

GALAXIES IN SHADOW

Roll d% +40 to rolls under 30 for Agility, Dexterity, Constitution, Endurance, Knowledge, Logic, Reflexes, Strength, Talent, and Will. Pick Eight Skills at characteristic. Other skills start at 1/2 characteristic. Gain 3 points/month, Max=(char)

Astronaut (A)	Climb (A)
Grapple (A)	Pistol (D)
Pilot Air	Pilot Space (L)
Punch (D)	Sensors (L)
Repair Sensors (K)	Rifle (D)
Repair Fusion (K)	Swim (E)
Repair Computer (L)	Gunnery (R)
Repair Weapon (K)	Medicine (L)

Roll d% under skill to succeed. 1-10 1/2 effect, doubles x2 effect. Take a penalty to give one. Actions taken in order of Reflexes. Walk 3m/second, Run 6m /second. Armour > Damage = Deflected. Armour < Damage = 1/2 Damage. Armour < 1/2 Damage = Penetrated. Damage > Strength = Killed. Damage > 1/2 Strength = Wounded. -10 to hit /Range x2 and Damage / 2. Weapons (Range-Damage). Pistol(67-86) Laser Rifle(200-150) Rifle(160-123) Laser Pistol(67-80) Punch (0-S/6) Kick (0-S/3) Armor:(62, 20kg)Heavy(124,30kg)