

Creating an Explosive (see p. 29)

Result	Damage
3-5	Failure (no explosive is created)
6-10	2d6
11-15	3d6
16-20	4d6
21+	5d6

Purchases (see p. 52)

Difference	Final Deal*
1-4	Unchanged
5-11	25% above or 10% below asking price, as desired
12-18	50% above or 20% below asking price, as desired
19-25	75% above or 30% below asking price, as desired
26+	100% above or 40% below asking price, as desired

* Round to the nearest increment of the currency used (Resources, Supplies, or other). Keep it simple.

Endurance vs Conditions (see p. 285)

Basic poisons	TN 12
Suffocating (water, air, other)	TN 15
Advanced and deadly poisons	TN 18

Experimental Sciences (see p. 35)

Result	Effect
Below TN	Failure. You come up empty. If the GC finds it amusing, you might also suffer a slightly embarrassing mishap.
TN + 0 to 5	Compromised Success. Choose a Mental skill with which you have at least one rank. The GC describes your success using this skill and may apply one significant flaw with your performance.
TN + 6 to 10	Success! Choose a Mental skill with which you have at least one rank. You describe your success using this skill, though the GC may still apply one minor flaw with your performance.
TN + 11 to 15	Invention! In addition to the effects of Success! , you gain a single, one-use weapon or gadget related to or derived from your action and/or the skill used to complete it. The GC determines the nature of this device, though you may make suggestions.
TN + 16 or higher	Lasting Invention! In addition to the effects of Success! you gain a single permanent weapon or gadget related to or derived from your action and/or the skill used to complete it. Work with the GC to determine the nature of this device.

Insight (see p. 37)

Result	Effect
Below TN	Failure. You come up empty. Or, if it suits the story, the GC might have you arrive at an erroneous, conclusion, with interesting results.
TN + 0 to 5	Compromised Success. Choose a Mental skill with which you have at least one rank. The GC describes your success using this skill and introduces two clues that you discover as a result. Sadly, only one of the clues is true.
TN + 6 to 10	Success! Choose a Mental skill with which you have at least one rank. You describe your success using this skill, and the GC introduces one clue that you discover as a result. This clue must be true, but it needn't be all that revealing.
TN + 11 to 15	A Clue! In addition to the effects of Success! you gain a minor clue about the situation or events beyond the focus of your inspection. Perhaps when reviewing the scene of an attack, you learn where the assailants went immediately after the battle.
TN + 16 or higher	A Bigger Clue! In addition to the effects of Success! you gain a major clue about the situation or events beyond the focus of your inspection. Maybe when reviewing the scene of an attack, you learn the identities of the assailants.

Target Numbers (see p. 25)

TN	Difficulty	Notes
10	Easy	A competent person will succeed most of the time.
15	Moderate	A competent person will succeed some of the time.
20	Hard	With a <i>lot</i> of training you just might succeed. With no training? Don't hold your breath.
25	Very Hard	Even with a lot of training your chances are slim.
30*	Exceptionally Difficult	Only a true master of this discipline stands any chance of success.
35*	Impossible	A master of this discipline will frown and step away. A fool will rush in and try anyway.

* A newly-created character cannot succeed against these TNs. Game Chiefs should take great care assigning these difficulties in early games of *Planet Mercenary* RPG.

Jury-rigging (see p. 38)

Available Parts	Result	Number of Uses	Max. Utility
Unavailable *	N/A	N/A	N/A
Poor	3-5 6-12 13+	Failure / No Item 1 2	Failure / No Item 15 20
Adequate	3-5 6-12 13-17 18+	Failure / No Item 1 2 2	Failure / No Item 20 20 25
Optimal	3-5 6-12 13-17 18-22 23+	Failure / No Item 2 2 3 4	Failure / No Item 20 25 25 30

* No skill check is possible.

Job Completion & Leveling Up

At the end of a job, when the objectives are either completed or failed, three things happen:

1. The company as a whole gets an increase (or decrease) to their Reputation. As a rule of thumb, generally it's +1 for completing a mission, +2 for completing a mission in style (with aplomb, or exceptional success), and +3 for completing a mission, getting paid twice, *and* getting another job.
2. A successful job means that the company gains the amount of Resources that they negotiated for when taking the job (or that they negotiated for when they decided to ditch their first employer and work for the other guy instead). Failed jobs don't result in being paid Resources.
3. Players get three new skill points to add to their character. Award them as follows: 1 skill point each for two skills that the players used during the job, and a third skill point that they can apply to any skill that they want. Alternately, they can use all three skill points to gain one new specialty in a skill in which they already have at least one Rank. Players cannot hold skill points between jobs or sessions; they must use them or lose them. (*Note:* AI characters do not get skill points for job completion. All their skill increases must be purchased with company Resources.)



Research (see p. 41)

Result	Bonus
3-5	Failure. (No bonus)
6-14	+1 with your next check using the chosen Mental skill.
15-19	+2 with your next check using the chosen Mental skill.
20-24	+3 with your next check using the chosen Mental skill, or +2 if you have no ranks with the skill.
25+	+4 with your next check using the chosen Mental skill, or +2 if you have no ranks with the skill

Contracts (see p. 48)

Result	Final Pay	Result	Final Pay
3-5	-3 Resources.	21-25	+1 Resources.
6-10	-2 Resources.	26-30	+2 Resources.
11-15	-1 Resources.	30+	+3 Resources.
16-20	As offered.		

Reputation (see p. 99)

Score	Your Company is viewed as:	Modifier
1	a treacherous conclave of scum and villainy	-3
2	a deceitful band of ignoble rakes	-2
3	irresponsible	-1
4	unproven	+0
5	reliable	+1
6	reputable and loyal	+2
7	discreet and efficient	+3
8	worth making friends with	+4
9	paragons among professionals-at-arms	+5
10	celebrity heroes whose stories buy all the drinks	+6

The Ship's Locker (see p. 117)

Item	Civilian Locker	Milspec Locker
First aid kits	Yes	Yes
Rations, emergency	Yes	Yes
<i>Note:</i> Enough to cover the average distance to nearby outposts (give or take)		
Suits, life support, and EVA	Yes	Yes
Tools	Yes	Yes
<i>Note:</i> Engineering, mechanical, and others required to make common on-board repairs		
Weapons, emergency melee	No	Yes
<i>Note:</i> Dmg: 1d6, grips: 1, license: legal, no qualities		
Weapons, emergency pistols	No	Yes
<i>Note:</i> Type: beam or projectile (each crew member chooses), dmg: 1d6, reload: 1, grips: 1, license: legal, no qualities		
Weapons, emergency carbines	No	Yes
<i>Note:</i> Type: beam or projectile (each crew member chooses), dmg: 2d6, reload: 1, grips: 1, license: legal, no qualities		

Advantages and Disadvantages (see p. 285)

	Advantage	Disadvantage
Neutral	No advantage	No disadvantage
Mild	+2 to skill checks	-2 to skill checks
Moderate	+4 to skill checks	-4 to skill checks
Extreme	+6 to skill checks	-6 to skill checks

Special Rules for Sophonts

Human: May take one final action after death, action may not save own life.

Neophant: -1 penalty with Dodge skill checks; Your trunk counts as an extra limb with minimal dexterity.

Rilla: -2 penalty with Negotiate skill checks; bite attack (damage: Athletics).

Ursumari: Claw attack (damage: Athletics + 2).

Esspererin: Draw a Mayhem card when you roll a 6 on any single die while making an Engineering or Mechanics check; the only weapons you can use are pistols, carbines, and stationed weapons; you can fly.

Fobott'r: -1 penalty with Computers skill checks; may fire two weapons with a single action, though you suffer a -2 penalty with each of the two checks. If you and a friendly Fobott'r are in direct physical contact, the checks only suffer a -1 penalty. If you are next to a friendly Fobott'r and either of you uses this rule, attacks against either of you gain a +2 to the roll.

Frellenti: Your feet are your hands, you can't use them as hands while running. Tongue is a fully prehensile tentacle, and can support twice your body weight. You can perform Perception (Taste) from up to four meters from the target.

Kreely: -1 penalty with Endurance skill checks; natural armor (+1 to Defense and Dodge and +5 Damage Reduction against melee attacks).

Polyflorian: You require a special chair to move around. Each piece of gear costs 1 additional Supplies because it must be modified to fit your chair.

Queltro: -1 penalty with Endurance skill checks, -2 penalty with Intimidate skill checks, -1 penalty with Negotiate checks, -2 penalty with Stealth skill checks; Any explosive that you create, use, or plant inflicts an extra 1d6 damage.

Tausennigan Kss'thrata: Claw attack (damage: Athletics + 2) and a headbutt attack (damage: Athletics + 2).

Tausennigan Ob'enn: -1 penalty with Social skill checks targeting non-Ob'enn.

Unioc: -2 penalty with Explosives skill checks.

Carbosilicate Amorph: If an enemy hits you with an Upgraded Success, they may destroy one of your eyes. With no eyes, you suffer a conditional penalty due to blindness. This penalty is applied by the GC depending on how much the current situation is dependent on visual information.

