

# Experience points (XP)

## Gaining them

At referee discretion, one experience point (1) will be awarded per game session survived. Or two (2) if the PC has been especially successful (for some definitions of successful).

## Spending them

**Note that languages and skills can only be learned if they fit with activities that the PC has been doing.**

### Option 1 - Learning a language

For eight (8) XP a PC can learn a new language. Note that all PCs start knowing [Galanglic](#) (descended from Terran English and the most common language spoken in and around the Imperium) but may want to learn:

- [Aekhu](#) – a language spoken by Vargr around the Vargr extents;
- [Standard Vilani](#) – the other common language of the Imperium;
- [Trokh](#) – the language spoken by nearly all of the Aslan;
- [Vlazhdumecta](#) – an old language spoken in some parts of the Far Frontiers sector and around that region; or
- [Zdetl](#) – the language of the Zhodani.

Languages can only be learned with either prolonged contact with someone who already knows the language well, or comprehensive learning materials for self-study (as well as plenty of spare time).

### Option 2 – Gaining or improving skills

Experience points can be spent to gain a level 0 skill, or to improve a skill to the next level. The table below shows the XP cost:

Desired skill level	XP cost
0	2
1	10
2	20
3	25
4	30

### Option 3 - Gaining traits

A first trait can be gained for a cost of ten (10) experience points. And a second, third, etcetera trait for thirty XP. For a description of the available traits see below:

## TRAITS

Traits are unique features of competent and driven characters, such as player characters. Each character typically has one Trait, though, rarely, particularly experienced and determined characters may have two or even three Traits. Each Trait has a simple Prerequisite, and an effect, which often utilizes an Advantage throw – in which you throw 3D and pick the highest 2 for the throw result.

### SKILL-RELATED TRAITS

#### ACROBAT

**Prerequisite:** Athletics 2

Roll with Advantage whenever the character performs high-flying feats of athletics: swinging from ropes, running (not walking) across wires, or leaping from rooftop to rooftop.

#### ANIMAL AFFINITY

**Prerequisite:** None

Roll with Advantage whenever the character has to interact with animals. The character can opt to have a small pet that understands basic commands.

#### AWARENESS

**Prerequisite:** INT 9+

The character has sharp senses and is difficult to surprise. When rolling the Recon skill to avoid surprise (even unskilled), the character throws with Advantage. Note that this does not work when the character is setting up a deliberate ambush; the Hunter Trait covers that instead.

#### BORN ATHLETE

**Prerequisite:** None

The character is a natural talent. Choose one physical attribute. Make all Athletics tests with that attribute with Advantage.

#### COMBAT MEDIC

**Prerequisite:** Medicine 1

The character is trained in combat medicine and capable of bringing wounded comrades back to fighting condition. As an action in combat, the combat medic may throw Medicine 6+ to immediately revive an unconscious character with Minor Wounds. The revived character will still be wounded, as usual for an awakened character with Minor Wounds, and will be prone, but will be able to act in the following combat round.

#### EXPLOSIVE EXPERT

**Prerequisite:** Demolitions 1

The character knows how to effectively set up, or throw, explosives and grenades. Add 1D to the damage of all explosives and grenades used by the character.

#### GHOST

**Prerequisite:** Stealth 1

The character is an expert in using one specific terrain type to their advantage. When sneaking in that terrain condition, they throw with Advantage. The possible terrain types might include Forest, Jungle, Urban, Desert, Shipboard, Swamp, etc. The terrain should be quite specific.

#### HACKER

**Prerequisite:** Computer 1

The character is an accomplished hacker who dares to challenge even the most perfect, immortal machine. When trying to break into a secure computer system or when picking an electronic lock (or similar device), the hacker throws with Advantage.

#### HUNTER

**Prerequisite:** Recon 1

The character is an expert in ambushing prey, both animal and sentient. When making a Surprise throw when attempting an ambush, the hunter throws with Advantage.

#### JUICE

**Prerequisite:** Repair 1 or Engineering 1

Once per session you can push a piece of tech to exceed one of its performance boundaries. For example, sensors or weapons get an extra step of distance to their range; you may reroll a weapon's damage dice and take the better result; you get a second attempt to open a lock with your tools.

#### LEGAL EAGLE

**Prerequisite:** Admin 1

The character is well-versed in legal codes and can quote appropriate legislation and civil regulations. The character throws Admin with Advantage when dealing with legal matters and procedures.

#### MACHINE WHISPERER

**Prerequisite:** Jack-o-Trades 1

Once per session you can spend 1d3x10 minutes to create 1D3 tools or weapons the baseline tech level of the planet or place you find yourself in.

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## MASTER TRACKER

**Prerequisite:** Survival 1

This character gains Advantage when tracking in a wilderness environment. This trait does not apply in urban or other built-up areas.

## MERCHANT

**Prerequisite:** Liaison 1

When haggling over prices, roll with Advantage. This Trait applies to the Speculative Trade table roll as well.

## PALMGREASER

**Prerequisite:** Admin 1

The character is able to spot a corrupt official a kilometer away and knows how to offer a bribe discreetly and inoffensively. Admin tasks when bribes are used are rolled with Advantage.

## PARKOUR

**Prerequisite:** Athletics 1

The character is very adept at bypassing or avoiding obstacles while running at top speeds. All Athletics tests made during chases, as either pursuer or quarry, are made with Advantage.

## PROPER ETIQUETTE

**Prerequisite:** Liaison 1

The character knows the intricacies and rules of very formal social settings, such as Diplomatic Meetings, High Level Business Dealings, and the like. The character gains Advantage on tests made when operating under very formal social rules.

## RESCUE SPECIALIST

**Prerequisite:** Zero-G 1

The character is good at getting at people who are in danger while in zero gravity conditions. Gain Advantage when rolling to avoid damage in space suits during rescue operations, or to help a victim of a space-disaster get medical attention.

## RUNNER

**Prerequisite:** Athletics 1.

The character walks and runs very quickly. The character's movement rate is increased by 1D meters per combat action.

## SCIENTIST

**Prerequisite:** Science 1

The character is an expert in a specific field of science. Pick one field of science: Life Sciences, Physical Sciences, Social Sciences, or Space Sciences. When making a throw related to that science, the scientist throws with Advantage. You may choose this Trait multiple times, each time gaining expertise in a different field of science.

## SLEIGHT OF HAND

**Prerequisite:** Deception 1

The character is a practiced expert at magic tricks, palming, and legerdemain misdirection. When using the Deception skill in this manner, roll with Advantage.

## SMUGGLER

**Prerequisite:** Streetwise 1

The character is an expert in trafficking illicit goods. When throwing below the world's law level to avoid customs harassment, the smuggler gains Advantage. Furthermore, when trading in illegal goods, the smuggler throws with Advantage on the modified price table and picks the most beneficial dice (the lowest two when buying and the highest two when selling).

## SURGEON

**Prerequisite:** Medicine 1

The character is a specialized surgeon. When treating a seriously wounded character, the surgeon may throw Medicine 6+ to reduce recovery time from 5D days to 2D days. If using the Trauma Surgery rules, the surgeon throws with Advantage when throwing for such a surgery.

## THIEF

**Prerequisite:** Deception 1 or Streetwise 1

The character is specialized in stealing goods, then selling them on the black market. When pickpocketing or stealing an item, or when attempting to sell stolen goods, the thief throws with Advantage.

## THROWING ARM

**Prerequisite:** STR 9+

The character is especially adept at throwing grenades and other thrown weapons. Effective range for the character's grenades and other thrown weapons becomes STRx6, and maximum range becomes STRx12.

## TRADECRAFT

**Prerequisite:** Investigation 1 or Streetwise 1

The character is skilled in surveillance and counter-surveillance techniques, tailing targets, setting up dead drops, and ensuring that they are not being spied upon. When using Investigation or Streetwise in this manner, roll with Advantage.

**COMBAT TRAITS****GUN COMBAT TRAITS****CRACK SHOT**

**Prerequisite:** Gun Combat 2, one other Gun Combat Trait

Pick one type of firearm category: semi-automatic pistols, revolvers, etc., and gain a +1D damage bonus when using them.

**DEFEAT ARMOR**

**Prerequisite:** Gun Combat 1

The character knows how to pick weak spots in the enemy's armor from a distance. When firing an aimed shot, if the to-hit throw's Effect is +6 or better, ignore the target's armor.

**GUNSLINGER**

**Prerequisite:** Gun Combat 2

The character is a master of handguns and can perform amazing feats of arms with them. When a shot fired by the character from a semiautomatic handgun "drops" an enemy (causes them to fall unconscious or die), the character may immediately attack a second enemy with the same handgun. The character can only attack one additional enemy per combat round. This is cumulative with the Double Tap weapon Aspect.

**RAPID REACTION**

**Prerequisite:** Gun Combat 1

The character has a quick finger on the trigger and reacts quickly to enemy movement. If an Overwatch shot fired by the character hits its target, the character remains in Overwatch and may react one more time in that round to enemy movement. This can be done only once per round (that is, up to two Overwatch shots per round). The Overwatch ends after the second attack.

**SIGNATURE WEAPON**

**Prerequisite:** Gun Combat 1

The character is particularly proficient in using a specific weapon. Choose one specific weapon, such as your service revolver, the family hunting rifle, the laser pistol you pried from that alien's cold, dead hands, etc.; when attacking with that specific weapon, the character gains a DM+1 to hit. You may choose this Trait multiple times, each applied to a different weapon. Note that this trait does not apply to a class of weapons (pistols), nor to a model of weapon (Colt .45s), but to a specific weapon the character owns (the custom pearl handled Colt .45 the character's grandfather gave to him upon entering the Space Marines). If the weapon is lost or destroyed, you can adapt to a new weapon of the same type by training with it for a month. You can have only one signature weapon at a time.

**SNIPER**

**Prerequisite:** Gun Combat 1

The character knows how to kill unsuspecting victims from a distance. When attacking an unaware target at range, using an aimed shot, add 1D to the attack's damage. This bonus can only be applied outside of active combat.

**SPRAY N' PRAY**

**Prerequisite:** Gun Combat 1

The character knows how to maximize the effect of automatic fire. When using an automatic weapon, treat its Auto rating as one point higher.

**MELEE COMBAT TRAITS****ARMOR BREAKER**

**Prerequisite:** Melee Combat 1

The character knows how to hit weak spots in the enemy's armor in melee combat. When attacking in melee, if the to-hit throw's Effect is +6 or better, ignore the target's armor.

**BACKSTAB**

**Prerequisite:** Melee Combat 1 and Stealth 1

The character knows how to deliver a lethal blow to an unsuspecting victim. When attacking an unaware target in melee, attack with Advantage and add 1D to the attack's damage.

**BLIND FIGHTING**

**Prerequisite:** Melee Combat 1

The character knows how to fight in darkness, using senses other than sight. When fighting in melee combat, the character suffers no negative DM to hit for fighting in dim light and only DM-1 for fighting in darkness.

**GRAPPLER**

**Prerequisite:** Melee Combat 1

The character gains Advantage when attempting to grapple foes.

**LEGENDARY CHARGE**

**Prerequisite:** Melee Combat 1

If you perform a Charge, on a successful hit your attack does double damage.

## GENERAL COMBAT TRAITS

### HIGH ENERGY PHYSICS

Prerequisite: Gunnery 1

The character is good at putting shots on target with gunnery weapons.. Once per battle, roll damage twice and take the best result.

### WEAPON HANDLING

Prerequisite: Heavy Weapons 1

The character proficiently handles heavy weapons despite their bulk. The character suffers no penalty for using Bulky weapons, regardless of STR.

### KNOWS THE TERRAIN

Prerequisite: Tactics 1

The character is an expert in tactical planning and execution in a given environment. Pick a terrain type. Make all tactics throws with Advantage when in that terrain type. The terrain types include, but are not limited to urban, woodlands, jungle, surface navy, submarine, space, etc. The terrain chosen must be specific.

### RALLY

Prerequisite: Leadership 2

Once per combat, the character can use their action to rally their companions. Allies immediately heal 2D Stamina and for the next two rounds NPC allies get Advantage on all Morale tests.

### INSPIRATIONAL

Prerequisite: Leadership 1

The character is a shining example for others and knows how to motivate them. When rolling to Inspire or Support Crew in combat, gain Advantage.

### COMMANDER

Prerequisite: Leadership 1

Once per fight as a free action, make a Leadership/SOC 8+ test. If you succeed, grant a nearby ally who can hear you a free Action.

### BERSERKER

Prerequisite: END 9+

When injured in combat, the character can fly into a blind rage. Assuming the character is conscious, the character may elect to unleash their rage. This grants DM+1 to hit and to damage in melee combat, but also grants the character's enemies DM+1 to hit them. The effect lasts until the end of that particular combat encounter and the character may repeat it in any additional combat encounters in which they suffer new damage.

### SHAKE IT OFF

Prerequisite: None

Once per combat, you can take no Actions for an entire turn and regain 2D Stamina.

### CLOSE QUARTERS COMBATANT

Prerequisite: Gun Combat 1 and Melee Combat 1  
The character does not suffer the DM-2 penalty when using pistols and other one-handed firearms in melee combat. Two-handed ranged weapons can still only be used as clubs.

### COMBAT READINESS

Prerequisite: DEX 10+

The character is quick to act and react in combat. Gain Advantage to all Initiative throws. If the character does not have the Tactics skill, they still roll Initiative unskilled!

### DANGER SENSE

Prerequisite: INT 9+

The character instinctively senses danger and can try to evade enemy attacks even when generally unaware of the assailant. If you are using the Dodge and Parry optional rules, and the character is attacked by an enemy the character is unaware of, throw INT 8+; if successful, the character uses the Dodge or Parry bonus despite being unaware of the attacker

### FAVORED ENEMY

Prerequisite: None

The character is particularly skilled or vicious when battling one specific enemy. This could be a specific alien life form, robots, soldiers of a given nationality, pirates, or the like. The choice should be broad enough to be applicable, but not too broad as to be abused. The character gains +1D to all damage rolls against this enemy.

### HARDY

Prerequisite: None

The character is particularly tough and resistant to injury. Add 5 to Stamina. This trait can be taken multiple times.

### HARD TO KILL

Prerequisite: None

The character gains 5 additional Lifeblood points. This trait can be taken multiple times.

**LOW PROFILE****Prerequisite:** DEX 9+

The character knows how to utilize cover very effectively. When the character is behind hard cover, treat that as heavy cover (DM-3 to hit the character).

**VIGILANT****Prerequisite:** INT 9+

The character is always on the move, and on the lookout for trouble. If the character used both actions in a combat round for movement, they automatically enter Overwatch mode without requiring a further action. This Trait is not cumulative with cybernetics or pharmaceuticals providing similar effects or granting additional actions.

**VEHICLE AND SPACECRAFT TRAITS****ACE**

**Prerequisite:** Relevant Vehicle Skill 1, or Piloting 1  
The character is a gifted expert at maneuvering with a specific vehicle and can easily outmaneuver others to gain great advantage over them in combat. When throwing for a Position in a vehicle chase or battle using the vehicle skill the Ace trait applies to, throw with 2D and take the higher result. Note that an Ace in the Pilot skill would not be an Ace Driver, or Ace Grav Pilot. Each Vehicle skill and the Pilot skill has a separate Ace trait. Being an ace in multiple vehicles requires taking this trait multiple times. In starships (or other large, crewed vehicles) either the Pilot or Captain's Ace trait may apply. In small craft, the Pilot must have the Ace trait to gain any benefit.

**EASY RIDER****Prerequisite:** Animals 1

The character is well-trained in riding animals, Terran and alien beasts alike. When making a throw related to riding an animal, including when rolling for a Position in a chase, roll with Advantage.

**JUMP INTUITION****Prerequisite:** Pilot 1

The character has a natural – or perhaps supernatural – knack for navigating Jump Space. Roll with Advantage when making a Jump throw.

**MR. FIX-IT****Prerequisite:** Repair 1

The character is trained and experienced in performing fast and temporary repairs on vehicles. When throwing to attempt a jury-rig repair on a vehicle.

**MASK ENGINE****Prerequisite:** Engineering 1

The engineer has developed techniques to make it more difficult to detect the ship. Roll Engineering 10+ and apply the Effect as a penalty for scanning vessels

to detect this ship.

vehicle system, the mechanic throws with Advantage.

**MIRACLE WORKER****Prerequisite:** Engineering 1

The character is trained and experienced in performing fast and temporary repairs on starships. When throwing to attempt a Damage Control action, the mechanic rolls with Advantage.

**POINT DEFENDER****Prerequisite:** Gunnery 1

The character is very skilled at destroying incoming missiles, and gains DM+1 to all rolls when engaging in the Point Defense Action—thus, the first point defense attempt would be at DM+1, the second at DM+0, the third at DM-1, etc.

**SENSOR ACE****Prerequisite:** Computer 1

When using ship sensors to spoof missiles, jam enemy sensors, or to perform a scan for vessels, roll with Advantage.

**SIGNATURE VEHICLE****Prerequisite:** Relevant Vehicle Skill 1, or Pilot 1

The character gains a DM+1 for all vehicle rolls for a specific named vehicle. Note that this trait does not apply to a class of vehicles (for example, "boats" with Watercraft), nor to a specific kind of vehicle (submarines) but to a specific vehicle the character uses (Green November).



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## STARSHIP

**Prerequisite:** None.

The character has inherited, won by gambling, loaned, or otherwise received a share in a starship. You may take this Trait multiple times. The first time you take it, you receive a 200-ton Trader, a 100-ton Prospector, a 100-ton Scout, or a 200-ton Research Vessel, with forty years' worth of full mortgage payments remaining. Each additional time you take this Trait, increase the ship's age by a decade and reduce the mortgage payments by one decade as well. Taking this Trait five times means owning a ship outright, but it will be a 40-year-old antique. If the character already has the Starship trait, and musters out with a Trader, Scout, or Research vessel, count that Mustering Out Benefit as if they had taken the Starship trait again. For example, a Scout picks the Starship trait, and then receives two Scout Mustering Out Benefits. Instead of having a Scout on loan from the Scout Service, the character owns a 20-year-old Scout starship with 20 years of the mortgage already paid off.

## STUNT DRIVER

**Prerequisite:** Relevant Vehicle Skill 1

The character has a flair for handling vehicles in situations that were well outside the engineering team's parameters when the vehicle was in the design and testing phase. Whenever the character is performing stunts like flying aircraft into tunnels, driving motorcycles down flights of stairs, or even jumping cars off ramps and over ravines, throw the relevant vehicle skill with Advantage.

## OTHER TRAITS

### ARTISTIC

**Prerequisite:** None

The character is naturally gifted in artistic endeavors. Gain Advantage when rolling a test where artistic talent is relevant.

### ATTRACTIVE

**Prerequisite:** None

Roll tests with Advantage in situations where good looks might be important.

### CODEBREAKER

**Prerequisite:** EDU 9+

When attempting to decipher codes and break encryptions, roll with Advantage. This trait can also be applied to languages in which the character is not fluent.

## CONTACTS

**Prerequisite:** None

The character has highly useful connections. Gain 1d3+1 Contacts (see the Character Generation chapter).

## CYBORG COMPATIBILITY

**Prerequisite:** None

The character is highly receptive to cybernetics. The cyborg gains three Cybernetic Points.

## DIPLOMAT

**Prerequisite:** None

When the Referee rolls for NPC Reactions to you specifically, they should roll twice and take the more favorable result.

## EIDETIC MEMORY

**Prerequisite:** None

The character's recall is incredible. When rolling to remember detailed information, gain Advantage.

## EMPATH

**Prerequisite:** None

The character, while not being a "true" psion (unless otherwise trained) possesses "passive" empathy allowing them to easily read another person's emotions. Whenever trying to determine an NPC's emotional state, or find out if an NPC is lying, the empath has Advantage. This also applies to games of chance and bluffing, such as poker, where reading an opponent is a central aspect to the game.

## EVASION

**Prerequisite:** DEX 9+

With this trait, diving for cover does not take up your next action.

## EXPLORER'S SOCIETY

**Prerequisite:** None

The character receives membership in the exclusive Explorer's Society. Membership grants a free high-passage ticket for one parsec every two months and free stay at Society hostels in most starports.

## FAST HEALING

**Prerequisite:** END 9+

The character recovers on their own from a Minor Wound within 1D hours (rather than a day) in the absence of treatment, and from a serious wound within 3D days of medical care. This is not cumulative with the increased rate of healing when successfully treated by a Surgeon (see below).

**IMMUNITY****Prerequisite:** None

The character is particularly resistant to toxins and pathogens. When making a throw to resist poison or disease, the character throws with Advantage. When a medic treats this character with Medicinal or Panacea pharmaceuticals, they also gain Advantage.

**INTIMIDATING****Prerequisite:** None

You just look scary, or you can manifest scariness when you want to. Roll with Advantage on any tests when intimidating people into giving you information or complying with your requests.

**IRON LIVER****Prerequisite:** None

For whatever reason, the character has a high tolerance for alcohol. When rolling to drink someone under the table, roll with Advantage.

**LANGUAGES****Prerequisite:** None

The character is fluent in three additional languages common to the sector.

**LATENT PSION****Prerequisite:** None

The character has untrained psionic abilities. See the Psionics chapter. Untrained, the character has 1 PSI point and one of the following powers: Enhanced Characteristic, Sense, Lift 1 gram, Life Detection, or Blink. The PSI point regenerates after a night's sleep, as usual. Psionic drugs affect the character as usual and allow more frequent use of their powers. Actual psionic training allows the character to roll a normal PSI characteristic and additional powers. See the Psionics chapter for more details.

**PACKRAT****Prerequisite:** None

The character knows how to pack and carry equipment efficiently. The packrat is unencumbered when carrying up to twice their STR in items. The character is Heavily Loaded when carrying up to four times their STR in items. Note that this recalculation of encumbrance limits should not include the STR attribute DM.

**RADIATION RESISTANT****Prerequisite:** END 9+

The character has higher than usual tolerance for radiation. The character only receives 75 per cent of rads from radiation exposure. Round fractions down.

**SCAVENGER KING****Prerequisite:** None.

The character is extremely talented at finding parts, gear, weapons, or just about anything that the group could need, in a pinch. When using a skill to scavenge or scrounge equipment, roll with Advantage.

**STRONG-WILLED****Prerequisite:** None

This character gains Advantage when being threatened, intimidated, or coerced. This trait also applies to any rolls to resist Psychic domination.

**WILL TO LIVE****Prerequisite:** END 9+

When using the Trauma Surgery rules, throw with Advantage when throwing for Trauma Surgery. This trait applies even if the attending physician or autodoc does not have the Surgeon Trait.

**LUCKY****Prerequisite:** None; only in games using the optional Hero Points rules.

Your character starts each game session with 3, rather than 2, Hero Points.

**NAVIGATOR****Prerequisite:** Survival 1

When throwing to navigate a course on a world (land, sea, or air) or to call in fire support, throw with Advantage.

**PROTECTOR****Prerequisite:** Melee Combat skill

Once per battle you can choose to take damage that would otherwise be dealt to another character in close range to you.

**SPOT WEAKNESS****Prerequisite:** none

If the character spends a full minute observing a target, they can spot its weakness with a successful INT 8+ test. All damage rolls should be rolled twice, and the higher result taken. For ship combat only, substitute Computer/INT 8+ test, modified by the vessel's computer DM, instead of an INT test.

**TRASH TALK****Prerequisite:** Carousing 1 or Deception 1

As a free action in a battle, you can attempt a Carousing or Deception test to draw the attention of an enemy nearby or closer to yourself, causing them to attack only you on their next turn.

## TRAITS

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Once per session you can spend 1d3x10 minutes to create 1D3 tools or weapons the baseline tech level of the planet or place you find yourself in.

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## SURGEON

**Prerequisite:** Medicine 1

The character is a specialized surgeon. When treating a seriously wounded character, the surgeon may throw Medicine 6+ to reduce recovery time from 5D days to 2D days. If using the Trauma Surgery rules, the surgeon throws with Advantage when throwing for such a surgery.

## THIEF

**Prerequisite:** Deception 1 or Streetwise 1

The character is specialized in stealing goods, then selling them on the black market. When pickpocketing or stealing an item, or when attempting to sell stolen goods, the thief throws with Advantage.

## THROWING ARM

**Prerequisite:** STR 9+

The character is especially adept at throwing grenades and other thrown weapons. Effective range for the character's grenades and other thrown weapons becomes STRx6, and maximum range becomes STRx12.

## TRADECRAFT

**Prerequisite:** Investigation 1 or Streetwise 1

The character is skilled in surveillance and counter-surveillance techniques, tailing targets, setting up dead drops, and ensuring that they are not being spied upon. When using Investigation or Streetwise in this manner, roll with Advantage.

**COMBAT TRAITS****GUN COMBAT TRAITS****CRACK SHOT**

**Prerequisite:** Gun Combat 2, one other Gun Combat Trait

Pick one type of firearm category: semi-automatic pistols, revolvers, etc., and gain a +1D damage bonus when using them.

**DEFEAT ARMOR**

**Prerequisite:** Gun Combat 1

The character knows how to pick weak spots in the enemy's armor from a distance. When firing an aimed shot, if the to-hit throw's Effect is +6 or better, ignore the target's armor.

**GUNSLINGER**

**Prerequisite:** Gun Combat 2

The character is a master of handguns and can perform amazing feats of arms with them. When a shot fired by the character from a semiautomatic handgun "drops" an enemy (causes them to fall unconscious or die), the character may immediately attack a second enemy with the same handgun. The character can only attack one additional enemy per combat round. This is cumulative with the Double Tap weapon Aspect.

**RAPID REACTION**

**Prerequisite:** Gun Combat 1

The character has a quick finger on the trigger and reacts quickly to enemy movement. If an Overwatch shot fired by the character hits its target, the character remains in Overwatch and may react one more time in that round to enemy movement. This can be done only once per round (that is, up to two Overwatch shots per round). The Overwatch ends after the second attack.

**SIGNATURE WEAPON**

**Prerequisite:** Gun Combat 1

The character is particularly proficient in using a specific weapon. Choose one specific weapon, such as your service revolver, the family hunting rifle, the laser pistol you pried from that alien's cold, dead hands, etc.; when attacking with that specific weapon, the character gains a DM+1 to hit. You may choose this Trait multiple times, each applied to a different weapon. Note that this trait does not apply to a class of weapons (pistols), nor to a model of weapon (Colt .45s), but to a specific weapon the character owns (the custom pearl handled Colt .45 the character's grandfather gave to him upon entering the Space Marines). If the weapon is lost or destroyed, you can adapt to a new weapon of the same type by training with it for a month. You can have only one signature weapon at a time.

**SNIPER**

**Prerequisite:** Gun Combat 1

The character knows how to kill unsuspecting victims from a distance. When attacking an unaware target at range, using an aimed shot, add 1D to the attack's damage. This bonus can only be applied outside of active combat.

**SPRAY N' PRAY**

**Prerequisite:** Gun Combat 1

The character knows how to maximize the effect of automatic fire. When using an automatic weapon, treat its Auto rating as one point higher.

**MELEE COMBAT TRAITS****ARMOR BREAKER**

**Prerequisite:** Melee Combat 1

The character knows how to hit weak spots in the enemy's armor in melee combat. When attacking in melee, if the to-hit throw's Effect is +6 or better, ignore the target's armor.

**BACKSTAB**

**Prerequisite:** Melee Combat 1 and Stealth 1

The character knows how to deliver a lethal blow to an unsuspecting victim. When attacking an unaware target in melee, attack with Advantage and add 1D to the attack's damage.

**BLIND FIGHTING**

**Prerequisite:** Melee Combat 1

The character knows how to fight in darkness, using senses other than sight. When fighting in melee combat, the character suffers no negative DM to hit for fighting in dim light and only DM-1 for fighting in darkness.

**GRAPPLER**

**Prerequisite:** Melee Combat 1

The character gains Advantage when attempting to grapple foes.

**LEGENDARY CHARGE**

**Prerequisite:** Melee Combat 1

If you perform a Charge, on a successful hit your attack does double damage.

## GENERAL COMBAT TRAITS

### HIGH ENERGY PHYSICS

Prerequisite: Gunnery 1

The character is good at putting shots on target with gunnery weapons.. Once per battle, roll damage twice and take the best result.

### WEAPON HANDLING

Prerequisite: Heavy Weapons 1

The character proficiently handles heavy weapons despite their bulk. The character suffers no penalty for using Bulky weapons, regardless of STR.

### KNOWS THE TERRAIN

Prerequisite: Tactics 1

The character is an expert in tactical planning and execution in a given environment. Pick a terrain type. Make all tactics throws with Advantage when in that terrain type. The terrain types include, but are not limited to urban, woodlands, jungle, surface navy, submarine, space, etc. The terrain chosen must be specific.

### RALLY

Prerequisite: Leadership 2

Once per combat, the character can use their action to rally their companions. Allies immediately heal 2D Stamina and for the next two rounds NPC allies get Advantage on all Morale tests.

### INSPIRATIONAL

Prerequisite: Leadership 1

The character is a shining example for others and knows how to motivate them. When rolling to Inspire or Support Crew in combat, gain Advantage.

### COMMANDER

Prerequisite: Leadership 1

Once per fight as a free action, make a Leadership/SOC 8+ test. If you succeed, grant a nearby ally who can hear you a free Action.

### BERSERKER

Prerequisite: END 9+

When injured in combat, the character can fly into a blind rage. Assuming the character is conscious, the character may elect to unleash their rage. This grants DM+1 to hit and to damage in melee combat, but also grants the character's enemies DM+1 to hit them. The effect lasts until the end of that particular combat encounter and the character may repeat it in any additional combat encounters in which they suffer new damage.

### SHAKE IT OFF

Prerequisite: None

Once per combat, you can take no Actions for an entire turn and regain 2D Stamina.

### CLOSE QUARTERS COMBATANT

Prerequisite: Gun Combat 1 and Melee Combat 1  
The character does not suffer the DM-2 penalty when using pistols and other one-handed firearms in melee combat. Two-handed ranged weapons can still only be used as clubs.

### COMBAT READINESS

Prerequisite: DEX 10+

The character is quick to act and react in combat. Gain Advantage to all Initiative throws. If the character does not have the Tactics skill, they still roll Initiative unskilled!

### DANGER SENSE

Prerequisite: INT 9+

The character instinctively senses danger and can try to evade enemy attacks even when generally unaware of the assailant. If you are using the Dodge and Parry optional rules, and the character is attacked by an enemy the character is unaware of, throw INT 8+; if successful, the character uses the Dodge or Parry bonus despite being unaware of the attacker

### FAVORED ENEMY

Prerequisite: None

The character is particularly skilled or vicious when battling one specific enemy. This could be a specific alien life form, robots, soldiers of a given nationality, pirates, or the like. The choice should be broad enough to be applicable, but not too broad as to be abused. The character gains +1D to all damage rolls against this enemy.

### HARDY

Prerequisite: None

The character is particularly tough and resistant to injury. Add 5 to Stamina. This trait can be taken multiple times.

### HARD TO KILL

Prerequisite: None

The character gains 5 additional Lifeblood points. This trait can be taken multiple times.

**LOW PROFILE****Prerequisite:** DEX 9+

The character knows how to utilize cover very effectively. When the character is behind hard cover, treat that as heavy cover (DM-3 to hit the character).

**VIGILANT****Prerequisite:** INT 9+

The character is always on the move, and on the lookout for trouble. If the character used both actions in a combat round for movement, they automatically enter Overwatch mode without requiring a further action. This Trait is not cumulative with cybernetics or pharmaceuticals providing similar effects or granting additional actions.

**VEHICLE AND SPACECRAFT TRAITS****ACE**

**Prerequisite:** Relevant Vehicle Skill 1, or Piloting 1  
The character is a gifted expert at maneuvering with a specific vehicle and can easily outmaneuver others to gain great advantage over them in combat. When throwing for a Position in a vehicle chase or battle using the vehicle skill the Ace trait applies to, throw with 2D and take the higher result. Note that an Ace in the Pilot skill would not be an Ace Driver, or Ace Grav Pilot. Each Vehicle skill and the Pilot skill has a separate Ace trait. Being an ace in multiple vehicles requires taking this trait multiple times. In starships (or other large, crewed vehicles) either the Pilot or Captain's Ace trait may apply. In small craft, the Pilot must have the Ace trait to gain any benefit.

**EASY RIDER****Prerequisite:** Animals 1

The character is well-trained in riding animals, Terran and alien beasts alike. When making a throw related to riding an animal, including when rolling for a Position in a chase, roll with Advantage.

**JUMP INTUITION****Prerequisite:** Pilot 1

The character has a natural – or perhaps supernatural – knack for navigating Jump Space. Roll with Advantage when making a Jump throw.

**MR. FIX-IT****Prerequisite:** Repair 1

The character is trained and experienced in performing fast and temporary repairs on vehicles. When throwing to attempt a jury-rig repair on a vehicle.

**MASK ENGINE****Prerequisite:** Engineering 1

The engineer has developed techniques to make it more difficult to detect the ship. Roll Engineering 10+ and apply the Effect as a penalty for scanning vessels

to detect this ship.

vehicle system, the mechanic throws with Advantage.

**MIRACLE WORKER****Prerequisite:** Engineering 1

The character is trained and experienced in performing fast and temporary repairs on starships. When throwing to attempt a Damage Control action, the mechanic rolls with Advantage.

**POINT DEFENDER****Prerequisite:** Gunnery 1

The character is very skilled at destroying incoming missiles, and gains DM+1 to all rolls when engaging in the Point Defense Action—thus, the first point defense attempt would be at DM+1, the second at DM+0, the third at DM-1, etc.

**SENSOR ACE****Prerequisite:** Computer 1

When using ship sensors to spoof missiles, jam enemy sensors, or to perform a scan for vessels, roll with Advantage.

**SIGNATURE VEHICLE****Prerequisite:** Relevant Vehicle Skill 1, or Pilot 1

The character gains a DM+1 for all vehicle rolls for a specific named vehicle. Note that this trait does not apply to a class of vehicles (for example, "boats" with Watercraft), nor to a specific kind of vehicle (submarines) but to a specific vehicle the character uses (Green November).



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## STARSHIP

**Prerequisite:** None.

The character has inherited, won by gambling, loaned, or otherwise received a share in a starship. You may take this Trait multiple times. The first time you take it, you receive a 200-ton Trader, a 100-ton Prospector, a 100-ton Scout, or a 200-ton Research Vessel, with forty years' worth of full mortgage payments remaining. Each additional time you take this Trait, increase the ship's age by a decade and reduce the mortgage payments by one decade as well. Taking this Trait five times means owning a ship outright, but it will be a 40-year-old antique. If the character already has the Starship trait, and musters out with a Trader, Scout, or Research vessel, count that Mustering Out Benefit as if they had taken the Starship trait again. For example, a Scout picks the Starship trait, and then receives two Scout Mustering Out Benefits. Instead of having a Scout on loan from the Scout Service, the character owns a 20-year-old Scout starship with 20 years of the mortgage already paid off.

## STUNT DRIVER

**Prerequisite:** Relevant Vehicle Skill 1

The character has a flair for handling vehicles in situations that were well outside the engineering team's parameters when the vehicle was in the design and testing phase. Whenever the character is performing stunts like flying aircraft into tunnels, driving motorcycles down flights of stairs, or even jumping cars off ramps and over ravines, throw the relevant vehicle skill with Advantage.

## OTHER TRAITS

### ARTISTIC

**Prerequisite:** None

The character is naturally gifted in artistic endeavors. Gain Advantage when rolling a test where artistic talent is relevant.

### ATTRACTIVE

**Prerequisite:** None

Roll tests with Advantage in situations where good looks might be important.

### CODEBREAKER

**Prerequisite:** EDU 9+

When attempting to decipher codes and break encryptions, roll with Advantage. This trait can also be applied to languages in which the character is not fluent.

## CONTACTS

**Prerequisite:** None

The character has highly useful connections. Gain 1d3+1 Contacts (see the Character Generation chapter).

## CYBORG COMPATIBILITY

**Prerequisite:** None

The character is highly receptive to cybernetics. The cyborg gains three Cybernetic Points.

## DIPLOMAT

**Prerequisite:** None

When the Referee rolls for NPC Reactions to you specifically, they should roll twice and take the more favorable result.

## EIDETIC MEMORY

**Prerequisite:** None

The character's recall is incredible. When rolling to remember detailed information, gain Advantage.

## EMPATH

**Prerequisite:** None

The character, while not being a "true" psion (unless otherwise trained) possesses "passive" empathy allowing them to easily read another person's emotions. Whenever trying to determine an NPC's emotional state, or find out if an NPC is lying, the empath has Advantage. This also applies to games of chance and bluffing, such as poker, where reading an opponent is a central aspect to the game.

## EVASION

**Prerequisite:** DEX 9+

With this trait, diving for cover does not take up your next action.

## EXPLORER'S SOCIETY

**Prerequisite:** None

The character receives membership in the exclusive Explorer's Society. Membership grants a free high-passage ticket for one parsec every two months and free stay at Society hostels in most starports.

## FAST HEALING

**Prerequisite:** END 9+

The character recovers on their own from a Minor Wound within 1D hours (rather than a day) in the absence of treatment, and from a serious wound within 3D days of medical care. This is not cumulative with the increased rate of healing when successfully treated by a Surgeon (see below).

**IMMUNITY****Prerequisite:** None

The character is particularly resistant to toxins and pathogens. When making a throw to resist poison or disease, the character throws with Advantage. When a medic treats this character with Medicinal or Panacea pharmaceuticals, they also gain Advantage.

**INTIMIDATING****Prerequisite:** None

You just look scary, or you can manifest scariness when you want to. Roll with Advantage on any tests when intimidating people into giving you information or complying with your requests.

**IRON LIVER****Prerequisite:** None

For whatever reason, the character has a high tolerance for alcohol. When rolling to drink someone under the table, roll with Advantage.

**LANGUAGES****Prerequisite:** None

The character is fluent in three additional languages common to the sector.

**LATENT PSION****Prerequisite:** None

The character has untrained psionic abilities. See the Psionics chapter. Untrained, the character has 1 PSI point and one of the following powers: Enhanced Characteristic, Sense, Lift 1 gram, Life Detection, or Blink. The PSI point regenerates after a night's sleep, as usual. Psionic drugs affect the character as usual and allow more frequent use of their powers. Actual psionic training allows the character to roll a normal PSI characteristic and additional powers. See the Psionics chapter for more details.

**PACKRAT****Prerequisite:** None

The character knows how to pack and carry equipment efficiently. The packrat is unencumbered when carrying up to twice their STR in items. The character is Heavily Loaded when carrying up to four times their STR in items. Note that this recalculation of encumbrance limits should not include the STR attribute DM.

**RADIATION RESISTANT****Prerequisite:** END 9+

The character has higher than usual tolerance for radiation. The character only receives 75 per cent of rads from radiation exposure. Round fractions down.

**SCAVENGER KING****Prerequisite:** None.

The character is extremely talented at finding parts, gear, weapons, or just about anything that the group could need, in a pinch. When using a skill to scavenge or scrounge equipment, roll with Advantage.

**STRONG-WILLED****Prerequisite:** None

This character gains Advantage when being threatened, intimidated, or coerced. This trait also applies to any rolls to resist Psychic domination.

**WILL TO LIVE****Prerequisite:** END 9+

When using the Trauma Surgery rules, throw with Advantage when throwing for Trauma Surgery. This trait applies even if the attending physician or autodoc does not have the Surgeon Trait.

**LUCKY****Prerequisite:** None; only in games using the optional Hero Points rules.

Your character starts each game session with 3, rather than 2, Hero Points.

**NAVIGATOR****Prerequisite:** Survival 1

When throwing to navigate a course on a world (land, sea, or air) or to call in fire support, throw with Advantage.

**PROTECTOR****Prerequisite:** Melee Combat skill

Once per battle you can choose to take damage that would otherwise be dealt to another character in close range to you.

**SPOT WEAKNESS****Prerequisite:** none

If the character spends a full minute observing a target, they can spot its weakness with a successful INT 8+ test. All damage rolls should be rolled twice, and the higher result taken. For ship combat only, substitute Computer/INT 8+ test, modified by the vessel's computer DM, instead of an INT test.

**TRASH TALK****Prerequisite:** Carousing 1 or Deception 1

As a free action in a battle, you can attempt a Carousing or Deception test to draw the attention of an enemy nearby or closer to yourself, causing them to attack only you on their next turn.