

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health

Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text" value="9"/>	<input type="text" value="Building, Placement"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text" value="Grenades"/>

Physical Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text" value="3"/>	<input type="text" value="Pursuit, Running"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="-2"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Mental Skills

Rank	Specialties
<input type="text" value="2"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Social Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text"/>
<input type="text" value="-2"/>	<input type="text"/>
<input type="text" value="-1"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="Strohl G/G 1000"/>	<input type="text" value="3d6+2"/>	<input type="text" value="PEA Long Gun"/>	<input type="text" value="1-2"/>	<input type="text" value="Sniper (Attack w/ full action for +1d6)"/>
<input type="text" value="'Can O'Hammers'"/>	<input type="text" value="4d6"/>	<input type="text" value="Heavy Gunfoam"/>	<input type="text" value="1-3"/>	<input type="text" value="Annieplant, Sturdy Construction, Armor-piercing"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Debbiralla trained for field work at a young age, and spent a decade with a private security firm. While the career was fulfilling, rewarding, and challenging, Debbiralla eventually mustered out to pursue an interest in dance, and landed a job as a "singer, dancer, and understudy" aboard a passenger liner.

The job was a bait-and-switch, and should have been listed as "prop-washer, beverage-fetcher, and scapegoat," all of which was a waste of Wallatner's not-insignificant skills. Debbiralla overheard some of Nelson's conversations with Landon, and followed them off the vessel. The moment it became clear that private security work was available again, and that a ground-floor position might be opening up, Debbiralla volunteered to serve under Captain Radjis "Mister Ears" Tentoo as an officer.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons	Damage	Other Ship Systems	
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>	<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>	<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health

Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills	Rank	Specialties
Carbines	<input type="text"/>	<input type="text"/>
Dodge	<input type="text" value="9"/>	<input type="text"/>
Explosives	<input type="text"/>	<input type="text"/>
Heavy Weapons	<input type="text"/>	<input type="text"/>
Long Guns	<input type="text"/>	<input type="text"/>
Melee	<input type="text"/>	<input type="text"/>
Pistols	<input type="text" value="4"/>	<input type="text"/>
Scatterguns	<input type="text"/>	<input type="text"/>
Stationed Weapons	<input type="text"/>	<input type="text"/>
Thrown Weapons	<input type="text"/>	<input type="text"/>

Physical Skills	Rank	Specialties
Air Vehicles	<input type="text"/>	<input type="text"/>
Athletics	<input type="text" value="9"/>	<input type="text"/>
Endurance	<input type="text" value="9"/>	<input type="text"/>
Ground Vehicles	<input type="text"/>	<input type="text"/>
Larceny	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>
Space Vehicles	<input type="text"/>	<input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>
Water Vehicles	<input type="text"/>	<input type="text"/>

Mental Skills	Rank	Specialties
Chemistry	<input type="text"/>	<input type="text"/>
Computers	<input type="text"/>	<input type="text"/>
Economics	<input type="text"/>	<input type="text"/>
Engineering	<input type="text"/>	<input type="text"/>
Experim. Sciences	<input type="text"/>	<input type="text"/>
History	<input type="text"/>	<input type="text"/>
Insight	<input type="text"/>	<input type="text"/>
Mechanic	<input type="text"/>	<input type="text"/>
Medicine	<input type="text"/>	<input type="text"/>
Research	<input type="text" value="2"/>	<input type="text"/>
Xenobiology	<input type="text"/>	<input type="text"/>

Social Skills	Rank	Specialties
Contracts	<input type="text"/>	<input type="text"/>
Deceive	<input type="text" value="9"/>	<input type="text"/>
Empathy	<input type="text"/>	<input type="text"/>
Inspire	<input type="text" value="8"/>	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>
Negotiate	<input type="text" value="9"/>	<input type="text" value="Persuasion"/>
Perform	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="Strohl G/G 29 AP"/>	<input type="text" value="1d6+1"/>	<input type="text" value="Gunfoam Pistol"/>	<input type="text" value="1"/>	<input type="text" value="Annieplant (Ignores 1st reload)"/>
<input type="text" value="Strohl G/G 29 AP"/>	<input type="text" value="1d6+1"/>	<input type="text" value="Gunfoam Pistol"/>	<input type="text" value="1"/>	<input type="text" value="Annieplant (Yes you have 2 of them)"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Helena Seonwu was joined the Continuance Peacekeeping forces in the Celeschul System. After three tours she decided to pursue a career as an attorney, and spent her education voucher on law school. After law school she was hired as a legal assistant for a firm with branches in several star systems. The work was demanding, mind-numbingly boring. Helena also found that despite her education, and her legendary attention to detail, her purple skin was likely preventing any promotion to a position as an attorney.

While running down titles and provenances for a client of the firm, she happened across an irregularity. Following a hunch, she determined that a vessel unrelated to her clients was, in fact, stolen, and not just once. Under the new name "Buzzkill," the vessel was docked at Haven Hive.

An Ob'enn, an Ursumari, and a Neophant arrived at her flat the next morning. They had backtracked her inquiries, and were prepared to make a handsome offer if she would forget the matter. A shrewd negotiator, she made a counter-offer. The Buzzkill today has a completely clean record thanks to the services of the company's attorney (and shareholder in the ship), Helena Seonwu.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons	Damage	Other Ship Systems	
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>	<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>	<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health

Reduction Defense Dodge

Skill Penalties

RiPP



SKILLS

Combat Skills

Rank	Specialties
<input type="text" value="2"/>	<input type="text"/>
<input type="text" value="7"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Physical Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text" value="1"/>	<input type="text" value="Running"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Mental Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text" value="Religious"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text" value="Terran"/>

Social Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text" value="Influence"/>
<input type="text" value="9"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="9"/>	<input type="text"/>
<input type="text" value="2"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="Phubar Blaster"/>	<input type="text" value="5d6"/>	<input type="text" value="Plasma Heavy"/>	<input type="text" value="1-2"/>	<input type="text" value="Piercing, AVPL, Failure Prone, Short Range"/>
<input type="text" value="Shurikannon"/>	<input type="text" value="5d6"/>	<input type="text" value="PEA Heavy"/>	<input type="text" value="1-3"/>	<input type="text" value="Failure Prone, Reload Intensive"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Mandelbrot was an EMT on Luna, He knew that his deep voice might be the last thing many injured people heard, so he sought to bring comfort while providing the best emergency medical care. He was a very capable EMT, but was legendary for his bedside manner. He was recruited into the U.N.S. Special Operations Trauma Unit, where his kindness to the wounded (and his study of theology) was even more appreciated. After twenty years of with UNS-SOTU he "retired" to be a medic aboard an upscale passenger liner where there were few injuries, and plenty of opportunities to sing with the crew's choir.

Years ago, on Mars, he treated the injuries of a young Ursumari police detective, Samantha Landon. Their paths crossed again on the passenger liner en route to Haven Hive in the Celeschul system. In just a few days they became fast friends, and when she debarked to find Mister Ears, Mandelbrot followed her, and was there at the founding of the mercenary company. Recognizing their need for a moral compass, he joined up.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons

Weapon	Damage
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>
<input type="text"/>	<input type="text"/>

Other Ship Systems

<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health

Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills	Rank	Specialties
Carbines	<input type="text" value="9"/>	<input type="text"/>
Dodge	<input type="text" value="9"/>	<input type="text"/>
Explosives	<input type="text" value="2"/>	<input type="text"/>
Heavy Weapons	<input type="text"/>	<input type="text"/>
Long Guns	<input type="text"/>	<input type="text"/>
Melee	<input type="text"/>	<input type="text"/>
Pistols	<input type="text" value="9"/>	<input type="text"/>
Scatterguns	<input type="text"/>	<input type="text"/>
Stationed Weapons	<input type="text" value="9"/>	<input type="text"/>
Thrown Weapons	<input type="text"/>	<input type="text"/>

Physical Skills	Rank	Specialties
Air Vehicles	<input type="text"/>	<input type="text"/>
Athletics	<input type="text" value="5"/>	<input type="text" value="Flight"/>
Endurance	<input type="text" value="8"/>	<input type="text"/>
Ground Vehicles	<input type="text"/>	<input type="text"/>
Larceny	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>
Space Vehicles	<input type="text" value="2"/>	<input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>
Water Vehicles	<input type="text"/>	<input type="text"/>

Mental Skills	Rank	Specialties
Chemistry	<input type="text" value="2"/>	<input type="text"/>
Computers	<input type="text" value="1"/>	<input type="text"/>
Economics	<input type="text"/>	<input type="text"/>
Engineering	<input type="text" value="2"/>	<input type="text" value="Draw Mayhem on any 6"/>
Experim. Sciences	<input type="text"/>	<input type="text"/>
History	<input type="text"/>	<input type="text"/>
Insight	<input type="text"/>	<input type="text"/>
Mechanic	<input type="text" value="2"/>	<input type="text" value="Draw Mayhem on any 6"/>
Medicine	<input type="text"/>	<input type="text"/>
Research	<input type="text"/>	<input type="text"/>
Xenobiology	<input type="text"/>	<input type="text"/>

Social Skills	Rank	Specialties
Contracts	<input type="text"/>	<input type="text"/>
Deceive	<input type="text"/>	<input type="text"/>
Empathy	<input type="text" value="2"/>	<input type="text" value="Influence"/>
Inspire	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>
Negotiate	<input type="text"/>	<input type="text"/>
Perform	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
"Sledgehammer"	<input type="text" value="2d6+3"/>	<input type="text" value="Gnfm Stationed"/>	<input type="text" value="1-2"/>	<input type="text" value="Scattergun(1d6 on miss) Variable Ammo"/>
-Goober	<input type="text" value="TN 20"/>	<input type="text" value="Goobr Stationed"/>	<input type="text" value="1-2"/>	<input type="text" value="Scattergun(TN15 on miss) Immobilizes"/>
-Stun	<input type="text" value="TN 20"/>	<input type="text" value="Stun Stationed"/>	<input type="text" value="1-2"/>	<input type="text" value="Scattergun(TN15 on miss) Knocks Out"/>
Skokgeweer	<input type="text" value="2d6"/>	<input type="text" value="Ion Stationed"/>	<input type="text" value="1-2"/>	<input type="text" value="Accurate, Piercing, Sniper"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
Whisperskin	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Pursi Kaskato's family was captured by the Oshka Kree when Pursi was quite young. She "graduated" from menial slavery to become a bonded assistant to a quartermaster, and from there to a berth as a gunboat pilot under chattel bond to an Oshka Kree pirate commodore. When she met the human rogue Rike Mandahl, and heard him tell stories of the galaxy outside the Pereri Ring she offered to fly the two of them out... provided Mandahl would help her steal a gunboat.

Their escape was poorly planned, and flawfully executed, but it worked anyway. She never considered the gunboat as "hers" (nor even "partly hers") until Mandahl presented the offer from Radjis Tentoo. Now she is part owner of the mercenary gunboat Buzzkill, but her true joy lies in being sole owner and proprietor of herself.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons

	Damage
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>
<input type="text"/>	<input type="text"/>

Other Ship Systems

<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills	Rank	Specialties
Carbines	<input type="text"/>	<input type="text"/>
Dodge	<input type="text" value="5"/>	<input type="text"/>
Explosives	<input type="text"/>	<input type="text"/>
Heavy Weapons	<input type="text" value="2"/>	<input type="text"/>
Long Guns	<input type="text"/>	<input type="text"/>
Melee	<input type="text" value="9"/>	<input type="text"/>
Pistols	<input type="text" value="5"/>	<input type="text"/>
Scatterguns	<input type="text"/>	<input type="text"/>
Stationed Weapons	<input type="text"/>	<input type="text"/>
Thrown Weapons	<input type="text"/>	<input type="text"/>

Physical Skills	Rank	Specialties
Air Vehicles	<input type="text"/>	<input type="text"/>
Athletics	<input type="text"/>	<input type="text"/>
Endurance	<input type="text" value="7"/>	<input type="text"/>
Ground Vehicles	<input type="text"/>	<input type="text"/>
Larceny	<input type="text"/>	<input type="text"/>
Perception	<input type="text" value="7"/>	<input type="text"/>
Space Vehicles	<input type="text"/>	<input type="text"/>
Stealth	<input type="text"/>	<input type="text"/>
Water Vehicles	<input type="text"/>	<input type="text"/>

Mental Skills	Rank	Specialties
Chemistry	<input type="text" value="2"/>	<input type="text"/>
Computers	<input type="text"/>	<input type="text"/>
Economics	<input type="text"/>	<input type="text"/>
Engineering	<input type="text" value="7"/>	<input type="text"/>
Experim. Sciences	<input type="text"/>	<input type="text"/>
History	<input type="text"/>	<input type="text"/>
Insight	<input type="text"/>	<input type="text"/>
Mechanic	<input type="text" value="7"/>	<input type="text" value="Jury-Rig"/>
Medicine	<input type="text" value="3"/>	<input type="text"/>
Research	<input type="text" value="1"/>	<input type="text"/>
Xenobiology	<input type="text"/>	<input type="text"/>

Social Skills	Rank	Specialties
Contracts	<input type="text"/>	<input type="text"/>
Deceive	<input type="text"/>	<input type="text"/>
Empathy	<input type="text"/>	<input type="text"/>
Inspire	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/>
Negotiate	<input type="text"/>	<input type="text"/>
Perform	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="Shockstar Baton"/>	<input type="text" value="M+2d6"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="Failure Prone"/>
<input type="text" value="Glass Dagger"/>	<input type="text" value="2d6+2"/>	<input type="text" value="Laser Pistol"/>	<input type="text" value="1"/>	<input type="text" value="Sturdy Construction"/>
<input type="text" value="-'All In'"/>	<input type="text" value="5d6+5"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="Single Use, Breacher(Ignore 8 DR)"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Rike Mandahl took a two year sabbatical from his studies of engineering to see one of the wonders of the civilized galaxy, the Pereri Ring. His meanderings there became rather more adventurous than he'd meant for them to be. Thinking he'd found a group that appreciated his skills, he fell in with the Esspererin pirates of Oshka Kree. In a daring operation he escaped, fleeing the Pereri Ring in the company of an adept Esspee pilot, aboard a gunboat the two of them liberated from the notorious pirates.

They docked at Haven Hive, in the Celeschul system. While seeking to "clean" the registration of the ship, Mandahl chanced to meet Radjis Tentoo, who knew a thing or two about laundering valuables. The catch, of course, was that the vessel would become company property, and Rike Mandahl would become an officer and joint shareholder in that company



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons	Damage	Other Ship Systems	
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>	<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>	<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills	Rank	Specialties
Carbines	<input type="text"/>	<input type="text"/>
Dodge	<input type="text" value="9"/>	<input type="text"/>
Explosives	<input type="text"/>	<input type="text"/>
Heavy Weapons	<input type="text"/>	<input type="text"/>
Long Guns	<input type="text"/>	<input type="text"/>
Melee	<input type="text" value="3"/>	<input type="text"/>
Pistols	<input type="text"/>	<input type="text"/>
Scatterguns	<input type="text"/>	<input type="text"/>
Stationed Weapons	<input type="text"/>	<input type="text"/>
Thrown Weapons	<input type="text" value="1"/>	<input type="text"/>

Physical Skills	Rank	Specialties
Air Vehicles	<input type="text"/>	<input type="text"/>
Athletics	<input type="text" value="3"/>	<input type="text"/>
Endurance	<input type="text" value="9"/>	<input type="text"/>
Ground Vehicles	<input type="text"/>	<input type="text"/>
Larceny	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>
Space Vehicles	<input type="text"/>	<input type="text"/>
Stealth	<input type="text" value="2"/>	<input type="text"/>
Water Vehicles	<input type="text"/>	<input type="text"/>

Mental Skills	Rank	Specialties
Chemistry	<input type="text"/>	<input type="text"/>
Computers	<input type="text"/>	<input type="text"/>
Economics	<input type="text" value="2"/>	<input type="text"/>
Engineering	<input type="text"/>	<input type="text"/>
Experim. Sciences	<input type="text"/>	<input type="text"/>
History	<input type="text" value="2"/>	<input type="text"/>
Insight	<input type="text"/>	<input type="text"/>
Mechanic	<input type="text"/>	<input type="text"/>
Medicine	<input type="text" value="9"/>	<input type="text" value="Battlefield, First Aid"/>
Research	<input type="text"/>	<input type="text"/>
Xenobiology	<input type="text" value="2"/>	<input type="text"/>

Social Skills	Rank	Specialties
Contracts	<input type="text"/>	<input type="text"/>
Deceive	<input type="text" value="3"/>	<input type="text"/>
Empathy	<input type="text"/>	<input type="text"/>
Inspire	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text" value="9"/>	<input type="text"/>
Negotiate	<input type="text" value="4"/>	<input type="text"/>
Perform	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="BFF Chainsaber"/>	<input type="text" value="M+3d6"/>	<input type="text" value="Melee"/>	<input type="text"/>	<input type="text" value="Failure prone"/>
<input type="text" value="Plasma Grenade"/>	<input type="text" value="4d6+9"/>	<input type="text" value="Thrown"/>	<input type="text"/>	<input type="text" value="Quantity: 5"/>
<input type="text" value="Claws"/>	<input type="text" value="Athl+2"/>	<input type="text" value="Melee"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="FA-20 Slapstick"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="Heals 1d6, Quantity: 4"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Sam was born in Dom Atlantis, on Earth, but moved to Mars for Law Enforcement training and then worked there as a police detective. After several years, she transferred to the Kelrik Hub where her local anonymity allowed her to do undercover work for their Organized Crimes division.

It was in this capacity that she joined The Ears, gathered evidence against them, and delivered it to the authorities. Her investigations into this crime ring's activities led her to sympathize with what The Ears were actually doing: disrupting supply chains for the Ob'enn in their war against the Kss'thrata. She arranged for Mister Ears' escape, and although her abetting could not be proven, her chief encouraged her to retire immediately, and perhaps also leave the hub forever. She did so, and caught up with Mister Ears, who was starting a mercenary company "for self-defense." She signed on.

Lately, Sam is tired of introducing herself, and having people wonder if she is related to Captain Landon, Hero of Dom Atlantis. This is because she is his cousin, and if she says "yes" they want to talk about her cousin the hero, and if she says "no" they look disappointed.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons

	Damage
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>
<input type="text"/>	<input type="text"/>

Other Ship Systems

<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

CHARACTER

Name

Command Package

Background Package

Sophont Type

COMPANY

Name

AI Rating Resources

Supplies Reputation



Health

Reduction Defense Dodge

Skill Penalties



SKILLS

Combat Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text" value="8"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="3"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="8"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Physical Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="6"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="3"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="3"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Mental Skills

Rank	Specialties
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text" value="Military"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Social Skills

Rank	Specialties
<input type="text" value="2"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="4"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

WEAPONS

Name	Damage	Ammo Type	Reload	Rules & Qualities
<input type="text" value="Zmilli Blade"/>	<input type="text" value="M+1d6"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="Glass Dagger"/>	<input type="text" value="2d6+2"/>	<input type="text" value="Laser Pistol"/>	<input type="text" value="1"/>	<input type="text" value="Sturdy Construction"/>
<input type="text" value="-'All In'"/>	<input type="text" value="5d6+5"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="Single Use, Breacher(Ignore 8 DR)"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMORS

Name	Defense	DR	Hull	Rules & Qualities
<input type="text" value="Whisperskin"/>	<input type="text" value="+3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="Fits under clothes"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FIRETEAM

	1	2	3	Team Totals
Name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Physical	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mental	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Social	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Team Qualities	<input type="text"/>			

GAME RULES

Base Rule: 3d6+Skill.
If the total exceeds the target number, you succeed

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

It used to be said that nothing happened on the Kelrik Hub without Mister Ears hearing about it. Radjis Tentoo's organization (usually referred to as "The Ears") had its appendages in dozens of legitimate businesses, and countless illegal operations. Aside from being reasonably profitable, The Ears received steady income by providing information to the Tausennigan Kss'thrata. Tentoo himself is an exiled Ob'enn, and a Kssthtrata sympathizer, and is by Ob'enn standards he is barely xenophobic at all. An undercover police detective exposed The Ears to the Hub's authorities, but this detective, Samantha Landon, also arranged for Tentoo's escape to Haven Hive, in the Celeschul system. He was no longer of value to the Kss'thrata, and he was on the run from the Ob'enn, so he decided that his new enterprise should be both mobile and well-armed. When he founded this mercenary company, he was joined by Samantha Landon, who insisted on "keeping him honest." He's okay with that.



SHIP

Name	<input type="text" value="The Buzzkill"/>	Model	<input type="text"/>	Company AI Rating	<input type="text" value="3"/>	Hull Points	<input type="text"/>
Def. vs Beam	<input type="text" value="17"/>	Def. vs Missile	<input type="text" value="7"/>	Def. vs Gravy	<input type="text" value="7"/>	DR	<input type="text" value="2"/>

Ship Weapons	Damage	Other Ship Systems	
<input type="text" value="Light STS Missile"/>	<input type="text" value="2d6"/>	<input type="text" value="Civillian Locker"/>	<input type="text"/>
<input type="text" value="Med AP Defense"/>	<input type="text"/>	<input type="text" value="Basic TAD"/>	<input type="text"/>
<input type="text" value="Anti-Vehicle"/>	<input type="text" value="1 Hull"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>