

Beast / Human

Basic System

A roll is made of an ability (often attribute + skill) against a target number (TN). Roll D6es equal to the ability; each die that rolls at least the TN is a success. If no TN is mentioned, it's probably 4.

The Rule Of Six - If the TN is 7 or greater, you will need the Rule Of Six to meet it. If you roll a 6, and haven't met the TN yet, roll again and add 5. For a very high TN, you may need to do this multiple times; for a TN of 14, you'd need to roll a 6, another 6, then a 4 or better to get a success. Once you've met the TN, there's no need to keep rolling - that die's already a success.

The Rule Of One - Any die that comes up 1 is a failure; this means the effective minimum TN is 2. Also, if all the dice come up 1, the entire roll is a critical failure. Usually something bad happens in addition to the failure.

Character Creation

` 16 elective points `

Select a species. Weres cost 4 elective points.

Select an allegiance. This can give you all sorts of things.

Each attribute starts at 2. Assign 15 attribute points (+1 per 3 elective points spent) among attributes, with a max of 8. Add allegiance boni.

Add species mods (weres apply their mods separately to each form). Note allegiance and species apply after the max.

Assign 20 skill points (+1 per elective point spent) among skills, with a max of 8.

Spend up to 3 000cr (+500cr per elective point spent) on equipment, and keep the rest as cash.

Attributes

.. **Agility** - Full-body grace, mobility, and speed. In combat, dodging and accuracy.

.. **Dexterity** - Manual dexterity, operating controls, build/repair.

.. **Toughness** - Bulk, strength, and durability.

.. **Will** - Mental resilience, drive, and resolve. Powers magic and Ki abilities.

.. **Insight** - Self-understanding, intuition, and being at peace with yourself. Guides Ki powers.

.. **Cunning** - Social influence, figuring out social patterns, hacking, tricking, and not being tricked. Guides magic.

.. **Reason** - The raw power of linear thinking, while Insight and Cunning are two forms of parallel thinking.

.. **Sense** - All your senses. In conditions of limited visibility or such, your other abilities may be limited by your senses.

Each character also has a Fatigue (F) pool of $[5 \times W]$, which refills with a good night's sleep, and can be spent as mana or Ki. Weres may have more F in one form; treat this as an extra pool, which they can draw from the same.

Skills

Each skill has an attribute or two that it's usually paired with, listed in parentheses. B/R stands for Build/Repair.

Appraise(C)

Athletic: Balance(A)

Athletic: Climb(A)

Athletic: Jump(A)

Athletic: Run(A)

Athletic: Swim(A)

B/R: Electronics(D)

B/R: Machine(D)

B/R: Material(D)

B/R: Simple(D)

Code: Analysis(C)

Code: Cracking(C)

Code: Writing(C)

Combat: Beam(A)

Combat: Dodge(A)

Combat: Grenade(A)

Combat: Melee(A)

Includes unarmed.

Combat: Plume(A)

Flamethrowers, flak cannon, etc.

Combat: Pulse(A)

Combat: Rocket(A)

Combat: Slug(A)

Combat: Thrown(A)

Disguise(C)

Influence: Bluff(C)

Influence: Intimidate(W)

Influence: Negotiate(C)

Influence: Torture(C)

Ki Theory(I)

The basic skill for Ki powers.

Ki: Body(I)

Ki: Control(I)

Ki: Force(I)

Ki: Mind(I)

Ki: Sense Ki(S)

Know: Engineering(R)

Know: Local(R)

Know: Nature(R)

Know: Software(R)

Know: Vehicles(R)

Know: Weapons(R)

Magic Theory(C)

The basic skill for magic.

Magic: Astral Sight(S)

Magic: Attack(C/W)

Magic: Buff(C/W)

Magic: Debuff(C/W)

Magic: Heal(C/W)

Medic(R)

Medical: Diagnosis(R)

Medical: Pharmacology(R)

Medical: Surgery(D/R)

Opportunist(n/a)

Extra to-hit dice on sneak attacks.

Perform(C)

Scavenge(I)

Sense Motive(C)

Sense: Sight(S)

Sense: Sound(S)

Sense: Taste/Smell(S)

Sense: Touch(S)

Stealth(A/S)

Hiding, but also tracking.

Vehicle: Bike(A)

Vehicle: Car(D)

Vehicle: Helicopter(D)

Vehicle: Hoverbike(D)

Vehicle: Monster(D)

An evolution of SUVs.

Vehicle: Semi(D)

Vehicle: Tank(D)

Species

Most people are juujin(a human/animal hybrid) or human; a few are weres, capable of switching between a human form and a juujin form. There is no interbreeding, except weres can interbreed in the appropriate form(50% chance of child being a were).

Species	A	D	T	W	I	C	R	S	Other	1D12
Human		+2				+1	+1	-1		1
Raccoon-jin		+1		-1	+1	+2				2
Cat-jin	+3		-1	-1		+1			claws	3
Fox-jin	+2				-1	+3	-1			4
Squirrel-jin	+4		-1		+2	-1	-1			5
Rabbit-jin	+2				+2	-1	-1		×2 jump	6
Lizard-jin	+1			+1			-1		+2 armor	7
Wolf-jin	+1		+1			-1		+1	track(TN 3, not 5)	8
Skunk-jin			+1	+2	+1	-1		-1	claws	9
Bear-jin		+1	+2	+1	-1		-1		claws	10
Horse-jin		-1	+3	+1	+1	-1				11
Were	<by form>									12

Allegiances

PCs are renegades of some kind against the Advanced Systems Directorate(ruled by Director Mizhan Cloudbreaker, evil genius). This is a high-tech realm, where the sky is often hidden by the skyscrapers. The Band Of The Free Hand is a rebel group trying to bring down all six evil overlords; they're assisted in each area by agents provocateurs from the other areas.

Agents from Ironclaw Tabercracy(ruled by Warlord Jataru Ironclaw) gain +1 I, +1 W, and Initiation Ki power.

Agents from the Free Duchy(ruled by Duchess Athali Stonebinder, archmage) gain +1 C, +1 W, and First Crossing.

Agents from the Golden Sultanate(ruled by Sultana Oon Smokeblade) gain +1 I, +1 C, +1 elective for Ki powers, and +1 elective for magic.

Agents from Daviar Principality(ruled by Prince Lenath Summerlight) gain +1 W, +1 R, +1 elective for magic, and +1 elective for Knowledge or B/R skills.

Agents from the Pridefire Syndicate(ruled by Syndic Trialu Pridefire) gain +1 A, +1 I, +1 elective for Ki powers, and +1 for Combat skills.

Rebels with the Band Of The Free Hand gain 5 electives.

Magic Spells & Ki Powers

Except for the theory skills(Magic Theory and Ki Theory), a Magic or Ki skill can only be learned if you have at least one spell/power using it. Each spell/power has (in parentheses) a cost in electives, and can have prerequisites(given as initials).

Magic effects on the same thing don't stack with each other, and Ki effects on the same thing don't stack with each other. However, on different things they stack even if used together, like Mystic Shield, Attribute Boost on A, and Attribute Boost on T.

Many spells & powers use ranged weapon range TNs, like ranged weapons.

Ki Powers

Initiate Awareness(2): For 1 Ki/min(roll I vs TN 3 to express), use S+Ki: Sense Ki as a sense.

Target Touch(1, IA): For 1 Ki/min(roll I vs TN 3 to express), gain +[W+Ki: Control] dice to hit.

Sync Strike(2, TT): For 1 Ki/min(roll I vs TN 3 to express), you can make "sync" attacks. Each turn of a sync attack, roll one die; on a 6, multiply successes to hit by 6; on any other roll the moment is flawed, and you spend the attack waiting.

Mobility(1, IA): For 1 Ki/min(roll I vs TN 3 to express), gain +[W+Ki: Control] dice to dodge and movement.

Dragon Leap(2, M): For 1 Ki/min(roll I vs TN 3 to express), multiply jumping by [W].

Wall Jump(3, DL): For 1 Ki/min(roll I vs TN 3 to express), wall jump by rolling C+Ki: Control vs TN 5.

Vanish(1, IA): For 1 Ki/min(roll I vs TN 3 to express), roll [W+Ki: Mind] vs TN 4 for bonus successes to hide(even in plain sight).

Iron Hand(1, IA): For 1 Ki/min(roll I vs TN 3 to express), gain +[W+Ki: Force] T for dealing damage.

Integrated Body(1, IA): For 1 Ki/min(roll I vs TN 3 to express), gain +[W+Ki: Body] dice to soak.

Iron Skin(2, IB): For 1 Ki/min(roll I vs TN 3 to express), gain +[W+Ki: Force] armor.

Regeneration(2, IB): For 2 Ki/min(roll I vs TN 3 to express), at the end of each turn, roll W+Ki: Body vs TN 5 and heal 1 HP per success.

Improved [X](2, *): Allows you to use a single Ki power at a higher level; double the Ki cost and effect. Taken separately for each Ki power to modify, also has that power as a prereq.

Superior [X](2, IX for same X): Allows you to use a single Ki power at a higher level; triple the Ki cost and effect. Does not stack with Improved [X]. Taken separately for each Ki power to modify.

Gift Of [X](1, *): Allows you to use a single Ki power as a buff or debuff; expression roll becomes I+Ki: Sense Ki vs R-0(a to-hit roll), double the Ki cost. For use as a debuff, invert the bonus(if it doesn't simply give a bonus, this merely counters the buff). Taken separately for each Ki power to modify, also has that power as a prereq.

blindfight?

emotion?

Magic Spells

First Crossing(2): For 1 mana(roll C vs TN 3 to cast), use S+Magic: Astral Sight as a sense for 1min.

Elemental Strike(1, FC): DD, 1 mana, C+Magic: Attack to hit, TN 4, short range([C]m), [W] damage. Choose one elemental effect, which determines the damage type: Fire, Ice, Acid, or Electricity. Can be taken again with a different elemental effect. Powers with Elemental Strike as a prereq(or prereq of a prereq, etc) use this elemental effect, and are taken separately for each Elemental Strike.

Elemental Power(1, ES): Multiplies an Elemental Strike's base mana cost and base damage by 2 or more.

Elemental Reach(1, ES): For +[X] mana, gives R-[X] TN to hit(min 3) on an Elemental Strike.

Lightning Crash(2, ES(electric)): Triples mana cost of an electric Elemental Strike, affects up to [C+Magic: Attack] targets.

Ice Patch(2, ES(ice)): For 1 mana, C+Magic: Debuff to hit, creates a patch of slick ice [W]m in radius; TN to walk without slipping is successes to hit.

Nova(2, ES(fire)): For [X×3] mana(roll C vs TN 3 to cast), deals [(W+Magic: Attack)×X²] heat damage in a PBAOE, with a dropoff of -1/m.

Corrosion Curse(2, ES(acid)): For [X] mana, C+Magic: Attack vs R-2 to hit, deals 1 acid damage/turn for [(W+Magic: Attack)×X²] turns.

Force Bolt(1, FC): DD, 2 mana, C+Magic: Attack vs TN R-0 to hit, [W] damage. Choose Light or Dark, like Elemental Strike.

Force Hotshot(1, FB): Multiplies a Force Bolt's base mana cost and base damage by 2 or more.

Force Lance(1, FB): For +[X] mana, gives -[X×2] TN to hit(min 3) on an Energy Bolt.

Mystic Shield(1, FC): For [X] mana(min 1, roll C vs TN 3 to cast), gives target +[X+Magic: Buff] dodge and armor dice vs one damage type for 1min.

Deflection Shield(1, MS): For 1 mana(roll C vs TN 3 to cast), gives target +[C+Magic: Buff] dodge dice vs one damage type for 1min.

Force Shield(1, MS): For 1 mana(roll C vs TN 3 to cast), gives target +[W+Magic: Buff] armor dice vs one damage type for 1min.

Attribute Boost(1, FC): For 1 mana, gives target +[W] to one attribute for 1min; roll C+Magic: Buff(TN R-0), need at least [current attribute] successes for it to take. You can "throttle" this spell, dividing the effect and multiplying successes by 2 or more.

Swift Sprint(1, AB(Agility)): For 1 mana(roll C vs TN 3 to cast), gives target +[W+Magic: Buff] to movement for 1min.

Flight(1, SS): For 1 mana(roll C vs TN 3 to cast), lets target fly with A=[W+Magic: Buff] for 1min.

Invisibility(1, AB(Agility)): For 1 mana(roll C vs TN 3 to cast), makes target invisible for [W+Magic: Buff]min.

Enduring Buff(1, 1 die in Magic: Buff): For +[X] mana(min 1), adds [X × Magic: Buff]min to any buff's duration.

Drain Attribute(1, FC): For 1 mana, gives target -[W] to one attribute for 1min; roll C+Magic: Debuff(TN R-0), need at least [current attribute] successes for it to take. You can "throttle" this spell, dividing the effect and multiplying successes by 2 or more.

Spell Bind(1, DA(Will)): For 1 mana, roll C+Magic: Debuff to hit, holds target as long as you concentrate(up to 1min).

Enduring Debuff(1, 1 die in Magic: Debuff): For +[X] mana(min 1), adds [X × Magic: Debuff]min to any debuff's duration.

Heal(2, FC): For 1 mana, C+Magic: Heal to hit, roll W+Magic: Heal and heal 1 HP per success.

Combat

To make an attack:

Attacker rolls weapon skill. With no successes, it's a miss.

Defender rolls Agility+Combat: Dodge(TN 4), and subtracts successes. With no successes left, it's a complete dodge.

Attacker rolls weapon damage, plus 1 per spare success to hit, vs TN 4. With no successes, the blow is light.

Defender rolls armor(vs armor TN, +2 if AP) + Toughness(vs soak TN), and subtracts successes. With no successes left, it's completely soaked.

Defender loses HP equal to remaining successes.

Each character has 10 HP. If they take more than light damage, they get a penalty on all their own TNs(except soak, healing, and the like).

HP	10	9	8	7	6	5	4	3	2	1	0
TNs	--	--	+1	+1	+2	+2	+3	+3	+4	+4	unconscious

If they go below 0 HP, they become unstabilized, and must roll Toughness vs TN 4 for each HP below 0; if they can't get any successes, they die, otherwise they roll 1D6 and stabilize on a 6. Magical or Ki healing for at least 1 HP will stabilize them. Mundane healing that brings them to 0 or above will stabilize them. Someone else can stabilize them with a Reason+Medic roll.

While unstabilized, a character takes an additional point of damage every minute, and must thus roll again.

Mark stun damage specially. Stun damage can't normally take you below 0 HP. Any excess stun turns previous stun damage into non-stun; if you're at or below 0 HP from all non-stun, further stun damage is treated as non-stun.

Most ranged weapons use the Ranged Weapon Range Table for ranges and TNs(usually marked as "R-[X]"); this TN can't be less than 3. (It can be lowered further by other sources.)

If firing multiple times in a round, add the recoil mod to the TN of all later shots in the same round. This is cumulative; recoil compensation reduces this total mod. When firing a weapon in FA, choose a number of shots to fire, and add the recoil mod times half the shots. If you hit and they fail to dodge, roll 1 die per shot(TN 4) to see how many shots hit; multiply the damage(after armor, before soak) by this. (Recoil mod times actual shots fired applies to later attacks.)

Damage Type	Common Source	Armor TN	Soak TN
Bash(stun)	Melee Weapons	5	4
Cut	Melee Weapons	5	5
Impale	Weapons	6	6
Shred	Flak Cannon, Grenades	3	6
Heat	many	5	6
Cold	Magic, Pulse Weapons	6	4
Light	Magic, Ki	5	4
Dark	Magic, Ki	5	5
Acid	Magic	6	6
Electric(stun)	Ranged Weapons, Magic	5	5
Mental	Magic, Ki	(ignore)	4 (W)

Ranged Weapon Range TNs						
TN 3	TN 4	TN 5	TN 6	TN 7	TN 8	TN 9
1m	2m	4m	8m	16m	32m	64m
TN 10	TN 11	TN 12	TN 13	TN 14	TN 15	TN 16
128m	256m	512m	1km	2km	4km	8km

Equipment

Weapons

This is a dictatorship... but renegades have ways of getting weapons. Most of these are diverted from Directorate shipments to the front lines, but some are brought over by agents provocateurs; prices listed are black-market. Directorate forces won't be happy seeing armed citizens, so weapons should be concealed or stowed.

The weaponized ball lightning(WBL) cannon is the knuckleball of heavy weapons; it has +2 TN to dodge. Its recoil also means that unless set the firer must roll T(TN 6); unless they get a success, they're knocked to the ground.

If a grenade misses, it scatters 1D6m per 4m to the target. A critical failure when throwing a grenade usually means the grenade drops at your feet - hope you have movement left! Perc grenades halve the scatter, but as soon as they hit they go off.

Weapon	Hands	Combat Skill	TN(Range)	Ammo	Mode	Recoil	Damage	Type	Cost	Conceal
Slug Pistol	1	A+Slug	R-0	8(b)	SA/FA	1	2	Imp	70cr	Yes
Slug Carbine	2	A+Slug	R-3	30(b)	SA/FA	1	4	Imp	200cr	Maybe
LMG	2	A+Slug	R-3	50(b)/belt	FA	1	5	Imp	300cr	No
MMG	2+	A+Slug	R-3	45(b)/belt	FA	1	6	Imp	500cr	No
HMG	2+	A+Slug	R-3	40(b)/belt	FA	1	7	Imp	800cr	No
Sniper Slug	2+	A+Slug	R-4	4(b)	SA	2	12	Imp	800cr	No
Flak Cannon	2	A+Plume	4(8m)	4(cy)	SA/FA	2	4	Shred	100cr	Maybe
Plasma Pistol	1	A+Plume	4(6m)	24(E)	FA	1	3	Heat	100cr	Yes
Plasma Carbine	2	A+Plume	4(12m)	24(E)	FA	1	3	Heat	300cr	Maybe
Laser Pistol	1	A+Beam	R-2	64(½E)	FA	0	2	Heat	100cr	Yes
Laser Carbine	2	A+Beam	R-5	32(E)	FA	0	4	Heat	300cr	Maybe
Gatling Laser	2	A+Beam	R-6	32×16(E)	FA	0	4	Heat	750cr	No
Sniper Laser	2+	A+Beam	R-6	8(E)	FA	0	8	Heat	1 200cr	No
Stat Pistol	1	A+Beam	R-1	32(½E)	SA/FA	0	2	Electric	70cr	Yes
Stat Carbine	2	A+Beam	R-3	16(E)	SA/FA	0	4	Electric	200cr	Maybe
Pulse Pistol	1	A+Pulse	R-1	24(½E)	SA	1	4	Cold	200cr	Yes
Pulse Carbine	2	A+Pulse	R-4	12(E)	SA	2	8	Cold	600cr	Maybe
Pulse Sniper Rifle	2+	A+Pulse	R-5	2×2(E)	SA	4	24	Cold	2 400cr	No
LAP Cannon	2+	A+Pulse	R-3	½×28(E)	SA	8	18×10	AP Cold	42 000cr	No
WBL Cannon	2	A+Pulse	6(48m)*	2×2(E)	SA	9*	24	Electric	3 200cr	No
Gyroc Revolver	1	A+Rocket	3(64m)	5(cy)	SA	2	<by gyroc>		600cr	Yes
Gyroc Pistol	1	A+Rocket	3(64m)	6×3(b)	SA/FA	2	<by gyroc>		600cr	Maybe
Gyroc Carbine	2	A+Rocket	3(64m)	10×4(b)	SA/FA	2	<by gyroc>		1 200cr	No
FAGL Pistol	1	A+Grenade	R+1*	16(b)	SA/FA	3	<by grenade>		350cr	Yes
FAGL Y-Pistol	1	A+Grenade	R+1*	6×3(b)	SA/FA	3	<by grenade>		400cr	Maybe
FAGL Carbine	2	A+Grenade	R-1*	32(b)	SA/FA	3	<by grenade>		1 000cr	Maybe
Underbarrel GL	same	A+Grenade	R-2*	16(b)	SA	3	<by grenade>		350cr	Yes
Throwing Grenade	1	A+Thrown	3(+1/Tm)	--	--	--	<by grenade>		÷2	Yes
Perc Grenade	1	A+Thrown	3(+1/Tm)	--	--	--	<by grenade>			Yes
Shuriken	1	A+Thrown	3(+1/T×2m)	--	--	--	T÷2	Cut	6cr	Yes
Throwing Dagger	1	A+Thrown	3(+1/T×2m)	--	--	--	T÷2	Imp	4cr	Yes
Unarmed	(1)	A+Melee	3(1m)	--	--	--	T	Bash	--	--
Claw	(1)	A+Melee	3(1m)	--	--	--	T	Cut	--	--
Knife	1	A+Melee	4(1m)	--	--	--	T÷2	Cut/Imp	6cr	Yes
Sword	1	A+Melee	4(2m)	--	--	--	T	Cut/Imp	100cr	Maybe
Greatsword	2	A+Melee	4(2m)	--	--	--	T×2	Cut/Imp	200cr	No
Fullblade	2	A+Melee	5(3m)	--	--	--	T×3	Cut/Imp	300cr	No
Club	1	A+Melee	4(1m)	--	--	--	T	Bash	2cr	Maybe

Weapon	Hands	Combat Skill	TN(Range)	Ammo	Mode	Recoil	Damage	Type	Cost	Conceal
Staff	2	A+Melee	4(2m)	--	--	--	T×2	Bash	10cr	No
Polearm	2	A+Melee	4(2m)	--	--	--	T×2	Cut/Imp	100cr	No
Shock Glove	1	A+Melee	4(1m)	64(½E)	SA	--	4	Electric	150cr	Maybe
Shock Prod	1	A+Melee	4(1m)	32(E)	SA	--	8	Electric	150cr	Maybe

Ranged weapons with Hands=2 can be wielded one-handed at +2 TN. Ranged weapons with Hands=2+ must be set for proper operation; they can be wielded two-handed at +2 TN.

Ammo types: (b)=box magazine, (cy)=cylinder, (E)=E bar, (½E)=half-length E bar. A multiplier denotes multiple slots.

Kinetic transfer(KT) gyrocs also roll 4 dice vs the target's T; one success knocks them down, each extra is 1m of knockback.

Gyroc/Grenade	Damage	Type	Dropoff	Cost
HE	10	Heat	-2/m	12cr
Frag	10	Shred	-1/m	12cr
Concussion	12	Bash	-2/m	12cr
Stun	12	Electric	-1/m	16cr
Caustic Gas	10	Acid	-1/2m	24cr
Smoke	+8 TN	--	-1/m, -1/rd	16cr

Gyroc	Damage	Type	Dropoff	Cost
KK	8	AP Imp	<no AOE>	6cr
APFSDSDU	12	AP Imp	<no AOE>	30cr
KT	4*	Bash	<no AOE>	8cr
SAPHE	18	AP Heat	<no AOE>	50cr
Heartstopper	20	Electric	<no AOE>	30cr
Crackler	7	Shred	-1/2m	12cr

Body Armor

Directorate forces won't like seeing citizens in armor. Being an armorpunk isn't an excuse - heck, not having an excuse is what it's **about**. Monothread armor looks like a light spandex bodysuit, and is usually worn under clothing.

Shield belts consume energy for each point of damage they soak; this is listed like ammo in the Armor column.

Type	Armor	Agility	Cost	Conceal	Clothing
Soft Leathers	2	-1	100cr	No	Yes
Lined Coat	4	-2	300cr	No	Maybe
Ballistic Vest	4	-2	300cr	Yes	No
Ballistic Vest w/ Plates	6	-3	600cr	Maybe	No
Flak Jacket	6	-3	500cr	No	Maybe
Helmet	2	--	50cr	No	Maybe
Heavy Armor, Partial	8	-4	900cr	No	No
Heavy Armor, Full	12	-6	1 800cr	No	No
Light Monothread	2	--	500cr	Yes	Yes
Medium Monothread	4	--	1 600cr	Yes	Yes
Heavy Monothread	6	--	3 200cr	Yes	Yes
Light Shield Belt	8, 32(E)	--	5 000cr	No	No
Heavy Shield Belt	16, 32×3(E)	--	15 000cr	No	No

Vehicles

The Directorate has started producing hoverbikes(subcontracted to Six Rivers Automotive), using two different technologies. The Hummingbird is a true hoverbike, moving with six degrees of freedom on two hoverpods. The Cricket uses statorpods to hover a half-meter or so off the surface... any surface. Walls, ceilings, whatever.

The Cobra has two main guns equivalent to sniper slugs but with ×6 AP Imp damage and 1(i) ammo, plus four LMGs. The Redeemer has a main gun equivalent to a sniper slug but with ×8 AP Imp damage and 1(i) ammo, plus two HMGs. The Volcano has a main gun equivalent to a sniper laser but with ×7 damage and an NPU for power, plus two gatling lasers. The Falcon has two hardpoints. The Rumbler, Nighthawk, and Snapdragon have four hardpoints.

Vehicle	Control TN	Move		T	Armor	Seats	Doors	Cost
		Road	Off-Road					
Bikes								
Generic Scooter	3	16	8	3	0	1	<open>	400cr
Generic Dirtbike	3	32	32	4	4	1	<open>	800cr
Six Rivers Coyote	3	40	40	5	6	1	<open>	1250cr
Generic Hog	4	28	21	6	4	2	<open>	1 800cr
Devon Gator	4	32	24	8	6	2	<open>	3 000cr
Generic Sportbike	4	50	12	4	6	2	<open>	1 500cr
Westwind Kamaitachi	4	60	15	6	8	2	<open>	2 500cr
Hoverbikes								
Six Rivers Hummingbird	5	45 (flight)		5	6	2	<open>	5 000cr
Six Rivers Cricket	6	55 (stator)		7	8	2	<open>	7 500cr
Cars (-1 TN to hit)								
Generic Two-Door Compact	3	32	8	16	4	4	2	3 300cr
Generic Four-Door Compact	3	32	8	18	4	4	4	3 500cr
Generic Luxury Car	4	40	10	25	10	4	4	6 000cr
Devon Nightsky (-2 TN to hit)	3	42	11	28	14	4	4	8 000cr
Generic Sportscar	5	45	11	20	12	4	2	5 000cr
Devon Mantis	3	45	15	28	20	4	4	6 000cr
Westwind Typhoon	5	55	14	24	16	2	2	6 000cr
Monsters (-3 TN to hit)								
Generic Monster	6	25	25	32	16	6	4	7 000cr
Mycon Armadillo	6	28	28	50	32	6	4	9 000cr
Devon Citymaster	5	32	32	42	22	8	6	10 000cr
Westwind Shockwave	7	40	30	36	20	6	3	10 000cr
ASDF Rumbler	6	20	20	50	64	4	2	40 000cr
Semis (-4 TN to hit)								
Generic Semi	5							
Devon Illuminator	4							
Tanks (-2 TN to hit)								
ASDF Cobra	5	12	12	80	168	3	1	2 000 000cr
ASDF Volcano	5	10	10	96	192	3	1	3 000 000cr
ASDF Redeemer	5	7	7	128	228	3	1	5 000 000cr
Helicopters								
Generic Cargo Helicopter (-3 TN to hit)	3	50 (flight)		32	10	2	4	50 000cr
Devon Hudson (-1 TN to hit)	2	60 (flight)		27	8	2	2	10 000cr
ASDF Nighthawk (-2 TN to hit)	4	35 (flight)		38	32	3	2	80 000cr
(stealth autogyro mode)	5	30 (flight)						
ASDF Snapdragon (-2 TN to hit)	3	55 (flight)		33	24	2	2	50 000cr
ASDF Falcon (-2 TN to hit)	4	65 (flight)		30	25	2	2	75 000cr
(turbo mode)	6	150 (jet flight)						