

Universe summary

Basics:

- No levels
- No classes
- Character's profession gives them access to skills
- Skill levels are increased by using skills
 - Example: Using Handgun skill gets you an experience point *in Handgun skill* if you roll a 0 on either die, whether or not you hit (19% chance). To go from skill level 1 to 2, you need 2 experience points. So (e.g.) you need to fire a handgun 10–11 times to go from level 1 to level 2
- Interplanetary and interstellar travel are possible
- Weapons range from primitive through firearms to various laser weaponry
- No aliens (yet), but plenty of worlds with all sorts of creatures

Character generation

- “Potentials” are rolled up
- Fields of study chosen
- Fields provide modifiers, which are multiplied by relevant potentials to modify die rolls for stats
- Nine stats: strength, dexterity, agility, endurance, intelligence, mental power, leadership, empathy, aggression

Life in general

- Psionic powers rare, but they do exist (player characters can be psionic)
- Interstellar travel requires psionic navigators for “jumps”
- Robots! Range from simple automatons to artificially intelligent machines. They're expensive

Action and Combat:

- Hexes instead of squares
- Somewhat more abstract: combat rounds are 15 seconds, hexes are 5 meters (16 feet), instead of 6 seconds and 5 feet
- No hit points: first four stats (the physical stats) are decreased by injury or wounds; various stats hitting 0 have various effects; strength 0 + endurance 0 = dead
- Encounters can be other humans, creatures, or accidents
- Some accidents can be avoided using skills or wits; others are unavoidable (equipment breaks or malfunctions sometimes)