

Advantage/Disadvantage rules and list

Players may spend up to 3 Character Points on Advantages, or take up to 3 extra Character Points from Disadvantages.

Advantages

Name	Points	Effect
Acting Ability	1, 2, 3	+1/Point charm skills
Acute Hearing	2	+1D PER, Search/Conceal, Sneak
Acute Smell	1	+1D in tracking/search when using smell
Acute Taste	1	+1D in tracking/search/eating when using taste
Acute Touch	2	+1D Pickpocket, Sleight of Hand, Lockpick
Acute Vision	2	+5 long range shots,+1D Search
Ambidexterity	2	No off hand penalty
Animal Friendship	1	+1D Animal Handling, Beast Riding
Artistic Ability		+1D Forgery
Athletic Ability	1, 2, 3	+1/Point STR skills (but NOT vs. damage)
Attractive Appearance	1, 2, 3	+1/Point Bargain, Con, Command, Seduction
Bilingual Background	2	+1D Alien Races, Cultures, Languages (receive one additional lang. Free upon creation.
Blandness	1	+1D Con, Stealth
Computer Aptitude	1, 2, 3	+1/Point Comp/Droid Prog. & Repair, Security Systems
Contacts	1, 2, 3	+1/Point Culture, Streetwise; contact owes character favors (1/Point)
Dual Identity	2	Two sets of complete identification
Demolition's aptitude	1	Gets a +1D when fiddling with explosives or detecting them
Education	2, 3, 4	+1/(Point-1) Knowledge
Eye-hand Coordination	2, 3, 4	+1/(Point-1) Weapon skills, Lockpick, Pickpocket, Zero-G, Starship Piloting, Gunnery and Vehicle Operation
Fearlessness	2	+1D Command, Con, Bargain, Seduction
Good Reputation	2, 3	+1/Point-1 to bargain, Persuasion, streetwise, you're known as a gentle being
Internal Compass	1	Easy PER roll to find direction
Language Ability	1	+1D Languages
Light Sleeper	2	Roll Combat Surprise while sleeping
Martial Prowess	2	The character has a +1D bonus when using Brawling, or the specialization Martial Arts
Mechanical Aptitude	1, 2, 3	+1/Point repair skills
Musical Ability	1	+1D musical skills
Natural Lie Detector	1, 2, 3	+1/Point Bargain, Con, Gambling
Natural Resistance: Cold	2	+1D STR, Stamina to Cold
Nat. Res.: Disease	2	+1D STR, Stamina to Disease
Nat. Res.: Electricity	2	+1D STR, Stamina to Electricity (+1 to resists energy attacks)
Nat. Res.: Poison/Drugs	3	+1D STR, Stamina to Poison & Drugs
Nat. Res.: Radiation	2	+1D STR, Stamina to Radiation
Night Vision	2	No minus for partial dark, +1D Sneak
Obscure Knowledge	1	+1D in area
Observation	1, 2, 3	+1/Point Perception skills
Photographic Memory	3	+7 on recall rolls
Presence	1, 2, 3	+1/Point Bargain, Command, Con, Bureaucracy, Seduction
Spatial Awareness	1, 2, 3	+1/Point MEC skills
6th Sense	1, 2, 3	+1/Point PER, Search/Conceal, Stealth, Surprise
Springy	3	The character has a +1D bonus when using the skill Jumping, or full Dodging.
Subculture & Jargon	1	+1D Streetwise, Cultures, Bureaucracy in chosen area of expertise
Toughness	1, 2, 3	+1/Point on Strength rolls vs. Damage
Wealth	2, 3, 4	2: 10,000 credits; 3: 25,000 credits; 4: \$50,000 credits

Disadvantages

Name	Points	Effect
Addiction	1, 2, 3	1: common cigars, coffee; 2: alcohol 3: addictive drugs or spice; increasing penalty for withdrawal
Albino	1	Must overcome stamina checks when in sun for extended periods of time.
Allergies	1, 3	-1D STR skills for resistance
Bad Liar	2	-1D Bargain, Command, Con, Gambling
Bad Reputation	2, 3	-1/point-1 To con, bargain, persuasion, not widely trusted by those who know you
Clumsiness	1, 2, 3	-1/Point Dexterity skills
Color Blind	1	-1D Stealth, Search/Conceal
Cowardice	3	-1D Bargain, Command, Con, Seduction
Curiosity	2	Must overcome willpower roles it resist exploring anything interesting (GM's call)
Deep Sleeper	2	Will be perpetually attacked at night
Dependant	1, 2, 3	Your dear old Aunt May who needs looking after
Debt	1, 2, 3	1: 10,000 credits; 2: \$25,000 credits; 3: \$50,000 credits
Easily Intoxicated	1	-1D stamina when drinking
Gambling	2	Must overcome difficult willpower role not to gamble when passing a game or casino.
Greed	3	Will follow the money
Hatred of Authority	2	HATES being commanded
Hearing Impairment	1, 3	1/Point PER, Stealth
Hunted	2, 3, 4	The higher the Points the greater the resources of the hunter
ID Trouble	3	PC has NO identification of any kind IE: no credit account possible, must carry cash, and cannot register vessels.
Illiterate	2	-1D Knowledge skills
Imperial Record	1	Wanted (but not specifically hunted) for a minor offence
Implant-Resistant	2	Someone with this disadvantage cannot have implants of any kind. There may also be complications with certain surgical procedures.
Phobia	2	1-3 Specific thing, Enclosed places, etc.
Lecherous	2	
Lost Dependants	3	Character may be vengeful
Mood Swings	2	
Moral Qualms	2	Code against killing, that sort of thing
Night Blindness	2	-1D vision based skills at night
Overblown Honor	3	Never backs down from a challenge IE: if called chicken would charge a rancor bare-handed.
Overweight	1, 2, 3	-1/Point STR skills
Paranoia	1, 3	Paranoid about: the people are watching me, the voices
Psychological Limitation	1, 2, 3	Knowledge limit of 1: 2D+2 2: 3D 3: 3D+1 (limits skills)
Racist	1, 2, 3	(Depending on how common the race) you have a hatred for a certain race (choose race) anytime you see one of their kind you either don't trust them or all out want to kill them.
Religion	2	Must practice/pay homage
Short-winded	1, 2, 3	-1/Point STR damage rolls
Susceptible to Disease	2	-1D resistance
Traumatic Flashbacks	2, 3	
Unattractive Appearance	1, 2, 3	-1/Point Bargain, Command, Con, Seduction
Uncouth	2	-1D Bargain, Command, Con
Unmistakable Feature/s	1	Scars, tattoos, etc.
Vision Impairment	1, 2, 4	1: requires corrective lenses 2: partial, -1D ranged weapons, search 4: total blindness, no vision skills

