# JUSTIFIERS RPG

UNISYSTEM CONVERSION

INTRODUCTION

Designer Notes

I've always enjoyed the Justifiers universe, since my very first blue covered copy bought when it first came out. It had its flaws, like a lot of games from its time period. The universe, however, was a great concept, and rich with adventure. What I've tried to do here is to marry the rich Justifiers Universe, with a very solid unisystem(classic) rules.

In all areas of the rules, I've gone with the Unisystem way of doing things. In areas that no Unisystem example existed, I did my best to make the conversion as clean possible.

I have also purposefully left out all the fluff texts from both sets of rules. If you want to know the exact meaning of the skill "System Operations(Comm)", or the names and descriptions of each Corporation is... Then buy the rulebooks and read them for yourself. They're great games, worth the cost.

I hope you enjoy, feel free to find me on the Unisytem forums and pass on your comments.

FuzzySadist

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CHARACTER CREATION

IN THE VAT
1. Choose Career Path
-- Base career attributes
-- Skill Package: Career (Basic Training + Career Skills already combined)
2. Choose Race
-- Add attribute modifiers to base career attributes
3. Total costs for (Career Path) + Race
-- Multiply by 125000 credits, this is the characters "Buy Back" amount
--Add a Drawback of "Buy Back", 1pt per 1,000,000 owed

DECANTING
1. Basic Training, allocate additional points
-- 2 pts for attributes (Normal costs, apply before racial modifications)
-- 5 pts for skills (Normal costs apply apply before racial modifications)
-- o qualities, up to a maximum of 5 points of qualities (purchased with drawbacks)
---- Limited to qualities that could occur in the vat, or in the 4 weeks of basic training
-- Maximum 5 points of drawbacks
---- Limited to drawbacks that could occur in the vat, or in the 4 weeks of basic training
2. Purchase any personal gear
-- Starting cash: 1000CR per point of the Buy-Back drawback
-- All personal starting equipment comes from starting cash

THE MISSIONS
1. Debriefed
2. Shoved in a canister "The Shuttle"
3. Survive!
4. Get Paid
5. Repeat as necessary as often as it takes to purchase your freedom

CAREER CHOICES

1. Each career is a combination of common skills (Basic Training) and specific career skills
2. Base attributes designed as 'optimal' for the career are included
3. Each career also includes a "Rank" that the career carries with it, this the lowest rank that career path can hold at the start of the campaign

Electical Engineer (39 pts)
Base Attributes:
str:2 dex:3 con:2 int:3 per:2 wil:2

Rank: Warrant Officer Third Class (4 pts)

--Brawling +1 (1 pts)
--Computer Programming +2 (2 pts)
--Electronics(Basic) +2 (2 pts)
--Electronics(Micro) +1 (1 pts)
--Engineer(Communications) +2 (2 pts)
--Engineer(Computer) +2 (2 pts)
--Engineer(E-Suit) +1 (1 pts)
--Engineer(Fusion) +2 (2 pts)
--Engineer(Laser) +1 (1 pts)
--Engineer(Robotics) +1 (1 pts)
--Engineer(Scanner) +2 (2 pts)
--Engineer(Solar) +1 (1 pts)
--Engineer(Transmatt) +2 (2 pts)
--First Aid +1 (1 pts)
--Gun(Pistol) +1 (1 pts)
--Microgravity Control +1 (1 pts)
--Navigation +1 (1 pts)
--Pilot(Car) +1 (1 pts)
--Pilot(Tracked) +1 (1 pts)
--Pilot(Truck) +1 (1 pts)
--Science(Math) +2 (2 pts)
--Systems Operation(Comm) +1 (1 pts)
--Systems Operation(Computer) +1 (1 pts)
--Systems Operation(E-Suit) +2 (2 pts)
--Systems Operations(Scanner) +1 (1 pts)
--Systems Operations(Transmatt) +1 (1 pts)

Mechanical Engineer (39 pts)
Base Attributes:
str:3 dex:3 con:2 int:3 per:2 wil:1

Rank: Warrant Officer Third Class (4 pts)

--Brawling +1 (1 pts)
--Demolitions +2 (2 pts)
--Electronics(Micro) +1 (1 pts)
--Engineer(Aircraft) +2 (2 pts)
--Engineer(E-Suit) +1 (1 pts)
--Engineer(Fabrication) +2 (2 pts)
--Engineer(Fluid Systems) +2 (2 pts)
--Engineer(Ground Vehicle) +2 (2 pts)
--Engineer(Robotics) +1 (1 pts)
--Engineer(Structural) +2 (2 pts)
--First Aid +1 (1 pts)
--Gun(Pistol) +1 (1 pts)
--Mechanic +3 (3 pts)
--Microgravity Control +1 (1 pts)
--Navigation +1 (1 pts)
--Pilot(Car) +1 (1 pts)
--Pilot(Tracked) +1 (1 pts)
--Pilot(Truck) +1 (1 pts)
--Science(Math) +1 (1 pts)
--Science(Metallurgy) +2 (2 pts)
--Systems Operation(Comm) +1 (1 pts)
--Systems Operation(Computer) +1 (1 pts)
--Systems Operation(E-Suit) +2 (2 pts)
--Systems Operations(Scanner) +1 (1 pts)
--Systems Operations(Transmatt) +1 (1 pts)

Combat Medic (33 pts)
Base Attributes:
str:2 dex:3 con:2 int:3 per:2 wil:2

Rank: Warrant Officer Third Class (4 pts)

Brawling +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +3 (3 pts)
Gun(Pistol) +1 (1 pts)
Hand Weapon(Knife) +1 (1 pts)
Hand Weapon(Staff) +1 (1 pts)
Martial Arts(Aikido) +1 (1 pts)
Medicine(Pharmacology) +2 (2 pts)
Medicine(Trauma) +2 (2 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Surveilance +1 (1 pts)
Survival(Arctic) +1 (1 pts)
Survival(Desert) +1 (1 pts)
Survival(Forest) +1 (1 pts)
Survival(Jungle) +1 (1 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Doctor (38 pts)
Base Attributes:
str:1 dex:2 con:2 int:5 per:2 wil:2

Rank: Second Lieutenant (6 pts)

Brawling +1 (1 pts)
Cyberdoc +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +3 (3 pts)
Gun(Pistol) +1 (1 pts)
Medicine(Internal) +2 (2 pts)
Medicine(Orthopedics) +1 (1 pts)
Medicine(Pathology) +2 (2 pts)
Medicine(Pharmacology) +2 (2 pts)
Medicine(Psychology) +1 (1 pts)
Medicine(Surgery) +2 (2 pts)
Medicine(Trauma) +2 (2 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operation(Medical) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Pilot (32 pts)
Base Attributes:
str:1 dex:4 con:2 int:3 per:2 wil:2

Rank: Warrant Officer Third Class (4 pts)

Brawling +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Pistol) +1 (1 pts)
Gun(Vehicle) +2 (2 pts)
Microgravity Control +3 (3 pts)
Navigation +3 (3 pts)
Pilot(Aircraft) +2 (2 pts)
Pilot(Car) +1 (1 pts)
Pilot(Hovercraft) +2 (2 pts)
Pilot(Submersible) +2 (2 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Science(Meteorology) +1 (1 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Scout (42 pts)
Base Attributes:
str:2 dex:3 con:2 int:2 per:3 wil:2

Rank: Private (1 pts)

Brawling +1 (1 pts)
Cartography +2 (2 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Beam) +1 (1 pts)
Gun(Pistol) +1 (1 pts)
Hand Weapon(Axe) +1 (1 pts)
Hand Weapon(Bow) +2 (2 pts)
Hand Weapon(Club) +1 (1 pts)
Hand Weapon(Improvised) +1 (1 pts)
Hand Weapon(Knife) +2 (2 pts)
Hand Weapon(Spear) +1 (1 pts)
Hand Weapon(Staff) +1 (1 pts)
Hand Weapon(Sword) +1 (1 pts)
Martial Arts(Aikido) +1 (1 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Snares +1 (1 pts)
Surveilance +2 (2 pts)
Survival(Arctic) +2 (2 pts)
Survival(Desert) +2 (2 pts)
Survival(Forest) +2 (2 pts)
Survival(Jungle) +2 (2 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)
Tracking +1 (1 pts)

Security (51 pts)
Base Attributes:
str:3 dex:3 con:2 int:2 per:2 wil:2

Rank: Private (1 pts)

Brawling +1 (1 pts)
Cryptology +2 (2 pts)
Electronic Surveillance +1 (1 pts)
Engineer(Beam) +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
Engineer(Nuclear) +2 (2 pts)
Engineer(Projectile) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Beam) +2 (2 pts)
Gun(Heavy Beam) +1 (1 pts)
Gun(Machine Gun) +2 (2 pts)
Gun(Pistol) +1 (1 pts)
Gun(Rifle) +2 (2 pts)
Gun(Shotgun) +2 (2 pts)
Gun(Submachine Gun) +2 (2 pts)
Gun(Vehicle) +1 (1 pts)
Hand Weapon(Axe) +2 (2 pts)
Hand Weapon(Club) +1 (1 pts)
Hand Weapon(Knife) +2 (2 pts)
Hand Weapon(Spear) +1 (1 pts)
Hand Weapon(Staff) +1 (1 pts)
Hand Weapon(Sword) +2 (2 pts)
Martial Arts(Aikido) +2 (2 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Operation(Security) +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Questioning +2 (2 pts)
Surveilance +2 (2 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Life Science (36 pts)
Base Attributes:
str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant (6 pts)

Brawling +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Pistol) +1 (1 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Science(Aquatics) +2 (2 pts)
Science(Botany) +2 (2 pts)
Science(Chemistry) +3 (3 pts)
Science(Ecology) +2 (2 pts)
Science(Marine Biology) +2 (2 pts)
Science(Zoology) +2 (2 pts)
Surveilance +2 (2 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Planetary Sciences (36 pts)
Base Attributes:
str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant (6 pts)

Brawling +1 (1 pts)
Cartography +2 (2 pts)
Demolitions +1 (1 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Pistol) +1 (1 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Photography +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Science(Aquatics) +2 (2 pts)
Science(Chemistry) +2 (2 pts)
Science(Geography) +2 (2 pts)
Science(Geology) +2 (2 pts)
Science(Geomorpholgy) +1 (1 pts)
Science(Meteorology) +2 (2 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

Social Sciences (36 pts)
Base Attributes:
str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant (6 pts)

Brawling +1 (1 pts)
Cryptology +2 (2 pts)
Engineer(E-Suit) +1 (1 pts)
First Aid +1 (1 pts)
Gun(Pistol) +1 (1 pts)
Humanities(History) +2 (2 pts)
Instruction +2 (2 pts)
Medicine(Psychology) +1 (1 pts)
Microgravity Control +1 (1 pts)
Navigation +1 (1 pts)
Pilot(Car) +1 (1 pts)
Pilot(Tracked) +1 (1 pts)
Pilot(Truck) +1 (1 pts)
Science(Anthropology) +2 (2 pts)
Science(Archeology) +2 (2 pts)
Science(Linguistics) +2 (2 pts)
Science(Sociology) +2 (2 pts)
Systems Operation(Comm) +1 (1 pts)
Systems Operation(Computer) +1 (1 pts)
Systems Operation(E-Suit) +2 (2 pts)
Systems Operations(Scanner) +1 (1 pts)
Systems Operations(Transmatt) +1 (1 pts)

RACE CHOICES

Each race includes attribute modifiers, qualities, drawbacks and skill modifiers that are specific to its breed

Beta Albatross (7 pts)
--Str+2 (2 pts)
--Dex-1 (-1 pts)
--Con-1 (-1 pts)
--Flight x5 (10 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts

Beta Armadillo (0 pts)
--Armor [Plate D8(4)] (4 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Badger (8 pts)
--Acute Sense(Scent) [4 lvls] (4 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Bat (11 pts)
--Acute Sense(Hearing) [4 lvls] (4 pts)
--Flight x4 (8 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Sonar (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Bighorn Sheep (8 pts)
--Str+1 (1 pts)
--Dex+1 (1 pts)
--horn(large)[D10(5)xStr[Piercing]] (4 pts)
--club(small)[D8(4)xStr[Blunt]] (3 pts)
--Armor [HvHide D6(3)] (3 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Bison (9 pts)
--Str+3 (3 pts)
--Con+2 (2 pts)
--horn(small)[D6(3)xStr[Piercing]] (2 pts)
--club(large)[D8(4)x(Str+1)[Blunt]] (4 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Black Bear (9 pts)
--Str+2 (2 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Bloodhound (3 pts)
--Acute Sense(Scent) [6 lvls] (6 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Brown Bear (9 pts)
--Str+2 (2 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Cheetah (1 pt)
--Dex+1 (1 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Falcon (22 pts)
--Con-1 (-1 pts)
--Flight x10 (20 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Fox (3 pts)
--Dex+1 (1 pts)
--Acute Sense(Scent) [5 lvls] (5 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Gazelle (1 pt)
--horn(small)[D6(3)xStr[Piercing]] (2 pts)
--club(small)[D8(4)xStr[Blunt]] (3 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Gila Monster (7 pts)
--Str+1 (1 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [HvHide D6(3)] (3 pts)
--Poison [Bite, Irritant, Lvl2 D4(2)] (4 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Gorilla (7 pts)
--Str+3 (3 pts)
--Con+1 (1 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Grizzily Bear (9 pts)
--Str+2 (2 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvFur D4(2)] (2 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Hog (7 pts)
--Str+1 (1 pts)
--Con+2 (2 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--club(small)[D8(4)xStr[Blunt]] (3 pts)
--Armor [HvHide D6(3)] (3 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Komodo Dragon (10 pts)
--Str+1 (1 pts)
--Acute Sense(Scent) [4 lvls] (4 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--club(large)[D8(4)x(Str+1)[Blunt]] (4 pts)
--Armor [HvHide D6(3)] (3 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Lion (12 pts)
--Str+1 (1 pts)
--Con+2 (2 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvHide D6(3)] (3 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Mantis (5 pts)
--Str+2 (2 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [Chitin D10(5)] (5 pts)
--Jump (1 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Monkey (11 pts)
--Dex+2 (2 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtFur D2(1)] (1 pts)
--Brachiation (1 pts) Prehensile Tail (1 pts)
--Climb 6 (6 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Otter (16 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--Fast Swimmer x5 (10 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Swim 6 (6 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Owl (25 pts)
--Str+1 (1 pts)
--Con-1 (-1 pts)
--Acute Sense(Hearing) [5 lvls] (5 pts)
--Flight x8 (16 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [LtHide 0] (0 pts)
--Nightvision (1 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Panther (9 pts)
--Str+1 (1 pts)
--Dex+1 (1 pts)
--Acute Sense(Scent) [4 lvls] (4 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Polar Bear (17 pts)
--Str+3 (3 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvFur D4(2)] (2 pts)
--Swim 6 (6 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Raccoon (9 pts)
--Dex+1 (1 pts)
--Acute Sense(Scent) [2 lvls] (2 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--claw(small)[D6(3)x(Str+1)[Slash]] (3 pts)
--Armor [LtHide 0] (0 pts)
--Nightvision (1 pts)
--Climb 5 (5 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Rhino (12 pts)
--Str+3 (3 pts)
--Con+2 (2 pts)
--Int-1 (-1 pts)
--horn(large)[D10(5)xStr[Piercing]] (4 pts)
--club(large)[D8(4)x(Str+1)[Blunt]] (4 pts)
--Armor [Plate D8(4)] (4 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Sea Lion (15)
--Dex+1 (1 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--Fast Swimmer x7 (14 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Tiger (18)
--Str+1 (1 pts)
--Con+2 (2 pts)
--Acute Sense(Scent) [3 lvls] (3 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--claw(large)[D10(5)x(Str+1)[Slash]] (5 pts)
--Armor [HvHide D6(3)] (3 pts)
--Swim 6 (6 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Turtle (3)
--Str+2 (2 pts)
--bite(small)[D4(2)xStr[Piercing]] (1 pts)
--Armor [Plate D8(4)] (4 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Beta Wolf (8)
--Str+1 (1 pts)
--Dex+1 (1 pts)
--Acute Sense(Scent) [4 lvls] (4 pts)
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)
--Armor [HvHide D6(3)] (3 pts)
--Nightvision (1 pts)
--Minority: Semi-Human (2 pts)
--Obligation: The Corporation (2 pts)

Human (-2)
--Int+1 (1 pts)
--Armor [LtHide 0] (0 pts)
--Minority: Criminal (3 pts)

Augmented Human (6)
--Str+1 (1 pts) Dex+1 (1 pts)
--Armor [HvHide D6(3)] (3 pts)
--Nightvision (1 pts)

Heavy-G Human (3)
--Str+2 (2 pts) Con+1 (1 pts)
--Armor [LtHide 0] (0 pts)

BUY BACK

Total costs for (Career Path) + Race
-- Multiply by 125000 credits, this is the characters "Buy Back" amount
--Add a Drawback of "Buy Back", 1pt per 1,000,000 owed

Buy Back = ((Career Path Pts) + (Race Pts)) x 125000CR
Drawback: Buy Back = (Buy Back) / 1,000,000

Total Pts	Buy Back	DB	Starting CR	Total Pts	Buy Back	DB	Starting CR
1	125,000	0	0	41	5,125,000	5	5,000
2	250,000	0	0	42	5,250,000	5	5,000
3	375,000	0	0	43	5,375,000	5	5,000
4	500,000	1	1,000	44	5,500,000	6	6,000
5	625,000	1	1,000	45	5,625,000	6	6,000
6	750,000	1	1,000	46	5,750,000	6	6,000
7	875,000	1	1,000	47	5,875,000	6	6,000
8	1,000,000	1	1,000	48	6,000,000	6	6,000
9	1,125,000	1	1,000	49	6,125,000	6	6,000
10	1,250,000	1	1,000	50	6,250,000	6	6,000
11	1,375,000	1	1,000	51	6,375,000	6	6,000
12	1,500,000	2	2,000	52	6,500,000	7	7,000
13	1,625,000	2	2,000	53	6,625,000	7	7,000
14	1,750,000	2	2,000	54	6,750,000	7	7,000
15	1,875,000	2	2,000	55	6,875,000	7	7,000
16	2,000,000	2	2,000	56	7,000,000	7	7,000
17	2,125,000	2	2,000	57	7,125,000	7	7,000
18	2,250,000	2	2,000	58	7,250,000	7	7,000
19	2,375,000	2	2,000	59	7,375,000	7	7,000
20	2,500,000	3	3,000	60	7,500,000	8	8,000
21	2,625,000	3	3,000	61	7,625,000	8	8,000
22	2,750,000	3	3,000	62	7,750,000	8	8,000
23	2,875,000	3	3,000	63	7,875,000	8	8,000
24	3,000,000	3	3,000	64	8,000,000	8	8,000
25	3,125,000	3	3,000	65	8,125,000	8	8,000
26	3,250,000	3	3,000	66	8,250,000	8	8,000
27	3,375,000	3	3,000	67	8,375,000	8	8,000
28	3,500,000	4	4,000	68	8,500,000	9	9,000
29	3,625,000	4	4,000	69	8,625,000	9	9,000
30	3,750,000	4	4,000	70	8,750,000	9	9,000
31	3,875,000	4	4,000	71	8,875,000	9	9,000
32	4,000,000	4	4,000	72	9,000,000	9	9,000
33	4,125,000	4	4,000	73	9,125,000	9	9,000
34	4,250,000	4	4,000	74	9,250,000	9	9,000
35	4,375,000	4	4,000	75	9,375,000	9	9,000
36	4,500,000	5	5,000	76	9,500,000	10	10,000
37	4,625,000	5	5,000	77	9,625,000	10	10,000
38	4,750,000	5	5,000	78	9,750,000	10	10,000
39	4,875,000	5	5,000	79	9,875,000	10	10,000
40	5,000,000	5	5,000	80	10,000,000	10	10,000

Cybernetics

Use the Cybernetics rules from "All Tomorrows Zombies, pgs 21, 24-31"

Generally Cybernetics are used for medical reasons, but they are also available to Justifiers wanting a little edge. Appearance wise, Cybernetics have a very "Chrome" look. Lifelike cybernetics are available at x3-x5 the cost, depending on quality.

While bioware and nanoware is available, it is rarely available to beta humandoids unlesss the Corporation has a mission specific need that requires it.

Psionics

Use the Psionic rules from "Conspiracy X, pgs 188-195".

Personally I would ignore the rules on seepage, it doesnt really 'fit' into the Justifiers universe.

Magic

Use the Magic rules from "Ghosts Of Albion, pgs 97-127".

Magic isn't prevalent in the Justifiers universe, but if you decide to let some primitive race display magic like talents, the Ghost Of Albion rules seems the most streamlined and easy to use. Which fits the Justifier 'feel'.

CHARACTER CREATION

Skills

The following skills make up the core of Justifier skills. Skill s from any Classic Unisystem rule book may be used, but would be more uncommon.

Brawling
Cartography
Computer Programming
Cryptology
Cyberdoc
Demolitions
Electronic Surveillance
Electronics(Basic,Micro)
Engineer(Aircraft,Beam,Communications,Computer,E-Suit,Fabrication,Fluid Systems,Fusion,Ground
Vehicle,Laser,Nuclear,Projectile,Robotics,Scanner,Solar,Structural,Transmatt)
First Aid
Gun(Beam,Heavy Beam,Machine Gun,Pistol,Rifle,Shotgun,Submachine Gun,Vehicle)
Hand Weapon(Axe,Bow,Club,Improvised,Knife,Spear,Staff,Sword)
Humanities(Archeology,Anthropology,Art History,Theology,Economics,History,Law,Philosophy,Psychology,Sociology)
Instruction
Martial Arts(Aikido)
Mechanic
Medicine(Internal,Orthopedics,Pathology,Pharmacology,Psychology,Surgery,Trauma)
Microgravity Control
Navigation
Operation(Security)
Photography
Pilot(Aircraft,Car,Hovercraft,Submersible,Tracked,Truck)
Questioning
Science(Anthropology,Aquatics,Archeology,Botany,Chemistry,Ecology,Geography,Geology,Geomorpholgy,Linguistics,Marine
Biology,Math,Metallurgy,Sociology,Zoology)
Snares
Surveilance
Survival(Artic,Desert,Forest,Mountain,Jungle,Urban)
Systems Operation(Comm,Computer,E-Suit,Medical,Scanner,Transmatt)
Tracking

New Qualities & Drawbacks

Minority: Semi-Human (2 pt drawback)
--Created lifeform with few rights and unable to join any guilds

Minority: Criminal (3 pt drawback)
--No rights. Maybe be executed by any company officer

Obligation: The Corporation (2 pt drawback)
--Characters begin the game indoctrinated with loyalty to the company they are created by. This may be bought off over time.

Buy-Back (1 pt per 1,000,000 owed)
--Creating the character costs money which must be paid back before any rights are granted to the character

Rank (see below for cost)
The Justifiers Corp is a laid out in a para-military manner, the following ranks are used:

Rank	Cost	Rank	Cost	Rank	Cost
Private	1	Warrant Officer Third Class	4	Second Lieutenant	6
Private First Class	2	Warrant Officer Second Class	5	First Lieutenant	7
Lance Corporal	3	Warrant Officer First Class	6	Captain	8
Corporal	4	Chief Warrant Officer	7	Major	9
Sergeant	5			Lieutenant Colonel	10
Staff Sergeant	6			Colonel	11
Master Sergeant	7			Brigadier	12
Chief Master Sergeant	8				
Sergeant Major	9				

Flight (2 pt quality/level)
Flight allows the character to ... 'Fly'. Each level purchased is a multiplier to the base speed of the character. Ie (Speed = 12, Flight x 3 = Flight Speed = 36)

Swim (1 pt quality/level)
Swim allows the character to swim faster then normal. Each level purchased is a multiplier to the base speed of the character. Ie (Speed = 12, Swim x 3 = Swim Speed = 36)

EQUIPMENT

ARMOR			
Armor	**Base AV**	**Base BV**	**DC**
Light Hide	0		
Heavy Hide	D6(3)		
Heavy Fur	D4(2)		
Plate	D8(4)		
Chitin	D10(5)		
Bone	D12(6)		
Wood/inch	5+1/inch	8+1/inch	20
Stone/inch			40
Earth/inch			25
Concerete/inch	18+2/inch	20+5/inch	50
Cloth	D4-1(1)		10
Ballistic Cloth	D6(3)		25
Heavy Cloth			20
Padded Cloth	D4(2)		25
Leather	D4(2)		30
Heavy Leather	D6(3)		30
Plastic Chain	D6(3)		20
Plastic Plate	D6(3)+1		20
Light Metal	D8(4)		40
Metal Chain	D8(4)+1		40
Metal Plate	D10(5)		50
Carbide	D12(6)+2		130

WEAPONS, MELEE

Weapon	H	Damage	DmgType	EV	Cost	Tech	Avail
Rock	1	(1)x(Str)	Blud	1;1	0	-	C
Knife	1	D4(2)xStr	Slash;Stab	1;1	25	M	C
Sword, Short	1	D6(3)xStr	Slash;Stab	2;1	50	M	C
Sword, Long	1	D8(4)xStr	Slash;Stab	4;2	150	M	R
Sword, Bastard	1	D10(5)xStr	Slash;Stab	4;2	200	M	R
Garrote	1	D4(2)xStr	Slash	1;1	0	-	C
Trident	1	D8(4)xStr	Stab	4;2	250	M	C
Spear	1	D6(3)xStr	Stab	4;2	150	M	R
Hand Axe	1	(D8+1)(5)xStr	Slash	4;2	100	M	R
Chain	1	D6(3)xStr	Blud	2;1	25	M	C
Mace	1	D10(5)xStr	Blud	4;2	100	M	R
Morning Star	1	D12(6)x(Str+1)	Blud	6;3	150	M	R
Nunchuku	1	D6+1(4)xStr	Blud	1;1	30	M	C
Quarterstaff	2	D8(4)x(Str+1)	Blud	4;2	75	M	U
Sword, Great	2	D12(6)x(Str+1)	Slash	8;4	250	M	R
Battle Axe	2	(D8+1)(5)xStr	Slash	4;2	100	M	R
Pole Axe	2	D12(6)x(Str+2)	Slash;Stab	10;5	250	M	R
Sword, Bastard	2	D10(5)x(Str+1)	Slash;Stab	4;2	200	M	R
Spear	2	D6(3)x(Str+1)	Stab	4;2	150	M	R

WEAPONS, THROWN

Weapon	Range	Damage	DmgType	EV	Cost	Tech	Avail
Rock	3/5/8/10/13	(1)x(Str)	Blud	1;1	n/a	M	C
Knife	3/5/8/10/13	D4(2)x(Str-1)	Stab	1;1	25	M	C
Spear	3/5/8/10/13	D6(3)xStr	Stab				
Trident	3/5/8/10/13	D8(4)xStr	Stab				
Javelin	30/40/50/60/65	D4(2)xStr	Stab				
Boomerang	30/40/50/60/65	D4(2)xStr	Blud				
Shuriken	3/5/8/10/13	D4(2)x(Str-1)	Stab				
Bolas	3/7/10/13/30	D4(2)xStr	Blud				
Steel Balls	3/5/8/10/13	D4(2)x(Str-1)	Blud				
Net	3/5/8/10/13	Special	Spec				
Lasso	3/5/8/10/13	Special	Spec				
Sling	3/7/10/13/30	D4(2)xStr	Blud				

WEAPONS, RANGED

Weapon	Range	Damage	Cap	DType	EV	Cost	Tech	Avl	Modes
Light Pistol	3/10/20/60/120	D4x2(4)	8-10	Bullet	1;1	100	M	C	SS;SA
Medium Pistol	3/10/20/60/120	D8x4(16)	7-10	Bullet	2;1	200	M	C	SS;SA
Heavy Pistol	4/15/30/90/180	D6x6(18)	6-10	Bullet	2;1	200	M	U	SS;SA
UI Mk VII EMP Pistol (Slug)	3/15/30/100/200	D6x6(18)	20	Bullet	2;1	900	E	U	SS;SA
Submachine Gun	3/15/30/100/200	D6x4(12)	20-40	Bullet	6;3	500	M	U	SS;SA;B;A
Shotgun	5/50/150/600/1000	D8x5(20)	1-8	Bullet	8;4	800	M	C	SS
Auto-Shotgun	5/50/150/600/1000	D8x5(20)	20-40	Bullet	8;4	1200	M	C	SS
Light Rifle	10/50/150/600/1000	D4x4(8)	1-10	Bullet	8;4	1000	M	C	SS;SA
Medium Rifle	10/50/150/600/1000	D8x4(16)	1-30	Bullet	10;5	1200	M	C	SS;SA
Heavy Rifle	10/50/150/600/1000	D8x5(20)	1-30	Bullet	8;4	1500	M	C	SS;SA
Assault Rifle	10/50/150/600/1000	D8x5(20)	20-30	Bullet	10;5	2500	M	U	SS;SA;B;A
Grenade Launcher	5/50/100/200/300	Grenade	5	Grenade	7;3	500	M	R	SS
Flame Thrower	30/40/50/60/65	D8x5(20)	10	Flame	50;22	1100	M	R	SS
Autobow	5/50/100/200/300	D8x4(16)	1	Arrow	8;4	150	M	C	SS
Compound Bow	5/10/50/150/600	D8(4)x(Str)	1	Arrow	8;4	1000	M	C	SS
Slingshot	3/10/20/60/120	D4x2(4)	1	Bullet	1;1	200	M	C	SS
Mortar	////					2500	M		
Light Cannon	50/100/300/700/1500	D10x10(50)	1	Bullet	n;a	35000	M	R	SS
Medium Cannon	////					45000	M		
Recoilless Rifle	10/150/300/1000/4000	D8x5(20)		Bullet	10;5	30000	E		SS;SA;B;A
Machine Gun	10/150/300/1000/4000	D8x5(20)	100	Bullet	24;12	2500	M	R	B;A
Auto-Cannon	10/150/300/1000/4000					50000	E		SS;SA
UI MkIII Sonic Stunner (Stopper)	10/30/40/60/80	D10x4(20)	50	Blud	1;1	1500	E	U	
Self Contained Laser Pistol	10/70/200/800/1200					2500	E		SS;SA;B;A
Hand Held Particle Beam Projector (Blaster)	4/15/30/100/200	D6x5(15)	50	Energy	1;1	3500	S	C	
Laser Projected Plasma Ejector (Plaser)	5/50/100/200/300					2500	E		
Laser Rifle	10/100/300/1000/3000					4500	E		SS;SA;B;A
Laser Cannon	10/50/150/600/1000					50000	E		SS;SA;B;A
Particle Beam Cannon (PBC)	////					75000	S		SS;SA
Ballisa	////						A		SS
Trebuchet	////						A		SS
Light Catapult	////						A		SS
Heavy Catapult	////						A		SS

GENERAL EQUIPMENT

Item	EV	Cost	Avail
Air Compressor		850	
Analyzer, Atmosphere		100	
Analyzer, Diagnostic		1500	
Analyzer, Linguistics/Cryptography		1500	
Analyzer, Organic Tissue		1500	
Analyzer, Soil And Rock		500	
Analyzer, Water		100	
Art Supplies		50	
Backpack		50	
Binoculars		250	
Boots		50	
Boots, Climbing		100	
Boots, Hiking		75	
Boots, Work		150	
Camera		1500	
Camera Film		50	
Camera Lenses		250	
Camp Stove		200	
Cargo Loader		15000	
CD's		30	
CD Player/Recorder		150	
Chain Saw		200	
Chronometer		35	
Clothing, Cold Weather		250	
Clothing, Wet Weather		150	
Climbing Gear		500	
Communicator		300	
Compass		400	
Computer		950	
Core Sampler		1000	
Coversalls		25	
Cryonic Tubes		35000	
Drill, Laser		250	
Electronic Bugging Kit		250	
Electronic Counter-Measures Kit		650	
Flare Gun		250	
Flares		10	
Fuel Cell (Battery)		20	
Geiger Counter		500	
Generator		300	
Gun Sight, Telescopic		1200	
Gun Sight, Laser		2500	
Handcuffs		45	
Heater		90	
Hot/Cold Chest, 10 quart		100	
Hot/Cold Chest, 25 quart		200	
Hot/Cold Chest, 50 quart		350	
Hot Pot		150	
Infra Red Goggles		600	
Lantern		150	
Lathe, Laser		3500	
Lock Pick, Electronic		1500	
Lock Pick Tooks, Conventional		450	
Map Case		25	
Mask, Air Tank & Face		850	
Mask, Filter		450	
Mask, Gas		650	
Medical Kit		2500	
Mess Kit		50	
Metal Detector		1000	
Motion Sensors		850	

GENERAL EQUIPMENT

Item	EV	Cost	Avail
Recharger, Battery Clip		2500	
Recharger, Fuel Cell		1500	
Refinery Plant, Ore		25000	
Refinery Plant, Fuel		25000	
Rope, Per Ft		10	
Satellite, Weather		60000	
Satellite, Communications		65000	
Scuba Gear		800	
Shelter, Portable		500	
Skis, Water		200	
Skis, Snow		250	
Skis, Cross Country		100	
Sleeping Bags		85	
Solar Generator		2000	
Snow Shoes		75	
Stationary Kit		25	
Suit, Armored Environment		100000	
Suit, Fluid Recycling		1000	
Suit, Hard Environment		4500	
Suit, Light Environment		2500	
Suit, Radiation		15000	
Suit, Standard Environment		3500	
Surgical Tools		450	
Tarpaulin		50	
Telescope		500	
Thermometer		100	
Tool Kit, Carpentry		1000	
Tool Kit, Electronic		1000	
Tool Kit, Metalwork		1000	
Tracking Collar		100	
Trapping Gear		200	
Vacuum Thermos, 1 quart		10	
Vacuum Thermos, 3 quarts		15	
Vacuum Thermos, 6 quarts		25	
Water Purification Plant		3500	

VEHICLES

Vehicle	W(Lbs)	DC	Spd	Armor Value	Accel	Accy	Rng(m)	Tough	Avl	Hand	Cost	Build
Helicopter	4,500	40	160	2-5(8)	40	N/A	200	3	U	4	700000	9
ATV Car	2000	70	70	2	20	N/A	320	4	C	3	15000	4
ATV Truck	3500	51	110	2-5	25	N/A	450	3	C	3	20000	8
Armored Personnel Carrier	25,000	300	45	(D10x2)+75(85)	15	N/A	320	5	R	2		19
Hover Craft	3,750	70	80	2-5(4)	20	N/A	200	3	U	4	250000	5
Submersible	5,000	100	30	4-7(6)	5	N/A	90	4	U	2	250000	8
Shuttle	100,000	500	1575	8-14(12)	394	N/A	1000	4	R	1	10,000,000	26

New Rules: Building Modules

Build Modules

Large items shipped on the Shuttle are broken up into multiple modules. Everything needed to build a shelter, vehicle, or any other large item is broken up into easily assembled 100 lbs or less modular pieces. The idea behind this weight limitation is anyone with average human strength or better could theoretically build the entire item with no help or special lifting equipment.

Build Time

The original Justifiers rules showed vehicle build times at 5 minutes per body point. Any equipment that comes in modules now has a "Build" value, which is the number of hours required to build that item. One character can put 8 hours into building an item per day.

Build Results

One appropriate skill roll is required for every 4 hours (rounded up) of Build Time. Any successes means that block of time was constructive. A failure means the character had difficulty, and must repeat that block of 4 hours of time.

THE MISSION

Pay Per Mission

The group gains (1D10x100,000CR) per mission accomplished. The money is split has follows:

    35% for the commanding officer
    35% divided among all other Officers, excluding Warrant Officers
    30% divided among all the Enlisted Personnel and Warrant Officers

Pay Per Mission Modifiers	Modifer
Destruction of Corporate Property	-cost of property
Destruction of usable planetary resources	-cost of resources
Finding advanced alien artifacts	pay x 1.5
Finding a primitive alien culture	pay x 2.0
Finding extraordinary resources	pay x 2.0
Finding an advanced alien culture	pay x 4.0

The Corporation or a superior officer may also fine, impression, or execute individuals within the group for such things as disobedience, or derelictions of duty. The severity of punishment is left up to the Commander, but should be consistent with the severity of the infraction.

Generating Random Planets

THE MISSION

The Shuttle - Upper Deck

Key	Description	Notes
A	Armory	
B	Nuclear Weapons Locker	
C	Bridge Head	
D	Communications Station	Satellite & Intercom
E	Pilot's Station	
F	Auxiliary Engineering Station	
G	Security Station	
H	Ladder Down	
I	Life Support Systems	
J	Radiation Decontamination Airlock	
K	Main Engineering & Propulsion	Manuevering Thrusters Only
L	Power & Wiring Trunk	
M	View Screens	
N	Main Engineering Station	
O	E-Suit Lockers	
P	Blast Doors	
Q	EVA Airlock	
R	EVA Hatch	
S	Food Storage	
T	Galley	
U	Waste Receptacles	
V	Mess/Briefing Room	
W	Medical Stores	
X	Medical Computers	
Y	Sick-Bay	
Z	Computer & Main Library	
Z1	Computer Main Memory	
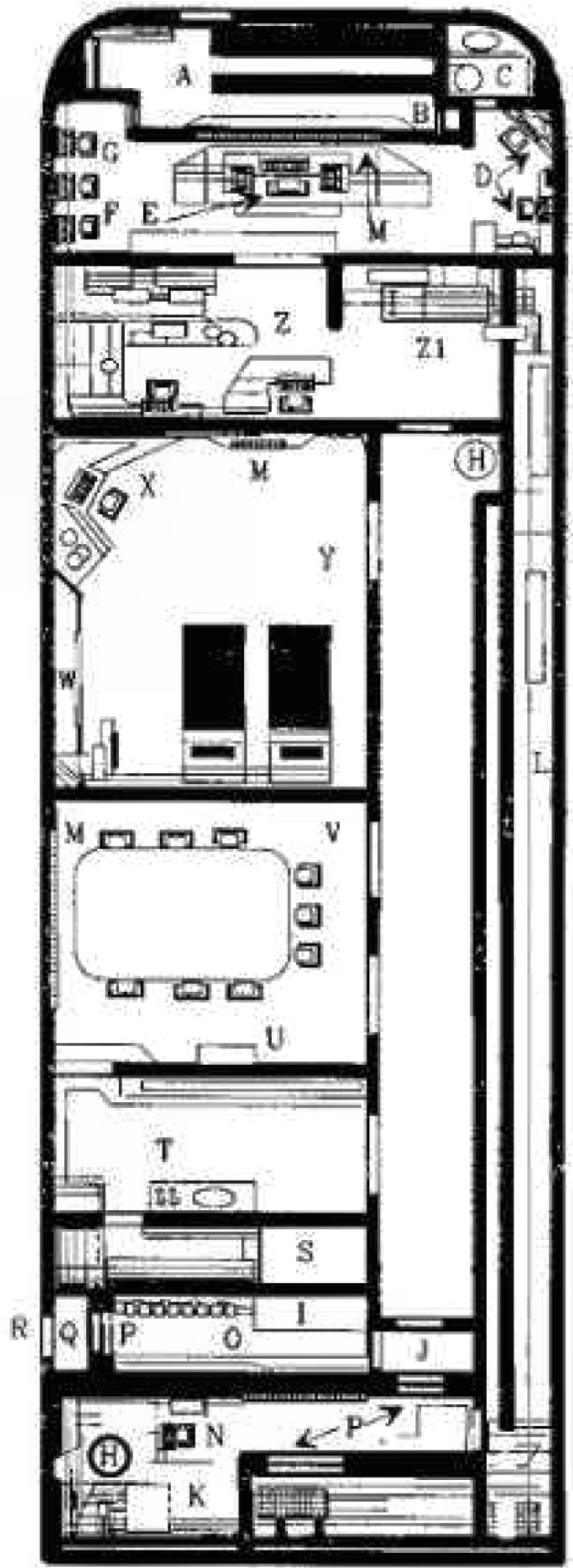
The Shuttle - Lower Deck

Key	Description	Notes
A	Port Sensor Array	
B	Starboard Sensor Array	
C	Port Battery Room	
D	Starboard Battery Room	
E	Water Pumping & Filtration Room	
F	Cargo Bay A	
G	Main Head & Showers	
H	Cargo Bay B	
I	Electrical Monitoring & Main Circuit Breakers	
J	Crew Entrance & Ladder Up	
K	Cargo Doors	
L	Power & Wiring Trunk	
M	Ladder Up	
N	Lower Engineering	
O	Main Generators	
P	Reactor Vent	
Q	Reactor Core	

THE MISSION
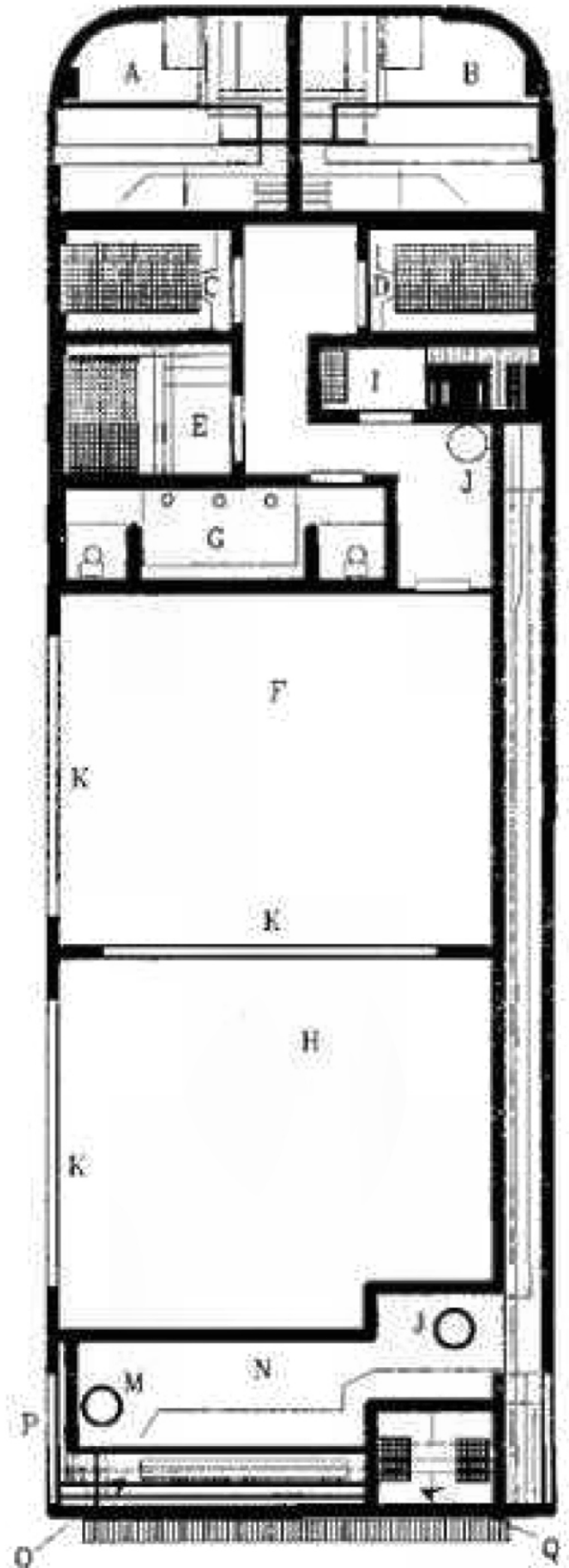
The Shuttle - Pre-Loaded Contents

CARGO BAY
2 Portable Buildings
--Science Lab Contains
----1 Telescope
----20 Tracking Collar
----1 Atmospheric Analyzer
----2 Water Testers
----1 Electronic Thermometer
----1 Soils & Rock Analyzer
----1 Organic Tissue Analyzer
----1 Linguistics/Cryptography Analyzer
----1 Core Sampler

--Vehicle/Tool Shed Contains
----1 Carpentry Kit
----1 Metalwork Kit
----1 Electronic Diagnosis Kit
----3 Laser Drills
----2 Chain Saws
----1 Laser Lathe
----2 Cargo Loaders

1 Personal Shelter for the Commander
1 Personal Shelter for each two(2) officers
2 Personal Shelter for each four(4) englisted officers
1 Solar generating stations (portable)
1 Fuel Cell recharger for each shelter
1 Communicator for each crewman
1 Sleeping Bag for each crewman
1 Thermos for each crewman
1 Lantern for each shelter
1 Flashlight for each two(2) crewmen
1 Hot/Cold chest for each shelter
1 Campstove for each two(2) shelters
1 Hotpot for each shelter
2 Fuel Cells for each piece of equipment
1 Backpack for each crewman
1 Binocular for each two(2) crewmen
1 Messkit for each crewman
1 Space Heater for each shelter
1 Chronometer for each crewman
2 Water purification plants
1 Motion Sensor for each Security Officer
10 Flares for each gun
3 Sets of climbing gear
3 Sets of scuba gear
1 Compass for each crewman
1 Ore refinery plant
1 Fuel refinery plant (fossil fuels)
1 Lt E-Suit for each crewmen
1 Other type enviroment suit for each crewman (based on world conditions)
1 Armored E-Suit for each Security Officer
1 Set Carbide Plate body Armor for each Security Officer
1 Radiation suit for each Engineer

Vehicles
--1 ATV Car
--1 Hovercraft
--1 Helicopter
--Either
----Submersible
----ATV Truck

ARMORY (Access: Commander, Security Officers)
1 Stopper for each crewman
1 Medium Pistol for each crewman
20 clips of standard ammunition for each pistol
1 Assault rifle for each enlisted man
10 clips of standard ammunition for each assault rifle
1 Submachine gun for each officier
10 clips of standard ammunition for each submachine gun
1 Laser pistol for each Security officer
10 clips for each laser pistol
1 Laser rifle for each Security officer
10 clips for each laser rifle
1 Mortar
10 Mortar rounds of each type (except nuclear)
1 Grenade launcher
10 Grandade of each type (except nuclear)
1 Machine-gun
20 Chains of standard ammunition
20 Chains of standard ammunition for each vehicle mounted weapons
10 rounds of clips of each type for each of the other vehicle mounted weapons
1 Battery clip recharger for each 2 weapons
1 Fuel Cell recharger for each shelter

ARMORY, NUCLEAR (Access: Commander)
5 microton gernades

SICK BAY
2 Sets surgical tools
2 Diagnostic analyzers
1 CT Scan/X-Ray Machine
3 Advanced medical kits

PERSONAL GEAR
3 Sets of coveralls for each crewman
2 Pairs of boots (specify type) for each crewman
1 Mapcase and stylus for each crewman

Attributes

Attributes	Lvl
STRength	5
DEXterity	3
CONstitution	5
INTelligence	2
PERception	2
WILlpower	2

Secondary Attributes

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	50
Endurance Pts ((S+C+W)x3)+5	41
Speed (Land) (C+D)x2	16
Speed (Water) ((swim) yds)	6
Speed (Air)	---
Essence (S+D+C+I+P+W)	19

Career

Security (51 pts)
Attr: str:3 dex:3 con:2 int:2 per:2 wil:2

	Lvl
Rank: Private	1

Quote

"This mission, is... Gggrrreeeaaatttt!"

Skill

Skill	Lvl
Brawling	1
Cryptology	2
Electronic Surveillance	1
Engineer(Beam)	1
Engineer(E-Suit)	1
Engineer(Nuclear)	2
Engineer(Projectile)	1
First Aid	1
Gun(Beam)	2
Gun(Heavy Beam)	1
Gun(Machine Gun)	2
Gun(Pistol)	1
Gun(Rifle)	2
Gun(Shotgun)	2
Gun(Submachine Gun)	2
Gun(Vehicle)	1
Hand Weapon(Axe)	2
Hand Weapon(Club)	1
Hand Weapon(Knife)	2
Hand Weapon(Spear)	1
Hand Weapon(Staff)	1
Hand Weapon(Sword)	4
Martial Arts(Aikido)	4
Microgravity Control	1
Navigation	1
Operation(Security)	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Questioning	2
Surveillance	2
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	2
Systems Operations(Transmatt)	1
Swim	6

BETA TIGER / SECURITY OPERATIVE
Buy-Back: 8,250,000 credits

Gear

Gear	EV
UI Mk VII EMP Pistol	2/1
R: 3/15/30/100/200 D: D6x6(18)	
C: (20) 00000 00000 00000 00000	
Clip (UI Mk VII EMP Pistol)	1/1
Clip (UI Mk VII EMP Pistol)	1/1
Katana	
D: D10(5)xStr(5)	2/1

Race

Race	Pts
Beta Tiger (15)	
--Str+1/ Con+2	3
--Acute Sense(Scent) [3 lvls]	3
--bite(large)[D4(2)x(Str+1)[Piercing]]	2
--claw(large)[D10(5)x(Str+1)[Slashing]]	5
--Swim 6	6
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Quarlites And Drawbacks

Quarlites And Drawbacks	Pts
Buy Back	-8
Fast Reaction Time	2
Hard To Kill	3

Attributes	Lvl
STRength	3
DEXterity	2
CONstitution	4
INTelligence	4
PERception	4
WILlpower	2

Career

Social Sciences (36 pts)
Attr: str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant	6

Skill	Lvl
Brawling	1
Cryptology	2
Engineer(E-Suit)	1
First Aid	1
Gun(Pistol)	1
Humanities(History)	2
Instruction	2
Medicine(Psychology)	1
Microgravity Control	1
Navigation	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Science(Anthropology)	2
Science(Archeology)	2
Science(Linguistics)	2
Science(Sociology)	2
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	1
Systems Operations(Transmatt)	1

BETA LIONESS / SOCIAL SCIENTIST
Buy-Back: 5,625,000 credits

Race	Pts
Beta Lion (9)	
--Str+1 (1 pts) Con+2	3
--Acute Sense(Scent) [3 lvls] (3 pts)	3
--bite(large)[D4(2)x(Str+1)[Piercing]]	2
--claw(large)[D10(5)x(Str+1)[Slashing]]	5
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Quarlites And Drawbacks	Pts
Buy Back	-6

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	38
Endurance Pts ((S+C+W)x3)+5	32
Speed (Land) (C+D)x2	12
Speed (Water) ((swim) yds)	0
Speed (Air)	---
Essence (S+D+C+I+P+W)	19

Quote

"Lets peel open this little piggie and see what makes it squeal...."

Gear	EV

Attributes	Lvl
STRength	2
DEXterity	5
CONstitution	1
INTelligence	2
PERception	3
WILlpower	2

Career

Scout (42 pts)

Attr: str:2 dex:3 con:2 int:2 per:3 wil:2

Rank: Private	1

Skill	Lvl
Brawling	1
Cartography	2
Engineer(E-Suit)	1
First Aid	1
Gun(Beam)	1
Gun(Pistol)	1
Hand Weapon(Axe)	1
Hand Weapon(Bow)	2
Hand Weapon(Club)	1
Hand Weapon(Improvised)	1
Hand Weapon(Knife)	2
Hand Weapon(Spear)	1
Hand Weapon(Staff)	1
Hand Weapon(Sword)	1
Martial Arts(Aikido)	1
Microgravity Control	1
Navigation	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Snares	1
Surveilance	2
Survival(Arctic)	2
Survival(Desert)	2
Survival(Forest)	2
Survival(Jungle)	2
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	1
Systems Operations(Transmatt)	1
Tracking	1

BETA FALCON / SCOUT OPERATIVE
Buy-Back: 8,000,000 credits

Race	Pts
Beta Falcon (22)	
--Con-1 (-1 pts)	-1
--Flight x10 (20 pts)	20
--bite(large)[D4(2)x(Str+1)[Piercing]]	2
--claw(large)[D10(5)x(Str+1)[Slashing]] (5 pts)	5
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Quarlites And Drawbacks	Pts
Buy Back	-8

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	22
Endurance Pts ((S+C+W)x3)+5	20
Speed (Land) (C+D)x2	12
Speed (Water) ((swim) yds)	--
Speed (Air)	120
Essence (S+D+C+I+P+W)	15

Quote

"Catch me if you can!"

Gear	EV

Attributes

Attributes	Lvl
STRength	4
DEXterity	3
CONstitution	2
INTelligence	4
PERception	3
WILlpower	2

Career

Life Science (36 pts)

Attr: str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant	6

Skill

Skill	Lvl
Brawling	1
Engineer(E-Suit)	1
First Aid	1
Gun(Pistol)	1
Microgravity Control	1
Navigation	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Science(Aquatics)	2
Science(Botany)	2
Science(Chemistry)	3
Science(Ecology)	2
Science(Marine Biology)	2
Science(Zoology)	2
Surveilance	2
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	1
Systems Operations(Transmatt)	1

BETA MANTIS / LIFE SCIENTIST

Buy-Back: 5,125,000 credits

Race

Race	Pts
Beta Mantis (5)	
--Str+2	2
--bite(small)[D4(2)xStr[Piercing]]	1
--Jump	1
--Armor [Chitin (AV5)]	5
--Minority: Semi-Human	-1
--Obligation: The Corporation	-1

Secondary Attributes

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	34
Endurance Pts ((S+C+W)x3)+5	29
Speed (Land) (C+D)x2	10
Speed (Water) ((swim) yds)	
Speed (Air) (Jump)	20
Essence (S+D+C+I+P+W)	18

Quote

"Tastes like ... Beta Chicken."

Gear

Gear	EV
UI Mk VII EMP Pistol	2/1
R: 3/15/30/100/200 D: D6x6(18)	
C: (20) 00000 00000 00000 00000	
Clip (UI Mk VII EMP Pistol)	1/1
Clip (UI Mk VII EMP Pistol)	1/1
Katana	
D: D10(5)xStr(5)	2/1

Quarlites And Drawbacks

Quarlites And Drawbacks	Pts
Buy Back	-5

Attributes

Attributes	Lvl
STRength	2
DEXterity	4
CONstitution	2
INTelligence	4
PERception	3
WILlpower	2

Career

Pilot (32 pts)

Attr: str:1 dex:4 con:2 int:3 per:2 wil:2

Rank: Warrant Officer Third Class	4

Skill

Skill	Lvl
Brawling	1
Engineer(E-Suit)	1
First Aid	1
Gun(Pistol)	2
Gun(Vehicle)	2
Microgravity Control	3
Navigation	3
Pilot(Aircraft)	3
Pilot(Car)	2
Pilot(Hovercraft)	2
Pilot(Submersible)	2
Pilot(Tracked)	2
Pilot(Truck)	2
Science(Meteorology)	1
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	1
Systems Operations(Transmatt)	1

**BETA KOMODO DRAGON
PILOT OPERATIVE
Buy-Back: 4,875,000 credits**

Race

Race	Pts
Beta Komodo Dragon (7)	
--Str+1 (1 pts)	1
--Acute Sense(Scent) [4 lvls]	4
--bite(large)[D4(2)x(Str+1)[Piercing]]	2
--club(large)[D8(4)x(Str+1)[Blunt]]	4
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Secondary Attributes

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	26
Endurance Pts ((S+C+W)x3)+5	23
Speed (Land) (C+D)x2	12
Speed (Water) ((swim) yds)	
Speed (Air)	---
Essence (S+D+C+I+P+W)	17

Quote

"Fassssssssster! Fassssssssster!"

Gear

Gear	EV
UI Mk VII EMP Pistol	2/1
R: 3/15/30/100/200 D: D6x6(18)	
C: (20) 00000 00000 00000 00000	
Clip (UI Mk VII EMP Pistol)	1/1
Clip (UI Mk VII EMP Pistol)	1/1
Katana	
D: D10(5)xStr(5)	2/1

Quarlites And Drawbacks

Quarlites And Drawbacks	Pts
Buy Back	-5

Attributes

Attributes	Lvl
STRength	5
DEXterity	3
CONstitution	2
INTelligence	4
PERception	3
WILlpower	3

Secondary Attributes

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	38
Endurance Pts ((S+C+W)x3)+5	35
Speed (Land) (C+D)x2	10
Speed (Water) ((swim) yds)	
Speed (Air)	--
Essence (S+D+C+I+P+W)	20

Career

Planetary Sciences (36 pts)

Attr: str:2 dex:2 con:2 int:3 per:3 wil:2

Rank: Second Lieutenant	6

Quote

"Hmmm... Let us consider our options"

Skill

Skill	Lvl
Brawling	1
Cartography	2
Demolitions	1
Engineer(E-Suit)	1
First Aid	1
Gun(Pistol)	1
Microgravity Control	1
Navigation	1
Photography	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Science(Aquatics)	2
Science(Chemistry)	2
Science(Geography)	2
Science(Geology)	4
Science(Geomorpholgy)	2
Science(Meteorology)	2
Systems Operation(Communications)	1
Systems Operation(Computer)	2
Systems Operation(E-Suit)	2
Systems Operations(Scanner)	2
Systems Operations(Transmatt)	1

BETA GORILLA
PLANETARY SCIENTIST
Buy-Back: 5,375,000 credits

Gear

Gear	EV
UI Mk VII EMP Pistol	2/1
R: 3/15/30/100/200 D: D6x6(18)	
C: (20) 00000 00000 00000 00000	
Clip (UI Mk VII EMP Pistol)	1/1
Clip (UI Mk VII EMP Pistol)	1/1
Katana	
D: D10(5)xStr(5)	2/1

Race

Race	Pts
Beta Gorilla (7)	
--Str+3	3
--Con+1	1
--Acute Sense(Scent) [3 lvls] (3 pts)	3
--bite(large)[D4(2)x(Str+1)[Piercing]] (2 pts)	2
--Armor [HvFur D4(2)] (2 pts)	2
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Quarlites And Drawbacks

Quarlites And Drawbacks	Pts
Buy Back	-5

Attributes

Attributes	Lvl
STRength	2
DEXterity	2
CONstitution	3
INTelligence	5
PERception	2
WILlpower	2

Career

Doctor (38 pts)

Attr: str:1 dex:2 con:2 int:5 per:2 wil:2

Rank: Second Lieutenant (6 pts)	6

Skill

Skill	Lvl
Brawling	1
Cyberdoc	1
Engineer(E-Suit)	1
First Aid	3
Gun(Pistol)	1
Medicine(Internal)	3
Medicine(Orthopedics)	1
Medicine(Pathology)	3
Medicine(Pharmacology)	3
Medicine(Psychology)	1
Medicine(Surgery)	3
Medicine(Trauma)	3
Microgravity Control	1
Navigation	1
Pilot(Car)	1
Pilot(Tracked)	1
Pilot(Truck)	1
Systems Operation(Communications)	1
Systems Operation(Computer)	1
Systems Operation(E-Suit)	2
Systems Operation(Medical)	2
Systems Operations(Scanner)	1
Systems Operations(Transmatt)	1

BETA BLOODHOUND
DOCTOR
Buy-Back: 5,125,000 credits

Race

Race	Pts
Beta Bloodhound (3)	
--Acute Sense(Scent) [6 lvls]	6
--bite(small)[D4(2)xStr[Piercing]]	1
--Armor [LtHide 0]	0
--Obligation: The Corporation	-2
--Minority: Semi-Human	-2

Quarlites And Drawbacks

Quarlites And Drawbacks	Pts
Buy Back	-5

Secondary Attributes

Secondary Attributes	Lvl
Life Pts ((S+C)x4)+10	30
Endurance Pts ((S+C+W)x3)+5	26
Speed (Land) (C+D)x2	10
Speed (Water) ((swim) yds)	
Speed (Air)	--
Essence (S+D+C+I+P+W)	16

Quote

"<sniff><sniff> Smells like trouble."

Gear

Gear	EV
UI Mk VII EMP Pistol	2/1
R: 3/15/30/100/200 D: D6x6(18)	
C: (20) 00000 00000 00000 00000	
Clip (UI Mk VII EMP Pistol)	1/1
Clip (UI Mk VII EMP Pistol)	1/1
Katana	
D: D10(5)xStr(5)	2/1

Attributes	Lvl
STRength	
DEXterity	
CONstitution	
INTelligence	
PERception	
WILlpower	

Secondary Attributes	Lvl
Life Pts $((S+C)\times4)+10$	
Endurance Pts $((S+C+W)\times3)+5$	
Speed (Land) $(C+D)\times2$	
Speed (Water) $((swim)\ yds)$	
Speed (Air)	
Essence $(S+D+C+I+P+W)$	

Career	

_____ / _____

Buy-Back: _____ credits

Quote

Skill	Lvl

Race	Pts

Quarlites And Drawbacks	Pts

Gear	EV

CHARACTER SHEET

NAME:

Attributes	Lvl
STRength	
DEXterity	
CONstitution	
INTelligence	
PERception	
WILlpower	

	Lvl
Life Pts ((S+C)x4)+10	
Endurance Pts ((S+C+W)x3)+5	
Speed (Land) (C+D)x2	
Speed (Water) ((swim) yds)	
Speed (Air)	
Essence (S+D+C+I+P+W)	

Career	

Race	Pts
Buy Back Amount (credits)	

Qualrites And Drawbacks	Pts

Skill	Lvl	Skill	Lvl
Brawling		Humanities(Sociology)	
Cartography		Instruction	
Computer Programming		Martial Arts(Aikido)	
Cryptology		Mechanic	
Cyberdoc		Medicine(Internal)	
Demolitions		Medicine(Orthopedics)	
Electronic Surveillance		Medicine(Pathology)	
Electronics(Basic)		Medicine(Pharmacology)	
Electronics(Micro)		Medicine(Psychology)	
Engineer(Aircraft)		Medicine(Surgery)	
Engineer(Beam)		Medicine(Trauma)	
Engineer(Comm)		Micrgravity Control	
Engineer(Computer)		Navigation	
Engineer(E-Suit)		Photography	
Engineer(Fabrication)		Pilot(Aircraft)	
Engineer(Fluid Systems)		Pilot(Car)	
Engineer(Fusion)		Pilot(Hovercraft)	
Engineer(Ground Vehicle)		Pilot(Submersible)	
Engineer(Laser)		Pilot(Tracked)	
Engineer(Nuclear)		Pilot(Truck)	
Engineer(Projectile)		Questioning	
Engineer(Robotics)		Science(Anthropology)	
Engineer(Scanner)		Science(Aquatics)	
Engineer(Solar)		Science(Archeology)	
Engineer(Structural)		Science(Botany)	
Engineer(Transmatt)		Science(Chemistry)	
First Aid		Science(Ecology)	
Gun(Beam)		Science(Geography)	
Gun(Heavy Beam)		Science(Geology)	
Gun(Machine Gun)		Science(Geomorpholgy)	
Gun(Pistol)		Science(Linguistics)	
Gun(Rifle)		Science(Marine Biology)	
Gun(Shotgun)		Science(Math)	
Gun(Submachine Gun)		Science(Metallurgy)	
Gun(Vehicle)		Science(Sociology)	
Hand Weapon(Axe)		Science(Zoology)	
Hand Weapon(Bow)		Snares	
Hand Weapon(Club)		Surveilance	
Hand Weapon(Improvised)		Survival(Artic)	
Hand Weapon(Knife)		Survival(Desert)	
Hand Weapon(Spear)		Survival(Forest)	
Hand Weapon(Staff)		Survival(Mountain)	
Hand Weapon(Sword)		Survival(Jungle)	
Humanities(Archeology)		Survival(Urban)	
Humanities(Anthropology)		Systems Ops(Comm)	
Humanities(Art History)		Systems Ops(Computer)	
Humanities(Theology)		Systems Ops(E-Suit)	
Humanities(Economics)		Systems Ops(Medical)	
Humanities(History)		Systems Ops(Scanner)	
Humanities(Law)		Systems Ops(Security)	
Humanities(Philosophy)		Systems Ops(Transmatt)	
Humanities(Psychology)		Tracking	

Gear	EV