HOUSE CIPRIANI

Primary Influence: Mercury
Secondary Influence: Cygnus Alpha
Primary Evolutionary Agenda: Purist
Market Discount: Atmospheric Flying Vehicles, Energy (Broadcast Power Generators, etc.), CISTs, Transportation

HOUSE DALIANIS

Primary Influence: Olympus
Secondary Influence: Luna
Primary Evolutionary Agenda: Purist
Market Discount: Starships, Rail/Coil Guns, Combat Drones

HOUSE JINZHAN

Primary Influence: Shouye
Secondary Influence: Earth Quarantine
Primary Evolutionary Agenda: Purist
Market Discount: Construction, Security Technology & Services, Food, Explosives, Ship & Vehicle Weaponry

HOUSE KIMURA

Primary Influence: Chengdan
Secondary Influence: Olympus
Primary Evolutionary Agenda: Transhuman
Market Discount: Agents, Computers & Computer Software, Cybersleeves, Cybernetic Augmentations, Virtuality Software, Light Combat Fframes

HOUSE SILVA

Primary Influence: Luna
Secondary Influence: Phobos
Primary Evolutionary Agenda: Transhuman
Market Discount: Biosleeves, Biotech Augmentations, PAc Weaponry

HOUSE TSARYA

Primary Influence: Proch
Secondary Influence: Luna
Primary Evolutionary Agenda: Purist
Market Discount: Vehicular & Personal Armor, Ground Vehicles, Assault Warframes

Relative Distances Between Systems (measured in Light Years)

	Sol	Proch	Chengdan	Cygnus Alpha	Shouye	Sagitta	Sanctuary
Sol	0	8.5	14.5	52	56.3	57.6	70
Proch	8.5	0	8.8	46.3	47.8	51.9	64.3
Chengdan	14.5	8.8	0	37.5	56.6	43.1	55.5
Cygnus Alpha	52	46.3	37.5	0	94.1	5.6	18
Shouye	56.3	47.8	56.6	94.1	0	99.7	112.1
Sagitta	57.6	51.9	43.1	5.6	99.7	0	23.6
Sanctury	70	64.3	55.5	18	112.1	23.6	0

SAMPLE FAVORS

1/2 Item's Cost	Acquire or fabricate an item with a Cost too high for you to fabricate (delivery may be a separate Favor)
(1/2 Item's Cost) +3	Acquire a restricted item (delivery may be a separate Favor)
3	Find basic details about, or the location of, a typical Coalition citizen
3	Deliver an item you already own to a location on the same planet
4	Find basic details about, or the location of, a typical apostate citizen
5	Find basic details about, or the location of, a criminal or citizen in hiding
6	Deliver a restricted item you already own to a location on the same planet

Gravity

Gravity	Jump	Str	Pace
Super Heavy	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	--	--	--
Low	X2	+2	+2
Zero-G	SWSFC pg. 27	+2	+4

RESLEEVING AND FRAGMENTATION MODIFIERS

Cohesion Your Cohesion is based off of the type of Sleeve you are transitioning into, or whether or not you are becoming a SIM. If your are sleeving into a Cybersleeve, or becoming a SIM, your Cohesion is -3. If you are sleeving into a biosleeve, your Cohesion is -1.

-3 to -0 If you have suffered Frag-mentation, you suffer a cum-ulative -1 penalty per psychosis you have.

-2 This is the first time you have ever changed states or resleeved.

-2 You are resleeving from your mnemonic core after being killed, and you remember dying.

-1 You do not have a trained mnemonics engineer to guide the process, and/or are alone and depending on the resurrection chamber to automate the process.

+0 The process is guided by another person with Knowledge (Mnemonics) d4+

+1 The process is guided by another person with Knowledge (Mnemonics) d8+ (This might be a separate Cost of 5 for the specialist.)

+2 The process is guided by another person with Knowledge (Mnemonics) d12+ (This might be a separate Cost of 7 for the specialist.)

+2 You resleeve into a clone of your last biosleeve, or the exact same model of cybersleeve you already inhabit.

+3 You resleeve back into your original body (now a biosleeve).

Nova Praxis Skills

Athletics (Str)
Fighting (Agi)
Healing (Sma)
Intimidation (Spi)
Investigation (Sma)
Knowledge, Battle (Sma)
Knowledge, History (Sma)
Knowledge, Mnemonics (Sma)
Knowledge, Politics (Sma)
Knowledge, Science (Sma)
Knowledge, Security (Sma)
Knowledge, Software (Sma)
Notice (Sma)
Persuasion (Spi)
Piloting (Sma)
Repair (Sma)
Shooting (Agi)
SINC* (Sma)
Stealth (Agi)
Streetwise (Sma)
Survival (Sma)
Taunt (Smi)
   * Requires the Savant Edge

FRAGMENTATION PSYCHOSIS

1-2	Arrogant	Major
3-7	Dissonance	Major
8	Habit	Major
9-10	Pacifist	Major
11-12	Phobia	Major
13	Habit	Minor
14	Pacifist	Minor
15	Phobia	Minor
16	Cautious	Minor
17	Death Wish	Minor
18	Delusional	Minor
19	Mean	Minor
20	Quirk	Minor

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

Result	Target (not Shaken)	Target (Shaken)
0-3	Shaken	1 Wound
4-7	1 Wound & Shaken	1 Wound
Each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:
• *1 or Less:* The character dies.
• *Failure:* Roll on the Injury Table; it's permanent and the victim is Bleeding Out
• *Success:* Roll on the Injury Table; it goes away when all wounds are healed
• *Raise:* Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

INJURY TABLE

2d6	Wound
2	**Unmentionables**: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3-4	**Arm:** Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off–hand penalties still apply to the other)
5-9	**Guts:** A hit to the body. Roll 1d6: 1–2 *Broken:* Agility reduced a die type (minimum d4) 3–4 *Battered:* Vigor reduced a die type (minimum d4) 5–6 *Busted:* Strength reduced a die type (minimum d4)
10	**Leg:** The victim gains the Lame Hindrance
11-12	**Head:** A grievous injury to the head. Roll 1d6: 1–2 *Hideous Scar:* Your hero now has the Ugly Hindrance 3–4 *Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5–6 *Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round:
• *Failure*—the character dies from blood loss
• *Success*—roll again next round (or every minute if not in combat)
• *Raise*—the victim stabilizes and no further rolls are required.