

Player	Starting Level	Low	Med	High	V. High	Epic	Points Required	0	1	3	6	10	15
Character	Points Provided	10	20	30	40	50	Skill Level	untrained	NOVICE	APPRENTICE	PROFICIENT	EXPERT	MASTER
							Value	1	2	3	4	5	6

Skill	Value	Feats	Points	Explanation
Melee		Strong	6	+ 1 to value of melee, endurance, survival.
Endurance		Dexterous	10	+ 1 to value of survival, perception, ranged, agility, doctor, deception (non-verbal).
Survival		Smart	10	+ 1 to value of reasoning, doctor, computers, electronics, diplomacy, deception.
Perception		Focus	5	+ 1 roll to specific checks (of a skill) or to different skill checks in a specific condition.
Ranged		Powers	6	Teleportation, phasing, elemental control, energy/sonic blast, invisibility, telepathy, telekinesis, shapeshifting, transmorphing...
Agility				
Reasoning		Traits	6	Appendages (wings, tails, claws), Resistance (disease, physical, poison, elemental, energy), Regeneration, Enhanced senses (vision, scent, tremor, hearing)...
Doctor*		Drawbacks	-2/-5	Weak (-1 value to strong skills/-2), Sluggish (-1 value to dexterous skills/-5), Dull-witted (-1 value to smart skills/-5)
Computers*				
Electronics*		Proficiency	2	Knowledge of a subject / using a device/ operating a vehicle / performing a job via other skills, speaking a language...
Diplomacy		Equipment	2/5/10	Exceptional, elite or unique. Roll/defense bonus (1-3) and/or other functionalities including cyborg enhancements (Vision, Flight, Arms, Legs, Computer, Reinforcing, Tools, Sensors...).
Deception				
		Life		Endurance
		Action		2 + 1 (1 prof. skill)
		Sanity		Reasoning
		Stamina		Endurance

Defense	skill (0-3)	trait (0-2)	Equip.(0-3)	Cover and other

*cannot be used untrained

Adventure

Setting (D4/2)	Setting-2 (D6)	Mission (D8)	Threat (D12)	Valuable (D4)	Twists (D20)
1. Land	1. City / Station	1. Retrieve valuable	1. Evil faction/guild	1. Person/s	1. Must stay undetected
2. Space	2. Town /Station	2. Clear a place from a threat	2. Wildlife/animals/plants	2. Artifact	2. Clones/copies
	3. Village / Valley	3. Escort valuable to safety	3. Natural phenomenon	3. Information	3. Something is an illusion
	4. Wilderness	4. Secure a strategic place	4. Divine entity	4. Multiple	4. Someone is enchanted
	5. Ruins	5. Seek (built) a shelter from a threat	5. Powerful being/person		5. Betrayal
	6. Unhabitable	6. Solve the crime/mystery	6. Ruler		6. Experiment
		7. Diplomacy (arbitration /contact /relief)	7. Ignorant innocents		7. On the clock
		8. Reroll	8. Assassination		8. Valuable is evil
			9. Elite few		9. Valuable is fake
			10. Mindless horde		10. Extra hidden threat
			11. Stupid horde		11. Extra threat
			12. Pathogen		12. Threat is hidden

Level	Very Low	Low	Medium	High	Very High	Epic
Action	1	2	2	2	3	3
Life/Stamina	1	2	3	5	7	10
Sanity	1	2	3	4	5	6
Defense	2	3	4	5	7	9
Primary Skills	2	3	4	5	7	9
Secondary Skills	1	2	2	3	3	4

13. Extreme conditions
14. Evil have minions
15. Minions serve an evil
16. Sub-space abnormalities
17. Trickster's game
18. Shapeshifters
19. Secret cult
20. Multiple twists

