



Name: **Commando**
 Race: **Human**
 Appearance:

Player:
 Ht: **160cm** Wt: **40kg** Age:

CHARACTER SHEET

ST 8 ^[1] [-20]	HP 10 [4]	Basic Speed 6.5 [0]
DX 15 [100]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 12 [0]	BL 106 lb (ST?ST)/5
HT 11 ^[2] [10]	FP 11 [0]	Thr 2d+1 Sw 4d+1

[1] Conditional: -2 from 'Skinny' when you resist knockback
 [2] Conditional: +2 from 'Very Fit'

TL 10 [0]	SM +0
-------------------	--------------

Vision 12 ^[1]	Taste/Smell 12	Death Check 13 ^[2]
Hearing 12 ^[3]	Fright Check 14 ^[4]	High Jump 3.89 yd
Touch 12 ^[5]	Consciousness 13 ^[2]	Broad Jump 16 yd

[1] Conditional: +2 from 'Near Miss Indicator' when locating the source of enemy fire, +1 from 'Visual Enhancement (Complexity 4)', +3 from 'PESA Binoculars'
 [2] Includes: +2 from 'Very Fit'
 [3] Conditional: +4 from 'Personal Sound Detector'
 [4] Includes: +2 from 'Combat Reflexes'
 [5] Conditional: +4 from 'Sensor Gloves'

ENCUMBRANCE TABLE					
Name	None	Light	Med	Hvy	X-Hvy
Basic	106 lb	212 lb	318 lb	636 lb	1060 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift ^[1]	2-Hand Lift ^[2]	Shove / Over ^[3]	Carry on Back ^[4]	Shift Slightly
Basic	212 lb	848 lb	1272 lb	1590 lb	2.65 tn

[1] Takes 2 seconds to complete [3] Double with a running start
 [2] Takes 4 seconds to complete [4] Lose 1 FP/sec while over X-Hvy enc.

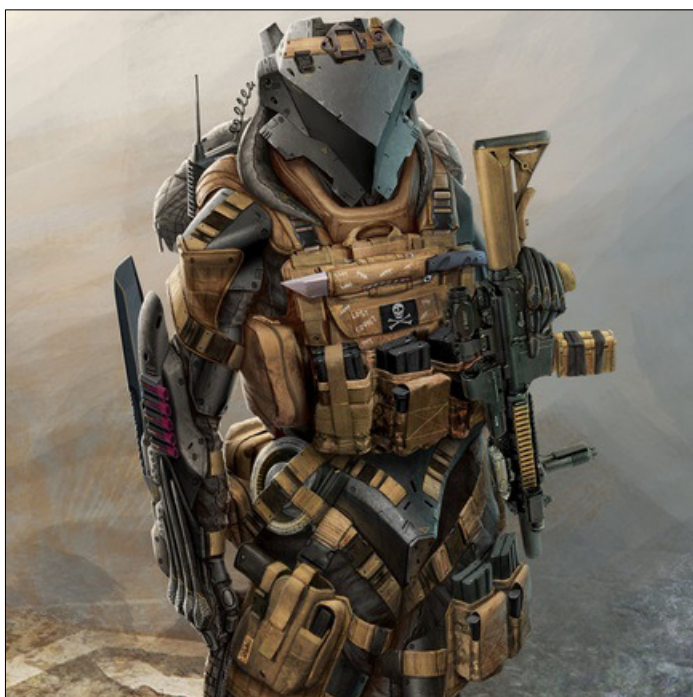
STRIKING ST SLAM TABLE					
Mvmt. Dmg.	1	2	3-4	5-6	7
	1d-3	1d-2	1d-1	1d	2d

JUMP TABLE						
Mvmt. High	Rest	1	2	3	4	5
Broad	14.67 yd	17.33 yd	20 yd	22.67 yd	25.33 yd	28 yd
6+	7.11 yd					
	29.33 yd					

PARRY		PARRY		BLOCK		DODGE		OTHER	
	11 ^[1]		11 ^[1]		9 ^[1]		10 ^[2]		
	DX		Shortsword		DX				
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	75	0	2	—	Groin	105	0	—	—
Neck	105	0	—	—	Arms	75	0	6	—
Skull	105+2	0	—	—	Hands	75	0	4	—
Face	75	0	—	—	Legs	75	0	6	—
Torso	105	0	—	—	Feet	75	0	4	—

[1] Includes: +1 from 'Combat Reflexes'
 [2] Includes: +1 from 'Combat Reflexes'; Conditional: +1 from 'Commando Battlesuit' when dodging radar, ladar, or laser targeted attack

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		134
Advantages, Perks		151
Disadvantages, Quirks		-80
Skills, Techniques		45
Total Points Spent:		250
Unspent Points:		0



REACTION MODIFIERS	
Appearance: +1	Includes: +1 from 'Appearance'
Status: +3	Includes: +1 from 'Wealth', +2 from 'Military Rank (Major)'
Other: +4	Includes: +4 from 'Charisma'; Conditional: +4 from 'Born War-Leader' when meeting military officers, soldiers, and mercenaries

ADVANTAGES	
Name	Pts
Appearance (Attractive)	4
Born War-Leader 4	20
Charisma 4	20
Combat Reflexes	15
English (Native; Native Language, -6)	0
Military Rank 5 (Major)	25
Very Fit	15
Wealth (Filthy Rich)	50
Western (Native)	0

PERKS	
Name	Pts
Cool Under Fire	1
Equipment Bond (Commando Battlesuit)	1

DISADVANTAGES	
Name	Pts
Code of Honor (Soldier's)	-10
Debt -10	-10
Dependent (Dorothy; No more than 25%; 6 or less, *1/2; Loved one, *2)	-10
Duty (Military; 9 or less (fairly often); Extremely Hazardous, -5)	-10
Pacifism (Cannot Harm Innocents)	-10
Restricted Diet (Very Common)	-10
Skinny	-5
Xenophilia (12 or less, *1)	-10

QUIRKS	
Name	Pts
Alcohol Intolerance	-1
Careful	-1
Dislikes Large-Scale Operations	-1
Low Self-Image (too Human)	-1
Proud	-1

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	
64mm Smart Grenade (Thermobaric)	14	6dx6 cr ex inc	-	80 yd / 72 yd	1	T(1)	5	-1	-	
Gauss Shotgun Pistol, 18.5mmEMG: Boosted APEP	16	5dx2(3) pi+	4	520 yd / 1.48 mi	3	10(3)	10	-3	4	
Gauss Shotgun Pistol, 18.5mmEMG: Boosted HEMP	16	6dx2(5) imp inc	4	1300 yd	3	10(3)	10	-3	4	
Gauss Shotgun Pistol, 18.5mmEMG: linked	16	1d+1 cr ex [1d]	-	2 yd / 5 yd	-	-	-	-	-	
IML, 64mm: SEFOP	7	6dx9(3) cr inc	4	490 yd / 16 mi	1	1(5)	7†	-4	1	
IML, 64mm: APHEX	7	6dx5(2) pi++	4	490 yd / 16 mi	1	1(5)	7†	-4	1	
IML, 64mm: follow-up	7	5d cr ex [3d]	-	10 yd / 15 yd	-	-	-	-	-	
Pistol ETC, 4mmCLP: APEP	16	4d+2(3) pi-	4	750 yd / 3.58 mi	3	50(3)	8	-1	2	
Portable Railgun, 10mmEMG: Boosted	17	5dx4(3) pi+	9	2.22 mi / 8.86 mi	3	25(3)	10B	-6	3	
Storm Chaingun ETC, 10mmCLR: APEP	17	7dx2(3) pi	7	2.22 mi / 9.89 mi	10	60(5)	11†	-6	3	
UBGL ETC, 40mmPLB: HEMP	16	6dx5(10) cr inc	4	675 yd	3	5(5)	10	-6	1	
UBGL ETC, 40mmPLB: linked	16	4d cr ex [2d]	-	8 yd / 10 yd	-	-	-	-	-	
UBGL ETC, 40mmPLB: Thermobaric	16	5dx4 cr ex inc	4	675 yd / 40 yd	3	5(5)	10	-6	1	

MELEE ATTACKS					
Name	Skill	Parry	Damage	Reach	ST
Kick	13	-	2d+1 cr	C,1	-
Large Machete: Swing	15	11	5d+3(5) cut	1	8
Large Machete: Thrust	15	11	2d+3(5) imp	1	8
Punch	15	11	2d cr	C	-

HP	0 HP	-1?HP	-2?HP	-3?HP	-4?HP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1?HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5?HP or less: Immediate death.

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
6 5 4 3 2 1	-5 -6 -7 -8 -9
1	-14

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1?FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals ^[1]	-3
5	Face	-5(f)/-7(b)	-	Eye ^[2]	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine ^[3]	-8
12	Left Arm	-2	-	Limb Vein/Artery ^[4]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery ^[4]	-8
15	Hand	-4	-	Arm/Leg Joint ^[5]	-5
16	Foot	-4	-	Hand/Foot Joint ^[5]	-7
17-18	Neck	-5	-		

[1] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 [2] Only targetable by impaling, piercing, and tight-beam burning attacks
 [3] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 [4] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 [5] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, and *New Hit Locations*, p. MA137.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

See also: *Size and Speed/Range Table*, p. B550.

SKILLS			
Name	Level	Relative	Pts
Battlesuit Conditional: +1 from 'Commando Battlesuit'	16	DX+1	[4]
Climbing Conditional: +2 from 'Backpack Climbing Unit' when using digging pitons	14	DX-1	[1]
Computer Operation	12	IQ+0	[1]
Diplomacy Conditional: +4 from 'Charisma' when making Influence rolls	11	IQ-1	[2]
Electronics Operation (Security) Conditional: +3 from 'Electronic Lockpick' when picking electronic locks, +3 from 'Biometric Cracker Tools' when cracking biometric scanners, +1 from 'Skill Software (Complexity 5)'	12	IQ+0	[2]
Electronics Operation (Surveillance) Conditional: -3 from 'Com Tap' when tapping an optical cable, +1 from 'Skill Software (Complexity 5)'	12	IQ+0	[2]
Explosives (Demolition) Conditional: +1 from 'Skill Software (Complexity 5)'	11	IQ-1	[1]
Fast-Draw (Ammo) Includes: +1 from 'Combat Reflexes'	16	DX+1	[1]
Fast-Draw (Pistol) Includes: +1 from 'Combat Reflexes'	16	DX+1	[1]
First Aid (Human) Conditional: +2 from 'Skill Software (Complexity 6)', +1 from 'First Aid Kit', +2 from 'First Aid Kit' when using the bandage spray	12	IQ+0	[1]
Guns (Grenade Launcher) Conditional: +1 from 'UBGL ETC, 40mmPLB' when fixing damage or malfunctions	16	DX+1	[2]
Guns (Light Machine Gun) Conditional: +1 from 'Storm Chaingun ETC, 10mmCLR' when fixing damage or malfunctions	17	DX+2	[3]
Guns (Pistol) Conditional: +1 from 'Pistol ETC, 4mmCLP' when fixing damage or malfunctions, +1 from 'Gauss Shotgun Pistol, 18.5mmEMG' when fixing damage or malfunctions	16	DX+1	[1]
Guns (Rifle) Conditional: +1 from 'Portable Railgun, 10mmEMG' when fixing damage or malfunctions	17	DX+2	[4]
Intelligence Analysis Includes: +4 from 'Born War-Leader'; Conditional: +1 from 'Skill Software (Complexity 5)'	15	IQ+3	[2]
Jumping	15	DX+0	[1]
Leadership Includes: +4 from 'Charisma', +4 from 'Born War-Leader'	19	IQ+7	[1]
Lockpicking Conditional: +3 from 'Electronic Lockpick' when picking combination locks, +4 from 'Variable Lockpick' when picking mechanical locks, +3 from 'Biometric Cracker Tools' when cracking biometric scanners, +1 from 'Skill Software (Complexity 5)'	11	IQ-1	[1]
Parachuting	15	DX+0	[1]
Savoir-Faire (Military) Includes: +4 from 'Born War-Leader'; Conditional: +4 from 'Charisma' when making Influence rolls	16	IQ+4	[1]
Shortsword	14	DX-1	[1]
Soldier	11	IQ-1	[1]
Stealth	16	DX+1	[4]
Strategy (Land) Includes: +4 from 'Born War-Leader'; Conditional: +1 from 'Skill Software (Complexity 5)'	14	IQ+2	[1]
Tactics Includes: +4 from 'Born War-Leader'; Conditional: +2 from 'TacNet (Complexity 6)'	16	IQ+4	[4]
Throwing	14	DX-1	[1]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Commando Battlesuit	172484	184.57 lb
1	Bug Stomper	480	3.2 oz
1	Deceptive Radar Jammer	1600	2 lb
1	Fluid Channels	200	2 lb
1	Gas Channels	200	2 lb
1	Gecko Soles	600	4 oz
1	Helmet	26110	19.46 lb
1	Mini Computer Monitoring Scanner	400	1.28 oz
1	Near Miss Indicator	1000	-
1	Personal Chemsniffer	1600	1.6 lb
1	Personal Sound Detector	800	12.8 oz
1	PESA Binoculars	10000	1.5 lb
1	Provisions Dispenser	50	1 lb
1	Secure Encryption Chip	500	-
1	Voice Mask	160	1.28 oz
1	Microbot Arteries (Paramedical Swarm)	6500	-
1	Microbot Arteries (Repair Swarm)	1750	-
1	Multispectral Chameleon Surface (CBS)	6000	4 lb
1	Privacy Field	4000	3.2 lb
1	Scent Masking	200	1 lb
1	Sensor Gloves	7644	13.7 oz
1	Com Tap	400	1.28 oz
1	Datachip Drive	4	4.1 dr
1	Electronic Lockpick	1200	2.56 oz
1	Electronic Thumb	4000	3.2 oz
1	Variable Lockpick	40	-
1	Small Fast Quantum Computer	28660	12.8 oz
1	Decryption Program (Complexity 2)	500	-
1	IFF Comm (Complexity 2)	500	-
1	Non-Volitional IQ10 AI (Complexity 7)	3000	-
1	Silhouette (Complexity 5)	200	-
14	Skill Software (Complexity 5)	1400	-
1	Skill Software (Complexity 6)	300	-
3	Swarm Controller Software (Complexity 4)	90	-
1	TacNet (Complexity 6)	3000	-
2	Target Tracking (Complexity 2)	30	-
4	Targeting Software (Complexity 4)	600	-
20	Translator Program (Complexity 5)	2000	-
1	Verifier Software (Complexity 4)	30	-
1	Visual Enhancement (Complexity 4)	1000	-
1	Voice Processor (Complexity 5)	10	-
1	Small Tactical Terahertz Radar	8000	12.8 oz
4	Swarmbot Dispenser	40	1 lb
1	Trauma Maintenance	2000	-
1	Consumables	46704.75	196.64 lb
1	Defense	1375	8 oz
50	Anti-Tangler	50	-
25	Firefoam	25	-
5	Nasal Filter Plugs	500	-
250	Radiant Prism	750	-
5	Suit Patches	50	8 oz
1	Medical	8902.5	2.1 lb
10	Analgine	500	-
10	Antirad	500	-
5	Ascepaline	100	-
10	Aware	500	-
5	Blood Cops	4250	-
10	Buffout (HT adder)	250	-
1	First Aid Kit	50	2 lb
10	Hypercoagulin	250	-
10	Hyperstim	1000	-
10	Mentats (IQ adder)	250	-
25	Painaway	2.5	-
10	Psycho (DX adder)	250	-
5	Smart Diagnostic Bandage	450	1.6 oz
10	Superstim	100	-
10	Tempo	450	-
1	Munitions (Lethal)	16770.5	110.34 lb
250	10mmCLR (APEP)	3000	15 lb
100	10mmEMG	800	8 lb
25	18.5mmEMG (APEP)	92.5	14.8 oz
50	18.5mmEMG (HEMP)	37	1.85 lb
25	40mmPLB (HEMP)	500	10 lb
10	40mmPLB (Thermobaric)	500	4 lb
100	4mmCLP (APEP)	16	8.96 oz
10	64mm Hunter (SEFOP)	5500	20 lb
25	64mm Smart Grenade (Thermobaric)	5000	25 lb
25	High-Energy Explosive	1000	25 lb
25	Nanoburn	125	-
10	Smart Detonator	200	-

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Munitions (Non-lethal)	19656.75	83.7 lb
25	18.5mmEMG (EMP)	92.5	14.8 oz
25	18.5mmEMG (Jammer)	46.25	14.8 oz
25	18.5mmEMG (Memory Baton)	46.25	14.8 oz
25	18.5mmEMG (Sleep Gas)	71.75	14.8 oz
10	40mmPLB (EMP)	1000	4 lb
10	40mmPLB (Jammer)	500	4 lb
10	40mmPLB (Radiant Prism)	1300	4 lb
10	40mmPLB (Sleep Gas)	300	4 lb
10	40mmPLB (Tangler)	200	4 lb
5	64mm Hunter (EMP)	3000	10 lb
10	64mm Smart Grenade (EMP)	4000	10 lb
10	64mm Smart Grenade (Jammer)	2000	10 lb
10	64mm Smart Grenade (Radiant Prism)	4900	10 lb
10	64mm Smart Grenade (Sleep Gas)	1150	10 lb
10	64mm Smart Grenade (Tangler)	800	10 lb
25	Morphazine	250	-
1	Other	73345	341.5 lb
1	Backpack Climbing Unit	8880	30.5 lb
1	Multispectral Chameleon Surface (BCU)	1200	12.8 oz
1	Biometric Cracker Tools	4000	10 lb
1	Bioplas Suit	14880	10.4 lb
4	Gecko Gear	2000	6.4 oz
1	Multispectral Chameleon Surface (BPS)	6000	4 lb
1	Sonic Screen	4000	2 lb
1	Helpack	23000	202 lb
1	Multispectral Chameleon Surface (HP)	3000	2 lb
1	Hyperspectral Goggles (Armored)	2100	11.2 oz
1	Power Cells and Data Storage	4325	45.85 lb
100	A cell	200	8 oz
5	B cell	15	4 oz
10	C cell	100	5 lb
10	Datachip	10	1.6 oz
2	E cell	4000	40 lb
1	Stealth Backpack	2760	11.8 lb
1	Multispectral Chameleon Surface (SBP)	1200	12.8 oz
1	Nanoweave Tacsuit	600	3 lb
3	Swarmbot Hive	13400	30.25 lb
25	Flier Chameleon Robobug	3750	4 oz
1	Flier Gremlin Swarm	4000	-
50	Flier Microbot Nanobug	5050	-
1	Weaponry	225230	90.65 lb
1	Gauss Shotgun Pistol, 18.5mmEMG	11420	3.78 lb
1	Multispectral Chameleon Surface (GSP)	300	3.2 oz
1	Pocket Laser Mike + IFF Interrogator + Tiny Laser Communicator (GSP)	120	1.2 oz
2	IML, 64mm	27440	32.95 lb
2	Multispectral Chameleon Surface (IML)	1200	12.8 oz
2	Pocket Laser Mike + IFF Interrogator + Tiny Laser Communicator (IML)	240	2.4 oz
2	Shoulder Servomount	18000	24 lb
1	Large Machete	7900	2.7 lb
1	Multispectral Chameleon Surface (LM)	300	3.2 oz
1	Pistol ETC, 4mmCLP	3830	2.78 lb
1	Multispectral Chameleon Surface (P)	300	3.2 oz
1	Pocket Laser Mike + IFF Interrogator + Tiny Laser Communicator (P)	120	1.2 oz
1	Shoulder Holster	50	1 lb
1	Portable Railgun, 10mmEMG	98720	22.48 lb
1	Multispectral Chameleon Surface (PRG)	600	6.4 oz
1	Pocket Laser Mike + IFF Interrogator + Tiny Laser Communicator (PRG)	120	1.2 oz
1	Storm Chaingun ETC, 10mmCLR	75920	25.98 lb
1	Multispectral Chameleon Surface (SCG)	600	6.4 oz
1	Pocket Laser Mike + IFF Interrogator + Tiny Laser Communicator (SCG)	120	1.2 oz
1	UBGL ETC, 40mmPLB	1200	3 lb

DESCRIPTION

COMMANDO BATTLESUIT: E+C / 24hrs (with heavy internal system and weapon usage can go down to 20hrs).

DEFENSES AND MEDICAL: HT12, DR105/75.

Environmental protection: Sealed, climate control (absolute zero to 260°C), filter mask, 24hr air tank, vacuum support, 20 atm. pressure support, PF10 radiation protection, hearing protection, anti-glare.

Gas channels: disperse gas around the user. 8 tubes hold 20 doses each, any combination/number of doses can be triggered at once. Radius: square root of (doses/3), ie 3 doses: 1 yard, 12 doses: 2 yards, 27 doses: 3 yards, 48 doses: 4 yards, 75 doses: 5 yards, 108 doses: 6 yards, 147 doses: 7 yards, 192 doses: 8 yards. 7 tubes of radiant prism: 4 shots of 35 doses (3.4yd) by default. Goes off if tactical ESM detects radar/ladar/laser targeting attempt (see Special Ammunition).

1 tube of anti-tangler: 4 shots of 5 doses (1.3yd) by default. Goes off on command, dissolves tangles in 1sec.

Fluid channels: spray fluids around the user. 8 single-dose tubes, any combination/number of doses can be triggered at once. Radius: square root of doses, ie 1 dose: 1 yard, 4 doses: 2 yards, 9 doses: 3 yards. 8 tubes of firefoam: 4 shots of 2 doses (1.4yd) by default. Goes off if temperature rises above 260°C or if chemsniiffer detects dangerous amounts of thermobaric explosive. Puts out any fire doing up to 2d damage, and reduces the damage of larger fires for 3d seconds.

Repair systems: Suit patches, 3sec to seal the bullet hole.

Repair swarm: repairs all battlesuit systems at skill 12.

Medical systems: Provisions dispenser (food and water), waste relief system.

Paramedical swarm (Diagnosis 10, First Aid 10), Biomedical sensors (Diagnosis +1, allows remote Diagnosis -2).

Trauma maintenance (autoinjection): Analgine x3, Antirad x1, Ascepaline x1, Bufftop (HT adder) x3, Hypercoagulin x3, Hyperstim x5, Mentats (IQ Adder) x3, Painaway x5, Psycho (DX adder) x3, Superstim x5, Tempo x3.

DRUGS:

Adders (DX, IQ, HT): multiple doses can be taken together, each dose adds 1 point for ((25 - HT)/4) 3.5 hours if a user makes a HT roll at -1 for every dose. If the roll fails, the attribute is raised by 1 for one hour, regardless of the number of doses taken. On a critical failure, the attribute is decreased by the number of doses taken, for one hour. After it wears off, the attribute gets a penalty equal to the original bonus and lasting twice as long. If the user takes the same type of adder within 24 hours, he must make a new HT roll at a penalty equal to the total of all doses taken in that period. The bonus is only that of the new dose, but the letdown period is that of all the doses combined. Adders may cause euphoria when active and depression during letdown.

Analgine: masks pain and makes the user Numb for (HT/2) 5.5 hours.

Antirad: gives Radiation Tolerance 5 for a day.

Ascepaline: anyone using it regenerates 1 HP every 4 hours. Lasts a day, and a week should elapse before another dose is taken. If not, roll vs. HT+2 for the second dose, HT+1 for the third, etc. Failure means the user gains Unhealing (Partial). He may still use Ascepaline, however.

Aware: grants +2 to Perception for 24 hours. *Take before every mission.*

Blood Cops: provide Resistant to Metabolic Hazards (+8) for 2 weeks. *Take every 2 weeks.*

Hypercoagulin: causes instant coagulation and a cessation of bleeding from any wound within 1d+4 seconds (equivalent to bandaging). For each additional dose within 24 hours, make a HT roll at -1 per doubling of dosage. Failure indicates internal blood clots that cause stroke or heart attack.

Hyperstim: instantly awakens an unconscious person, regardless of his HP or FP. Someone using this drug cannot fail a HT roll to avoid unconsciousness. After the drug wears off, roll vs. HT. Failure causes 1 HP damage, while critical failure also results in a heart attack.

Painaway: works in one minute, lasts for 8 to 12 hours. 1-2 doses reduce the penalty from pain by 1 after any other modifiers for High or Low Pain Threshold have been applied. 3-5 doses reduce the penalty by 2 but require a HT+3 roll to avoid Nausea, or on a critical failure, 1 point of toxic damage. More doses can affect the kidneys and liver, causing 1d to 3d toxic damage.

Superstim: roll vs. HT; instantly restores 1d Fatigue Points for a number of hours equal to the margin of success (at least one, even for a failure). When the time is up, the user gets all that fatigue back, plus 2 more FP. If the user takes another dose within 24 hours of the previous one, the HT roll is made at a -1 penalty. Multiple doses can cause the user to "crash" when he finally stops taking it; if FP would drop below 0, the extra points are taken off HP instead.

Tempo: grants the user Enhanced Time Sense for (25-HT) 14 minutes.

After the drug wears off, the user loses 1d FP and 1 IQ and DX; DX and IQ losses are recovered after four hours. Injectable only, taking effect immediately.

MOBILITY: Super Jump 2, Striking and Lifting ST +15, carries its own weight when powered up (except for helmet).

Inertial compass: GPS, maps, Navigation +3.

Gecko soles: +1 to maintain footing.

Helipack: DR10, E/200 miles, load 0.3 tons. A pair of 3ft wide ducted fans attached to a backpack harness and control unit, requires two yards of clearance to either side of the wearer.

Backpack climbing unit: An integrated rope-gear backpack. 2C/8 minutes (traverser) or 200 uses (splicer) or 6 shots; can use suit power. Contains:

An articulated rope-guide arm (so the rope doesn't impede the user) with a **rope traverser** (electric winch, lifts 500lbs at 4yd/sec, 1,000lbs at 2yd/sec, or 2,000lbs at 1yd/sec, traverses horizontally at twice the speed, uses regenerative braking to recover half as much energy when descending) and a **rope splicer**: 1 sec to cut, crimp, or melt rope passing in one end and out the other, or 3 sec to splice it, applying gecko adhesive tape from its internal supply. A rope end can be spliced into a loop, which takes 12 seconds (counts as four uses). It takes one minute to splice two ends into interlocking but separate rope loops (counts as eight uses). Splicing data rope takes five times as long and counts as doubled uses if the data connection must be maintained. Plug connector caps (20 included) can be attached using the same splicing mechanism, but take twice as long.

A shoulder servomount with **electromagnetic piton launcher** (1d pi++ damage, Acc 3, range 60/400, RoF 1, Bulk -2, Rcl 2, Shots 1(5)), an automatic reloader, and a cartridge of **10 digging pitons** (Climbing +2, AA/10 uses): a combination of a smart balloon piton with burrow dart technology, additional gecko adhesive material along its length, and a small tube of splat piton material and catalyst. It adjusts to the shape of the smooth surface or the crack it's in, digs itself further into the surface, and electrically triggers its gecko adhesive, supporting 5,000 pounds. It can release fast-drying glue to double the safe load after 1 min; a catalyst can unstick the glue. It reports on its status via an integral microcommunicator, but cannot check its own stability under load, so the climber must also do a manual check. It comes free on command; the functions can be triggered independently, so a loose piton can be reset or removed.

200 yards of 3/16" **smart data rope**: bioplastic with optical fiber cable wound through the center and connected to data plugs on both ends, supports 500lbs (2,500lbs snaps the optical cable), includes a radio microcommunicator, can be ordered to lock into its current position as if it were a stiff metal wire, so it cannot be untied. If a smart rope is severed, the pieces lose their "smart" properties, but retain the flexible or rigid quality the rope had when cut.

PASSIVE SENSORS:

PESA binoculars: extended low-band hyperspectral vision fuses visual, infrared, ultraviolet, microwave, and passive radar emissions into a single false-color image. 8x magnification. Near-perfect night vision, no vision or combat penalties. In total darkness, no combat penalties if the target emits heat. +3 to all Vision rolls (+4 with Visual Enhancement software), all Tracking rolls, and all rolls to spot hidden clues or objects with Forensics, Observation, or Search skill. Tracks up to 10 distinct targets at a time. Displays size, bearing, vectors, and other appropriate information on a moving map display. Has anti-glare.

Sound detector: Identifies people by voice, and machines by "sound signature." Can be programmed to respond to sounds made by specific weapons, engine noises, breaking armor, etc. Can memorize a sound by monitoring it for at least one minute, then adding it to the signature library. +4 on any Hearing roll, +4 to Shadowing skill when following a noisy target, and +8 to Electronics Operation (Sensors) to analyze and identify a sound. Can zoom in and amplify a particular sound by 16x for eavesdropping purposes; this requires an Aim maneuver. Detects an air sonar at 2x its range (low-probability intercept signals at 1.5x their range). Only works in air. Has hearing protection.

Near miss indicator: acoustic sensor, does not function in vacuum. Detects the flight path of projectiles (but not energy beams) and displays them as visible traces. +2 to Vision rolls to locate the source of enemy fire.

Chemsniiffer: recognizes people, places, and things by scent (if they've been scanned before, or are common items), takes 10 seconds to analyze a new smell and compare it to a database. When set for a particular scent (e.g. explosives), allows the use of Electronics Operation (Sensors) for tasks that would require Smell rolls. +5 to Electronics Operation (Sensors) to detect targets, +5 to Tracking, +9 to analyze or recognize targets (AI detects smells at skill 17, analyzes and recognizes them at skill 21). Doesn't work in a sealed environment, underwater, or in vacuum.

Sensor gloves: sensitive tactile, pressure, chemical, and biometric sensors. They weigh items by lifting them, measure the hardness and smoothness of materials, detect chemicals, read ink printing, and scan this information into computer memory by touch. They can sense residual heat in a chair, or feel faint vibrations in the floor as someone approaches. +4 to any task using the sense of touch; e.g. Search or Forensics rolls.

SURVEILLANCE: sound detector, above, can zoom in and amplify a particular sound by 16x.

Mini computer monitoring scanner: picks up radio signals emitted by computer equipment when in use and detects whatever data is being typed or displayed on an interface screen at a distance. It cannot read what is stored inside the computer. It can scan through walls, provided they are not shielded. Requires an Aim maneuver for the duration of the surveillance; roll against Electronics Operation (Surveillance) to get clear data. 100-yard range; -1 to skill per 10 yards range.

Com tap: can tap into an optical or electrical cable line. It is a 100-yard, hair-thin optical cable ending in a clip head, connected to a monitor and a recorder that uses standard computer storage media. An Electronics Operation (Surveillance) roll is needed to succeed without damaging the line being tapped into; tapping an optical cable is at -3 to skill.

Pocket laser mike: turns any window or faceplate into a bug by reflecting an invisible laser beam off the glass and picking up vibrations caused by speech within the room. The user may roll Electronics Operation (Surveillance) to hear whatever is behind the window as if he were present on the other side of it. Extraneous noise such as loud music or running faucets is easily filtered out. Very heavy curtains, anti-laser coating, or triple-glazing may defeat this method; bug stompers and privacy field white-noise generators never do. Laser sensors can sense a laser mike. Range 3,000 yards.

Flier microbot nanobug: SM -16; Move 1, Air Move 3; AA/1 year. Its camera and microphone can record constantly, listen for a specific voice before recording, scan at specific times of day, or scan when its sensors detect light or motion in the room. It includes a microcommunicator that can transmit recorded data in a short "burst" upon receiving a coded radio command. It can also be set to transmit after a specific time has passed. Once it transmits, it may be programmed to erase everything it has stored and begin recording again, or to self-destruct. It will also self-destruct if tampered with (roll vs. Explosives (EOD) -3 or Traps -3 to defuse). One hit destroys it.

Flier chameleon robobug: (see UT111 for full stats) SM -9; Move 2, Air Move 10; 2A/4hr. 1 dose drug injector, **morphazine** (works in one second, HT-3 roll to resist, failure results in the user falling asleep for eight hours times the margin of failure) or **nanoburn** (nerve agent effective against all carbon-based life forms, a HT-6 roll is required to avoid being paralyzed for three minutes times the margin of failure; if paralyzed, the victim takes 1d-1 toxic damage every three minutes over the next 30 minutes, nerve poison antidotes are ineffective.).

ACTIVE SENSORS AND ECM: sound detector, above, can detect air sonar.

Tactical terahertz radar: range 400m (200m in low-probability intercept mode). Can track up to 10 targets at once (+3 to hit with an aimed attack). Penetrates clothing, brush, or thin walls (up to a few inches) to see inside objects. Can spot small objects and determine their shape, eliminates penalties to spot objects behind light cover. +4 to locate concealed weapons and to Electronics Operation (Sensors) to distinguish fine relief (e.g. to identify a face). Only special-purpose sensors can detect its radar emissions. Doesn't work underwater.

Tactical ESM detector: detects radar or radio signals at 2x their range (low-probability intercept signals at 1.5x their range) and reveals the distance to each source. Detects ladar, targeting laser, and laser comm signals that are beamed directly at it. Electronics Operation (Electronic Warfare) +1 to analyze and identify emitters. +1 to Dodge any attack aimed with a detected active targeting sensor.

Deceptive radar jammer: jams radar signals, -4 to radar, -2 to imaging radar. Can spoof non-imaging radar to change the user's apparent size and course by up to +/-6 SM or 60°.

Radar stealth: -6 to detection by radar, imaging radar, or terahertz radar.

Bug stomper: prevents audio surveillance device from picking up anything but static within three yards. It will jam the listening ability of a programmable bug, but not its visual sensors. It has no effect on laser mikes.

STEALTH:

Multispectral chameleon surface: +8 to Stealth against ordinary and infrared vision, +4 against hyperspectral or ultraviolet vision, +2 against extended high- or low-band hyperspectral vision. This bonus is halved if moving. The system can be manually controlled, allowing the user to "paint" the surface with any color scheme or markings, or give mirrored

surface: +20DR against microwaves and lasers, but negates benefits from radar stealth, and adds +2 to radar detection rolls. Also covers torso pouches for magazines, side bags, thigh holster and sheath; all weapons, including machete sheath and handle, muzzle and scope lens covers, and magazines; and helpack, stealth backpack, and backpack climbing unit.

Privacy field: sonic generator, can only be used in an atmosphere, creates a spherical interference pattern (4yd radius) that blocks all normal sound waves. Sounds from outside the field cannot be perceived by someone inside the field, and vice versa. Blocks audio bugs, but not laser listening devices, gives DR15 against sonic attacks.

Voice mask: obscures the speaker's voice and alters his voiceprint. Can be set to sound human, but different than user's normal voice, or to change his apparent age, race, or sex.

Scent masking: prevents chemicals from leaving the suit, provides +4 to Tracking when trying to cover your scent trail.

Stealth backpack: Holds 100 lbs. (or 140!), DR:30/15 (flexible). Has a biometric lock and uses the latest in ECM and stealth materials to spoof scanners and sniffers. A hidden liner compartment is sealed to defeat chemsniffers and dogs, holds 10 lbs, and provides a +2 (quality) bonus to Smuggling skill.

INFILTRATION & SABOTAGE:

Electronic lockpick: +3 to Lockpicking and Electronics Operation (Security) skill on attempts to pick any electronic or combination lock.

Electronic thumb: counters retina and fingerprint scanners. Lights from within to display a retina pattern; warms to body temperature to display a thumbprint. High-quality photos of the target's eye and an actual thumb impression are needed.

Variable lockpick: a memory-metal lockpick with a small imaging radar, an ultrasound imager, and its own contact mike. It reconfigures its shape into one of several hundred alternative forms after performing a sensor analysis of the lock. It includes a fiber-optic scope. Gives +4 to Lockpicking skill to open mechanical locks.

Biometric cracker tools: A/2 hr. +3 to Lockpicking and Electronics Operation (Security) skill on attempts to defeat any biometric scanner.

Flier gremlin swarm: equipped with tiny drills and cutters. It is programmed to crawl inside electronic or mechanical devices, then jam up the works by slicing through wires, eating circuits, and so on. Only sealed machinery or electronics, or devices lacking small moving parts, will be safe. The sabotage is not immediately obvious. Each square yard of swarm does one point of damage per turn to unsealed machinery, ignoring armor DR. The machinery acquires a malfunction number of 17, with an extra -1 each time it loses 10% of its HP. Check nonweapon devices for malfunction when they are turned on and each minute they are in use. Damage caused by gremlins doesn't physically destroy an object, but is treated like other damage for repair purposes.

COMMUNICATIONS AND COMPUTERS: Small quantum laser comm (160km, quantum channel 16km but always detects eavesdropping), small radio comm (36km).

Secure encryption chip: there may be a delay of one or two seconds as messages are sent or data is processed. It also lets the system generate or encrypt one-time pads (see UT47).

Datachip drive: datachip is a 1/4-inch square, 1PB.

Quantum computer: Complexity 7, 10PB.

All programs ran simultaneously would use 78% capacity (computer still could run 4 Complexity 6 programs).

Non-volitional AI: Complexity 7, IQ10.

Artillery (Guided Missile) 11, Cryptography 10, Electronics Operation (Communications, Electronic Warfare, Robots, Sensors) 11, Forensics 10, Forward Observer 11, Piloting (Flight Pack) 11, Research 11.

AI constantly analyzes data collected by suit sensors, runs it against military and civilian databases, and intelligently chooses information to display.

All the data collected by suit and weapon sensors and researched by AI is stored on the hard drive. Assume 1hr recording of all passive and active sensors, and all the information mined by AI, consumes 1TB (= virtual street or 1,000 virtual characters, or 10 native languages).

SOFTWARE:

Decryption: contains a database of hacks and shortcuts. Gives a +1 (quality) bonus to Cryptography skill. Breaks basic encryption in 36sec, secure encryption in 1hr.

IFF Comm: allows the user to send an "Identify Friend or Foe" signal and sets up an automatic response to any valid friendly IFF signal.

Silhouette: identifies targets of military interest and provides background and technical data. Military databases are usually encrypted and contain very detailed information, including hyperspectral emission profiles, countermeasure tactics, and usage instructions.

Skill software: +1 to Artillery (Guided Missile), Electronic Operations (Communications, Electronic Warfare, Robots, Security, Sensors,

Surveillance), Explosives (Demolition), Forensics, Forward Observer, Intelligence Analysis, Lockpicking, Strategy (Land), Research. +2 to First Aid (Human).

Swarm controller: lets a user command and control microbot swarms using a radio, laser, or infrared communicator. The GM can make a secret Electronics Operation (Robots) roll to see if the swarm understands the orders (apply penalties for confusing instructions). Failure means the swarm does not do exactly what was intended.

TacNet: helps a leader monitor a combat force by tracking and displaying their positions, firing arcs, blind spots, command relationships, and more. This gives +2 to Tactics if all parties are in communication.

Target tracking: PESA Binoculars, Terahertz Radar up to 10 targets each, +3 to hit. Tracks up to 10 distinct targets at a time. Displays size, bearing, vectors, and other appropriate information on a moving map display.

Targeting software: augments the capabilities of a HUD link by improving target acquisition speed, ballistic modeling, environmental compensation (adjusting for air pressure, wind, humidity, temperature, etc.), and prioritizing targets for threat assessment.

Translator software: native level, 100GB each. English to/from Mandarin, Spanish, Hindustani, Russian, Arabic, Portuguese, Bengali, French, Malay, German, Japanese, Farsi, Punjabi, Javanese, Wu, Vietnamese, Korean, Turkish, Italian, Swahili.

Verifier software: uses PESA Binoculars, and has Detect Lies 12.

Visual enhancement: +1 to Vision rolls.

Voice processor: converts ordinary speech to text. Writing +1 (composition) / +2 (editing).

WEAPONRY: All firearms have Malf. 18 (1 in 200), smart grenades have Malf. 17 (1 in 50), large machete has Break -1.

All firearms have **diagnostic computers** (+1 to fix damage or malfunctions) and **HUD links** with appropriate **targeting software**.

All firearms have **multispectral laser pointers** (2A, to designate targets, ie for artillery), which include **tiny laser communicators** (5 miles / 10hrs.), **pocket laser mikes** (600 yards / 2 hours, turns any window or faceplate into a bug by reflecting an invisible laser beam off the glass and picking up vibrations caused by speech within the room. Roll Electronics Operation (Surveillance) to hear whatever is behind the window. Extraneous noise such as loud music or running faucets is easily filtered out. Very heavy curtains, anti-laser coating, or triple-glazing may defeat this method; bug stompers and privacy field white-noise generators never do. Laser sensors can sense a laser mike), and **IFF interrogators** (1000 yards, emits a pulse-coded message, containing an identification number, communication response frequency, and an encrypted code. If the target is wearing an IFF system, then it can decipher the code and transmit a brief message in reply. The interrogator then identifies the target as friendly, unidentified, or known hostile. Feedback is displayed on the soldier's HUD sight).

All firearms, machete, and stealth backpack, have **electronic access systems**, touch plates built into the battlesuit gloves send a coded authorization message to weapons, which will not function unless the message is received. They can also be used when not in battlesuit thanks to transponder ring. All weapons can use battlesuit power supply when connected via touch plates (machete: C/2.5min, pistol: A/10magazines, chaingun and UBGL: C/10 magazines, shotgun pistol and railgun: C/1 magazine).

Railgun and chaingun have **enhanced targeting scopes** (hyperspectral vision, magnification x8), shotgun pistol has a **compact targeting scope** (hyperspectral vision, magnification x4).

UBGL has a drum mag, any round can be chosen with a Ready maneuver.

Smart grenades: incorporate a computer chip and microcommunicator. To activate them, the user must first press an arming switch on the grenade (this is manual, to prevent unauthorized remote activation). The grenade sends out a signal, and if the user is in range, a grenade arming display pops up on the user's interface. He can then select any menu option for the grenade: a specified time delay (up to two weeks), command detonation (detonates by radio command; each grenade carried has its own frequency), impact fusing (goes off if struck, dropped, or thrown against a hard surface), or anti-tamper fusing (as per command or delay, but goes off if touched). The user can reprogram the grenade if he uses its unique code, or he can lock the grenade so that its commands cannot be changed. It takes three Ready maneuvers to program a smart grenade. Smart grenades also have a conventional pin that can be pulled, turning the grenade into an ordinary grenade that will go off two seconds after the grip is released.

Smart Detonator: similar to smart grenades; time, radio, laser, anti-tamper.

Hunter missiles (2 IMLs in shoulder servomounts) seek out and destroy their targets using programmed tactics such as loitering and stealthy low-altitude approaches. Operated by the resident AI. Missiles

are very good at recognizing sensory profiles of particular targets and are useful as reconnaissance machines. They can fly at up to 1600km/h, but can't slow down below 400km/h, and have a maximum straight-line range of 26km, after which they crash and self-destruct. A hunter missile uses a low-probability intercept multi-mode radar (1.8km range) as its main sense. It can also detect laser, radar and radio emissions and use that to find targets. It can receive command updates via radio, and use inertial guidance to fly to map coordinates. If the user is worried about hacking, it can be told to "go dark" and receive no other commands.

SEFOP missile will detonate several feet away and usually above the target, forging the warhead into a high density slug that attacks from overhead. If fired to overfly the target, they may choose to attack the side they are facing or the top. If the warhead attacks from the top, it ignores penalties due to posture and cover that does not protect from above. SEFOP warheads can also be programmed to function as APHEX warheads.

Tactics: shoot 2 hunter missiles, EMP missile has to land within 8m of the target to disable all defense systems, SEFOP missile follows 1 second later and aims for a vital area (damage x3).

Large machete: balanced superfine vibroblade, can be used as a wire cutter (with sheath) or a saw (back).

SPECIAL AMMUNITION:

10mmEMG: low velocity: 7d+2 (3) pi+, 1,500/6,000; regular 5dx3 (3) pi+, 3,000/12,000; boosted 5dx4 (3) pi+, 3,900/15,600.

18.5mmEMG APEP: low velocity: 4d (3) pi+, 200/1,000; regular 8d (3) pi+, 400/2,000; boosted 5dx2 (3) pi+, 520/2,600.

18.5mmEMG memory baton: low velocity: 4d (0.25) cr, 20/100; regular: 8d (0.25) cr, 40/200; boosted: 5dx2 (0.25) cr, 50/260. Double knockback.

EMP: HT-8 (2) aff incapacitation for seconds equal to margin of failure, 18.5mm: 1 yard, 1d-3 cr ex. 40mm: 4 yards, 1d cr ex. 64mm: 8 yards, 2d cr ex.

Jammer: Time, impact. -10 penalty to all Electronics Operation (Comms) rolls made to operate radio and radar equipment. 18.5mm: 20 yards. 40mm: 40 yards. 64mm: 60 yards.

Radiant prism: -10 for visually aimed attacks or sighting, Infravision, Hyperspectral Vision, Night Vision, Radar, and Imaging Radar. It also blocks ladar and most lasers (no effect on X-ray or gamma-ray lasers). If this smoke is breathed without a filter, it inflicts one point of damage per second. Takes 1 sec per 5 yards of radius to form, lasts for 30 sec to 2 min, depending on weather conditions. 40mm: 4 yards. 64mm: 7 yards.

Sleep gas: HT-6 aff, penetrates skin. Failure results in unconsciousness lasting for minutes equal to the margin of failure, followed by ordinary sleep. 18.5mm: 1.5 yards. 40mm: 4 yards. 64mm: 7 yards.

Tangler: target cannot Move or Change posture, DX -4. 40mm: ST 24, +2 per additional layer. 64mm: 1 yard, ST 36, +2 per additional layer.

PERSONAL:

Bioplas suit: DR5 (DR15 against pi and burn), it can heal rips and tears if it has access to moisture and heat, such as sweat and body heat. It cleans itself in moments, sheds water, and dries five times faster than normal cloth. It can tighten or loosen to produce a stylish and comfortable fit. Multispectral chameleon surface. Sonic screen: 1.5yd radius, -10 to detection, and DR 10 against sonic attacks. Gecko gear: lets the user cling to walls and ceilings and move at half his Basic Move (3); no use of Climbing skill is necessary. Can support 50 lbs. per limb in contact with the surface, including the user's body weight. If the user's weight requires three or four limbs in contact, he will be limited to crawling.

Hyperspectral goggles: DR10, like PESA but magnification x2 and no extended low-band vision (microwave).

First aid kit: contains a bandage spray can (First Aid +2 to treat bleeding), ointments, etc (First Aid +1 for other tasks).

Smart diagnostic bandage: an active biofilm that excretes antibiotics, antiseptics, and analgesics, containing elastic nanofibers that serve as a pressure bandage or a tourniquet. Blends into the user's skin, falls off after the flesh beneath it heals sufficiently. Takes 20 seconds to apply. It is also a small dedicated printed computer with a display screen and a speaker which runs on solar power (storing enough energy to function during hours of darkness). It has diagnostic sensors which monitor the patient's pulse, temperature, and blood pressure, and provide Diagnosis 10 (restricted to surface conditions in the area of the bandage).

Nasal filter plugs: as long as the wearer breathes only through his nose, gives +5 bonus to HT against breathed gas, strong odors, or avoid infection from airborne microorganisms. Inserting the plugs takes three seconds if in hand. A DX roll can cut this to two seconds, but critical failure means the user drops one of the plugs instead of inserting it. In a surprise gas attack, the user must make an IQ roll to

close his mouth and insert the plugs before breathing a whiff of gas. Combat Reflexes adds +6 to IQ for this purpose. The filters only work perfectly for about four hours of continuous use. The HT bonus then declines by -1 every two hours.

NOTES

For GM:

DX15 for a regular human.
Slam based on Striking ST when in the suit.
Equipment Bond (Commando Battlesuit) perk raises DX/skill limit by 1.
Non-Volitional AI (IQ10) has 10 skills, 4 points in each.
Torso DR also protects Neck and Groin.
Suit air tanks hold 24hrs air instead of 36hrs (doesn't affect weight/cost) to make room for other systems.
Trauma Maintenance holds 30 doses of drugs.
Paramedical Swarm uses suits Biomonitor (Diagnosis (Human) +1).
PESA Binoculars have x0.5 magnification and weight to fit in the helmet.
Swarmbot Dispenser: new gear to carry swarmbots (cannot charge them, just a housing).
Used combination gadgets rules (UT16), lowered suits cost/weight by cost/weight of removed items.
Rope traverser can lift half the weight at twice the speed.
Gauss Shotgun Pistol uses Guns and Fast-Draw (Pistol) skills when in battlesuit and not using buckshot.
Gauss Shotgun Pistol uses APEP rounds.
Radiant prism actually combines prism and electromagnetic smoke for -10 (not -5) to justify its cost. It still lasts half as long.
Hunter SEFOP missiles can reprogram themselves on command after launch to use APHEX setting.
All equipment skill and stat bonuses are displayed on the character sheet (conditional), apart from Acc. and Stealth bonuses, and bonuses from drugs.
The suits Striking ST, Lifting ST, and Super Jump are included (not conditional).

Skills provided by equipment:

Verifier Software: Detect Lies 12.
Smart Diagnostic Bandage: Diagnosis 10.

Accuracy house rules:

HUD links can not be used with pointers, because they already show the user exactly where his firearm is pointing (pointers have other uses now).
HUD links can be used with targeting software (uses *weapon* sensors) for +3, or with PESA/terahertz target tracking (uses *suit* sensors) for +3, or with both for +4.
HUD links can be used above 300m if both *weapon* sensors and *suit* sensors provide magnification, up to the lower magnification (CTS x4 = 1200yd, ETS x8 = 2400yd, PESA x8 = 2400yd). This replaces scope bonuses with HUD bonuses.

Pistol / Gauss shotgun pistol / UBGL 16 +4, Storm chaingun 17 +7,
Portable railgun 17 +9.
HUD with targeting software and target tracking +4.
Braced +1, Aimed +2, Determined +1.

Maximum Acc. at maximum HUD range:

Pistol 16 +12, 300yd -13 = 15
Gauss shotgun pistol 16 +12, 1200yd -17 = 11
UBGL 16 +12, 675yd -15 = 13
Storm chaingun 17 +15, 2400yd -19 = 13
Portable railgun 17 +17, 2400yd -19 = 15

Stealth:

Against radar: -10, can change the user's apparent size and course by up to +/- 6 SM or 60°.
Against imaging radar: -8
Against terahertz radar: -6
Against vision / infrared, not moving: -8
Against hyperspectral, not moving; or vision / infrared, moving: -4
Against extended low- or high-band, not moving; or hyperspectral, moving: -2
Against extended low- or high-band, moving: -1

Commando battlesuit + bioplas suit

Skull, body DR: 110, 120 vs burn and pi
Limbs, feet DR: 80, 90 vs burn and pi
Face, hands DR: 75

Multispectral chameleon surface in mirror mode: +20DR against microwaves and lasers.
Privacy field: +15DR against sonic attacks.

Damage:

Large machete, swing: damage 20, penetrates DR102.
APEP 4mm: damage 16, penetrates DR48.
APEP 10mm: damage 49, penetrates DR147.
Boosted 10mm: damage 70, penetrates DR210.
APEP 18.5mm: damage 35, penetrates DR105.
HEMP 18.5mm: damage 42, penetrates DR210, expl damage 4 / 2m, frag damage 3 / 5m.
HEMP 40mm: damage 105, penetrates DR1050, expl damage 14 / 8m, frag damage 7 / 10m.
Thermobaric 40mm: expl damage 70 / 40m
Thermobaric 64mm: expl damage 126 / 72m.
SEFOP 64mm: damage 189, penetrates DR567.
APHEX 64mm: damage 105, penetrates DR210, expl damage 17 / 10m, frag damage 10 / 15m.

High-energy explosive:

1 pound: expl damage 105 / 60m.
4 pounds: expl damage 210 / 120m.
9 pounds: expl damage 315 / 180m.
16 pounds: expl damage 420 / 240m.
25 pounds: expl damage 525 / 300m.
36 pounds: expl damage 630 / 360m.
49 pounds: expl damage 735 / 420m.
64 pounds: expl damage 840 / 480m.
81 pounds: expl damage 945 / 540m.
100 pounds: expl damage 1050 / 600m.

Great axe, rocket striker, superfine vibroblade (8d (5) cut): damage 28, penetrates DR140.

Encumbrance:

All include personal stuff (bioplas, goggles, pistol), one primary weapon, shotgun pistol, machete, and some spare clips and grenades.
None: second primary weapon / one IML / biometric cracker tools / stealth backpack (up to 10lbs).
Light: second primary weapon and one IML / two IMLs / backpack climbing unit / stealth backpack (full).
Med: helipack.

Wealth:

Starting wealth: 3M
Invested: 2.4M
Equipment: 517,764
Swiss account: 7,000
Work account: 50,000
Family account: 25,236
Monthly income: (Wealthy area 6,000, Filthy Rich x100, 30 hrs a week): 600,000 (4,615 per hour)
Cost of living (Status 1 (+2 from rank) 2,400, Wealthy area x4, Dorothy x2): 19,200
Dorothy compulsive spending (10% of Status 3): 4,800
Debt (10% of 3M): 300,000
Swiss account: 200,000
Work account: 50,000
Family account: 26,000

Plans:

Urgent +10pts:
Diplomacy 2pts (12)
Security 2pts (13)
Surveillance 2pts (13)
Explosives 1pt (12)
Intelligence Analysis 2pts (16)
Lockpicking 1pt (12)

Not urgent +10pts:

Jumping 1pt (16)
Shortsword 1pt (15)
Stealth 4pts (17)
Throwing 1pt (15)
Reputation 3pts (4) "Honorable, low collateral damage" (10 or less, only the Company).

300pt version:

DX 20pts (16)
IQ 20pts (13)
HT 10pts (12)

Squad:

Utility vertol (UT229; 2 x fast volitional AI): Pilot (piloting, comms, and electronic warfare), Gunner (gunner, artillery, and sensors).
 \$12M, plenty of stealth gear, comms, sensors, ECM/ECCM.
 Front: Light Autocannon ETC 25mmCLR (APEP, damage 126, penetrates DR378).
 Back: Light Gatling Gun ETC 15mmCL (APEP, damage 73, penetrates DR 220).
 Sides: MTML (one on each side, 4x 100mm striker SEFOP, damage 269, penetrates DR808) (Pyramid 3-37).
 SM +5, Move 4/200. carries the team with full gear (3 tons) + 1 ton cargo,
 HP 90, DR 30 (its redundant systems enable it to fly despite systems failures or combat damage).

2 x Commando battlesuit (humans): Sniper (portable railgun), Demoman (demolition and disarming).
 Advanced stealth gear and sensors.
 Storm chaingun ETC (APEP) + UBGL ETC 40mm (var.), Gauss shotgun pistol (var.).

2 x Combat android (UT167; infiltrator, fast volitional AI): Spy (surveillance and forensics), Infiltrator (electronic security and lockpicking).
 Advanced stealth gear and sensors. Extremely mobile.
 Gauss CAWS (HEMP), Machine pistol (HEMP, damage 28, penetrates DR140).
 HP 20, DR45 + DR30 (ablative) + combat hardsuit DR 45/60/75
 Body DR: 120+30
 Skull DR: 105+30
 Limbs and face DR: 90+30

1 x Custom combat cybershell (fast volitional AI): Hacker.
 Advanced stealth gear and sensors. Modular armor plating.
 Gauss LSW (boosted, damage 29, penetrates DR87) + UBEMGL 25mm (HEMP, damage 63, penetrates DR630), Gauss shotgun pistol (HEMP).

2 x Mini-UCAV cybershell (TS-ST21; non-volitional AI): can be operated by tem members for remote hacking, bomb disarming, lock cracking etc, or told to go dark and follow predefined commands.
 Advanced stealth gear and sensors.
 Mini-missile pod 25mm (HEMP, damage 63, penetrates DR630), IML (hunter SEFOP).

Best armors:

Shenyang H-23 DR65/50
 Vosper-Babbage Centurion DR70/50
 Combat infiltrator android DR45+DR30 (ablative)
Effective weapons: 18.5mm APEP, machete.

Combat battlesuit DR105/75
 Afrit DR75 (electromagnetic)
 Warbot DR75
 Exo-spider DR70
Effective weapons: 18.5mm HEMP, 10mm APEP

Heavy battlesuit DR150/105
 UCAV DR100
 J-56 Ying Transatmospheric UCAV DR120
 Armored hovercraft DR 150/70
Effective weapons: 10mm EMG

Combat walker DR200/120 (composite)
 Heavy martian security rover DR200 (composite)
Effective weapons: 40mm HEMP, 64mm APHEX

Light tank DR500/200 (electromagnetic, composite)
 Hovertank DR700/300 (electromagnetic, composite)
Effective weapons: 64mm SEFOP



Name: Resident NVAI
Race: Non-Volitional AI
Appearance:

Player:
Ht:

Wt:

Age:

Spent: -98
Unspent: 160

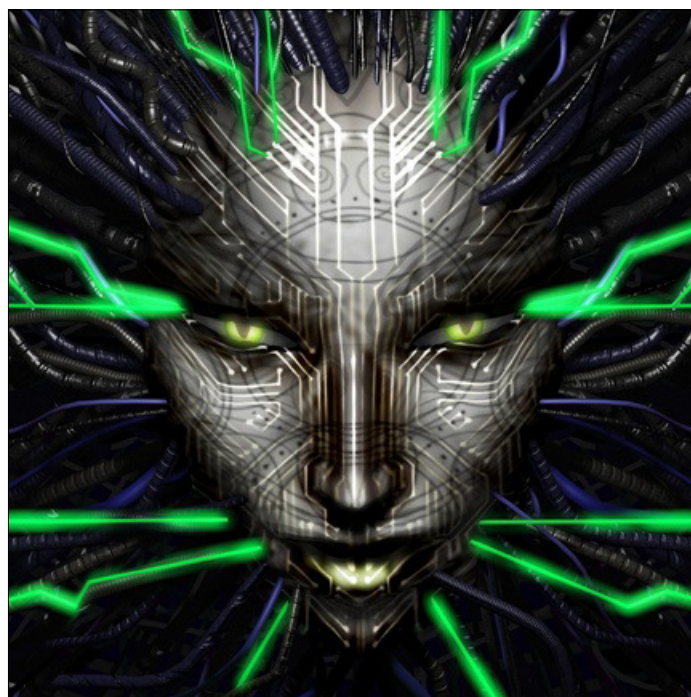
CHARACTER SHEET

ST 0 ^[1] [0]	HP 1 ^[3] [0]	Basic Speed 6 [0]
DX 10 [0]	Will 10 [0]	Basic Move 0 [0]
IQ 10 [0]	Per 10 [0]	BL 45 lb (ST?ST)/5
HT 14 ^[2] [0]	FP 0 [0]	Thr 1d+1 Sw 2d+1

[1] Includes: -10 from 'Virtual Interface Implant (Changing Times)'
[2] Includes: +4 from 'Virtual Interface Implant (Changing Times)'
[3] Includes: +1 from 'Virtual Interface Implant (Changing Times)'

Vision 10 ^[1]	Touch 10 ^[2]	Consciousness 14
Hearing 10 ^[3]	Fright Check 10	Death Check 14

[1] Conditional: +2 from 'Near Miss Indicator' when locating the source of enemy fire, +3 from 'PESA Binoculars', +1 from 'Visual Enhancement (Complexity 4)'
[2] Conditional: +4 from 'Sensor Gloves'
[3] Conditional: +4 from 'Personal Sound Detector'



TEMPLATES AND META-TRAITS

Name	Pts
Non-Volitional AI (Ultra-Tech)	-38
Indomitable	15
AI	32
Absolute Timing	2
Digital Mind	5
Doesn't Sleep	20
Intuitive Mathematician	5
Photographic Memory	10
Roll to recall: 10 (IQ)	
Reprogrammable	-10
Automaton	-85
Hidebound	-5
Incurious (6-, *2)	-10
Low Empathy	-20
No Sense of Humor	-10
Slave Mentality	-40
Virtual Interface Implant (Changing Times)	-100
Features: Uses the wearer's senses.	
Can monitor wearer's basic metabolic/medical state	1
Can feed speech and sensory inputs directly into wearer's nervous system	1
Absolute Direction (Requires Signal, -20%)	4
Compartmentalized Mind 1 (Dedicated Controls, *1/5)	10
Damage Resistance 5 (Can't Wear Armor, -40%)	15
Doesn't Breathe	20
Mind Reading (Limited Reading Ability, -10%; Wearer only, -70%)	6
Roll to Mind Read; R-Will: 10 (IQ)	
Telecommunication (Cable Jack; Sense, +80%)	9
Telecommunication (Radio; Reduced Range (x1/10), -30%; Video, +40%)	11
Range: 1 mi, Roll to Communicate: 10 (IQ)	
Includes: x0.1 range/halfdam from 'Telecommunication (Radio)', x0.1 rangemax from 'Telecommunication (Radio)'	
Accessory (Computer)	1
Increased Consumption -4	-40
No Legs (Portable)	-30
No Manipulators	-50
Restricted Diet (Very Common)	-10
Machine	25
Features: Eight-hour energy reserve, No Fatigue Points, Wears out instead of aging	
Immunity to Metabolic Hazards	30
Injury Tolerance (No Blood, +5; Unliving, +20)	25
Unhealing (Total)	-30
Cybershell Body	-15
Features: Sterile	
Electrical	-20
Injury Tolerance (No Neck, +5)	5

CULTURAL FAMILIARITIES

Name	Pts
Western (Native)	0

LANGUAGES

Name	Spoken	Written	Pts
English (Native)	Native	Native	0

SKILLS

Name	Level	Relative	Pts
Artillery (Guided Missile)	11	IQ+1	4
Conditional: +1 from 'IML, 64mm' when fixing damage or malfunctions, +1 from 'Skill Software (Complexity 5)'			
Cryptography	10	IQ+0	4
Conditional: +1 from 'Decryption Program (Complexity 2)'			
Electronics Operation (Communications)	11	IQ+1	4
Conditional: +1 from 'Skill Software (Complexity 5)'			
Electronics Operation (Electronic Warfare)	11	IQ+1	4
Conditional: +1 from 'Skill Software (Complexity 5)', +1 from 'Commando Battlesuit' when analyzing and identifying radio and radar emitters			
Electronics Operation (Robots)	11	IQ+1	4
Conditional: +1 from 'Skill Software (Complexity 5)'			
Electronics Operation (Sensors)	11	IQ+1	4
Conditional: +5 from 'Personal Chemsniifer' when detecting targets, +9 from 'Personal Chemsniifer' when analyzing or recognizing targets, +8 from 'Personal Sound Detector' when analyzing and identifying sounds, +1 from 'Skill Software (Complexity 5)', +4 from 'Small Tactical Terahertz Radar' when distinguishing fine relief (e.g. to identify a face)			
Forensics	10	IQ+0	4
Conditional: +3 from 'PESA Binoculars' when looking for hidden clues or objects, +4 from 'Sensor Gloves' when using touch, +1 from 'Skill Software (Complexity 5)'			
Forward Observer	11	IQ+1	4
Conditional: +1 from 'Skill Software (Complexity 5)'			
Piloting (Flight Pack)	11	DX+1	4
Research	11	IQ+1	4
Conditional: +1 from 'Skill Software (Complexity 5)'			



Name: Dorothy
Race: Custom Tianyi bioroid
Appearance:

Player: Spent: 62
Ht: Wt: Age: 6 Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 ^[1] [0]	Will 13 [0]	Basic Move 5 [0]
IQ 13 ^[2] [60]	Per 13 [0]	BL 20 lb (ST?ST)/5
HT 10 ^[3] [0]	FP 10 [0]	Thr 1d-2 Sw 1d

[1] Conditional: +3 from 'Flexibility' when ignoring penalties for working in close quarters
[2] Conditional: -1 from 'Chummy' when alone
[3] Conditional: +1 from 'Fit'

Vision 13	Taste/Smell 13	Death Check 11 ^[1]
Hearing 13	Fright Check 13	High Jump 1.67 ft
Touch 13	Consciousness 11 ^[1]	Broad Jump 2.33 yd

[1] Includes: +1 from 'Fit'

PARRY	PARRY	BLOCK	DODGE	DR
8		6	8	0
DX		DX		Full Suit

REACTION MODIFIERS

Appearance: +2 / +4

Unappealing - Includes: +2 from 'Appearance'
Appealing - Includes: +4 from 'Appearance'

Status: +0

Other: +4

Includes: +4 from 'Charisma'; Conditional: +4 from 'Allure' when Anyone attracted to your specific combination of race and sex; people who might employ you as an actress courtesan or model, +2 from 'Voice' when your voice can be heard, -2 from 'Social Stigma (Minority Group - Bioroid)', +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance

ADVANTAGES

Name	Pts
Allure 4	[20]
Charisma 4	[20]
English (Native; Native Language, -6)	[0]
Fashion Sense	[5]
Honest Face	[1]
Photogenic	[1]
Racial (Bioroid)	[39]
Appearance (Beautiful)	[12]
Conditional: +1 from 'Photogenic' when seen in photo	
Fit	[5]
Flexibility	[5]
Hermaphromorph	[5]
Penetrating Voice	[1]
Sanitized Metabolism	[1]
Voice	[10]
Sexy Pose	[1]
Western (Native)	[0]

DISADVANTAGES

Name	Pts
Compulsive Spending (15 or less, *0.5)	[-2]
Dislikes Politics	[-1]
Distractable	[-1]
Imaginative	[-1]
Impulsiveness (15 or less, *0.5)	[-5]
Likes Partying	[-1]
Nosy	[-1]
Pacifism (Self-Defense Only)	[-15]
Racial (Bioroid)	[-38]
Attentive	[-1]
Chummy	[-5]
Early Maturation 1	[0]
Lecherousness (15 or less, *0.5)	[-7]
Self-Destruct	[-10]
Short Lifespan -1	[-10]
Sterile	[0]
Unusual Biochemistry	[-5]
Social Stigma (Minority Group - Bioroid)	[-10]
Wealth (Dead Broke)	[-25]



SKILLS

Name	Level	Relative	Pts
Acrobatics	8	DX-2	[1]
Acting	12	IQ-1	[1]
Conditional: +1 from 'Honest Face' when acting innocent			
Carousing	10	HT+0	[1]
Current Affairs (Popular Culture)	13	IQ+0	[1]
Dancing	13	DX+3	[1]
Includes: +4 from 'Allure'			
Detect Lies	11	Per-2	[1]
Diplomacy	13	IQ+0	[1]
Includes: +2 from 'Voice'; Conditional: +4 from 'Charisma' when making Influence rolls			
Erotic Art (Human)	16	DX+6	[1]
Includes: +4 from 'Allure', +3 from 'Flexibility'			
Fast-Talk	14	IQ+1	[1]
Includes: +2 from 'Voice'; Conditional: +4 from 'Charisma' when making Influence rolls			
Makeup	17	IQ+4	[1]
Includes: +4 from 'Allure'			
Performance	14	IQ+1	[1]
Includes: +2 from 'Voice'			
Public Speaking	18	IQ+5	[1]
Includes: +2 from 'Voice', +4 from 'Charisma'			
Savoir-Faire (High Society)	13	IQ+0	[1]
Conditional: +4 from 'Charisma' when making Influence rolls			
Sex Appeal (Human)	19	HT+9	[1]
Includes: +4 from 'Allure', +4 from 'Appearance', +2 from 'Voice'; Conditional: +4 from 'Charisma' when making Influence rolls			
Singing	16	HT+6	[1]
Includes: +4 from 'Allure', +2 from 'Voice'			

NOTES

Plans

Urgent +3pts:
Dancing +1pt (14)
Performance +1pt (15)
Singing +1pt (17)
Not urgent +2pts:
Acting +1pt (13)
Carousing 1pt (11)

Actual age	Aging
4	18
6 (now)	21
10	27
15	35
20	42
25	50