

Combat Spec

Combat Specs rely on physical power and endurance to supplement their training in battle techniques. These warriors are walking arsenals who employ both technology and their own bodies as weapons in the pursuit of their chosen profession.

Profession Requirements

Strength 11

Constitution 9

Special Benefits

Action Check Score Increase: A Combat Spec's action check score is increased by 3 points.

Situation Bonus: Choose one specialty skill from among those listed under these broad skills. That specialty skill's base situation die improves from +d0 to -d4. Armor Operation, Unarmed Attack, Heavy Weapons, Modern Ranged Weapons, Melee Weapons, Primitive Ranged Weapons.



Combat Spec

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	6
Combat armor	STR	2
Powered armor	STR	3
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	5
Direct Fire	STR	3
Indirect Fire	STR	3
Melee Weapons	STR	5
Bludgeon	STR	2
Powered weapon	STR	3
Blade	STR	2
Unarmed Attack	STR	5
Brawl	STR	2
Power Martial Arts	STR	4
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	4
Dodge	DEX	3
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	1
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	3
Lockpick	DEX	4
Modern Ranged Weapons	DEX	5
Pistol	DEX	3
Rifle	DEX	3
SMG	DEX	3
Prim. Ranged Weapons	DEX	6
Crossbow	DEX	2
Flintlock	DEX	2
Bow	DEX	3
Sling	DEX	3
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	3
Resist Pain	CON	3
Survival	CON	4
Survival Training	CON	2
Business	INT	4
Corporate	INT	3
Small business	INT	3
Illicit business	INT	3
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4
Demolitions	INT	5
Set explosives	INT	2

Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	5
Court Procedures	INT	3
Law Enforcement	INT	2
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	3
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	4
Protection Protocols	INT	2
Security Devices	INT	3
System Operation	INT	4
Communication	INT	3
Defenses	INT	2
Engineering	INT	3
Sensors	INT	3
Weapons	INT	2
Tactics	INT	5
Space	INT	3
Vehicle	INT	2
Infantry	INT	2
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	4
Bureaucracy	WIL	3
Management	WIL	3
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3
Creativity	WIL	4

Creative	WIL	1
Investigate	WIL	7
Interrogate	WIL	3
Search	WIL	4
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	3
Criminal Elements	WIL	3
Teach	WIL	5
Teach Com. Spec Skills	WIL	3
Teach Diplomat Skills	WIL	3
Teach Free Agent Skills	WIL	3
Teach Tech Ops Skills	WIL	3
Teach Mildwalking Skills	WIL	3
Culture	PER	5
Diplomacy	PER	3
Etiquette	PER	2
First Encounter	PER	3
Deception	PER	5
Gamble	PER	3
Bluff	PER	3
Bribe	PER	3
Entertainment	PER	4
Dance	PER	2
Musical Instrument	PER	2
Sing	PER	2
Act	PER	2
Interaction	PER	3
Bargain	PER	3
Charm	PER	3
Interview	PER	3
Intimidate	PER	2
Seduce	PER	3
Taunt	PER	2
Leadership	PER	4
Inspire	PER	3
Command	PER	3

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Combat Spec

Achievement

Benefit	Cost	Lvl
Action Check Bonus	10	3rd
Action Check Increase	4	3rd
Extra Action	6	6th
Ability Score Increase #1		
Strength	10	3rd
Dexterity	15	5th
Constitution	10	3rd
Intelligence	15	6th
Will	15	7th
Personality	10	4th
Ability Score increase # 2		
Strength	20	6th
Dexterity	30	8th
Constitution	20	6th
Intelligence	30	9th
Will	30	10th
Personality	20	7th
Fatigue Rating increase	4	3rd
Mortal Rating Increase	8	3rd
Stun Rating Increase	4	4th
Wound Rating Increase	6	5th
Monetary Award	6	3rd
New Perk		
Ambidextrous	6	7th
Animal Friend	3	3rd
Celebrity	4	6th
Concentration	5	5th
Danger Sense	5	6th
Fists of Iron	3/6	5th
Fortitude	5	3rd
Observant	5	3rd
Photo Memory	5	8th
Powerful Ally	5	4th
Reflexes	6	4th
Reputation	4	4th
Tough as Nails	5	3rd
Willpower	6	8th
Remove Flaw	x2	6th
Acquire Contact	5	4th

Last Resort Maximum Increase

PER	Cost
7 or less	-
8-10	3
11-12	2
13-14	1
15+	1

Diplomat

Diplomats are negotiators, political figures, managers, deal-makers, and any others who use interaction skills and personal resolve to accomplish their jobs. They specialize in getting things done through bargaining, healed discussion, and even guile.

Profession Requirements

Will 9

Personality 11

Special Benefits

Action Check Score Increase: A Diplomat's action check score is increased by 1 point.

Contacts or Resources: A Diplomat starts with contacts or resources as described in the Gamemaster Guide. Your Gamemaster will inform you of the details of this benefit.

Secondary Profession: All Diplomats have a knack for learning other skills to fall back on when discussion and negotiation fail. Select a second profession. Your hero can purchase skills from that profession or list price -1 instead of list price. (See "Purchase Skills" on page 34 for more information.)



Diplomat/Combat Spec

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	6
Combat armor	STR	2
Powered armor	STR	3
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	5
Direct Fire	STR	3
Indirect Fire	STR	3
Melee Weapons	STR	5
Bludgeon	STR	2
Powered weapon	STR	3
Blade	STR	2
Unarmed Attack	STR	5
Brawl	STR	2
Power Martial Arts	STR	4
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	4
Dodge	DEX	3
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	1
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	2
Lockpick	DEX	4
Modern Ranged Weapons	DEX	5
Pistol	DEX	3
Rifle	DEX	3
SMG	DEX	3
Prim. Ranged Weapons	DEX	6
Crossbow	DEX	2
Flintlock	DEX	2
Bow	DEX	3
Sling	DEX	3
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	3
Resist Pain	CON	3
Survival	CON	4
Survival Training	CON	2
Business	INT	3
Corporate	INT	2
Small business	INT	2
Illicit business	INT	2
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4

Demolitions	INT	5
Set explosives	INT	2
Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	4
Court Procedures	INT	2
Law Enforcement	INT	2
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	3
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	4
Protection Protocols	INT	2
Security Devices	INT	3
System Operation	INT	4
Communication	INT	2
Defenses	INT	2
Engineering	INT	3
Sensors	INT	3
Weapons	INT	2
Tactics	INT	5
Space	INT	3
Vehicle	INT	2
Infantry	INT	2
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	3
Bureaucracy	WIL	2
Management	WIL	2
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1

Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3
Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	7
Interrogate	WIL	3
Search	WIL	4
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	3
Criminal Elements	WIL	3
Teach	WIL	4
Teach Com. Spec Skills	WIL	2
Teach Diplomat Skills	WIL	2
Teach Free Agent Skills	WIL	2
Teach Tech Ops Skills	WIL	2
Teach Mildwalking Skills	WIL	2
Culture	PER	4
Diplomacy	PER	2
Etiquette	PER	1
First Encounter	PER	2
Deception	PER	4
Gamble	PER	2
Bluff	PER	2
Bribe	PER	2
Entertainment	PER	3
Dance	PER	1
Musical Instrument	PER	1
Sing	PER	1
Act	PER	1
Interaction	PER	3
Bargain	PER	2
Charm	PER	2
Interview	PER	2
Intimidate	PER	2
Seduce	PER	2
Taunt	PER	2
Leadership	PER	4
Inspire	PER	3
Command	PER	3

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Diplomat/Free Agent

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Budgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	4
Acrobatics	DEX	6
Daredevil	DEX	4
Defensive Martial Arts	DEX	4
Dodge	DEX	3
Fall	DEX	2
Flight	DEX	2
Zero-G Training	DEX	2
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	3
Prestidigitation	DEX	2
Lockpick	DEX	3
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	6
Hide	DEX	3
Shadow	DEX	3
Sneak	DEX	4
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	2
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	4
Survival Training	CON	2
Business	INT	3
Corporate	INT	2
Small business	INT	2
Illicit business	INT	2
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4
Demolitions	INT	6

Set explosives	INT	3
Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	4
Court Procedures	INT	2
Law Enforcement	INT	2
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	3
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	4
Protection Protocols	INT	2
Security Devices	INT	2
System Operation	INT	4
Communication	INT	2
Defenses	INT	3
Engineering	INT	3
Sensors	INT	2
Weapons	INT	3
Tactics	INT	6
Space	INT	3
Vehicle	INT	3
Infantry	INT	3
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	3
Bureaucracy	WIL	2
Management	WIL	2
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3

Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	6
Interrogate	WIL	4
Search	WIL	3
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	4
Street Knowledge	WIL	2
Grid Savvy	WIL	2
Criminal Elements	WIL	2
Teach	WIL	4
Teach Com. Spec Skills	WIL	2
Teach Diplomat Skills	WIL	2
Teach Free Agent Skills	WIL	2
Teach Tech Ops Skills	WIL	2
Teach Mildwalking Skills	WIL	2
Culture	PER	4
Diplomacy	PER	2
Etiquette	PER	1
First Encounter	PER	2
Deception	PER	4
Gamble	PER	2
Bluff	PER	2
Bribe	PER	2
Entertainment	PER	3
Dance	PER	1
Musical Instrument	PER	1
Sing	PER	1
Act	PER	1
Interaction	PER	3
Bargain	PER	2
Charm	PER	2
Interview	PER	2
Intimidate	PER	3
Seduce	PER	2
Taunt	PER	2
Leadership	PER	4
Inspire	PER	3
Command	PER	3

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Diplomat/Tech Op

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Bludgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	5
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	5
Dodge	DEX	4
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	1
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	2
Lockpick	DEX	4
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	2
Space Vehicle	DEX	4
Air Vehicle	DEX	4
Land Vehicle	DEX	2
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	5
Survival Training	CON	3
Business	INT	3
Corporate	INT	2
Small business	INT	2
Illicit business	INT	2
Computer Science	INT	6
Artificial Intelligence	INT	4
Hacking	INT	4
Hardware	INT	3
Programming	INT	3

Demolitions	INT	5
Set explosives	INT	2
Disarm	INT	3
Scratch-built	INT	3
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	4
Court Procedures	INT	2
Law Enforcement	INT	3
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	6
Psionics	INT	3
Xenology	INT	3
Zoology	INT	2
Botany	INT	2
Biology	INT	2
Genetics	INT	2
Medical Science	INT	6
Treatment	INT	3
Xenomedicine	INT	2
Surgery	INT	4
Psychology	INT	2
Medical Knowledge	INT	2
Forensics	INT	2
Navigation	INT	5
Drivespace Astrogation	INT	3
Superspace	INT	3
Surface	INT	2
System Astrogation	INT	2
Physical Science	INT	6
Superspace Theory	INT	3
Planetology	INT	2
Physics	INT	2
Astronomy	INT	2
Chemistry	INT	2
Security	INT	5
Protection Protocols	INT	3
Security Devices	INT	2
System Operation	INT	4
Communication	INT	2
Defenses	INT	2
Engineering	INT	2
Sensors	INT	2
Weapons	INT	2
Tactics	INT	5
Space	INT	2
Vehicle	INT	2
Infantry	INT	3
Technical Science	INT	6
Invention	INT	3
Juryrig	INT	2
Robotics	INT	2
Repair	INT	2
Technical Knowledge	INT	2
Administration	WIL	3
Bureaucracy	WIL	2
Management	WIL	2
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1

Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3
Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	6
Interrogate	WIL	3
Search	WIL	3
Track	WIL	2
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	2
Criminal Elements	WIL	3
Teach	WIL	4
Teach Com. Spec Skills	WIL	2
Teach Diplomat Skills	WIL	2
Teach Free Agent Skills	WIL	2
Teach Tech Ops Skills	WIL	2
Teach Mildwalking Skills	WIL	2
Culture	PER	4
Diplomacy	PER	2
Etiquette	PER	1
First Encounter	PER	2
Deception	PER	4
Gamble	PER	2
Bluff	PER	2
Bribe	PER	2
Entertainment	PER	3
Dance	PER	1
Musical Instrument	PER	1
Sing	PER	1
Act	PER	1
Interaction	PER	3
Bargain	PER	2
Charm	PER	2
Interview	PER	2
Intimidate	PER	3
Seduce	PER	2
Taunt	PER	2
Leadership	PER	4
Inspire	PER	3
Command	PER	3

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Diplomat/Mind Walker

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Bludgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	5
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	5
Dodge	DEX	4
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	2
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	2
Lockpick	DEX	4
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	5
Survival Training	CON	3
Business	INT	3
Corporate	INT	2
Small business	INT	2
Illicit business	INT	2
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4
Demolitions	INT	6

Set explosives	INT	3
Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	1
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	4
Court Procedures	INT	2
Law Enforcement	INT	3
Psionic Law	INT	0
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	2
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	5
Protection Protocols	INT	3
Security Devices	INT	3
System Operation	INT	4
Communication	INT	2
Defenses	INT	3
Engineering	INT	3
Sensors	INT	3
Weapons	INT	3
Tactics	INT	6
Space	INT	3
Vehicle	INT	3
Infantry	INT	3
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	3
Bureaucracy	WIL	2
Management	WIL	2
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2

Intuition	WIL	3
Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	7
Interrogate	WIL	4
Search	WIL	4
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	3
Criminal Elements	WIL	3
Teach	WIL	4
Teach Com. Spec Skills	WIL	2
Teach Diplomat Skills	WIL	2
Teach Free Agent Skills	WIL	2
Teach Tech Ops Skills	WIL	2
Teach Mildwalking Skills	WIL	2
Culture	PER	4
Diplomacy	PER	2
Etiquette	PER	1
First Encounter	PER	2
Deception	PER	4
Gamble	PER	2
Bluff	PER	2
Bribe	PER	2
Entertainment	PER	3
Dance	PER	1
Musical Instrument	PER	1
Sing	PER	1
Act	PER	1
Interaction	PER	3
Bargain	PER	2
Charm	PER	2
Interview	PER	2
Intimidate	PER	3
Seduce	PER	2
Taunt	PER	2
Leadership	PER	4
Inspire	PER	3
Command	PER	3

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	6
Rejuvenate	CON	3
Shatter	CON	3
Morph	CON	4
Intangibility	CON	4
Heal	CON	4
Control Metabolism	CON	2
Clamber	CON	2
Bioweapon	CON	3
Bio-armor	CON	3
Transfer Damage	CON	2
ESP	INT	5
Empathy	INT	1
Postcognition	INT	3
Sensitivity	INT	2
Psychometry	INT	3
Psycholocation	INT	2
Precognition	INT	4
Mind Reading	INT	3
Dream Hunt	INT	3
Clairvoyance	INT	2
Clairaudience	INT	2
Battle Mind	INT	4
Navcognition	INT	3
Psychoportation	WIL	7
Teleportation	WIL	5
Timeslip	WIL	6
Alter Speed	WIL	4
Apportation	WIL	6
Duplicate	WIL	6
Dimension Walk	WIL	6
Telekinesis	WIL	6
Sheya's Clutch	WIL	5
Kinetic Shield	WIL	2
Cryokinetics	WIL	3
Dimension Walk	WIL	6
Electrokinetics	WIL	3
Kinetic Blow	WIL	3
Levitation	WIL	2
Psychokinetics	WIL	3
Pyrokinetics	WIL	4
Photokinetics	WIL	1
Telepathy	PER	5
Psychic Projection	PER	3
Possess	PER	4
Obscure	PER	3
Undo	PER	3
Tire	PER	3
Subdual	PER	3
Psychic Armor	PER	2
Mind Wipe	PER	4
Mind Shield	PER	2
Mind Blast	PER	4
Illusion	PER	3
Guidance	PER	4
Empathic Projection	PER	3
Drain	PER	4
Datalink	PER	4
Contact	PER	3
Suggest	PER	3

Diplomat

Achievement

Benefit	Cost	Lvl
Action Check Bonus	12	8th
Action Check Increase	4	3rd
Extra Action	6	6th
Ability Score Increase #1		
Strength	15	6th
Dexterity	15	7th
Constitution	15	9th
Intelligence	10	5th
Will	10	3rd
Personality	10	3rd
Ability Score increase # 2		
Strength	30	9th
Dexterity	30	10th
Constitution	30	12th
Intelligence	20	8th
Will	20	6th
Personality	20	6th
Fatigue Rating increase	5	4th
Mortal Rating Increase	10	6th
Stun Rating Increase	4	4th
Wound Rating Increase	7	5th
Monetary Award	5	3rd
New Perk		
Ambidextrous	6	6th
Animal Friend	3	4th
Celebrity	4	3rd
Concentration	5	4th
Danger Sense	6	7th
Fists of Iron	4/8	9th
Fortitude	6	5th
Observant	5	4th
Photo Memory	4	5th
Powerful Ally	5	6th
Reflexes	6	6th
Reputation	5	5th
Tough as Nails	6	9th
Willpower	6	5th
Remove Flaw	x2	6th
Acquire Contact	3	2nd

Last Resort Maximum Increase

<i>PER</i>	<i>Cost</i>
7 or less	-
8-10	3
11-12	2
13-14	1
15+	1

Free Agent

Free Agents are troubleshooters or field operatives who rely on agility, intuition, and their natural resolve to get a job done. They may have ties to a specific government or organization, but they work better alone or in small groups than they do as units in a large force.

Profession Requirements

Dexterity 11

Will 9

Special Benefits

Action Check Score Increase: A Free Agent's action check score is increased by 2 points.

Resistance Bonus: Choose one Ability and improve its resistance modifier by 1 step. For example, if you choose Will for your hero who has a Will score of 11, that Ability's resistance modifier improves from +1 step (the penalty on any opponent's actions against him) to +2 steps.

Last Resort Bonus: Free Agent heroes start play with a number of last resort points based on their Personality scores, but their maximum is increased by 1-so that a Free Agent hero with a PER score of 12 has a maximum of 3 last resort points instead of 2. Also, a Free Agent can spend 2 last resort points to alter an action instead of the usual 1 point.



Free Agent

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Bludgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	4
Acrobatics	DEX	6
Daredevil	DEX	4
Defensive Martial Arts	DEX	4
Dodge	DEX	3
Fall	DEX	2
Flight	DEX	2
Zero-G Training	DEX	2
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	3
Prestidigitation	DEX	3
Lockpick	DEX	3
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	6
Hide	DEX	3
Shadow	DEX	3
Sneak	DEX	4
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	2
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	4
Survival Training	CON	2
Business	INT	4
Corporate	INT	3
Small business	INT	3
Illicit business	INT	2
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4
Demolitions	INT	6

Set explosives	INT	3
Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	4
Court Procedures	INT	3
Law Enforcement	INT	2
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	3
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	4
Protection Protocols	INT	2
Security Devices	INT	2
System Operation	INT	4
Communication	INT	3
Defenses	INT	3
Engineering	INT	3
Sensors	INT	2
Weapons	INT	3
Tactics	INT	6
Space	INT	3
Vehicle	INT	3
Infantry	INT	3
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	4
Bureaucracy	WIL	3
Management	WIL	3
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3

Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	6
Interrogate	WIL	4
Search	WIL	3
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	4
Street Knowledge	WIL	2
Grid Savvy	WIL	2
Criminal Elements	WIL	2
Teach	WIL	5
Teach Com. Spec Skills	WIL	3
Teach Diplomat Skills	WIL	3
Teach Free Agent Skills	WIL	3
Teach Tech Ops Skills	WIL	3
Teach Mildwalking Skills	WIL	3
Culture	PER	5
Diplomacy	PER	3
Etiquette	PER	2
First Encounter	PER	3
Deception	PER	4
Gamble	PER	2
Bluff	PER	2
Bribe	PER	2
Entertainment	PER	3
Dance	PER	1
Musical Instrument	PER	1
Sing	PER	1
Act	PER	1
Interaction	PER	3
Bargain	PER	3
Charm	PER	2
Interview	PER	2
Intimidate	PER	3
Seduce	PER	2
Taunt	PER	2
Leadership	PER	4
Inspire	PER	4
Command	PER	4

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Free Agent

Achievement

Free Agent		
Benefit	Cost	Lvl
Action Check Bonus	10	3rd
Action Check Increase	3	3rd
Extra Action	5	4th
Ability Score Increase #1		
Strength	15	6th
Dexterity	10	3rd
Constitution	15	5th
Intelligence	15	4th
Will	10	3rd
Personality	10	5th
Ability Score increase # 2		
Strength	30	9th
Dexterity	20	6th
Constitution	30	8th
Intelligence	30	7th
Will	20	6th
Personality	20	8th
Fatigue Rating increase	10	3rd
Mortal Rating Increase	20	5th
Stun Rating Increase	4	3rd
Wound Rating Increase	7	4th
Monetary Award	6	3rd
New Perk		
Ambidextrous	5	3rd
Animal Friend	3	4th
Celebrity	4	5th
Concentration	5	5th
Danger Sense	5	3rd
Fists of Iron	3/6	4th
Fortitude	6	5th
Observant	5	3rd
Photo Memory	5	7th
Powerful Ally	5	4th
Reflexes	5	3rd
Reputation	5	5th
Tough as Nails	6	6th
Willpower	6	6th
Remove Flaw	x2	5th
Acquire Contact	4	3rd

Last Resort Maximum Increase

PER	Cost
7 or less	-
8-10	3
11-12	2
13-14	1
15+	1

Tech Op

Tech Ops are operatives or "ops" for shorts accomplished in the use of high-tech equipment or specialists trained to create or maintain high-tech equipment. They rely on natural genius, agility, and expert training, as well as the benefits of their technological devices. Examples of Tech Op careers include technicians, scientists, pilots, and medical doctors.

Profession Requirements

Dexterity 9

Intelligence 11

Special Benefits

Action Check Score Increase: A Tech Op's action check score is increased by 1 point.

Accelerated Learning: Every time a Tech Op hero reaches a new achievement level, he receives the usual number of skill points plus extra skill points depending on the level he just reached:

Level	Extra
Attained	Skill Points
2-5	1
6-10	2
11-15	3
16-20	4
21+	5



Tech Op

Skill

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Bludgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	5
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	5
Dodge	DEX	4
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	1
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	3
Lockpick	DEX	4
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	2
Space Vehicle	DEX	4
Air Vehicle	DEX	4
Land Vehicle	DEX	2
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	5
Survival Training	CON	3
Business	INT	4
Corporate	INT	3
Small business	INT	3
Illicit business	INT	3
Computer Science	INT	6
Artificial Intelligence	INT	4
Hacking	INT	4
Hardware	INT	3
Programming	INT	3
Demolitions	INT	5
Set explosives	INT	2

Disarm	INT	3
Scratch-built	INT	3
Knowledge	INT	3
Psionic Knowledge	INT	2
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	5
Court Procedures	INT	3
Law Enforcement	INT	3
Psionic Law	INT	1
Specific Law	INT	1
Life Science	INT	6
Psionics	INT	3
Xenology	INT	3
Zoology	INT	2
Botany	INT	2
Biology	INT	2
Genetics	INT	2
Medical Science	INT	6
Treatment	INT	3
Xenomedicine	INT	2
Surgery	INT	4
Psychology	INT	2
Medical Knowledge	INT	2
Forensics	INT	2
Navigation	INT	5
Drivespace Astrogation	INT	3
Superspace	INT	3
Surface	INT	2
System Astrogation	INT	2
Physical Science	INT	6
Superspace Theory	INT	3
Planetology	INT	2
Physics	INT	2
Astronomy	INT	2
Chemistry	INT	2
Security	INT	5
Protection Protocols	INT	3
Security Devices	INT	2
System Operation	INT	4
Communication	INT	2
Defenses	INT	2
Engineering	INT	2
Sensors	INT	2
Weapons	INT	2
Tactics	INT	5
Space	INT	2
Vehicle	INT	2
Infantry	INT	3
Technical Science	INT	6
Invention	INT	3
Juryrig	INT	2
Robotics	INT	2
Repair	INT	2
Technical Knowledge	INT	2
Administration	WIL	4
Bureaucracy	WIL	3
Management	WIL	3
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3
Creativity	WIL	4

Creative	WIL	1
Investigate	WIL	6
Interrogate	WIL	3
Search	WIL	3
Track	WIL	2
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	2
Criminal Elements	WIL	3
Teach	WIL	4
Teach Com. Spec Skills	WIL	2
Teach Diplomat Skills	WIL	2
Teach Free Agent Skills	WIL	2
Teach Tech Ops Skills	WIL	2
Teach Mildwalking Skills	WIL	2
Culture	PER	5
Diplomacy	PER	3
Etiquette	PER	2
First Encounter	PER	3
Deception	PER	5
Gamble	PER	3
Bluff	PER	3
Bribe	PER	3
Entertainment	PER	4
Dance	PER	2
Musical Instrument	PER	2
Sing	PER	2
Act	PER	2
Interaction	PER	3
Bargain	PER	2
Charm	PER	3
Interview	PER	3
Intimidate	PER	3
Seduce	PER	3
Taunt	PER	2
Leadership	PER	4
Inspire	PER	4
Command	PER	4

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	7
Rejuvenate	CON	4
Shatter	CON	4
Morph	CON	5
Intangibility	CON	5
Heal	CON	5
Control Metabolism	CON	3
Clamber	CON	3
Bioweapon	CON	4
Bio-armor	CON	4
Transfer Damage	CON	3
ESP	INT	6
Empathy	INT	2
Postcognition	INT	4
Sensitivity	INT	3
Psychometry	INT	4
Psycholocation	INT	3
Precognition	INT	5
Mind Reading	INT	4
Dream Hunt	INT	4
Clairvoyance	INT	3
Clairaudience	INT	3
Battle Mind	INT	5
Navcognition	INT	4
Psychoportation	WIL	8
Teleportation	WIL	6
Timeslip	WIL	7
Alter Speed	WIL	5
Apportation	WIL	7
Duplicate	WIL	7
Dimension Walk	WIL	7
Telekinesis	WIL	7
Sheya's Clutch	WIL	6
Kinetic Shield	WIL	3
Cryokinetics	WIL	4
Dimension Walk	WIL	7
Electrokinetics	WIL	4
Kinetic Blow	WIL	4
Levitation	WIL	3
Psychokinetics	WIL	4
Pyrokinetics	WIL	5
Photokinetics	WIL	2
Telepathy	PER	6
Psychic Projection	PER	4
Possess	PER	5
Obscure	PER	4
Undo	PER	4
Tire	PER	4
Subdual	PER	4
Psychic Armor	PER	3
Mind Wipe	PER	5
Mind Shield	PER	3
Mind Blast	PER	5
Illusion	PER	4
Guidance	PER	5
Empathic Projection	PER	4
Drain	PER	5
Datalink	PER	5
Contact	PER	4
Suggest	PER	4

Tech Op

Achievement

Benefit	Tech Op	
	Cost	Lvl
Action Check Bonus	10	3rd
Action Check Increase	4	4th
Extra Action	6	5th
Ability Score Increase #1		
Strength	15	9th
Dexterity	10	3rd
Constitution	15	6th
Intelligence	10	3rd
Will	10	5th
Personality	15	7th
Ability Score increase # 2		
Strength		
Dexterity	2D	6th
Constitution	30	9th
Intelligence	2D	6th
Will	20	8th
Personality	30	10th
Fatigue Rating increase	10	4th
Mortal Rating Increase	20	6th
Stun Rating Increase	4	5th
Wound Rating Increase	7	4th
Monetary Award	6	3rd
New Perk		
Ambidextrous	5	6th
Animal Friend	4	4th
Celebrity	4	9th
Concentration	4	3rd
Danger Sense	6	7th
Fists of Iron	418	9th
Fortitude	5	5th
Observant	6	5th
Photo Memory	4	7th
Powerful Ally	5	7th
Reflexes	5	4th
Reputation	5	4th
Tough as Nails	5	5th
Willpower	6	5th
Remove Flaw	x2	6th
Acquire Contact	5	4th

Last Resort Maximum Increase

PER	Cost
7 or less	-
8-10	3
11-12	2
13-14	1
15+	1

Mind Walker

Mindwalker is a profession, just as Combat Spec, Diplomat, Free Agent, and Tech Op are. Mindwalkers are a select group of characters who are gifted with great mental powers and trained to use them. These individuals may be extremely rare, depending on the setting, and some may be trained in a particular tradition.

Profession Requirements

Hero Mindwalkers must have the following scores or greater in these Abilities:

Will 11

Intelligence 9

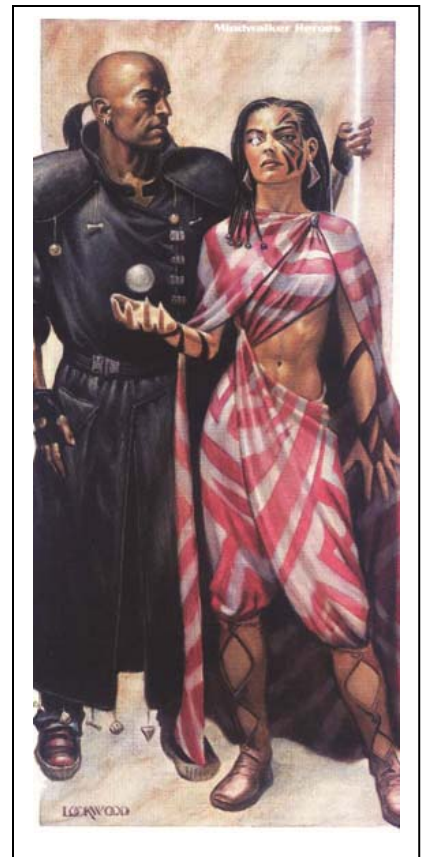
Constitution 9.

Special Benefits

Action Check Score Increase: A Mindwalker's action check score is increased by 1 point.

Situation Bonus: Choose one psionic broad skill. This broad skill and all of its specialty skills receive a situation die improvement of 1 step. The broad skill now has a base situation die of +d0, and all of its specialty skills have a base situation die of -d4.

Note: Diplomats in a campaign that allows Mindwalkers can use this profession as their secondary profession (see page 31 in Chaplet 2: Hera Creation)



Mind Walker

Skills

Skill (Broad/Specialty)	Attribute	Cost
Armor Operation	STR	7
Combat armor	STR	3
Powered armor	STR	4
Athletics	STR	3
Climb	STR	2
Jump	STR	1
Throw	STR	2
Athletic Ability	STR	1
Heavy Weapons	STR	6
Direct Fire	STR	4
Indirect Fire	STR	4
Melee Weapons	STR	6
Bludgeon	STR	3
Powered weapon	STR	4
Blade	STR	3
Unarmed Attack	STR	5
Brawl	STR	3
Power Martial Arts	STR	5
Acrobatics	DEX	7
Daredevil	DEX	4
Defensive Martial Arts	DEX	5
Dodge	DEX	4
Fall	DEX	3
Flight	DEX	2
Zero-G Training	DEX	2
Acrobatic Ability	DEX	1
Manipulation	DEX	6
Pickpocket	DEX	4
Prestidigitation	DEX	3
Lockpick	DEX	4
Modern Ranged Weapons	DEX	6
Pistol	DEX	4
Rifle	DEX	4
SMG	DEX	4
Prim. Ranged Weapons	DEX	7
Crossbow	DEX	3
Flintlock	DEX	3
Bow	DEX	4
Sling	DEX	4
Stealth	DEX	7
Hide	DEX	4
Shadow	DEX	4
Sneak	DEX	5
Vehicle Operation	DEX	3
Water Vehicle	DEX	3
Space Vehicle	DEX	5
Air Vehicle	DEX	5
Land Vehicle	DEX	3
Movement	CON	3
Race	CON	2
Swim	CON	1
Trailblazing	CON	3
Stamina	CON	3
Endurance	CON	4
Resist Pain	CON	4
Survival	CON	5
Survival Training	CON	3
Business	INT	4
Corporate	INT	3
Small business	INT	3
Illicit business	INT	3
Computer Science	INT	7
Artificial Intelligence	INT	5
Hacking	INT	5
Hardware	INT	4
Programming	INT	4
Demolitions	INT	6

Set explosives	INT	3
Disarm	INT	4
Scratch-built	INT	4
Knowledge	INT	3
Psionic Knowledge	INT	1
Deduce	INT	2
Language	INT	1
Specific Knowledge	INT	1
Dimensional Lore	INT	3
Computer Operation	INT	1
First aid	INT	2
Law	INT	5
Court Procedures	INT	3
Law Enforcement	INT	3
Psionic Law	INT	0
Specific Law	INT	1
Life Science	INT	7
Psionics	INT	2
Xenology	INT	4
Zoology	INT	3
Botany	INT	3
Biology	INT	3
Genetics	INT	3
Medical Science	INT	7
Treatment	INT	4
Xenomedicine	INT	3
Surgery	INT	5
Psychology	INT	3
Medical Knowledge	INT	3
Forensics	INT	3
Navigation	INT	6
Drivespace Astrogation	INT	4
Superspace	INT	4
Surface	INT	3
System Astrogation	INT	3
Physical Science	INT	7
Superspace Theory	INT	4
Planetology	INT	3
Physics	INT	3
Astronomy	INT	3
Chemistry	INT	3
Security	INT	5
Protection Protocols	INT	3
Security Devices	INT	3
System Operation	INT	4
Communication	INT	3
Defenses	INT	3
Engineering	INT	3
Sensors	INT	3
Weapons	INT	3
Tactics	INT	6
Space	INT	3
Vehicle	INT	3
Infantry	INT	3
Technical Science	INT	7
Invention	INT	4
Juryrig	INT	3
Robotics	INT	3
Repair	INT	3
Technical Knowledge	INT	3
Administration	WIL	4
Bureaucracy	WIL	3
Management	WIL	3
Animal Handling	WIL	3
Animal Training	WIL	1
Animal Riding	WIL	1
Awareness	WIL	3
Perception	WIL	2
Intuition	WIL	3

Creativity	WIL	4
Creative	WIL	1
Investigate	WIL	7
Interrogate	WIL	4
Search	WIL	4
Track	WIL	3
Resolve	WIL	5
Mental Resolve	WIL	3
Physical Resolve	WIL	3
Street Smart	WIL	5
Street Knowledge	WIL	3
Grid Savvy	WIL	3
Criminal Elements	WIL	3
Teach	WIL	5
Teach Com. Spec Skills	WIL	3
Teach Diplomat Skills	WIL	3
Teach Free Agent Skills	WIL	3
Teach Tech Ops Skills	WIL	3
Teach Mildwalking Skills	WIL	3
Culture	PER	5
Diplomacy	PER	3
Etiquette	PER	2
First Encounter	PER	3
Deception	PER	5
Gamble	PER	3
Bluff	PER	3
Bribe	PER	3
Entertainment	PER	4
Dance	PER	2
Musical Instrument	PER	2
Sing	PER	2
Act	PER	2
Interaction	PER	3
Bargain	PER	3
Charm	PER	3
Interview	PER	3
Intimidate	PER	3
Seduce	PER	3
Taunt	PER	2
Leadership	PER	4
Inspire	PER	4
Command	PER	4

Skill (Broad/Specialty)	Attribute	Cost
Biokinesis	CON	6
Rejuvenate	CON	3
Shatter	CON	3
Morph	CON	4
Intangibility	CON	4
Heal	CON	4
Control Metabolism	CON	2
Clamber	CON	2
Bioweapon	CON	3
Bio-armor	CON	3
Transfer Damage	CON	2
ESP	INT	5
Empathy	INT	1
Postcognition	INT	3
Sensitivity	INT	2
Psychometry	INT	3
Psycholocation	INT	2
Precognition	INT	4
Mind Reading	INT	3
Dream Hunt	INT	3
Clairvoyance	INT	2
Clairaudience	INT	2
Battle Mind	INT	4
Navcognition	INT	3
Psychoportation	WIL	7
Teleportation	WIL	5
Timeslip	WIL	6
Alter Speed	WIL	4
Apportation	WIL	6
Duplicate	WIL	6
Dimension Walk	WIL	6
Telekinesis	WIL	6
Sheya's Clutch	WIL	5
Kinetic Shield	WIL	2
Cryokinetics	WIL	3
Dimension Walk	WIL	6
Electrokinetics	WIL	3
Kinetic Blow	WIL	3
Levitation	WIL	2
Psychokinetics	WIL	3
Pyrokinetics	WIL	4
Photokinetics	WIL	1
Telepathy	PER	5
Psychic Projection	PER	3
Possess	PER	4
Obscure	PER	3
Undo	PER	3
Tire	PER	3
Subdual	PER	3
Psychic Armor	PER	2
Mind Wipe	PER	4
Mind Shield	PER	2
Mind Blast	PER	4
Illusion	PER	3
Guidance	PER	4
Empathic Projection	PER	3
Drain	PER	4
Datalink	PER	4
Contact	PER	3
Suggest	PER	3

Mind walker

Achievement

Benefit	Mindwalker	
	Cost	Lvl
Action Check Bonus	10	3rd
Action Check Increase	4	6th
Extra Action	6	4th
Ability Score Increase #1		
Strength	15	9th
Dexterity	15	6th
Constitution	10	4th
Intelligence	10	3rd
Will	10	3rd
Personality	15	4th
Ability Score increase # 2		
Strength	30	12th
Dexterity	3D	9th
Constitution	2D	7th
Intelligence	20	6th
Will	20	6th
Personality	30	7th
Fatigue Rating increase	6	5th
Mortal Rating Increase	12	7th
Stun Rating Increase	4	5th
Wound Rating Increase	8	5th
Monetary Award	6	3rd
New Perk		
Ambidextrous	6	5th
Animal Friend	4	5th
Celebrity	4	Bth
Concentration	4	3rd
Danger Sense	5	6th
Fists of Iron	4/8	9th
Fortitude	6	Bth
Observant	5	5th
Photo Memory	4	3rd
Powerful Ally	6	Bth
Reflexes	6	6th
Reputation	4	6th
Tough as Nails	6	9th
Willpower	5	4th
Remove Flaw	x2	6th
Acquire Contact	5	6th

Last Resort Maximum Increase

PER	Cost
7 or less	-
8-10	3
11-12	2
13-14	1
15+	1