






Base Building

These are the optional tables for house and base building costs and mechanics.

Base Upgrades Table

UPGRADE TYPE	DESCRIPTION	COST
Increased Scale	The size and scope of the base grows immensely. If in a Sburb setting using height-based gate mechanics, the base grows closer to the next gate.	2,500
Improved Security	<p>The base's security improves, better protecting the people within. When this upgrade is purchased, select one of the following:</p> <ul style="list-style-type: none"> • All buildings (<i>or doors within the base</i>) gain electronic locks that can only be broken with a Hard (  ) Computers check. • The base gains a security robot. • The base gains reinforced fences around the main buildings. • The base gains reinforced armor, granting it defense 2 against weapons attacks from outside. • The base gains security cameras that can be accessed from a central control room. • The base gains a concealed heavy repeating turret that covers the main entrance and has a Gunnery skill of 2 and an Agility of 0 (<i>if unassisted, it rolls 2 Ability</i> [ ] <i>for Gunnery checks</i>). 	2,000
NPC Ally	<p>The base is equipped with an NPC ally who can help the player with certain tasks.</p> <ul style="list-style-type: none"> • A NPC merchant who can sell items with a modified rarity of 5 or lower to the party. The merchant has a Presence of 3, Cunning of 3, 2 ranks in Negotiation, and 2 ranks in Streetwise. • An NPC doctor who can heal characters at the base and treat ailments. The doctor has an Intellect of 3 and 2 ranks in Medicine. They have medical supplies allowing them to perform Medicine checks without penalty. • An NPC mechanic who can repair items, robots, and vehicles. The mechanic has an Intellect of 3, 2 ranks in Mechanics, and 2 ranks in Computers. They have a tool 	2,000

	<p>kit allowing them to perform Mechanics checks without penalty.</p> <ul style="list-style-type: none"> • An NPC pilot who can pilot ground or space vehicles for the party. The pilot has an Agility of 3, an Intellect of 2 and 2 ranks in Driving, 2 ranks in Operating, and 2 ranks in Piloting. <p>If the GM needs a full profile for these NPCs, they should assume they have a 2 in all other characteristics, 1 rank in the party career skill determined by the base (<i>unless it would be higher due to their selected profile</i>), and no ranks in any additional skills.</p>	
Medical Facility	<p>The base is equipped with an infirmary, stocked to handle any major injuries or outbreaks of disease.</p> <p>The medical facility has cots and treatment space for five patients, medical supplies (<i>allowing characters to perform Medicine checks without penalty</i>), and two medical suspension tanks. This upgrade may be taken multiple times, increasing the number of patients it can accommodate by five and the number of suspension tanks by one each time.</p>	6,000
Mechanic's Garage	<p>The base is equipped with a garage where mechanics can make repairs on vehicles and robots. The garage includes a full set of mechanic's tools (<i>allowing characters to perform Mechanics checks to heal robots or repair vehicles without penalty</i>), and an oil bath for robots (<i>a robot-equivalent of a medical suspension tank</i>).</p> <p>In addition, the garage can store a single silhouette 2 vehicle</p>	5,000
Landing Bay	<p>The base is equipped with a landing bay able to hold starships or vehicles. This may be an open landing bay, an enclosed hanger, or a pressured docking area. The landing bay holds a number of vehicles with a combined silhouette of 15, with no single vehicle larger than silhouette 5. This upgrade may be taken multiple times. If taken additional times, this can either represent additional landing bays, or increase the combined silhouette limit of the original bay by 15 (<i>although the maximum vehicle size remains at silhouette 5</i>).</p>	3,000
Armory	<p>The base is equipped with a substantial store of weapons, armor, and basic military equipment sufficient to properly outfit a full squad of soldiers for an extended period. Equipment and tools necessary to keep gear in good repair are also present (<i>allowing characters to perform Mechanics checks to repair and</i></p>	9,500

	<i>modify weapons and armor without penalty</i>). The facility is also stocked with any weapons and equipment that would have a modified rarity of 5 or lower. Access to gear with a higher rarity is subject to GM discretion	
Training Facility	The base is equipped with living quarters to accommodate a full platoon of soldiers, as well as equipment and facilities necessary to train them to serve your cause. This includes combat simulators, lecture halls, and gyms. Trainees typically occupy the facility at all times. At the GM's discretion, the Player Characters may call upon trainees or instructors to assist with a current mission. In addition, when selecting this upgrade, choose one of the following skills: Adventuring, Brawl, Gunnery, Melee (Light), Melee (Heavy), Ranged (Light), or Ranged (Heavy). This skill is the training curriculum focus, and counts as a career skill for all player-characters in the party.	15,000
Laboratory	The base is equipped with lab facilities where scientists and engineers can safely conduct experiments, create new devices, and seek various technological breakthroughs. A laboratory includes a full suite of scientific implements (<i>allowing characters to perform Computers, Knowledge, Medicine, and Mechanics checks for experimental purposes without penalty</i>). Additionally, characters in a laboratory add 2 Advantage (▲▲) to such checks thanks to the safety equipment.	5,000
Command and Control Center	The base possesses a dedicated space from which people can broadcast to the whole base, track the activities of allies in the field, and monitor information about the base and its surroundings. This facility grants occupants 1 Boost (■) on Computers, Leadership, and Vigilance checks.	4,000
Research Library	The base has a set of computers, databases, or other informational archives that allow its occupants to reference relevant materials as necessary. A research library contains reference materials on all manner of subjects (<i>allowing characters to make Knowledge checks to acquire information without penalty</i>).	3,000

Security Robot

Brawn: 2 **Agility:** 2 **Intellect:** 1 **Cunning:** 2 **Willpower:** 1 **Presence:** 1
Soak: 5 **Wound Threshold:** 14
Skills: Ranged (Light) 3, Vigilance 3
Attack: Ranged (Light), Damage: 6; Critical: 3; Range: Medium

Abilities: Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

Business Upgrades Table

UPGRADE TYPE	DESCRIPTION	COST
Business	<p>The base gains a business. Once per month (<i>barring Time-player shenanigans</i>), each player-character in the party receives 200 currency in profit from the business.</p> <p>This upgrade may be taken up to four additional times, each time increasing the profits received by 200 currency.</p>	2,500
Special Orders	<p>The business increases its ability to obtain hard to find items relating to the business's focus.</p> <p>When attempting to find an item that relates to the business (<i>how this applies exactly is up to the GM</i>), the item's rarity decreases by 2 (<i>in addition to other modifiers</i>).</p> <p>This upgrade can only be purchased once.</p>	2,000
Wholesale Prices	<p>The business gains the ability to purchase items in bulk with a discount.</p> <p>When purchasing bulk orders of items that have a modified rarity of 4 or lower, the total price decreases by 10 percent. The amount constituting a "bulk order" is up to the GM. but should be at least 10 large items, or 100 small items.</p> <p>This upgrade can only be purchased once.</p>	1,000
Specialized License	<p>The business gains a specialized license, allowing it to conduct activity that may normally be restricted, licensed, or illegal. The nature of this license depends on the business and the world the business is located on (<i>as not all worlds find the same activities illegal</i>), but it could include selling restricted items, running a casino, or operating a private security force or mercenary outfit.</p>	2,500