

## Special Abilities

Don't sweat the little stuff. Here's an abbreviated list of special/alien abilities for characters. Let the player describe why the character has it. It doesn't matter if it's cyberwear, species or culturally base or just that the character is a bad ass. The player needs to define why the character has this special ability. And it should be cool.

Each character may choose three abilities. Some abilities have a limited number of times they may taken. Some are detrimental and let the character take chose more abilities.

- +1 to Attribute Modifier: This may be taken a maximum of three times but not more than twice for the same Attribute. A player may reduce one Attribute Modifier by one and gain an extra ability.
- +2 to a Saving Throw: This may be taken a maximum of three time but not more than once for a single Saving Throw. A player may opt for a -2 on a Saving Throw and gain an extra ability.
- +1 to a Skill: This may be taken a maximum of three times but not more than once for an individual Skill.
- +1 Armor Class: This may be taken a maximum of twice.
- Hit Dice: Taking this once increases a character's Hit Die to d8. A second time, d10. And a third, d12. Or a player may opt to reduce the character's Hit Die to d4 and gain the choice of another ability.
- +1 To Hit and Damage: The character gains a bonus to hit and damage with all attacks. This may taken only once.
- Natural Weapons: Taking this ability once grants an attack that does 1d4. Twice, 1d6. And thrice, 1d8.
- Fast Healing: If taken once, the character heals at twice the normal rate. Twice, heals HD in HP per hour. Thrice, heals HD in SP per minute.
- Minor Psioncs: Counts as two choices. The character gains one 1<sup>st</sup> level Psionic Ability. He rolls 1d20+Cool Modifier to activate.
- Extra Limbs: The character gains +1 To Hit in melee combat and any mundane benefits for having extra limbs. This ability may taken only once.
- Extra Senses: Each time this ability is taken the character has some sense that is better or non-existent for a "normal" humanoid.
- Flight: Fly at the character's normal movement rate.
- Any other weird ability the player can dream up with Game Master's approval.

## Rolling a Random Alien

Players get three rolls on the following chart. Good Luck.

1	-1 Attribute Modifier to a random Attribute.
2	Hit Die is a d4. If this result is rolled again, ignore and re-roll.
3	-2 to a random Saving Throw.
4	Nothing. There's no extra ability or penalty for the character. This uses up a die roll on this chart.
5	The character has an extraordinary sense (Sees in dark, track by scent, keen hearing etc.)
6	Extra limbs as previous page. If rolled again ignore and re-roll.
7	+1 To Hit in combat.
8	+1 Damage in combat.
9	+1 to Skill of choice.
10	+1 Armor Class
11	Hit Die goes up one die step (d4 to d6 to d8 to d10 to d12). If the Hit Die is already d12 then +1 HP/Level.
12	Minor Psychic Abilities. (See previous page.)
13	Natural Weapon (d4). Each time this is rolled increase damage by one die step up to d12.
14	Fast Healing as previous page. Each time this is rolled increase the Healing Rate. After the third time, Ignore and re-roll.
15	The character can fly. If rolled again, ignore and re-roll.
16	+2 to a random Saving Throw.
17	+1 to a random Attribute Modifier.
18	Gain an extra roll on this chart.
19	Player's choice of above.
20	A weird ability not covered but with GM approval.