



CHARACTER GENERATION

INTRODUCTION:

The following information should allow a Keeper who has experience running Call of Cthulhu adventures to generate civilian characters for Cthulhu Rising.

All stages of character generation prior to the choosing of a character profession are identical to the rules found in the Call of Cthulhu rulebook except with the following additions:

CHARACTERISTICS AND SELECTED ATTRIBUTES:

Characteristics and Selected Attributes are generated as for the *Call of Cthulhu* character generation rules, with the following additions:

Humanoid Hit Points per Location:

Total HP:	Location:				
	Leg	Abd*	Chest	Arm	Head
01-03	1	1	2	1	1
04-06	2	2	3	2	2
07-09	3	3	4	3	3
10-12	4	4	5	3	4
13-15	5	5	6	4	5
16-18	6	6	8	5	6
19-21	7	7	9	6	7

* Abbreviation of Abdomen

Damage Modifier:

Total your Investigator's STR+SIZ, then consult the following table:

Total	Bonus
01-12	-1d4
13-24	0
25-32	+1d4
33-40	+1d6
41-56	+2d6
every +16	+1d6 extra

DEX Strike Rank:

Find your Investigator's DEX on the table below and read across to find their DEX Strike Rank.

SIZ Strike Rank Modifier:

Find your Investigator's SIZ on the table below and read across to find their SIZ Strike Rank Modifier.

Strike Ranks Summary:

DEX SR	SIZ SRM	Weapon Mod	Example
01-09 = 4	01-09 = 3	0.0-0.3m = 3	Fist/knife
10-15 = 3	10-15 = 2	0.4-1.1m = 2	1H weapon
16-19 = 2	16-19 = 1	1.2-2.1m = 1	2H weapon
20+ = 1	20+ = 0	2.2m+ = 0	Pike/tree?

Melee Strike Rank Modifier:

The sum of the DEX SR and the SIZ SRM.

Weapons Strike Rank Modifier:

This only really applies to melee weapons. Consult the above table to determine.

Movement Rate:

All humans move at 3 metres per Melee Round Strike Rank, unless specified.

Skill Category Modifiers:

Skills in *Cthulhu Rising* are broken down into category groups, each of which has a modifier, based on certain characteristics. Total the values of the influences of each characteristic and apply them as follows:

Primary	Secondary	Negative
+1 per 1 over 10	+1 per 2 over 10	Converse of Primary
-1 per 1 under 10	-1 per 2 under 10	

Agility:

DEX = *Primary*
STR = *Secondary*
SIZ = *Negative*

Communication:

INT = *Primary*
POW/APP = *Secondary*

Knowledge:

INT = *Primary*

Perception:

INT = *Primary*
POW/CON = *Secondary*

Manipulation:

INT/DEX = *Primary*
STR = *Secondary*

Stealth:

DEX = *Primary*
SIZ/POW = *Negative*

Weapon Skills:

Attack % = *Manipulation Modifier*
Parry % = *Agility Modifier*

If applicable, Psychic Rules are generated using the Psychic Powers Rules (see separate document).

BACKGROUND AND LIMITATIONS:

In the 23rd century when Cthulhu Rising is set, humanity has spread out from Earth to the stars. I tend to limit players to choosing a birthplace from within the confines of the Sol System. If you have decided to set your campaign far from Earth, in the Outer Colonies for example, then by all means go for it! While Earth is still the most heavily populated star system in all colonised space, many millions of people have been born and raised in the Colonies.

In the society of the 23rd Century, males and females are treated equal in all possible respects.

BACKGROUND SKILLS:

The Investigator gets EDU x15 to allocate between any skills with a base chance above 00% as percentiles. All the skills do not have to have points given to them, but points undistributed are lost. No skill can start at higher than 75% (including stat bonuses).

OCCUPATIONAL SKILLS:

A player chooses from one of the below character classes, and depending on type chosen, receives EDU x 10 to allocate to the relevant occupational skills:

- Anarchist
- Android
- Civil Servant
- Company Suit
- Computer Specialist
- Criminal
- Doctor of Medicine
- Drifter
- Engineer (Orbital/Planetary)
- Entertainer
- Journalist
- Lawyer
- Mechanic
- Missionary
- Parapsychologist
- Pilot (Aerospace/Interstellar)
- Police Officer
- Private Investigator
- Psychic: Freelance
- Psychic: MetaPol
- Punk
- Separatist
- Scientist
- Soldier

Anarchist

Description:

Anarchists are staunch believers in the theory or doctrine that all forms of government are oppressive and undesirable and should be abolished. As such they live outside the system as much as possible, frequently mixing with criminal and separatist elements.

Occupation Skills:

Computer (Operation), Conceal, Fast Talk, Streetwise and any three other skills as personal specialties.

Background:

2x underworld contacts (Keepers discretion), 1d10x100E\$ in equipment and personal effects.

Android

Description:

Running an Android character in a campaign is allowable only at the Keepers discretion. A separate supplement will be out soon dealing with generating and playing Android player characters.

Civil Servant

Description:

By the 23rd Century, government bureaucracy has reached new heights of complexity. The Civil Servants keep the wheels of interstellar government oiled and moving. The player must choose a branch of government: ICA, ICC or Federal Government.

Occupation Skills:

Administration, Computer (Operation), Credit Rating, Data Analysis, Fast Talk, and any three other skills as personal specialties.

Background:

Rented 2 bedroom apartment; E\$1000x1d10 in savings; E\$20,000pa salary; 1x government contact (Keeper's discretion).

Company Suit

Description:

Much of 23rd Century life is in some way influenced by the transnational mega-corporations. A Company Suit is a junior executive of one such corporation, newly promoted from the rank and file, on a good salary with stock options.

Occupation Skills:

Administration, Bargain, Computer (Operation) Credit Rating, Data Analysis, Fast Talk, Orate, and any two other skills as personal specialties.

Background:

Luxury apartment (1 bedroom) in a private corporate compound; E\$500x1d100 savings;

E\$35,000pa salary; 1x corporate contact; E\$1000 x1d20 in company share options.

Computer Specialist

Description:

Without highly skilled men and women to design, program, and troubleshoot the complex computer systems of the future, life in the 23rd Century would be far more difficult, if not impossible. Computer Specialists are usually employed by a company's IT division, though many prefer to move from contract to contract on a freelance basis.

Occupation Skills:

Computer (Operation, Programming, Security), Electronics (Communications, Security, Systems), Data Analysis, and any two other skills as personal specialties.

Background:

Rented 1 bedroom apartment; E\$1000x1d20 savings; personal equipment related to profession.

Criminal

Description:

With Law Enforcement techniques as advanced as they are in the 23rd Century, criminals in the future have to be highly skilled professionals not only to be successful, but to avoid capture and incarceration. This class does not cover violent criminals like murderers and rapists, instead covering white collar criminals, forgers, con-artists, cyber-criminals and thieves.

Occupation Skills:

Bargain, Computer (Operation), Evaluate, Fast Talk, Scan, Streetwise, and any three other skills as personal specialties, pertaining to criminal field of expertise.

Background:

Forged identification; E\$1000x1d4 personal equipment; 2x underworld contacts (Keeper's discretion).

Doctor of Medicine

Description:

The medical doctor of the 23rd Century is just as concerned with saving lives as his counterparts in other eras but he has far more advanced equipment and techniques available than at any other time in human history.

Occupation Skills:

Credit Rating, Computer (Operation), Data Analysis, First Aid, Pharmacy, Psychoanalysis, Psychology, Science (Biology), Surgery.

Background:

Rented 2 bedroom apartment; E\$40,000pa salary; E\$1000x1d100 savings (10% liquid, rest in shares and stocks or property); personal equipment related to profession.

Drifter

Description:

For whatever reason, a Drifter has chosen to drop out of accepted society, and wanders the space lanes, working their passage at various jobs, traveling from colony to colony.

Occupation Skills:

Bargain, First Aid, Hide, Listen, Psychology, Sneak, Survival, Vacc Suit.

Background:

E\$100x1d10 personal equipment.

Engineer, Space

Descriptions:

Space Engineers are responsible for the design, construction, and maintenance of space stations and space vessels. The orbital engineer's life is a difficult one and is often short as accidents are not uncommon in the harsh and unforgiving environment of space.

Occupation Skills:

Science (Chemistry, Physics), Computer (Operation), Electronics (Systems), Data Analysis, EVA, Mechanical, and one Space Engineering skill as a specialisation.

Background:

E\$30,000pa salary; E\$1000x1d4 savings; personal equipment related to profession.

Engineer, Planetary

Description:

Planetary Engineers are essential to the continued existence and growth of colonies. The colonial engineers keep the existing systems operational and continue to produce new equipment, habitats, and vehicles.

Occupation Skills:

Science (Chemistry, Geology, Physics) Computer (Operation), Electronics (Systems), Data Analysis, Mechanical (Vehicle), and one Planetary Engineering skill as a specialty.

Background:

E\$30,000pa salary; E\$1000x1d4 savings; personal equipment related to profession.

Entertainer

Description:

The entertainment industry is larger than ever in the future. The Federal Network has holo-vid channels numbering in the thousands, with something to suit all tastes.

Occupation Skills:

Entertain, Fast Talk, Orate, and three other skills as a specialty.

Background:

E\$1000x1d4 savings; personal items related to profession; 2x media contacts (Keeper's discretion).

Journalist

Description:

The Federal Network carries its own news channels as well as scores of others. Journalists are usually employed by either Federal Network News (FNN) or by one of its independent rivals, though some prefer to move from contract to contract on a freelance basis. The vast majority of news is delivered electronically, directly. The "daily me" concept of multi-sectioned electronic publishing with information and advertising tailored to each individual's needs is an everyday reality in the 23rd Century.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, Read/Write Other Language, Streetwise, and any two other skills as personal specialties.

Background:

2x media contacts (Keeper's discretion); E\$15,000pa salary; E\$1000x1d4 savings; personal items related to profession; small apartment.

Lawyer

Description:

A Player wishing to run a Lawyer Investigator must first choose their field of expertise: Civil, Corporate or Criminal. Choosing Criminal will usually mean that they work for the Federal Government. Civil or Corporate lawyers usually belong to private law firms.

Occupation Skills:

Administration, Bargain, Computer (Operation) Credit Rating, Data Analysis, Fast Talk, Law, and any two other skills as personal specialties.

Background:

E\$50,000pa salary; E\$1000x1d20 savings; 2x legal contacts; 2x contacts related to field of expertise, e.g. 2x police contracts for criminal lawyers (Keeper's discretion); luxury 2 bedroom apartment in well to do area.

Mechanic

Description:

Mechanics repair and maintain the planetary vehicles and machinery of the future.

Occupation Skills:

Computer (Operation), Data Analysis, Electronics (Systems), Mechanical (Aerospace, Vehicle), and any two other skills as personal specialties.

Background:

E\$15,000pa salary; personal equipment related to profession; ground vehicle.

Missionary

Description:

Missionaries travel the colonies, spreading the word of their religion to the new frontier, serving the spiritual and religious needs of the colonists and preserving the religious traditions and histories of Earth.

Occupation Skills:

Data Analysis, Fast Talk, First Aid, History, Occult, Other Language (Speak and Read/Write), Religion.

Background:

Personal items related to profession.

Parapsychologist

Description:

The parapsychologist is dedicated to searching for evidence of phenomena that is inexplicable by science. They are experts in the occult and ancient histories of Earth.

Occupation Skills:

Computer (Operation), Data Analysis, History, Occult, Read/Write Other Language, Religion and any one other skill as personal specialty.

Background:

E\$1000x1d4 savings; personal items related to profession; 2x contacts (Keeper's discretion); rented accommodation.

Pilot, Aerospace

Description:

Aerospace Pilots are trained to operate a variety of suborbital vehicles ranging from small shuttlecraft to heavy duty cargo carriers to high-tech military craft.

Occupation Skills:

Astronomy, Computer (Operation), Electronics (Communications, Systems), Vacc Suit, Pilot (Aerospace), Scan.

Background:

If employed salary is E\$10,000 +(1d10x1000) pa; E\$1000x1d4 savings; current ICC license; personal items related to profession.

Pilot, Space

Description:

Since the invention of AI in the mid-22nd Century, the majority of interplanetary and interstellar space vessels have become almost completely automated, only requiring human pilots for delicate maneuvers like orbital insertion and docking.

Occupation Skills:

Astronomy, Computer (Operation), Data Analysis, Electronics (Communications, Systems), EVA, Pilot (Spacecraft), Vacc Suit.

Background:

If employed salary is E\$10,000 +(1d10x1000) pa; E\$1000x1d4 savings; current ICC license; personal items related to profession.

Police Officer

Description:

Policing in the 23rd Century is handled by the Federal Law Enforcement Authority. From their headquarters on Earth, and via many local stations throughout the Federal Colonies, Federal police officers have the unenviable task of tackling crime over interstellar distances.

Occupation Skills:

Computer (Operation), Data Analysis, Dodge, First Aid, Gun Combat (Hand Gun), Hide, Law, Listen, Streetwise.

Background:

E\$15,000pa salary; 2x police contacts (Keeper's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Private Investigator

Description:

There is still a healthy customer base for the 23rd Century Private Investigator, whether contracted to corporations or hired by private citizens. Most PI's are ex police.

Occupation Skills:

Bargain, Computer (Operation), Data Analysis, Fast Talk, Gun Combat (Hand Gun), Hide, Law, Streetwise.

Background:

E\$1000x1d10 savings; private investigator's license; rented accommodation and if self employed, a small office with 1 member of staff; personal items related to profession.

Psychic: Freelance

Description:

After completing Federal Service, many psychics continue to work for the MAA, but some go freelance, and find work for one of the many PSPs - Psychic Service Providers - private organisations licensed and regulated by the MAA who hire out their talents to block telepathic snooping and other paranormal dirty tricks. It has become common practice for executives of large corporations and government bodies to employ such agents as 'psychic security'.

Occupation Skills:

Administration, Computer (Operation), Data Analysis, Fast Talk, Hide, Law, Psychology, Streetwise. For Psychic Abilities, see the document 'Psychic Powers'.

Background:

E\$1000x1d10 savings; employment with a PSP with a salary of E\$20,000pa; psychic

registration card; rented accommodation; personal items related to profession.

Psychic: MetaPol

Description:

Attached to the Federal Law Enforcement Authority, MetaPol, or the Metasensory Police, is mainly made up of telepaths and precogs, who use their powers to interrogate those who have committed crimes against the Federation, or to predict the outcome of certain events.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, First Aid, Gun Combat (Hand Gun); Law, Psychology, Streetwise. For Psychic Abilities, see the document 'Psychic Powers'.

Background:

E\$15,000pa salary; psychic registration card; 2x police contacts (Keeper's discretion); E\$1000x1d4 savings; personal items related to profession; rented accommodation.

Punk

Description:

In Cthulhu Rising, the Punk Occupation covers teenagers and young people, especially a member of a rebellious counterculture group. They may have rich parents and are taking time out to travel.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, Streetwise, and any two other skills as personal specialties.

Background:

E\$1000x1d4 savings; personal items; 1x minor underworld contact.

Separatist

Description:

Separatists are citizens born and raised in the colonies, who are supporters of the Colonial Independence movement, outlawed by the ICA during the Colonial Wars (2258-60). Though separatist support is still high in some regions of the Outer Rim Territories, the leaders of the movement have had to go underground, to avoid arrest and transportation to a Federal Re-education Centre.

Occupation Skills:

Computer (Operation), Data Analysis, Fast Talk, History, Streetwise, and any two other skills as personal specialties.

Background:

Personal items related to profession.

Scientist

Description:

Scientists are usually in the employ of, or work for projects funded by, one of the mega-

corporations. Their fields vary, from AI to genetics, to terraforming and xeno-biology.

Occupation Skills:

Computer (Operation), Credit Rating, Science (Chemistry, Physics), Science (Geology) or Astronomy, Data Analysis and one Science skill as a specialization.

Background:

Accommodation in private corporate compound; E\$40,000pa salary; E\$1000x1d4 in company share options; personal equipment related to profession.

Soldier

Description:

Soldiers as Investigators are usually ex United Earth Armed Forces or ex Colonial Administration Security, now in the employ of a corporation or a member of a private mercenary unit.

Occupation Skills:

Armoury, Dodge, First Aid, Gun Combat (Rifle), Hide, Listen, Survival, Tactics, Vacc Suit.

Background:

E\$1000x1d20 savings; personal items related to profession.

PERSONAL DEVELOPMENT:

Investigators also have skills in other areas. Allocate INTx5% to any skill or skills, except those at 75%, or Cthulhu Mythos.

PERSONALISATION:

Write down the characters name, his/her appearance (including civilian clothing), his/her beliefs and goals, his/her place of birth, relatives, education etc.

SKILL DEFINITIONS:

Cthulhu Rising is set over 250 years into the future. As a result of this, certain skills have been added that didn't exist in the original rules. They are listed below, followed by their descriptions.

Administration
Armoury
Astronomy
Computer Programming
Computer Security
Data Analysis
Demolitions
Electronics Communications
Electronics Security

Electronics Systems
Engineering
Entertain
EVA
Forward Observer
Gun Combat
Gunnery
Law
Leader
Mechanical Aerospace
Mechanical Vehicle
Medical Surgery
Natural History
Pilot Aerospace
Pilot Spaceship
Powered Armour
Psychoanalysis
Psychology
Recon
Sciences
Space Engineering
Streetwise
Survival
Tactics (Small Unit)
Unarmed Combat
Vehicle
Xeno medicine
Zero G Combat

Administration:

The individual with this skill has had experience with bureaucratic agencies, and understands the requirements of dealing with them how they work.

Armoury:

The Investigator is trained in the maintenance and repair of military hardware. When this skill is gained during basic training, it applies to small arms, i.e. rifles, handguns, machine guns. The Armoury skill is used to repair damaged weapons, clear weapon jams, etc.

Astronomy:

An individual with astronomy has the ability to determine which stars and planets are overhead at a particular time and when celestial events are due to occur on their home planet. Individuals who are academically trained in astronomy have usually been taught how to read the 3D star charts used in Astrogation on interplanetary and interstellar space travel.

Computer Programming:

An Investigator with Computer Operation as a skill is trained in the basic usage of computer systems. Computer Programming however, allows a Investigator to understand computer

programming languages and procedures and have at least basic education in the hardware aspects of computers.

Use of this skill enables an investigator to write programs and to retrieve and analyze obscure, damaged or concealed data.

Computer Security:

The Computer Security skill is the ability to bypass security software to in effect 'hack' into secure computer systems. Using this skill may take anything from mere minutes to hours. Depending on the sophistication of the software, modifiers to the roll may be applied by the Keeper.

Data Analysis:

Data Analysis is an Investigators ability to work with stored information in a variety of formats, be it electronic or hard copy. Depending on the organisation of the media in question, and the search criteria, Data Analysis skill use can take anywhere from several minutes to several hours. Examples are given below:

Uncatalogued data	8 hours +
Catalogued data	4 hours +
Catalogued data with use of a search aid (e.g. a computer search program)	1-3 hrs
Catalogued data with state of the art data search software	Less than an hour

Of course, the amount of time spent and the results will depend on the nature of the information sought and whether it is actually present. While this skill can be used to locate secured information, it does not permit access. This may require Fast Talk, Persuade, Computer Use, Bargain, Credit Rating, or good old fashioned breaking and entering.

Demolitions:

An Investigator with this skill is trained and experienced in the handling, placement and efficient use of explosives.

Electronics Communications:

The Investigator is trained in the use, repair and maintenance of communications devices. Whilst nearly anyone can operate a communicator, this skill is necessary to understand why the device does not work correctly, or to be aware of device limitations. The Communications skill enables the Investigator to jam and evade jamming, and to make minor repairs.

Electronics Security:

This skill enables a Investigator to bypass physical security features, such as locked doors or alarm systems.

Electronics Systems:

The Investigator with this skill has the ability to repair basic electronic devices. This does not include weaponry, for which the Armoury skill is needed.

Engineering, Planetary:

Examples of Planetary Engineering Skills are as follows:

Construction:

This skill governs the construction of structures ranging from small buildings to massive skyscrapers. Keepers may wish to limit Investigator skills to general areas such as small construction, medium construction, and large construction. Individuals with this skill can design, supervise the construction of, and inspect structures.

Mining:

This skill governs a variety of mining operations ranging from commercial digging to the building of underground complexes. Individuals with this skill can supervise mining operations and inspect underground sites for their structural integrity. Individuals may have various specializations in this skill such as strip mining, deep mining, and so forth.

Engineering, Space:

This skill category governs construction work in low and zero gravity conditions, as well as repair and maintenance of high-technology like star drives and power planets. Some examples of this skill are as follows:

Drive Engineer:

This skill governs the maintenance and repair of F-Drives, the technology that makes interstellar travel possible.

Low/Zero Gravity Construction:

Similar to Construction, this skill governs the construction of structures in conditions involving low or zero gravity (as well as vacuum conditions). Building spaceships and space stations requires this skill. Individuals may specialize in various areas. For example, a person may be an expert space ship designer.

EVA:

Use of this skill enables the character to function more or less normally within low (half of the normal gravity the being is used to or less) or no gravity situations. For the most part, a character with any degree of this skill will be able to perform routine tasks without a problem. Special actions (such as running in low gravity or leaping from one space ship to another) will require a skill check. Failure will result in the action failing in some way (losing control while running or missing the ship, for example). Relevant physical skills (such as weapon and physical combat skills) should be averaged with this skill (but not to exceed the maximum in the skill in question) when used in low or zero gravity situations. This base level of this skill for all colonists is 10%, as every teenager takes a brief training course in orbit.

Forward Observer:

Investigators with this skill have been trained to call on and adjust artillery (projectile, missile and energy) fire from distant batteries and from ships in orbit. If artillery of any form is available (including communication with the firing battery), the first shots will invariably miss the target. On each subsequent round that fire is delivered, the Investigator must roll his skill to adjust the fire to successfully hit the target.

Gun Combat:

Gun Combat is a specific skill in the use of one of several military small arms. Investigators who acquire the skill Gun Combat without the type being specified must immediately choose one category of small arms to apply it to:

Handgun (Pistol);

Machine Gun (SMG, SSW, Smart Gun);

Rifle (Combat Rifle, Assault Rifle, Gauss Rifle);

Heavy Weapons (Rocket Launchers, Grenade Launcher, Rail Gun, Man Portable Missile Systems);

High Energy Weapons (Plasma Weapons, Fusion Gun);

Shotgun (Shotgun): 30%.

Gunnery:

The Investigator is trained in the use of one or more heavy infantry support weapons, either ground mounted or vehicle mounted. Upon gaining this skill, it must be applied to a specific heavy infantry support weapon system listed below:

Machine Gun

High Energy Weapon

Rocket Launcher

Guided Missile System

Artillery piece

Law:

Law is split into three distinct areas: Civil, Corporate or Criminal. If an Investigator wishes to attempt to interpret law from a different area of expertise, their skill is halved.

Mechanical Aerospace

Investigators with the above skills have the ability to operate and repair common propulsion systems used by Aerospace craft.

Mechanical Vehicle:

A Investigator with this skill has the ability to repair the inner workings of ground vehicles.

Medical Surgery:

Investigators with medical ability beyond First Aid are generally Medical Doctors. Surgery is the ability to perform emergency field surgery upon wounded persons under battlefield conditions, as well as more advanced surgery techniques in an equipped hospital.

Using this skill, in the same or following combat round that a Investigator has just died in will revive the patient, but only if the emergency hit points restored raises him to +1 hit points or greater. This process may be aided by special equipment and medicines.

An Investigator who is successfully treated with this skill heals 2D3 hit points per week. A success with medicine immediately revives a victim of a knock out attack and may (at the Keepers discretion) revive an unconscious individual.

This skill may be used to treat a variety of ailments and conditions (diseases, cancer, etc.) and to perform surgical procedures (implanting an artificial heart, for example). Some conditions may be beyond the scope of treatment, however.

Natural History:

This skill reflects the information known in a general sort of way by the Investigator about various terrestrial life forms. An individual with this skill will have a general knowledge of common terrestrial life forms and will know about their general habitat, diet, and behavior. Attempting to remember facts about more obscure life forms will require a skill roll at some minus.

Pilot Aerospace:

This skill governs all phases of aerospace operation from takeoff to landings and orbital flight. A character with any degree of skill will be able to handle standard flight operations without any difficulty. However, special situations will require skill rolls. Situations involving a damaged craft, tricky dockings or landings, or attempts to do odd maneuvers with an aerospace craft will require skill rolls as will other situations at the Keeper's discretions.

Certain situations will require modified rolls, the modification of the roll is up to the Keeper as are the effects of failure.

Pilot Spaceship:

Piloting an interstellar spaceship is nominally handled by onboard computer systems. This skills covers aspects such as orbital insertion or docking when computer systems are unavailable. As with Pilot Aerospace, certain situations will require modified rolls, the modification of the roll is up to the Keeper as are the effects of failure.

Powered Armour:

Investigators with this skill have been trained extensively in the use of Powered Armour and the various weapon systems and features normally associated with it. This skill can be used in place of Vacc Suit skill, but not vice versa. Powered Armour skill also covers maintenance and minor repair.

Psychoanalysis:

A method of analyzing psychic phenomena and treating mental and emotional disorders that emphasizes the importance of free association and dream analysis. It not only involves counselling sessions as well as chemical treatments and virtual reality. Psychoanalysis used as a form of psychic first aid, allowing the Investigator to repair another persons sanity over time, and perhaps hasten their recovery. A week of regular sessions returns 1d6 SAN points to the patient.

Psychology:

This is the science that deals with human mental processes and behaviour. Psychology can be used by an Investigator to try and determine another person's motives and behaviour patterns. It is not an exact science, and Keepers should make the roll in secret.

Recon:

Essentially military scouting, this skill covers tracking and camouflage whilst in the field.

Sciences:

There are two main categories of science skills. The first is that of planetary sciences and is a general area that encompasses various skills which deal with planets and the life forms that inhabit them. Strictly speaking, biology and geology are planetary science Skills. Players who wish to have a specialization in the Planetary Sciences will need to work out the details of the skill with their Keeper.

The second main category of skills are those that relate to stellar bodies as parts of the space-time continuum and space-time itself. An individual with this skill in this area will have knowledge of space-time as well as the various planets, stars, comets and so forth within it. With the Keepers guidance, players may wish to select particular specialties within the general field (each specialty would be a skill). However, most specializations will be skills possessed by non player characters, as most players will find them to be too specialized to be of general use. Technically, Astronomy falls within this category.

Streetwise:

An Investigator with this skill is well acquainted with the ways of local subcultures (which tend to be similar throughout human society), and thus is capable of dealing with strangers without alienating them. This does not include alien contact situations.

Survival:

Investigators with Survival expertise are adept at locating food and water, constructing or finding natural weapons and shelter, and finding their way across harsh terrain, in a wilderness.

Tactics (Small Unit):

An Investigator with this skill has experience and training in small unit (generally platoon strength) tactics.

Unarmed Combat:

Martial arts training, this skill encompasses all fist and kick attacks/parrys made by the Investigator.

Vacc Suit:

This skill is the ability to use the standard vacuum suit (space suit), including armoured Battle Armour and suits for use on various planetary surfaces in the presence of exotic, toxic, corrosive or insidious atmospheres.

Vehicle:

The individual is skilled in the operation of ground based military and non-military vehicles.

Xeno-Medicine:

Normally, medical expertise is considered to apply only to humans, and to a limited extent the animals which live on human colonised worlds. This skill lessens the penalty (applied by the Keeper) to the treatment of alien races.

Zero G Combat:

Virtually all weapons involve some form of recoil, and in a zero-G environment this recoil and disorient or render helpless individuals not

trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of their movement/position each combat round. Roll this skill to avoid losing control and apply the following modifiers:

Firing weapon: -20%

Firing low-recoil (zero-G) weapon: -10%

Using a handhold: +25%

Striking in melee combat: -30%

Wearing powered armour: +10% (+25% if powered armour roll made successfully)

DEX: +5% per pot over 15.
