

Teleios Roleplaying Game System

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Introduction

Welcome to Teleios! This roleplaying game system is primarily geared towards campaigns set anytime from the modern to the far-future, however, it could be easily adapted to other settings with some slight modifications. Given the versatility of this system, there are some components that gamemasters (GMs) will want to include, while there are others that are optional, depending on the style and flavor of the campaign they are running. The rules that follow assume the reader has familiarity with other tabletop roleplaying games, but effort will be made at clarifying confusing points. Please enjoy reading these rules, and feel free to comment and critique as necessary.

The Story

Regardless of the specific campaign, Teleios is designed to be story-driven. While the GM will be the prime storyteller, the players will also have key roles in creating the campaign and story. The collaboration between the GM and the players isn't one of competition necessarily, but one of mutual creativity and fun. For example, rules will exist in this game wherein the players are given the ability to modify the story; in such a case, the players and the GM should collectively agree on the story and plot changes that will be introduced.

Skills Instead Of Classes

There are no classes in Teleios. Instead, player characters select skills which depict what they are good at doing. A flexible skill-based system offers characters more options for abilities, powers, and knowledge versus being labeled as a "fighter" and succumbing to the limitations that descriptor entails. A traditional "fighter" in Teleios could not only be good at combat, but could also be a movie buff, a dancer, and have an interest in the occult. Selecting skills in those areas would not penalize this character as they might in other game systems. Furthermore, a skill-based system is more "realistic" in that everyone in reality has a wide panoply of skills, interest, and abilities which are not easily shoehorned into a one-word label like "medic," "mechanic," or "mystic."

Character Creation

Since Teleios tries to emphasize story, players are encouraged to think of “who” their character is first and foremost, rather than simply a collection of stats (which are admittedly important!). A good way to begin is to think of characters from popular books, movies, or other media that appeal to players, and use that as a starting point. Another option would be to peruse the Character Traits, Ideals, and Bonds section (see below) for some inspiration. A final word about character creation would be to work closely with your GM (and maybe other players as well), since they will undoubtedly have ideas about how your character figures into their campaign. For example, perhaps not all of the species are available for players to play. Alternatively, maybe the history of the campaign setting is such that it could directly tie into a character’s backstory.

Species

The Teleios roleplaying game system has options for all types of characters, centered around six different species. The decision to include or exclude certain species from a particular game or campaign should be determined by the GM and the players, and different species can fit into various campaigns in different roles. Below is a chart which details the minimum and maximum attribute scores for each species. Additionally, brief descriptions are included of the history, physiology, and sociology of each species.

	FORT	AGI	INT	PERS	CYB	PSI
Android	1 – 6	1 – 6	1 – 6	1 – 6	1 – 6	0 – 5
Fraal	1 – 6	1 – 6	1 – 6	1 – 6	0 – 5	1 – 6
Human	1 – 6	1 – 6	1 – 6	2 – 6	0 – 6	0 – 6
Sesheyan	1 – 6	2 – 6	1 – 6	1 – 6	0 – 6	0 – 6
Tesa	1 – 6	1 – 6	2 – 6	1 – 6	0 – 6	0 – 6
Weren	2 – 6	1 – 6	1 – 6	1 – 6	0 – 6	0 – 6

Android

Androids are a species of humanoid whose synthesis of nanotechnology and biological tissue is so complete as to be inseparable and virtually indistinguishable from each other. Native to the planet Aleer, Android history tells of a time when their species had no advanced technology, and they called themselves simply the “Aleer.” Since those now-forgotten days, however, Aleer scientists, geneticists, and technicians were able to advance nanotechnology to the point where the entire species now has synthetic elements blended into their tissues. (Note that the term “Android” was given to this species by Humans and is now a widely accepted parlance, but that among their own kind the Aleer prefer the term “Aleer.”) From a distance it can be difficult to tell the difference between Androids and Humans; Aleer are roughly the same height and weight

as Humans, and biological sexual differences between males and females follow Human patterns as well. At closer range, the differences between the species are evident. Android “skin” can be of any color (and some of the more flamboyant Androids opt in for multi-colored skin as well) and interlaced with nanocircuitry and other cyber enhancements. They are completely hairless on their bodies, and what passes for “hair” on the tops of their heads is actually a dense network of cables, fibers, and other synthetic devices. Their eyes, when not enhanced with cyber gear, consist of small pupils with gray or silver irises. Most androids do not wear external clothing among their own kind, choosing instead to augment their outward appearances with glowing tattoos, armored plates, or other appendages. However, for modesty in the company of non-Aleer, most Androids will wear clothing. Androids have the following characteristics where the game is concerned:

- Androids begin play with a free NanoComputer (see CyberWare for more information). Note that Android characters must still spend batteries when activating this piece of CyberWare, and it otherwise functions as normal. This CyberWare is considered “free” in that an Android character with a FORT of 1 could still purchase an additional piece of CyberWare as normal above and beyond this starting piece.
- Androids can acquire up to 7 pieces of CyberWare instead of 6.
- Androids begin play with one free rank in Computers. If a player wishes their Android character to begin play with further ranks, they may purchase them as normal. An Android character cannot begin play with a rank higher than 4 in Computers.

Fraal

The Fraal are an ancient spacefaring species whose history is long and convoluted. According to their history, a great colony ship was dispatched from their home planet generations ago. In the course of their centuries-long interstellar journey, technical complications followed by civil unrest resulted in the loss of their own history. The location of their home planet, as well as their purpose in setting out to begin with, were all lost. It was in such a circumstance that the first Fraal made contact with the galactic community, and the now-dispossessed Fraal integrated into the Ekumen. Fraal are taller than Humans, with the shortest Fraal standing at nearly 2 meters tall. However, the Fraal are not a muscular species, being seen as “wispy” and “frail” by non-Fraal. Fraal have silky-smooth black hair on their heads, which is commonly braided into intricate patterns denoting status and rank. They have no other body hair whatsoever, and their skin is pale and smooth. Fraal eyes are large, oval, and nearly jet-black. They tend to be slow and deliberate in their movements, but that belies a steady determination and a quick response when necessary. All Fraal are technically intersex due to the fact that individuals possess both male and female sexual organs. As such, Fraal have no terms in their language for “male” or “female,” let alone gendered pronouns such as “he” or “she.” The reproductive cycle of Fraal

is mysterious to non-Fraal, giving rise to rumors that young Fraal are seeded in laboratories and then incubated in embryonic tanks. Above all, the Fraal are distinguished by their psionic ability. Even the least-talented Fraal has some telepathic ability, and the greatest are sought as teachers of psionic skills to others. Fraal have the following characteristics where the game is concerned:

- Fraal begin play with one free rank in the psionic power Telepathy. Furthermore, Fraal Telepathy is superior in that Fraal do not need to see their intended target(s), though they are still limited by the 120 meter range. Finally, Fraal do not expend psychovolts when using Telepathy in this way (though Fraal characters who obtain Expertise Perks in Telepathy may be required to spend PV when using those powers). Telepathy is considered “free” in that a Fraal character with a PSI of 0 could still use Telepathy even though they do not possess any other psionic powers. Fraal character can purchase an additional psionic power as normal above and beyond this starting power. All other rules about Telepathy apply as normal.
- Fraal can acquire up to 7 psionic powers instead of 6.
- Fraal begin play with one free rank in Occult. If a player wishes their Fraal character to begin play with further ranks, they may purchase them as normal. A Fraal character cannot begin play with a rank higher than 4 in Occult.

Human

The history and physiology of Humanity on Earth is well-documented elsewhere and does not bear repeating here. Suffice to say that the Human drive to explore, dominate, and spread continues as the species expands into space. The Human spirit of ingenuity and diversity is appreciated by the Ekumen, and Humans are by far the most numerous of the species found in space. Humans have the following characteristics where the game is concerned:

- Humans are very versatile, and have 6 extra XP to spend when starting a new character. These 6 extra XP are in addition to the starting XP that all characters calculate (see Character Creation for more information).
- When Human characters spend Luck points to reroll dice, if they still do not like the result, they can choose to keep the luck point and take the worse outcome of the two rolls, even if the results are the same.
- Humans begin play with one free rank in Charm. If a player wishes their Human character to begin play with further ranks, they may purchase them as normal. A Human character cannot begin play with a rank higher than 4 in Charm.

Sesheyan

The Sesheyan are by far the most “alien” of the species so far encountered by Humans or the Ekumen. Native to a dense and dark jungle planet, Sheya, the Sesheyan are most at home when hiding and hunting in the dark. Sesheyan stand

slightly smaller than humans, averaging around 1.5 meters in height. They are a completely hairless species, and their skin resembles shark skin in tone and texture more than any other (gray and sandpaper-like). Sesheyans are masters in dark environments, having six small, round, black eyes situated on an oblong “face,” much like a spider. Their bodies are lithe and muscular, and non-Sesheyan are at a loss to determine differences between males and females, though there are distinct sexual differences to the trained eye. The most pronounced feature of Sesheyans, however, is their set of bat-like wings, which have a 2-meter wingspan. Using these wings, Sesheyans are able to soundlessly glide and fly at moderate speeds. Sesheyans have the following characteristics where the game is concerned:

- Sesheyan characters have an additional movement type: flying. Sesheyans can fly and glide at the same rate as they can walk and swim (FORT+AGI meters/phase) in normal atmospheric conditions. If a Sesheyan character tries to perform a difficult maneuver while in flight, an Acrobatics check may be necessary.
- Sesheyans have extraordinary photoreceptors, and can see in absolute darkness and require no special technology or sensors to do so. Note that this special vision is independent of thermal, infrared, or other types of vision that can be detected by technology.
- Sesheyans begin play with one free rank in Stealth. If a player wishes their Sesheyan character to begin play with further ranks, they may purchase them as normal. A Sesheyan character cannot begin play with a rank higher than 4 in Stealth.

Tesa

The Tesa are a quick, intelligent, curious, and welcomed species in the Ekumen. Tesa are a reptilian species slightly smaller than Humans (averaging 1.5 meters tall, though females are slightly larger). To Humans, Tesa bring to mind various types of geckos, chameleons, and lizards in their physiology and coloring (though Tesa females are generally brighter and more vibrant than males). The Tesa originated in an area of the galaxy with five nearby stars (known as the Tesa Cluster). In the course of the development of Tesa civilization, cryogenic technology was perfected to the point where the Tesa had colonized all five of these star systems using conventional starship engines (no stardrives) before encountering galactic civilization at large. Tesa are nothing if not curious and intelligent, especially where technology is concerned. Tesa have the following characteristics where the game is concerned:

- Tesa characters have reptilian scales which function as natural Armor (see Gear descriptions for more details). However, Tesa characters do not suffer DA on Acrobatics, Athletics, Stealth, and Thievery checks since the benefit is natural.
- Tesa are quick to act, and so roll AD on all INIT checks.
- Tesa begin play with one free rank in Technology. If a player wishes their

Tesa character to begin play with further ranks, they may purchase them as normal. A Tesa character cannot begin play with a rank higher than 4 in Technology.

Weren

Werens are a proud, noble, and warlike species. Native to the planet Kurg, the history of the Weren species is filled with courageous battles, betrayals, conquests, and defeats. In Weren culture, the highest positions one can ascribe to (whether male or female) are to be warrior or shaman. Even the shortest Werens stand over 2 meters tall, and they can top out around 3 meters, with females only slightly shorter than males. Furthermore, Werens are built for combat, with strong, sturdy muscular bodies covered in thick fur. Weren fur varies in hue as does Human skin color, and Weren eyes also resemble Human eyes in shape and color. Most Werens do not wear clothing, letting their thick fur bear witness to their prowess; sexual organs are concealed beneath their thick fur regardless. Werens have the following characteristics where the game is concerned:

- Werens have sharp claws on the ends of their hands which function as a natural Melee Weapon (see Gear descriptions for more details). And, because of the great size of Werens, they are able to attack a target within 2 meters with their claws, rather than 1.
- A Weren's fur has a natural shimmer and shine which gives them AD on any physical defense roll versus a ranged attack.
- Werens begin play with one free rank in Melee. If a player wishes their Weren character to begin play with further ranks, they may purchase them as normal. A Weren character cannot begin play with a rank higher than 4 in Melee.

Attribute Selection

After having an idea of who their character is, a player then chooses a species, and also chooses one of the standard attribute arrays below, assigning the scores as they see fit. Players should keep in mind the minimum scores for each species, as they vary (see "Species" below).

- Basic Attributes: These characters have only the basic attributes (FORT, AGI, INT, and PERS) and do not begin with any ranks in PSI or CYB (although ranks can be added later as the character gains XP). The players may select one of the following arrays, and can distribute the points between the basic attributes as they see fit. NOTE: Android and Fraal characters cannot use these standard arrays as they automatically begin with an optional attribute.
- 3, 3, 3, 3
- 4, 3, 2, 2
- 4, 3, 3, 1

- 4, 4, 1, 1
- One Optional: These characters begin play with the basic attributes as well as one of the optional attributes (either PSI or CYB, but not both). As before, the player would select one of the following arrays and assign the points as desired.
 - 3, 3, 2, 2, 2
 - 3, 3, 3, 2, 1
 - 4, 3, 2, 1, 1
 - 4, 2, 2, 2, 1
- Two Optional: These characters begin play with the basic attributes as well as both optional attributes (PSI and CYB). Rules for assigning attributes remain the same.
 - 2, 2, 2, 2, 2, 2
 - 3, 2, 2, 2, 2, 1
 - 3, 3, 2, 2, 1, 1
 - 3, 3, 3, 1, 1, 1
 - 4, 2, 2, 1, 1, 1
 - 4, 3, 1, 1, 1, 1 - (Note that by using this array it is impossible for the highest values (4 and 3) to be both PSI and CYB, since the sum of those numbers would be 7.)

Beginning XP

After all attribute points have been allocated, calculate beginning XP. The formula for doing so is $24 + (\text{INT} \times 3)$. Note that Human characters have an additional 6 XP. Players then use beginning XP to acquire ranks in skills, psionic powers, or to acquire perks and CyberWare. No skill or psionic power (just as with attributes) can begin above rank 4. Beginning XP cannot be used to improve attributes beyond the chosen standard arrays, though as a campaign progresses players can absolutely spend XP on improving their attributes. A starting character is permitted to save up to 2 XP for further training, but is required to spend the remainder.

Advancement

As characters acquire more XP, it will be used to gain new ranks in skills, psionic powers, CyberWare, perks, or attributes. XP earned during the course of adventures or a campaign may be stored or spent as the player sees fit. It is acceptable for characters to spend gained XP during a game session by taking a rest, but remember that impulsive purchases are costly to retrain (see “Retraining” below). The costs to improve skills, psionic powers, and attributes are below:

Cost to Improve (in XP)	Skills	Psionic Powers	Attributes
to Ranks 1-3	1 XP	2 XP	3 XP
to Ranks 4-5	2 XP	3 XP	4 XP
to Rank 6	3 XP	4 XP	5 XP

All CyberWare costs 2 XP to acquire (see “Cyberware” below), and since it does not gain ranks like attributes, skills, and powers, it does not follow the traditional advancement chart listed above.

Awarding XP

As a GM it can sometimes be difficult to decide when and how much XP to award players. And while every GM is different, here are some suggested guidelines:

- **Good Role-Playing:**It is advised that the GM award players with extra XP each per session for good role-playing. It is important to note that this should not be punitive in any way on players, but instead should reward good storytelling and developments that tie in to character ideals, traits, and bonds. 1 XP (or 2 for exceptional role-playing) is a good rule of thumb.
- **Awesome Moment:**Every player and GM has been in a game when something truly awesome happens. Maybe a character makes a one-in-a-million shot, or pilots their ship with verve and skill. Perhaps the characters collectively place themselves in such a funny, terrifying, or unique situation that it creates awesome memories. GMs are encouraged to award 1 extra XP for such moments to any and all players involved.
- **Milestones:**When characters attain a milestone by advancing the plot of the story in a significant way, XP should be awarded commensurately, between 1-3 XP per player.

Retraining

Sometimes characters realize that choices they made with regards to skills, psionic powers, CyberWare, perks, and/or attributes were poor choices, and they wish to “undo” those choices. Such a circumstance calls for retraining. Retraining is always possible at any time (the players should be able to modify and optimize their characters to suit their style of play), but retraining is not without cost. In order to retrain 1 rank in anything (skills, psionic powers, CyberWare, perks, or attributes) the character must spend 1 XP, which is lost in the course of retraining; however, that character then gains back the XP spent on the lost rank, CyberWare, or perk. The regained XP can then be spent or saved as normal. For example, if a character has rank 3 in the psionic power Shield and wishes to retrain it, they would first spend 1 XP to drop their rank in Shield to 2. They would then have 2 XP (the cost of Shield from rank 2 to 3) to spend or save as normal. Bear in mind that if a player retrains a skill, psionic

power, or attribute which would result in the loss of an expertise perk, those perks associated with that retrained rank are also lost (but the character would gain back the extra XP as well).

Character Ideals, Traits, & Bonds

The Teleios system is primarily a storytelling system, and players and GMs should keep in mind that good storytelling and good roleplaying are what make any tabletop game enjoyable. The following section is designed to help players and GMs “flesh out” their characters and NPCs. Ideals, traits, and bonds are roleplaying items that try to make an actual “character” out of the character, rather than just a bunch of numbers.

Ideals

A character should begin play with at least one but no more than two ideals. Ideals can be thought of as “goals;” what are the character’s overriding goals? What motivates the character? What drives them to do what they do? A character’s goals may change over the course of a campaign (and in such a case, the player should work with the GM to discuss the character’s new ideals), but it establishes an overview of what the character wants. The sample ideal list below is by no means exhaustive, but it can be a starting point for players to choose their character’s ideals.

- **Evangelization:** This character is driven to spread a message or an idea to others, preferably as many others as possible. Perhaps the character is a religious zealot, or a political revolutionary. In any case, they seek converts to their worldview.
- **Fun:** This character’s overriding goal is to experience pleasure in all of its varied forms. Everything this character does is designed to perpetuate their luxurious lifestyle, and to live their life to the fullest.
- **Love:** This character puts the person(s) they love before everything, and the well-being of those loved ones comes before all else, even the character’s own well-being. This ideal suits characters who have romance, family (parents, siblings, or children), or who wish to reconcile with a loved one as a part of their character’s background.
- **More:** A character with this ideal wants to acquire as much wealth and as many material possessions as they can. They want it all, and they are reluctant to share with the rest of the world. Perhaps this character is motivated to possess a certain object, or to collect only certain objects. Most importantly, why is the character driven by material wealth?
- **Knowledge:** This character is driven by the quest to discover. Perhaps the character is concerned with cosmic questions of good and evil, or with achieving a particular scientific or technological breakthrough. In any case, this character believes that by discovering the truth, they can ultimately better society, or can conversely use that knowledge to their exclusive advantage.

- **Power:**This character craves clout. They have a lust for all the benefits and privileges that go with command, and the rest of the trappings of power. This character could be motivated by military rank, political influence, or technological power.
- **Survival:**This character wants desperately to live, but there are forces at work which seek to destroy the character. This character may be a fugitive, a radical visionary, the last of a family or other group, or someone that can be exploited by others. They put their own survival ahead of other concerns.
- **Truth:**This character is suspicious of the world in some way, and seeks to uncover the truth. Perhaps the character was the victim of a smear campaign, or has knowledge that a government or corporation has knowingly lied to the public. By seeking to uncover and publicize the truth, this character feels they can rectify some past wrong.
- **Vengeance:**Someone (or something) committed a heinous wrong against this character in the past, and now the character is on a quest of revenge to right that wrong, no matter the costs.
- **Winning:**This character seeks to be the very best at what they do. They seek to become the best scientist, soldier, athlete, artist, etc. in the world, and they are constantly testing their abilities in order to achieve perfection. The intrinsic motivation to excel is all that matters.

Traits

A character should begin play with at least one, but no more than three traits. A trait is a general personality characteristic that is used for roleplaying purposes. They may be good or bad (or both), and they determine (to a degree) how the character interacts with the world. Traits do not convey in-game bonuses, but they can be used to guide players in the usage of certain skills, or in mannerisms that can be used to emphasize the uniqueness of their characters. It is recommended that the GM award one XP per rest to players who engage in good roleplaying via their traits. The sample trait list below is by no means exhaustive, but it can be a starting point for players to choose their character's traits.

- **Admirer:**This character admires and/idolizes someone. Their idol could perhaps be a family member, historical figure, religious figure, or celebrity, etc. The character constantly seeks to imitate their idol's behavior, and frequently brings up their idol in conversation, whether applicable or not.
- **Aggressive:**"Might makes right" is this character's motto. Aggressive characters are unafraid to assert themselves intimidatingly or in a hostile fashion into situations.
- **Amicable:**This character is easygoing and makes friends easily, regardless of sex, gender, race, ethnicity, sexuality, etc. They know enough ice-breakers to make even the most obstinate adversary warm to them.
- **Apathetic:**This character finds it very difficult to really care about any-

thing. Maybe they believe that nothing matters in the end, or maybe they lack the knowledge to form opinions. Apathetic characters may be aloof, indifferent, or even cynical at times.

- **Brave:** This character is unafraid to stand their ground, even against insurmountable odds, regardless of the situation or consequences. Brave characters believe that their power exists to help those who are less fortunate, and that heroes are needed. They often emulate romantic ideas of medieval knights, swashbucklers, or Wild West lawmen.
- **Calm:** This character remains calm in almost every situation, and rarely raises their voice or succumbs to emotions, even in world-shattering cases. They have an even-keeled perception of the world.
- **Careless:** This character has a penchant for breaking things and for getting into accidents. For some reason they find it difficult keeping their hands to themselves, and will trip or stumble at the slightest impediment.
- **Celebrity:** This character is well-known in certain circles (art, music, craftsmanship, politics, etc.). They can capitalize on their fame in many cases, but they are easily offended when they encounter someone who does not know of or appreciate their fame.
- **Charmer:** This character has perfected the art of “kissing ass,” or “brown-nosing” to get what they want. They are always spewing flattering statements and compliments, especially when they can gain or benefit by doing so.
- **Confident:** This character has a good sense of their abilities and shortcomings, and they also try to encourage others to be more confident in their abilities.
- **Conformist:** This character is a “team player.” A conformist character does not like to “stick out,” and will do almost anything to blend in (clothing, politics, customs, etc.). They do not speak up or cause trouble, but simply “go with the flow.”
- **Corrupt:** This character lives by a moral code which emphasizes their personal gain above all other considerations. A corrupt character may still engage in noble or worthy acts as long as it advances their agenda.
- **Cowardly:** A cowardly character displays fear in the face of adversity, and will flee or avoid danger in most cases.
- **Defiant:** This character has a tendency to defy authority. They sometimes choose not to see the true situation due to their defiance, and often run afoul of legal or political authorities.
- **Despicable:** A despicable character has no moral compass whatsoever; they are twisted, evil, or possibly insane. Their behaviors may be erratic, or may be cool and calculating. They enjoy seeing others in pain and hold no regard for any authority other than their own.
- **Determined:** When this character sets their mind to something, virtually nothing is capable of standing in their way to accomplish said goal.
- **Doer:** This character tends to be introverted and quiet, choosing instead to make their mind known by their deeds. They tend to judge others in the same way, by actions rather than speeches.

- Ear-To-The-Ground: This character has a keen tendency to gather rumors and gossip wherever they go.
- Egalitarian: This character truly sees others as their equal, regardless of sex, gender, race, ethnicity, sexuality, etc.
- Energetic: This character is vigorous, full of vitality, and possessed of an intensity of expression.
- Fair: This character has an apt sense of fairness, and always tries to solve problems by what seems “fair” or “just.”
- Fatalist: To this character, everything happens for a reason, and they are disinclined to intervene in what they see as events taking their preordained course.
- Generous: This character is giving of their money, time, and talents to the point where they can sometimes become impoverished.
- Hateful: This character possesses a deep-seeded hatred against a person, group, place, thing, or organization. They never fail to remind others of their animosity.
- Hedonist: This character indulges to excess the “bad” things in life: alcohol, drugs, gambling, and/or sex. In many cases the character is addicted to a certain stimulus, and finds it difficult to operate without it for long.
- Helpful: This character’s nature is to assist others in times of need. Perhaps they are driven by an ethical or moral code, but a helpful character strives to do good.
- Honest: This character says exactly what they are thinking, often to the chagrin of others. In some cases, they are intuitive of others’ emotions and speak aloud what others are thinking or feeling. Honest characters are loath to tell lies and will refrain from cheating, even when there is no incentive for doing so.
- Humble: Humble characters do not boast of their deeds and accomplishments, and prefer to remain out of the limelight.
- Impulsive: This character acts first, and then ponders the consequences of said actions after the fact.
- Insulting: This character sees no benefit to flattery; instead, they are perpetually sarcastic and insulting, rarely finding anything complimentary to say about anyone or anything.
- Intellectual: This character is an expert in their field of knowledge, whether it be history, science, or something else. They cannot help but to lend their expertise when called upon, but look down on the less-educated as brutes and imbeciles.
- Intolerant: This character subscribes to a narrow worldview (social, religious, or ethical) and does not open their mind to other points of view. They are quick to judge others who stray from their definition of the norm.
- Inquisitive: This character always seeks to know how things work, and what motivates others. They seek answers to even the simplest of questions, such as, “What is around that corner?” To them, the constant question is “why?”
- Irritable: This character is easily bored and easily annoyed. They feel that

they have much better things to do than whatever it is they are doing at the moment.

- Joker: This character prides themselves on their sense of humor. They are constantly joking or pulling pranks on others, even in situations where it is inopportune to do so.
- Kleptomaniac: This character is a compulsive stealer, and tries to pick-pocket anything that may be of value.
- Know-It-All: This character knows (or thinks they know) nearly everything on every topic. They constantly (mis)quote facts, (in)accuracies, and data on whatever topic is up for discussion, regardless of skill training.
- Lazy: A lazy character is disposed to idleness. They would rather relax than exert themselves. They can be sluggish by nature, or they can be sort of person who actively goes out of their way to avoid work.
- Leader: A leader is a natural commander, a take-charge sort who relishes the responsibilities and duties of leadership. Leaders lead by example, word, and deed, guiding others in accomplishing some specific task.
- Liar: This character is a compulsive liar, and constantly tries to deceive others, even when there is no good reason for doing so.
- Loyal: This character is devoted to friends, family, or others. They will serve and protect those devotees to almost no end.
- Miser: This character is so attached to their money that they will constantly haggle or try to find a better deal.
- Modern: This character goes to great lengths to dress fashionably, and to be up-to-date on current media and technology.
- Mysterious: A mysterious character exudes an air of secrecy, sometimes talking in riddles, always keeping something hidden from the rest of the world.
- Narcissist: This character is compelled to be the center of attention at all times, and is easily upset when they are not.
- Naturalist: This character feels “at-home” when in a natural environment, or when surrounded by animals. In some cases, this character may be intensely awkward when in a human, urban, or other social setting.
- Observant: When in a new situation, this character’s priority is to scout the area for exits, threats, valuables, or other items of interest. They also tend to notice things out of the ordinary.
- Ominous: This character is menacing and threatening in manner, appearance, or deed.
- Optimistic: This character is optimistic (maybe insufferably so) in nearly all situations. They constantly see the silver lining to every cloud.
- Pampered: This character is used to the good life: all the fine food, drink, luxuries, and entertainment that money can afford. They constantly expect such treatment, and are easily offended, disgruntled, or discouraged when such a lifestyle is impossible, or when they are in crude situations.
- Passive: A passive character accepts the actions of others without objection, resistance or complaint. They tend to comply with others’ commands and suggestions, unless the command or suggestion is extreme in nature.

- **Peacemaker:**This character is always able to find common ground with others, and can relate with even the fiercest of foes. They seek to find peaceful and cooperative solutions to problems rather than resort to opposition or violence.
- **Perfectionist:**This character strives for perfection in a certain area, or in all they do. If things do not go their way, or if their results are less than flawless, this character can become easily upset. Their perfectionist tendencies can also cause anxiety about certain tasks.
- **Pessimistic:**This character sees doom and gloom everywhere, believing that every situation is going to end in the worst possible way.
- **Prepared:**This character always has a “plan B,” or a “plan C,” and so on. They rarely get flustered when their original schemes do not bear fruit because there are other alternate options (or so the character thinks).
- **Quiet:**This character rarely speaks, preferring to use body language, hand gestures, or grunts to make their meaning known.
- **Religious:**This character is a sincere devotee to a particular religion, and those religious beliefs affect how they see the world. For instance, a religious character would see omens and the hand(s) of god(s) in their day-to-day lives.
- **Risk-Taker:**“Fortune favors the bold,” or so says this character. They enjoy living their life on the edge, gambling, and daring the odds, especially when the payoff is potentially big.
- **Romantic:**This character has a tendency to fall in and out of love (or infatuation) easily, and pursues the object(s) of their affection to a sometimes detrimental degree.
- **Rough:**This character comes from humble stock, and never fails to miss an opportunity to remind others of it. They tend to have a prejudice against others who do not share their roots among the lower tiers of society.
- **Sensitive:**This character takes criticism and insults to heart, and is easily discouraged or enraged when faced with opposition.
- **Sheltered:**This character had an upbringing which sheltered them from the “real world.” Perhaps they were raised in an isolated tribe somewhere, or joined a religious institution at a young age. As such, they possess a certain naivete and obliviousness when outside of their familiar setting.
- **Shop-Talker:**This character can’t help but talk about their profession, job, career, etc., often to the dismay of others outside of said profession.
- **Shy:**This character intentionally avoids social situations, and will sometimes even hide to remain unnoticed by others in order to do so.
- **Skeptical:**A skeptical character demands proof of everything. They doubt, question, and usually don’t want to believe anything at face value.
- **Snob:**This character is an aficionado of something: food, wine, art, music, etc., and looks down on others who do not share their “expert” opinion.
- **Storyteller:**This character is familiar with a specific cultural or religious body of knowledge, and frequently references or quotes stories and passages that apply or provide insight to various situations.
- **Tempestuous:**This character undergoes many mood swings, oftentimes for

no good reason.

- **Thinker:** This character is so focused on their inner mind, ideas, and its workings, that they often ignore what is going on in the world outside them.
- **Tolerant:** This character is accepting of nearly all viewpoints, religions, and lifestyles, and does not pass judgment on those who differ from their view of the norm.
- **Traumatized:** This character has experienced things that few others have; as a result, they experience intense anxiety when presented with similar situations.
- **Trusting:** This character is extremely gullible, and is inclined to believe or confide in anyone readily, without doubt or hesitation.
- **Uncivilized:** This character has been (un)intentionally raised in situations that deemphasize or delegitimize social graces. As a result, they often eat and act like animals in such situations.
- **Untrusting:** This character finds it hard to place trust in others, even those that they have known for a long time. When in situations with strangers, this character may be paranoid, or may covet their possessions in order to avoid theft.
- **Wanderlust:** This character seeks new adventures, new experiences, and new places. They quickly become bored if cooped up, or if in one place for too long.
- **Wrathful:** This character never forgets a wrong. If offended by another, they will go to extreme lengths to punish the offender, or to exact retribution.

Bonds

A bond is a deep connection that a character feels towards a person, group, place, or thing. Bonds may be positive in nature (i.e. the character is deeply grateful to their former military unit for their comradeship in combat) or negative (i.e. the character owes a significant debt to a criminal organization). In all cases, bonds establish a character's relationship with the rest of the world. It is recommended that characters begin play with one strong bond, and perhaps one or two weaker bonds. These help establish a character's backstory, and ground the character in the world. They may also be used as plot devices by the GM.

Standard Physical Abilities

The standards listed below are the maximum values in each category for each character. CyberWare adds to these standard abilities (see CyberWare for more information). Any attempts to perform physical feats within these parameters may necessitate an Athletics, Acrobatics, or Endurance check (GM discretion), and even so, may not be possible.

- **Standing Jump:** A standing jump measures the horizontal distance a character can leap from a standstill position. A character may make a second

action in a combat phase while making a standing jump, but the second action suffers DA.

- $(\text{FORT} + \text{AGI})/4$ meters max distance

		FORT					
		Score					
Standing Jump		1	2	3	4	5	6
AGI Score	1	0.5 m	0.75	1 m	1.25 m	1.5 m	1.75 m
	2	0.75	1 m	1.25 m	1.5 m	1.75 m	2 m
	3	1 m	1.25 m	1.5 m	1.75 m	2 m	2.25 m
	4	1.25 m	1.5 m	1.75 m	2 m	2.25 m	2.5 m
	5	1.5 m	1.75 m	2 m	2.25 m	2.5 m	2.75 m
	6	1.75	2 m	2.25 m	2.25 m	2.75 m	3 m

- Running Jump: A running jump measures the horizontal distance a character can leap when given at least a 2m running start. A character may attempt a secondary action while making a running jump, but a character who attempts this action suffers DA on the check. Additionally, the next action taken by the character in the next combat phase also suffers DA.
- $(\text{FORT} + \text{AGI})/2$ meters max distance (need at least 2 meters running start)

		FORT					
		Score					
Running Jump		1	2	3	4	5	6
AGI Score	1	1 m	1.5 m	2 m	2.5 m	3 m	3.5 m
	2	1.5 m	2 m	2.5 m	3 m	3.5 m	4 m
	3	2 m	2.5 m	3 m	3.5 m	4 m	4.5 m
	4	2.5 m	3 m	3.5 m	4 m	4.5 m	5 m
	5	3 m	3.5 m	4 m	4.5 m	5 m	5.5 m
	6	3.5 m	4 m	4.5 m	5 m	5.5 m	6 m

- Vertical jump: A vertical jump measures the vertical distance a character can leap from a standstill position. Note that the distances shown here apply to the character's feet and legs, and would therefore also expand a character's reach. A character may make a second action in a combat phase while making a vertical jump, but the second action suffers DA.
- $(\text{FORT} + \text{AGI})/6$ meters max height

		FORT Score					
Vertical Jump	AGI Score	1	2	3	4	5	6
		0.33 m	0.5 m	0.67 m	0.83 m	1 m	1.17 m
		0.5 m	0.67 m	0.83 m	1 m	1.17 m	1.33 m
		0.67 m	0.83 m	1 m	1.17 m	1.33 m	1.5 m
		0.83 m	1 m	1.17 m	1.33 m	1.5 m	1.67 m
		1 m	1.17 m	1.33 m	1.5 m	1.67 m	1.83 m
		1.17 m	1.33 m	1.5 m	1.67 m	1.83 m	2 m

- Encumbrance: As mentioned in the “Gear and Money” section, the Teleios system is not designed to be punitive in making characters account for each kg of gear they are carrying. Instead, the Encumbrance listed below would be used for cases in which a character would also be lugging along extra gear for story purposes (such as carrying out the unconscious body of a fallen comrade).
- FORTx6 kg without penalty

FORT Score	Encumbrance without Penalty
1	6kg
2	12kg
3	18kg
4	24kg
5	30kg
6	36kg

- Climbing: A character’s climbing rate measures the distance they can travel--vertically, horizontally, or both--while all of their limbs are engaged in the activity of climbing. Attempting to perform another action while climbing--whether actively climbing or simply holding on--imposes DA on the related check.
- (FORT+AGI)/8 meters/phase

		FORT Score					
Climbing /phase	AGI Score	1	2	3	4	5	6
		0.25 m	0.38 m	0.5 m	0.63 m	0.75 m	0.88 m
	2	0.38 m	0.5 m	0.63 m	0.75 m	0.88 m	1 m

3	0.5 m	0.63 m	0.75 m	0.88 m	1 m	1.13 m
4	0.63 m	0.75 m	0.88 m	1 m	1.13 m	1.25 m
5	0.75 m	0.88 m	1 m	1.13 m	1.25 m	1.38 m
6	0.88 m	1 m	1.13 m	1.25 m	1.38 m	1.55 m

- Walking: In most situations, it is assumed that characters are walking during combat. Secondary actions while walking may be attempted and suffer no ordinary penalties.
- $(\text{FORT} + \text{AGI}) / 2$ meters/phase

		FORT Score					
W alking /phase		1	2	3	4	5	6
AGI Score	1	1 m	1.5 m	2 m	2.5 m	3 m	3.5 m
	2	1.5 m	2 m	2.5 m	3 m	3.5 m	4 m
	3	2 m	2.5 m	3 m	3.5 m	4 m	4.5 m
	4	2.5 m	3 m	3.5 m	4 m	4.5 m	5 m
	5	3 m	3.5 m	4 m	4.5 m	5 m	5.5 m
	6	3.5 m	4 m	4.5 m	5 m	5.5 m	6 m

- Running: Running greatly increases a character's movement, but imposes DA on secondary actions taken in the same combat phase.
- Walk x2 meters/phase

		FORT Score					
R unning /phase		1	2	3	4	5	6
AGI Score	1	2 m	3 m	4 m	5 m	6 m	7 m
	2	3 m	4 m	5 m	6 m	7 m	8 m
	3	4 m	5 m	6 m	7 m	8 m	9 m
	4	5 m	6 m	7 m	8 m	9 m	10 m
	5	6 m	7 m	8 m	9 m	10 m	11 m
	6	7 m	8 m	9 m	10 m	11 m	12 m

- Swimming: A swimming character is one who is engaged in the activity using all of their limbs. If a character who is swimming attempts another action in the same combat phase, that action is rolled with DA.

- (FORT+AGI)/2 meters/phase

		FORT					
Swimming /phase		Score					
		1	2	3	4	5	6
AGI Score	1	1 m	1.5 m	2 m	2.5 m	3 m	3.5 m
	2	1.5 m	2 m	2.5 m	3 m	3.5 m	4 m
	3	2 m	2.5 m	3 m	3.5 m	4 m	4.5 m
	4	2.5 m	3 m	3.5 m	4 m	4.5 m	5 m
	5	3 m	3.5 m	4 m	4.5 m	5 m	5.5 m
	6	3.5 m	4 m	4.5 m	5 m	5.5 m	6 m

- Throwing: This measures the distance a character can throw a small object weighing up to 1-2 kg or so (such as a grenade or a baseball). Allowances should be made for items which reduce or increase air friction (like throwing a leather jacket versus a javelin). Also note that in order to make a throw accurately, a character would need to use the Ranged skill.
- FORTx6 meters max distance

FORT Score	Throwing Distance
1	6m
2	12m
3	18m
4	24m
5	30m
6	36m

- Lift: This measures how many kg a character can lift above their heads. A character who is lifting in this fashion may move at half of their Walk movement speed. Other actions while lifting may not be possible (if hands are required, for instance) or they may suffer DA.
- FORTx24 kg max

FORT Score	Max Lift
1	24kg
2	48kg
3	72kg
4	96kg
5	120kg
6	144kg

- **Holding Breath:**The times listed here assume that the character is not engaged in strenuous activity (like fighting, lifting, or running). In those cases, the GM should reduce the listed times by 30 seconds for the duration.
- 1 minute + (FORTx30 seconds)

FORT Score	Holding Breath Time
1	1m 30s
2	2m
3	2m 30s
4	3m
5	3m 30s
6	4m

- **Languages:**The GM in your campaign may have alternate rules when it comes to knowing languages, but in this context, knowing a language implies being able to read, write, speak, and understand it. A character who knows a language, but who wants to change their inflection or accent would need to use a skill such as Bureaucracy, Charm, Deception, or Streetwise. It is a good idea to check with your GM to see which language(s) might be good to know in your campaign.
- INT number of languages fluently known

INT Score	Languages Known
1	1
2	2
3	3
4	4
5	5
6	6

- **Actions per Round:**This chart determines how many actions a character gets to take in a round of combat. Remember, a round of combat lasts 20 seconds, and is divided into four phases, each lasting 5 seconds long. A character cannot have more than 4 actions per combat round for any reason (not including a surprise round).
- $\text{FORT} + \text{PERS} / 4$ (rounded up (between 1-3))
- $\text{FORT} + \text{PERS}$ between 2-4 = 1 action per round
- $\text{FORT} + \text{PERS}$ between 5-8 = 2 actions per round
- $\text{FORT} + \text{PERS}$ between 9-12 = 3 actions per round=

		FORT					
A		Score					
ctions		1	2	3	4	5	6
/round							
PERS	1	1	1	1	2	2	2
Score	2	1	1	2	2	2	2
	3	1	2	2	2	2	3
	4	2	2	2	2	3	3
	5	2	2	2	3	3	3
	6	2	2	3	3	3	3

Core Rules

The Game Mechanic

Players roll no fewer than one but no more than twelve six-sided dice in order to perform actions. Rolling dice is called a check. The number of dice rolled is equal to the sum of a character's rank in a Skill or psionic Power and its corresponding Attribute, so more talent and training allows characters to roll more dice, giving a greater chance of success. A result of 5 on a die scores one hit and a result of 6 on a die scores two hits. A result of 1 on a die subtracts one hit. Results of 2, 3, and 4 have no effect. After the check is made, the player adds all hits together. The resulting number of hits determines, by degree, the level of success (or failure) that results from the attempted action.

- 0 hits = Marginal/Failure. The attempted action does not succeed, and the GM gets to take a reaction. Reactions made by the GM are usually some sort of complication or detrimental effect to the characters. GM reactions can take many forms; for instance, the GM may decide that an enemy attacks a character, or that the character is noticed by an enemy. Conversely, maybe the GM decides that there is unwelcome news for the character, or the character suffers monetary or equipment loss. Generally speaking, the GM should design their reactions around the attempted action that a character attempted. Also note that depending on the circumstances, it may be impossible (or otherwise undesirable, for story reasons) for a character to “fail” a check outright; in such cases Teleios allows for a “marginal” success in which the player's action succeeds, but the GM is allowed to take two reactions as a result.
- More about reactions: GM reactions may be “saved” for a later time, but the GM can only carry up to three saved reactions between game sessions. Like mentioned in “The Story” above, GM reactions, while proposed by the GM, should be ultimately agreed upon by the players and GM.
- 1-3 hits = Ordinary. The attempted action succeeds, but the GM gets to take one reaction as well.
- 4-5 hits = Good. The attempted action succeeds with no accompanying GM reaction.
- 6 hits = Amazing. The attempted action succeeds with an added bonus to the character. The character can choose the form of the bonus (considering GM and group advice and consent). For example, a character may decide that the attempted action succeeds to such a degree that the action requires less time, or stays in effect longer, or deals more damage, etc. As a rule of thumb, any bonus that adds to the efficacy of the attempted action should be no more than 33% better. For example, if a Melee attack normally deals 1d6 (LI) body damage, an Amazing result would deal 1d6+2 (LI) body damage. The character might also decide that as a result of their amazing success, the next related action they, or

an ally, attempts has advantage.

It is important to note that the GM never rolls dice. GM reactions are only taken as a result of Marginal/Failure and Ordinary results from player actions. In cases where an enemy would attack a character, a player rolls that character's appropriate defense to determine the enemy's degree of success. The player would then roll damage dice for their character as well.

A note on rounding: In cases where rounding needs to take place, round in the way which tells a good story. In other cases, round to the benefit of the characters. For instance, if a character recovers half of their three used Luck points during a rest, they would recover two of the used three.

Advantage And Disadvantage

Certain situations may make it more or less likely for a character to succeed at an action. In cases where the character has a greater chance to succeed, this is called advantage (abbreviated AD), and in cases where the character has a smaller chance to succeed, this is called disadvantage (abbreviated DA). When making a check with advantage, results of 4 add one hit to the total, whereas normally they have no effect. When making a check with disadvantage, results of 5 have no effect, whereas normally they score one hit. If a character would be granted advantage or disadvantage from multiple sources, its effects are only applied once--there is no such thing as "super advantage!" If a character has both advantage and disadvantage on a check, even from multiple sources, the two cancel each other out and the check is rolled as normal.

Luck

Characters have a number of luck points (LP) equal to their AGI+3. When a character makes a check and dislikes the result, they may choose to spend a luck point to do one of the following actions:

- Automatically add two hits to the result of the check
- Re-roll any dice of the player's choosing in the check and use the new result

Only one luck point may be spent on any given check; for instance, a character could not spend two luck points to add four hits to a check. Likewise, if a player chooses to reroll some dice from their check, they must use the new result and cannot use a second luck point to reroll again. Characters regain one used luck point when taking a rest, and restore all of their available luck points upon achieving a milestone.

- NOTE: Cybered characters who activate a piece of CyberWare (and therefore add dice to their pool) are able to reroll ALL of their dice when spending LP, including their added dice from their CyberWare activation.

Attributes

All characters have four basic attributes: Fortitude (FORT), Agility (AGI), Intellect (INT), and Personality (PERS). Character scores in these attributes can range from 1-6; however, as a starting character no attribute may begin play above rank 4. Details on the attributes are below.

- Fortitude (FORT) represents a character's strength, toughness, and stamina. FORT is important for the Athletics, Endurance, and Melee skills. It is also a factor in melee damage, calculating maximum pieces of CyberWare, body and stun durability, actions per round, and physical defense.
- Expertise Perks:
 - When FORT is referenced as part of a check for skills (for example, when rolling damage for the Melee skill), this perk allows the character to use 2x their FORT score, rather than just their FORT score. So a character with this Expertise Perk and a FORT score of 4 would add 8 to damage from the Melee skill rather than 4.
 -
- Agility (AGI) represents a character's quickness, balance, and speed. AGI is important for the Acrobatics, Ranged, Stealth, Thievery, and Vehicles skills. It is also used to calculate luck points, initiative order, and physical defense.
- Expertise Perks:
 - When AGI is used to add to a roll as part of a skill check (for example, when rolling ranged damage), this perk allows the character to use 2x their AGI score, rather than just their AGI score. So a character with this Expertise Perk and an AGI score of 4 would add 8 to Ranged damage.
- Intellect (INT) represents a character's knowledge, adaptability, and rational thinking. INT is important for the Bureaucracy, Computers, Deduce, Humanities, Medicine, Outdoors, Science, Search, Tactics, and Technology skills. It is also important for calculating beginning XP, initiative order, some psionic skills, and mental defense.
- Expertise Perks:
 - Linguist: The character knows an additional 2 languages (this perk may be taken more than once).
- Personality (PERS) represents a character's willpower, sanity, and charisma. PERS is important for the Animals, Charm, Deception, Occult, Resolve, and Streetwise skills. It factors into a character's mental defense, actions per round, some psionic skills, and stun durability.
- Expertise Perks:

Optional Attributes

Additionally, all characters have two optional attributes: Cyberware (CYB) and Psionics (PSI). A player may choose to acquire ranks in PSI or CYB or both (or neither), whether at character creation or later as the character gains XP. Both PSI and CYB may be increased in rank from 1-6; however, if a character has ranks in both PSI and CYB, the sum of those two cannot exceed 6. For instance, a character choosing to specialize in CyberWare may have a CYB score of 6, but that same character would then be prohibited from acquiring any psionic abilities whatsoever. Specific details on the optional attributes are described later in the Psionics and CyberWare sections, respectively.

Defenses

Characters have two defenses that are checked when they are attacked by enemies or by the environment: physical defense (PD) and mental defense (MD). A character checks their physical defense when an enemy targets their body (such as with a Melee or Ranged attack). A character checks their mental defense when an enemy targets their willpower or sanity (such as with Deception or certain psionic attacks). Both physical and mental defense range from 2-12 dice (FORT+AGI for physical defense and INT+PERS for mental defense). When a check is necessary, the character rolls the appropriate defense and calculates levels of success as normal. The result (Failure, Ordinary, Good, or Amazing) dictates the effect of the attack on the character.

- Marginal/Failure = The character suffers the negative effects of the attack, and also suffers an additional setback from the attack. Examples might include rolling DA on their next check, or else amplifying the negative effects of the attack by an additional 33%. The additional setback should be story-driven and should be collaboratively decided between the player and GM.
- Ordinary = The character suffers the negative effects of the attack, but no further setback.
- Good = The character does not suffer any negative effects from the attack.
- Amazing = The character does not suffer any negative effects from the attack. Additionally, the character may roll their next check with AD or may negate the next reaction taken by the GM (player chooses).

Initiative & Actions

Combat encounters are divided into “rounds.” Each round in combat is equal to 20 seconds in game time; therefore, 3 rounds equal 1 minute. Furthermore, each round of 20 seconds is divided into four “phases,” each lasting 5 seconds. The four phases in each round relate to one of the degrees of success; in order, the Amazing, Good, Ordinary, and Marginal degrees. In cases where it is important to know who acts first, such as in a combat, characters roll an initiative (INIT) check. Initiative ranges from 2-12 dice, and is calculated by AGI+INT. When a

check is necessary, the character rolls initiative and calculates levels of success as normal. The result (Amazing, Good, Ordinary, or Marginal) dictates the phase in which characters may make their actions.

When combat begins, all characters involved roll INIT. The result of that check (Amazing, Good, Ordinary, or Marginal) determines the phase in which that character can first act. Thereafter, characters may make an action in any subsequent phase (provided they have actions available). So, if a character rolls a Good result on their initiative check, they cannot act in the Amazing phase (which comes first), but can take an action when the Good phase comes up. Since there are only four phases per combat round, it is likely that multiple characters (and enemies) will act in the same phase. All actions in a phase are considered to occur simultaneously, with the effects of those actions taking effect at the end of the phase. So, if a character and an enemy NPC both successfully attack each other in the Ordinary phase, both receive damage at the end of that phase but before the start of the Marginal phase.

In all combat phases, a character may move and attempt an action. Some modes of movement (running, jumping, etc.) can impose disadvantage on various checks. A character can make as many actions per round as they have actions available (see Actions per Round). So, if a character has two actions per round and rolls a Good result on their INIT check, they can begin to take actions beginning in the Good phase. Thereafter, the second action could be taken in the Ordinary phase or the Marginal phase (player choice). That equates to (as an example):

- One action in each the Good and Ordinary phases
- One action in each the Good and Marginal phases (delaying the second action)
- One action in each the Ordinary and Marginal phases (delaying both actions)

Note that if a character first acts in the Marginal phase (the last combat phase), they can only take one action that round. This may mean that characters lose actions because they didn't act quickly enough. At the end of the Marginal phase (and therefore the combat round), all participating combatants re-roll their INIT and the next round begins with the Amazing phase.

Some situations, skills, and CyberWare can grant characters a Surprise round. A Surprise round in combat is granted due to superior positioning, preparation, and/or guile. A Surprise round occurs before the Amazing round in a combat scene. Each character and NPC participating in a Surprise round can move and take one action as normal, but those actions are rolled with advantage against all who do not act. A character acting in a Surprise round against an NPC also acting in the Surprise round would gain the extra movement and action, but would not roll that action with advantage.

Skills

Nearly everything characters can do in Teleios is represented by skills. Each skill is tied to one of the four basic attributes and can have a rank of 0 (untrained) to 6. A beginning character cannot have a skill with a rank higher than 4. When making a skill check, the character adds the number of ranks in the selected skill (between 0 and 6) with their rank in the linked attribute (between 1 and 6) and rolls that many dice for the check. As an example, a character who makes a Ranged check adds their ranks in the Ranged skill with their ranks in AGI (the linked attribute). Note that this same basic system is used for psionic powers, with a couple of notable changes (see Psionics below).

Untrained

When a character has 0 ranks in a skill or psionic power, they are considered to be untrained. In some cases a character may not use a skill untrained (as in the case of psionic powers). In all other cases, using a skill untrained imposes disadvantage on the skill check.

Perks

Perks are special, unique abilities associated with skills, psionic powers, and attributes that players can tailor to their character concept and style of play (pending GM approval). There are two levels of perks: training perks and expertise perks.

Training Perks

Training perks only apply to skills. When a character is trained (has at least one rank) in a skill, they have the opportunity to purchase training perks. Training perks are not very powerful, but they should incentivize and encourage creative playing. Training perks must be purchased at the cost of one XP each, and some players may choose to spend XP elsewhere rather than specialize on training perks. A character is not limited to the number of training perks they purchase, but a player cannot obtain multiple training perks that grant the same benefit for the same skill. Each training perk should be unique, and should be collaboratively decided between the player and the GM, but generally speaking, training perks can do the following:

- Specialization: Provide advantage on skill checks in certain situations.
- Example: A character gains a perk in Melee that gives them advantage to attacking an enemy who is currently fighting with at least one other ally.
- Example: A character gains a perk in Humanities that gives them advantage on checks dealing with native Mesoamerican tribes.
- Example: A character gains a perk in Search that gives them advantage when using the skill in desert environments.

- **Contacts:** Give the character beneficial contacts in the world. In some cases the contact can provide shelter, information, or other resources to benefit the character. The use of a contact should be limited to once per milestone, or as the story dictates.
- **Example:** A character gains a perk in Ranged that gives them a beneficial contact in a military or police force (perhaps as a shooting range instructor) that can provide aid and assistance to the character as the plot of the campaign dictates, and assuming the character is able to communicate with their contact.
- **Gear:** Acquire gear associated with that particular skill, or improve gear once acquired.
- **Example:** A character gains a perk in the Computers skill and acquires a personal computer as described in the “Gear” section.
- **Example:** A character gains a perk in Medicine, and so they improve an already-purchased medkit, and no longer roll DA when using the medkit to heal damage on themselves, as per normal. (Note that in order to improve gear, the character must have already purchased an earlier perk to acquire it.)

Expertise Perks

As a character grows and becomes better in their talents they become “experts.” Once a character reaches rank 4 in a skill, psionic power, or attribute they may then purchase expertise perks for 1XP each. However, a character can only have one expertise perk for each rank between 4 and 6. In other words, a character with a rank of 5 in Deception could have up to 2 expertise perks (one each for rank 4 and rank 5), but they could not have a third expertise perk until attaining rank 6 in that skill. Of course, that same character with a rank 5 in Deception could choose to have no expertise perks in that skill—they are optional just as training perks. This also means that no skill, psionic power, or attribute may have more than three expertise perks. Expertise perks are listed for all skills, powers, and attributes, but other options could be collaboratively created between the player and the GM if none of the listed perks suit your character’s style of play. Characters who choose to retrain an expertise perk for another would still need to spend 1 XP in order to do so.

Resting

During the course of play, characters will want to (and need to) take a break from the action in order to restore lost durability, psychovolts, and batteries. In game terms, these characters “rest” from their activities. In order to rest, characters need to declare that they are resting. Doing so means that the characters spend the next six hours of game-time sleeping, relaxing, meditating, or other-

wise not performing arduous tasks. While resting, characters can attempt to use skills and powers to recover lost durability, batteries, and psychovolts; more detail on recovery is provided in the following sections. Additionally, all characters automatically restore one Luck Point when resting, not to exceed their maximums. In some cases (GM discretion) it may not be possible for characters to rest. For example, if the characters are sneaking their way into a hostile organization's secret military base, a rest in the middle of that scene would not be appropriate. Resting is not without consequence; whenever characters rest, the GM is able to advance the plot without the characters' interference. This may mean (for instance) that an enemy gets closer to their goal while the characters rested, or that an upcoming task will be more difficult for the characters due to their dalliance. This evens the odds, since the characters will be stronger, but so will their opposition.

Quick Reference when Resting

Luck Points	<ul style="list-style-type: none"> • Automatically restore 1 Luck Point, if able
Stun Durability	<ul style="list-style-type: none"> • Automatically restore all STUN durability
Endurance (1x)	<ul style="list-style-type: none"> • Success: Restore 1 BODY durability in self
Medicine (1x)	<ul style="list-style-type: none"> • Success: Restore 1d3 BODY durability (or 1d6 with a medical kit) in self or other (all characters)
Resolve (1x)	<ul style="list-style-type: none"> • Success: Restore 3 psychovolts to self (psionic characters only)
Technology (1x)	<ul style="list-style-type: none"> • Success: Repair one broken item or piece of CyberWare • Success: Restore 3 batteries to self (cybered characters only)

Milestones

Since the Teleios game system is a story-driven system, there will come various times when the characters will resolve certain plotlines, or will otherwise move the direction of the story to new areas. Such occurrences are called milestones. The GM decides when the characters have achieved a milestone. At each milestone, all lost durability, luck, psychovolts, and batteries are restored. If characters possess Gear which "recharges" at each milestone, then those do so. Additionally, it is recommended that the GM award characters between 1-3 XP which aligns to the significance of the milestone.

Durability & Damage

Characters have two stats which represent their health and well-being:

- **Body (BODY) Durability:** This represents (relatively) permanent physical harm to a character. Damage to BODY durability generally occurs when a character is physically attacked by another, or when the character suffers pain as a result of environmental factors (accidents, heat, cold, etc.). All BODY durability are restored at each milestone, but restoring BODY during a rest requires the use of other skills and powers. When a character's BODY drops to 0, they die.
- A character's Body Durability is equal to their $(FORT \times 3) + 12$

FORT Score	BODY Durability
1	15
2	18
3	21
4	24
5	27
6	30

- **Stun (STUN) Durability :** This represents a character's physical and mental strain and exhaustion. Damage to STUN durability occurs as a result of physical attacks and the environment. STUN damage can also happen as a result of shock, exhaustion, horror, or some psionic effects. STUN damage is fleeting; during a rest, all STUN points are automatically restored. When a character's STUN drops to 0, they fall unconscious.
- A character's Stun Durability is equal to their $((FORT + PERS) \times 3) + 12$

		FORT Score					
STUN Durability		1	2	3	4	5	6
	PERS Score	1 8	2 1	2 4	2 7	3 0	3 3
	2	2 1	2 4	2 7	3 0	3 3	3 6
	3	2 4	2 7	3 0	3 3	3 6	3 9
	4	2 7	3 0	3 3	3 6	3 9	4 2
	5	3 0	3 3	3 6	3 9	4 2	4 5
	6	3 3	3 6	3 9	4 2	4 5	4 8

Damage Types

In the course of a campaign it is likely that characters take damage. There are four damage types:

- **Low-Impact (LI) Damage:** This is damage caused by things such as melee

attacks and othersubsonic projectiles. Armor is generally effective at blocking this type of damage.

- **High-Impact (HI) Damage:** This is damage caused by high-velocity projectiles, such as ranged weapon attacks and explosions. Armor is less-effective at blocking HI damage, but it is better than nothing.
- **Energy (EN) Damage:** This is damage caused by varied forms of energy, like fire, electricity, extreme cold, psionic energy, etc. Armor is generally effective at blocking this damage, but certain types of energy may be more or less harmful to your character, depending on different situations.
- **Mental (ME) Damage:** This is damage caused by some psionic powers and mental strain as dictated by the GM. No type of armor or shield can block ME damage.

Armor and Soaking Damage

Characters who wear Armor, or who have other means of protection, can absorb some or all of the damage they receive. The Armor provided in the Gear section has a rating of 1d6 LI/1d3 HI/1d6 EN, meaning that if the character would receive low-impact (LI) damage, they would first roll 1d6 to see how much of that damage would be soaked by their armor. Any remaining damage would be incurred to the character as normal. Note that soaking damage using armor has no effect on secondary damage (see below), nor does Armor protect against mental (ME) damage. A character can generally only benefit from Armor once, although some rare circumstances may allow multiple ways to absorb harm.

Secondary Damage

When a character incurs BODY damage, they may also incur some STUN damage by the sheer impact of the damage; this is known as secondary damage. For every 3 points of BODY damage that a character takes from a single source, they also take 1 additional point of STUN damage secondarily. This secondary damage follows the normal rules of rounding in the characters' favors, so an attack that deals 5 BODY damage would only deal 1 additional STUN damage. Armor is not effective at absorbing secondary damage.

Knockouts

As mentioned above, a character is knocked unconscious when their STUN durability rating drops to zero. A character who is knocked out cannot take any actions, and any attacks targeted against them automatically succeed. A character remains unconscious for 6 combat phases (30 seconds) beginning the phase immediately after the knockout, after which the character can begin making Endurance checks in order to regain consciousness. A character who regains consciousness in this fashion also regains STUN durability equal to their FORT+PERS. Unconscious characters who continue to receive physical damage (low-impact, high-impact, or energy) incur all damage to their remaining BODY

durability. (Since mental damage only affects STUN, an unconscious character does not suffer mental damage.)

Early Knockouts

Some attacks are so powerful that, in addition to causing secondary damage, they run the risk of knocking characters out, even if their STUN durability is well above zero. If a character ever incurs damage equal to or greater than one-third of their total remaining durability, they run the risk of an early knockout. In such a case, after taking the requisite damage, the character in question would either roll an Endurance check (for BODY damage) or a Resolve check (for STUN damage). Any success on those checks means that the character remains conscious. A Failure would result in the character losing their remaining STUN durability points and falling unconscious (see “Knockouts” above).

SKILL DESCRIPTIONS (BY NAME)

Acrobatics – AGI

- This is the “default” AGI check, and in cases where the GM decides on such a check, Acrobatics will be rolled.
- Acrobatics is utilized whenever a character attempts to engage in a physical activity that requires a great deal of coordination, balance, dexterity, and/or gymnastic talent. Examples would include walking a tightrope between two buildings, hovering in zero-gravity, tumbling out of the way in a firefight, or trying not to slip on an icy surface. A successful roll means that the character accomplishes their acrobatic feat (for the time being).
- Expertise Perks:
- Missed Me: Once per milestone, a character with this perk may ignore all damage received from a single attack that targeted physical defense. This can be invoked after making the defense check and calculating damage.

Animals – PERS

- The Animals skill is used when a character is interacting with animals of any type, wild or domestic. Note that this is a skill that is based on PERS, not on INT. The Animals skill is used in cases where a character is trying to ride, handle, befriend (or not be eaten by) an animal, or when a character is attempting to train an intelligent, domesticated animal to perform certain tasks. Factual information on the animals (i.e. their diets, habitats, etc.) are academic knowledge, and therefore would be best rolled by using the Outdoors skill using INT as the attribute (see Outdoors for more information).
- Expertise Perks:
- Animal Companion:

Athletics – FORT

- This is the “default” FORT check, and in cases where the GM decides on such a check, Athletics will be rolled.
- An Athletics check is rolled when the character attempts to use strength or speed to accomplish a task. Examples would include climbing a ledge, sprinting down an alley, or lifting a heavy object. A successful check means that the character has succeeded in their athletic feat (for the time being).
- Expertise Perks:

Bureaucracy – INT

- Bureaucracy is a knowledge skill that reflects a character’s knowledge of various bureaucratic systems such as governments, legal systems, corporations, organized religions, or other similar hierarchies. Successful use of Bureaucracy means that a character has gained, or is able to recall, key details about the bureaucratic systems in place in a certain situation. These

key details may even translate as bonuses on other related skill checks in the form of providing advantage.

- **Gear – Fashion Suit:**The fashion suit is an assemblage of clothing, shoes, accessories, etc. that emit an aura of confidence and belonging. The suit can also superficially change colors, emit pleasing (or displeasing odors), and can enable a character to “fit in” in certain locales. The Fashion Suit grants advantage on Bureaucracy, Charm, Deception, and Streetwise checks in situations where personal dress and physical appearance may play a role. The player must declare their intent to modify their Fashion Suit before such an event. This is the same Fashion Suit as can be acquired with the Charm, Deception, and Streetwise skills.
- **Expertise Perks:**
- **Resourceful Contacts:**This character has developed a contact that is exceptionally beneficial. Rather than gaining information, assistance, or resources from this contact once per milestone as is usual, this character is able to utilize their contact twice per milestone. This Perk may be taken multiple times, once for each contact a character has.

Charm – PERS

- A Charm check is made when a character attempts to gain information or assistance from an NPC. A successful roll means that the NPC is willing to assist and aid the character (within reason) until the situation changes, at which point the character may need to re-roll the Charm check (depending on circumstances). A character may attempt to use Charm against multiple targets (up to their PERS score) using the same action, but each check needs to be rolled separately.
- **Gear – Fashion Suit:**The fashion suit is an assemblage of clothing, shoes, accessories, etc. that emit an aura of confidence and belonging. The suit can also superficially change colors, emit pleasing (or displeasing odors), and can enable a character to “fit in” in certain locales. The Fashion Suit grants advantage on Bureaucracy, Charm, Deception, and Streetwise checks in situations where personal dress and physical appearance may play a role. The player must declare their intent to modify their Fashion Suit before such an event. This is the same Fashion Suit as can be acquired with the Bureaucracy, Deception, and Streetwise skills.
- **Expertise Perks:**

Computers – INT

- The Computers skill represents a character’s ability to use computerized systems to their fullest effect. It is assumed that all characters have a basic understanding of computer technology, as it is ubiquitous in the world; however, characters who use Computers are able to make even ordinary devices perform above what the untrained can do. For instance, while every character would be able to use basic functions on a computer (search, save, delete, communicate, etc.), by using Computers a character

is able to hack into a computer system, or to re-write computer code to their liking.

- Gear – Personal Computer: A character trained in Computers has a small personal computer that has capabilities not found in other normal devices. Most notably, a personal computer can be used to hack into other computer or electronic systems wirelessly to a range of 30m. A character's device can vary to suit the player, but they are generally small, thin, handheld machines. A wireless hack imposes DA to the Computers check, but if the character physically connects their device to a computer or electronic lock being hacked via wires, the roll is done as normal.
- Expertise Perks:

Deception – PERS

- When a character chooses to knowingly lie or deceive, a Deception check is made. A successful roll means that the target believes the character's lie until there is a change in the situation, at which point the character may need to re-roll the Deception check (depending on circumstances). A character may attempt to use Deception against multiple targets (up to their PERS score) using the same action, but each check needs to be rolled separately. It is important to note that if and when an NPC discovers that they have been lied to, their attitude towards the character will probably lessen, making further interactions more difficult.
- Gear – Fashion Suit: The fashion suit is an assemblage of clothing, shoes, accessories, etc. that emit an aura of confidence and belonging. The suit can also superficially change colors, emit pleasing (or unpleasing odors), and can enable a character to “fit in” in certain locales. The Fashion Suit grants advantage on Bureaucracy, Charm, Deception, and Streetwise checks in situations where personal dress and physical appearance may play a role. The player must declare their intent to modify their Fashion Suit before such an event. This is the same Fashion Suit as can be acquired with the Bureaucracy, Charm, and Streetwise skills.
- Expertise Perks:

Deduce – INT

- This is the “default” INT check, and in cases where the GM decides on such a check, Deduce will be rolled.
- Deduce is a measure of a character's innate ability to see patterns in information, and to fit those patterns together into a pleasing whole. Solving puzzles and “connecting the dots,” so to speak, are when Deduce checks would be necessary.
- Expertise Perks:
- Linguist: This character can learn 2 additional languages. This perk may be taken twice.

Endurance – FORT

- The Endurance skill represents a character's physical stamina and toughness. Endurance checks are made in cases where a character is trying to resist adverse environments, such as extreme cold or heat, or when a character is fighting off disease or infection. Endurance checks can also be made to determine whether or not a character is able to continue with physically strenuous work, such as running a marathon. A success on an Endurance check generally means that the character is unaffected by the challenge and may continue to take actions as normal until the GM decides otherwise. A failure generally means that the character succumbs to the physical challenge, and suffers the consequences as dictated by the situation. Finally, a character may make an Endurance check during a rest to restore 1 point of body durability.
- Gear – Armor: A character trained in Endurance has body armor that protects against physical damage. Armor soaks 1d6 LI/1d3 HI/1d6 EN damage. It has no soaking ability versus ME damage. The body armor is akin to a bulletproof vest in its general mass and bulkiness. It can be concealed at range by clothing, but any observers within 6 meters of the character can identify the armor within 1 minute. A character wearing armor has DA to Acrobatics, Athletics, Stealth, and Thievery checks. Tessa characters have a natural "Armor" due to their scales which does not impose penalties on the aforementioned skill checks.
- Gear – E-Suit: The E-Suit (short for "environment suit") better enables the character to withstand environmental extremes (heat, cold, low oxygen, etc.). The E-Suit is sort of a combination between a hazmat suit, a scuba suit, and a lightweight spacesuit. E-Suits are not normal fashion, so it's obvious that a character is wearing one (though the appearance could be improved by spending further XP). The first time the GM calls for an Endurance check to resist the environment, a character with an E-Suit rolls their check with advantage. Any level of success allows the character to continue rolling with advantage thereafter. Any failure results mean that the suit is incapable of handling the extremes and ceases to function until the character takes a rest, or until the GM awards a milestone. The E-Suit is also equipped with a respirator that can be used in space or underwater, or to mitigate the effects of smoke or toxins, for 10 minutes per milestone. This is the same E-Suit granted by training in the Outdoors skill.
- Expertise Perks:

Humanities – INT

- Humanities is a knowledge skill that reflects a character's familiarity with the past, historical events, patterns of human behavior, art, literature, music, and other liberal studies in general. A successful Humanities check means the character has successfully recalled or applied knowledge about the past, human societies, artwork, mythology, literature, theatre, or other questions of psychology and economics. This success could even be translated into advantage on future related checks.

- Expertise Perks:

Medicine – INT

- Medicine is a skill that reflects a character’s knowledge of human (and potentially animal) physiology. The character may be adept at diagnosing medical problems, and may potentially have first aid training, or be able to treat disease or illness. A successful use of Medicine is generally used outside of combat, and means that the character has succeeded (at least temporarily) in their efforts to diagnose or treat themselves or others. During a rest, a character can use Medicine once to restore either 1d3 body durability in themselves or another individual.
- Gear – Medical Kit: A character trained in Medicine has a small medical kit (“medkit” for short) that can be used to restore damage in themselves or in others in and out of combat scenarios. The medkit is roughly the size and shape of a book, and contains an assortment of pharmaceuticals, bandages, surgical tools, etc. There are enough supplies in each medkit to be used up to threetimes per milestone, and upon reaching a milestone, the medkit is “recharged.” The medkit can be used in a combat scene with a Medicine check to restore up to 2d6 stun damage to an individual. Doing so in combat requires 2 actions (for a minimum of 2 combat phases--they don’t have to be consecutive). During a rest, the medkit can be used to restore up to 1d6 body damage. Note that this is in addition to any durability gained by characters through the Endurance skill. If a character tries to use a medkit on themselves, they suffer DA to the Medicine check.
- Expertise Perks:
- Xenomedicine: This character has truly learned to think outside the box when it comes to living things. If this character ever encounters a life-form unknown to them (or to the Ekumen as a whole) they may make a Medicine check to determine certain facts; for example, the way the organism reproduces, its diet, life cycle, communication, hunting habits, etc. This knowledge results in AD on associated checks when dealing with members of that species.
- Surgery: The character may use Medicine during a rest to heal double the amount of body durability they would otherwise heal. Double the restored body durability after rolling dice.
- Resourceful: The character may make up to two Medicine checks per rest to restore body durability.
- Diagnostic Expert: This character can more accurately and effectively diagnose diseases and toxins; therefore, treating the condition is also more effective. Depending on the particular disease or poison, this character either restores an additional 2 body durability on top of their normal roll when they use Medicine during a rest, or they reduce the time required to recover from an illness/poison by 50%. The GM will have more information on particular diseases and toxins.

Melee – FORT

- **Melee** represents a character's ability to use their body (hands, fists, etc.) in order to inflict damage, or to otherwise restrain or incapacitate others. When trying to harm another, a successful use inflicts 1d3+FORT (LI) body damage, or 1d6+FORT (LI) stun damage. The player chooses which durability type to target before making the Melee check. When trying to disarm, restrain, or otherwise use their body without the direct intent to inflict harm, success means that the character succeeds in the attempted action (at least for a time). Further checks to maintain a restraint or a hold may be required.
- **Gear – Melee Weapon:** A character trained in Melee has a melee weapon that can be used as an action in combat. The melee weapon deals 1d6+FORT (LI) body damage, or 2d6+FORT (LI) stun damage. The character chooses which damage type to deal when using the weapon and before making the Melee check. The exact weapon the character uses can vary from player to player, but melee weapons are able to be used one-handed. They are capable of striking an enemy that the character is adjacent to (within 1 meter). The melee weapon is obvious to onlookers and cannot be successfully hidden. Melee weapons do not produce noise at great distances.
- **Expertise Perks:**
 - **Extra Attack:** This character can make an extra Melee attack in the same action. The target of the extra attack must be within melee range (it could be the same as the first attack, or it could be different). The Melee check and damage rolls are done separately.
 - **Parry:** A character with this perk may attempt to use Melee to parry a melee attack made against them once per combat round. Before rolling physical defense, the player would first roll a Melee check. If successful, they would then roll their PD check with advantage. If the Melee check to parry is unsuccessful, they roll their PD check as normal.
 - **Deflect:** This perk allows a character armed with a melee weapon the chance to deflect a ranged attack once per combat round. Before rolling PD as the target of a ranged attack, the character would first roll a Melee check. If successful, they would then roll their PD check with advantage. If the Melee check to deflect is unsuccessful, they roll their PD check as normal. Note that this perk requires the use of a melee weapon; deflecting unarmed will not work.

Occult – PERS

- The Occult skill is a knowledge skill that reflects the character's familiarity with psionic forces and psionic powers. Some characters trained in Occult themselves have psionic ability; others are academics who seek to understand psionic energy. A successful use of this skill means that the character has been able to remember or understand a vital bit of psionic information. This successful roll may even provide AD in future related checks. Occult can also be used outside of combat to create a psionic

implement (see Psionics).

- Gear – Psionic Shield: The psionic shield is a small device that looks similar to a normal personal computer or communication device. It may be used in one of two ways; first, if worn or carried by a character, it either imposes DA on any psionic power used within 30 meters or grants the carrying character AD on defense checks to resist psionic attacks. The carrying character may voluntarily choose to “switch off” the shield and ignore these penalties and advantages. Alternatively, the psionic shield may be “clamped” onto an individual (restraints and modifications may be made to fit around an individual’s neck). In such a case the individual to whom it is attached may not use psionic powers while the device is active. A character may choose to combine their Psionic Shield into one device along with their personal communicator or other devices.
- Gear – Psionic Detector: The psionic detector is a small device that looks similar to a normal personal computer or communication device. If any psionic power is used (or is in use) within 30 meters, the detector will alert and will pinpoint the general direction of the usage. Note that this includes any active psionic powers from the character themselves, or any allies. If the character is actively monitoring the detector, any usage of a psionic power will pinpoint the individual who used the power. The carrying character may voluntarily choose to “switch off” the detector and remain ignorant to psionic activity in their immediacy. A character may choose to combine their Psionic Detector into one device along with their personal communicator or other devices (provided that they have paid 1 XP each to get each Gear item). This is the same Psionic Detector granted by training in the Science skill.
- Expertise Perks:
- Ritual: This character may perform a psionic “ritual” which has the ability to magnify the effect of a psionic power. Performing a ritual needs time and preparation; therefore, rituals can only be performed during rests. In order to perform a successful ritual, the lead character must first succeed at their Occult skill check. Finally, the psionic power to be magnified needs to be used. It is possible for more than one character to be involved in a ritual (one to use Occult and one to use the psionic power, for instance). The psychovolt spent to use the psionic power is not recovered during the rest. The players and the GM should collaboratively decide the effect of a successful ritual.

Outdoors – INT

- Outdoors represents a character’s knowledge and skill at survival in non-urban settings. Characters who succeed in an Outdoors check are generally able to know enough about their outside environments to find enough food, shelter, and water for 3 individuals for 24 hours. Feel free to adjust the rate depending on the environment, the number of people, or other factors. They may use this skill to navigate out of doors, or to provide AD on other

related checks in a wilderness setting.

- Gear – Survival Kit: The survival kit is a small briefcase-sized kit which contains emergency supplies that are useful in the wilderness. It contains a variety of dried foodstuffs, water purification tablets, emergency blankets, lamps, heaters, and navigational tools. A character who makes an Outdoors check while in possession of a survival kit (depending on situation) will receive AD on the check.
- Gear – E-Suit: The E-Suit (short for “environment suit”) better enables the character to withstand environmental extremes. The first time the GM calls for an Endurance check to resist the environment, a character with an E-Suit rolls their check with advantage. Any level of success allows the character to continue rolling with advantage thereafter. Any failure results mean that the suit is incapable of handling the extremes and ceases to function until the character takes a rest. The E-Suit is also equipped with a respirator that can be used underwater, or to mitigate the effects of smoke or toxins, for 10 minutes per rest. This is the same E-Suit granted by training in the Endurance Skill.
- Expertise Perks:
- Resourceful: The character can find enough food, shelter, and water for 6 individuals for 24 hours.

Ranged – AGI

- Ranged represents a character’s knowledge and ability to gauge distances, and to throw or shoot projectiles accurately. A character can use Ranged to throw a small-to-medium-sized object (such as a stone) up to FORTx6 meters (see “Standard Physical Abilities” below). This object could then feasibly cause damage equal to 1d3 (LI) body damage or 1d6 (LI) stun damage, provided that it is a hard or otherwise damaging object (throwing a soft pillow would not cause this damage). Allowances should be made for objects designed to be thrown (like a football) versus those that are not (like a personal computer).
- Gear – Ranged Weapon: A character trained in Ranged has a ranged weapon that can be used as an action in combat. The ranged weapon deals 2d6 (HI) body damage on a successful check result. Ranged weapons may target anything within 120m of the character (provided there are no obstructions), and require two hands to use. The ranged weapon is obvious to onlookers and cannot be hidden. Ranged weapons create noise when used, and listeners within 360m of the character are able to hear it clearly.
- Expertise Perks:
- Extra Attack: This character can make an extra Ranged attack in the same action. The target of the extra attack must be within range (it could be the same as the first attack, or it could be different). The Ranged check and damage rolls are done separately. This perk may be chosen more than once; in such a case, the character may make 3 attacks in the same combat phase.

- Sniper: This character can successfully use a Ranged weapon within 180 meters.

Resolve – PERS

- This is the “default” PERS check, and in cases where the GM decides on such a check, Resolve will be rolled.
- The Resolve skill is used in cases where a character’s mental or spiritual capacity is stretched to the limit. For example, the GM may call for a Resolve check in order to withstand intense terror, grotesqueness, or shock. A success on such a check means that the character can act as normal in those situations. Resolve is also important for psionic characters. Once per rest, a psionic character may make a Resolve check to restore 3 spent psychovolts. Resolve cannot be used to restore psychovolts beyond their maximum, however.
- Expertise Perks:

Science – INT

- Science is a knowledge skill which is used when characters want to utilize biological, chemical, physical, or other scientific information. Success on a Science skill grants the player the desired scientific knowledge, and can also provide AD on further related skill checks.
- Gear – Forensics Kit: The forensics kit includes inks, dyes, powders, and other tools useful to investigators of all types, including police, detectives, and other operatives. The forensics kit is roughly the size and shape of a book, and grants a character AD on Search checks when used to find minute details in a scene, and can also provide much more detailed information than would otherwise be possible (for example, that the crime was committed by a male with black hair, rather than simply a crime was committed by a person standing 1.8 meters tall). Using the forensics kit requires 30 minutes, and so cannot be used in a combat scene. This is the same Forensics Kit as provided by the Search skill.
- Gear – Psionic Detector: The psionic detector is a small device that looks similar to a normal personal computer or communication device. If any psionic power is used (or is in use) within 30 meters, the detector will alert and will pinpoint the general direction of the usage. Note that this includes any active psionic powers from the character themselves, or any allies. If the character is actively monitoring the detector, any usage of a psionic power will pinpoint the individual who used the power. The carrying character may voluntarily choose to “switch off” the detector and remain ignorant to psionic activity in their immediacy. A character may choose to combine their Psionic Detector into one device along with their personal communicator or other devices (provided that they have paid 1 XP each to get each Gear item). This is the same Psionic Detector granted by training in the Occult skill.
- Gear – Science Kit: A character trained in Science has a small science kit that enables them to conduct scientific lab work and fieldwork when an

actual lab is not present. The science kit is roughly the size and shape of a briefcase, and contains vials, test tubes, chemical bases and solvents, etc. Using a science kit grants a character AD on Science checks when a physical sample is available to study (mineral, tissue, etc.). The use of a science kit in this way takes 30 minutes, and so is not available during a combat encounter.

- **Gear - Sensor Array:** The sensor array is an electronic device that detects a large quantity of environmental data, such as temperature, humidity, UV radiation, electromagnetic radiation, infrared, etc. The sensor array itself is a device similar to a regular computer or communication device carried by most people. Using the sensor array outside of a combat scene (which requires 3 minutes) grants the character a wealth of knowledge about their immediate environment, up to 120 meters away. It can also provide AD on the Search skill when used to detect larger-scale environmental features in a scene. This is the same sensor array as provided by the Search and Technology skills.
- **Expertise Perks:**

Search – INT

- The Search skill represents training that the character has in gleaning clues from their environment. The GM may call for Search checks at times to notice clues in the characters' specific locale. At other times, a character may specifically want to use Search to find a specific item or person. In such cases, a successful skill check results in the character finding what they wanted to find (more or less).
- **Gear – Forensics Kit:** The forensics kit includes inks, dyes, powders, and other tools useful to investigators of all types, including police, detectives, and other operatives. The forensics kit is roughly the size and shape of a book, and grants a character AD on Search checks when used to find minute details in a scene, and can also provide much more detailed information than would otherwise be possible (for example, that the crime was committed by a male with black hair, rather than simply a crime was committed by a person standing 1.8 meters tall). Using the forensics kit requires 30 minutes, and so cannot be used in a combat scene. This is the same Forensics kit as provided by the Science skill.
- **Gear – Sensor Array:** The sensor array is an electronic device that detects a large quantity of environmental data, such as temperature, humidity, UV radiation, electromagnetic radiation, infrared, etc. The sensor array itself is a device similar to a regular computer or communication device carried by most people. Using the sensor array outside of a combat scene (which requires 3 minutes) grants the character a wealth of knowledge about their immediate environment, up to 120 meters away. It can also provide AD on the Search skill when used to detect larger-scale environmental features in a scene. This is the same sensor array as provided by the Science and Technology skills.
- **Expertise Perks:**

Stealth – AGI

- The Stealth skill is used when a character is attempting to hide, shadow, or otherwise remain unnoticed by an NPC. A successful skill check means that the character has successfully remained undetected until something in the situation changes. A character who is attempting to remain hidden from multiple NPCs must make a separate check for each NPC. A character who is successfully hidden may break cover to initiate a surprise round in combat. In such a case, the surprise round would come before the Amazing phase in combat, and the stealthy character would only gain one bonus action in that round. Additionally, a character in a surprise round of combat would roll their attack with advantage.
- Gear – Stealth Unit: The stealth unit is a small electronic device in similar size and shape to a regular computer or communication device carried by most people. The stealth device includes sound-dampening technology and projects image-blurring which grants a character with this device AD on Stealth checks. If a character using a stealth unit remains motionless, they cannot be detected. Any motion would trigger another Stealth check, but with AD. The character can choose to turn this device on and off.
- Expertise Perks:

Streetwise – PERS

- The Streetwise skill is a knowledge skill which represents a character's ability to get around and survive in urban environments. A skill check may be called for when navigating from one point to another in a city, or when trying to find safehouses, etc. Success on a Streetwise skill check may provide AD on further related skill checks.
- Gear – Fashion Suit: The fashion suit is an assemblage of clothing, shoes, accessories, etc. that emit an aura of confidence and belonging. The suit can also superficially change colors, emit pleasing (or unpleasing odors), and can enable a character to "fit in" in certain locales. The Fashion Suit grants advantage on Bureaucracy, Charm, Deception, and Streetwise checks in situations where personal dress and physical appearance may play a role. The player must declare their intent to modify their Fashion Suit before such an event. This is the same Fashion Suit as can be acquired with the Bureaucracy, Charm, and Deception skills.
- Expertise Perks:

Tactics – INT

- The Tactics skill is used when characters attempt to gain the upper hand prior to a combat situation, or when a character is attempting to infiltrate, sabotage, or otherwise gain access to an off-limits area. In general, Tactics represents a character's knowledge and use of superior weaponry, positioning, vehicles, strategy, and ambush in order to achieve military goals. A successful use of Tactics can grant a surprise round in combat for the character, and up to INT number of others. Tactics can also be

used to plot the best entry into a fortified facility, or to find weaknesses in a structure or other large vehicle. In such a case, the successful use of Tactics may provide AD on future related skill checks.

- Gear – Explosives kit: The explosives kit comes in two separate forms: as a satchel charge or as three small grenades. The character who acquires an explosives kit must specify which kit they choose. Each kit may be “recharged,” so to speak, once per milestone. The satchel charge may be used as part of a Tactics check to destroy a large vehicle or small building. Each grenade may be used as a thrown weapon (see the Ranged skill) which deals 2d6 (HI) body damage for a fragmentation grenade or 3d6 (LI) stun damage for a concussion grenade. The player must choose which damage to deal before making the Ranged check. The satchel charge is the general size and mass of a briefcase and can be easily disguised as such from the outside. The three grenades are the size and mass of baseballs and can be easily concealed by clothing.
- Expertise Perks:
- Command: This character can give bonus actions to their allies. After every initiative check, the player can choose to give one extra action to any of their allies that are within 30 meters. The character receiving the extra action must use it during that combat round, or it is lost. A commanding player can give up to three extra actions in between each rest.

Technology – INT

- The Technology skill is a measure of a character’s knowledge about robotics, electronics, and other technological devices and advances. In certain cases, the GM will call for a Technology check to be able to recall or know technological information. Technology is also an important skill for being able to repair technological devices. A successful skill check to repair (which requires a rest) results in the desired piece of equipment becoming functional again. Alternatively, a character may use Technology to “jury-rig” a broken device. Jury-rigging requires two combat actions, and results in the desired device becoming functional for another 1d6 hours, after which the device breaks again and cannot be used until repaired as normal during a rest. Using Repair to fix damaged CyberWare imposes DA on the skill check. Additionally, Technology is also important for cybered characters. Once per rest, a cybered character may make a Technology check to restore 3 spent batteries. Technology cannot be used to restore batteries beyond their maximum, however.
- Gear – Repair Kit: The repair kit includes tools and electronics which are useful in fixing damaged technological or electronic devices. The kit itself is about the size and shape of a book. Using the repair kit when fixing items no longer requires a rest--instead, the repairs take 1d3 hours. This can come in handy when needing to make repairs quickly without expending a rest. When using the Repair Kit to jury-rig, it provides AD on the related Technology check.

- **Gear – Sensor Array:**The sensor array is an electronic device that detects a large quantity of environmental data, such as temperature, humidity, UV radiation, electromagnetic radiation, infrared, etc. The sensor array itself is a device similar to a regular computer or communication device carried by most people. Using the sensor array outside of a combat scene (which requires 3 minutes) grants the character a wealth of knowledge about their immediate environment, up to 120 meters away. It can also provide AD on the Search skill when used to detect larger-scale environmental features in a scene. This is the same sensor array as provided by the Science and Technology skills.
- **Expertise Perks:**

Thievery – AGI

- **Thievery** measures a character’s skill and adeptness in pickpocketing, lockpicking, and other feats of sleight-of-hand. A successful skill check means that the character has managed to lift a small object off of another individual without their awareness. It also means that a character has managed to pick or break a lock in order to gain entry into a restricted location. Using Thievery on an electronic lock imposes DA to the skill check. Thievery can also be used to quickly hide an item, or to prestidigitate in such a way that observers lose track of an object.
- **Gear – Lockpick Set:**The lockpick set consists of physical and electronic devices which facilitate lockpicking and illicit entry. The lockpick set itself is roughly the size and shape of a small book. Use of the lockpick set grants AD to lockpicking physical locks, and negates the DA imposed on electronic locks.
- **Expertise Perks:**

Vehicles – AGI

- **Vehicles** represents a character’s aptitude in operating small-to-medium-sized vehicles. (Larger vehicles, such as trains, dreadnoughts, or battleships are generally operated through the use of Computers.) While all characters are probably familiar with the standard operation of civilian vehicles, a trained character is capable of speeds and maneuvers which enable them to tail those that they chase or to lose those that pursue them. Training in vehicles also allows characters to operate specialty craft that most civilians have no familiarity with, such as jet-skis or personal aircraft. When a character operating a vehicle attempts a vehicular maneuver out of the ordinary, the GM will call for a check. On a successful roll, the maneuver succeeds.
- **Gear – Personal Vehicle:**The character is in possession of a small, one-person capacity personal vehicle. This vehicle is generally designed for land usage, but can be modified to travel in the air, the water, or in space. The personal vehicle provides very little in the way of physical protection (think of a motorcycle), but can enable the character to travel independently at need.

- Expertise Perks:

Gear And Money

In a modern-to-far future game, technology and gear are parts of everyday life. However, the Teleios game is designed as a storytelling game, and as such does not contain detailed rules for encumbrance, etc. All characters are assumed to have personal effects such as clothing, keys, a communication device, a wallet/bankchip, etc. Above and beyond those base essentials, it is assumed that characters have a residence of some type, and some means of employment. In other words, it is encouraged for GMs to not spend any time tracking how characters pay for each meal (assume that they have food to eat unless the story dictates otherwise), and spend more time focusing on the plot and story of the adventure. Any Gear that characters acquire and/or improve costs XP, so GMs should generally allow players to deck their characters out with whatever items they choose (they've paid for it, after all). It should also be rare for a player to NOT have access to an item of Gear for which they have paid XP; generally only a good story reason should restrict a character's access to their items (theft of a unique weapon, damage to a character's vehicle in a close firefight, etc.). Of course, such story reasons can be launch points for great adventures (how to recover said weapon, or how to repair the damaged vehicle).

Gear Descriptions

Armor - Endurance

A character trained in Endurance has body armor that protects against physical damage. Armor soaks 1d6 LI/1d3 HI/1d6 EN damage. It has no soaking ability versus ME damage. The body armor is akin to a bulletproof vest in its general mass and bulkiness. It can be concealed at range by clothing, but any observers within 6 meters of the character can identify the armor within 1 minute. A character wearing armor has DA to Acrobatics, Athletics, Stealth, and Thievery checks. Tesa characters have a natural "Armor" due to their scales which does not impose penalties on the aforementioned skill checks.

E-Suit - Endurance, Outdoors

The E-Suit (short for "environment suit") better enables the character to withstand environmental extremes (heat, cold, low oxygen, etc.). The E-Suit is sort of a combination between a hazmat suit, a scuba suit, and a lightweight space-suit. E-Suits are not normal fashion, so it's obvious that a character is wearing one (though the appearance could be improved by spending further XP). The first time the GM calls for an Endurance check to resist the environment, a character with an E-Suit rolls their check with advantage. Any level of success allows the character to continue rolling with advantage thereafter. Any failure results mean that the suit is incapable of handling the extremes and ceases to function until the character takes a rest, or until the GM awards a milestone. The E-Suit is also equipped with a respirator that can be used in space or underwater, or to mitigate the effects of smoke or toxins, for 10 minutes per milestone.

Explosives Kit - Tactics

The explosives kit comes in two separate forms: as a satchel charge or as three small grenades. The character who acquires an explosives kit must specify which kit they choose. Each kit may be “recharged,” so to speak, once per milestone. At each milestone a character may “swap” a satchel charge for three grenades, or vice versa. The satchel charge may be used as part of a Tactics check to destroy a large vehicle or small building. Each grenade may be used as a thrown weapon (see the Ranged skill) which deals 2d6 (HI) body damage for a fragmentation grenade or 3d6 (LI) stun damage for a concussion grenade. The player must choose which damage to deal before making the Ranged check. Other types of grenades may be available by spending XP to improve the gear. The satchel charge is the general size and mass of a briefcase and can be easily disguised as such from the outside. The three grenades are the size and mass of baseballs and can be easily concealed by clothing.

Fashion Suit - Bureaucracy, Charm, Deception, Streetwise

The fashion suit is an assemblage of clothing, shoes, accessories, etc. that emit an aura of confidence and belonging. The suit can also superficially change colors, emit pleasing (or unpleasing odors), and can enable a character to “fit in” in certain locales. The Fashion Suit grants advantage on Bureaucracy, Charm, Deception, and Streetwise checks in situations where personal dress and physical appearance may play a role. The player must declare their intent to modify their Fashion Suit before such an event.

Forensics Kit - Science, Search

The forensics kit includes inks, dyes, powders, and other tools useful to investigators of all types, including police, detectives, and other operatives. The forensics kit is roughly the size and shape of a book, and grants a character AD on Search checks when used to find minute details in a scene, and can also provide much more detailed information than would otherwise be possible (for example, that the crime was committed by a male with black hair, rather than simply a crime was committed by a person standing 1.8 meters tall). Using the forensics kit requires 30 minutes, and so cannot be used in a combat scene.

Lockpick Set - Thievery

The lockpick set consists of physical and electronic devices which facilitate lockpicking and illicit entry. The lockpick set itself is roughly the size and shape of a small book. Use of the lockpick set grants AD to lockpicking physical locks, and negates the DA imposed on electronic locks.

Medical Kit - Medicine

A character trained in Medicine has a small medical kit (“medkit” for short) that can be used to restore damage in themselves or in others in and out of combat scenarios. The medkit is roughly the size and shape of a book, and contains an assortment of pharmaceuticals, bandages, surgical tools, etc. There

are enough supplies in each medkit to be used up to three times per milestone, and upon reaching a milestone, the medkit is “recharged.” The medkit can be used in a combat scene with a Medicine check to restore up to 2d6 stun damage to an individual. Doing so in combat requires 2 actions (for a minimum of 2 combat phases). During a rest, the medkit can be used to restore up to 1d6 body damage. Note that this is in addition to any durability gained by characters through the Endurance skill. If a character tries to use a medkit on themselves, they suffer DA to the Medicine check.

Melee Weapon - Melee

A character trained in Melee has a melee weapon that can be used as an action in combat. The melee weapon deals 1d6+FORT (LI) body damage, or 2d6+FORT (LI) stun damage. The character chooses which damage type to deal when using the weapon and before making the Melee check. The exact weapon the character uses can vary from player to player, but melee weapons are able to be used one-handed. They are capable of striking an enemy that the character is adjacent to (within 1 meter). The melee weapon is obvious to onlookers and cannot be successfully hidden. Melee weapons do not produce noise at great distances.

Personal Computer - Computers

A character trained in Computers has a small personal computer that has capabilities not found in other normal devices. Most notably, a personal computer can be used to hack into other computer or electronic systems wirelessly to a range of 30m. A character’s device can vary to suit the player, but they are generally small, thin, hand-held machines. A wireless hack imposes DA to the Computers check, but if the character physically connects their device to a computer or electronic lock being hacked via wires, the roll is done as normal.

Personal Vehicle - Vehicles

The character is in possession of a small, one-person capacity personal vehicle. This vehicle is generally designed for land usage, but can be modified to travel in the air, the water, or in space for extra XP. The personal vehicle provides very little in the way of physical protection (think of a motorcycle), but can enable the character to travel independently at need.

Psionic Detector - Occult, Science

The psionic detector is a small device that looks similar to a normal personal computer or communication device. If any psionic power is used (or is in use) within 30 meters, the detector will alert and will pinpoint the general direction of the usage. Note that this includes any active psionic powers from the character themselves, or any allies. If the character is actively monitoring the detector, any usage of a psionic power will pinpoint the individual who used the power. The carrying character may voluntarily choose to “switch off” the detector and remain ignorant to psionic activity in their surroundings. A character may choose to combine their Psionic Detector into one device along with

their personal communicator or other devices (provided that they have paid 1 XP each to get each Gear item).

Psionic Shield - Occult

The psionic shield is a small device that looks similar to a normal personal computer or communication device. It may be used in one of two ways; first, if worn or carried by a character, it either imposes DA on any psionic power used within 30 meters (for characters) or grants the carrying character AD on defense checks to resist psionic attacks (for NPCs). The carrying character may voluntarily choose to “switch off” the shield and ignore these penalties and advantages. Alternatively, the psionic shield may be “clamped” onto an individual (restraints and modifications may be made to fit around an individual’s neck). In such a case the individual to whom it is attached may not use psionic powers while the device is active. A character may choose to combine their Psionic Shield into one device along with their personal communicator or other devices (provided that they have paid 1 XP each to get each Gear item).

Ranged Weapon - Ranged

A character trained in Ranged has a ranged weapon that can be used as an action in combat. The ranged weapon deals 2d6 (HI) body damage on a successful check result. Ranged weapons may target anything within 120m of the character (provided there are no obstructions), and require two hands to use. The ranged weapon is obvious to onlookers and cannot be hidden. Ranged weapons create noise when used, and listeners within 360m of the character are able to hear it clearly.

Repair Kit - Technology

The repair kit includes tools and electronics which are useful in fixing damaged technological or electronic devices. The kit itself is about the size and shape of a book. Using the repair kit outside of combat reduces the time to fix items to 1 hour, rather than 1d6 hours. When using the Repair Kit to jury-rig, it provides AD on the related Technology check.

Science Kit - Science

A character trained in Science has a small science kit that enables them to conduct scientific lab work and fieldwork when an actual lab is not present. The science kit is roughly the size and shape of a briefcase, and contains vials, test tubes, chemical bases and solvents, etc. Using a science kit grants a character AD on Science checks when a physical sample is available to study (mineral, tissue, etc.). The use of a science kit in this way takes 30 minutes, and so is not available during a combat encounter.

Sensor Array - Science, Search, Technology

The sensor array is an electronic device that detects a large quantity of environmental data, such as temperature, humidity, UV radiation, electromagnetic radiation, infrared, etc. The sensor array itself is a device similar to a regular

computer or communication device carried by most people. Using the sensor array outside of a combat scene (which requires 3 minutes) grants the character a wealth of knowledge about their immediate environment, up to 120 meters away. It can also provide AD on the Search skill when used to detect larger-scale environmental features in a scene.

Stealth Unit - Stealth

The stealth unit is a small electronic device in similar size and shape to a regular computer or communication device carried by most people. The stealth device includes sound-dampening technology and projects image-blurring which grants a character with this device AD on Stealth checks. If a character using a stealth unit remains quiet and motionless, they cannot be detected. Any motion or noise would trigger another Stealth check, but with AD. The character can choose to turn this device on and off.

Survival Kit - Outdoors

The survival kit is a small briefcase-sized kit which contains emergency supplies that are useful in the wilderness. It contains a variety of dried foodstuffs, water purification tablets, emergency blankets, lamps, heaters, and navigational tools. A character who makes an Outdoors check while in possession of a survival kit (depending on situation) will receive AD on the check.

Cyberware

CyberWare (CYB) is an optional attribute that can be raised from 1-6 as can the basic attributes. Even if a starting character begins with 0 CYB, ranks can be added later. A starting character cannot have a CYB score higher than rank 4. The following rules apply to characters with a CYB score of at least one:

- A character's FORT score = the maximum number of pieces of CyberWare that the character can have; however, a character cannot have any CyberWare unless their CYB score is at least 1. Note that this means that a character is limited to 6 pieces of CyberWare, because a character's maximum FORT score is 6. (Android characters are permitted to have up to seven pieces of CyberWare, of which one is a free NanoComputer, and which does not count towards this limit (see Species below.))
- All CyberWare costs 3 XP to purchase, and if a player chooses to retrain a piece of CyberWare, they recover those same 3 XP (not counting the 1 XP cost to retrain). There are no ranks for CyberWare; characters either have it or they do not.
- All CyberWare have two modes: active and passive. In passive mode, the CyberWare provides a constant benefit (bending the rules somehow by allowing the cybered character to engage in activities not normally possible); in active mode, it provides a much bigger benefit by increasing the size of the dice pool the character uses for skill checks, but requires the usage of batteries (BTs). There are some pieces of CyberWare which do not require skill checks. These are detailed below.
- A character's batteries are equal to 3+CYB. (A character that has a CYB score of 0 cannot use nor activate CyberWare.) The internal batteries use the character's natural bioelectric energy to power and recharge pieces of CyberWare.
- A character who activates a piece of CyberWare declares how many batteries (BT) are being spent on that activation before making an associated skill check. A character must spend at least 1 BT per activation, and may spend as many as they have available. For every BT spent in activation, 1 die is added to the character's dice pool for the associated skill checks. If 0 BT remain at the end of a CyberWare activation, the character cannot use the active mode of any CyberWare. Once a piece of CyberWare is activated, the activation lasts for the next 10 minutes. If the cybered character chooses to end the activation earlier than the 10-minute timeframe, a Technology skill may be rolled to recover up to half of the expended BP. However, if only one BT was spent on the activation, the cybered character cannot roll for recovery. There are some pieces of CyberWare which do not follow this 10-minute rule, and those are listed below.
- All BTs are restored after a milestone. Additionally, during a rest a cybered character may use the Technology skill once to restore lost batteries. Success restores 3 BT (not to exceed the character's maximum).

- **Expertise Perks:**
- **Expanded Batteries:**A cybered character with this perk is able to keep pieces of CyberWare activated for longer periods of time. Instead of the normal 10-minute activation time, a character with this perk has 15 minutes of duration with CyberWare. If the cybered character chooses to end their activation of CyberWare early, they may still roll Technology to recover half of the spent BT, assuming more than one was spent on the activation.
- **Extra Ware:**This character may acquire up to seven pieces of CyberWare (eight for Android characters).
- **Fast Recovery:**This character may use the Technology skill twice during rests to regain spent BT. Remember that every successful use of Technology restores 3 BT not to exceed the character's maximum.
- **Seamless Synthesis:**This character's CyberWare is so advanced and developed that it has integrated flawlessly with their biological tissue. No pieces of CyberWare possessed by this character are noticeable to others. Note that there may be specialized technology used to detect CyberWare, but to casual outside observers, this character appears as a normal member of their respective species without cybered augmentation. Note: This perk may not be chosen if the cybered character has the "Ugly Enhancements" detriment below.
- **Supplemental Ware:**This character's CyberWare has been optimized to perform additional functions. When a cybered character chooses this perk, they gain the passive mode of one piece of CyberWare that they do not possess. For example, if a cybered character does not have CyberArmor, they could then gain the passive benefit of that piece (additional 1d3 LI/1d2 HI/1d3 EN damage reduction). They do not, however, gain the benefit of the active mode. The passive ability granted by this perk does not count against a cybered character's maximum number of pieces of CyberWare.
- **Unfettered:**This character may remove their cybernetic detriment they chose.

Cybernetic Detriments

Any character who has a CYB score of at least 1 must choose one of the following detriments, or should work with the GM to create their own:

- **Cybered Stunning:**After the activation of CyberWare is complete, whether by time expiration or by ending the activation early, the character suffers DA on all checks for the next d3 minutes.
- **Energy Weakness:**Characters with CyberWare take an additional 2 damage from sources that deal EN damage of any type. This extra damage cannot be blocked or absorbed by any type of armor.
- **Fragile Equipment:**If the character receives damage that would require them to roll for an early knockout, an Endurance check must also be made to see if any CyberWare was damaged. If the character fails that

Endurance check, one piece of CyberWare (random, or GM chooses) is damaged by the attack and cannot be used, either in passive or active mode, until necessary repairs are made. On any level of success the character is otherwise unaffected. Note that this Endurance check to avoid damaging CyberWare is different from the Endurance check required in order to remain conscious from incurring BODY damage. The player can choose which Endurance check to make first.

- **Neural Fatigue:** Upon every CyberWare activation, regardless of how many BT are spent, the character suffers 1d3 (ME) stun damage.
- **Tracked:** The CyberWare a character has includes GPS locators accurate to 3 meters. Therefore, the cybered character is being tracked by a criminal, corporate, governmental, or other large and powerful organization. The GM and the player should collaboratively create this story for the cybered character, since this is designed to be a detriment rather than just an annoyance.
- **Ugly Enhancements:** The cybered character has CyberWare that is so obvious and apparent it cannot be concealed or ignored. Furthermore, because the CyberWare detracts from the character's biological grace and beauty, the cybered character always suffers disadvantage on Bureaucracy, Charm, Deception, and Streetwise checks where appearance can play a factor. This penalty can be negated if the cybered character also has advantage on the chosen check, as normal.

Cyberware Descriptions

CyberArmor

- **Description** = CyberArmor consists of minute reinforced plates beneath the cybered character's skin. This CyberWare is not immediately noticeable at first glance, nor from a distance, but upon close inspection (being within 6 meters of a cybered character for at least 1 minute) it is discernible to any observers. Of course, clothing can easily cover this.
- **Passive Mode** = Armor soaks 1d3 LI/1d2 HI/1d3 EN damage. This soak is in addition to any other armor the character may be wearing (such as Gear from the Endurance skill, or from the natural armor granted to the Tesa).
- **Active Mode** = The character is able to electrify their skin and deliver an electric charge to a target upon skin-to-skin touch or a successful Melee check (for targets that are resistant to the character's touch). For each battery spent, the cybered character adds 1 die to their Melee check. Furthermore, for each battery spent, the Melee attack adds 1 (EN) body damage or 2 (EN) stun damage to the character's normal Melee damage, regardless of the success or failure of the check. This electric energy also has the ability to temporarily short-circuit electrical and computer equipment upon touch.

RoboArms

- A cybered character may acquire up to two RoboArms. If a player has two RoboArms, each counts towards their maximum limit of pieces of CyberWare; however, the passive effect listed is tripled rather than doubled.
- Description = A RoboArm is an artificial collection of metallic bones and joints, connected through a synthetic fibrous muscular system. They first originated as prosthetics to assist individuals who lost their biological arms due to accidents or violence, but later became so popular that many have voluntarily chosen to replace their biological arms with the CyberWare version. Arms are not noticeable, provided that the character is wearing clothing (sleeves and gloves) which obscures them. Otherwise, they are immediately noticeable to anyone within 30 meters.
- Passive Mode = In passive mode, RoboArms enable the character to increase their encumbrance, lift, climbing speed, swimming speed, and throwing distance. The bolded text below shows the benefit of having RoboArms compared to a character without them. Remember, that a character who has two RoboArms triples the bonus listed. These bonuses also stack with RoboLegs (see below).
 - Encumbrance: FORTx6 kg without penalty (add +12 kg)
 - Climbing: (FORT+AGI)/2 meters/phase (add +3 meters/phase)
 - Swimming: FORT+AGI meters/phase (add +3 meters/phase)
 - Lift: FORTx24 kg max (add +48 kg)
 - Throwing: FORTx6 meters max distance (add +12 meters)
- Active Mode = For every battery point spent, the cybered character adds 1 die to their Melee check, and to their Athletics check when using arm strength.

CyberCloak

- Description = A CyberCloak consists of numerous nano-cameras in the character which record and project surrounding environmental images in order to partially conceal the character. While the technology is complicated by movement, the CyberCloak does provide some concealment for cybered characters.
- Passive Mode = In passive mode, the cybered character is constantly the beneficiary of a slight “shimmer” which surrounds them. For no cost of BT, a cybered character with a CyberCloak may use it to hide. While motionless, the character is more difficult to see by regular or standard camera vision (though other types of sensors may still detect the character). As such, any Stealth rolls are made with AD while hiding in this way. Any motion on the part of the character disrupts the cloaking ability and the character then rolls Stealth normally. The character may, as desired, not be hidden in passive mode. A cybered character with CyberCloak also rolls AD on physical defense checks against ranged attacks.
- Active Mode = In active mode, the CyberCloak provides much more of an advantage. For every BT spent, the cybered character rolls one extra die on all Stealth checks and all physical defense checks versus ranged attacks.

NanoComputer

- Description =The NanoComputer, is a small but powerful microprocessor implanted into the cybered character's brain. External ports for data entry exist around the ears and neck, but these are easily concealed by hair and other fashion implements. The NanoComputer can access and hack into wireless systems, but is made easier with thin cables which are included in the NanoComputer's base gear. Android characters begin with a free NanoComputer.
- Passive Mode =In passive mode, the NanoComputer is one of the most powerful items of cyber gear. With it, the cybered character has virtually unlimited digital storage space and research capabilities. Any and everything that can be done with a Personal Computer (see Gear descriptions) can also be done with an implanted NanoComputer. The NanoComputer, however, runs at speed of thought, and so in cases where a check is necessary, the cybered character rolls their Computers skill check with AD. Finally, the NanoComputer allows the character to fluently know 3 extra languages.
- Active Mode =In active mode, the cybered character rolls one extra die on Computers and Deduce checks for every BT spent.

ERSlot

- Description =The Emergency Response Slot, or ERSlot for short, is a collection of chemicals and medications implanted into the cybered character's body which provide stimulation and healing in extreme circumstances. The ERSlot is not noticeable to outside observers, as it is subdermal.
- Passive Mode =In passive mode, the ERSlot provides extra durability to the cybered character. A character with an ERSlot has 3 extra BODY durability and 6 extra STUN durability. This is due to the effects of nanites and biotic chemicals which synthesize to make tissues stronger.
- Active Mode =An ERSlot has two uses in active mode, both of which slightly alter the standards rules for CyberWare. In the first instance, a character may spend BP to restore BODY and/or STUN durability. For every BP spent, the cybered character may recover 1d3 BODY or 1d6 STUN durability. The cybered character must choose which durability to restore before rolling dice, and each die must be rolled separately (i.e. a character who spends 3 BP to restore BODY points would roll 3d6 and would calculate their healing accordingly. Spending BP in this fashion bends the 10-minute rule by not being recoverable: the battery is gone immediately to provide the instant healing. The second active use of the ERSlot is one in which the cybered character is knocked unconscious (see "Knockouts" for more information). If a cybered character with an ERSlot is knocked out with 1 or more BP left to spend, that character may choose to spend BP in order to revive themselves. Instead of remaining unconscious for 6 combat rounds, the cybered character is only unconscious for

1 round, after which they awaken with STUN durability equal to their (FORT+PERS)xBP spent. So, if a character with a FORT of 3 and a PERS of 2 spent 2 batteries on recovering in this fashion, they would recover from being knocked out with 10 STUN. If that same character had chosen to spend only 1 BP, they would revive with 5 STUN instead. As before, spending BP in this way is not recoverable via the 10-minute rule.

FastChip

- The FastChip is a small microprocessor implanted into a cybered character's brain which provides extra stimulation to the medulla, amygdala, and hypothalamus: parts of the brain responsible for the "fight-or-flight" response. As such, the FastChip permits the cybered character to act and react quicker than non-cybered characters in many situations. The FastChip is not noticeable to outside viewers.
- Passive Mode =The FastChip allows the cybered character to roll their INIT checks with AD. In cases where the character would be surprised (and would otherwise roll INIT with disadvantage) the FastChip enables them to roll the check normally. Note that in passive mode, the FastChip offers nothing to a Tessa character.
- Active Mode =The FastChip has a different active mode than most CyberWare. Instead of adding dice to a skill check, spending BP to activate the FastChip instead adds to the number of actions the character can perform in a combat round (up to the maximum of 4). After rolling INIT in a combat round, the cybered character can then choose to spend BP to gain extra actions with the FastChip. Spending BP in this way is completely optional, so a round in which a character rolls a Failure on their INIT check would not need to waste a BP on extra actions. Cybered characters can spend between 1-3 BP adding extra actions in this way, however, the effect of spending the BP is immediate; there is no 10-minute duration on the extra actions, and cybered characters cannot roll Technology to attempt to recover BP spent in this way during a scene.

HiddenCompartment

- A cybered character may acquire up to two HiddenCompartments. Each HiddenCompartment counts towards a character's maximum pieces of CyberWare, but each HiddenCompartment can be configured differently (see below).
- Description =A HiddenCompartment is a small hollow cubic space inside the character which can contain many things: electronic devices, documents, and even small weapons. When a character acquires a HiddenCompartment, they should choose where the compartment is (for example, in the thigh or abdomen) and if it is intended for storage or for weaponry. A weapons compartment also should specify whether it is a ranged weapon that is concealed, or a melee weapon; HiddenCompartments are, as a rule, specifically-made for their user, and should be designed as such. A HiddenCompartment designed for storage can later be redesigned for weaponry,

or vice versa, for the cost of 1 XP. HiddenCompartments are built directly into the cybered character's body, and are fully compatible with other CyberWare such as CyberArmor, CyberSkin, RoboArms, and RoboLegs.

- **Passive Mode** =In passive mode, the HiddenCompartment is completely unnoticeable by others. This means that a storage compartment can conceal devices, documents, computer files, etc. that the character wants to remain hidden. No check is necessary to ensure the secrecy provided by the hidden compartment. Items can be taken in and out of the HiddenCompartment by the cybered character as an action. A HiddenCompartment designed to hold weapons can contain either a small built-in melee weapon or a small built-in ranged weapon and has no other purpose in passive mode, but its secrecy remains intact as normal.
- **Active Mode** =The active mode for the HiddenCompartment applies to weapons only and has no effect for storage. A character with a HiddenCompartment for weapons may initiate combat with a surprise attack from the melee or ranged weapon in their HiddenCompartment. A cybered character with two HiddenCompartments designed for weapons can choose to gain two surprise attacks, one for each weapon. If a combat has already begun, the cybered character may choose to take a surprise round to attack with their weapon(s) before the next Amazing round in combat. For every BT spent, the cybered character rolls one extra die on their attack (Melee or Ranged), depending on what type of weapon they chose to occupy their compartment. The weapon's attack is the same as a normal unmodified Melee or Ranged weapon (see Gear description). After the surprise round, the cybered character can continue to use their weapon as a normal weapon for the duration of combat. Note that the character must spend at least one BT in order to be able to utilize their hidden weapon.

RoboLegs

- A cybered character may acquire up to two RoboLegs.If a player has two RoboLegs, each counts towards their maximum limit of pieces of CyberWare; however, the passive effect listed is tripled rather than doubled.
- **Description** =A RoboLeg is an artificial collection of metallic bones and joints, connected through a synthetic fibrous muscular system. They first originated as prosthetics to assist individuals who lost their biological legs due to accidents or violence, but later became so popular that many have voluntarily chosen to replace their biological legs with the CyberWare version. RoboLegs are not noticeable, provided that the character is wearing clothing (pants and footwear) which obscures them. Otherwise, they are immediately noticeable to anyone within 30 meters.
- **Passive Mode** =In passive mode, RoboLegs enable the character to increase their jumping distances, as well as their walking, running, and swimming speeds. The bolded text below shows the benefit of having RoboLegs compared to a character without them.Remember, that a character who has two RoboLegs triples the bonus listed. These bonuses also

stack with cyber Arms (see above).

- Standing Jump:(FORT+AGI)/4 meters max distance(+2 meters)
- Running Jump:(FORT+AGI)/2 meters max distance(+3 meters)(need at least 2 meters running start)
- Vertical jump:(FORT+AGI)/6 meters max height(+1 meter)
- Walking:(FORT+AGI)/2 meters/phase(add +6 meters/phase)
- Running:Walk x2 meters/phase(no change, but calculate using the modified Walking stats)
- Swimming:(FORT+AGI)/2 meters/phase(add +3 meters/phase)
- Active Mode =In active Mode, RoboLegs adds 1 die to checks made with Acrobatics, Athletics, and Stealth, but only in cases where a character's legs would be involved (such as in sneaking, jumping, or running).

CyberLungs

- Description =CyberLungs are somewhat inaptly named because they do not in fact replace a character's biological lungs, but they regulate, filter, and enhance natural respiration. Nanites embedded in a character's lungs act as artificial brachii, and filters in the trachea are able to remove smoke, toxins, and other impurities before being inhaled.
- Passive Mode =In passive mode, CyberLungs immunize the cybered character from harmful inhalants. The filtering system in place automatically detects both odorous and non-odorous gasses, and makes the air breathable. CyberLungs also enable a cybered character to hold their breath for an additional one minute on top of the time listed in Standard Physical Abilities.
- Active Mode =In active mode, CyberLungs provide extra dice to checks made with Acrobatics, Athletics, and Endurance. The cybered character gains 1 extra die for each BP spent.

CyberOptics

- Description =CyberOptics replaces a character's biological eyes with photoreceptive machinery of the highest quality. The devices are designed to appear like normal eyes, with varieties for all species. Nonetheless, a keen observer within 10 meters of the cybered character can tell CyberOptics from biological ones in 1 minute. Some cybered characters openly flaunt their

CyberOptics by selecting iris hues of radical colors; others choose to hide their enhancements behind regular shades, which makes detection of CyberOptics impossible by ordinary detection methods. Note that CyberOptics can still be detected through the use of other specialized equipment.

- Passive Mode =In passive mode, CyberOptics allows a cybered character to detect wavelengths along the electromagnetic spectrum that are normally not visible. Characters can detect ultraviolet and infrared rays as well. Furthermore, CyberOptics provides magnification and zooming

capabilities which can make things appear up to 20x their normal size. Coupled with the processing power of a NanoComputer, CyberOptics are able to take and store photographs and videos (but the NanoComputer must be acquired separately). Additionally, CyberOptics expands the distance at which the cybered character can make an attack using the Ranged skill by 60 meters (for a total range of 180m versus 120m for non-cybered characters).

- Active Mode =In active mode, CyberOptics provide bonuses to Ranged and Search, respectively. For every BT spent, the cybered character adds 1 die to checks when making an attack with Ranged, or when using Search to find hidden evidence or people.

PheromonePackage

- Description =The PheromonePackage implants subtle vesicles onto a character's skin which emit minute chemicals that alter others' perceptions. The Pheromone Package is always active, and are subtle enough where they are not detected except by the successful use of a Science or Search skill check.
- Passive Mode =The PheromonePackage alters the character's chemical makeup to suit; as such, the cybered character receives AD on skill checks with Bureaucracy, Charm, Deception, and Streetwise in cases where their gender, sexual orientation, or appearance may make a difference. The GM and players should collaboratively decide when this is opportune and when it isn't.
- Active Mode =For every BP spent, the cybered character gains one extra die on skill checks for Charm and Deception.

CyberSkin

- Description =CyberSkin (or scales or fur, in cases of Tesa and Weren respectively) consists of nanites embedded into the dermal and keratin tissue of the character. On its surface, CyberSkin is indistinguishable from non-cybered tissue, unless the character chooses otherwise (to display ceremonial tattoos, for instance).
- Passive Mode =In passive mode, CyberSkin grants the character extra durability against physical attacks. The CyberSkin is less effective than standard Armor, however, and only absorbs 1 LI/1 HI/1 EN damage. It has no soaking ability versus ME damage. This soaking ability stacks with other forms of durability, however.
- Active Mode =In active mode, CyberSkin allows the character to alter their physical appearance to suit new situations, and to help them "fit in." This can take many different forms: altering skin color (or fur and scale color), eye color, and hair color. It is important to note that CyberSkin does not alter physical structural features; for instance, activating CyberSkin would not allow a character to adjust the size of their nose. For every BT spent, the cybered character adds one extra die to checks made with Bureaucracy, Charm, Deception, Stealth, and Streetwise, as long as the

outward modifications would benefit the character.

Psionics

Psionics (PSI) is an optional attribute that can be raised from 1-6 as can the basic attributes. Even if a starting character begins with 0 PSI, ranks can be added later by purchasing ranks in the PSI attribute as normal. A starting character cannot have a PSI score higher than rank 4. PERS is the attribute most important for psionic characters, as it is used to calculate psychovolts and adds to some powers; however, INT is also a key attribute for many psionic powers. The following rules apply to characters with a PSI score of at least one:

- A character's PSI score = the maximum number of psionic powers that the character can have ranks in. For example, a character with a PSI of 3 can have up to three different powers available to them, but cannot gain a fourth power until their PSI score increases to 4. Of course, that same character might choose to only have 1 or 2 psionic powers available. Note that this means (technically) that a character could have a PSI score of at least one, but have no trained psionic powers to use--not very optimal. Also note that this means that the maximum number of psionic powers available to a character is 6, because a character's maximum PSI score is 6 (although some characters can have up to 7 psionic powers because of their free use of Telepathy). Psionic characters tend to specialize in certain powers at the expense of others. Choose wisely!
- When making a check with a psionic power, the character adds their ranks in the power itself along with the character's PSI score (2-12 dice). This operates the same way as normal skills.
- Psionic powers may not be used untrained under any circumstances.
- Training perks are not available for purchase for psionic powers, nor is there gear associated with psionic powers. Psionic characters may, however, purchase expertise perks at ranks 4, 5, and 6 normally.
- Psionic powers require psychovolts to use. A character's total psychovolts (PV) are equal to their PERS+3. Characters with no PSI score and no psionic powers have no need to calculate PV.
- For every usage (regardless of success degree or failure) of a psionic power, a character subtracts 1 psychovolt (PV) from their total. If 0 PV remain, the character may still attempt to use a power, but suffers DA on the check. In such a case, the psionic character also incurs 2 (ME) stun damage for every usage (whether success or failure) of a psionic power. This stun damage cannot be absorbed by any means.
- All PV are restored after the GM gives the character a milestone. Additionally, a psionic character may use the Resolve skill once during a rest to restore lost PV. Success restores 3 PV (not to exceed the character's maximum). See the Resolve skill for more information.
- A psionic power that has the "extend" keyword may have its effects extended beyond the normal duration of the power. Upon the expiry of the power's normal duration, a psionic character may spend 1 additional PV to continue the use of that power uninterrupted for a length of time equal

to the power's normal duration. No additional check needs to be made when extending a power. For example, if a character with an INT of 2 has been using Telepathy to speak with another (for up to 5 minutes) and wants to continue doing so beyond those 5 minutes, they would simply declare that intent and spend an additional PV to continue the power's use for up to another 5 minutes. In cases where a psionic character wishes to extend a power but has no psychovolts remaining, they may choose to extend the power for half of the normal duration, and must incur 2 (ME) stun damage. Regardless of situation, psionic powers may only be extended once before the strain is too much and the psionic character needs to end the usage of that power.

- Multiple uses of psionic powers with the “extend” keyword may be in effect at any one time. For example, a psionic character may be utilizing both Cloak and Metabolism (after having paid the cost in psychovolts), or may be using Metabolism twice in order to increase both FORT and AGI separately. In such cases, the psionic character may choose to pay additional PV to keep the powers in effect after their normal duration.
- Psionic characters must choose a psionic detriment, listed below. A detriment may be later removed through the acquisition of an Expertise Perk, otherwise it remains.
- Expertise Perks (ranks 4, 5, and 6):
- Boost: When a character chooses this Perk, they pick between PERS and INT, which determines its effect listed below. (A character may choose this Perk a second time, selecting the other attribute.) Any reference to PERS or INT as a part of a psionic power's targeting, duration, or effects is doubled. So a character with a PERS score of 2 would add 4 to damage from Bolt, rather than 2, and a character with an INT of 3 would have a base duration of 6 hours, rather than 3, with Persuasion.
- Conservationist: Three times per milestone, when the psionic character fails a check with a psionic power, they do not expend PV. Obviously the psionic character would wait until after the check failed before opting for this.
- Extra Power: This character may learn up to seven psionic powers (eight for Fraal characters). Note that this is an extra power, not an increase to the character's PSI score.
- Fast Recovery: This character may use the Resolve skill twice (instead of once) during rests to regain spent PV. Remember that every successful use of Resolve restores 3 PV not to exceed the character's maximum.
- Psi-Resistance: This character has innate ability which functions similarly to the Psionic Shield in the Gear description (see the Occult skill for more information). They receive AD on any defense checks when targeted by a psionic power, regardless of range.
- Unfettered: This character may remove their psionic detriment they chose.

Psionic Detriments

Any character who has a PSI score of at least 1 must choose one of the following detriments, or may work with the GM to create their own psionic detriment:

- Audible: The character must speak aloud an incantation or other phrase in order for psionic powers to be used. The character's voice is audible up to 12m away. Whispering or muttering imposes DA on a check, but is only audible up to 3m away.
- Low Psychovoltage: PV are equal to their PERS score, not PERS+3 as normal.
- Slow Recovery: The character regains psychovolts slowly. The character only regains PV by benefit of a milestone, and does not regain PV by the use of the Resolve skill during a rest.
- Talisman: The character requires an object weighing between 1-2 kg in order to use psionic powers. This talisman cannot be a simple mundane item, like a tennis shoe or an electronic device; it must be unique and obviously special to observers, though its role as a talisman is not readily evident. Examples might include a heavy jewel on the end of a necklace or a crystal ball. The talisman must be carried or worn by the character in order to use psionic powers normally. Additionally, the talisman cannot serve any other purpose (such as acting as a melee weapon or a personal computer). A character with this detriment who attempts to use a power without their talisman suffers DA. If a character's talisman is lost or otherwise permanently destroyed, the psionic character may make another via the Occult skill. Generally, the talisman should not be lost unless it advances the story of the game.
- Uncontrollable Power: When the character fails a defense check (whether physical or mental), or when the character fails an Endurance or a Resolve check, one of their psionic powers activates uncontrollably for its normal duration. If the psionic character has more than one psionic power, the power that activates is determined randomly (or GM chooses for effect). The psionic character still suffers the psychovolt loss as normal for such an event.
- Unreliable Power: The character must successfully make a Resolve check before using a psionic power. A success means they can use the power as normal, while a failure means they suffer disadvantage on the psionic power check.

Psionic Power Descriptions

Augury

- Range: 30 meters
- Target: 1 individual
- Duration: INT minutes (extend)
- This power enables a psionic character to read the thoughts, memories,

emotions, and physical state of others, AKA "mindreading" (though psionic characters would describe a sentient mind as something that cannot be "read"). A successful use of this power will reveal to the character secrets, memories, etc. from one target. While this power is active, the psionic character remains conscious, but is in a trancelike state. The psionic character cannot take other actions while Augury is in use, and the character rolls DA on any defense checks (whether physical or mental) while in the trance. Once per combat round (20 seconds) for the duration, the character may ask the GM a specific question about the target and the GM must answer truthfully. Targets of Augury immediately know that their mind is being probed; as such some targets may wish to close their mind to the psionic character. An unwilling target imposes DA on the character's initial check, and if the Augury check against an unwilling target is successful, the target will attempt to mentally expel the user after 1 minute. In such a circumstance, a psionic character must succeed on another Augury check to maintain the power for each additional minute of the power's duration, but would not spend PV unless the original duration of the power has been reached. If the psionic character comes into physical contact (skin-to-skin) with their target the check is rolled with AD. Augury can only be used on intelligent lifeforms; it cannot be used against artificial intelligence (AI) constructs or animals.

- Expertise Perks:
- Deeper Mind: The base duration for Augury is now INTx2 minutes.
- Split Consciousness: The psionic character no longer suffers DA on defense checks while Augury is in use. However, no other actions can be taken unless the character chooses to end Augury early.
- Dominance: An unwilling target is wholly and completely open to the psionic character. Once the character succeeds on the initial Augury check (with DA), they are no longer subject to mental expulsion by the target. Note that the duration of Augury does not change.
- Rapid Search: The psionic character can ask one question of the target every combat phase (every 5 seconds) rather than every combat round.
- Ghost in the Machine: The psionic character can use Augury to manipulate electronic systems, such as computers, security devices, drones, etc. By making skin-to-device contact and making the Augury check as normal, the psionic character gains control of the targeted device for the power's duration. Once per combat round, they can program instructions into the targeted device which must then be carried out within the next INT hours, even after the psionic character is no longer using Augury.
- Psychometry: This character can use Augury to "read" objects and locations the same way they can use it on individuals. To use Augury with an object, the character must make skin-to-skin contact with it. Once the check is successful, the psionic character may ask the GM one question per round about the object, and the GM must answer truthfully. Examples could include, "Has this weapon killed anyone?" or "Who used to own this

necklace?” To use Augury on a location, the character must be physically present. The location size is limited to a small building or less (i.e. the character could not successfully use Augury in this way in a sports arena or a space station). All other rules about Augury apply.

Bolt

- Range: 120 meters
- Target: 1target
- Duration: Instant
- This power causes a glowing bolt of psionic energy to fly from the psionic character’s hand to a target in range. Because the bolt emanates from the user’s hand, the psionic character must have full use of at least one of their arms and hands in order to use this power, or else DA is imposed on the check. The psionic bolt does 1d6+PERS (EN) body damage or 2d6+PERS (EN) stun damage. The psionic character chooses which durability type to affect before making the check and rolling damage dice. The psionic character must have a clear line of sight to the target, and the path from the psionic character to the target must be free from obstructions that would otherwise impede the bolt. If obstructions exist (at the GM’s discretion) then DA is imposed on the check and the obstructions may receive damage or be destroyed.
- Expertise Perks:
 - Distance: The range of Bolt expands to 180 meters.
 - Nimble Fingers: The psionic character no longer needs the use of a hand to use Bolt, and suffers no DA in cases where their hands are not available.
 - Magic Missile: The psionic character unleashes two Bolts in the same action. The additional Bolt can be aimed at the same target or at a different one within range. The psionic character must make the check and roll damage for each bolt separately, but only expends one PV for the attack. This perk may be taken up to twice; in such a case, the psionic character attacks three times with one action.
 - Psychobomb: Once per milestone, the character can use Bolt to create an “explosive device” made of psychic energy. The bomb is roughly the size and shape of a basketball, and glows the same as a normal bolt of energy, but can be handled by the psionic character safely. If anyone else tries to handle the psychobomb, or if the psionic character loses consciousness, it detonates. The bomb remains in this state for up to PERS+3 minutes, or until the psionic character chooses to detonate it. The bomb, when detonated, deals 4d6 (EN) stun damage or 2d6 (EN) body damage to creatures in its vicinity. The character chooses which damage type to deal upon detonation.
 - Invisible Bolt: The character’s Bolt does not have a glowing color as normal. Instead, only the most observant witnesses would see a transparent shimmer in the air as a result of this character’s attack (not unlike gaz-

ing across hot pavement). This perk makes the character's Bolt against cameras with normal, infrared, or thermal vision, but any devices which detect psionic energy would still be triggered by the attack.

- Piercing Bolt: The psionic character no longer rolls DA when attacking a target that is obscured, obstructed, or otherwise covered. Instead, the Bolt makes a straight shot to the target, passing through any obstacles (damaging and/or destroying them) before making contact. If the Bolt passes through any obstacle, its damage is halved (determined after rolling damage dice).

Clairvoyance

- Range: 120 kilometers
- Target: N/A
- Duration: 3+INT minutes (extend)
- This power enables a character to migrate their consciousness to a specific location within range. At this location, the character can see and hear as normal, but is otherwise unnoticed by others in that location. Meanwhile, the character's body remains in an otherwise unconscious state; the character cannot take other actions while Clairvoyance is in use, and any attacks against the character automatically succeed. When used, the character must name a specific location within range; otherwise the character has DA to the roll. For example, if the psionic character chooses to use Clairvoyance on "311 East Main St., Cairo, IL," the power would work normally. If the character chooses to use Clairvoyance on "wherever my enemy is right now" DA would be imposed. If the character places their consciousness inside a moving vehicle within range (such as a train or shuttle), the power works normally for the duration, unless the vehicle travels beyond the 120km limit. If the character chooses to move their consciousness to a second location within range during the power's duration, another psychovolt must be spent but no additional check needs to be made unless that second location is non-specific.
- Expertise Perks:
 - Ambiguity: The character no longer suffers disadvantage when using Clairvoyance on a non-specific location within range.
 - Distance: Once per milestone, a psionic character can use Clairvoyance to project their consciousness into any specific location in a star system. All other rules regarding the use of Clairvoyance remain unchanged.
 - Duration: The duration of Clairvoyance is now (INT+3)x2 minutes.
 - Aware State: The psionic character who uses Clairvoyance now rolls defense checks with DA when attacked while the power is in use. Attackers no longer have an automatic success against the character.
 - Remote Power: This character has improved their ability to the point where they can use another psionic power using the remote location of their consciousness as the locus point. After successfully using Clairvoyance to migrate their consciousness, the character may then use any of the follow-

ing powers from that location: Augury, Daze, Foresight, Persuasion, and Telepathy. Note that since just the character's consciousness is present, DA will be imposed to the secondary check. The additional power still requires the psionic character to spend PV as well.

- Remote Superiority: This perk must be purchased after purchasing "Remote Power" above. When the psionic character has already migrated their consciousness to an alternate location, they may then utilize the secondary psionic powers of Augury, Daze, Foresight, Persuasion, or Telepathy without the additional disadvantage on the check.

Cloak

- Range: Personal
- Target: Self
- Duration: PERS minutes (extend)
- This power causes the character and any items being held or worn by the character (within reason) at the time of usage to turn invisible. If the character is unmoving and quiet, they automatically remain unnoticed by others in their surroundings. If the character moves or makes noise while using Cloak, the character rolls AD on any Stealth check for the duration. Additional actions taken while using Cloak may also be subject to a Stealth check with AD, depending on whether significant motion is produced. Significant sound or smells would require the Stealth check rolled as normal. Finally, a Cloaked character may make an attack in a Surprise round of combat, but doing so immediately ends the Cloak.
- Expertise Perks:
 - Expanded Cloak: The psionic character can now use Cloak to conceal PERS number of other individuals and their belongings at close range (any targets must be within 6 meters of the psionic character). If the psionic character moves more than 6 meters away from another individual cloaked in this manner, they become visible again. The psionic character can choose which target(s) apply to this benefit and which do not at the time of activation, if needed.
 - Illusory Background: The character may use Cloak to create an illusory scene that measures 6x6x6 cubic meters. The illusory scene must be within 30 meters of the character. The illusion may only affect the senses of sight and sound. If skeptical individuals examine the illusion, the psionic character may make an additional Cloak check with DA (for no cost of PV) to maintain the illusion. If the Cloak check fails, the illusion immediately ends.
 - Mobile Cloak: The psionic character may now move slowly (half speed) and make minimal noise while Cloaked without the need to make a Stealth check. It is assumed that the character remains undetected.
 - Muffle: The character may use Cloak to dampen sounds created within 6 meters of themselves. Casual listeners—even those within the 6 meter radius—will not notice a change to their hearing, and will not react. Those

who are actively searching or listening would have DA on any applicable checks. This muffling ability is in addition to the normal usage of Cloak, and the psionic character can choose whether or not to muffle when they use the power. There is no additional cost in PV.

- Duration: The duration of Cloak is now PERSx2 minutes.
- Far Illusion: The psionic character may now use Cloak centered on a point of origin up to 30 meters away. The character must be able to see the target location when using Cloak. All other rules of Cloak apply.

Daze

- Range: 30 meters
- Target: 1 creature
- Duration: Instant
- By using this power, the character psionically inflicts 1d6+INT (ME) stun damage onto a target. Because this attack is mental in nature it cannot be blocked, nor the damage reduced, by physical means (armor, shields, etc.). This power cannot target AI constructs.
- Expertise Perks:
 - Stun: A psionic character with this perk may use Daze to “stun” a target; in game terms, that target is still conscious, but may not voluntarily move nor act for INT+3 combat phases.
 - Mental Shield: The psionic character has trained their mind to be more protected against attack. This character automatically soaks the first 1d3 ME damage from any single source. Any other ME damage is taken as normal.
 - Knockout: Once per milestone, the psionic character may use Daze to instantly knock out another individual. This works as an “early knockout” (see below).

Foresight

- Range: Personal
- Target: Self
- Duration: Instant, extra LP to INT hours
- This power grants the psionic character insight into future events. Because the future is constantly in flux, the character’s insight is limited, however. A successful use of this power grants the character three extra Luck Points through the duration of the power. If the extra LPs are not used by that point, the power is wasted. Because of the ambiguity in seeing the pattern of the future, this power may only be used once in between rests, regardless of success or failure.
- Expertise Perks:
 - Deja Vu: This character has already been here and already knows things about the current scene. Once in between rests, the player can invoke Deja Vu, which allows them to create details in the scenario which are useful

to the player and their allies. For instance, a psionic character with this perk could declare that there is a flaw in the hull integrity of the cruiser that is chasing the players, thus opening an opportunity for an attack. Or perhaps the player invoking Deja Vu announces that there is a hidden doorway at the end of the otherwise dead-ended alleyway which permits escape. This ability should always grant a benefit to the player, and the story change should meet with approval from the GM as well as the other players.

- **Back That Up:** A psionic character with this perk can use Foresight retroactively. If the psionic character has not used Foresight since their last rest, they may use this power as part of another action to gain two (rather than three) Luck points. One of those Luck points may be then used immediately to affect the current situation. For example, if the psionic character fails a physical defense roll against an enemy, they may retroactively call for a Foresight check. If that check is successful, the character could then use one of the gained Luck points to modify their physical defense check. The other extra Luck point must be spent within INT hours, as normal.

Heal

- **Range:** Personal
- **Target:** Self
- **Duration:** Instant
- This power uses a character's psionic energy to enact rapid cellular regeneration. A successful use of this power heals the character by 1d6+PERS body damage, or 2d6+PERS stun damage. The psionic character must choose which durability type to be healed at the time of usage.
- **Expertise Perks:**
 - **Lay on Hands:** The psionic healer can use this power on another living creature (not a machine, etc.). The psionic character must touch the intended target in order to work. In such a case, the target would restore either 1d3+PERS body damage, or 1d6+PERS stun damage. The psionic character must choose which durability type to be healed at the time of usage.
 - **Detox:** The character can now use Heal to detect and remove toxins, poisons, and other harmful chemicals or radioactive materials from their environment. Upon using Heal, the character can detect any such substances within 6 meters of themselves. The character may then choose which, if any, of those substances to be eliminated. For example, a psionic character with this perk could detect poisons in themselves or others, and could purge it. Or they could clean pollution from in a designated area.
 - **Psychodoctor:** The psionic character can now use Heal to cure all diseases in themselves or another (skin-to-skin contact is required).

Kinetic

- **Range:** 60 meters

- Target: PERS number of objects of small to medium size
- Duration: PERS minutes (extend)
- This power allows a character to lift and manipulate objects. The object(s) may then be moved by the character. Some examples include pulling triggers, flipping switches, or lifting rocks. The movement of objects in this fashion is in addition to any other action the character may normally attempt. An object manipulated by Kinetic may also be violently hurled at a target by rolling another Kinetic check; no additional PV needs to be spent for such an attack. The object(s) hurled at the target deal $1d6 + \text{PERS (LI)}$ body damage or $2d6 + \text{PERS (LI)}$ stun damage (assuming they are capable of causing damage; hurling soft pillows at a target will not inflict damage). If Kinetic is used in such a way, the psionic character loses control of the hurled object and must make another Kinetic check (and pay the cost in PV) to manipulate another object. A character who uses Kinetic must have the use of at least one of their hands and arms in order to manipulate objects, otherwise DA is imposed on the check.
- Expertise Perks:
 - Flight: The character can use Kinetic to propel themselves through the air as though flying. The character may move up to PERS meters/phase for the duration of the power. Any special acrobatic maneuvers may require another Kinetic check, but no additional use of PV.
 - Earthmover: Rather than using Kinetic to manipulate PERS number of small to medium objects, the psionic character may use the power to move one massive object, like a city bus, small starship, or other object of similar size. Every combat phase, the character is able to slowly move the object 3 meters in any direction. It is not possible to hurl this object to cause damage, though an object dropped from a great height could cause significant harm. All other rules of Kinetic apply.

Metabolism

- Range: Personal
- Target: Self
- Duration: $3 + \text{PERS}$ minutes (extend)
- This power enables a character to alter their body's metabolism to survive in adverse environments better than ordinarily possible. When this power is activated, characters have AD on Endurance checks to resist environmental effects such as heat, cold, etc. Additionally, a character may hold their breath for the duration of the power. Finally, any poisons or toxins ingested by the character are suspended, and the character suffers no further ill effects from them, until the power is ended.
- Expertise Perks:
 - Enhance: The psionic character can now use Metabolism to increase their FORT and/or AGI attribute by up to 2 points for the duration, spread

among the two. The psionic character chooses how to allocate their two additional points at the time of usage. The increase only applies to skills and defenses; increasing FORT by 2 (for example) will increase the character's Melee skill and physical defense, but will not increase their stun or body health. The attribute increase cannot for any reason cause the character to have an attribute score of more than 6.

- **Regeneration:** The psionic character is able to use Metabolism to restore some lost durability. As an action, the character can heal $1d3 + \text{PERS}$ body damage, or $1d6 + \text{PERS}$ stun damage. The character must choose which durability type to restore before making the check.
- **Stasis:** The character can voluntarily put themselves into a sort of suspended animation in which their bodily functions nearly cease. To outside observers without specialized medical equipment to detect brain activity, the psionic character appears to be dead. Meanwhile, the character retains full control over their mental faculties, and can hear as normal (but cannot see). While in this state, the psionic character does not need to eat, drink, or breathe. The duration for this effect is $1 + \text{PERS}$ hours (extend).
- **Buff:** The character is able to use Metabolism to increase their maximum BODY and STUN durabilities temporarily. A character can increase their $1d6 + \text{PERS}$ body durability, or $2d6 + \text{PERS}$ stun durability for the duration of the power. (Note that it is possible for a character to do both, by making two actions and spending two PV.) The player must choose which durability to increase at the time of usage. When used, the character not only increases their maximum durability, but also restores half (rounded up) of the added durability they added. For example, a character with a PERS of 3 chooses to increase their BODY durability. They roll 2 on $1d6$, meaning that they increase their max BODY durability by 5 for the duration. Additionally, they would also immediately heal 3 BODY durability (half of 5, rounded up). Upon the conclusion of this power, the character's respective durability maximums drop back to normal, but they do not lose the gained durability.

Persuasion

- **Range:** 30 meters
- **Target:** 1 individual
- **Duration:** Instant, suggestion up to INT hours
- By use of this power, the psionic character implants a memory, thought, idea, or suggestion that the target attempts to follow to the best of their ability. Extreme suggestions (i.e. "jump off the roof of a skyscraper") may impose DA on the check or may automatically fail (GM and group discretion). After the duration, the target "forgets" the implanted thought and resumes their normal behavior, though they may be confused as to their current situation. A psionic character may attempt to use Persuasion on multiple targets up to their INT score using the same action. In such a case, the psionic character would roll their Persuasion check separately for

each intended target. One psychovolt must be spent for each target as well. This power cannot target AI constructs or other devices. Touching the target grants AD on the check.

- Expertise Perks:
- Possession: The psionic character is able to temporarily migrate their consciousness into another sentient individual (not animal or AI construct), taking control. An unwilling host imposes DA to the check, but skin-to-skin contact grants AD. If successful, the psionic character now sees, hears, and otherwise acts as the target of the power. If the target was unwilling, they may attempt to “expel” the possessing character after 1d3 hours. The possessing character must make another successful check every 1d3 hours to maintain control. The character retains all of their skills while possessing another. Any INT or PERS skill checks are rolled as normal, but any FORT or AGI skill checks are made with the target’s attributes. If the possessing character takes actions that would endanger the well-being of their target (or someone or something dear to the target), the possessing psionic character must first roll a Mental Defense check. Failure means that the possession ends and the target regains control of their consciousness. While in possession of another, the psionic character’s body falls into a catatonic state. Any attacks made against the character in this state automatically succeed. If a possessing character’s body durability is reduced to zero while this power is in effect, the possession immediately ends and the character dies. As far as the target is concerned, they remain “unconscious” while possessed. This can mean some very rude awakenings when the power ends! If the target’s physical body is knocked unconscious or killed while being possessed, the possession ends immediately. Regardless of how the possession ends, the psionic character always receives 1d6 (ME) stun damage upon returning to their own physical body.
- Obliviate: The psionic character may use Persuasion to “erase” up to 1d6+INT minutes of memories from the target’s mind. The psionic character chooses which minutes and memories to “erase.”

Shield

- Range: A 12 square meter wall, emanating out of one of the caster’s hands
- Target: N/A
- Duration: PERS minutes, or until exhausted (extend)
- This power creates a glowing psionic wall of protection that protects any objects behind it (including the psionic character) from ranged attacks. The wall has a clearly-defined “front” and “back,” which the psionic character specifies upon its creation by use of one arm and hand. Upon the creation of the shield wall, the psionic character establishes how much damage the shield can absorb by rolling 1d6+PERS for body damage, and 2d6+PERS for stun damage. If any target behind the wall is attacked from range the shield soaks any LI, HI, or EN damage up to those

amounts. Any damage beyond what the shield absorbs is received by the target(s) as normal. Once the shield wall is created it can be moved or reshaped within its dimensions (during the power's duration) by making another Shield check, but no additional PV use is required. If the psionic character wants to re-strengthen the wall within the duration, they may do so by spending one additional PV and re-rolling how much damage the shield can absorb. The new durability of the shield supersedes and replaces the old durability. The shield dissipates at the end of the power's duration, or when an attack reduces one of its durability tracks (body or stun) to 0. Moving through the shield in any direction halves all movement rates.

- Expertise Perks:
- Forcefield: The psionic character's shield inflicts 1d6+PERS stun EN damage to individuals who come into contact with the shield. If a target remains in contact with the shield after taking the damage, they do not receive the damage a second time. The psionic character can choose whether or not to inflict this damage (in the case of allies).
- Durable Barrier: The psionic character's shield can now absorb up to 2d6+PERS body damage and 3d6+PERS stun damage.
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Telepathy

- Range: 120 meters
- Target: 1 individual or Self
- Duration: 3+INT minutes (extend)
- This power enables telepathic communication between the character and another individual within range. The character and the target do not need to share a common language, but both need to speak at least one language (i.e. this power will not work on animals). Telepathy also will not work on artificial intelligence (AI) constructs. The character must be able to see the intended target, otherwise DA is imposed on the roll. If the check is successful, an unwilling target will attempt to mentally expel the user after 1d3 minutes. In such a circumstance, a psionic character must make another Telepathy check to maintain the power for each additional minute of the power's duration. Once linked, the two may wordlessly communicate with one another for the duration. The psionic character may attempt to use Telepathy with a number of individuals equal to or less than their INT score. In such a case, the character would roll separate Telepathy checks for each intended target, and one additional PV point must be spent for each target. If the psionic character comes into physical contact (skin-to-skin) with their target the check is rolled with AD.
- Expertise Perks:
- Distance: Once per milestone, the psionic character can use Telepathy to communicate with a target in the same star system. All other rules con-

cerning the usage of Telepathy still apply.

- Enhance: The psionic character can use Telepathy to increase their INT and/or PERS attribute by 2 points for the duration. The psionic character chooses how to allocate their two additional points at the time of usage. The increase only applies to skill checks and defense rolls; increasing PERS by 2 (for example) will increase the character's Deception skill and mental defense, but will not increase their stun or PV. The attribute increase cannot for any reason cause the character to have an attribute score of more than 6.

Mini Campaign Settings

Stardrive Campaign

The Stardrive campaign is a classic “space opera” setting. The Solar year is 2775 and the Orion Arm of the Milky Way galaxy has been thoroughly explored and colonized, though new frontiers on all reaches of space continue to provide opportunities for the adventurous. Life in the galaxy is plentiful, and Humanity has encountered five other intelligent and sentient species. The galactic community as a whole is referred to as the “Ekumen,” but political unity is hard to come by. Numerous states and factions vie for dominance in the reaches of space.

- **Gravitics:** Gravitics (or gravity technology) is a key element of life in 2775. Spaceships and stations are able to have artificial gravity for the benefit of their inhabitants, and sub-light propulsion is done through gravitic technology by tricking ships to “fall” forward through space.
- **Fusion:** Nuclear fusion has supplied the Ekumen with a virtually limitless supply of energy, and safe fusion reactors power everything from cities to ships. That said, accidents can happen, and spent nuclear fuel is a now-common hazard.
- **Stardrive:** The key piece of technology that defines this campaign is the stardrive, an engine that permits faster-than-light travel. The stardrive combines both gravitics and fusion technology, opening a rift in the fabric of space that connects two distant points. The bigger the stardrive (which also requires more energy to operate), the farther distance traveled, but only massive ships and space stations can power and carry a stardrive of large size. The smallest ships equipped with stardrives (luxury yachts and small freighters) generally have a distance range of up to 6 light years, while the biggest ships (military dreadnoughts and city-ships) can travel up to 36 light years in a single “jump.” Smaller spacecraft such as fighters and other personal ships are not equipped with stardrives; those ships must hitch a ride in a larger vessel in order to cross the galaxy. Ships that travel using a stardrive leave regular space in a colorful flash and enter what is called “drivespace.” While in drivespace, a ship is essentially stationary. Looking out a viewing port or window reveals a random kaleidoscope of colors, the meanings of which vary depending on the religion or philosophy of the traveler. Drivespace is also a dangerous place to be, however; ships must ensure that their hulls and airlocks are sealed prior to engaging the stardrive to prevent the stuff of drivespace from entering. Ships that have opened airlocks while in drivespace are never heard from again. A journey through drivespace always takes exactly 216 Solar hours (9 Solar days) regardless of distance traveled. Therefore, ships making jumps need to be well-prepared with food, water, and berthing for passengers. Upon emerging from drivespace, a ship’s stardrive must go through a period of “cooling down” before making another jump. For

every lightyear traveled, the stardrive must cool down for 2 Solar hours. Stardrives can only operate by bending the fabric of space; attempting to activate a stardrive in an atmosphere will result in a nuclear explosion, the size of which is determined by the size of the stardrive..

- **Ansible:**The ansible is a technology that permits communication between star systems. These types of communication include radio and electrical signals, but they do not have mass, so they do not require a stardrive to be sent. The ansible uses gravitics to “bundle” these radio and electronic messages and send them at faster-than-light speed. Ansibles are large devices, but are found in most every structure and ship. They are generally too large to be carried by an individual. Messages sent by ansible travel at a speed of 1 lightyear every three Solar hours. Delayed messages and responses are essential facts of life in the far reaches of the galaxy.
- **Star Systems:**Due to the incredible distances between them, it requires a lot of time to communicate and travel from one star system to another. As such, each star system is quasi-independent.

Endarkenment Campaign

2212 CE. Earth. The Endarkenment. The specifics of the world will be (for the most part) collaboratively built between the players and the GM, but there are some facets of the world that are unchangeable:

- **Climate Change:**The absolute worst-case scenarios of climate change have come true, and then some. Global temperatures have risen and weather patterns have altered. All glaciers around the world have melted, raising seas to significant and devastating levels (65 meters above present sea levels). During the winter seasons in each hemisphere ocean ice appears, sometimes, but it quickly disappears upon summer temperatures. Weather patterns have changed around the world to affect agriculture and human life. The human cost of climate change has been unprecedented; wars, famine, species extinction, refugee crises, diseases, droughts, and more are commonplace. Lesser developed countries are more at risk of these consequences, but even first-world nations are dealing with climate-related issues. Needless to say the effects of climate change in 2212 are felt by everyone.
- **Psionics:** Psionic ability has manifested itself upon humanity. Some humans are innately born with abilities only heard of in myth and legend; others can later develop this ability with intense focus and training, under the tutelage of another psionic. Different nations, cultures, and religions view psionic ability differently, and have differing laws, policies, regulations, and attitudes towards psionics. In the general population psionics are rare, occurring in roughly one out of 200 births at random.
- **Cyberware:**Technology has progressed to the point where human and machine can be effectively joined to create truly cybernetic persons. Nanotechnology has permitted circuitry to interweave with the nervous sys-

tem, allowing for conscious control of computerized implants. Choosing to become “cybered” is an expensive and laborious process, generally available to only powerful governments, corporations, or to the very affluent (or the criminal).