

Character Class Appendix

General Skills

General skills can be taken by anyone, regardless of whether they are Pure or Cross-Class. General skills cost 1 point each and may only be taken once, unless specified otherwise.

NOTE: It is perfectly acceptable to spend all your character points on general skills but you will find future development very expensive. You will be considered a pure class and will follow their costs for advancement.

Endurance Skills

Hardy

Grants one additional global hit. May be purchased 3 times

Vim and Vigour

Grants one additional minute of bleed time. May be purchased 3 times.

Wherewithal

Grants resistance to certain poisonous effects. Negative environmental effects can be resisted for 20 minutes. May be purchased 3 times

Status Skills

Old School Tie

Grants you official ranked status within your Nation. May be purchased once for each Nation or Organisation you are associated with, opening doors that may otherwise be closed to you. This skill can be used effectively for a positive outcome once per day per nation/organisation. Using this skill more than once will begin to strain the relations you have with your contacts and may result in less than favourable results. A tally will be kept on your character card by a Ref when you use this skill on a particular day by marking next to the skill with either an "F", "Sa" or "Su" to show that it has been used.

Silver Tongue

May be purchased 3 times. Allows you to successfully negotiate, via roleplay, a 10% increase in payment for completed missions per level.

Stiff Upper Lip

Grants you immunity to fear and allows you to resist interrogation for twice as long.

Survival Skills

Scrounger

Grants the ability to gather unrefined resources from technology. Scrounger rules will be provided for any player with this skill in their character pack.

Gamekeeper

Grants the ability to track and set traps with appropriate tools/equipment. Tracking rules will be provided for any player with this skill in their character pack.

Pharmer

Grants the ability to gather unrefined resources from the environment. Pharmer rules will be provided for any player with this skill in their character pack.

Finesse Skills

Dual Wield

Grants the ability to wield 2 weapons at the same time. Limited to: two pistols, two melee weapons no longer than 24", a pistol or dagger and a melee weapon no longer than 36".

Strong Arm

Grants the ability to perform feats of strength and wield cumbersome items and weapons. Combining Strong Arm with dual wield allows the user to wield weapons up to 36" in each hand, if they have the skill to use them

Shields

Grants the ability to use shields. Shields must be no larger than the distance from the floor to your waist. Shields do not protect the user from guns or rays.

Class Skills

Soldier

Pure Solder Bonus: You are skilled in both melee and ranged weapons. You only have to buy the skill once and after this one is always one tier lower than the other, unless you buy Level 3 with War bonds later on.

Armour

1. Permits the use of Leather armour, granting an additional 2 global hits (5 total). You may also repair Leather armour. This takes 5 minutes to repair all armour hits, if a Repair Kit is used.
2. Permits the use of Metal armour, granting an additional 2 global hits (7 total) and immunity to flintlocks and daggers. You may also repair Metal armour. This takes 5 minutes to repair all armour hits, if a Repair Kit is used.
3. Permits the use of Aether Gauss and Martian based armour. Armour repairs take 3 minutes to complete.

Combat

Select One (Guns/Melee)

1. *GUNS* – Permits the use of Gauss powered guns. *MELEE* – Permits the use of weapons larger than 18".
2. *GUNS/MELEE* – Permits the use of Aether powered weapons.
3. *GUNS/MELEE* – Permits the use of Martian powered weapons.

Standard Gauss Guns are any Nerf®-style dart blaster that has a manual cocking mechanism. Standard Aether/Martian Guns are any semi-or fully automatic electric powered (or similar) Nerf®-style dart blaster.

Adrenaline

1. When reduced to ZERO HITS, allows you to regenerate 1 global hit after 30 seconds of unconsciousness, once per mission
2. When reduced to ZERO HITS, allows you to regenerate 2 global hits after 30 seconds of unconsciousness, once per mission (does not stack)
3. When reduced to ZERO HITS, allows you to regenerate 3 global hits after 30 seconds of unconsciousness, once per mission (does not stack)

Boffin

Pure Boffin Bonus: You have specialised in the research and development of technology. As a result, you may extract unrefined resources as per the Scrounger skill.

Offensive

1. Allows the creation of basic offensive devices of your Primary Technology Type.
2. Allows the creation of complex offensive devices of your Primary type and basic offensive devices using any other technology type.
3. Allows the creation of complex offensive devices using any technology type.

Defensive

1. Allows the creation of basic defensive devices of your Primary Technology Type.
2. Allows the creation of complex defensive devices of your Primary type and basic defensive devices using any other technology type.
3. Allows the creation of complex defensive devices using any technology type.

Research

1. Allows the ability to research new blueprints for basic devices of your primary research type, and refine resources.
2. Allows the ability to research new blueprints for complex devices of your primary research type, and basic devices of any other technology type.
3. Allows the ability to research new blueprints for complex devices of any technology type.

Practitioner

Pure Practitioner Bonus: You have a greater understanding of the effects of the Martian environment on living beings. As a result, you may extract unrefined resources as per the Pharmer skill.

Doctor

1. Allows the ability to heal a wounded human up to their base hits. Takes 5 minutes with the appropriate tools.
2. Allows the ability to use basic technology to diagnose and treat various conditions.
3. Allows the ability to treat wounds in 3 minutes, use complex technology to diagnose and treat various conditions and "Shiv!" a human being using (LARP-Safe) surgical tools.

Xenology

1. Allows the ability to heal a wounded alien up to their base hits. Takes 5 minutes with the appropriate tools.
2. Allows the ability to use basic technology to diagnose and treat various conditions.
3. Allows the ability to treat wounds in 3 minutes, use complex technology to diagnose and treat various conditions and "Shiv!" an alien using (LARP-Safe) surgical tools.

Pharmacy

1. Allows the ability to craft simple concoctions
2. Allows the ability to craft complex concoctions and create new recipes
3. Allows the ability to craft advanced concoctions and combine raw ingredients/concoctions

Resonant

Pure Resonant Bonus: The mutation that causes your resonance with Aether is particularly advanced. Your body is more accepting of implants, granting you an additional Implant slot and 1 additional Power.

Resonant skills can only be selected at character generation.

Power

1. Grants you 3 Power with which you can recharge Aether and Martian based technology/implants. Recharge Power at one point per hour.
2. Adds a further 2 Power to your pool.
3. Adds a further point of power to your pool. You can recharge Power at 2 per hour.

Willpower

1. Allows the ability to resist one Gauss/Aether/Martian based mind effect per mission.
2. Allows the ability to resist two Gauss/Aether/Martian based mind effects per mission.
3. Allows the ability to resist four Gauss/Aether/Martian based mind effects per mission.

Implants

1. Allows the ability to implant 1 Gauss/Aether/Martian device.
2. Allows the ability to implant 2 Gauss/Aether/Martian devices.
3. Allows the ability to implant 4 Gauss/Aether/Martian devices.

Investigator

Pure Investigator Bonus: Your time as in investigator has put you into a lot of fight or flight situations. You have a sixth sense about you, granting you an additional dodge. You are also smart enough to have a spare nation Alias for emergencies.

Intelligence

1. Grants you an Alias which allows you access to information and missions from a nation other than your own.
2. Allows you to create accurate copies of documents (such as Blueprints), and create fool proof forgeries, with the appropriate tools. Forging rules will be provided for any player with this skill in their character pack.
3. Grants an additional Alias to another nation and allows you to gain further intelligence on a mission.

Rogue

1. Allows the ability to dodge a melee attack once per encounter and use poisons.
2. Allows the ability to "Shiv!" an opponent, twice per mission and use of either Melee OR Gauss powered guns.
3. Allows the ability to wear light armour and gains an additional dodge and "Shiv!"

Investigate

1. Allows the ability to pick locks and disarm traps with the appropriate tools.
2. Allows the ability to interrogate a target for 5 minutes, after which they cannot lie. This duration is extended to 10 minutes if the target has the skill Stiff Upper Lip. You must clearly indicate that you are using the Interrogate skill to the target.
3. Allows the ability to identify forged and copied documents. Interrogation time is reduced to 3 minutes.



Updates

30 July 2016

- Page 1 Information Updated – “Old School Tie” description updated to clarify use of the skill
Information Updated – “Silver Tongue” description updated to clarify use of the skill
Information Updated – “Strong Arm” description updated to include the effect of combining the “Strong Arm” skill with the “Dual Wield” skill
- Page 3 Information Updated – “Intelligence 2” description updated to include information regarding Forgery rules
- Page 4 Information Updated – “Investigate 2” description updated to clarify the use of the “Interrogation” ability

31 July 2016

- Page 2 Information Updated – “Offence 3” removed the ability to use offensive items
Information Updated – “Defence 3” removed the ability to use defensive items

