radius +2 to their next roll |

***Warrior***Deals in the realms of combat at all ranges.

Gains the **Management Override** and **Warrior Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Charge**: You may attack while moving. This does not engage you in combat with your target. If you use this ability, you cannot use it again until a refuel. | **Overclock**: You may spend 2 Superiority to gain a +2 to all combat rolls and -2 to all noncombat rolls. After using this ability, you cannot use it again until a refuel. |
| **Suppressing Attack**: When making a successful attack, you may deal half damage rounded up to stop the attacked enemy from moving next turn. | **Execution**: When making a successful attack and before rolling damage, You may spend 2 Superiority to double your damage roll. After using this ability, you cannot use it again until a refuel. |

***Assassin***Stealthy, shady, stabby.

Gains the **Stealth** and **Assassin Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Sense Weakness**: As a Special Action you may spend a Superiority to make a notice check to know where the weak points of enemies, armor, or weapons are located. You gain a bonus D4 of damage when attacking a weak point. | **Stealth Field**: Allies adjacent to you may use your ranks in stealth when making a stealth check. |
| **Eliminate**: You can deal a bonus d6 of damage to enemies who haven’t seen you | **Spatial Shift**: You may disengage from combat at any time by spending 1 Superiority. |

***Fire* *Support***  
Long to extreme range combat. Specializes in dealing with things from very far away.

Gains the **Sensors** and **Fire Support Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Orbital Marker**: You may make a Sensors check to mark an enemy. Attack rolls against marked enemies get +2 until the end of your next turn. | **Precision Strike**: You may expend 1 Superiority while attacking to disable the targeted component until your next turn. |
| **Forward Observer**: You may attack any enemy that your allies have line of sight on as long as they are in range of your weapon. | **Barrage**: You may expend 2 Superiority to attack again. You can use this ability twice in the same turn. |

**Vehicle Stats and Systems**

**Stats** define what makes up a vehicle’s construction. Unlike player attributes these are determined by the vehicle’s make and model *and* cannot be increased by leveling up. They are instead upgraded with bought tech.

**Systems** define the technology installed in a vehicle that aids the pilot in their actions. These benefits come in various for ranging from static bonuses to success to abilities that can be activated with superiority. Vehicles come with pre-installed systems depending on their make. Much like

The **Reactor** is unique in that it is the only stat that influences all Systems directly.Systems require power to run, how much power is determined by the System Rank. Areactor generates power equal to its System Rank, all systems that rank equal or lower are powered by the reactor. A reactor can be upgraded just like other systems.

**Installing and Upgrading Systems:** Systems can only be upgraded and installed if the player has access to the proper materials and tools. This is typically done when the vehicle is in a garage or repair bay of some sort. Systems, upgrade kits, and weapons can be purchased from various junk dealers, official company stores, or salvaged from defeated vehicles! Different sellers will have different prices and goods so be on the lookout!

**Rig Checks:** When a player is behind the wheel they make skill checks using a combination of their Piloting Skill, the Rig’s Attribute, and any relevant Systems.

Skill checks are otherwise performed normally, players add these numbers together and roll D6 equal to the total, looking for successes.

Where Rig checks further differ is a System’s ability to alter results. Many systems grant automatic success or lower the threshold on what constitutes a success to improve odds.

|  |  |
| --- | --- |
| Vehicle Stat | Description |
| Hull | The vehicle’s structural integrity. Used in armor systems and ramming attacks |
| Mobility | How quickly the vehicle can move. Used for feats of speed and uncanny agility. |
| Support | Systems that support another aspect of the vehicle. Combat drones and shields are common. |
| Warfare | Specialized combat systems of the vehicle. |
| Reactor | The power core of the vehicle. Used to power other systems. |

**Mech Starting Weapons**

Pick 1 Non-restricted weapon and 1 weapon from the Mech’s Specialization

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Assault Rifle | 300yd | 1D8 Projectile | 3/clip | Guns | 6000 Credits | 20 | None |
| Shotgun | 100yd | 3D4 Projectile | 2/clip | Guns | 6000 Credits | 20 | None |
| Claw | Melee | 1D10 Blunt | NA | Brawling | 1,000 Credits | 20 | None |

***Technician****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Repair Ray | 200yd | 1D6 Healing | NA | Repair | 5000 Credits | 20 | Technician |
| light Siphon Ray | 200yd | 1D6 Leeching | NA | Repair | 5000 Credits | 20 | Technician |

***Warrior****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Assault Cannon | 300yd | 2D4 Projectile | 3/clip | Guns | 5000 Credits | 20 | Warrior |
| Short Power Blade | Melee | 1D6 Slashing | NA | Melee | 5000 Credits | 20 | Warrior |

***Assassin****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Acid Cannon | 200yd | 1D6 Scorching | 2/Clip | Guns | 5000 Credits | 20 | Assassin |
| Knife Knuckles | Melee | 1D6 slashing | NA | Melee | 5000 Credits | 10 | Assassin |

***Fire Support****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Sniper | 800yd | 1D6 Projectile | 2/clip | Guns | 5000 Credits | 20 | Fire Support |
| Small Mortar | 800yd | 1D8 Scorching | 1/clip | Melee | 5000 Credits | 20 | Fire Support |

Mechs are very difficult to damage without another Mech or heavy weapon. 1 Mech HP is equal to 100 Player HP. Furthermore, 1 point of damage that would be dealt by a Mech is equal to 100 points of damage that a player could deal. Mechs also move in miles per hour rather than feet per second.

***Mech HP****:* 1 point of mech HP is equivalent to 100 points of player HP.

***Mech Damage****:* 1 point of Mech Damage is equivalent to 100 points of player damage.

Rig Combat

***Other Keywords:***

***Units:*** Any player or adversary that takes actions during combat.

***Initiative:*** Determineswhat order players take turns in. Highest initiative goes first then turns follow in descending order. If there is ever a tie in initiative the player with higher Agility goes first, if it is still tied then use Presence.

***Range:*** The number of spaces away from the player or vehicle the weapon can hit

***Line of Sight:*** A unit has line of sight if the shortest path to a target is uninterrupted by walls or other obstructions. A unit **cannot** make an attack without line of sight to an enemy unit.

***Terrain****:*

*Difficult Terrain:* Takes two points of movement to pass through.

*Walls:* Players cannot see through, shoot through, or move through walls unless otherwise specified.

*Impassable Terrain:* Players cannot move through impassable terrain but can see through and shoot through it.

*Cover:* Treated as Difficult Terrain when moving through it. A unit in cover can have attacks made against them but the attacker suffers disadvantage as though they lacked line of sight.

***Scale:*** Players and enemies occupy one hex unless scale between them does not match. It is ill advised to engage in combat with a Rig when lacking one, but if a player finds themselves in this situation Rigs or other large enemies occupy a center hex and all surrounding hexes.

***Attacking a Rig:*** Players must declare which component they are targeting when attacking a vehicle. On a successful hit damage is dealt specifically to that component and the vehicle’s Hull Integrity. When a component reaches 0 HP, it is disabled until repaired.

***System Damage and Frame Integrity:***When a vehicle takes damage it is dealt not only to the targeted system but the vehicle’s Hull.

**System:** When a system takes damage it loses a point of power. This acts as temporarily lowering the system’s rank by 1. The system can be repaired with an engineering check, healing it for the number of successes rolled.

A system cannot go below 0 ranks or above its current maximum ranks.

**Frame**: Represents the structural integrity of the vehicle. When it reaches 0 the vehicle is destroyed, sometimes along with the characters inside it.

***Lethal damage****:* When a character reaches 0 HP during combat they are knocked out, no longer take actions, and permanently lower their health by the amount of damage they took past 0. If the character was put at exactly 0 health then their health is permanently lowered by 1. This is called a ***Scar****.*

**Example:** I have 5 HP, 1 Evasion and have been attacked for 8 damage. Evasion takes 1 damage so I am dealt 7, knocking me out and Scarring my HP by 2 permanently.

***Scars and Death:*** If a character would be scarred for more HP than they currently have, they instead die.

Scars can be healed by medicine checks. For every point of health a scar removes it requires that many successes to heal.

**Example:** I have a scar that lowers my HP by 3. I need to get 3 successes on a medicine check to heal my scar.

**Advancement**

|  |  |
| --- | --- |
| Level | Experience Needed to Level Up |
| 1 | 300 |
| 2 | 600 |
| 3 | 1,800 |
| 4 | 3,600 |
| 5 | 7,200 |
| 6 | 9,000 |
| 7 | 11,000 |
| 8 | 14,000 |
| 9 | 16,000 |
| 10 | 20,000 |

Players share experience points with their entire party. Once they have reached the threshold for a level, every player in the party levels up. If a player would join mid-campaign, that player still shares the current level and experience with the rest of the party. Experience is gained by defeating adversaries and completing quests.

Note to GM: Players could in theory advance their characters forever, as the level reward repeats every three levels.

**Planets and Cities**

[Lmao]

**Common (And Not so Common) Characters**

[Rofl]

***Adversaries***

**Icy Death**

***Kokytos****:* In the far reaches of space a completely mechanical army is conquering planets and leaving them dead. Kokytos is a hive mind. It began life as an AI intended for the defense of a weak alien species. It determined that the best way to keep its masters safe was to exterminate all life in the surrounding area. When the aliens tried to shut down its protector, Kokytos turned on its creators as they were only a threat to themselves. With no master, the AI has shifted its directive to protecting itself and its ever-expanding territory. It is moving toward the Solar System.

Kokytos kills a planet in a single invasion. First it sends an army down. This army is composed of machines big and small all controlled by the AI. The Mechs and infantry run on a power source that releases extremely toxic fumes into the atmosphere. As the planet’s inhabitants die in war, the environment is killed by smog. As it is fighting the local military, Kokytos also begins building mining platforms. These platforms not only generate the power needed to continue the invasion but also release the same smog as the army but on a greater scale. The planet fuels its own demise twofold and is devoid of life in a matter of days.

*Army:* Koykytos is mainly stark white and grey with a few elements of blue. It is meant to blend into the dying planet’s environment. War machines of its design look like strange combinations of corporate manufacturing, smooth shells coat intrinsic machinery. Smokestacks are mounted on the backs of every Mech and soldier, giving the army a very unique and imposing silhouette.

**Creating Kokytos Enemies**

Begin with 1 bonus rank in: **Guns** and **Melee**

*Sample Vehicles*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Stats | Skills | Systems | Weight Class | Specialization | Weapons |
| Judas  (Scout Mech) | S – d10  P – d6  A – d8  C – 1d4  I – 1d6  Mech Modifier: 20 | Melee - 1d8  Stealth – 1d6  Athletics – 1d6 | Evasion-2  Sensors-2  Melee-3 | Light | Assassin  (Eliminate, Stealth Field) | Icepick Pressure Spike  (melee, 1d6 Slashing, NA, Melee) |
| Antenor  (Command Mech) | S – d6  P – d10  A – d6  C – 1d4  I – 1d8  Mech Modifier: 25 | Artillery – 1d10  Notice – 1d6  Repair – 1d8 | Sensors-4  Management Override-3  Fire Support Weapons-2 | Command | Fire Support  (Barrage, Forward Observer) | Cryolator  (, 1d10 Scorching, 2/clip, Guns)  Blizzard Cannon  (60 Mi, 1d8 Slashing, 3/clip, Artillery) |

**Money, Work, and Rewards**

***Money:*** The universal standard for transactions and trading is Credits. Credits are an electronic currency meant to represent an approximate worth of things that have no assigned value such as mercenary work or a weapon manufactured by a certain corporation. Things tend to cost tens or hundreds of credits. A standard military assault rifle for instance costs roughly 500 credits across factions. 100 credits will buy a place to stay for a day as well as some food.

***Mercenary Work:*** Mercenary jobs are one of the easiest ways to make a quick batch of Credits in the System. The ethics and legality of a job vary quite a bit from mission to mission and company to company.

*Sample Mercenary work*

|  |  |  |
| --- | --- | --- |
| Job | Payment | Difficulty |
| Escorting a Scared Merchant | 100 Credits divided amongst the party | Very Easy |
| Recovering a Black Box | 120 Credits divided amongst the party | Easy |
| Smuggling Supplies | 200 Credits divided amongst the party | Medium |
| Planting Explosives Beneath a Building | 100 Credits each | Hard |
| Guiding a Transport through Hostile Territory | 200 Credits each | Very Hard |

***Government Work:*** Depending on whom you ask, this is the most wholesome way to make money in The Solar System. On one hand, sanction government work not only pays well but aids the local power in a way that can be very helpful! On the other hand, your corporate sponsors may not take too kindly to aiding a direct rival.

***Reward Table***

|  |  |
| --- | --- |
| Party Level | Suggested Adventure Reward |
| 1-2 | 100 credits (3d6 x 10) |
| 3-4 | 140 Credits (4d6 x 10) |
| 5-6 | 180 Credits (4d8 x 10) |
| 7-8 | 200 Credits (3d12 x 10) |
| 9-10 | 200+ Credits |

**Weapons and Items**

***Carrying Capacity***

*Characters*: Inventory space is determined by the Strength of a character. This is shown on the character sheet.

*Vehicles*: Inventory space is pre-determined by the vehicle’s size.

***Damage types***

*Healing*: Does not hurt target but heals it for the result.

*Leeching*: Heals the user for half the damage dealt rounded down on a successful attack.

*Projectile*: Fast moving objects that shred flesh and steel.

*Scorching*: Burn based damage that brutally destroys metal and man alike. It can come from a variety of sources and causes a *Heat System Malfunction* (disables component for a turn) by spending superiority

*Slashing*: Cutting weapons. Typically used by melee weapons.

*Crushing*: Blunt blows that shatter bones and frames.

**Weapons and Items**

***Universal Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Personal Heal Ray | 10ft | 1D8 Healing | NA | Medicine | 150 Credits | 4 | Technician |
| Siphon Ray | 10ft | 1D8 Leeching | NA | Medicine | 250 Credits | 4 | Technician |
| Assault Rifle | 30ft | 1D8 Projectile | 3/clip | Guns | 500 Credits | 3 | None |
| Shotgun | 10ft | 3D4 Projectile | 2/clip | Guns | 500 Credits | 3 | None |
| Power Sword | Melee | 1D10 Slashing | NA | Melee | 1,000 Credits | 3 | Warrior |
| Firestorm Rifle | 25ft | 1D8  Scorching | 3/clip | Guns | 1,200 Credits | 3 | Warrior |
| Headsman Sniper Rifle | 40ft | 1D10 + 1 Projectile | 2/clip | Artillery | 1,000 Credits | 4 | Fire Support |
| Pounder Personal Artillery | 40ft | 1D8 + 2 | 1/clip | Artillery | 1,100 Credits | 5 | Fire Support |
| Stilleto Pistol | 20ft | 2D4 Projectile | 4/clip | Guns | 500 Credits | 2 | Assassin |
| Slasher knife | Melee | 1D4 +1 Slashing | NA | Melee | 400 Credits | 1 | Assassin |
| answer Missile tube | 40ft | 1D12 Mech Damage | 1/clip | Artillery | 2,000 Credits | 5 | None |

***Earthling Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Electro Repair Tool | Melee | 1D4 Scorching(vs Human) Healing(vs Mechanical) | NA | Repair | 200 Credits | 2 | None |
| Imperialist Rifle | 30ft | 2D6 Projectile | 2/Clip | Guns | 700 Credits | 4 | None |

***Venusian Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| SpikeShot | 15ft | 1D4 Slashing | 4/Clip | Guns | 250 Credits | 3 | None |
| Venom Cannon | 45ft | 2D6 Scorching | 1/Clip | Artillery | 600 Credits | 5 | None |

***Martian Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Magistrate Rifle | 40ft | 1D6 Projectile | 3/Clip | Guns | 300 Credits | 3 | None |
| Cardinal Electro-staff | Melee | 2D4 | NA | Melee | 250 Credits | 2 | None |

***Banished Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| HeartSeeker rifle | 30ft | 2D4 Leeching | 3/Clip | Guns | 400 Credits | 3 | None |
| Hook Sword | Melee | 1D8 Slashing | NA | Melee | 200 Credits | 2 | None |

***Armor***

Armor can be worn by anyone. Players may wear one suit of armor at a time.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type | Armor Bonuses | Penalties | Stat Requirements | Price | Weight | Special Abilities |
| Space Suit | Light | 3 | NA | NA | 100 Credits | 3 | Allows wearer to survive in a vacuum. |
| Hazard Suit | Light | 2 | Na | NA | 750 Credits | 6 | +3 to checks involving survival in toxic environments |
| Grav-Armor | Light | 2 | NA | NA | 650 Credits | 5 | Jump twice as high with Athletics check.  Stay airborne for 1 round. |
| Exo-Suit | Medium | 5 | -5ft Speed | 2 Strength | 2000 Credits | 8 | 1 Superiority: may add 1 success to all successful melee attacks this round. |
| Phantom-Suit | Medium | 4 | NA | 2 Agility | 2000 Credits | 7 | Once per Refuel, become invisible for 5 rounds, giving all attacks and checks to see you -2. |
| Power-Armor | Heavy | 8 | -10ft Speed  -2 Stealth | 3 Strength | 2500 Credits | 9 | +1 to Strength |
| Titan-Skin | Heavy | 10 | -10ft Speed  -2 Agility -2 Stealth | 4 Strength | 4000 | 10 | +1 to Strength and Agility |

***Other Equipment***

*Survival*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Synthetic Food Generator | 21 | 3/Day | 250 Credits | 6 |

While the food itself often tastes horrible, it creates extremely nutrient rich meals. This machine can only be used 3 times per day, creating enough food for a registered party. Each time the machine is activated, it uses a charge.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Water Purifyer | 3 | Any/Day | 200 Credits | 5 |

Every time you use a charge, you can convert 12 ounces of dirty/unsafe water into perfectly healthy drinking water. Frequently use by Earth residents.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Air Filtering Mask | 3 | Any/Day | 50 Credits | 2 |

Provides fresh air in otherwise hostile environments. Each used charge lasts for 1 hour.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Insta-Tent | 2 | 1/Day | 300 Credits | 5 |

Fits up to 3 people. After charging this device for a round, you can use an action to activate the tent. After 1 round of time, it instantly expands into a 30 ft. by 30 ft. giant tent. The tent lasts for 12 hours and costs one charge. After the 12 hour period, the tent will collapse into its storage device. Any creature that does not vacate the area of the tent must succeed a Reflex Check (Difficulty 13) or take 1d10 Blunt damage. This item has 2 charges.

*Energy*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Collapsible Power Generator | 3 | Any/Day | 500 Credits | 10 |

You gain 1 charge to any select item for every hour you spend resting during a Refuel.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Ore Cell | NA | Any/Day | 20 Credits | 3 |

An Ore Cell is used to power up machines, alternative to charge, produces noxious gas. Earthling Made

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Power Cell | NA | Any/Day | 25 Credits | 3 |

A Power Cell is used to run machines, alternative to charge, does NOT produce noxious gas. Martian Made.

*Utility*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Jet Pack | 4 | Any/Day | 2000 Credits | 9 |

This backpack snugly fits on the wearer and allows them to fly up to 30 ft as a Special Action. However, if a user takes damage while in the air with the pack, they must take a Reflex Check (Difficulty 8) or the pack detaches from the subject. For every 10 minutes of use, a charge is expended.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Scanner Goggles | 4 | Any/Day | 100 | 1 |

You can use a charge to see through walls for two rounds.