



D20 Advantage & Compensation System		V3.0
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Introduction

To follow is a combination of Advantage/Disadvantage systems from *Shatterzone*, *Masterbook* and a little from *D6* and *D6 Star Wars Alien Encounter* sourcebook. It is all compiled into one comprehensive system that is compatible with the d20 system. There were so many redeeming qualities about *Shatterzone* that I have used as the basis and the framework for this Advantage / Compensation system.

This system is intended to expand the character generation system of d20, and further remove it away from the cookie-cutter tendencies the class system has. However, also, this system can be used to create original and customized aliens or mutants that are published in the D20 material.

Organization

The Advantages and Compensations, in following with the *Shatterzone* framework, are organized by "type". There are Advantages and Compensations that affect your character's Attributes and Skills (listed under "Numbers"), ones that depend on the character being an "alien" (under "Alien Abilities") and more. Each Advantage type has a description for the category listed before the actual different advantages. They are just for organizational purposes, since I threw out the *Masterbook* Columnar organization.

The point costs are suggested point costs and some have compensation recommendations. The GM has discretion to change these costs.

Character Generation: The Concept

The Advantage/Compensation step in the character generation system of d20 fits in just after selecting Feats. More Feats can also be bought with this system, but many other advantages can too, that effect so much more of the character. However, there are certain procedures that should have been taken before the first steps of character generation. These steps are necessary to use this Advantage/Compensation system to its fullest.

These steps can be summarized in one easy term: fleshing the Character out. Fleshing a character out entails coming up with a background story. In that background story, you create a concept... a character concept. To develop a character concept and in turn a background for the character, you have to ask yourself questions, like:

- Where/when was my character born?
- What did my character do as a child?
- What unusual experiences did my character have?
- Why did my character 'choose' to become the character he/ she is now?
- What was my character doing right before the game begins?

There are, of course, other questions you can come up with, though these are among the most common. As you go through these and other questions, do the following:

- Brain-storm on each point, jotting down ideas
- Expand on the ideas
- Highlight the high points
- Come up with your own ideas of advantages and disadvantages the character might have as a result of these occurrences in his/her life.
- Browse the Advantages and Compensations to get more ideas



The System

Each Advantage & Compensation has a point value. Depending on the type of character the player is playing, the character can have a certain amount of points to spend to buy Advantages, which in turn need to be balanced out with an equal or near-equal amount of Compensations. Any points left over are lost. The player can spend three more points over his limit on Compensations or not spend 3 points in Advantages, but no more than 3 can be left over.

Depending on what species the player chooses for his character, there is a set amount of points. Because some species already start out with special abilities, they have to be taken into account. The following table lists the amount of Advantage Points a Character receives using this system:

<u>Species</u>	<u>Advantage Points</u>
Human/Near-Human	9-11
Published Alien or non-Human	6-8
Homemade Alien non-Human	12-15

There are basically two types of Advantages/Compensations (A/C) you can buy with this system: Background and Species.

Background A/Cs are strictly gained through the character's history. These can include mutations, and other physical changes.

Species A/Cs originate from the species of the character itself.

Human/Near Human:

When a player chooses a human, they have a wide range of A/Cs to choose from. However, when they buy any kind of Species type A/Cs, this carries the Human character over into the Near-Human category – a being that is only slightly different from the human physiology.

Published Alien

Published Aliens are a category that covers any non-human character species published in d20 source material. They get fewer points because most aliens already have advantages and/or disadvantage built into the Special Abilities. It is important to note that any new advantages or disadvantages/compensations should not reflect any special abilities defined in the published aliens descriptions. All factors are already counted in the published alien with respect to existing Special Abilities. However, like the case of Near Humans, if the player chooses A/Cs that could be considered related to the Species while not repeating existing Special Abilities, then the character is categorized as a Variant of the Published Alien, attributing the new Special/Alien Abilities to mutations.

Homemade Alien

Home-brew or homemade aliens start out a blank piece of paper and a concept in the player's head. Totally starting from scratch, the player has to first create the Species abilities using this system. Then any Background A/Cs can be considered. It's important in this case to discern between the two because most Species based A/Cs cannot be "bought off".

As stated, the points spent on Advantages subtracted from the total point spent on Compensations must be ≤ 3 . Most Advantages and Compensations have a game effect but they all should be role-played, and part of the Character Concept.

Buying Off Compensations

At some point, your character may want to get rid of a Compensation. Compensation points are only supposed to be used and kept track of during character generation - once the game starts, nothing has to add up ever again. Although it is assumed that the player doesn't expect to get rid of all his Compensations at once or the that the GM doesn't let it happen, after a while, certain Compensations may become more annoying than fun.

Most Compensations can be gotten rid of fairly simply though it may take time. "*Enemies*" and "*Pursuers*" may be killed, bought off, or pacified. "*Debts*" may be repaid. These are all part of the story, which of course is the most important thing.

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However, some Compensations are seemingly here to stay. For example, if you start playing a Human mutant who has a really ugly appearance (and incurs "Alien Prejudice"), it may be very hard to get rid of that. Major surgery might do it, but then again, it might not. But, role-playing the character might be the better way to go. Perhaps the character becomes so well known or accepted that the prejudice is nullified. If, however, you want to "target" a Compensation that has grown annoying, simply tell your game master. Maybe he or she has some ideas that can be worked into the campaign - that is the best way to "buy off" Compensations.

Gaining Advantages

Naturally, as your character adventures, he is going to pick up "stuff." These are not "new Advantages" that have to be kept track of - they are just parts of the role-playing experience. Don't worry about point costs. The same thing goes for gaining Compensations. If your character does something to buy down a *Compensation*, it should be all part of the role-play. The "A's" and "C's" are meant as a role-playing "jumping off points" they aren't all your character is or all he or she is going to be. Keep track of your character's story - not points.

Special Effects

One last note about Background Generation. Often, especially when you are constructing an alien character, you may want to "enhance" the description of the character or the background of the character to make it more interesting. This is a special effect.

Special effects are those little additions that make a character different. None of these characteristics actually have any game effects (though they do get the 1 point "Alien Prejudice"), so they don't cost points. More simply, if you want to play a really big, really small, really "handsome" or "beautiful" character - or one that has pointy ears and green skin - unless you pick an additional game modifier, it is just a special effect. Of course, the game master may insist that certain SFX have game effects, but a lot can be taken for granted.

D20 Notes - Additional Starting Feats

Additional Feats can be purchased with Advantage Points, at a cost of 1 point per feat, but now more than 2 additional Feats can be purchased. These feats also must be compensated for. Some Feats covered old Masterbook Advantages, so for simplicity, those Advantages were left out.

D20 Notes – Skill Synergy, Class Special Abilities and Feat Links

Skill Synergy, and links to Class Special Abilities and Feats should be worked out with the GM. Sometimes, the bonus or penalty derived is the points or some multiple of the points spent on the Advantage or Compensation.

Class Abilities of other Classes are optionally available (GM's discretion) for between 1 and 5 points. The GM should set the point value and approve all Class Abilities. These would qualify as Special Abilities and should have story connection to the character.



Advantages

Alien or Special Abilities

In game terminology, "alien" refers to anything not strictly Human standard; anything not human or human-norm is alien. This includes all the aliens and it also includes "near-Humans" mutants and genetic experiments that have ended up with special abilities, Humans with supernatural related powers, and anybody else who doesn't get neatly pigeon-holed in the "Human normal" category. Each Alien or Special Ability is listed with its role-playing effects.

Special Abilities (1-5 points)

These of course are abilities that make an individual special.

Special Abilities General Point Value Guidelines	
Point Value	Game Effect and Examples
1	An ability that is only of limited usefulness. Examples include gills for breathing under water; resistance to one environmental extreme; a very long lifespan.
2	An ability that gives the character a distinct advantage in certain limited situations. Examples include the ability to "put off" a bodily function like eating, sleeping (or even breathing) for a comparatively short amount of time, extra appendages.
3	The character has a very useful advantage. The ability to regenerate damage at a faster rate; self-powered wings; the character has an "extra" wound level before deathlike "coma."
4*	The advantage is almost always a factor. Natural "armor" that increases outward (or inner, but not both) Strength by up to +1D energy; virtual immunity to one specific form of damage (electricity, gamma radiation, etc.); the ability to make healing rolls at an hourly rate instead of the normal rate; the character is immune to one sort of non-physical, specific form of attack (taunt, trick, intimidate, etc.)
5*	A "special effects" sort of ability that gives the character a distinct advantage. This is a very powerful ability natural to the character - perhaps the character can teleport over very short distances; has the ability to change shape or size; can transform a very limited amount of energy to matter or back again. * These abilities are very hard to keep under control. The game master should not allow a character with these abilities to have other very powerful Advantages without some major Compensation being present. You may not wish to choose these abilities at first.



Sample Special Ability

These abilities are listed by point cost. They are merely a short listing of some options possible. Use them at your discretion. Create role-playing rules for other options based on what you see here. This is not a totally inclusive list. The GM or the player may create other ability.

Point Cost	Sample Special Ability
1-5	<p>Acute Senses:</p> <ul style="list-style-type: none"> • Acute Hearing: +1 per point to Listen • Acute Smell: +1 per point to Search or Spot rolls. • Acute Taste: +1 per point to Spot to detect poisons in food, etc. • Acute Touch: +1 point per point to Listen, Sleight of Hand, Disable Device, or to perform and to sense a pickpocket. The character can sense even vibrations from very far away. • Acute Vision: +1 point per point to Spot; +1 per point long range shots,+1 per point Search
1-3	<p>Attractive Appearance: +2 / Point Diplomacy, Bluff.</p>
1-4	<p>Naturally Enhanced Ability</p> <ul style="list-style-type: none"> • Climbing Claws - Used for Climbing only. +2 per point spent to climbing when in use. • Jumping - +2 per point spent bonus to jump • Natural Camouflage - +2 per point spent to Hide • Prehensile Tail - This allows the character to use his tail as another limb, giving him an extra action in combat. • Special Balance - +2 per point spent to Climb, Jump, Escape Artist, Tumble • Special Skill Affinity - Due to the environment the character was raised in, the character receives a +2 per point spent bonus to a specific skill - examples are Swimming for aquatic aliens; Knowledge (Agricultural) for agricultural societies; Survival (Wilderness) for those raised in the Wilderness; Intimidation for those raised in particular aggressive societies; Move Quietly or Listen for those that are raised in particularly dangerous worlds and are not the top of the food chain. • Enhanced Size - For 3 points, this Special Ability, the player can increase or decrease the character size one level. All Characters start out as a Medium-size character and must buy this ability to either be Large or Small. It is not seen as role-playable to be any larger or smaller.
1-3	<p>Natural Lie Detector: +2 per point to Sense Motive to detect lies (vs. target's Diplomacy). +1 point per point to Diplomacy, Profession (Gambling).</p>
1-3	<p>Natural Armor: Character has a tough hide or carapace that acts as Armor. DR: +1 points of Armor per point spent on this ability. (No special Feat required) AC: +2 AC per point.</p>
1-3	<p>Special Vision: (Dark, Low-light, Infrared) 1-point Enhanced Vision is, for example, like Low-Light Vision. The character can see twice as far as normal beings in Low-light situations. 3 point Enhanced Vision is, for example, Dark Vision - the ability to see up to 20 meters in the total darkness. 2-point vision can be a shorter ranged Dark Vision or a short range Infrared Vision.</p>

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1-3	Observation: +1 point per point to Spot. More than just Acute Vision, this involves more instinct. Can be combined with Acute Vision.																		
1-5	<p>Pheromone Control: The character is capable of automatically (no skill roll required) provoking an emotion in those within a radius around him. The radius and effect depends on the amount of points that was spent. The bonus applies to any CHA based skilled.</p> <table border="1"> <thead> <tr> <th>Points</th> <th>Radius</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td>2</td> <td>3</td> <td>2</td> </tr> <tr> <td>3</td> <td>5</td> <td>3</td> </tr> <tr> <td>4</td> <td>10</td> <td>4</td> </tr> <tr> <td>5</td> <td>15</td> <td>5</td> </tr> </tbody> </table>	Points	Radius	Bonus	1	1	1	2	3	2	3	5	3	4	10	4	5	15	5
Points	Radius	Bonus																	
1	1	1																	
2	3	2																	
3	5	3																	
4	10	4																	
5	15	5																	
2	Gills. The character can breathe one form of liquid (probably water) as if it were oxygen. The character is immune to drowning in it. He gains +4 to all Swim rolls.																		
2	Gas Tolerance. The character can breathe one form of atmosphere not tolerated (and possibly lethal to) Humans and most other aliens.																		
3	<p>Natural Weapon</p> <ul style="list-style-type: none"> • Claws: Not to be used as climbing. Claw attack is does 1d4 points of unarmed damage, instead of the normal 1d3 for Medium size characters. For small, 1d3. For Large, 1d6. • Tail: A tail appendage that can be used as a weapon. Normal Unarmed damage. • Fangs: Sharp teeth. 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Tusks or Horns: Bone-like protrusions somewhere on the body, usually in or around the head/face. 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Beak: Sharp, Bird-like mouth used for pecking attacks. 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Kick: Especially adept at a type of kicking. 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Pincers: 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Venom: See Core Rulebook for types of Poisons (pg 219) • Body Weapon: Special weapon that doesn't fall under the above categories - like tentacles, thorns, or bladed dorsal fins. 1d4 unarmed damage for Medium-size characters, 1d3 for Small, 1d6 for Large • Presence Attack (<i>Prerequisite: Force Sensitive</i>) +4 to Charisma based checks for purposes of intimidation, fear or demoralization. This ability is accompanied by some kind of roar or fearsome gesture and uses an innate attachment to the Force to bring out the Fear in some one. If accompanied with a success Fear skill check, +4 synergy bonus. 																		
3	Flight: Alien can fly.																		
3	Gliding: Alien can glide a certain distance. On a standard gravity world, it can glide 15 meters. Double that for might gravity world. On heavy gravity worlds, it can glide 5 meters.																		
3	Temperature Tolerance: Either cold or hot - player's choice - the character suffers no ill effects to that extreme, to a point, that is agreed upon by the GM and the player.																		

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3	Drug Tolerance. Most drugs do not affect the character nearly as badly as most of Humanity and aliens. Add +2 to any rolls made to fight off addiction.
3-5	Quiet Movement: The Character that takes this ability moves quieter than most. The benefit is based on the points spent. <ul style="list-style-type: none"> • 3- points – no penalty to Move Silently while at Full Speed • 4 points – Above plus Move Silently penalty while charging is reduce to -10 • 5 points – Above plus Move Silently penalty while charging is reduce to -5 and the penalty while running is reduced to -10
4	Armor-Defeating Attack: When attacking characters protected by armor with natural weapons (the character's fists, claws, teeth, etc.) this ability negates the Armor bonuses. The character must specify how the attack negates the armor: an acidic mist slips through any openings, metallic-based claws, etc. There should be at least one type of armor that is unaffected by this.
4	Hardiness 1: The player receives an additional bonus to Hit Points, based on his class. The bonus is half the starting Hit Points of the class.
4	Long Life Span: The character is "virtually immortal." Often, this Advantage has an Advantage Flaw attached that governs what the character must do to maintain his life. The character should gain peripheral bonuses during game play because of his "longer outlook."
4	Multi-Ability 1: A character might have multiple "minor" abilities that are increased by a special ability. For example, a character could have "eyestalks" that give him a +1 bonus to perception attempts that would negate surprise, the ability to focus his ears on particular types of noises (+1 bonus when listening for particular sounds), and fingers that are very sensitive to subdermal motion (+ 1 bonus to lock picking against safes with moving tumblers). All the bonuses should be fairly limited in their applications, pertaining to only specific uses of particular skills (like specializations do), but there can be several of them for each selection. A lot of discretion is left to the GM where this ability is concerned.
4	Natural Resistance: The character is highly resistant to disease and receives a +4 to Fortitude checks when determining whether he has contracted an illness or not. Extra points can be spent to increase the bonus +1 per point spent.
4	Omnivorous: The character is capable of gaining nourishment from any organic substance (though he is not immune to poisons).
4	Sense of Direction 1: The character has a good sense of direction. He gains +4 to cartography rolls, and planetary navigation rolls used to find his way. Extra points can be spent to increase the bonus +1 per point spent.
4	Silence: The character is able to move in complete silence. He gains +4 to all Hide and Move Quietly checks. Extra points can be spent to increase the bonus +1 per point spent.
4	Speed: The character is extremely fast, adding +10 m to his base movement rates.
4	Ventriloquism: The character has the ability to throw his voice up to three meters away. No skill roll is required to do this, but if it is part of a Bluff attempt, he receives a +4 bonus.
4	Youthful Appearance: The character looks much younger than he or she actually is and receives a +4 to Diplomacy and Bluff attempts which involve posing as someone youthful (in general, characters should not look more than 10-15 years younger than they are, and game master discretion and common sense should be the rule here).

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5	Enhanced Healing: The character recovers Hip Points quicker. Instead of the normal 1 point per Character Level per hour of rest, it's 2 points.
5	Attack Form Resistance (Environmental): The character is highly resistant (+6 bonus to resistance roll) to attacks involving extremes of heat or cold.
5	Attack Form Resistance (Interaction): The character is highly resistant to one specific type of non-physical attack or assault, such as Bluff, Intimidation, uses of Diplomacy requiring a resistance roll or saving throw, interrogation, etc. (relevant Ability Score or saving throw +6 to resist attack).
5	Attack Form Resistance (Specific Weapon): The character is highly resistant (+6 bonus to Defense) to physical damage from a particular type of normal weapons (Blasters, Slugthrowers, Melee Weapon, Natural Weapons). The player and the GM will have to work out the rationalization of the ability. This is not armor. It is simply a resistance.
5	Elasticity: The character can stretch, elongate, and compress his body, allowing him to double his height or smaller openings he could not normally fit through. The character's extremities can be stretched to fit through a keyhole or tight crack. The character gains +6 to skills in relation to maneuvering in tight spaces, and pick pocket, lock pick and related skill attempts.
5	Hardiness II: The player receives an additional bonus to Hit Point, based on his class. The bonus is the starting Hit Points of the class.
5	Hypnotism: This ability gives the character the Hypnosis skill at +5, as a Natural Ability. This skill is based on CHA, and is resisted by Will saving throw.
5	Immortality: The character is immortal. If he gets down to 0 wounds, he doesn't die - he just drops unconscious, into a coma. With the proper medical attention, the character will come out of his coma. Until healed, he remains in the coma. This is usually accompanied with "Regeneration," because without it he'll slowly heal from massive wounds. However, there should be one particular set of circumstances whereby the character will die forever. These sets of circumstances should not be too unusual - killed directly by magical or supernatural means, drowned, decapitated are all good examples.
5	Limited Regeneration: The character recovers Hit Points quicker. Instead of the normal 1 point per Character Level per hour of rest, the character generates his Class Hit Points bonus Per Character Level per hour of rest.
5	Multi-Ability II: Similar to "Multiple Abilities I," save that the modifiers can now be in the +2 to +4 range (game master's discretion).
5	<p>Paralyzing Touch: Characters who choose this ability can cause a target to be paralyzed (no movement for a period of time). The character must succeed at a unarmed combat attack to touch his target's flesh for the ability to work.</p> <p>The target must generate a Will saving throw with a DC 10 + attacker's Will save + 1 for every extra Vitality the attacker puts into the effort. If the target fails, he's paralyzed, and will remain that way until he makes a successful Will saving throw vs. the same DC. He may attempt to do so once per round, and every round the DC is reduced by 1.</p> <p>There should be a base vitality cost for this effect – between 2 to 5 Vitality, GM's discretion.</p> <p>Note: Characters who are heavily armored or covered will be harder to hit. In general, a normal unarmed combat attack is used to hit an average character's skin (the difficulty of hitting bare skin is balanced out by the fact that no damage needs to be caused). A character wearing clothing or armor over most of his body would gain +2, +3 or more to his relevant defensive skill.</p>

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6	Regeneration: Character heals faster than normal healing. Hit Points is healed at the rate of the maximum Hit Points bonus possible for his Class, per Character Level per Hour. For example, a Soldier Regenerates 10 points per hour of rest.
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D&D Monster Manual Special Abilities Notes: Most Special Abilities listed in the Monster Manual and other D&D sourcebooks should be easily defined using this point system. As such, a player should be able to work with the GM to define any Special Ability in those books for use with his character if he so chooses.



Knowledge

This category covers knowledge and information possessed by the character - to her benefit - that is not "common knowledge." These are not skills, and nothing needs to be rolled for them. They are knowledge recourses or pools that the character has in some respect.

Contacts (1-5 Points)

When a character purchases Contacts for a variable Advantage point cost, the character gets a contact or several contacts that regularly provide the character with information and/or "help" during the campaign. These contacts can be friends, associates, just people the character "knows of" who will respond to the character's plea for knowledge, or even enemies. The character may not always know who these contacts are. They could be a secret society or group that knows who the character is, but who choose to "remain anonymous." The player should tell the game master how many points to devote to this Advantage and let the game master work out the details.

This gives a great resource to the GM throughout the campaign. Contacts can be used for many things, from starting an adventure or ending a subplot, or just getting the main plot to move along. Use the table below to determine what sort of "power" your contact has by point value. The game master will then "set it up" so that your contacts are part of the game. Remember that Contacts have their own motivations, they are not always out for your own good, and others influence them just as easy. Most have some sort of vested interest in keeping the character informed.

Contact Value Chart	
Point Value	Contacts
1	The contact has a very limited sphere of influence/knowledge. Examples: a local barkeep with "an ear to the ground"; a group of friends with their eyes open; a bureaucrat who gives "juicy tips at modest prices"; a computer nerd who knows "everything" about one sort of computer
2	The contact has a moderately extensive sphere of influence/knowledge. A small underground or low-level information net running throughout a city, base, or ship; an low-ranking military officer who "keeps in touch"; the head of a local law enforcement agency; a weapon smith who has access to not-quite-legal weapons and underground information
3	The contact has a wide range of influence/ knowledge, but may be difficult to get in touch with. A band of "gypsies" who travel around and have some way of contacting the character; extensive ties to a megacorporation's personnel who feed the character information when it suits them; a crime boss who "owes the character a favor" and pays it back occasionally with information
4	More than one contact, with extensive knowledge on many subjects. Lots of "old acquaintances" keep their eyes peeled for information the character might be interested in; a whole species (small species) feels friendly toward the character for past favors; people show up out of the shadows and tell the character things for no apparent reason.
5	Considerable contact network.

Skill Synergy: In most general cases, the points used in Contacts can act as a bonus to **Gather Information** rolls when searching for information that the contacts would have access to.



Cultures (1-4 points)

The character has unusual knowledge of a species, culture, or society other than his or her own. This knowledge is not a skill - it is "natural" to the character. For example, it may "occur" to a character, while he is dealing with a culture he has knowledge of, that something "isn't right." Maybe someone is acting in a manner not consistent with the culture, or someone is about to commit a serious breach of etiquette. The table below shows possible point costs and examples of uses of this Advantage.

Culture Value Chart	
Point Value	Effect
1	The character's knowledge is limited to one culture and is not very reliable. The character remembers small items and details of cultural significance but may not remember them all the time. The game master has control over when this knowledge helps the character. Examples includes: anecdotes from the culture's history, table manners, etc.
2	The knowledge may be focused on one culture or spread out over a few and is useful in proportion to its focus. The character may know much of what is "common knowledge" within the culture. Either that, or perhaps the character has limited knowledge (like option one) of several cultures through limited contact, similar to the one-point Cultures but for a few cultures.
2	Bilingual Background: One additional Language along with the characters native language. +2 Knowledge skills pertaining to that culture.
3	The character has exhaustive knowledge of one culture, or "passing knowledge" of several. The character probably speaks the native language of the culture in question (free skill, like native language) and probably knows quite a bit about the culture and the culture's secrets. Or the character may have fairly good knowledge of several cultures (as option two).
4	The character is practically a native of the alien culture, perhaps raised in another culture that is not common to his species.

Skill Synergy: In most general cases, the points used in Cultures can act as a bonus to **Knowlegde** skill attempts about that particular or related culture.

Secrets (1-6 points)

The character knows something. Either he has 'something on' someone of importance, or just knows something that will benefit him during play. Examples include: inside information on stock or mineral prices; the secret location and password for a hidden military base; how to forge governmental registration papers perfectly, every time (until they change the format); or the name of a governor's mistress(and the governor's wife's phone number). All information has to be treated differently. Some of it is one-shot information (like the location of a secret treasure), while other information can be milked indefinitely, while others can seem one shot but only lead to more secrets. Other information may vary in value - if the Moff doesn't care whether his wife knows about his affairs, blackmail won't work, but the character may be able to become friends with the mistress himself ... thereby acquiring more information. Because of the incredibly variable nature of the information, there is no table for assigning Advantage points just some explanation. Secret information that is of limited usefulness or has a "one-shot" application should be worth about one or two points. It is not information that will affect the character's career that much. Information that has a long-standing effect on the character and those around the character is worth three points, and one that could make the character very, very powerful is a four or six point advantage.

Keep in mind, when choosing the "Secret" Advantage, you may be opening up your character for some obvious Compensations. For example, if your character has a three point "Secret" that he or she can use to blackmail a local military officer, then the character may also attract something like the "Enemy" Compensation. Also remember, even if you rationalize something like this away (because you don't want the Compensation), you may get it anyway as the game goes on.

Advantage & Compensation System



Secrets can serve the character in many ways, good and bad. The GM should determine the point value.

Supra-normal Knowledge (3 points)

The character with Supra-normal Knowledge knows how to do something nobody else (at least nobody else in the campaign) knows how to do. Or, perhaps, the character knows how to do something everyone else knows how to do - only better. This is a combination of "Knowledge" and "Numbers."

Purchasing this Advantage gives the character +3 in any skill that is applicable to the Supra-normal Knowledge. These skills should be noted somehow as being related to the character's supra-normal knowledge.

There is an additional effect when the character performs the skill. Usually, it will benefit the character. At the very least, it will be impressive. This effect could be used to intimidate or in some way, emotionally effect a Game master character. Note that this option can also be used to introduce "alien" skills into the game.

Latent Abilities (1-5 Points)

Latent Abilities is used when the player needs a little breathing room. The character can "reserve" an unspecified Advantage "to be determined" at a later time.

Later, the GM or the player may come up with something appropriate. If the game master approves, the "Latent Ability" is replaced with whatever Advantage the game master approved of. In the game, the character suddenly displays some ability or skill no one (not even the character) knew she had. From then on, that ability is part of the character.

Note that the point cost for "Latent Abilities" and the point cost for the Advantage "to be named later" should be the same. So the player decides how power the Latent ability should be initially, then the GM does some judgment work when the Advantage ability comes up. For example, a two point Advantage could actually be two one point Advantages (if preferred) and could be selected at different times. The point values must get GM approval, because the higher the Latent Ability is, the more imbalanced the ability could be later.



Material Gain

Equipment (1-5 points)

Acquiring basic starting equipment is something every player character can do as a normal part of character generation. However, this Advantage allows the character to obtain restricted, unusual, expensive, and/or alien equipment to use during the game.

Things that a character might "purchase" with Advantages include powerful weapons, prototype equipment, or military-issue armor. Other things are available as well, but most characters will probably be looking for this type of stuff here. Expensive vehicles are also a popular choice. For space-faring vessels, see "Ships," below. The table below gives you some idea of what sorts of equipment can be purchased with Advantage points.

Keep in mind that there are many good ways to compensate for equipment - such as "Advantage Flaws," "Criminal," and "Debt."

Equipment Value Chart	
Point Value	Effect
1	The equipment is just above standard, either in value or effect. A military-issue weapon (such as a heavy weapon) of not unremarkable power; a fairly expensive piece of non-combat equipment (like a nice car or hovercraft); above-average armor; a really nice object of value. Maximum credit expense should not exceed 10,000 credits in any case
2	The equipment is well above standard and is not normally available to even the less-general public. A military-only piece of equipment; a very expensive piece of non-restricted (but still unusual) equipment; an object of extreme rarity and value. Maximum cost should not exceed 20,000 credits in any case
3	The equipment is not available to any but a select few. Top-of-the-line weaponry or armor; a prototype piece of non-combat equipment; a one-of-a-kind object of value. Maximum cost is no more than 40,000 credits.
4	The equipment is not available to any but a small select few. Prototype weaponry or armor; and/or non-combat equipment; a one-of-a-kind object of value. Maximum cost is no more than 50,000 credits.
5*	The equipment is not available to anyone else. A prototype or alien weapon; an artifact with strange abilities or powers; a legendary object of value. Max cost cannot be determined <i>* -The game master is encouraged to limit the occurrence of this option in his campaign. One character in the whole history of the campaign might begin the game with something like this - and the player better come up with a good reason why.</i>

Patron (1-3 points)

The odds are that most player characters are not independently wealthy. But they might have access to wealth in the form of patrons. If the characters are treasure hunters, patrons might include museums, universities, private philanthropists, newspapers or even retired adventurers.

1-point Patron means the character has a backer who will fund one expedition, with all proceeds going to the patron. All of the costs (room, board, travel, expenses) are covered by the patron, with the understanding that the player character is basically just a worker-for-hire. Anything that the adventurer discovers or purchases becomes the property of the patron.

2-point Patron expects much less from those he backs. The character may receive less financial support, but will have greater freedom of action. A newspaper publisher looking for hot stories is a common example of an organization qualifying for 2-point Patron. They cover a character's travel expenses and any legal fees in exchange for hot stories. Anything that the character finds on his own (like artifacts) remain his own.

Advantage & Compensation System



3-point Patron will give a character a limited stipend and cover expenses, then offer to purchase whatever the character recovers. Without consistent results, the funding could be cut off. One suggested Compensation for this is Employment.

Ships (3 or 6 points)

(Sci-fi or sci-fantasy only) This option allows your character to begin the game with access to a space/starship (which type of vessel is up to the game master). The Advantage only costs three points for a very good reason - unless there is some special circumstance, only one character per campaign should begin the game with a ship (and, most of the time, not even that many). The ship chosen shouldn't cost more than 250,000 credits and should be of comparable size and strength.

It was mentioned that your character does not own "the ship", using this option. To own the ship completely, the character must spend another 3 Advantage points to own it free and clear. Otherwise, there is some sort of "Debt," "Criminal," or "Advantage Flaw" on it (of at least 2-3 points). See the section on "Compensations".

Wealth (1-5 points)

The character has a lot of money or negotiable funds. "Wealth" starts the character out with ready cash - but does not necessarily give the character access to everything he or she might want to buy. Unless a related Compensation is chosen, "Wealth" is the result of good fortune, hard work, or a combination of both. As a general rule, one (1) point of "Wealth" is worth **10,000** credits. The option may be purchased more than once - up to five times, in fact.

Numbers

This category of Advantage allows you to play with the numbers you decided upon during basic Character Generation. You can increase skill points, Ability Score points, and mess around with your character's abilities in this section - purchasing those skills you wanted but just didn't have enough points for.

Increased Ability Score Points (1 points)

By choosing this Advantage, you, can purchase more Ability Score points for your character. This allows you to increase some Ability Scores you might have rolled low on. It does not allow you to have Ability Scores that exceed the species limit. *For every Advantage point you spend, you can increase one Ability Score by one point - up to its highest possible value. However, no more than 3 points can be spent on one Ability Score.*

Game Master Note: You may wish to limit the use of this Advantage if the character in question rolled particularly high Ability Scores. It should not affect play balance all that much - as the character has very few Advantage points - but it may. Usually, this "Increased Ability Score" reflects extra training and motivation on the part of the character - and should be reflected in the character's background description.

Increased Ability Score Limit (2 points)

By spending Advantage point, you may permanently increase the Maximum Limit of one of your character's Ability Scores one point. No more than three points can be allocated to one Ability Score. This may be done as many times as you have Advantage points, but it does not confer Ability Score points on the character. They may be increased normally to this new level, or you may purchase "Increased Ability Scores" with other Advantage points.

Note that all characters who have "Increased Ability Score Limit" Advantages come under the definition of "Alien." They may not be actual aliens - but they are not "normal" according to what the majority of society calls "normal." This increased ability, however, may not be noticeable. But, if it is, you may want to purchase "Alien Prejudice" as a Compensation to balance the character.

Notes on Customized or Homemade Aliens: When creating an alien from scratch, one starts out as a baseline, the Human Maximum and Minimum Ability Scores. In addition to this option, one can also transfer points from one Ability Score Max to another, with in reason (GM's discretion advised) at no cost.

Increased Skill Points (1 Point)

For one point, the character may have "Increased Skill Points." This means the character can increase the number of points in any one skill by one point. This Advantage may be purchased several times, though the recommended limit is five. Game Master Note: No character may purchase this option more than three times for any individual skill.

Bonus Class Skill (1 Point)

By using this option, the character can spend 1 point to to make any one skills a class skill for s specific class the character is choosing. Required GM approval..

Additional Starting Feats (1 Point)

Additional Feats can be purchased with Advantage Points, at a cost of 1 point per feat, but now more than 3 additional Feats can be purchased. These feats also must be compensated for. Some Feats covered old Masterbook Advantages, so for simplicity, those Advantages were left out.



Quirks, Perks, and Oddities

This category encapsulates personality traits, strange effects, social perks, and minor "stuff" that doesn't quite work its way into any other category.

Authority (1- 3 points)

The level of the Advantage is based on the character's rank, duties, and power in his local "jurisdiction."

1-point Authority Advantage might belong to someone who, because of circumstance, does not have a lot of opportunity to use his authority or someone who is very low in rank. This represents low-level or local authority in a village, or just in a cantina.

2-point Authority is the same as 1-point, but the character has more influence, possibly commanding a small number of troops or being in charge of a small company or town.

3-point Authority is the same as 1-point Authority, except that the character has a great deal of power and influence. The head of a large company or someone whose authority is simply never questioned would have this Advantage.

Famous (1-5 points)

The character is famous to some extent or another. Depending on how many points are spent, the "Famous" Advantage benefits the character in different ways. The table below gives examples and point costs for different levels of "Famous."

The Advantage can be bought more than once. A character might be famous for more than one reason (and more famous for one thing than another).

"Fame" is also good when used with the Compensation "Reputation." The Compensation explores the down side of being famous. You might want to pick it, as your gamemaster will almost certainly introduce it at some time. Also remember, "Fame" can be used like "Reputation".

There is also a reverse of "Famous" known as "No Fame" or "Off the Grid." The character is virtually unknown to anyone. The character is probably some sort of criminal or outcast who has managed to "slip through" the social cracks. There are no records on the character and the character enjoys absolute anonymity - for 2 Advantage Points.

Fame Value Chart	
Point Value	Effect and Examples
1	The character is moderately famous - a 'local celebrity' - and the benefits are limited. A local newscaster who can get into most semi-sensitive areas just by hiring a cameraman; a writer who is recognized occasionally by name; an upper level executive of a corporation who commands respect from those associated with the corp.
2	The character is pretty famous and will be recognized by most 'up to date' people. A former (or present) holovid actor who has made interstellar features; a champion-level jock; a rich playboy; a corp or Imperial-proclaimed "hero"
3+	The character is very famous and will almost always draw attention. A supermodel; an influential politician; a megacorp exec who has spent time in the spotlight

D20 Reputation Note: If the d20 system being used has a Reputation score, the points spent on Famous can be used as a bonus to Reputation.



Good Luck (1 Point)

Good Luck acts in different ways. The 1-Point advantage gives the player 3 "Luck" Points. These points do one of the following, player's choice depending on the circumstances, once per adventure.

- It allows the character to "take back" an action occasionally, or to "get lucky" even when the dice don't agree. The Character can "re-Do one action during a gaming session or an adventure. The player must get GM permission before re-doing.
- Once per adventure, the character has another player redo and re-roll an action.
- Once per Adventure, the GM should allow for a "lucky break" in some way.

Always, however, the "Good Luck" should be worked into the game in a storytelling sense. Don't engage in long rewinds and fast-forwards of the story - deal with incidents as they happen. And, remember, a little "Good Luck" doesn't go that long a way. A character may purchase only one Advantage of "Good Luck".

Scoundrel Note: This does NOT stack with the Scoundrel's Lucky ability. It enhances it. Instead of three "Luck" points, the Scoundrel can use his Lucky ability like the Luck points defined above, the number of times as defined in the Lucky. Ability.

Law Enforcement (2-4 Points)

The "Law Enforcement" Advantage gives adventurers some measure of abilities associated with being a deputized agent of the law; gives the prestige of being "ordained" by the legal system.

2-Point Law Enforcement means the character can carry a firearm and has limited authority to enforce the law. Private investigators, bounty hunters and bail bondsmen would qualify as 2-point Law Enforcement professions.

With 3-Point Law Enforcement the character is actually a police officer, or security and is allowed to make full arrests and reasonable search and seizures.

With 4-point Law Enforcement, the character can be a government agent and have authority over local police for the purpose of investigations.

Money Management (1-Point)

The character has the "knack" for hanging on to money - or getting it when it is needed. While this should not be confused with the "Wealth" option, it can sometimes be more useful. Characters with "Money Management" always seem to have money for docking fees, minor armor repairs, replacement parts, etc. Essentially, what this 1 point Advantage does is let the character ignore the tedious bookkeeping for minor expenditures (anything below about 100 credits) - as long as this doesn't get abusive. However, when it comes to major purchases, the character is pretty much like anybody else. But if this character is role-played well, he should have a firm idea about how much money he should have, how much the characters should get for a job, and how much "expenses" should run. It is up to you to plague your game master with questions about costs and fees, making certain that you "get the most for your money." Choose how you want to play this character and go with it.



Noble Birth (1-3 points)

This character fell into luxury, born into a wealthy, perhaps noble, family. He wanted for nothing, attending the best schools, ordering servants around, and having everything she desired. The character begins play with double the amount of funds normally given to starting characters.

The amount of points spent is a general measure of the title and political power the player has. 1-point Noble Birth would put the player extremely low on the political ladder, perhaps a Baron of very low standing, or just a Baronet. A 2-point can perhaps be a more powerful Baron or a low level Count or Earl. 3-points could be a very high-powered Baron, or a moderate to high-level Count or a low-level Marquis. It is recommended that the GM not allow any higher point values, but it is left to the GM to allow 4, 5 or 6 point Noble Births, which give the player even higher standing in the aristocracy.

High Lord

Highest Ranking Noble in a house, they attend the High Council meetings and form House policy. They rule the House as a whole as and serve the High Council. They are usually chosen from the most powerful Lords.

Lord

There are only a few Lords to a house (under a dozen or so) and they serve the High Lord and rule over their own portions of the House. They hold and control the vast majority of the Houses wealth, ruling over large sections of planets, industries, corporations and remote colonies. Lords oversee many Marquis, sometimes some Dukes.

New Feat - Noble Birth

With Noble Birth, The player automatically receives the Noble Title feat (if "of age" to receive one – GM's discretion). If the player spends more than 1 point in Noble Birth, then he can choose a second Noble Title feat to go to Baron. A third point only gains the player higher notoriety as a Baron.

New Feat: **Noble Title [Social]

You were born a member of a noble family or have been knighted as a lord of a noble house

Prerequisites: Noble Level 1+ or any other class 4+

Benefits: You bear a noble rank, it's title dependent on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see chart below). Cannot be stacked multiple times at the same level.

It's important to note that the title just doesn't come to the noble for nothing. Something has to be done in roleplay earn the title. The GM must approve each time the player chooses this feat.

In addition, the noble gains +1 Diplomacy among other nobles, even of those of a rival house. This bonus is stackable as well.

Nobles have a right to impress any serf beholden to their house into temporary service. If killed in this service, the noble must pay a wergild to his family.

Feat Number	Noble Title
1 st Feat	Knight/Dame or Baronet
2 nd Feat	Baron/Baroness
3 rd Feat	Count/Countess
4 th Feat	Earl
5 th Feat	Marquis/Marquessa
6 th Feat	Duke/Duchess

Duke

Dukes and Duchesses are in direct relationship with the High Lord, but do not hold a Lordship title. If someone related to the High Lord does not have a Lordship title, they can petition the High Lord for a Duke-title. The High-Lord can grant the title, but sometimes assign a Lord to oversee the Duke. Dukes hold and control smaller portions of a House's holdings than the Lords, although many times are treated equally. However, technically, in Tapani, a Duke is lower than a Lord. Their holdings can include a large portion of a single world or control of a few corporations. Some Dukes are meaningless outside of the title while others have great autonomy. Some Dukes can become so powerful that they can vie for Lordship. Promotions from Duke to Lord are rare events that usually are accompanied by a lot of overt and covert maneuvering. Once the Bid for Lordship is public, the High Council oversees the promotion. Dukes oversee one or many Marquis

Marquis

Marquis are below Dukes. The Marquis is climbing the political ladder within the power structure of the aristocracy, gaining his title by honoring either a Duke or a Lord with his actions. Marquis are promoted to Dukes when they have enough power and financial backing. They control several properties on many worlds or the same world, and oversee portions of a particular portion of business. Marquis oversee one or many Counts/Earls.

Count or Earl

Below Marquis is an Earl or a Count. They oversee several Barons. They usually control a smaller portion of House holdings than the Marquis. They usually serve the Marquis in local court sessions and small events on specific worlds. Counts are commonly promoted to Marquis, as the House's business grows.

Baron

The Baron controls a single small portion of House property or business, reporting to the Count or Earl. They are the Noble connection to the commoners. They usually have a manor, and a small property holding.

Baronet and Knight

Baronet is roughly equivalent to a *Knight*. It is given to a commoner as an honorary title. It is hereditary. They are referred to as Sir as are Knights. Knights are usually the warriors of a House, while the Baronet is simply a civilian with equivalent honor.

Noble Birth can be combined with Authority only if the Noble House still has influence in the current political environment. If the House still has holdings, the Noble automatically has limited "Authority" over those Holdings – depending on his rank and Level.

Personality Quirks (1-5 Points)

This is a wide-open field of Advantages that should spark some interesting ideas. These are minor psychoses and traits that give the character an unusual "edge." Each costs from one to five points, depending upon how strong it is:

"Healthy" Paranoia (1-5 points): The character always feels a little suspicion. As a result, he or she receives a +1 to +5 (1 to 5 points) to Listen to resist any attempts at stealth against him or her. In addition, at three points, the character is seldom (game master's option) completely surprised in combat (not Flat Footed in a surprise situation). Likewise, the character has unpredictable habits and routines that make it very difficult for potential enemies (or even friends) to predict his or her actions.

Skepticism (1-5 points): The character never takes anything at face value. He or she always wants to "check things out a little" first. This allows the character a +1 to +5 when actively or passively resisting any form of Bluff, charm, or Diplomacy, or any elaborate tricks. Unfortunately, the player must also roleplay this within his or her group of friendly characters. Even the character's teammates are not above suspicion.

Advantage & Compensation System



Gullible (1-5 points): The character is very sincere. He receives a -1 to -5 to all attempts to resist trick, con, charm, or persuasion (Bluff or Diplomacy), but gains a +1 to 5 when performing any of these actions they are not expected from him or her.

Unfzable(1-5 points): Nothing surprises you-at least, nothing that is not obviously a threat. The universe is full of strange things, and as long as they don't bother you, you don't bother them. You treat strangers with distant courtesy, no matter how strange they are, as long as they're well-behaved. You will have the normal reaction penalty toward anyone who does something rude or rowdy, but you will remain civil even if you are forced to violence. This gives the character +1 to +5 bonus to resist Intimidation.

This advantage is incompatible with all phobias. A character with this advantage is not emotionless - he just never displays strong feelings. This advantage must be role-played fully, or the GM can declare that it has been lost. The stereotypical Maine Yankee or English butler has this advantage. E.g., two fellows in rocking chairs on the porch of a general store:

Ed: "What'd that little feller with them orange tentacles on his head want?"

Burt: "Just another lost summer tourist. Took a wrong turn at Mars." (Looks up at the sky.) "Looks like it's gonna rain tomorra."

Ed: "Ayuh. Looks like."

Presence(1-5 points): Everyone notices you when you walk into a room. Some fear you, some envy, but all respect you without knowing you. +1 per point to Diplomacy, Intimidate, or Bluff.

All of these psychoses have negatives, and counterparts strictly on the Compensation side of the scale. If "Quirks" is selected, you must consider selecting related Compensations - role-playing the character as described above is going to be a challenge as it stands; you might as well get to use up some Compensation points for it. Create your own "Quirks" basing the modifiers on the ideas above. They are a little hard to quantify, but make for interesting characters. A character should not have more than three points in "Quirks," but may have more than one "Quirk" at a time - as long as both can be role-played.



Compensations

After going through and selecting Advantages, you probably already have some ideas about what sort of Compensations your character has. Keep in mind that they make your character more "balanced." They are not intended to cripple your character or the character's abilities. They just make for a well-rounded individual.

Age

"Age" is a Compensation that goes two ways - toward extreme youth and extreme age. Because of this, there are two types of "Age" Compensation: "Youth" and "Elder."

Elder (1-3 Points)

An "Elder" is a character on the other end of the age spectrum. The character has lived a long life (presumably) and is now nearing the end. While we do not intend to cover "dying of natural causes", it is a Compensation that can be used in the game.

The aging rate and the point values for "Elder" are listed in the chart below.

Characters who have the "Elder" Compensation should act like it. Most likely, since they are adventurers, they don't like to "waste time." However, they do have some "experience" (unless they've been unnaturally aged) and patience. This may or may not be reflected by their skill totals, but it can be role-played just the same.

Character Rate of Age Table - Elder	
Point Value	Age
1	Middle Age
2	Old
3	Venerable

Youth (2-3 Points)

The character is very young for his species, and really shouldn't be out adventuring. Depending on the character's lifespan, this can be a moderate disadvantage, or an extreme one. Either way, a character that starts with "Youth" has some modifications that need to be made.

Character Rate of Age Table - Youth	
Point Value	Age
2	Young Adult
3	Child



"Alien"

The category "Alien" refers to "non-normal" or non-Human Compensations. The stigma of being Alien can be strong in some genres.

Alien Prejudice (1-5 points)

It is true the universe over. People who are "different" are treated differently - how much so sometimes (but not always) depends on how different they are. This Compensation reflects how that prejudice can come into play in a gaming environment.

Characters with the "Alien Prejudice" Compensation have to deal with either minor or violent prejudice as a matter of daily life. They have difficulties most other characters don't even think about. The table below gives some examples and some point values.

Although we are all different in our own way, and could be considered alien in some way, the differences that go with "Alien Prejudice" are those that get focused on by bigots, authority figures, and those frustrated or angry. Even small differences - like a minor mutation or genetic enhancement can run the range of this scale. The game master and the players have to discuss how much this "Alien Prejudice" will affect the game. As a rule, one-point Alien Prejudice Compensations come into play more as flavor than anything else, while five-point prejudices can quickly become the focus of any interaction.

Alien Prejudice Chart	
Point Value	Effect
1	The character is a little "different" from the "standard around here" and only has a few problems "fitting in." Examples include: a very near-Human (almost identical); a Human with an unusual characteristic (like a "dwarf" or a "giant"); a character from a "backwater" world (could even be totally Human).
2	The character is obviously "different" from the norm and has occasional serious problems with prejudice. A character from an obviously alien, but humanoid, species. The character is probably looked at with suspicion and prejudice, but only has problems with true bigots or manipulators.
3	The character is either not humanoid or comes from an extremely alien society. The alien probably does not look close to "Human," and/or comes from a culture known to be very different - perhaps "on the fringe" - from the norms. The character has problems assimilating to certain situations and doesn't get much help from the intolerant.
4	The character is from a "known" fringe species and/or culture and is viewed with contempt, fear, and suspicion. The species/culture has had major conflicts (either socially or militarily - or both) with the local government and this will be recognized by most "civilized" people. The alien is easily the first choice as a focus of bigotry and frustration. This character may still be, at the core, a Human, but has such social and physical differences that most people do more than "shy away."
5	The character is from a hunted, enslaved or outlawed culture. A fringer. A hostile alien. The species/culture has been declared an enemy of the local government and, whether the character agrees with it or not, he or she is caught up in the hostilities. Any authority figure - even those not aligned with the local government - will see the alien as a threat. And most civilians will have the same opinion.



Xeno-Flaws (1-4 points)

The counterpart to "Special Abilities," "Xeno-Flaws" are flaws in the alien species or culture that make life more difficult for the alien in question. Remember, these flaws may not be flaws where the character comes from - in fact, they probably shouldn't be - but they are in "most" areas (i.e., the adventuring environment).

The table below has some suggestions for "Xeno-Flaws." Modify it and come up with your own "Xeno-Flaws" as you see fit. The best way to come up with a "Xeno-Flaws" Compensation is to look at the character's Advantages what sort of handicap would possibly negate the positive Advantage.

Xeno-Flaws Chart	
Point Value	Effect
1	The character has a fairly serious handicap that does not come into play very often - or a minor one that inconveniences him constantly. Examples include: the character has to consume twice as much food as "normal" to continue functioning; the character requires special medical treatments; the character has a strange (and possibly debilitating) reaction to a fairly common substance; there is a certain social or cultural stigma attached to the character's behavior that handicaps him at certain times
2	The Xeno-Flaw has serious consequences, but only comes into play rarely, or is in effect quite often and has moderately serious effects. The character cannot breathe "normal" atmosphere without a filter; requires "alien" (and hard to get) nutrients; has a particular vulnerability to one form of attack; cannot perform a certain type of action; is unable to comprehend/participate in certain interactions
3	There are severe consequences to this flaw, and the character must take steps to avoiding its activation. The character must wear full life support almost all the time; there is a common substance or action that will critically injure or even kill the character but does not normally have this effect on most people; the flaw makes it nearly impossible for the character to interact with others except under certain circumstances
4	The flaw is so lethal or dangerous that, should the character violate the circumstances of it, he or she would be, effectively, removed from the adventuring environment. The character must perform ritual suicide should some sort of action occur; there is an unusual (but not unheard of) substance that will instantly kill the character; the character's culture prohibits her from defending herself in the event of certain circumstances

When using "Xeno-Flaws," try to come up with some interesting ideas but keep the rules surrounding them simple. Basically, if it takes more than a paragraph or two to explain the rules of the "Xeno-Flaw," then it is probably too complicated. Of course, developing an interesting background for the flaw can take a while - and be very interesting.



Sample Xeno-Flaws

Point Value	Effect
1	Allergy: If the character is exposed to a fairly common substance (such as smoke from a fire, a particular food, sunlight, etc.), is Flat-footed until the substance is removed.
1	Cultural 'Allergy': The same as above, but there is some social situation that will provoke the Flat-footed effect (exposure to nudity, being disobeyed by an "inferior," etc.)
1	Metabolic Difference: The character needs more life support (air, food, etc.) than "normal" and will begin to take Vitality damage, and then Wounds, after hours of malnutrition (example: the character must eat a meal every six hours or, every hour after the six are up, the character takes one stun that cannot be recovered except by eating. After the character is at 0-Vitality, he goes unconscious; he begins taking 1 wound every hour until death).
1	Minor Stigma: There is something that the character cannot do without performing the "proper rituals" before or after (perhaps, if the character kills someone, he or she must be "purified" at a temple, or maybe the character has an extremely strict code against lying, etc.).
1	Sense of Duty 1: The character feels compelled to take certain actions out of a love of code or perceived duty to something else. The character may, at times, do things he finds morally questionable in order to achieve a greater good. With "Sense of Duty" the character's beliefs do not come into play very often.
2	Alien Outlook: The character's psychology prevents him or her from interacting in a certain way (or several minor ways). Perhaps the character has absolutely no sense of humor - or an incredibly bizarre one - or the character is, by nature, so stubborn that charm and persuasion are impossible for the character to comprehend (on either side of the dice). Note that this should be a Compensation, not an Advantage. There are times when the Compensation may help the character, but it should not do so most of the time.
2	Atmospheric Incompatibility: The character must take regular medication or wear a breath filter when in "normal" (Human-type) atmospheres. If the character does not, he or she takes one Vitality every minute, and then one Wound every ten minutes until death.
2	Illiterate: A character can be considered 'Illiterate' for one of two reasons. The first is simply due to his inability to read. The other reason is if he did not speak the local language (an immigrant arriving in a new country, an explorer among natives, a space traveler on a strange planet, etc.) These people may be extremely intelligent and well-read people, but have difficulty exhibiting that in their new country.
2	Nutritional Requirements: The character must ingest (or breathe) an element not common to Human-norm foods (or air) and has physical problems (much like "Metabolic Difference," only more severe) when the character cannot get this requirement. The character should be able to last a fairly long time without the element (a day or three, perhaps) but has a severe reaction when without it for long.
2	Sense of Duty 2: The character with the "Sense of Duty 2" Compensation believes very strongly in something and will attempt to persuade others of the rightness of his beliefs. His patriotism or loyalty to an ideal plays a role in his day-to-day life.
2	Vulnerable: Because of the character's physiology (or perhaps, psychology) he or she has a severe weakness to one type of attack (example: the character takes extra damage from fire, electricity, impact, or etc. or opposed skill attempt, like Bluff or Interrogate).

Advantage & Compensation System



3	Alien Understanding: Something makes the character "misunderstand" certain common situations. Perhaps he or she views persuasion as taunting or a common method of greeting as an attack. The character may "buy this off" by learning about the culture.
3	Infection 1 (See Advantage Flaws)
3	Major Atmospheric Incompatibility: The character must wear an environment suit when in "Human" atmosphere or die of asphyxiation. The character requires special life support elements that may be fairly common but are not in Human atmosphere (or the character requires the exclusion of certain elements).
3	Major Vulnerability: The character will be seriously injured or die if exposed to a particular substance that may be rare, but does not normally have this effect (large amounts of salt water; a certain type of normally harmless radiation; an element usually found in Human food; etc.). The character takes a Wound every round he or she is "exposed" to the element until the element goes away.
3	Symbiosis 1: The character is bound symbiotically to another, drawing strength or energy from him. Symbiosis can be either physical or mental. For every 100 meters by which one character is separated from the other, both incurs a -1 penalty to either their physical Ability Score or their mental Ability Score rolls. If the character's symbiote is killed, the character loses 1d6 points from the Attributes affected until he can convince another being to willingly bond with him (the bonding process should be simple - like sharing blood - but it must be done with willing participants)
4	Code of Honor: There is something that would so disgrace, dishonor, and/or embarrass the character that death would be a preferable alternative. It should be something that (hopefully) won't come into play if the character can role-play well ("losing a fight" is not really a good idea) and that the character may be able to "correct" immediately after it has occurred. Perhaps the character serves someone (either another character or a game master character) and, if that character is killed, he will suicide. Or, the character will never lie and, if he does lie by accident (by intent would break the code), suicide is the most likely option - unless atonement is possible. Again, this is such a lethal Compensation that the character should not be "forced" into suicide or death options should always present themselves. It should make the character more interesting and more challenging to role-play - not just dead.
4	Kamikaze Code: There is something the character would more than willingly die to do. This may relate to another Compensation (such as "Pursued" or "Enemy") or may just be some sort of strange outlook on life. Perhaps the character has a mortal enemy that he or she would gladly die to kill (or maybe even dishonor), or there might be a task the character wishes to accomplish before death and, once it is accomplished, the character has no will to live. This Compensation must be played with care. While it does not mean the character will automatically kill himself upon completion of "the mission," the character might believe that he will (it might even be out of the character's control). But, if this obsession is role-played interestingly over the course of several adventures, it can be "bought off" at the climax of the action.
4	Lethal Vulnerability: The character has a violent reaction to a fairly uncommon substance that, when he or she is "exposed" to it, can kill the character. The substance should do at least 1d6 wounds every round the character is "exposed" to it until he or she is removed from the substance's area of effect or until the character is "treated" (example: a severe allergy to a bee sting - only more so; a very severe physical vulnerability - like being hit on the head does extra wounds; etc.).
4	Symbiosis II: Rules are the same as "Symbiosis I," save that the character is bound both mentally and physically to another, and will lose from both sets of Attributes if separated.



General Compensations

These are the easiest Compensations because they usually affect game mechanics and numbers. They aren't usually as fun to role-play as other Compensations, but they are easy to allocate and use.

Advantage Flaw (1-5 points)

Something is "wrong" with an Advantage your character has. Pick an Advantage and come up with something that partially (or completely) negates it under certain circumstances. For example, your character may have "Increased Ability Score Points" assigned to Strength. Perhaps when the character is in a fist fight and using brawling, he is not able to use the extra points - because of the character's the character's physiology does not allow for violent acts (perhaps the adrenaline gland works in reverse when anger is provoked).

The point costs depend on how negatively the character's Advantage is affected - and how often. Use the chart below to determine point costs.

Coming up with the exact circumstances of the flaw can be fairly easy and fun. Some of the examples can work very well in a story context as well. For example, a character with "Wealth" may have a one point "Advantage Flaw" the Advantage is partially negated - and a +2 modifier for three Compensation Points. This could mean the "Wealth" the character has is not worth nearly as much (say, half), unless the character is in his or her home sector or planet where the character's "Wealth" is actually worth something.

Note that the "Advantage Flaw" also works very well with the "Possessions" Advantage. The thing you got is "damaged" or "not quite finished yet" and causes problems occasionally.

Sample Advantage Flaws	
Points	Advantage Flaw
1	Ability Loss I: The character temporarily loses one of or more of his special abilities or the ability to use a common skill at a regular interval (for example, a character who cannot shape-shift when the sun is out; a character who cannot use his natural weapons on a particular day of the month or during a certain phase of the moon; a character who is unable to pick locks while other characters are present, etc.) The Character is aware of what the circumstances are that will cause this.
2	Ability Loss II: Similar to "Ability Loss I," but when something causes the character to temporarily lose the use of an ability or skill, the removal of that condition will not return the ability or skill to the character. Instead, the character must undergo some sort of (fairly simple) procedure to regain his ability or skill use.
3	Ability Loss III: This is similar to "Ability Loss I," but the character temporarily loses at least two (and probably more) of his special abilities or the ability to use multiple skills at a regular interval until whatever condition that caused this is removed. The character is aware of what the circumstances are that will s cause this.

Advantage & Compensation System



3	<p>Infection 1: Under certain circumstances, the character passes along certain abilities and characteristics to another character. The character has an infection Strength 3d6. The game master and the player should determine how the character spreads the infection. It may be as the side-effect of an attack, through physical contact, or through some other means. When the character performs the requisite action, he must generate an infection total. The target rolls a Fortitude saving throw. If the character's infection total exceeds the target's saving throw, the target is infected. An infection passes certain Advantages and Compensations to the target (to be specified by the player and the game master). It is possible for the infection to pass more Compensations on than Advantages, but is not possible for it to pass more Advantages than Compensations.</p> <p>Keep in mind that the infected character may well hate the character responsible for his new state, so the infecting character may have gained an "Enemy." In fact, there should be some overwhelming reasons why this is actually bad for the infecting character it is a Compensation, after all. Game masters who do not feel that the "Enemy" Compensation is enough of a negative could also work in other sorts of Advantage Flaws as side-effects of spreading the infection.</p>
4	<p>Ability Loss IV. This is similar to "Ability Loss II," s in that something causes the character to temporarily lose the use of multiple abilities or skills and the condition does not go away when the cause is removed. It may be a physical object, such as the relic of a certain cult, it may be a particular kind of ritual chant, the sight or smell of an herb, etc., or it may be s that the use of one ability (such as possession) makes it impossible to use others. The character must go through a serious procedure to get his abilities back.</p>
4	<p>Infection II: Same as "Infection I," except that the of character has an infection Strength 4D6. Also, the penalties for infecting another characters should be more severe - maybe the character infected then knows thing about the infection character that will give him an advantage over his enemy, or perhaps the infecting character temporarily loses more abilities or Ability Score points.</p>

Advantage Flaw Point Value Chart	
Point Value	Effect
1	Advantage is partially negated when the flaw comes into effect. Some of the Advantage-effect still works, but not all of it.
2	Advantage is completely negated. No benefit can be gained from the Advantage while the flaw is in effect.
3	The Advantage is negated, and there is an additional negative effect. Something "bad" happens during the flaw - example: the character is also stymied.
+1	The flaw is a very common occurrence. Example: every time the character is damaged in combat, he loses the Advantage until healed.
+2	The flaw is almost always in effect. When the character is not in his home atmosphere/ gravity/ whatever, the Advantage does not work.



Ability Score Limitations (1-points)

Every character has Ability Score limitations - no character may have more than a certain Ability Score Dice or an Ability Score higher than a specific amount set by the characters species. (unless a special Advantage is purchased). However, the Compensation "Ability Score Limitations" makes this much more severe.

"Ability Score Limitation" is the lowering of the character's upper limit on a single Ability Score. If the character is willing to lower the maximum value his or her Ability Score can ever go up to, the character can gain Compensation points. The character can spend one Compensation point for every two points off the Ability Score limit. This will also reduce the Ability Score value if it is higher than the new limit.

Limits may be "bought off" (see "Buying Off Compensations") but the points are gone. Normally, "Ability Score Limitations" are impose, on Ability Scores that already have values lower than the new limit.

The character may not increase the limited Ability Score above the new limit without first "Buying Off" the Compensation. The character may gain no more than five Compensation points by using this Ability Score limit, but more than one Ability Score may be limited.

Handicap (1-5 Points)

Your character has a handicap of some kind. While this is usually physical or mental, the character could have a handicap of any kind. This handicap can not already be solved or "conquered" by such things as cybernetic limbs or alien abilities. A character who is missing an arm suffers no handicap if he has a cybernetic one in its place.

For this reason, physical handicaps should not be worth more than 1 or 2 points at the most. The character could get it replaced at any time, given the money and the inclination. Mental handicaps are different. They are not as easily defined nor gotten rid of by normal means. A character who is mentally handicapped could have a wide range of difficulties, and could have problems beyond mere statistical negatives. Ranges from 1 to 5 point are suggested.

Additional handicaps are story-driven. A character who cannot, for any reason, bring himself to strike another person could be said to have a handicap. A character who has a "life debt" philosophy (if anyone saves her life, that character must serve their savior forever) would be considered handicapped. Even characters who come from low-tech fringe worlds would be considered handicapped they have a hard time understanding technology and exploiting it to their advantage.

The game master and the player should come up with both story and game mechanics to fit the situation. No handicap should be worth more than 5 points, because anything that powerful would cripple the character's playability. Indeed, players and game masters just starting out are advised to look handicaps over carefully before taking them.



Sample Handicaps	
Point Cost	Handicaps
1	<p>Minor Handicap: The character has a minor physical or mental handicap that makes certain actions more difficult. The handicap could be a "bad knee," or just a particular "mental block" regarding certain types of activities. The player and the game master should work out some sort of affliction and then choose a group of related skills (the minimum number of skills is five). The character then adds +3 to the Difficulty Class of all actions performed using those skills. Some possible examples include:</p> <ul style="list-style-type: none"> • "Bad Knee": Climb, Jump, Tumble, swimming • "Trick Shoulder": Unarmed combat, melee combat, climbing, thrown weapons, missile weapons • "Unobservant": Spot, Disable devices, Diplomacy, Bluff <p>Restrictions/Notes: As you can see from the sample groups, it is much easier to come up with physical handicaps than mental ones. The mental ones make sense only if you take a particular point of view. The 'Unobservant' group is based off the idea that the character not only does not easily "spot" things, but he also has trouble picking up on interactive "cues."</p>
3	<p>Uncoordinated: The character has no physical grace to speak of and is, in face, something of a klutz. Add +5 to the DC of all Dexterity-based skills.</p>
3	<p>Uneducated: For some reason or another, the character never made it all the way through school. As a result, the character has difficulty learning new things. Characters with this Compensation are forced to pay one additional skill point whenever they increase the value of any Intelligence or Wisdom based skill.</p>
1-5	<p>Addiction: The Character cannot go on more than given period of time without engaging in a particular vice to satisfy his/her addiction. The points invested into the Compensation determine the amount of time. Failure to do so results in lowered metabolic rates, thereby reducing all of the character's Ability Score scores. How much depends on the points, again.</p> <p style="padding-left: 20px;">1-point: Can go without the substance for 6 months before penalties incur. Penalty: 1 point of Ability Scores per week afterward.</p> <p style="padding-left: 20px;">2-points: Can go without substance for 3 months. Penalty: 1 point of Ability Scores per week afterward.</p> <p style="padding-left: 20px;">3-points: Can go without substance for 1 month. Penalty: 1 point of Ability Scores per week afterward.</p> <p style="padding-left: 20px;">4-points: Can go without substance for 1 week. Penalty: 1 point of Ability Scores for every 2 days afterward.</p> <p style="padding-left: 20px;">5-points: Can go without substance for 1 day. Penalty: 1 point of Ability Scores per day afterward.</p> <p>After a period of time (at the GM's discretion), the character has defeated her addiction. If she ever partakes of the formerly addictive activity in the future, she has a 50% (1-3 on a roll of 1D) chance of becoming addicted again.</p>



Skill Limitations (1-5 points)

When a character limits a skill, he is voluntarily limiting the amount of skill ranks he may ever have in that skill. It is an imposed limit much like the Ability Score limit.

Because there are so many skills, however, and many characters will never learn all the skills in the game, there are certain constraints to this Compensation. The skill limited must be one that could be used in a Combat or some kind of common interaction. These include: all combat skills, bluff, intimidate, diplomacy, and any others the GM deems as common for his game.

Also, the game master must approve the skill limitation. If the game master does not think that the skill would be used much by the character in the campaign, the Compensation may be reduced or overruled. Use the table below for the point values and effects.

A common reason for limitations imposed on skills is brain-burning. A character who has been brain-burned has had certain skills chemically and electrically "burned" into his brain. This causes other skills to be stunted or lost.

Skill Limit Value Chart	
Point Value	Effect
1	The skill is limited to 6 to 8 ranks.
2	The skill is limited to 1 to 4 point.
3	The character cannot learn the skill.
+1	The character always rolls for the skill as if untrained (this option may only be selected if the character has at least one skill in the skill)

Price (1-2 Points)

This is a Compensation similar to Advantage Flaw, above. But, instead of there being something wrong with the character's Advantage, there is a "price tag" attached. Every time the character wants to use the ability, the character has to pay a Price to continue using the ability at least a few times during the adventure.

The Price might be an actual fee - and a significant one at that. If the fee isn't paid, the Advantage goes away until the price can be paid. But this won't work for many Advantages (at least not in an interesting manner), so there are other ways to do it.

Most likely, the Price will be a role-playing effect. Maybe every time a Contact does a favor for a character, he not only demands the normal, negotiated recompense (if any), but the character must do a favor of equal importance for the character. Or, whenever a piece of Equipment is used (most likely after the adventure), parts of it need to be replaced or serviced by a specialist (who may charge a high fee or ask a favor).

One more suggestion for 1-point Price would be that the character has to pay one Force Point at the end of an adventure or 1 to 3 Vitality points upon use of the advantage, to "pay for" the use of the Advantage. This reflects the fact that the use of the Advantage 'takes something out of' the character when it is used.

At the 2-point level, the Price for using a particular Advantage, or group of Advantages, is much higher, but the rules are the same. Now, Special Abilities will force the character to fulfill certain obligations (perhaps when using "water breathing," the character must remain in the water for at least twenty-four hours or suffer a wound for changing environments so quickly). Contacts will be extremely hard to "pay off" or do favors for - maybe an entire short adventure has to be devoted to 'paying back' a contact who helped out.

Optionally, paying 2 Force Points at the end of an adventure where the Advantage(s) where used is a quick way of "paying the price." Also Vitality points are by far the easiest way to pay for a Price.

Restrictions/Notes: The Price should be fairly easy to meet, but it should take some work. It should be something that the character can roleplay along with an adventure or resolve between Episodes or adventures (like paying off the recipient of the Price). However, if the character does not pay the Price, the Advantage does go away - and, if in the game master's opinion the character does this too often, both the Advantage and the Price should go away permanently. Price can be taken often at various levels, and the same Price can be linked to more than one Advantage - though, unless the Price is actually double (the character has to pay the same price twice as often), it only counts as one Compensation.



Mental Limitations

This category covers Compensations that are almost all entirely role-playing. They are sometimes very difficult to roleplay, and it is recommended that players look them over and talk to their game masters before incorporating them into the character.

Amnesia (2-4 points)

The character has background, skills or abilities he has "forgotten" about. This can be a Background Advantage, or a set of skills, or anything that would help the character - if he knew about it. The table below has suggestions for how to handle this.

"Amnesia" works best when combined with other mechanics and Advantages. It can be hard to roleplay - you probably know what your character doesn't - but it can be fun.

Amnesia Value Chart	
Point Value	Effect
2	Blackouts: A type of active Amnesia. During high pressure situations, this character has a tendency to blackout for several minutes. She has no recollection of this lost time. In game terms, the character may black out whenever she rolls a 1 for a skill roll (perhaps specifically a Intelligence or Wisdom based skill - GM's Call). The Player must make a Fortitude saving throw vs. DC 10 + GM's d20 roll. Lasts for 1d6 minutes.
2	Partial Amnesia. The character does not remember a skill he or she has more than one rank in. The character cannot use the skill ranks unless in a crisis situation, in which case she temporarily "remembers" and then forgets again. The crisis should be a serious crisis more serious than standard combat.
3	Total Amnesia. The character doesn't remember anything about her background, and this is a bad thing. Usually, taking another Compensation (such as "Debt..... Enemy," or "Pursued") would be a good idea - and then roleplay the character as if she does not remember the situation.
4	No Knowledge. The character didn't forget; he or she never knew. Something from the character's past is coming back to haunt the character, and she doesn't have a clue as to what it is - but it is a problem. It may be a deadly case of mistaken identity, or maybe the character did something that held no significance at the time.

Language (1-2 Points)

The character is, for some reason, unable to speak Basic. If he can understand the language but not speak it, this Compensation is worth 1 points. If he cannot speak it or understand it, it is worth 2 points.



Personality Flaws (1-4 points)

Personality Flaw Point Chart	
Point Value	Description/Effect
1	Argumentative: This character constantly plays the devil's advocate. She rejoices when an exploitable situation arises, arguing though she sometimes agrees with her adversary. The argument becomes a game, a strategic contest of wills.
1	Compulsive Tendencies: At any time the character may decide to do or say something that she would not normally do or say under the circumstances. For example, during a conversation with a head of state, the character might blurt out, "Your wife is much uglier than I expected."
1	Delusions of Grandeur: The best thing to ever happen to the world. That's how characters with this Disadvantage view themselves. No one can surpass their prowess-they shouldn't even bother trying.
1	Low Self-esteem: This character has a low opinion of herself. She constantly berates herself, harping on her bad qualities.
1	Negative Quirk: See Table Below
1	Extremely Competitive: To this character everything is a competition. She always wants to race the other characters to the battle, put herself in more danger than anyone else, and slosh down the most drinks. She cannot turn down a challenge.
1	Procrastination: This character always puts everything off. Even when something cannot wait, he still lets it go until it's too late.
2	Fallback Plan: This character cannot function unless she has devised a backup plan for every situation she puts herself into. This applies to everything from combat to relationships.
2	Poor Memory: Characters with this problem have trouble remembering. In game terms, whenever the character has to recall an important piece of information, she must make a Will saving throw vs. 8 + Gm's d20 roll
1-3	Fanatic: This character holds to a philosophical ideal, the source of which may be a sect, a nation, or a person. She will always defends this ideal, even sometimes trading her life for its preservation. Varies with the degree of fanaticism.
3	Manic Depressive: This character slips into deep, long-lasting depressions. He doesn't care about anything during these times. The player may decide when the character falls into depression and when he extricates himself from it. If the player never lets his character lapse into this state, the GM should take the initiative.
4	Self-confidence: The character has no confidence in himself. Whenever he has to perform an important task (making an accurate shot, negotiation a hostage, et cetera), he has a 50% chance of losing confidence. If he fails this roll, he reduces his chance of success in the current endeavor by -6 to his attempt.



Sample Quirks:

- | | |
|--|--|
| Belches | Loves Puns |
| Prefers a Particular Color(s) | Spits |
| Condescending | Loves Tragedy |
| Refuses to Bathe | Stutters |
| Constantly Quotes | Mumbles |
| Responds only to Full Name and Title | Superstitious |
| Clichés | Must Always Have the Last Word in a Conversation |
| Ritual (before combat, after combat, before sleep, first thing in the morning, etc.) | Sweats Profusely |
| Cracks Knuckles | Must Buy a Souvenir from Every Place Visited |
| Sarcastic | Takes Insults Poorly |
| Curses | Nervous |
| Saying ("Tally ho!" or "You got a problem with that?" and so forth) | Takes Criticism Poorly |
| Dry Sense of Humor | Twitch |
| Scratches Constantly | Talks to Herself |
| Enormous Appetite | Noisy Eater |
| Scratchy Voice | Thick Accent |
| Extremely | Obsessively Clean |
| Organized Shouts | Uses Flowery Language |
| Favorite Drink | Optimistic |
| Shy Around the Opposite Sex | Utterly Unorganized |
| Growls | Pessimistic |
| Snores | Verbose |
| Keeps a Journal | Picks Teeth |
| Speaks in a Whisper | Whines |
| Lisp | Practical Joker |
| Speaks in Monotone | Yawns Constantly |

Other Quirks:

Dependency: The character has a slight dependency on a substance or even a role-playing event. The character might be a "pack-a-day" smoker who, if he doesn't get a cigarette at least once an Episode, he gets irritable and, perhaps, stymied during interactions. Or maybe the character always has to "have the last word" in any situation and will often beat an argument into the ground rather than "lose."

Kleptomania: When in a store or surrounded by small, portable items, the character will occasionally try to "lift" something. When possessed by his Quirk (Will saving throw check when GM feels it's appropriate), the character suffers +4 to the Difficulty Class of Sleight of Hand, or related attempts at theft because he really doesn't know he'd doing it.

Indecision: The character does not like making decisions and will delay making them. When role-playing, the player should actively participate in group discussions, but he should be "wishy-washy" and indecisive at critical moments.

Advantage & Compensation System



Stutter: When under pressure, or when relaxed, or when some other fairly common "mood" hits the character, he stutters. The upshot is the character suffers +4 to the Difficulty Class of any interaction at this time and player should roleplay having a "hard time" getting his ideas across to the other players.

Psychosis (1-2 Points)

The character has a mental psychosis that "adjusts" his or her personality. The "Psychosis" should not be too major, and should only be 1 or 2 Compensation points (per psychosis) or the character will be unplayable. Some "Psychosis" suggestions are paranoia, unrelenting cynicism, gullibility, persistent lying, phobias. While not all of these actually are psychoses, they fit under the basic category for the purpose of the game.

As far as effects go, a one point "Psychosis" doesn't usually need much in the way of game effects - as long as the player role-plays well. Assign occasional +1's to DCs that affect the psychosis (a character with "Cynicism" may have difficulty persuading people, or a compulsive liar may not be able to pull off a con if his or her lying is well known), but, generally, keep role-playing. A1-point Psychosis are considered more a Quirk than real Psychosis

Two-point Compensations almost always require rule mechanics, but they are along the lines of the one-point "occasional" mechanics. Talk to your game master about selecting these psychoses. Fears and phobias fit well into this category.

Sample Psychosis	
Point Value	Effect
1	Obsessive Tendencies: Whenever this character decides on a course of action, she cannot help but become totally focused on that action, ignoring all other issues in her life.
1	Pathological Liar: This character cannot stop himself from lying constantly. No matter what the situation, he is compelled to exaggerate, fib, and outright lie.
1-2	Phobia: The points of this Disadvantage varies depending on the level of the character's fear. At 1, the character avoids the object of his fear as often as possible, but has no problem dealing with it when the time comes. At 2, the character will never put himself in a situation where he has to cope with his fear. If he does wind up in such a situation, he freezes and remains unmoving until the object of his fear subsides. Fears include heights, water, certain creatures, darkness, open spaces, cramped spaces, Force, thunder, lightning, and so on.
2	Hallucinations: At random times, this character begins having delusions. He cannot tell when something is truly occurring or just a figment of his imagination. The GM has full control over this Disadvantage.
2	Nightmares: Almost every night, this character suffers from horrible nightmares, usually related to an unsatisfied issue in his life, though not necessarily. As a result, the character needs 10 hours of sleep per day. Failure to get the required amount of rest results in a +5 penalty to all skill and Ability Score rolls for that day.
2	"Unhealthy" Paranoia: Everyone wants to destroy this character. At least, that's what she believes. She must constantly look over her shoulder, check every inch of her sleeping environment, and scrutinize every acquaintance. She never knows when her enemies will strike.



Social Compensations

These are Compensations that come from past interactions with society. Simply put, something the character did, or something that happened to the character before adventuring began, is still "with" the character. These "Social" Compensations cover a wide range of background territory and can be built into your character's history easily.

Bigotry (1-3 Points)

The character is a bigot. The intolerance and prejudice the character feels is justified in the character's mind, and may even be unofficially supported by the population at large - but is "Bigotry" nonetheless. The extent and depth of the "Bigotry" Compensation define the point values.

In most cases, "Bigotry" should be run as an irrational, though probably background-based hatred and/or prejudice against someone "different." This prejudice may benefit the character at times but, in most cases, makes the character unable to view the world except in "tunnel vision." The character probably is very closed-minded about the bigotry and will irrationally dismiss good ideas and concepts he would normally accept only because they spring from the target of his prejudice.

Bigotry Compensation Value Chart	
Point Value	Effect
1	The character is prejudiced against a common target - aliens, etc. - and the prejudice is "socially acceptable."
2	The character's bigotry is against a less acceptable target - military scouts, people from a particular sector, megacorp employees - and doesn't play well in several situations.
3	The prejudice is against a target that it is not a good idea to be prejudiced against - certain military of government in general, the dominant megacorp in a sector, Humanity (good for alien characters) - and has serious trouble getting along in many situations.
+1	The prejudice takes on dangerous proportions - either the bigot will attack the target or vice versa. +1 The target of the bigotry is much more powerful than the bigot. -1 The bigot is able to suppress his prejudice while "saving up" for a particularly nasty deed.
-1	The bigotry is not very strong - the character may not even know he is a bigot.

General Prejudice (1-5 points)

For some reason, the character is discriminated against. This is essentially the same as "Alien Prejudice," except the fact that the character is or isn't an alien has nothing to do with the prejudice.

The character might be from a lower social class than the "norm." Or the character might be from a much-oppressed minority. Maybe the prejudice is actually justified (somewhat) - the character has habits that make him or her very objectionable to those around the character. Some Quirks can result in General Prejudices.

This is worth one to five Background Compensation Points. It all depends on how often the "General Prejudice" comes up, and how violent the response. A character that will be shot on sight nearly everywhere he or she goes is easily a five (or maybe more - in which case the character isn't really what you might want to play). One that provokes mild hostility but very little overt effect would be a one-pointer.

Advantage & Compensation System

Criminal (1-5 points)

The character is a criminal and is wanted. This is similar to "Enemy" and "Pursued" (and may be combined with both or either) but it is more general. The character has a record or is currently doing something that could cause him or her to get one.

For one or two points, this Compensation could be a "current" criminal activity. For example, a character that has, military-only equipment but is not in a military career is committing a crime by possessing and using the equipment. That is usually worth one or two points - but, since the character can probably dispose of the equipment or hide it, the Compensation is not worth that much.

Likewise, if the character is currently a member of a criminal organization, there is probably the chance the character could quit, thereby negating the Compensation. Of course, if the character can't quit, the Compensation might be worth a little more.

For 1-5 points, the character gets a criminal record. The point values have to do with two things: the range of the law that the character is in trouble with, and the penalty the character is suffering or might suffer from if caught.

For example, a character who is wanted on a Core World for a string of unpaid docking fees (which would result in a heavy fine if he ever showed up there again) could be worth one or two points, if he was wanted on one world, or if the character were wanted for the same crime on a hundred worlds. But, if the character were wanted on a world for murder - and is already sentenced to death - that could be worth as high as three points.

Four and five point "Criminal" Compensations are almost always "life" or "death penalty" crimes and are quite far-reaching in their extent. Getting Fleet mad enough at you to want to kill you is a five-pointer, and the same goes for a few of the more extensive megacorporations.

Another way the "Criminal" Compensation can be handled is for past crimes. The character is not wanted for anything now, but has already "served time" for whatever it was he or she did -and it left an indelible "black spot" on the character's record. In this case, how bad the crime was and how much it affects the character corresponds to the point value. A character who used to rob houses and spent some time on a penal colony would probably get only one or two points, while a mass-murderer who beat the rap on a technicality would be worth four or five.

Sometimes, these "Criminal" Compensations are "earned" by the character (the character is guilty) - sometimes they aren't. Sometimes, they are treated more seriously than others - a murderer on one planet might not be noticeable; on another, a petty thief could be under the death penalty. All these things go into making the "Criminal" Compensation.

Debt (1-4 Points)

The character owes somebody something. Commonly, this is money that can be paid back. Sometimes, it is something that can't be paid back - at least not easily. The "Debt" may affect everything the character does, or it may only come into play every once in a while.

In order to figure out how much (or what) the character owes, and the point values, it is also important to figure out who the "Debt" is owed to. A massive financial debt owed to your sick grandmother who loves you is different than owing money to people whose first or middle names are generally listed in quotes.

The following table gives general guidelines for using "Debt," with some examples per point value.

Role-playing "Debt" can be easy or complicated - for both the game master and the player. The player with "Debt" should be role-played as if he wants to get out from under the "Debt" - otherwise, the Compensation is being pretty much ignored. The character should have to make payments, or do favors, when it isn't "convenient" to experience the "Debt."

Advantage & Compensation System



Note that this Compensation can develop into "Enemy" or "Pursued" during a campaign or it can be combined with those Compensations now. If a character has a "Debt" and either of the other Compensations, it could be that the character has "missed a payment" (or more) and is being tracked down for revenge or a penalty.

Paying off "Debt" is usually possible and should be a long-range adventure goal.

Debt Compensation Value Chart	
Point Value	Effect
1	The character has a moderately heavy debt that must be repaid on a tight schedule or there will be moderately serious repercussions - or the character is called on to repay a "moral" debt at least once every four or five adventures. Examples: a hefty bank loan that has a regular payment schedule and moderately low interest rate; a less hefty loan that has more severe penalties and a higher interest rate (owed to a patient loan shark); a "debt of favors" where someone the character may or may not like can call upon him occasionally for "favors."
2	The debt is sizeable and repayment is often difficult. The character owes an excessive loan and must pay a sizable payment every month or face civil or even criminal prosecution; or the character owes a lesser sum to a less-than-patient loan shark at a considerably higher percentage (and may incur the effects of "Pursued" or "Enemy" if regular payments aren't made); or the character can be called upon at any time to "repay a favor" for someone in whose service the character probably doesn't want to be.
3	The character is, in effect, an indentured servant. All the character's money, with a little left over for expenses, goes to repaying the "Debt" and will continue to do so; or the character is in the non-profitable employ of someone he owes "everything" to (either voluntarily or otherwise).
4	The character is in so much debt that it can never be paid off. Like option three, but the character is in a hole with the cover over the top. The character cannot foresee ever being out from under the debt, and it plagues every moment of his life.

Employed (1-3 points)

1-Point: The Character has a job. Maybe the job is related to what the character wants to do during a game session, or maybe not. Regardless, the character wants to keep his job (or has to, for some reason) and he must be responsible about "missing work" and fulfilling obligations.

Restrictions/Notes: The player and the GM might have to work to roleplay this, but there should be an occasional conflict between what the character wants to do and what the character has to do. The Character might even have to keep some activities secret or lose his job.

2-Points: The character works for someone, or something, that pretty much runs his life. When he goes on adventures, he either has to go through lots of red tape to get permission, or its because he was "assigned" the mission. As a result, the character has little free will regarding what he does or how he does it, and he should come into conflict with his employer on occasion. Also, since the character is an employee, if he is 'on a mission,' he usually has to turn over his share of the 'loot' for 'corporate disposal' - he'll get something out of it, certainly, but not a full share.

Restrictions/Notes: The rules are the same as for 1-point Employed. Just make sure that "the job" is fairly inconvenient for the character, but there are reasons he doesn't quit. Maybe he has the Wealth Advantage only so long as he has the Employed Advantage-that would be a good way of tying in the Compensation.

Advantage & Compensation System



3-points: The character is, for all intents and purposes, a slave. This does not mean the character is poor or without means -just without free choice. The character does virtually everything because he has to. For example, a character might be the head of a megacorporation in a high tech game setting. But the only way things get done is for the character to do them or be there to oversee their getting done. Adventures only occur when they are in direct concordance with the interests of the "employer." In all other ways, this Compensation is like its lower column versions.

Enemy (1-4 Points)

Someone really doesn't like the character and goes to some extremes to prove it. An "Enemy" can be a person or an organization or a combination of both. The amount of points it is worth is dependent upon the influence and the strength of the "Enemy" and how easy or hard it is for the character to avoid the "Enemy." "Enemies" should not be easy to eliminate (either by killing or permanently getting away from) and will constantly bother your character for most of her initial adventuring career (or worse).

Use the chart on the next page for some sample point values and "Enemy" effects.

"Enemies" are usually rooted to other commitments, areas, or endeavors and only strike at the character when he or she is "in range." Unless this Compensation is combined with "Pursued," the "Enemy" will not usually actively follow (or hire someone to actively follow) the character - unless the situation changes. However, the character should run into even the most minor foe's machinations every couple of adventures. The scope of the "inconvenience" depends on the point cost and the regularity.

Enemy Compensation Value Chart	
Point Value	Effect
1	The enemy is a relatively minor one that causes problems only in a certain area of space or on occasion. Examples include: a spiteful bureaucrat who makes sure that any rewards, payments, or compensations the character is due from the "organization" are delayed, rerouted or temporarily lost; a minor military officer who gives the character a hard time when the character shows up in the officer's sphere of influence; a gang on a planet the character goes to fairly often that "owes" the character a beating (or worse).
2	The enemy is of moderate power and influence or is a deadly enemy of minor power. A minor Fleet officer who will break the rules to see the character imprisoned or killed; a large gang or organization rooted to a sector of space that will do a little more than make the character's life difficult; a mega-corporation that resents the way the character conducts business and, when the two come into contact, will try to inconvenience or even eliminate the character.
3	The enemy is of moderate power and will actively seek out the character on occasion. An old rival who wants to ruin the character's career or current project (and may show up anywhere); a group, gang or organization that is fairly widespread has declared the character is an enemy and will try to eliminate or ruin the character.
4	The enemy is of great power and is willing to go to great lengths to "get" the character when the occasion arises. A military officer of flag rank who would like nothing better than to throw the character out the nearest airlock; an old "acquaintance" who feels the character is to blame for everything bad that ever happened to him and has acquired the means to make the character's life miserable.



Pursued (1-5 Points)

Characters who are "Pursued" are being chased by a person, organization, or combination of both that wish to punish the character for some reason or other - and to some extent or another. It is similar to "Enemy" (and may be combined with that Compensation) but is actually less "personal." See the chart below for examples: Adjust the point values on this scale for the extent and organization of the pursuer. A lone pursuer, no matter how rich or effective, gets a -1 on the point value for the Compensation, whereas very extensive (or effective) pursuers may receive a bonus of +1.

Pursuit Compensation Value Chart	
Point Value	Effect
1	The character is being legally pursued for a minor "offense," debt, or other infraction. If caught, he will not be overly affected. Examples include: loan officers from a bank who want their last few payments; a governmental warrant for a minor infraction (didn't pay docking fees at a base); the character "borrowed" an object from a private collector who wants it back but doesn't want trouble.
2	The character is being pursued for a moderately serious "offense" and, if caught, will have to pay a substantial penalty. The character is wanted by civil or governmental authorities for a criminal violation (large-scale property damage or default on a minor contract) and may face short jail-time if caught or a major penalty; a private (or criminal) organization is "after" the character for some reason and wants to penalize the character for this reason.
3	The character's pursuers are powerful and there is a very substantial penalty if the character is caught. A fairly powerful organization may be "after" the character and wants to do something to the character that is very serious (court-martial, jail-time) and may resort to deadly force if necessary. Bounty hunters are after the character.
4	The character has a "Dead or Alive" with a powerful, extensive organization. A major megacorporation, major government, or a powerful sector government wants the character and is willing to spend a lot of money to prove it. Bounty hunters, law officers, etc. will chase the character if his whereabouts are known - and being "gentle" is not their concern.
5	Death warrant. If the character is caught by this pursuer, he is dead. No appeal, no bargaining, no nothing.



Reputation (1-4 Points)

The character has a "Rep." She is known for something and it isn't something good. Almost the direct opposite to "Famous". People may refuse to deal with the character, actively try to inconvenience the character, or even kill the character because of "what they've heard."

In addition, the degree of "Reputation" is determined by how "well known" the character is. Add +1 to the point value if the "Reputation" sparks more than distaste or unpleasant, uncooperative behavior. If the character is likely to be physically attacked, add two to the point value. In truth, most role-players would give their eyeteeth to have a "Reputation" similar to what is described here. But it shouldn't work out that way - that is the "Fame" advantage. "Reputations" should be inconvenient and annoying - and often dangerous.

There is also a reverse of "Reputation" known as "Nobody." The character is virtually unknown to anyone. The character is probably some sort of criminal or outcast who has managed to "slip through" the social cracks. But this is not always as a good thing (like in No Fame). In settings where who-you-are is everything, this type of Reputation can be devastating. There are no records on the character and the character suffers absolute anonymity - for 2 Compensation Points.

Reputation Compensation Value Chart	
Point Value	Effect
1	The character is fairly well known in certain areas of the universe and could be recognized by name. The character has had "play time" on news networks or other media.
2	Recognition is by sight or name and occurs under certain proscribed circumstances. The character may be known for cowardice, and everyone is talking about military service.
3	The character is usually recognized when she walks in the room. A "famous" military officer, bounty hunter, or other characters who has "made a name" that is less than sterling.

D20 Notes: If the d20 system you are using includes a Reputation Score, the GM may use the option to have the number of points spent on this Compensation act as a penalty to the PC's Reputation Score in situation that it might warrant.

Advantage & Compensation System



Advantage	Point Value
Alien or Special Abilities	
Special Abilities	1-5
Knowledge	
Contacts	1-4
Cultures	1-4
Secrets	1-6
Supranormal Knowledge	3
Latent Abilities	1-5
Material Gain	
Equipment	1-5
Patron	1-3
Ships	3 or 6
Wealth	2-5
Numbers	
Increased Ability Points	3
Increased Ability Limit	2
Increased Skill Points	1
Bonus Class Skill	1
Addition Starting Feats	1
Quirks, Perks, and Oddities	
Authority	1-3
Famous	1-5
Good Luck	1
Law Enforcement	2-4
Money Management	1
Noble Birth	1-3
Personality Quirks	1-5

Compensation	Point Value
Age	
Elder	1-3
Youth	2-3
Alien	
Alien Prejudice	1-5
Xeno-Flaws	1-4
General Compensations	
Advantage Flaw	1-5
Attribute Limitations	1
Handicap	1-5
Skill Limitations	1-5
Price	1-3
Mental Limitations	
Amnesia	2-4
Language	1-2
Personality Flaws	1-4
Psychosis	1-2
Social Compensations	
Bigotry	1-3
General Prejudice	1-5
Criminal	1-5
Debt	1-5
Employed	1-3
Enemy	1-4
Pursued	1-5
Reputation	1-4