Afterverse beta 1 errata

Missing section: Genetic Qualities List

Carapace (15 × Rtg)

Requires MED 6 (Retroviral cost: 10k × Rtg, rarity 4)

Adds Rtg dice to armor rating.

Rating 1 to MED/3

Cat Eyes (5)

Requires MED 6 (Retroviral cost: 10k, rarity 6)

Eliminates visual penalties from darkness. Incompatible with other eye modifications.

Chameleon Skin (15)

Requires MED 8 (Retroviral cost: 20k, rarity 6)

The character's skin has chromatic cells and color detection abilities. The skin naturally shifts color to match its surroundings. This is not a straightforward invisibility cloak; the skin can't show different colors at different angles, and it is not even really intellgently controlled; it simply mimics the pattern of the area around it. It requires a certain amount of skill to use it effectively. When attempting to hide, this skin doubles the amount of hits made by the stealth test.

Note that the character must have a large amount of skin exposed in order fo this to be effective. The skin acts independently and is always on, without being controlled by the character's brain consciously. A kind of salve is available that numbs the optic receptors in the skin, and reverts the skin to a relatively natural color. If the character is not consciously trying to hide and has much of his skin exposed, the threshold to see him is increased by 1d6.

At MED 9, the optic receptors can be enabled or disabled by the character with a thought. This is a free action, though when being enabled, the receptors take until the end of the combat turn to become effective.

Chroma Skin (10)

Requires MED 7 (Retroviral cost: 10k, rarity 4)

The character can shift the color of their skin consciously. The entire surface of the skin takes on a single uniform hue. This takes a certain amount of concentration, and requires a Simple Action to change colors. While any hue is available, the color is somewhat muted. When chosen to match the color of the environment, this skin grants +1 dice to any stealth check.

At MED 8, the color can be much more saturated, and the dice bonus for stealth checks is +2.

At MED 9, changing colors is a Free Action.

Cryo Endurance (5 × Rtg)

Requires MED 8 (Retroviral cost: 10k × Rtg, rarity 6)

This character is designed to enter cryosleep; cells which self-repair

Genetic Qualities

Name	XP Cost	RV Cost	Rarity	Req'd TLs	Rating To
Carapace	15 × Rtg	10k × Rtg	4	MED 6	MED/3
Cat Eyes	5	10k	6	MED 6	-
Chameleon Skin	15	20k	6	MED 8	
Chroma Skin	10	10k	4	MED 7	
Cryo Endurance	5 × Rtg	10k × Rtg	6	MED 8	MED
Cuttlefish eyes	15	40k	8	MED 5	
Dog Nose	5	10k	3	MED 6	
Duocardium	10	30k	6	MED 8	
Eagle Eyes	10 × Rtg	15k × Rtg	2	MED 7	MED/3
Echolocation	25	25k × Rtg	5	MED 7	
Eidetic Memory	5	10k	2	MED 6	-
Empathy	15	20k	5	MED 6	-
Environmental Tolerance	10 × Rtg	10k × Rtg	5	MED 6	MED/3
Extra appendages (2)	30	50k	10	MED 7	
Fibrous Tissue Reinforcement	5 × Rtg	5k × Rtg	2	MED 5	MFR
Fire breath	20	40k	9	MED 9	-
Fireproof Skin	10+Rtg	10k × Rtg	4	MED 5	MFR
Gills	15	15k	6	MED 6	-
Infrared vision	5	5k	2	MED 6	
Lungs	20	20k	4	MED 7	-
Muscle Tone	10 × Rtg	20k × Rtg	6	MED 5	MED/3
Natural Immunity	15	20k	2	MED 5	-
Nervous Enhancement	15 × Rtg	20k × Rtg	8	MED 8	MED/3
Prodigy	20	30k	5	MED 5	-
Regeneration	30 × Rtg	40k × Rtg	3	MED 9	MED/4
Shockproof Skin	10+Rtg	5k × Rtg	3	MED 6	MFR
Spectrographic Retina	25	40k	3	MED 8	
Spinerettes	15	20k	5	MED 6	
Trauma-Transparent Skin	10	10k	3	MED 7	
Webbed hands	5	5k	3	MED 5	-

following ice damage cause the damage deault upon waking from cryosleep to be reduced by Rating.

Rating 1 to MED

Cuttlefish eyes (15)

Requires MED 5 (Retroviral cost: 40k, rarity 8)

Able to detect polarization of incoming light, increasing the perception of contrast. Adds 2 dice to all perception tests of physical objects (so, excluding social or computer-based perception tests), or 6 dice to perception tests where the polarization of light is a factor. Incompatible with other eye modifications.

Dog Nose (5)

Requires MED 6 (Retroviral cost: 10k, rarity 3)

Adds Rtg dice to any Perception or Tracking Test where smell may be a factor. (Does not affect appearance, despite the name)

Duocardium (10)

Requires MED 8 (Retroviral cost: 30k, rarity 6)

Extra heart; reduce fatigue by 1 extra every combat turn. When the character is in overflow damage, he has an extra 2 Points of damage before he is permanently dead.

Eagle Eyes (10 × Rtg)

Requires MED 7 (Retroviral cost: 15k × Rtg, rarity 2)

Adds Rtg dice to visual perception tests. Incompatible with other eye modifications.

Rating 1 to MED/3

Echolocation (25)

Requires MED 7 (Retroviral cost: 25k × Rtg, rarity 5)

This very evident quality grows the character's ears along with the audio processing region of the brain, enabling him to discern basic shapes by making a "clicking" sound and listening to the echoes. This allows the character to detect short-range objects in no-light or obscured conditions (though doing so may lose any stealth advantage), and grants a +3 dice pool modifier to any audio-based perception test.

Eidetic Memory (5)

Requires MED 6 (Retroviral cost: 10k, rarity 2)

Same as the quality

Empathy (15)

Requires MED 6 (Retroviral cost: 20k, rarity 5)

This quality enhances the parts of the brain that deal with empathy and the theory of mind, allowing the character to more deeply understand and predict other characters' actions and responses. This grants +2 dice on all social rolls, or +6 dice to social perception tests.

Environmental Tolerance (10 × Rtg)

Requires MED 6 (Retroviral cost: 10k × Rtg, rarity 5)

Same as the quality.

Rating 1 to MED/3

Extra appendages (2) (30)

Requires MED 7 (Retroviral cost: 50k, rarity 10)

This quality adds one (or two symmetrical) extra limbs to the character. The character takes the social modifiers from the Freakish quality.

Fibrous Tissue Reinforcement (5 × Rtg)

Requires MED 5 (Retroviral cost: 5k × Rtg, rarity 2)

For stronger bones and cartilege; adds Rtg dice to the character's effective armor rating for **only** Impact damage resistance.

Rating 1 to MFR

Fire breath (20)

Requires MED 9 (Retroviral cost: 40k, rarity 9)

The character grows a special gland, fluid sac, and tubing to deliver a flammable organic aerosol to his mouth; when this fluid is expelled, he

creates a spark (usually via two teeth that were surgically replaced), lighting the aerosol cloud and creating a flame. Treat this as an exotic ranged weapon (Fire Breath) in terms of skills, and use the rules for flamethrowers with a range of 2 meters. If the attack is glitched, the character damages himself for half the normal DV in addition to his target; if he critically glitches, the flame crawls back up the stream, giving him severe internal burns, dealing his full DV, unresisted, to himself (which cannot be treated with First Aid or Field Medic, only stabilized - surgery is required to heal).

Fireproof Skin (10+Rtg)

Requires MED 5 (Retroviral cost: 10k × Rtg, rarity 4)

Adds Rating to the character's effective armor rating for **only** Heat damage resistance, and prevents any ignition of flames on the character.

Rating 1 to MFR

Gills (15)

Requires MED 6 (Retroviral cost: 15k, rarity 6)

If the species does not have them already, adds gills and the ability to breathe underwater. This does not confer extra ATM pressure tolerance, so the typical dive depth will be limited.

Infrared vision (5)

Requires MED 6 (Retroviral cost: 5k, rarity 2)

An additional set of cones is grown along the retina that is sensitive to infrared wavelengths. The character gains 3 dice on any Perception Test where detecting heat would be beneficial.

Lungs (20)

Requires MED 7 (Retroviral cost: 20k, rarity 4)

If the species does not have them already, adds lungs and the ability to breathe gaseous oxygen.

Muscle Tone (10 × Rtg)

Requires MED 5 (Retroviral cost: 20k × Rtg, rarity 6)

Adds Rtg to AGI.

Rating 1 to MED/3

Natural Immunity (15)

Requires MED 5 (Retroviral cost: 20k, rarity 2)

Same as the quality.

Nervous Enhancement (15 × Rtg)

Requires MED 8 (Retroviral cost: 20k × Rtg, rarity 8)

The standard chemical nerve connections are replaced by a more direct electrical signal, which increases reaction time, adding its Rtg to REA.

Rating 1 to MED/3

Prodigy (20)

Requires MED 5 (Retroviral cost: 30k, rarity 5)

Same as the quality.

Regeneration (30 × Rtg)

Requires MED 9 (Retroviral cost: 40k × Rtg, rarity 3)

Enables extremely rapid healing from damage. Every time initiative is rolled, if this character has taken physical damage, she rolls Rating dice; she immediately heals that number of boxes of damage. If there is no physical damage, stun damage is healed instead.

Rating 1 to MED/4

Shockproof Skin (10+Rtg)

Requires MED 6 (Retroviral cost: 5k × Rtg, rarity 3)

When resisting electricity, adds Rtg dice

Rating 1 to MFR

Spectrographic Retina (25)

Requires MED 8 (Retroviral cost: 40k, rarity 3)

Instead of rods and cones, this character has a series of tiny organic spectrographs. This has a weakness in that their eyes cannot perceive as much fine detail, especially at distance, conferring a -2 dice pool penalty on tests when applicable. However, the advantage is often worth the trade: the character can innately see the absorption (or emission) spectrum of anything he sees, which coupled with a little Science knowledge, can allow him to determine what elements he is looking at. For such a perception test, roll `PER + Science (Chemistry)`, with the threshold based on the rarity of the element in question.

Spinerettes (15)

Requires MED 6 (Retroviral cost: 20k, rarity 5)

The character grows a silk spinerette somewhere (often on the forearm) which can be used to create webs and nets, much like a spider. It can spin both sticky and non-sticky silk, and the silk is extremely strong, generally able to hold up the weight of the character without breaking. It does not, however, spin out silk fast enough to swing from building to building in a red jumpsuit.

Trauma-Transparent Skin (10)

Requires MED 7 (Retroviral cost: 10k, rarity 3)

When placed under physical trauma, the skin becomes transparent. This allows for a clear view of the internals below the skin, allowing a much easier diagnosis and treatment for such injuries. Gives +4 dice to all diagnosis and medical tests for which this may apply. It also makes it harder to hide that an injury has occurred, if the character wishes to hide this fact; all injuries, major or minor, should be treated like the Scarred quality.

Webbed hands (5)

Requires MED 5 (Retroviral cost: 5k, rarity 3)

Adds 4 dice to Swimming tests.

		Size Classes [1]								Cost					
Name	Min TLs	A	B	C	D	E	DV	Splash	GR	A	B	C	D	E	Rarity
Standard Explosive	WEP 3	✓	✓	✓	4	5	12X	8I		300	500	15k	100k	600k	4
Frag Bomb	WEP 3	✓	✓	✓			8X	8P		150	350	3k			3
Flash-bang	WEP 4	✓	✓	✓			3X 10S	8S		600	2k	30k			6
Gas Warhead	WEP 4		✓	✓	5		(special)				1k	6k	30k		7
Bunker Buster	WEP 4			✓	✓	5	6P 12X	8I				40k	250k	800k	12
Fission Warhead	WEP 5	10	8	7	6	✓	18XEHR	4IEHR		20m	5m	3m	1.5m	1m	20
Fusion Warhead	WEP 6				8	✓	(*)XEHR	(½*) IEHR					120k	60k	35

Missing from Gear section

Warheads and Payloads

Standard Explosive: The standard issue concussive chemical explosive.

Frag Bomb: This explosive is surrounded by piece of hard material designed to damage surrounding bodies.

Flash-bang: A flash-bang acts in much the same way as a Blinding Laser (see that weapon's description), except that it affects hearing as well as vision.

Gas Warhead: A gas grenade fills a volume of the splash damage of the weapon's size class with a gas of the user's choosing. The price of this warhead does not include the gas.

Bunker Buster: This missile launcher whose missiles are topped with a penetrating shaped-explosive warhead is designed to punch through as much shielding as possible before delivering its explosive power, rendering itself supremely useful for both ground and space combat.

Fission Warhead: Damages an area. Damage reduces by 1 for every 500 meters.

Regardless of the size of vessel being launched from, damage from this weapon is always handled as Class E.

Any vessels in docking range the target of a nuclear detonation receive the full damage of the detonation; splash damage applies to vessels in Rendezvous Range.

10km is Considered the "safe distance" to be from your allied vessels against a nuclear threat.

Fusion Warhead: A fusion bomb can be nearly any size. The base damage value is the Rating of the device in question; there is no theoretical upper limit, and it's not even technologically challenging to build larger bombs - just terrifying. The cost given here is for each point of the base damage value.

Regardless of the size of vessel being launched from, damage from this weapon is always handled as Class E.

Any vessels in docking range the target of a nuclear detonation receive the full damage of the detonation; splash damage applies to vessels in Rendezvous Range.

Damage reduces by 1 for every 5 kilometers.