Character Name	Age	Sex ☐ F ☐ M	Handedness ☐L ☐A ☐R	Species

Notes

Basic Concept

Background

Profession

Personality

Detail

Background Factors

	GPs	Educ

Notes

Physical Description

Height & Frame

Face

Complexion

Eyes

Hair

Clothing Preferences

Detail

Background

Family

Temperament

Aggressive	Emotional	Honest	Melancholy	Romantic
Assertive	Extroverted	Honourable	Misanthropic	Self-righteous
Brave	Flamboyant	Idealistic	Passive	Skeptical
Calm	Frivolous	Impulsive	Philanthropic	Subdued
Cautious	Generous	Involved	Pragmatic	Suspicious
Cold-blooded	Greedy	Introverted	Queasy	
Cowardly	Gullible	Irreverant	Receptive	
Cynical	Heteros	Kind	Reliable	
Dishonest	Homosexual	Larrikinish	Respectful	

Beliefs

Friends & Enemies

Attitudes

Quirks

Character Name	Age	Sex	☐ F ☐ M	Handedness L A R	Species

Notes

Attributes

	INHERENT	TRAINED	PCS	BEF
ST Strength				5
EN Endurance				5
DX Dexterity				5
AG Agility				2+G
IN Intelligence				5
PC Perception				2+E
WP Willpower				5
EM Empathy				5
Appearance				5

Derivative Abilities

Carrying Capa[city]

Unladen Maximum	Burdened Range
kg	kg

UCDC

ST	UCDC
5	0
7	1
9	2
13	3
15	4

Speed +G

AG	Speed
2	−1
6	0
10	1
14	2

Fatigue

Reserve		EN + WP
Threshold		Threshold + EN
		(EN+WP)/6

E Environment

Interior		Snow/Ice	
Urban		Water	
Suburban			
Caves			
Crags			
Desert			
Plain			
Brush			
Forest			

G Gravity

EX		1.5
HY		1.0
MD		0.5
LT		0.1
NW		0.01
ZG		

Familiarities *DEFAULT = 2*

Skills

Skills	Level	Exp	Formula	PCS	BEF
Initiative		2	(IN+PC)/2		E+3
Pain Resistance		2	(EN+WP)/2		T+2
Search		1	(IN+PC)/2		E+3

Fields of Knowledge

Resolution System

BEF = Base Ease Factor
PCS = Primary Chance of Success (Formula+Level)
Ease Factor = BEF + MODIFIERS
Success Chance (SC) = EASE FACTOR x PCS

Success
QR1 – brilliant
QR2 – good
QR3 – solid
QR4 – mediocre

Failure
QR7 – failure
QR10 – screw-up

Simplified Results Table

SC	QR1	QR2	QR3	QR4	QR7	QR10
5	-	1	2	3-5	6-99	10, 20,...
10	1	2	3-5	6-10	11-99	20, 30,...
15	1	2-3	4-7	8-15	16-99	20, 30,...
20	2	3-4	5-10	11-20	21-99	30, 40,...
25	2	3-5	6-12	13-25	26-99	30, 40,...
30	3	4-6	7-15	16-30	31-99	40, 50,...
35	3	4-7	8-17	18-35	36-99	40, 50,...
40	4	5-8	9-20	21-40	41-99	50, 60,...
45	4	5-9	10-22	23-45	46-99	50, 60,...
50	5	6-10	11-25	26-50	51-99	60, 70,...
60	6	7-12	13-30	31-60	61-99	70, 80,...
70	7	8-14	15-35	36-70	71-99	80, 90,...
80	8	9-16	17-40	41-80	81-99	90, 100
	9	10-18	19-45	46-90	91-99	100
100	10	11-20	21-50	51-99	100	-
120	12	13-24	25-60	61-99	100	-
140	14	15-28	29-70	71-99	100	-
160	16	17-32	33-80	81-99	100	-
180	18	19-36	37-90	91-99	100	-
200	20	21-40	41-98	99	100	-
250	25	26-50	51-98	99	100	-
300	30	31-60	61-98	99	100	-

This table gives the die-rolls required to achieve a given result. (Values under "QR1" must be equalled or bettered.)

Refer to the row on the table corresponding to the highest SC which is less than or equal to your actual success chance, roll percentile dice, and then read the result.

Character Name		Age	Sex ☐F ☐M	Handedness L A R	Species

Notes

Armour Protection

M	Head (10)
I	
B	

Vision Modifier

L.Arm (8)	M		R.Arm (9)
Spd	I	B	Spd
M	Chest (5–7)		M
I			I
B	M		B
	I	B	
	Abdomen (4–6)		

	Spd	Spd	
	M	M	
	I	I	
L.Leg (1)	B	B	R.Leg (2)

Wound Status — Damage Total

Status	Damage Points	Effects
Okay	DT/10	No effect; recovery 6h
Light	1/5 DT	–1 all activity; recovery 24h
Medium	2/5 DT	–2 all activity; –1 UCDC; recovery 5d
Heavy	3/5 DT	–3 all activity; –2 UCDC; recovery 20d
Inc'd	4/5 DT	–4 all activity; –3 UCDC; recovery 1h
Crit'l	DT	–5 all activity; 0 UCDC; recovery 5min

Environment Suit

Endurance	Vision
Mass	Speed

Damage Taken

Hit Location

Head	+1 to positive damage
Arm	if PR roll failed, drop held
Chest	no special effect
Abdomen	PR at –1 'till recovered
Leg	if PR failed, fall down

Finances

Cash

Credit

Debts

Fatigue Bank

Exercise — *Fatigue*

Light 30 min
Medium 15 min
Heavy 5 min
Strenuous 1 min
Extreme 5 sec

Use one fatigue pt. per time interval

Fatigue   Reserve   Threshold

Encumbrance   Unladen   Laden   Burdened

		Spd –1	Spd –2

Combat Tables

Damage Table

Result	D10	Formula	DC 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
QR1	1	(DC+1)/2	S	1	1	2	2	3	3	4	4	5	5	6	6	7	7
QR2	2	DC/2	S	S	1	1	2	2	3	3	4	4	5	5	6	6	7
QR3	3–5	DC/3	S	S	S	1	1	2	2	2	3	3	3	4	4	4	4
QR4	6–10	DC/5	–	S	S	S	1	1	1	1	1	2	2	2	2	2	2
QR5	na	DC/10	–	–	–	S	S	S	S	S	S	1	1	1	1	1	1

Fire Combat Modifiers
Add PM of weapon
+1 just *recovered* balance
+3 has *bead* on target
–2 *unbalanced*
–n just fired n• *recoil*
–2 *unaimed* shot
–1 per full *range* bracket
±? target size & motion
Most firearms lose one
DC per two range brackets

HTH Combat Modifiers
Add PM of weapon for range
+1 *specialist* category
+1 just *recovered* balance
–2 *unbalanced*
–2 just used *other weapon*
Attack Modifiers
–2 *powerful* swing
–2 *kneeling*
–4 squ___ *or prone*
+1 de___ kneeling *or prone*

Parry Modifiers
Add parry PM of weapon
–1 kneeling
–3 squatting or prone
–n/2 attack has n DC adv.
Dodge Modifiers
–1 attack from *side*
–2 *kneeling*
–1 *squatting* or *prone*
+1 *jumping back* 1m
+1 using *acrobatics* skill

Experience Points

Current Studies

Profession

Rank

Merit Points

Notoriety Points

MP Table

MPs	Rank
0	0
6	1
11	2
21	3
41	4
76	5
126	6
201	7
301	8
501	9
751	10

Possessions

FIREARMS

PM	Ammo	ROF	DC	Range	Con	Draw	RL	Jam

HTH COMBAT WEAPONS

Close		Normal		Reach		Parry			
PM	DC	PM	DC	PM	DC	PM	Draw	Con	Mass

VEHICLES

Pur	Man	Red	Cruise	Max (km/h)	Ceiling	DT	Capacity

Game Term	Formula	Short Description
Spd, Speed	AG/4 – 2 + G (nearest)	Ability to react quickly under stress
Fatigue, Maximum	EN+WP	Capacity to maintain exertion
Fatigue, Reserve	EN	Minimum fatigue after 1h rest
Fatigue, Threshold	EN/3	Minimum fatigue after "short" rest
Skill Score	Skill Formula + Level	Competence with skill
SC, Success Chance	EF x Score	Percentage chance of (any) success
EF, Ease Factor	BEF + Task Modifiers	How easy the task is
Attribute Score	Trained Attribute x 2	Competence with attribute (as skill)
BEF, Base Ease Factor	Varies with skill	How easy the skill is to use
Carrying Capacity, Unladen	See Table	Maximum without impediment
Carrying Capacity, Laden	See Table	Range while incurring –1 modifier
Carrying Capacity, Burdened	See Table	Maximum one can carry as –2 modifier
QR1, Excellent Success	D100 SC/10	Best possible resolution result
QR2, Good Success	D100 SC/5	Good resolution result
QR3, Solid Success	D100 SC/2	Standard resolution result
QR4, Mediocre Success	D100 SC	Success took longer or achieved less
QR7, Failure	D100 > SC	Desired result was not achieved
QR10, Botch	D100 > SC, roll ends in 0	Things are worse than before attempt
G, Gravity Familiarity		Familiarity with local gravity
E, Environment Familiarity		Familiarity with local terrain
Skill		Gradually honed ability
Field of Knowledge		Can be learnt, taught, communicated
Attribute		Intrinsic capability
Attribute, inherent		Genetic "base" before training
Attribute, trained	inherent + 4	
UCDC, Unarmed Combat…	See Table	Damage Class (DC) without weapons
MPs, Merit Points		Prestige in current profession
PM, Performance Modifier		Modifier when item used as intended

Free Package	Skills	Fields
c. 1200	athletics, dancing, climbing, stealth	Language
c. 1970	athletics, swimming, climbing, stealth	Language, Literacy
Near Future	running, stealth	Language, Literacy, Basic Maths, Basic Physics
Far Future, Urban	running, vocabulary, charisma	Language, Literacy, Basic History, Basic Maths, Basic Physics
Far Future, Frontier	athletics, climbing, stealth	Language, Literacy, Basic Maths

Upbringing Factors	GPs	Education	Repeats	Notes
Traumatic	115	1	1	
Underprivileged	110	2	1	
Comfortable	20	4	1	DNC
Mobile	25	3	1	DNC
Privileged	10	2	1	DNC; +2 Inh AP
Generic (Tough)	A	B	1	A+5B = 120
Generic (Easy)	A	B	1	A+5B = 40

Background	GPs	Education	Repeats	Notes
Trained from Childhood	30	4	2*	+3 Inh. Attribute Points
Superior Specimen	20	0	1	+6 Inh. Attribute Points
Magical Talent	0	0	1	Has magical talent
Mysterious Mentor	40	4	2	+2 Inh. Attribute Points
Horrible Institution	65	3	2*	2-4y
Tertiary Education	50	6	3	3-4y; 20MPs
Field/Specialist Training	60	4	2	2-4y; 20MPs
Magical Apprenticeship	70	2	2	2-5y; 10MPs
School of Hard Knocks	80	-	2	2-5y; 30MPs
Field Experience	75	1	5	2-5y; 40MPs
Office Experience	70	2	5	3-6y; 40MPs
Academic Experience	60	4	5	3-6y; 40MPs
Academic Recluse	40	8	2	3-6y; 40MPs
Teaching Experience	65	3	5	3-8y; 30MPs
Personal Tragedy	60	4	2*	1-3y
Psionic Talent	40	0	1	Can take psionic skills

Skill	Formula	Exp	BEF	Limit	TL	Category
Acrobatics	AG/2	2	G+2	1.5	0	
Aircraft	(DX+PC)/2	1	G+2	1	4.5	
Animal Handling	(EM+PC)/2	1	5	1	0	
Animal Training	EM	2	5	1	0	
Athletics	(ST+AG)/2	2	G+3	1	0	
Bows	(DX+PC)/4	2	5	1.5	1	
Charisma	(AP+EM)/2	1	5	1	0	
Climb	(ST+AG)/2	1	E+G+1	1	0	
Confidence	(Cha+WP)/4	1	5	1.5	0	
Dance	(AG+PC)/2	1	G+2	1	0	
Diagnose	IN/2	2	4	1	2	
Diagnose	IN/2	2	4	1.5	4	
Disguise	(IN+EM)/4	2	5	1.5	0	
EVA/Exoskeleton	AG	2	G+3	1	2	
Gambling	(PC+WP)/2	1	5	1	1	
Generic Artistic Depiction	DX/2	1	5	1.5	0	
Generic Heavy Weapon	IN	2	G+2	1	3	
Generic Musical Instrument	DX/2	1	5	1.5	0	
Generic Sporting Skill	(AG+PC)/2	1	G+2	1	?	
Groundcraft	(DX+PC)/2	1	E+3	1	4.5	
Hand-to-Hand Combat	(AG+PC)/2	2	G+1	1	5	
Handguns	(DX+PC)/2	2	5	1	3	
Initiative	(IN+PC)/2	2	E+3	1	0	
Lockpicking	DX/2	1	5	1.5	3	
Longarms	(DX+PC)/2	2	5	1	3	
Musical Composition	(IN+EM)/4	2	4	1.5	0	
Navigate	(IN+PC)/2	1	E+3	1	0	
Pain Resistance	(EN+WP)/2	2	5	1	0	
Personal Flyer	(AG+PC)/2	1	G+2	1	5	
Pickpocket	DX	1	5	1	0	
Ride	(AG+WP)/2	1	E+3	1	0	
Sail	(IN+PC)/2	2	E+2	1	1	
Scribe	DX	1	5	1	1	
Search	(IN+PC)/2	1	E+3	1	0	
Seduction	(Cha+WP)/2	1	4	1	0	
Shields	(ST+PC)/2	2	G+1	1	1	
Sing	10	1	5	22 (fixed)	0	
Sleight of Hand	(DX+PC)/4	1	5	1.5	0	
Slings	(DX+PC)/4	2	G+1	1.5	0	
Stealth	(AG+PC)/2	2	E+3	1	0	
Survival	(IN+WP)/4	1	E+3	1.5	0	
Swim	(ST+EN)/2	1	5	1	0	

Skill	Formula	Exp	BEF	Limit	TL	Category
Teach	(EM+WP)/2	1	5	1	0	
Theorize	IN/2	3	5	1.5	3.5	
Theorize	IN/2	3	4	1.5	2	
Throw	(DX+PC)/2	1	G+1	1	0	
Watercraft, Powered	(IN+PC)/2	1	E+3	1	4	
Capture	WP/2	2	5	1.5		Ch'i
Ch'i (bright)	(ST+IN)/2	5	5	1		Ch'i
Ch'i (reflective)	(EM+WP)/2	5	5	1		Ch'i
Disperse	WP/2	1	5	1.5		Ch'i
Gather	DX	5	5	1		Ch'i
Weave Ball	DX	2	5	1		Ch'i
Weave Barrier	DX	2	5	1		Ch'i
Weave Infusion	EM	2	5	1		Ch'i
Weave Strike Bolt	Ball	2	5	1		Ch'i
Cast	(Incant+DX)/5	10	6	1	3	Magic
Incant	(IN+WP)/4	10	7	1.5	2	Magic
Incant, Minor	(IN+WP)/4	6	7	1	1	Magic
Mana	WP	2	5	1 (5)	0	Magic
Ritual	(IN+WP)/2	15	9	1	2	Magic
Ritual, Primitive	(IN+WP)/2	12	7	1	0	Magic
Adrenal Control	WP/2	4	4	1.5		Mystic
Arrow Turning	(DX+PC)/4	4	na	1.5		Mystic
Berserker	WP	2	4	1		Mystic
Distant Strike	WP/2	6	5	1.5		Mystic
Heroic Leap	(Ath's+WP)/2	4	G+1	1		Mystic
Master [Weapon]	WP/2	4	5	1.5		Mystic
Mobility	(ST+WP)/4	5	4	1.5		Mystic
Self Mastery	WP/2	4	4	1.5		Mystic
Zen	WP/2	6	4	1.5		Mystic
Command Voice	WP	4	3	1	5	Psionics
Dream Precognition	EM	2	3	1	0	Psionics
Mind Merge	(EM+WP)/2	2	4	1	3	Psionics
Monitor	(EM+WP)/2	3	5	1	3	Psionics
Project Concept	(EM+PC)/2	4	6	1	5	Psionics
Project Mind	(EM+PC)/2	3	4	1	3	Psionics
Psychic Surgery	(Telek+IN)/2	3	4	1	4	Psionics
Remote Perception	(PC+WP)/2	4	4	1	2	Psionics
Sense Emotion	EM	3	4	1	1	Psionics
Sixth Sense	(EM+PC)/2	3	3	1	0	Psionics
Telekineses	WP	3	4	1	2	Psionics
Transfer Perception	(EM+WP)/2	4	5	1	1	Psionics

Field	Basic	Standard	Specialise	TL
Agricultural Science	1	3	+1	1
Artistic Composition	1	2	+1	2
Biology	1	3	+1	1
Brewing		1	+1	2
Carpentery	1	2	+1	1
Chemistry	1	3	+1	2
Cooking	1	2	+1	2
Dancing		1	1	2
Economics	1	3	+1	4
Electrical Engineering	1	3	+1	5
Generic Craft	1	2	+1	1
Generic Market Field		1		1
Geology	1	3	+1	3
History	1	3	+1	2
Language	1	3	+1	1
Law	1	3	+1	2
Linguistics	1	3	+1	4
Literacy	1	2		1
Literature	1	3	+1	2
Mathematics	1	3	+1	2
Mechanical Engineering	1	3	+1	2
Medicine	1	3	+1	1
Military Science	1	2	+1	1
Musical Composition	1	2	+1	2
Philosophy	1	3	+1	2
Photography		1		4
Physics	1	3	+1	3
Planetology	1	3	+1	5
Power Systems Engineering	1	3	+1	3
Psychology	1	3	+1	3
Social Engineering	1	3	+1	6
Social Science	1	3	+1	4
Software Engineering	1	3	+1	5
Structural Engineering	1	3	+1	2
Surveillance		1	+1	0
Theology	1	3	+1	1
Tracking		1	+1	0
Unarmed Combat Capture		1		2
Unarmed Combat Defensive		1		2
Unarmed Combat Generic Style		1		1
Unarmed Combat Lethal		1		2
Unarmed Combat Throws		1		2

Environment Type	Short Description	Value
Interior	Interiors of buildings, ships, etc.	1-5
Urban	Closed, inner city terrain (alleys, etc.)	2+
Suburban	Open, suburban terrain (hedges, etc.)	1-2
Caves	Interior of natural caves	3-8
Crags	Cliffs, crags, canyons, etc.	6-10
Desert	Barren, sandy or rocky places	1-3
Plain	Flat or rolling countryside	1-4
Brush	Vegetated or wooded but largely open	3-5
Forest	Densely vegetated, closed terrain	5-9
Marsh	Swamps, marshes, and mudflats	3-8
Snow & Ice	Ski fields, glaciers, etc.	3-8
Water	Surface/submerged	1/2

Vehicle Type	Land	Marsh	Water	Ice
Wheel(ed)	+1	–	–	+1
4WD	0	+3	–	0
6WD	–1	+2	–	0
2-wheel(ed)	0	–	–	+3
Dirt-bike	–1	–	–	0
Tracked	–1	+2	(+3)	0
Biped	0	5/8	0	0
Quadruped	0	+4	(+4)	0
Crawler	–2	+3	(+3)	0
Hovercraft	0	–1	(0)	0
Boat	–	0	(0)	–
Ship	–	–	(0)	–
Submarine	–	–	–1	–
Airboat	–	–1	(0)	–
Hydrofoil	–	–	(0)	–
Monoplane*	0	–	(+1)	0
STOL*	–1	+1	(-1)	–1
VTOL*	–2	0	(-1)	–2
Spacecraft	–	–	–	–

Vehicle (cost)	TL	Pursue	Man	Safety	Cruise	Ceiling	DM	Size	Type	Cargo/Pass
Crawler (20k*)	7	0	+1	-1	70	na	5	+1	6WD	1500/7
		-3	+2	0	20				crawl	
Ranger (5k)	5	-1	+1	-1	60	na	3	0	4WD	200/3
Semi-trailer (40k)	5	-1	-1	-2	100	na	7	+2	wheel	15000/3
Automobile (10k)	4.5	0	0	-1	60	na	3	0	wheel	200/4
Automobile (6k)	5	0	0	-2	120	na	4	0	wheel	200/4
Horse (1k)	1	-3	+2	0	20	na	2	0	quad	20/1
Snowmobile (15c)	5	-2	+1	0	25	na	2	0	track	100/1
Tractor (20k)	5	-2	+1	0	15	na	5	+1	4WD	10000/1
ATV (8k*)	5	-1	+2	0	30	na	4	0	6WD	500/5
Heavy ATV (10k)	6	-2	+2	0	30	na	5	+1	track	2000/9
Rover (8k)	6	0	+1	-1	70	na	4	0	6WD	1000/5
Jet Skimmer (20k)	7	+2	-2	-4	200	na	3	0	hover	200/4
Human		-3	+3	1			1	-1	biped	varies/0
Ultralight (2k)	6	-2	-1	3	25	2km	+2	0	mono	40/0
Monoplane (10k)	4	0	0	-1	400	7.5km	3	0	mono	2500/5
Executive Jet (100k)	5	+1	-1	-3	900	11km	5	+1	mono	5000/10
Passenger Jet (25M)	5	0	-2	-3	850	12km	6	+3	mono	40000/200
Air Car (25k*)	8	+1	+2	-3	700	6km	4	0	VTOL	200/4
Helicopter (80k*)	5	-2	+3	0	100	8.5km	2	0	VTOL	500/4
Helijet (120k*)	7	0	+3	-1	400	10km	4	0	VTOL	4000/2
Jumpjet (10M*)	5	+1	+2	-2	900	11km	4	0	STOL	2000/1
Jet Pack (20k)	6	-1	+4	2	50	4km	+2	0	VTOL	20/0
Fast Pack (15k)	7	0	+5	1	100	8km	+1	-1	VTOL	40/0
Super Pack (8k)	8	+1	+5	0	120	10km	1	-1	VTOL	100/0
Sailing Boat (3c)	2	-3	+1	0	10	na	3	+1	boat	100/2
Sailing Ship (80k)	3	-3	0	0	15	na	5	+2	ship	1000/18
Galley (100k)	2	-2	0	0	10	na	5	+2	ship	1000/40
Minisub (100k)	4.5	-2	0	0	25	-100m	3	-1	sub	100/3
Minisub (100k)	7	+1	+2	-2	60	-8km	6	0	sub	4000/6
Motorboat (8k)	5	0	+1	-2	70	na	3	0	boat	400/4
Motor-scooter (1k)	5	-2	+1	0	15	-50m	2	0	sub	20/0
Amphibious ATV	6	-1	0	-1	50	na	4	0	6WD	300/3
(100k*)		-2	0	0	25	na		-1	boat	
		-2	0	0	15	-75m		-1	sub	
Freighter (200k)	5	-2	-1	0	35	na	25	+2	ship	500t/30
Human (swimming)		-2	+1	1			1	-1	biped	varies/0

Armour Location	Protection	Speed	Conceal't	Vision	Mass	Cost
Helmet	Normal	na	NO	Apply	x1	x3
Chest	Normal	na	−1	Ignore	x2	x2
Abdomen	Normal	na	+0	Ignore	x1	x1
[one] Arm	Normal	Apply	+1	Ignore	x1	x2
[one] Leg	Normal	Apply	+1	Ignore	x2	x2
Vest (chest & abdomen)	Normal	na	+0	Ignore	x3	x3
Suit (body & limbs)	Normal	Apply (x4)	+1	Ignore	x9	x11

Armour Type	M	I	B	Spd	Con	Vis	Mass	TL	Cost
Leather	1	1	1	–0.2	0	0	500g	0	5
Hard Leather	2	2	1	–0.4	+1	0	1kg	1	10
Ringmail	3	2	2	–0.6	+2	0	1.5kg	2	25
Chainmail	2A	2	2A	–0.7	+2	–1	2kg	2	50
Lamillar	3A	2	2A	–0.9	–	–2	3kg	2	100
Plate	4A	3	3A	–1.0	–	–2	4kg	2	100
Light Plate	3A	2	2A	–0.8	–	–1	3kg	3	150
Heavy Plate	5A	5	4A	–1.5	–	–2	5kg	3	200
Flak Jacket	3	3A	2	–0.6	–	–1	3kg	4	100
Light Kevlar	1	2A	1	–0.1	–2	0	250g	5	10
Kevlar	2	3A	1	–0.2	–1	0	500g	5	20
Heavy Kevlar	3	4A	2	–0.4	0	–1	1kg	5	40
Duty Suit	A	A	1	–0.1	–2	0	250g	6	2
SSilkWeave	1	4A	1	–0.1	–3	0	250g	6	25
SSilkComposite	4	5A	2	–0.4	0	–1	1kg	6	50
Mirrorsuit	1	4A	2A	–0.1	–2	0	250g	7	100
Impermasuit	3	5A	3A	–0.4	0	0	1kg	7	100
Impermaflex	2	5A	2A	–0.2	–1	0	500g	7	100
Impregnasuit	3AA	4AA	4A	–0.6	–	–1	2kg	7	200
Impregnaflex	3A	4AA	5A	–0.5	0	0	1kg	8	200
Invulnasuit	4AA	5AA	5A	–1.0	–	–1	3kg	8	200
Invulnaflex	3A	5AA	6A	–0.5	+1	0	1kg	9	200
Invincisuit	5AA	6AA	8A	–1.0	–	–1	3kg	9	300

Cost	Action	Description
•	Fire	firing up to ROF shots from a weapon (with unbracketed ROF) at one target. If the weapon has an unbracketed ROF greater than one, then any shot(s) after the first raise the DC of the first by one for each which hits (ie. they are not dealt with separately
•	Toss	tossing something, fairly casually, at a target
•	Aim	aiming a handgun, or aiming an already-shouldered longarm at a target
••	Shoulder & Aim	aiming an unshouldered longarm (eg. after dashing, evading, leaping, or falling prone) at a target
••	Fire Burst	firing a burst of [ROF] shots at one target or an area is two actions
n	Draw/Reload	drawing or reloading a weapon with a draw or reload rating of n counts as n actions
•	Step	stepping or sidestepping about one metre
•	Turn	turning 60° or 120°
•	Attack	taking a swing with a melee weapon; a character may only take two swings (powerful or otherwise) with a given weapon in a single three second interval (ie. between initiative rolls)
••	Powerful Attack	taking a particularly powerful swing with a melee weapon counts as two actions (such a blow incurs a –2 modifier to the HTH combat attack roll, but raises its DC by two); a character may only take two swings (powerful or otherwise) with a given weapon in
•	Block/Parry	blocking or parrying a blow (which is being performed by a character interrupting one's actions, and may be resolved immediately); a character may only perform one block or parry with a given weapon in a single three second interval (ie. between initiativ
•	Dodge	dodging a blow (which is being performed by a character interrupting one's actions, and may be resolved immediately); a character may perform at most two dodges during a single three second interval (ie. between initiative rolls)

Cost	Action	Description
•	Defer Dodge/Parry	hold back a dodge or parry (which may be performed any time afterwards, until the next initiative roll); this is an opportunity dodge or parry, and these are used more often than normal dodges and parries
•	Drop Stance	falling prone, or to kneeling or squatting (from a more erect stance)
••	Raise Stance	rise from squatting stance (only) to standing
••	Defer Action	hold back some action (other than block, dodge, or parry, which may be performed any time during the remainder of the current three second interval, ie. until the next initiative roll) which normally constitutes one action counts as two actions; this is c
n+1	Defer Action	as above, but hold back an action which normally constitutes n actions
••	Desperate Action	perform a desperate action which normally constitutes one action (eg. a parry) out of turn (ie. earlier than normal and in exception to the normal sequence of action), at a modifier of –1 or worse (–2 is recommended) for haste (GM's discretion)
n+1	Desperate Action	as above, but desperately perform an action which normally constitutes n actions
•	Dart	moving forwards about 3m, at some cost to balance (–2 to anything done immediately afterwards)
•	Spin	turning 180°, at some cost to balance (–2 to anything done immediately afterwards)
•	Recover Balance	recovering one's stance and balance (+1 modifier to a shot fired, or blow struck, immediately afterwards, or cancels recoil – your choice)
•	Discard	dropping something carelessly on the ground

Cost	Action	Description
	Bead	taking very careful aim ("a bead") on a target
	Evade	evading enemy fire (by ducking, weaving, rolling, etc.)
n	Draw/Reload	drawing or reloading a weapon with a draw or reload rating of n takes 3n seconds
	Recover from Stun	attempting to recover from being stunned (by the pain of being struck)
	Clear Jam	attempting to clear a weapon jam (requires successful DX roll at −2).
	Pick Up	picking something up off the ground
	Place	putting something down on the ground
	Raise Stance	rise to standing, kneeling, or squatting stance from current stance (whatever it may be, presumably lower)
	Run	run about twenty metres
	Dash	dashing forward 5–10m and performing an attack (at −1 with a non-polearm; +1 to DC with a non-polearm, +2 to DC with a polearm) and one dodge or parry at −1.
	Step and Throw	stepping and throwing an item with full force

Mêlée Weapon	Close PM	DC	Normal PM	DC	Reach PM	DC	Parry PM	Draw	Type (hands)	Con	Mass	ST	TL	Cost
Shortsword	−1	+2	+1	+3	na	na	−1	2•	swords	+0	750g	6	2	20
Sabre/Longsword	na	na	+1	+4	na	na	0	3•	swords	+5	1.25k	8	2	40
Hand and a Half	na	na	+1	+4†	−2†	+3†	−1†	1	swords	+7	2kg	70	2	100
Two-Handed Sword	na	na	+0	+5	+0	+4	−1	1	swords	+8	3kg	10	2	150
Crude Club	na	na	+0	+2†	na	na	−1	1	hafted	+4	2-4kg	8	na	na
Light Mace	na	na	+1	+2	na	na	−1	3•	hafted	+3	2kg	6	1	5
Heavy Mace	na	na	+1	+3†	na	na	−1	1	hafted	+5	4kg	10	1	10
Battleax	−2	+2	+1	+4†	na	na	−2	1	hafted	+6	3kg	10	2	40
Spear	−1	+0	+1	+3†	+0	+2†	−1†	3	pole (1–2)	+9	3kg	8	2	20
Glaive	−1	+0	+1	+4	+0	+4	+0	3	pole (2)	+9	4kg	10	2	40
Poleaxe	na	na	+1	+6	−1	+4	−1	3	pole (2)	+10	5kg	12	2	60
Lance	na	na	na	na	+0!	+4	na	long	pole (1)	+12	5kg	12	2	30
Pike	na	na	na	na	+1!	+4	−1	3	pole (2)	+12	4kg	10	2	50
Target Shield	−2	+2	+1	(+2)	na	na	+1	2	shields	+3	2kg	6	1	10
Buckler	−1	+3	+1	(+3)	na	na	+1	2	shields	+5	3kg	8	1	20
Kite Shield	+0	+4	+1	(+4)	na	na	+1	2	shields	+8	4kg	10	1	30
Tower Shield	+0	+4	+1	(+5)	na	na	+1	3	shields	+10	5kg	12	1	40
Slap	+2	−2	na	na	na	na	na	na	UC (arm)	na	na	na	na	na
Jab	+1	−1	−1	−1	na	na	na	na	UC (arm)	na	na	na	na	na
Punch	+0	+0	+0	(+0)	na	na	+0	na	UC (arm)	na	na	na	na	na
Knee	−1	+1	−1	(+1)	na	na	+0	na	UC (legs)	na	na	na	na	na
Kick	−1	+1	−1	+0	na	na	+0	na	UC (legs)	na	na	na	na	na
Grab	−1	na	−2	na	na	na	+1*	na	UC (arm)	na	na	na	na	na
Hold (Capture)	+0	na	na	na	na	na	na	na	UC		na	na	na	na
Throw (Throws)	−1	na	na	na	na	na	+0*	na	UC		na	na	na	na
Lethal Blow (Lethal)	−1	+2	−1	+2										
Garrote	−1	+1	−2	+1	na	na	na	2	garrote	−4	500g	6	1	2
Wire Garrote	−1	+3	−2	+3	na	na	na	2	garrote	−4	500g	6	2.5	10
Whip	na	na	na	na	+0!	−1	na	1	whip (1)	+0	1kg	6	1	10
Haft/Butt/Hilt	−1	+1	na	na	na	na	na							
Dagger	+1	+2	−1	+2	na	na	−2	1•	knives (1)	−4	400g	4	2	8
Quarterstaff	−1	+1	+1	+3	+0	+2	+1	1	pole (2)	+9	3kg	8	2	3
Smallsword	na	na	+1	+2	na	na	+1	2•	fencing	+4	600g	6	3	50
Rapier	na	na	+1	+3	na	na	+1	3•	fencing	+6	1kg	8	2.5	80
Main Gauche	−1	+2	+0	+2	na	na	+1	2•	fencing	+0	500g	4	2.5	25
Katana	na	na	+2	+3†	na	na	+0	2• (1•)	kenjutsu	+5	1kg	8	2.5	200
Perfect HTH Weapon	+2		+3		+3		+2	1•		−6				

Weapon Modification	Close PM	DC	Normal PM	DC	Reach PM	DC	Parry PM	Draw	Con	Mass	ST	Thrown PM	DC	Range	Cost
Heavy	−1	+0	+0	+1	+0	+1	+0	+1	+1	1.3	+2	−1	+1	1.0	1.5
Light	+1	+0	+0	−1	+0	−1	+0	+0	−1	0.8	−2	+0	−1	0.8	0.8
Long	−2	+0	+0	+0	+1	+0	+0	+1	+1	1.1	+0	+0	+0	0.8	1.2
Serrated	+0	2x−2	+0	2x−2	+0	2x−2	+0	+1	+0	1.1	+0	−1	−2	0.8	1.5
Short	+1	+0	−1	+0	−2	−1	+0	+0	−2	0.8	−2	+0	+0	0.8	0.9
Cheap	+0	+0	−1	+0	−1	−1	+0	+0	+0	1.0	+0	−1	+0	0.8	0.6
Fine (close)	+1	+0	+0	+0	+0	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (medium)	+0	+0	+1	+0	+0	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (reach)	+0	+0	+0	+0	+1	+0	+0	+0	+0	1.0	+0	+0	+0	1.0	2.0
Fine (thrown)	+0	+0	+0	+0	+0	+0	+0	+0	+0	1.0	+0	+1	+0	1.2	2.0

Generic Firearm	PM	Ammo	ROF	DC	Range	Con	Draw	Reload	Jam	Mass	Skill	TL	Cost
Sling •	+0	1	[1]	+2I	4m	−2	1	1	99	500g	Slings	0-1	5
Spear • • •	+0	itself	[1]	+4M	2m								
Dagger/Knife •	+0	itself	[1]	+2M	2m								
Shortbow •	+0	1	1	+3I	5m	+5	2	2•	99	2kg	Bows	1-2	20
Longbow • •	+0	1	1	+4I	8m	+8	4	2•	99	3kg	Bows	2	50
Composite Bow • •	+0	1	1	+4I	9m	+8	4	2•	99	4kg	Bows	2-3	100
Crossbow • •	+0	1	1	6I	7m	+5	1	1	99	3kg	L	2-3	150
Matchlock Pistol • •	−1	1	[1]	7I	3m	+2	2•	5	96	2kg	H	3.5	250
Matchlock Musket • • •	−1	1	[1]	10I	10m	+7	1	6	96	6kg	L	3.5	400
Flintlock Pistol • •	−1	1	[1]	8I	4m	+2	2•	5	97	2kg	H	4	250
Flintlock Musket • • •	−1	1	[1]	11I	15m	+7	1	6	97	6kg	L	4	400
Revolver (Peacemaker)	+0	6	[1]	7I	5m	+1	1•	4	98	1kg	H	4.25	250
Rifle, breech-loading • •	+0	1	1	10I	30m	+7	1	2	99	5kg	L	4.25	400
Revolver • •	+0	6	[1]	8I	6m	+1	1•	4	99	1kg	H	4.5	250
Rifle, bolt action • •	+0	5	[1]	11I	35m	+7	1	2	99*	5kg	L	4.5	300
Rifle, lever action • •	+0	8	[1]	10I	25m	+5	1	6 *	99	3kg	L	4.5	400
Revolver •	+1	6	1	8I	8m	+1	1•	3 **	99*	1kg	H	4.75	250
Automatic (P-38) •	+1	9	1	8I	8m	+0	1•	1	99	1kg	H	4.75	300
Rifle, self-loading • •	+1	10	1	11I	32m	+6	1	2	99*	5kg	L	4.75	500
Automatic (GP1935) •	+1	13	2	8I	10m	−1	1•	1	99*	1kg	H	5.5	250
Rifle, self-loading • •	+1	10	2	11I	35m	+6	1	2	99*	4kg	L	5.5	400
Automatic (M92) •	+1	15	2	8I	10m	−1	1•	1	99*	1kg	H	5.75	250
Rifle, bullpup • •	+1	10	2	10I	32m	+3	1	2	99*	4kg	L	5.75	400
Cone Pistol •	+1	10	2	10I	10m†	+0	1•	1	99*	1kg	H	6	300
Cone Rifle	+1	10	2	12I	30m†	+5	1	2	99*	4kg	L	6	600
Cartridge Laser Pistol	+1	4	1	10B	12m†	+1	1•	1	98	2kg	H	6.5	3000
Cartridge Laser Rifle	+1	8	1	12B	37m†	+7	1	2	98	7kg	L	6.5	5000
Laspistol	+1	250kJ	1	10B	12m†	−1	1•	1	99	750g	H	7	1000
Lasrifle	+1	500kJ	1	12B	40m†	+5	1	2	99*	4kg	L	7	2000
Stun Pistol	+1	150kJ	1	8S	4m*	+0	2•	1	99*	1kg	H	7	700
Stun Rifle	+2	300kJ	1	11S	15m*	+7	1	2	99*	4kg	L	7	2000
TDlaspistol	+2	200kJ	2	10B	15m†	−1	1•	1	99*	750g	H	8	500
TDlasrifle	+2	400kJ	2	12B	40m†	+4	1	2	99*	3kg	L	8	1000
Stun Pistol	+2	150kJ	2	9S	4m*	−1	1•	1	99*	1kg	H	8	1000
Stun Rifle	+2	300kJ	2	12S	15m*	+5	1	2	99*	4kg	L	8	3000
Sliver Pistol, DEXAX •	+1	30	2	12I	12m†	+0	1•	1	99*	750g	H	8	400
Non-Explosive •		10I	12m										
Non-Explosive, silent •		7I	10m										
Sliver Rifle, DEXAX •	+2	50	2	14I	35m†	+6	1	2	99*	4kg	L	8	1200
Non-Explosive •		12I	35m										
Non-Explosive, silent •		10I	25m										
Projac Laspistol	+2	400kJ	2	12B	15m†	−1	1•	1	99*	750g	H	9	400

Generic Firearm	PM	Ammo	ROF	DC	Range	Con	Draw	Reload	Jam	Mass	Skill	TL	Cost
Projac Lasrifle	+2	800kJ	2	14B	40m†	+3	1	2	99*	3kg	L	9	800
Perfect Handgun	+3				25m	−4	1•	1	99*		H		
Perfect Longarm	+3				50m	+2	2•	1	99*		L		
Perfect Cannon	+3				75m	+6	1	2	99*		E		

Firearm Modification	PM	Ammo	ROF	DC	Range	Con	Draw	Reload	Jam	Mass	Skill	TL	Cost
Cheap (+ •)	−1	0.8		−1	0.8	+0	+1		−2	1.0			
Custom	+0	1.0†		+0†	1.0†	+0†	+0†		+0†	1.0			
Heavy (+ •)	+0	0.8		+1	1.1	+1	+1		−1	1.2			
Light (− •)	+0	1.2		−1	0.8	−1	+0		+0	0.7			
Old/Battered	+0	1.0		−1	0.9	+0	+0		−2	1.0			
Quality	+0	1.0		+0	1.1	+0	+0		+1	0.9			
Reliable	+0	1.0		+0	1.0	+0	+0		+2	1.0			
Target (− •)	+1	0.8		−1	1.2	+1	+1		−1	1.2			3.5
Impact Auto [3] (+ •)	+0	3.0	[3]	+2	0.9	+1	+1		−2	1.4	L		5.5
Impact Auto [6] (+ •)	−1	3.0	[6]	+2	0.8	+1	+1		−3	1.3			4.75
Impact Auto [12] (+ • •)	−1	3.0	[12]	+3	0.6	+1	+1		−5	1.2			4.75
Energy Auto [3]	+0	1.0	[3]	+2	1.0	+1	+1		−2	1.5			7
Energy Auto [6]	+0	1.0	[6]	+3	1.0	+2	+1		−4	2.0			7
Cut-down (+ •)	+0	0.8		+0	0.7	−2	+0		−1	0.7	H		
Carbine (+ •)	+0	1.0		−1	0.7	−2	−1		−1	0.8	L		
Sawn-off (+ • •)	−1	1.0		−1	0.4	−4	−2		−2	0.6	L->H		
Cannon	+0	3.0		+2	1.3	+2	+2		−2	2.0	L->E		4.75

Specific Firearm	PM	Ammo	ROF	DC	Range	Con	Draw	Reload	Jam	Mass	Skill	TL	Cost
Rock/Wieldy Object	+0	itself	[1]	+1I	2m	?	2•	na	na	?	Throw	na	free
Club/Unwieldy Object	−1	itself	[1]	?	1m	?	2•	na	na	?	Throw	na	?
Javelin	+1	itself	[1]	+3M	3m	+8	3	na	na	2kg	Throw	1	10
Throwing Star	+0	itself	1	+0M	1m	−5	1•	na	na	250g	Throw	2	5
Derringer • •	−1	2	1	6I	2m	−5	1•	3 *	98	500g	H	4.25	200
Automatic (early) •	+0	9	1	7I	7m	+1	1•	1	97	1.5kg	H	4.4	800
Baby Autoloader •	−1	6	1	5I	4m	−4	1•	2	99	400g	H	4.75	200
Machinepistol • • •	+0	24	[6]	9I	8m	+1	1•	1	97	2kg	H	4.75	600
Single Shot •			1	7I	10m								
Double-barrel Shotgun • • •+1		2	[1]	2x8I	15m*	+6	1	3 *	99*	5kg	L	4.5	300
Both Barrels • • • •	+0		[2]	4x8I		99							
Pump-Action Shotgun • • • +1		8	[1]	2x8I	15m*	+6	1	5	99	5kg	L	4.75	200
Single Barrel Shotgun • • • +1		1	[1]	2x8I	15m*	+6	1	2	99*	4kg	L	4.5	150
Birdshot • • •	+2			4x3I	10m*								
Sparrowshot • •	+3			6x1I	5m*								
Flamethrower • •	+1	24	[6]	10B	8m*	+9	1	15	98	8kg	E	4.75	

Item	Skill/Field	PM	Weight	TL	Cost
Air Conditioner	Construction	R	20kg	5	200
			15kg	6	200
			10kg	7	200
Backpack			2kg	4	30
Battery	Power Sys.	R	x40	5	2/kg
			x10	6	2/kg
			x4	7	4/kg
			x1	8	10/kg
			x3/4	9	10/kg
			x1/2	10	15/kg
Binoculars	Search/PC	+1	1kg	4	30
		+1	500g	5	30
Bugs/Tracers	Surveillance		-	5+	40+
Camera	Photography	-2	30kg	4	6k
		-1	1kg	4	40
		0	750g	4	200
		+1	500g	5	120
		+1	6kg	5	600
		+1	1kg	6	50
		+1	2kg	6	200
			200g	6	2
		+1	20kg	6	5k
		+2	5kg	7	4k
Chainsaw			6kg	5	100
Chemical Analyser	ElEng	R	2t	5	3M
			.25t	6	1M
			10kg	7	20k
			2kg	8	4k
Climbing Gear	Climbing	0	8kg	3	20
Cold Light Lantern	Search/PC		250g	5	1
Compass	Navigation	+1	100g	4	20
Computer	Programming	0	1t	5	200k
	(ElEng	R)	2t	5	500k
			20kg	5	2k
			100kg	5	10k
		+1	big	5	2M
			750g	6	100
		+1	2kg	6	1k
		+1	10kg	6	20k
		+1	500g	7	25
		+1	2kg	7	250
		+1	10kg	7	5k

Item	Skill/Field	PM	Weight	TL	Cost
		+1	500g	8	25
		+1	2kg	8	5k
Computer Targetting	Hvy Weapons	+2	40kg	5	80k
		+2	10kg	6	30k
		+2	4kg	7	15k
Cutting Laser	Construction		10kg	6	1k
			5kg	7	750
			3kg	8	500
Datastick	Search/PC	+1	500g	7	250
		+1	750g	7	400
		+1	750g	8	500
Disguise Kit	Disguise	0	4kg	4	160
		+1	4kg	6	200
Drugs (100 tab)	Medical	+1	250g	5	40
	Interrogation	+1	150g	5	40
	Psionic skills	+1	150g	7	120
	Everything	-2	150g	6	1
Electric Torch	Search/PC		1kg	5	2
Explosives	Demolitions	-1	10kg	4	20
		0	6kg	5	50
		+1	8kg	5	80
		-1	100g	7	30
		+1	250g	8	40
		+1	120g	9	30
First Aid Kit	Medical	-2	2kg	4	20
		-2	500g	5	10
Flare	Search/PC		500g	4	4
			500g	5	3
Food	Survival?		1kg	5	2
Food Synthesiser C/R & R		2t	6	200k	Barely
			500kg	7	50k
			250kg	8	10k
Gas/Oil Lamp	Search/PC		2kg	2	2
			1kg	4	10
Geiger Counter	Electronics	R	2kg	5	80
			500g	6	50
Generator	Power Sys.	R	50kg	5	200
			10kg	6	1k
			5kg	7	1k
			5kg	8	1k
			5kg	9	2k
			1kg	10	10k

Item	Skill/Field	PM	Weight	TL	Cost
Grenade	Throwing	0	400g	4	15
			400g	5	10
			400g	4	10+
Gyrostabiliser	Hvy Weapons	+1	500kg	4	20k
Hand Calculator	Electronics	R	250g	5	50
Hand Computer	Programming		500g	5	300
	(ElEng	R)	500g	6	200
Handcuffs			500g	4	12
			100g	5	1
Heat Tent	Fatigue		8kg	5	200
Holster					
	May be used for				
Hip			500g	4	20
Belt			250g	4	30
Armpit			500g	4	40
Small of Back or Ankle			250g	4	30
Inside Leg			350g	4	40
Armpit, butt down			500g	4	40
ID/credit Card			-	6	1
Inertial Locator	C/R & Mech EngR		4kg	5	250
Information Storage			3kg	4	30
			2kg	5	100
			1kg	3	2
			200g	5	2
			200g	5	8
			200g	6	10
			50g	7	5
Insulated Clothing	Fatigue	+1	4kg	5	100
		+2	2kg	6	70
Instrument Displays	varies	R		5+	
IR Goggles	Search/PC	-2	1kg	5	40
LI Goggles	Search/PC	-1	2kg	5	200
Machete			1kg	3	15
Makeup/Skintone etc	Seduction?	?	500g	3+	?
Mapbox	C/R & Mech Eng R		2kg	6	200
	C/R & Mech Eng R		500g	6	20
Megaphone	Electronics	R	2kg	5	20
			1kg	6	20
Metal Locater	Electronics	R	5kg	5	150
			2kg	6	75
Personal Flyer	Personal Flyer		see below		
	PM	Mass	TL	Cost	Range

Item	Skill/Field	PM	Weight	TL	Cost
			(kg)		(km)
	-1	40	5	80k	150
	0	20	6	20k	200
	0	15	7	8k	300
	+1	25	7	15k	500
	+1	20	8	8k	600
Prefabs	Construction	R	.5t	5	1kg
			5t	5	6k
			40kg	6	2k
			.1t	6	5k
Pressure Tent	Plastics Form.	R	15kg	5	300
			10kg	6	200
			6kg	7	125
Protective Clothing			5kg	4	40
			3kg	5	20
			2kg	6	20
Psionic Shield	Psi-tech	R	10kg	7	10k
			2kg	8	2k
Radiation Badge			-	5	1
			-	6	1
Rangefinder	Navigation	+1	10kg	4	200
		+1	10kg	5	400
		+1	2kg	6	20
Reaction Glasses	Search/PC		200g	5	100
			200g	6	20
Recording/Playback	Electronics	R	1kg	5	20
			250g	5	100
			4kg	5	100
			10+kg	5	500+
			500g	5	30
			750g	5	150
			1kg	6	50
			10kg	6	400
			10kg	7	400
Reflective Tent	Fatigue	+1	3kg	6	20
Remote Probe	Surveillance		4kg	6	6k
			100g	8	5k
Scope	Longarms		1kg	5	40
			2kg	6	150
Sighting Helmet	All Firearms		4kg	6	200
			2kg	7	100
			250g	8	50

Item	Skill/Field	PM	Weight	TL	Cost
Sleeping bag			3kg	5	20
Sling	Plastics Form.	R	500g	4	20
Sling, gyroscopic	Mech. Eng.	R	5kg	5	2k
			4kg	6	1k
Stove			4kg	5	40
Tarpaulin			2kg	3	8
Tear Gas	Also see		500g	4	1
Tent			2kg	5	20
			4kg	5	40
			3kg	5	30
			2kg	6	20
Terminal	Programming	0	8kg	5	800
	(CR Tech R)	+1	4kg	7	2k
Tracee	Electronics	R	-	6	30
Transceiver	Electronics	R	2kg	5	20
			3kg	5	50
			1kg	6	10
			500g	7	10
			60kg	5	300
			15kg	6	150
			7kg	7	100
Watch (Pocket)	Mech. Eng.	R	-	3	50
Wristwatch	Mech. Eng.	R	-	4	20
	Electronics	R	-	5	10