

BEFORE YOU ROLL // Your gamemaster sets the power level, the professions on offer and the optional rules. Tick them here, then work through the ten steps. You need 3D6, 2D6, 1D4, 1D10, percentile dice and the Operative File character sheet.

POWER LEVEL ☐ Normal ☐ Heroic ☐ Epic ☐ Superhuman

- ☐ Education (EDU) ☐ Skill category bonuses
☐ Point-based characteristics ☐ Quickstart method
☐ Personality type ☐ Distinctive features

- ☐ Sanity ☐ Fatigue points
☐ Total hit points ☐ Hit locations
☐ Forbidden Lore ☐ Powers: _____

01 NAME & CHARACTERISTICS

- Write the name (or leave it for later), your own name and the character's gender.
- Roll **3D6** for STR, CON, POW, DEX and CHA. Roll **2D6+6** for INT and SIZ.
- You may move up to **3 points** between characteristics. No characteristic starts above **21**; SIZ and INT never go below 8.
- Unhappy with the result? With GM approval, start over.

OPTIONS // CH 02

Choose values: roll 3D6 seven times and place the results where you like (SIZ and INT at least 8). **Higher characteristics:** roll 2D6+6 for all seven. **EDU:** roll 2D6+6.

02 POWERS

Only if the campaign uses them: magic, mutations, psychic abilities, sorcery or superpowers (Chapter Four). Otherwise skip this step.

03 AGE

Default age is **17+1D6**, or choose an age with GM approval. The GM may ignore the adjustments below.

AGE	EFFECT
+10 YEARS	Each full 10 years added to the rolled age: professional skill points +10 / +20 / +30 / +40 (Normal / Heroic / Epic / Superhuman).
UNDER 18	Each year below 18: professional skill points -10 / -20 / -30 / -40.
YOUNGER	Each year below the rolled age: -1 to one characteristic of your choice (not EDU).
50+	At 50 and every full 10 years after: -1 to STR, CON, DEX or CHA. At 80+: -1 to three of them.

EDU option: age must be at least EDU+5; every full 10 years added gives +1 EDU.

04 CHARACTERISTIC ROLLS

ROLL	FORMULA	ROLL	FORMULA
EFFORT	STR×5	LUCK	POW×5
STAMINA	CON×5	AGILITY	DEX×5
IDEA	INT×5	CHARM	CHA×5
KNOW	EDU×5 (EDU option)	SIZ	no roll

05 DERIVED CHARACTERISTICS

VALUE	FORMULA
HIT POINTS	(CON+SIZ) ÷ 2, round up. Unconscious at 2 or less; at 0 dies at the end of the next round.
MAJOR WOUND	½ hit points, round up.
POWER POINTS	Equal to POW.
EXP. BONUS	½ INT, round up.
MOV	10 for humans.
DAMAGE MOD.	STR+SIZ on the table below.

STR+SIZ	MOD	STR+SIZ	MOD
2-12	-106	33-40	+106
13-16	-104	41-56	+206
17-24	NONE	57-72	+306
25-32	+104	each +16	+106

Full damage modifier for brawling and melee; half (round up) if positive for thrown weapons and bows; none for firearms and energy weapons.

06 PERSONALITY TYPE

OPTIONAL Choose one or roll 1D4; add **+20** to each listed skill. With GM approval you can build your own from 13 skills.

- | | |
|-------------------|---|
| 1 BRUTAL | Brawl, Climb, Dodge, Grapple, Insight, Jump, Ride, Sense, Stealth, Swim, Throw, any two Combat skills. |
| 2 SKILLED | Appraise, Craft, Disguise, Dodge, Fine Manipulation, First Aid, Knowledge, Navigate, Pilot, Ride, Sleight of Hand, Stealth, one Combat skill. |
| 3 CUNNING | Appraise, Bargain, Disguise, Insight, Knowledge, Listen, Research, Sense, Spot, Stealth, Technical, one Combat skill. |
| 4 CHARMING | Appraise, Bargain, Command, Etiquette, Fast Talk, Insight, Language, Perform, Persuade, Sense, Status, one Combat skill. |

Main skills only: where the book names a skill twice (two Knowledge skills, Language Own and Other), it counts once here. Swap Ride for Drive or Pilot if the GM agrees.

07 PROFESSION & SKILLS

Choose a profession (page 2 or Chapter Two). Spend the **professional pool** on its skills only, adding points to each skill's base chance (and any earlier bonuses).

LEVEL	PROF. POOL	SKILL CAP	EDU OPTION	OFF-PROFESSION CAP
NORMAL	250	75%	EDU×20	50%
HEROIC	325	90%	EDU×25	75%
EPIC	400	101%	EDU×30	90%
SUPERHUMAN	500	none	EDU×40	100%

- Personal pool:** INT×10 points for any skills, still within the skill cap. The GM may apply the off-profession cap to skills far outside your job.
- If earlier bonuses already put a skill at or above the cap, it gets no more points.
- Keep the two pools apart while you shift points around, then total each skill.

OPTION // INCREASED PERSONAL POOL

INT×15 (Heroic), INT×20 (Epic) or INT×25 (Superhuman), for very competent characters.

08 POSSESSIONS

- Clothing for the setting, pocket money and savings by wealth level.
- A keepsake that ties the character to family or past.
- Tools and equipment of the profession.
- A weapon for each weapon skill of **50%+**, if appropriate.
- With GM approval, a vehicle fitting profession, wealth and Status: a bike, a groundcar, a personal flier, even a small space transport.

Wealth comes from the profession; a Status roll can justify better starting gear (no experience check). Status 01-14 Destitute · 15-29 Poor · 30-75 Average · 76-95 Affluent · 96+ Wealthy.

09 SIZE & FEATURES

SIZ 10-13 is average height and weight; 8 is small, 18 very large. Note exact figures or a build such as "tall" or "slender".

OPTION // DISTINCTIVE FEATURES

Number by CHA: ≤3 → 4 · 4-7 → 3 · 8-9 → 2 · 10-11 → 1 · 12-14 → 2 · 15-16 → 3 · 17+ → 4. For each, roll 1D10: 1 hair · 2 facial hair · 3 face · 4 expression · 5 clothes · 6 bearing · 7 speech · 8 arms/hands · 9 torso · 10 legs/feet. Low CHA: unsettling; high CHA: striking.

10 FINISHING TOUCHES

Name the character if you haven't yet. Then sketch the rest: hair, skin, eyes, dress, mannerisms, a saying. Where did they grow up, who shaped them, who are their friends and enemies, what do they want? Agree the important parts with your GM; the rest can emerge in play.

SKILLS & BASE CHANCES

K-11

COMBAT	DEX · INT/STR	MENTAL	INT · POW/EDU
Artillery	05	Appraise	15
Brawl	25	First Aid	30
Energy Weapon	15	Forbidden Lore <i>opt.</i>	00
Firearm	20	Gaming	INT+POW
Grapple	25	Knowledge <i>common / rare</i>	05 / 00
Heavy Weapon	20	Literacy <i>opt.</i>	= Lang.
Martial Arts	01	Medicine	05
Melee Weapon	20	Psychotherapy	01
Missile Weapon	15	Science	01
Shield	15	Strategy	01
		Technical	05
COMMUNICATION	INT · POW/CHA	PERCEPTION	INT · POW/CON
Bargain	05	Insight	05
Command	05	Listen	25
Disguise	01	Navigate	10
Etiquette	05	Research	25
Fast Talk	05	Sense	10
Language <i>own / other</i>	INT×5 / 00	Spot	25
Perform	05	Track	10
Persuade	15		
Status	15	PHYSICAL	DEX · STR/CON · SIZ
Teach	10	Climb	40
MANIPULATION	DEX · INT/STR	Dodge	DEX×2
Art	05	Drive <i>common / rare</i>	20 / 01
Craft	05	Hide	10
Demolition	01	Jump	25
Fine Manipulation	05	Pilot	01
Heavy Machine	01	Ride	05
Repair	15	Stealth	10
Sleight of Hand	05	Swim	25
		Throw	25

Category heading: primary · secondary characteristics for the skill-category option. With EDU, Language (own) uses the higher of INT×5 and EDU×5. Fly and Projection exist only with powers.

HOUSE RULES

H-12

HOUSE RULE // THIS EDITION

Main skills only. No specialisations: Firearm covers pistol and rifle alike, Science covers every science.

No Parry skill. Every weapon skill (and Shield) parries. A shield gives one extra melee parry with no –30% penalty.

Forbidden Lore (Sanity option) covers knowledge that costs Sanity; it never rises through experience. Ordinary occult knowledge is Knowledge.

OPTIONAL RULES

O-14

QUICKSTART METHOD // CH 12 · REPLACES STEPS 1, 3, 6–8

Characteristics: take or roll (1D4) one array and assign it freely. No EDU, no age effects.

1	17, 16, 14, 13, 13, 12, 10	3	16, 15, 15, 13, 13, 12, 11
2	16, 16, 15, 13, 13, 12, 10	4	18, 17, 14, 13, 13, 11, 9

Profession: three skills +50%, six skills +25%. **Personal:** INT × a +10% step to any skills, none above 75%. **Gear:** clothes, pocket money, keepsake, job tools, a weapon per weapon skill of 50%+, armour if fitting.

POINT-BASED CHARACTERISTICS // REPLACES STEP 1

All seven start at 10. Spend **24** points (Heroic 36, Epic 48, Superhuman 60). STR, CON, SIZ and CHA cost 1 per point; DEX, INT and POW cost 3; EDU costs 3. Lowering one (minimum 3) refunds the same rate. Maximum 21 except at Epic and Superhuman.

SKILL CATEGORY BONUSES // STEP 5

Per category (headings above): **primary** +1% per point above 10 (–1% per point below); **secondary** +1% per 2 points above 10 (–1% per 2 below, round down); **negative** –1% per point above 10 (+1% per point below). Add to every base chance in the category. **Simpler:** bonus = ½ primary characteristic, round up (Combat and Manipulation DEX, Communication CHA, Mental INT, Perception POW, Physical STR).

SCI-FI PROFESSIONS

P-13

PROFESSION	SKILLS
COMPUTER TECH AVG-AFFLUENT	Craft, Hide, Knowledge, Language, Repair, Research, Science, Status, Technical.
CRIMINAL POOR-AFF · USU. AVG	Bargain, Drive, Hide, Stealth + 6 of: Appraise, Brawl, Climb, Fast Talk, Fine Manipulation, Firearm, Gaming, Grapple, Insight, Jump, Knowledge, Listen, Martial Arts, Melee Weapon, Persuade, Spot, Throw.
DETECTIVE AVG-AFFLUENT	Firearm, Knowledge, Listen, Persuade, Research, Spot + 4 of: Art, Brawl, Disguise, Dodge, Drive, Fast Talk, Grapple, Hide, Insight, Language, Medicine, Science, Stealth, Technical, Track.
DOCTOR AVG-AFFLUENT	First Aid, Insight, Language, Medicine, Persuade, Psychotherapy, Research, Science, Spot, Status.
ENGINEER POOR-AFF · USU. AVG	Craft, Repair, Spot, Status + 5 of: Art, Drive, Heavy Machine, Knowledge, Pilot, Science, Technical.
EXPLORER AFFLUENT-WEALTHY	Climb, Language, Persuade, Research, Spot + 4 of: Drive, Fast Talk, Firearm, Knowledge, Navigate, Pilot, Science, Swim, Track.
JOURNALIST AVG-AFFLUENT	Fast Talk, Insight, Language, Listen, Persuade, Research, Spot + 3 of: Art, Craft, Disguise, Hide, Knowledge, Status, Stealth, Technical.
LAWKEEPER USUALLY AVERAGE	Brawl, Dodge, Fast Talk, Knowledge, Listen, Spot + 4 of: Drive, Firearm, First Aid, Grapple, Insight, Language, Martial Arts, Melee Weapon, Pilot, Status, Technical, Track.
MECHANIC POOR-AVERAGE	Bargain, Craft, Drive, Fine Manipulation, Heavy Machine, Repair, Spot.
MERCHANT AVG-WEALTHY · USU. AFF	Appraise, Bargain, Fast Talk, Knowledge, Persuade, Research, Status + any 2.
PILOT AVG-AFF · OWN SHIP: AFF	Drive, Heavy Machine, Listen, Navigate, Pilot, Spot + 4 of: Bargain, Climb, Command, Craft, Knowledge, Language, Persuade, Repair, Science, Technical.
SCIENTIST AVG-AFF · USU. AFF	Craft, Knowledge, Persuade, Research, Science, Status, Technical or Heavy Machine.
SOLDIER POOR-AVERAGE	Brawl, Climb, Dodge, First Aid + 6 of: Artillery, Command, Drive, Firearm, Grapple, Heavy Weapon, Hide, Jump, Language, Listen, Medicine, Melee Weapon, Navigate, Repair, Spot, Stealth, Throw.
SPY AVG-AFFLUENT	Dodge, Fast Talk, Hide, Listen, Research, Spot, Stealth + 3 of: Art, Brawl, Disguise, Etiquette, Firearm, Grapple, Knowledge, Language, Martial Arts, Navigate, Pilot, Repair, Swim, Technical, Throw, Track.
TECHNICIAN AVG-AFFLUENT	Fine Manipulation, Heavy Machine, Listen, Repair, Research, Science, Spot, Technical + 2 of: Craft, Drive, Pilot.
THIEF ANY	Appraise, Dodge, Fast Talk, Hide, Stealth + 5 of: Bargain, Brawl, Climb, Disguise, Fine Manipulation, Firearm, Grapple, Insight, Jump, Knowledge, Listen, Persuade, Repair, Spot.

Condensed from Chapter Two with specialisations merged; Ride and Missile Weapon dropped. Where the setting arms people with lasers, swap Firearm for Energy Weapon. Other professions (Athlete, Clerk, Lawyer, Politician, Priest, Scholar, Teacher ...) and new ones (title, wealth, ten skills) work with GM approval.

MORE OPTIONS

O-15

SANITY · FATIGUE · HIT POINTS // STEP 5

Sanity: SAN = POW×5; TIS = ½ starting SAN, fixed. Losing SAN ≥ TIS within 5 minutes means temporary insanity. Max SAN = 99 – Forbidden Lore.

Fatigue: FP = STR+CON. **Total hit points:** HP = CON+SIZ, not halved.

Hit locations (HP share, round up): head, abdomen, each leg ½ · chest 4/10 · each arm ¼.

GM NOTES

N-16

Allowed professions, setting skills, starting gear, house calls ...