



APPENDIX III: TABLES & CHARTS

	Dishing It (Modifier Applies On showdown Win)	Taking It (Modifier Applies On showdown Loss)
Fire		
Maneuver		
Override		
Trickbag		
Output		
Cargo		
Condition		
Upkeep		

Bolt-ons

[illegible]

SHIP COMBAT TRACKER

	THE LASERS			THE ENEMY	
	Dishing It (Modifier Applies On show-down Win)	Taking It (Modifier Applies On show-down Loss)		Dishing It (Modifier Applies On show-down Win)	Taking It (Modifier Applies On show-down Loss)
Fire					
Maneuver					
Override					
Trickbag					
Output					

Mode Cycle Tracker

Fire	Maneuver	Override	Trickbag		Fire	Maneuver	Override	Trickbag



NPC Ship Combat Crew Tracker

Crew member Name	Position	Ability Name	Ability Rating	Ability Pool	Medic Rating	Medic Pool	Health Rating	Health Pool
	Hailer	Communications Intercept						
	Stratco	Naval Tactics						
	Pilot	Helm Control						
	Gunner	Battle Console						
	Wrench	Systems Repair						
	Medic	Medic						

Crew Tracker

Player Name	Character Name	Groundside Post	Warpside Post	Upkeep

Total Ship/Crew Upkeep:

EPISODE WORKSHEET

The Contract:

Twist:

Backstory:

Complication 1:

Complication 2:

[Complication 3]:

[Complication 4]:

Personal Arc:

The Choice:

SHIP BOLT-ON REFERENCE SHEET

Name	Function	Cost	Upkeep
Asphyxiator	Increases cost of enemy Medic Scrambles	5	1
Burner	Increases difficulty of enemy Wrench Scrambles	5	1
Datadrac	When Datascraping, +2 skirmish points on 1st successful showdown	6	0
Fairy Duster	Decreases enemy Output by 3 when you win Trickbag showdown	5	1
Hailmary	Refresh your Output—and your enemy's	5	0
Hyperbaric Emitter	Medic beneficiaries on your ship get +1 Health for each point of Medic spent	7	2
Inertial Sequencers	Decreases enemy Output by 3 when you win Maneuver showdown	5	1
Kinetic Exciter	For d6+1 showdowns, all Dishing It specs (including enemy's) improve by 1	5	1
Kinetic Trougher	Modifies Kinetic Exciter so that only you get the Dishing It improvements	5	5
Scorpion Rider	When rocked, spend 7 Output and 5 Naval Tactics to rock your enemy	10	3
Peacefist	When Disabling Weapons, +2 skirmish points on 1st successful showdown	7	1
Proton Dampener	For d6+1 showdowns, all Taking It specs (including enemy's) improve by 1	5	1
Proton Pathwayer	Modifies Proton Dampener so that only you get the Taking It improvements	5	5
Recursive Flagger	Decreases enemy Output by 3 when you win Override showdown	5	1
Sparkler	Increases difficulty of enemy Athletics tests when you rock their ship	7	1
Synchron Charger	Pay 5 Output to ignore egging it penalties on current attack	5	2
Translight Spiker	Impedes enemy's escape on successful Naval Tactics test	5	1
Tractor Beam	Allows you to attempt the Cripple For Towing goal	5	0
Whomper	Decreases enemy Output by 3 when you win Fire showdown	5	1
Zoomer	Refresh Output on achieving an escape-track goal	6	1

TECH REFERENCE SHEET

Tech	Type	Appearance	Function	Cost	Upkeep	Page
Headset	Communications	A curved holoscreen	Up to 12 people can exchange video and audio transmissions in real time	standard		125
Personal Bluffer	Communications	A small chip	Interferes with surveillance tech	6p		124
Rosetta Chip	Communications	Tiny earpiece	Universal vocal translator	standard		126
Transmit Modder	Communications	A plug-in to a comms panel	Modifies realtime transmissions using the Communications Intercept ability	2		125
Unireader	Communications	Specs or attached to headset	Decodes known written script	standard		126
Aidkitter	Cybernetic Enhancements	An artificial orifice in either side of your neck	Transfers Health points	2	1	127
Amper	Cybernetic Enhancements	Microcapsules in the brain	Refresh a number of pool points at a later cost in Health	1	1	127
Autonomic Avenger	Cybernetic Enhancements	Internal modifications	Gain 6 Scuffling, land two extra blows when you fail a Consciousness roll	2	1	127
Bad Liver	Cybernetic Enhancements	Nanotech helpers	Stops all ingested poisons and intoxicants	1	0	128
Berserker	Cybernetic Enhancements	Nanofibers in nervous system	When you lose Health or get injured, gain Scuffling	3	1	128
Biofueler	Cybernetic Enhancements	A coil attached to your intestinal tract	Spend 1 Health or 2 Athletics to increase ships Output by 1	4	1	128
Breadbox	Cybernetic Enhancements	Secret compartment in your abdomen	Store 4cm x 12cm x 12cm	1	0	128
Dataloader	Cybernetic Enhancements	An interface jack implanted your thumb	Download data and spend Output points as Academic abilities	3	0	129
Dopamine Redirector	Cybernetic Enhancements/ Disruptor Accessory	Neural port in your neck attached to disruption pistol	Convert damage done to increase abilities	2	1	129
Episealant	Cybernetic Enhancements	Microchips on skin and nervous system	Temporary alternative to space suit. Needs rebreather.	1+X	2	129
Frequency Transducer	Cybernetic Enhancements	1cm circle installed in heart	Converts lethal disruptor fire to non-lethal	1	1	129
Handgun	Cybernetic Enhancements	Prosthetic hand	disruption pistol, +2 bonus on first shot	4	1	130
Headdisk	Cybernetic Enhancements	Storage drive in brain	Record audio and visual data.	2	1	130
Headlight	Cybernetic Enhancements	Meglight in forehead	Meglight	1	1	130
Honeybee	Cybernetic Enhancements	Fibroid tissue in brain	Gain a boost on academic or technical abilities, but can't spend them later	3	2	130
Interface Transducer	Cybernetic Enhancements	Nanoscope wires under scalp	Prevents other cybe enhancements working within 20m by spending Investigative points	1	2	130

Tech	Type	Appearance	Function	Cost	Upkeep	Page
Internal Headset	Cybernetic Enhancements	Installed in skull	Up to 12 people can exchange video and audio transmissions in real time	2	1	130
Internal Rebreather	Cybernetic Enhancements	Nanite scrubbers in lungs	Produce your own oxygen for 10x minutes	1+X	1	131
Mesodermal Jumper	Cybernetic Enhancements	Fibers on pectoral muscles attach to recipient	Transfer any Athletics, Scuffling, or Shooting to any of the same.	3	1	131
Motobooster	Cybernetic Enhancements	Titanium reinforced leg muscles	-2 Difficulty running, +1 damage Scuffling	3	1	131
Neurojolter	Cybernetic Enhancements	Nanoscopic wires in fingertips attach to other brain	Transfer points from many pools to same on recipient	3	1	131
Nightvision	Cybernetic Enhancements	Ocular implants	Nightvision scope	1	1	131
Ocular Input Analyzer	Cybernetic Enhancements	Chip attached to optic nerve	Acts as a scanner. Decreases opponents' Hit Thresholds	4	1	131
Pherotracker	Cybernetic/ Disruptor Accessories	Input port connects to disruption pistol	On your disruptor hit, tracks location out to 500m	2	1	132
Phosphoryltic Battery	Cybernetic Enhancements	Power cable attached to heart	Transfer points from Output or Propulsion pools to Athletics, Health, or Scuffling.	4	0	132
Popclaws	Cybernetic Enhancements	Retractable carbon-fiber claws	Scuffling damage increases by 2	4	1	132
Schrodinger Lobe	Cybernetic Enhancements	Small crystal installed in cerebellum	Pay 2 Health to increase by 2 the effective margin of any successful Athletics, Battle Console, Filch, Helm Control, Infiltration, Phase, Scuffling, Shooting, or Shuttle Craft test	3	1	132
X-Gravs	Cybernetic Enhancements	Anti-gravity cells on soles of feet	Allows unassisted leaps of up to 10m	3	1	132
Holo Layout	Investigative Tech	console and poles	Plays back holographic recording	standard		136
Meglight	Investigative Tech	Cylinder	Sophisticated multicoloured light source	standard		135
Meglight Whacker	Investigative Tech	Baton	Sophisticated multicoloured light source and baton (d6-1 damage)	standard		135
Snails	Investigative Tech	Small spiral plastic shell	Record holo video and audio data	standard, 4p disguised version		135
Tethers	Investigative Tech	Hand-held device or attached to headset	Performs sensor readings for technical abilities	standard		136
Bioprocess Suspender	Medical and Forensic Gear	Serum delivered by Osmotic Puncher	Arrests decomposition	standard		133
Espressoer	Medical and Forensic Gear	Chrome stapler	Brings to consciousness people hit by non-lethal disruption fire	standard		133
Osmotic Puncher	Medical and Forensic Gear	A pen attached to a serum bottle	Hypodermic. Leaves a small trace.	standard		133
Deflector	Protective Gear	Ping-pong ball sized device	In Scuffling, reduces Hit Threshold	1		133

Tech	Type	Appearance	Function	Cost	Upkeep	Page
Foiler	Protective Gear	Translucent strip in the roof of your mouth	Thwarts tasers	standard		133
Holomask	Protective Gear	Light mesh worn over clothes	Hologram makes you look like any humanoid	4		134
Pheroalarm	Protective Gear	Device the size of an earring	Emits alarm if pheromone-based vioware used	4p		134
Pheroblocker	Protective Gear	Device the size of an earring	Detects and blocks pheromone based vioware within 50m	2		134
Pherodetector	Protective Gear	Hypodermic with readout	Test blood for pheromone influence within 24 hours	4p		134
Popper	Protective Gear	Blue light encased in chrome; armband	Absorbs first disruptor hit then burns out	standard. 1 for 3		134
Snowder	Protective Gear	small device	Prevents a broadcast, shackle version prevents cybernetic broadcast	5p, 7p for shackle version		135
Spacesuit	Protective Gear	Spacesuit		standard		135
The Mor Sohn	Unclassifiable Items	Complicated child's ball	Allows Balla to suppress emotions			145
Brainwave Recycler	Vioware		For one interval gain a pool point when another PC spends an academic or technical one	1	1	138
Chameleon	Vioware		Chameleon effect adds 6 points to Infiltrate or Surveillance	2	1	138
Heighten PreFrontal Cortex	Vioware		Cooperate on certain abilities without losing points	1	1	138
Keratinized Epidermis	Vioware		Ignore first Scuffling attack, Scuffling damage reduced by 2	2	1	138
Latency Suppression	Vioware		Detect vioware use, cancel on a Vioware Manipulation contest	1	1	138
Mr. Grey	Vioware		Make humanoids forget your identity	2	2	138
Morphological Mimicry	Vioware		Adopt the form of another species	4	2	139
Pherotracker	Vioware		Detect pheromone use	2	1	139
Proprioception Booster	Vioware		Adds 6 points to skills relying on position in space	1	1	139
Refractive Skin	Vioware		If you lose Health from a disruptor blast, transfer Athletics	4	2	139
Regenerate	Vioware		Regain 2 Health points per round until end of current interval	2	1	140
Scrambleface	Vioware		Reconfigure your face to a non-specific person	3	2	140
Scrambleface Ultra	Vioware		Reconfigure your face to that of another person	4	3	140
Skeletal Fluidity	Vioware		Squeeze through 1' gaps	1	1	140
SlickSkin	Vioware		Gain Scuffling from an opponent's scuffling expenditures	1	1	141
Thirdeye	Vioware		See behind you. Sight-based Sense Trouble difficulty reduced by 2	2	2	142

Tech	Type	Appearance	Function	Cost	Upkeep	Page
Tiresias	Vioware		Switch sex	1	3	142
Aggravator	Vioware/ Pheromone		Provoke aggression in one subject within 4m	2	2	137
Dominator	Vioware/ Pheromone		You are treated as high status	2	1	138
Peacepipe	Vioware/ Pheromone		Suppress aggression within 4m on one subject	2	1	139
Snakehisser	Vioware/ Pheromone		Causes a subject to flee	1	1	141
Stimulust	Vioware/ Pheromone		Trigger sexual urges in others	1	3	141
Baton	Weaponry	Baton	Does 1 die -1 damage	standard		142
Disruption Grenade	Weaponry	baseball-sized weapon	30m range, all in 3m radius make Difficulty 6 Athletics test	6p		143
Disruption Pistol	Weaponry	various	Range 25m, does non-lethal damage	standard		143
Disruption Rifle	Weaponry	various	Range 150m, does non-lethal damage	4p		144
Fritz-Baton	Weaponry	Baton	Deactivates Deflector	1		142
Insureshield	Weaponry	Small device attached to weapon	Prevents Scuffling from permanently injuring an opponent	standard		142
Arc Zapper	Weaponry/ Disruptor Accessories	Disruptor Accessory	Excess disruption energy strikes secondary target with NLD	1		144
Aversionizer	Weaponry/ Disruptor Accessories	Disruptor Accessory	Target has aversion to attacking you	1		144
Beaconator	Weaponry/ Disruptor Accessories	Disruptor Accessory	Genetic scan, Hit Threshold reduced by 1	1		144
Crick-Cracker	Weaponry/ Disruptor Accessories	Disruptor Accessory	Burns out multiple poppers. One takes effect.	1		144
Distractor Beam	Weaponry/ Disruptor Accessories	Disruptor Accessory	Penalizes opponents Shooting by 1	1		144
Gun-Nanny	Weaponry/ Disruptor Accessories	Disruptor Accessory	Determines PR risk of an attack	1		145
Revealer	Weaponry/ Disruptor Accessories	Disruptor Accessory	Briefly reveals any disguised or shape-shifting targets	1		145
Serenitizer Archer-1000	Weaponry/ Disruptor Accessories	Disruptor Accessory	Prevents enemy disruptor from lethal firing	1		145
Serenitizer Sensei-1000	Weaponry/ Disruptor Accessories	Disruptor Accessory	Prevents target from doing injurious Scuffling damage	1		145
Stockholmer	Weaponry/ Disruptor Accessories	Disruptor Accessory	Target you made unconscious cooperates with you	1		145

Investigative Ability Checklist

When creating an adventure, use this table to record which abilities are essential to the adventure, which are optional and which are not used at all. Let your players know which not to take. If you are using pre-existing characters, tick them on the left column table, then build your adventure around them.

Investigative Abilities	Core Clue Tally	Total in Adventure
Anthropology		
Archaeology		
Botany		
Cybe Culture		
Forensic Accounting		
Forensic Psychology		
Geology		
History, Balla		
History, Combine		
History, Durugh		
History, Human		
History, Kch-Thk		
History, Tavak		
Law		
Linguistics		
Vas Mal Culture		
Xenoculture		
Zoology		
Bullshit Detector		
Bureaucracy		
Cop Talk		
Downside		
Flattery		
Flirting		
Impersonate		
Inspiration		
Interrogation		
Intimidation		
Negotiation		
Reassurance		
Respect		
Astronomy		
Bio Signatures		
Chemistry		
Data Retrieval		
Decryption		
Energy Signatures		
Evidence Collection		
Explosive Devices		
Forensic Anthropology		
Forensic Engineering		
Holo Surveillance		
Imaging		
Industrial Design		
Kinetics		
Virology		
Consciousness Simulation		
Dreamsight		
Neurosight		
Timesight		
Total Investigative Points:		