MAIN SEQUENCE

CORE MECHANICS

TASK RESOLUTION

All die rolls in Main Sequence are based off a single **d6** roll. A natural roll of six "explodes", meaning it counts as a "5" and is re-rolled and added to the result. Dice may explode more than once if you keep rolling sixes.

**1d6 + Attribute* + Skill Modifier
vs. Difficulty Level (DL)**

*Note: Combat rolls use the Combat Rating instead of an attribute.

UNOPPOSED CHECKS

If the task at hand is not actively opposed, the player has to beat a difficulty level determined by the GM. The following list provides you with some sample DLs:

DIFFICULTY LEVELS	
Easy	5
Routine	7
Challenging	9
Hard	11
Extreme	13
Insane	15

OPPOSED CHECKS

The opposed check method is used when two characters are in direct competition. This is a contest of rolls. The player of each character makes a roll for the appropriate attribute (and skill, if any). Whoever gets the higher result wins the contest. Opposed checks don't need to be of the same attribute (or skill), so long as the action of one can oppose the other.

CIRCUMSTANTIAL MODIFIERS

The GM may add circumstantial modifiers to any DL as he or she sees fit, particularly with environmental or circumstantial cases (poor lighting, lack of tools, etc...). When the risk of failure is extremely low and the task is only of minor importance to the story or the character has an appropriate skill, then no roll is necessary.

EXTENDED CHALLENGES

This is for actions that may take an extended period of time, such as when a doctor performs a surgery, an engineer performs heavy modifications, or other such challenges. A challenge is a rating of how many points of success are needed before it is completed. For example, we may say hacking a computer requires 25 points of success. This doesn't mean that it is DL 25. The player will have to roll a few times to achieve the task. Whatever the player rolls is added up for that turn, and when the total equals or exceeds 25, the job is finished. The players should be given 3 rolls to accomplish the task. If they fail to get the required number of success points, the job could be partially done or a complete failure (the GM should adjudicate this decision based on the urgency of the situation.)

Another option would be to allow the player to roll every so often (in game time). If the player gets to roll once every hour, it may take them 8 hours to get a big project done. It may take them one hour. It might take a longer time, but the player gets more than just 3 tries.

USING EDGE

Edge allows players to take control of the game at its most basic level (and can also be spent by the GM for important NPC's to gain a brief advantage). Edge can be spent to do any of the following:

- **Ignore an attack** that would have killed the character, making it just miss instead. The edge point may be spent after damage is rolled.
- **Re-roll a single die** after it is rolled and use the better of the two rolls.
- **Add +2 to a single check** before the die is rolled
- **Change an immediate detail** in the game world through subtle narrative control.

Examples: Your character knows the NPC you've just met. There is a shop in the town you just entered with a piece of equipment you need. The hinges on that door are just rusty enough for you to try to break it open.

Edge does not replenish naturally. The GM rewards one or two Edge back to the players whenever they reach certain milestones within the story. Another option could be to regain some Edge during extended 'in game' downtime.

COMBAT

Initiative: Roll 1d6 + Initiative rating. Determines the order of character turns in a round of combat. The GM may choose to lump groups of NPC's into single rolls per group.

Movement: During a character's turn, they may move a distance equal to one Close range band. They may also use the move action to duck, roll, leap etc. These may require an Athletics or Acrobatics roll.

In addition to moving, a character may perform an additional action such as speaking or equipping an item.Choosing to forfeit a move does not grant an extra action and vice versa.

Attacking: A character makes their attack roll (1d6+Combat Rating+Skill) versus a difficulty equal to their opponents Defense rating, plus any modifiers from cover or environments. Damage dealt is equal to the weapon's damage rating,plus the degree of success rolled over the opponent's Defense on the attack roll.

Parrying: You may attempt to parry an attack using a melee weapon. 1d6+Soldier+Melee. The result of your parry roll acts as your Defense against the parried attack. You forfeit your next combat action.

Dodging: Mechanically similar to a Parry, except the roll is 1d6+Agent+Acrobatics for a melee attack, 1d6+Tech+Acrobatics for a Ranged attack.

RANGED WEAPON RATES OF FIRE

- **Single Shot:** May attack only one target during a combat round.
- **Semi-Automatic**: May attack two targets in a single action. A -2 penalty is applied to the roll against the second target.
- **Burst Fire:** May shoot up to 3 targets within line of sight. Take an additional -2 penalty to the attack roll against each target after the first.
- **Full Auto:** Within line of site, the weapon may be used to fire a spray of bullets at up to 10 targets. Each target within the spray after the first takes on an additional -2 on the attack roll against them.

RANGE BANDS

Distance is grouped into six narrative range bands. These bands come into play when determining if a weapon can be used to strike an opponent and also during chase sequences. A weapon or attack can hit foes at its listed range band or closer. The six range bands are:

Self, Melee, Close, Medium, Long, Far

DAMAGE & DEATH

When a successful attack roll is made against a target, the target takes damage equal to the base weapon damage plus the amount rolled over the target's defense. Damage is subtracted from the target's Hit Points. If a character's Hit Points ever drop tozero, that character is incapacitated and could die. Hit Points never drop below zero from attacks or hazards.

If a character is reduced to 0 Hit Points with an attack that deals "bashing damage" (unarmed blow, blunt weapons etc.) the character is rendered incapacitated —dazed, possibly unconscious, and unable to act. An incapacitated character regains 1 Hit Point when the GM declares combat to be over, and may get up.

A character reduced to zero Hit Points by a weapon strike that is not blunt or by severe environmental damage is dying. The character is treated as incapacitated. In a number of rounds equal to the character's Soldier Attribute, the character will die. A dying character can be stabilized with a Knowledge (Medicine) check of DL 9. The character is then treated as if he or she had a negative number of Hit Pointsequal to the number of rounds that passed after the lethal attack. These must be healed before the character can become active again.

HEALING

Characters heal 1 hit point a day (3 if fully resting). Characters with the Knowledge (Medicine) skill may use their abilities to speed up healing. When receiving such treatment, a character heals an extra number Hit Points per day of rest equal to the attending character's Knowledge (Medicine) skill bonus. This only applies if the character giving the treatment beats a Knowledge (Medicine) skill roll with a DL of 7 to 9.

Of course, in the future there are plenty of medicines and treatments that can speed up the healing process. The GM may rule that if such treatments are on hand (in limited quantities), the healing rate from a successful Knowledge (Medicine) check may be bumped up to per scene of down time in the story.

ARMOR AND COVER

Armor in Main Sequence is used to soak up damage and minimize trauma. Every time damage is assigned to a character, their total Damage Soak rating is reduced from the amount of damage dealt to them. The highest rated armor worn is used. The Tough Tag stacks with any armor worn. Sometimes they will soak all of the damage and lose no Hit Points at all.

Being behind a solid object makes a character harder to hit. This increases the character's defense by a value that depends on the degree of cover. Partial cover increases defense by +2. Cover of approximately half the character's body increases Defense by +4. Near total cover increases defense by +6. Concealment —that is, being hidden from view by objects which will not actually resist attack —does not increase defense, but it will increase the DL to spot a character by similar values.

MAIN SEQUENCE

CHARACTER CREATION

ATTRIBUTES & STATS

Characters have three primary **Attributes.**
Player Characters begin with 10 points between them (minimum of 1, maximum of 10).

- **Soldier** is a character's physical performance and survival capacity.
- **Agent** covers agility, skill and direct precision.
- **Tech** is knowledge and analytical capabilities of the character.

Characters also have the following derivative stats:

- **Combat Rating**: an average of *Soldier* and *Agent* rounded down.
- **Hit Points** : equal to *Soldier* + 6
- **Initiative:** an average of Agent and Tech, rounded down.
- **Edge:** Starts at 3.
- **Defense:** equals Combat Rating + 4.

SKILLS

Characters also receive six ranks to invest in skills. Skills are ranked:

Basic (+2 bonus), **Advanced(+4)**, or **Master(+6)**

Starting characters may only raise a skill up to Advanced (+4). Without ranks in training, the character still gets to add their appropriate Attribute to a roll.

The STAT column in the **Skill Table** indicates which attribute is used.

SKILL	STAT	DESCRIPTION
ACROBATICS	Agent	Maneuvers like tumbling, tight-rope, and balance.
ATHLETICS	Soldier	Climbing, lifting, running and throwing.
AWARENESS	Tech	Assess details in surroundings and situations
GUNNERY	Combat Rating	Heavy military armaments & ship weapons
HACKING	Tech	Attack and override computer security
INTERACTION	Agent	Negotiation, diplomacy and bargaining
KNOWLEDGE *	Tech	Study of a particular field of interest
LARCENY	Agent	Shady talents like pick-pocketing, lock picking
MELEE	Combat Rating	Hand to Hand Weapons: knives, batons, swords etc
RANGED	Combat Rating	Personal ranged weapons: pistols, rifles etc
STEALTH	Agent	Ability to evade and go unnoticed
UNARMED	Combat Rating	Personal fighting: fists, kicks, grapples etc
VEHICLE *	Agent	Advanced operations & maneuvering in vehicles

*Knowledge and Vehicle require a specified field, and a character may have several Knowledge/ Vehicle skills. Examples include: *Knowledge (Physics), Knowledge (Medical), Knowledge (Business), Knowledge(Restaurants), as well as Vehicle (Hover bike), Vehicle (Mid Bulk), Vehicle (Fighter), etc.*

Finishing Touches

- Characters then choose **three Tags.**
- They also receive **(1d6)x$5000** to spend on gear. To speed up play the GM may allow beginning characters to choose a reasonable but small equipment list.

Experience Points & Advancement

1 XP is awarded for each of the following:

- Completing an adventure
- Defeating a major foe or obstacle
- Good Role-Playing
- Doing something very, very cool
- Suffering a Major Setback

XP is spent as:

- 2 XP to gain 1 Hit Point
- 2 XP to gain a Skill at Basic(+2)
- 5 XP to raise a Basic skill to Advance (+4)
- 8 XP to raise an Advance skill to Master (+6)
- 8 XP to gain a Tag
- (2 x Current Rating) XP to raise an Attribute,

TAGS

Buddy: Has an NPC friend, partner, crew mate, or side kick who tags along on the adventures.

Champion: Character receives +2 for any Interaction roll on behalf of a creed, organization or cause they believe strongly in. They also get +2 on all rolls against direct opponentsof said cause.

Contact: Has an NPC they can go to for information, jobs, under the table deals, etc.

Defensive Pilot: With this tag, you may add your Awareness skill bonus to vehicle defense.

Excellent Skill: Taken once per skill (Excellent Ranged, Excellent Knowledge (Medicine), Excellent Interaction, etc.) Once per scene, your character may treat any successful roll with that skill as if they rolled a natural "6". This causes the die to explode.

Charm: +3 to Interaction rolls when attempting to charm or seduce.

Dual-Wielding: Using a weapon in their off-hand grants a free Parry; does not grant extra attack.

-Double Attack (Requires Dual-Wielding): Forfeit the free Parry for an extra attack.

Gadgeteering: Receive a +3 bonus to rolls using an applicable Knowledge skill whenever you attempt to design and build a new machine or device.

Gearhead: Receive a +3 to Knowledge (Mechanics) or (Engineering) when repairing or modifying a vehicle.

Hard Bargain:+3 to Interaction rolls when used for negotiations andbargaining.

Lucky: You may re-roll a failed roll and use the better die once per scene without using Edge.

Mechanologist: Receive a +3 bonus to rolls using the Knowledge (Mechanics) skill whenever you attempt to deduce how a machine works through study.

Nimble: This talent allows you to automatically dodge one attack per combat. If taken twice, you may dodge two attacks per combat.

Off The Grid: Has absolutely no paper trail for his or her identity or birth records. Could be good or bad.

Status (Group): This is the rank and sway your character has with a particular alien race, government or other kind of organization. It's rated much like skill ranks (Basic +2, Advanced +4, Master +6) Once per session, the player may make an Agent check (plus the Status) to acquire some form of assistance from the organization. A normal request, like information or basic resources, is usually DL 7, but more intensive requests (security clearance, back up, large sums of cash) escalates the DL according to GM Fiat.

Tough: Your uncanny resistance to punishment grants you a natural 2 Damage Soak.

Optional Rule: Starting Equipment

I have noticed that the longest, hardest part of character creation (besides choosing a name) is buying starting gear. As an alternative, you could choose to allow the characters to have a common sense starting list of equipment. The GM gets last say on what would be allowed.

Optional Rule: Cinematic Ammunition

When running my own games, I have never made people individually count every bullet they fire. Instead, the players are charged a weekly expense to keep themselves stocked and to keep a roof over their head. If a situation looks like there will be a lot of shooting, the players may choose to invest extra money into ammo so they won't have to worry about running out during combat. Given this freedom, the player may choose to role play a dramatic spray of bullets with every attack. Mechanically, this still counts as only one attack, but it adds a lot of flavor to game play. If the players don't invest money into extra ammo, they may run out in a prolonged battle. This should be handled cinematically and at the discretion of the GM.

MAIN SEQUENCE
SPACESHIPS

SHIP ATTRIBUTES & STATS

Ships are used and made in much the same manner as characters. Ships have the following four primary attributes:

- **Tactical** is the ship's hardiness and combat ability.
- **Propulsion** represents speed and maneuverability.
- **Sensors** represents the ship's sensors and on board computing power.
- **Tonnage** is the ship's size/how much it can carry.

The GM and players should decide how advanced their ship should be. For a low tech ship (ex: *Serenity*), 5 –6 points should be distributed among the four attributes. For larger high tech ships (such as the *U.S.S. Enterprise 1701-D*), 15 –18 points should be distributed.

Ships also have three derived stats:

• **Hit Points** are equal to (*Tactical + Tonnage*) x 4.

• **Defense** is equal to (*Tactical + Propulsion*) + 6.

• **Cyber Defense** represents the difficulty of hacking into the ship's sensors or on board computers. Cyber Defense is equal to 4 x *Sensors*.

The players then choose three tags for their ship. Some tags may be given for free depending on the needs of the setting.

USING YOUR SHIP

When characters use a ship's systems, they roll:

1d6 + Character Attribute + Character Skill + Ship's Attribute vs. Difficulty Level (DL)

SHIP DETECTION

Under standard circumstances a 1d6 + Tech + Knowledge (Sensors) + Sensors roll against DL 7 will reveal the presence of any ship within sensor range. Some factors may add to the difficulty (ex: Gas cloud, ion storm, damaged sensors). If a ship has a cloaking device, a roll higher than DL 19 will lead to the ship's detection. Of course, the cloaked ship might be venting gas or leaving a detectable trail if its systems aren't in tip top shape.

The same rules could be applied to hand held sensors detecting life forms on a planetary surface.

SHIP REPAIR

Left to their own devices few ships will repair themselves. Three times per day, a character may make a Knowledge (Engineering), (Mechanics), or other applicable skill check against DL 9. The ship recovers a number of Hit Points equal to the amount rolled over the Difficulty Level. The Difficulty Level may vary according to the severity of the damage (GM's decision). If you only have one mechanic (or engineering team for bigger ships), only three rolls may be made for each day. This means the player must choose what to work on. Either the shields, the ship's repair, or some other project.

SYSTEMS FAILURE

The GM may choose to have a major shipboard system fail or for a hull breach to occur. This could happen due to environmental factors, but it happens more often during combat. A good rule of thumb is to occasionally have a system (i.e. life support or weapons) fail when the ship's Hit Points are reduced to 50% and again at 25%. For a less extreme fight, have the first failure occur when Hit Points are reduced to 25% and the second at 10%. To fix a system a Knowledge (Engineering) or Knowledge (Mechanics) check must beat DL 9.

SHIP DESTRUCTION

When the ship's Hit Points are reduced to zero, the ship is in danger of destruction. If the ship blows up or breaks apart, all the characters on board are killed(unless they escape). When an attack would bring the ship to zero Hit Points, every character on board must spend one point of Edge or the ship will be destroyed. If a character is out of Edge, their console explodes (or something to that effect).

This reduces them to 0 hit points and is treated as lethal damage. The characters who spent Edge survive and the ship's Hit Points remain the same as they were before the attack. When an attack would destroy the ship and no one has any Edge, the ship is destroyed and all hands lost.

SHIP WEAPONS

Weapon	Range	Ammo	Damage
Lasers	**Long**	-	*Tactical*
Torpedoes	**Medium**	*4 x Tonnage*	*Tactical + 4*
All ship combat rolls are **COMBAT RATING + GUNNERY + TACTICAL**			

SHIP TAGS

Shields: The first rank of Shields gives the ship 10 temporary Hit Points. The second time this tag is taken, it gives an additional 5 temporary Hit Points. These Hit Points must be depleted before attacks can begin to affect the ship itself. The shields are replenished at the same rate as the ship's natural Hit Points (see Ship Repair). Once per session, the ships shields can be boosted to 75% of full charge.

Double Attack *(two tags must be invested)*: The shipgets two attacks during its attack action.

Lucky Boat: When using the ship's systems, one crew member may re-roll a failed roll and use the better die once per scene without using Edge.

Nimble Ship: This talent allows the pilot to automatically dodge one attack per combat. If taken twice, two attacks can be dodged per combat.

Armor: The ship has armor of some sort. This gives it +2 Damage Soak. If taken twice, an additional +1 Damage Soak is given.

Stealth: The ship has a sleek design or is coated in amaterial that does not reflect sensors. The first rank adds +2 to the difficulty of detecting the ship. The second rank adds an additional +2. The third time it is taken, the ship gets a cloaking device (see Ship Detection).

FTL Drive: The ship may travel Faster Than Light.

Miscellaneous Tags: Tags can be made to fit the ship into any particular setting. Examples are Detachable Saucer Section, Droid Turrets, Carrier Bay, and so on...

CHASE RULES

- There are two participants in a chase: *The Pursuer* and *The Quarry*.

- Chases begin at a range band determined by the starting positions of the participants.

- At the beginning of a round, both participants roll appropriate checks: *Agent + Vehicle* for ground vehicles, *Agent + Vehicle + Propulsion* for ships, or *Soldier + Athletics* if on foot.

- If either the quarry or the pursuer is obviously faster than the other, that participant receives a bonus to the roll (for example, +2 for the difference between a man and a galloping horse, +4 for a man and a speeding car, +6 for a man and an airplane). Common sense should be applied in using this option.

- Subtract the Pursuer's roll from the Quarry.

- If the quarry can extend the range beyond Far, it has escaped. If the pursuer can bring the range to Melee, the quarry has been caught up with and the pursuer can attempt to capture the quarry.

Difference	Change
+7 or More	Quarry immediately escapes
+5 to +6	Gap increases by +2 range bands
+3 to +4	Gap increases by +1 range band
+2 to -2	No Change
-3 to -4	Gap decreases by -1 range band
-5 to -6	Gap decreases by -2 range bands
-7 or less	Pursuer immediately catches prey

MAIN SEQUENCE
WEAPONS & EQUIPMENT

GEAR	COST	NOTES
Ammo	$0.50 per round	Standard for Firearms
Portable Computer	$2,000 x Rating	+Rating to computer usage (max: 4)
Communicator	$2,000	Encrypted planet-wide comms
Cardkey Spoofer	$3,000 x Rating	+Rating vs Locks
Hijack Tools	$5,000 x Rating	+2 Towards Vehicle Theft
Medical Kit	$1,000	+2 to Medic Rolls
Motion Sensor	$500	Used for alarms or explosives
Flaregun	$250	Single Shot (3 Damage)
Rope, 50'	$200	For scaling walls or tying things down
Burglary Kit	$500	Glass cutters, lockpicks etc
White Noise Generator	$1,000	+3 DL to eaves drops on conversation
Digital Camera	$950	Many hours of video + unlimited pictures

WEAPON	DAMAGE	RANGE	RATE OF FIRE	AMMO	COST
Melee					
Knife	2	Melee	N/A	-	$25
1H Edged	3	Melee	N/A	-	$300
1H Blunt	3 Bash	Melee	N/A	-	$100
2H Edged	4	Melee	N/A	-	$600
2H Blunt	4 Bash	Melee	N/A	-	$200
RANGED					
Light Pistol	4	Close	Semi-Auto	15 (Clip)	$1,000
Heavy Pistol	5	Medium	Semi-Auto	8 (Clip)	$3,000
Laser Pistol	5	Medium	Semi / Burst	N/A	$5,000
Light Rifle	5	Long	Single Shot	5 (Clip)	$4,000
Heavy Rifle	6	Long	Single Shot	8 (Clip)	$8,000
Battle Rifle	5	Medium	Semi/Burst/Full-Auto	30 (Clip)	$3,500
Laser Rifle	6	Long	Semi/Burst	N/A	$7,500
Sub-Machine Gun	5	Close	Semi/Burst/Full-Auto	30 (Clip)	$4,500
Shotgun	6	Close	Semi-Auto	10 (Drum)	$6,500
GUNNERY					
Light Machine-Gun	7	Long	Burst/Full-Auto	100 (Belt)	$10,000
Assault Cannon	10	Long	Semi-Auto	20 (Drum)	$35,000
Missile Launcher	12	Far	Single Shot	1 (Missile)	$25,000
Thrown (Athletics)					
Grenade	10*	Close	Single Throw	1	$200
Flashbang	5* Bash	Close	Single Throw	1	$200

Explosive damage is rolled against every individual in a Close range band from the point of detonation. Flashbangs may also blind everyone within a Close range band of the target for two rounds. May be Dodged to avoid effect.

| ARMOR	DAMAGE SOAK	DESCRIPTION	COST
Reinforced Clothing	1	Clothes layered/fitted for a fight	Street: $100 Formal: $500
Armored Clothing	2	Plated Jackets, Vests, and Coats	Vests: $850 Jacket or Coat: $950
Armored Plating	3	Standard security or infantry	Helmet: $600 Bodysuit: $1,050
Exo-Armor	4	Military Grade Exoskeleton Armor	Full Suit: $2500

PLANETSIDE VEHICLES

Planetside vehicles, like spaceships, have their own stats:

- **Armor** is the vehicle's damage soak capacity.
- **Body Points** represent the vehicle's structural integrity (hit points).
- **Maneuver** is the speed and handling of the vehicle; added to any Vehicle rolls.
- **Defense:** The defense value of a moving vehicle is equal to the operator's Agent + Vehicle Skill + Vehicle Maneuver Rating. A stationary vehicle is always a defense rating of 4.

Drones are special, unmanned machines that operate like vehicles, and are either piloted by computer navigation or remote control. They tend to range in size from that of a small animal to a large dog.

Vehicle	Armor	Body	Man.	Cost
Bike	1	10	+2	$7,000
Car	2	20	+1	$15,000
Truck	2	25	0	$15,000
Heavy Truck	5	35	0	$20,000
Jeep	5	25	1	$17,500
Armored Transport	10	25	0	$100,000
Tank	12	40	-3	$250,000
DRONES				
Crawler	1	8	2	$2,500
Speeder	1	6	3	$4,000
Treader	3	15	1	$5,000
Hover (VTOL)	2	12	2	$6,500
Flier	2	15	3	$6,500
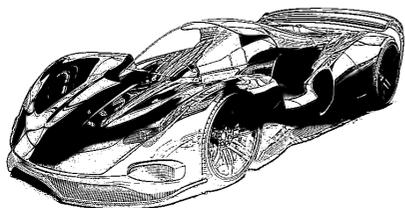
AUGMENTATIONS

Augments are special implants, both cybernetic and bionetic in nature. The GM should consider the limitations and availability of such enhancements within their settings. By default, a character simply purchases them, and are usually out for 1d6 days or weeks to recover (depending on available medical resources).

Audio Damper ($2,500): Allows the user to cut out background noise and focus on a specific sound; great for eavesdropping.

Body Plating ($5,500/level; maximum 4): Each level adds +1 Damage Soak to the character.

Boosted Reflexes ($5,000/level; maximum 5): Each level adds +1 to Initiative rating.

Cochlear Neurostimulator ($8,000/level; maximum 3): Each level of Cochlear Neurostimulator increases all Agent based skill checks by +1. Holds a reservoir of neural growth stimulant that needs to be refilled once a month (which costs $500.)

Cyber Claws ($4,500): Long claws that retract above the fist in a style very similar of a popular turn of the century comic book character. 3 Damage; concealable only when sheathed.

Cyber Eyes ($2,000): Allows for either Low Light vision, Infrared, or Flash Protection. (Additional modes tacked on for +$500 each.)

Cyber Limb ($10,000 per limb): May be modified to contain one of the following: Either a cybernetic weapon (3 x the cost of the base weapon), a computer system (at 2 x the cost of the PC) or a hidden compartment (+$2,000.) Treats itself as a 2 (Bashing) Unarmed Weapon.

Digital Camera ($3,000): A high-resolution digital camera for Cyber Eyes, also using internal head memory for storage. Can record both video (sans audio) as well as very high definition photos.

Enhanced Audio ($3,500): Amplifies audio at will, allowing +2 to Awareness roll checks involving sound.

Fangs ($2,000): Vampire fang augmentation. 2 Damage, retractable.

Hand Razors ($2,500): Sharp, retractable blades that line underneath the character's finger nails. 2 Damage, Concealable.

Headware Memory ($2,000 per MP of Storage; maximum equal to Tech): Each MP (Memory Point) of storage may either store a block of important data, or add +2 to a Tech roll once per game session. Takes one scene to "refresh" the memory cache if needed.

Jumping Jack Heels ($5,000 cybernetic): Allows for great feats of jumping. An Acrobatics check with DL 7 allows the character to jump 1 story vertically.

Muscle Augments ($5,000 / level; maximum 4): Each level of Muscle Augments adds +1 to any Chrome-based actions the character performs.

Neural Interface Jack ($2,000): Standard issue "data jack" of the near future, allowing direct interface with computer, vehicle and ship systems.

Sprinter Tendons ($15,000 per level; maximum 4): Your movement goes up a range band, but you have a hard time moving slowly, -2 to all Stealth checks while moving.

Targeting System ($5,500): Requires Cyber Eyes. Adds +1 to Ranged Weapons based skill rolls. The "Smart" upgrade for this costs +$3,000 but allows for purposefully missed targets (such as team mates) during bursts or auto-fire.

Vehicle Control Interface ($4,000/level; maximum 4): Each level may grant either a +1 to Vehicle based skill rolls while interfaced with a vehicle, or allows the control of one wireless drone. This can be split up however the character wishes, and the pool of levels may be "refreshed" every scene.