

VENN RAO E9G

Siobhan Engineer Explorer



Player Brandon Blackmoor

Character Last Updated 2016-11-16

ATTRIBUTES

DESCRIPTION

PERSONALITY

Brawn	7
Agility	5
Reason	5
Perception	3
Willpower	3
Plot Points	1
	Close Range
Defense Value	7 5
Attack Value	7 5

Species Siobhan	Head/Hair Pointed ears, braided black hair
Age 32	Eyes Black
Height 180cm	Skin Grey-blue
Weight 90kg	Gender Cis Male
	Sexuality Heterosexual
Appearance Lean but muscular male with bluish-grey skin, pointed ears, and shoulder length braided black hair. Typically wears medium body armor or (when that is impractical) dark, military-looking attire.	

Generally pleasant, if a bit aloof. Tends to look at every situation as a problem to be solved in the most expedient manner possible.

MOTIVATIONS

Community: The character believes that the greatest measure of an individual is their value to society.
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ALIEN TRAITS

ADVANTAGES

Multitasking

Zero-G Combat

COMPLICATIONS

Obligation: Venn Rao E9G lives by a complex system of cultural taboos.

Normal Lift: 250 kg
Max Lift: 350 kg
Throws (25 kg): 11 m

SKILLS

DEFENSES

- Athletics
- Combat
 - Vibrowords
- Computing
- Deception
- Engineering
 - Hyperdrive Engineering
 - Fusion Engineering
 - Starship Engineering
- Investigation
- Legerdemain
 - Explosive Ordnance Disposal
- Manipulation
- Navigation
- Piloting
- Science
- Stealth
- Survival
 - Tactics

Name	DR	DV (Close)	DV (Range)	Notes
Imperial Marine Armor	4	8	6	Maximum Agility rank 5, 124 hours environmental, flare shielded, Brawn +1 mag clamps, interlink with ship, 250km multifreq commlink

WEAPONS

Name	AR	Attack Value	Range	Notes
Large Knife	2	8	Close	
Far Traveler Field Explorers Sidearm	3	6	Short	attack bonus (+3) (fires multiple rounds at target), 40 round clip, six (6) 40-round magazines
Old Empire Prototype Vibroblade	4	8	Close	Penetrating

EQUIPMENT

- Fire Suppressor
- Multi-tool
- Datapad
 - Ships Schematics for Confed Renegade-Class Vessel & Common FT Vessels,
 - Stellar Maps of DMZ and Surrounding Space, Stellar Maps of Confederation Space,
 - Stellar Maps of New Imperial Space, Far Traveler Space Navigation Files,
 - Basic Imperial Space Navigation Files, Basic Confed Space Navigation Files,
 - Approved Entertainment Files
- Basic Tool Kit
- Basic Medikit
- Set of Web Gear/Load-Bearing Vest
- Extensive Personal Survival Kit
- 7 Days Compressed Rations
- Personal Toiletries
- 2 Changes of clothes
- Credit/ID Card cr.2500

MOVEMENT

	Base Move	Double Move	All-out Move
Walk	8 m	15 m	45 m
Swim	2 m	3 m	10 m
Standing Jump	4 m		

Base Character Points	50
Total Experience Points	4
Character Points Spent	53
Unspent Experience	1
Spent Experience	3
Total Character Points	54

Attributes 32 + Traits 1 + Advantages 1 + Powers 0 + Skills 19 = 53 / 54

ZEROSPACE CHEAT SHEET

2d6 + action value [+3 or -3] vs. 8 + difficulty value [+3 or -3]

Only one bonus or one penalty applies to the action value. If the action value has both a bonus and a penalty, they cancel out and are disregarded.

Only one bonus or one penalty applies to the difficulty value. If the difficulty value has both a bonus and a penalty, they cancel out and are disregarded.

A bonus is always +3. A penalty is always -3.

The attempt succeeds if the player's roll equals or exceeds the assigned difficulty.

Failure should never make the game less interesting.

Don't use the rules unless you have to.

TASK DIFFICULTY

--	Routine	Understand and modify simple machines, operate familiar technology
3	Challenging	Understand and modify familiar technology, operate advanced technology
6	Demanding	Design and build familiar technology, understand and modify advanced technology
9	Frustrating	Design and build advanced technology, operate advanced alien technology
12	Nigh-impossible	Understand and modify advanced alien technology

RANGE BANDS

Close Combat	Fist, sword, psiblade
Short (10 m)	Blaster pistol, flamethrower, grenade
Medium (50 m)	Blaster rifle, wrist rocket
Long (500 m)	Sniper rifle, blaster cannon
Remote	Long-range artillery, guided missile

EXTREME SUCCESS

If the player rolls three or more over the target number, the character achieves an extreme success. So if a character attempted a challenging task (difficulty value 3), and the player rolled 14 or more, this would be an extreme success (8 + 3 + 3 = 14).

If the player rolls an extreme success when making a skill roll, perhaps the character has a "eureka!" moment, or perhaps they have found answers to questions they didn't even know they should ask.

If the player rolls an extreme success in combat, the target loses additional endurance levels.

Attack Roll Succeeded By	0-2	3-5	6-8	9-11
Endurance Levels Lost	1	2	3	4

BONUSES AND PENALTIES

Attack fails	Attacker can't perceive defender Attacker is sprinting; attack is ranged Defender has cover
Defense bonus (+3)	Defender is prone; attack is ranged Defender is running or sprinting
	Attacker is distracted Attacker is restrained Attacker is running; attack is ranged Attacker is sprinting; attack is close combat Attacker is surprised
Attack penalty (-3)	Attacker is using a sweep attack Attacker is using a two-handed weapon with one hand Target is beyond effective range of the weapon Underwater combat Zero-G combat
No bonus or penalty (+0)	Attacker is running; attack is close combat Attacker is ramming the defender Defender is distracted
Attack bonus (+3)	Defender is prone; attack is close combat Defender is restrained Defender is surprised Defender can't perceive attacker
Attack succeeds	Defender is helpless or unconscious

TAKING THE AVERAGE

If there is either no penalty for failure or no time limit, then the player may choose to "take the average" rather than rolling. In effect, the player is assuming that they would roll average on 2d6: 7. If the player chooses to take the average, the character does not attain an extreme success regardless of the difficulty value.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the average is not an option.

TAKING THE MAX

If there is no penalty for failure and there is no time limit, the player may "take the max", and assume that they would roll the maximum amount: 12. In effect, the character is trying over and over until they do the best they are capable of doing. If the player chooses to take the max, the character does not attain an extreme success regardless of the difficulty.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the max is not an option.

PLOT POINTS

Automatic Success	The player spends a plot point, and their character succeeds at the current task roll. This can be a skill roll, or it can be an attempt to hit in combat. If the player wants to check for extreme success, the player should roll as usual: anything less than extreme success is treated as a normal successful roll. The GM may forbid the use of a plot point to achieve an automatic success if the task is simply impossible. An automatic success lasts as long as the effects of the roll would normally last.
Inspiration	When all else fails, a player can spend a plot point to make an intuitive leap and receive a hint from the GM on what to do next.
Power Boost	A power boost increases one of the character's attributes or powers by one rank. Power boosts usually only last for one round, but they might last as long as a scene if that seems to make sense and the GM agrees.
Power Stunt	A power stunt permits a character to use their current powers in new and creative ways. The outcome of a power stunt is not automatically successful: the player still needs to roll to determine the outcome, if the outcome is contested or subject to some uncontrolled factor. Power stunts usually only last for one round, but they might last as long as a scene if that seems to make sense and the GM agrees.
Rally	Spending a plot point allows a character to rally and immediately recover one endurance level they have recently lost, as though they'd had a half-hour's worth of rest.
Retcon	A retcon changes the past in some way that supports the current needs of the plot. This can involve the realization that a needed resource is available, but had previously been overlooked ("Oh, what I wouldn't give for a holocaust cloak"), or it can take the form of a character revealing a previously unknown era in their history, thus giving them new background skills ("As a matter of fact, I spent a full year studying the somatic language of Oculan."). A retcon could also be used to apply a character's skills and abilities in a way that makes it seem they planned ahead in a particularly cunning way, such as having already established a false identity as a caterer in order to sneak into an exclusive banquet. Retcons are essentially permanent.

ENDURANCE LEVELS

Fresh	The character is well rested and hasn't been injured: they are alert and ready for trouble.
Winded	The character has exerted themselves: they have met the opponent blow for blow, and they are ready for more.
Weakened	The character is suffering. They have given the fight their all, but they have a little more to give.
Exhausted	The character is at the limits of their endurance: they can speak and take roleplaying actions, but any other action, including combat, incurs a penalty (-3).
Defeated	The character is beaten: they are unable to move or take actions. If they are conscious at all, they can respond (slowly) only if another character engages them in conversation. Furthermore, the character may have lasting reminders of the battle. They may be scarred by burns, they may have lost a limb, or they may have suffered some other disfiguring injury.

RECOVERY

Normally, an injured character recovers one endurance level they have recently lost after they have had a chance to rest and recuperate for half an hour or so. After that, the character recovers additional endurance levels only with extended rest and medical care. With rest and medical care, the character will regain one endurance level per day; without it, they will regain one endurance level per week.