

ADVANCED ANALYTICS

When you perform the Scope It Out basic move and roll a hit you may choose an additional question (ie 7-9 you get 2, 10+ you get 4)



ANTENNAE

Your highly sensitive antennae detect movement and smells in your immediate area with great accuracy



BLEND IN

You can alter your colouring, shape and ambient temperature to match solid objects around you



BORN FOR THE SKY

When you roll for a flying manoeuvre you may add +1



CARNIVOROUS

You secrete digestive acids that will dissolve creatures and objects you hold against your belly. (The GM determines details)



CHAMELEON

You can change your colouring to blend into your surroundings



CLAWS

Your sharp claws are 1 Penetrating



CLIMB

If it can be climbed, you can climb it



COLD BLOODED

You do not show up on infrared scanners, and extreme cold slows you instead of causing Harm



COMBAT AWARENESS

You cannot be surprised by an attack



CONCEALED WEAPON

Your body conceals a weapon that is visible only when in use - tell the GM what it is



DARTS

You can perform unarmed Attacks at range



DISRUPT ELECTRICITY

You may disrupt or damage electronic systems by touching them



EAGLE EYES

You can see things at distances other races cannot



ENERGY BLAST

You can make an energy attack (3 Harm Close or 2 Harm Range) at the cost of 1 Harm to yourself.

The Harm you suffer doing this can be healed only by medical care or the Recharge option.



ENHANCED MEMORY

You have a flawless memory, and can act as your own database of information on subjects you have investigated



ENHANCED PROCESSING

You may add +1 whenever you perform the Share Expertise basic move, even on tasks for which you have no prior experience



EXTENSOR FIELDS

You may only have this option if you also have Interact

You can interact with physical objects at unusual distances and around corners. In addition, you can perform physical attacks that do 1 Harm.



FIRE RESISTANCE

You are resistant to extreme heat and take -1 Harm (minimum 0) from Energy attacks



FLOATING ENERGY

You can move freely in atmosphere and space



HEAVY

Your high mass means you take -1 Harm (minimum 0) from Energy weapons and gain +2 to resist being moved against your will



HEIGHTENED SENSES

You have one sense that can detect things most other races cannot



HERITAGE ARMOUR

Your traditional robes are 1 Armour - describe them. (Your robes are a Possession, but your right to wear them anywhere is Natural.)



HIVE MIND

You are part of a hive mind. You gain +2 to resist telepathy, and have instant access to the collective awareness, guidance and knowledge of your hive.

If your link to your hive is interrupted you suffer -1 to all social and mental activities



HOVER

You can float up to 2m above a solid or liquid surface, and may move along a surface as if you were walking/running on it.



INSTINCTIVE FLYER

You add +1 to your manoeuvre rolls in flight and zero-G



INTERACT

When you concentrate you can interact with physical objects as if you had a solid form



INTERFACE

You can interface with any system - describe what this looks like



INTERNAL REPAIR

At the start of a firefight roll +Stalwart.
On a 10+, Hold 3.
On a 7-9, Hold 1.

You may spend 1 Hold at any time during the battle to repair 1 Harm



LEAP

You can leap great distances



LIFE GIVER

When you transfer life energy to another you resuscitate them and stabilise their injuries, but at the cost of 1d3 Harm to yourself



LIFELIKE

Your appearance, movement, sound and smell simulates a natural race - choose which one



LINGUIST

You understand all known languages and can speak fluently those for which you are physically equipped



MANIPULATOR FIELDS

You use energy fields to manipulate your environment allowing you to act on things nearby without direct physical contact



MIND SENSE

You can sense the presence of other brains around you and their mental strength



MIND SHIELD

Your mind shield makes you invisible to telepathic detection and mind reading



MIND TALK

You can talk telepathically with telepaths and members of your own race, and can send (but not receive) telepathic messages to non-telepathic beings



NATURAL ARMOUR

You have +1 armour either due to speed of your defences, the thickness of your hide or the hardness of your skin/bark/scales/carapace



NATURAL WEAPONS

You do 2 Harm when fighting unarmed



POISON

You have a physical attack (describe it) that poisons your opponent when you roll a 10+ on your Attack. Choose one of the following effects for your poison (GM determines duration)

- > +1 Harm
- > Weaken your opponent
- > Slow your opponent
- > Blind or daze your opponent



PREDATOR

When you mercilessly attack your prey you add +1 to your first attack roll



PURE ENERGY

You may enter, exit and travel within electrical or other energy systems. You interact with things you encounter within a system as if both you and they were physical. Harm you suffer within a system cannot be healed until you leave the system or find an undisturbed place to use the Recharge option



RADIATION HARDENED

You gain +1 Armour and add +2 to rolls to resist the effects of acids and harmful environments; however, Harm you receive cannot be healed by First Aid



RECHARGE

Stable radiation and energy sources nourish and heal you as if you were in an Automated Med Bay



RECONFIGURE

You may spend a minute to change your shape or appearance to a different android or robot



REFLECTIVE SKIN

Your outer layer reflects and is immune to radiation and hostile environments, giving you +1 Armour vs Energy attacks and +1 to resist hacking attempts



REGENERATE

Out of combat you heal wounds naturally as if you were in an Automated Med Bay



REINFORCED

Your reinforced structure gives you +1 Armour, however any Harm you receive cannot be fixed with Tactical Packs and requires an hour of repair aboard ship or suitably equipped repair area



ROOTS

You can exert your full strength into any cracks and openings within reach, can attach to and climb any unpolished solid surface that will hold your weight, and when adhered to something solid you cannot be separated against your will



SENSES

When you use your enhanced senses to Scan something, you may add +1 to your roll



SHIELD

You can generate an energy shield (3 Shield) around yourself at the cost of 1 Harm to yourself. It regenerates 1 Shield each time you Recover



SPLINTER

You can fire a chunk of your body as a projectile (3 Harm, Firefight) at the cost of 1 Harm. To heal this Harm you must consume ore to replace your lost mass



SPRING

You can jump long distances and when you lash out at speed you do +1 Harm



STEALTHY

When you move stealthily you may add +1 to your roll



STRONG

Your physical attacks do +1 Harm and you add +1 to acts of strength



TAIL

When you use your tail in combat you do +1 Harm



TRADITIONAL WEAPON

You carry a traditional weapon (3 Harm) with you at all times - describe it. You may use it only in honourable combat and when drawn it must spill blood (minimum 2 Harm). (Your traditional weapon is a Possession, but your right to carry it anywhere is Natural.)



VACUUM

You are immune to vacuum and most stellar radiation, operate freely in space, and when inactive can go for decades without sustenance



VERSATILE

Choose one level up advantage (e.g. a Move, an increase in an Approach or a Gear slot) if you choose a Move, it may be from your own or another Archetype. At GM discretion you may choose a racial option from any race instead of a Move, however this also means default NPCs have this option.



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VINES

You have strong vines that can extend unusual distances and around corners



WEB

Your body produces a silk-like cord. You control its strength and adhesiveness, can weave it into a web, and can move along it at will.



WINGS

You can fly, provided the atmosphere is dense enough to support you

