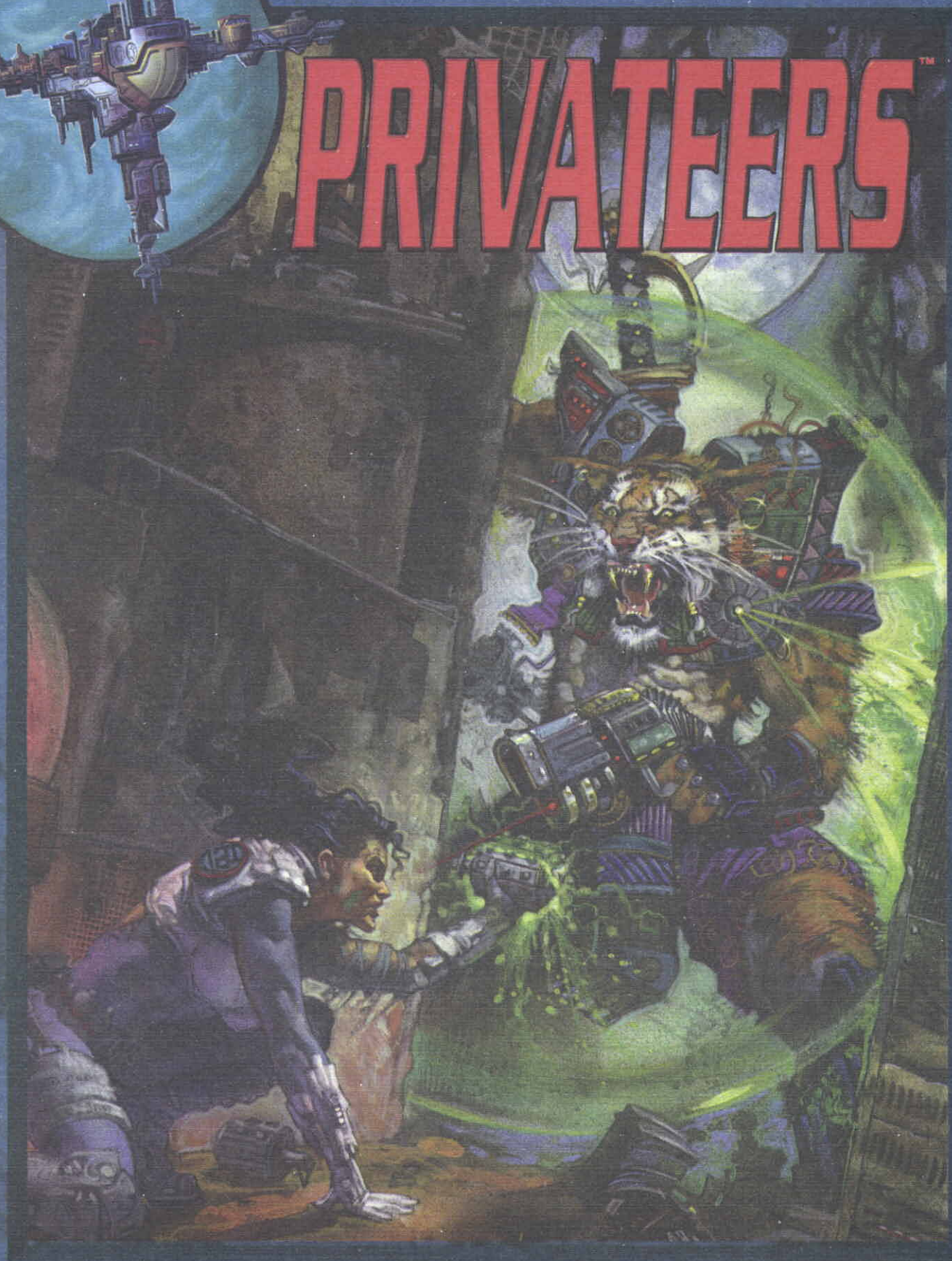
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PROLOGUE

Mrrralff focused on the transport they were tracking and fought the controls, trying to keep the glow of the drive flame in his field of view. It was guerilla rocket-jocking at its worst. The sudden blast of sound from his acquisition sensors didn't help matters.

Then the stars stopped spinning and settled in their heavens. His gimbal oriented, for all it mattered. His scopes showed four torpedoes, burning hard to cancel their relative velocities. The Jeronan had jumped the gun and fired too soon.

That would buy him a little time.

He opened his engine up full, trying to put as much distance between him and the torps as he could. The inertial dampers were slow to compensate, and his rib cage rattled in his chest. He'd have to have that fixed. It probably would have killed a Human.

The missiles had matched velocity and were gaining. Small torps, they had greater acceleration than Mrrralff's heavy fighter. There was no way he could outrun them.

The enemy had almost matched velocity as well. A smaller fighter, its main armament was its torps. They were all in flight now, and if even one hit, that fighter would be more than a match for Mrrralff's crippled craft.

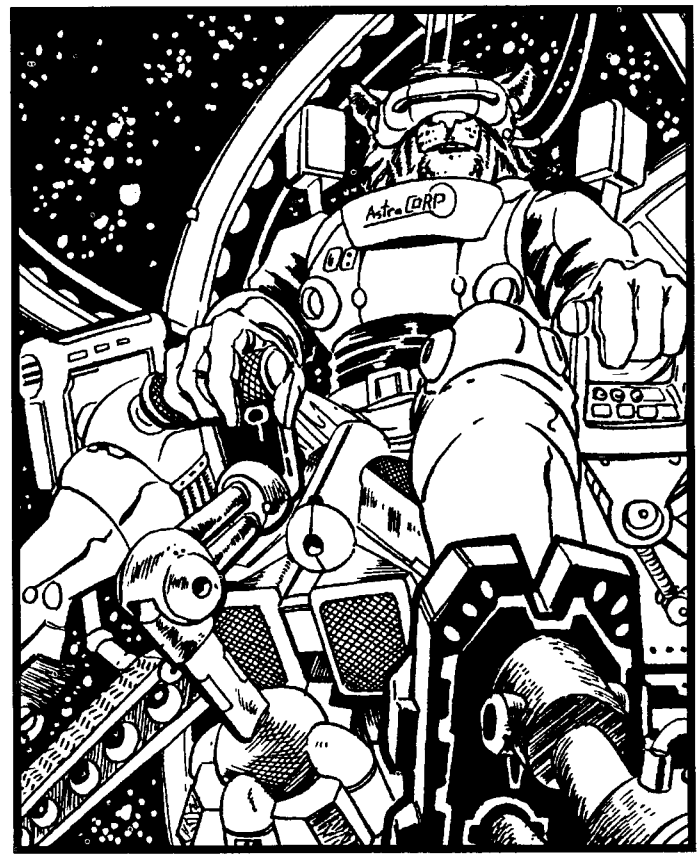
Time passed slowly as he closed the distance to the freighter. He could see his wing mate's ejection beacon. It was transmitting the "Strong Vitals" code. He'd be alright. In the distance, his scopes showed Mitchell's gunboat, swarmed by four fighters. No help was coming, he was on his own.

The torps continued to chew up the distance between them. The freighter loomed closer. He punched up a Time on Target reading. He'd make it . . . barely.

There was a flash in the distance as Mitchell and the team splashed another fighter. He could hear the excited chatter on the com. They weren't worried. They'd be fine, they were just too far away to help.

The freighter was looming quickly. The proximity sensors were sounding the ten second alert. He fired all his belly thrusters, pushing his craft up, then firing back down as the freighter passed underneath.

The torps were traveling too fast to compensate. They crashed into the freighter's drive section, disintegrating in a glowing ball of expanding gas. The freighter, its engines shattered, ceased accelerating, a gentle roll added to its ballistic trajectory. Perfect salvage.



The fighter would be coming in fast. Mrrralff used the cover of the freighter's exploding engines to flip and burn off his velocity. He was nestled, all warm and cozy, in the freighter's sensor shadow when the fighter streaked by.

Mrrralff fired his engines, falling in behind the fighter. They had tremendous relative velocity, and he knew he would only have one shot before his opponent blew through his weapon range.

It took a moment for his tracking systems to acquire their target. But only a moment, and then they were locked on nothing more than a tumbling ball of molten metal.

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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902

Stock #4500

ISBN 1-55806-562-8

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Dedication

I would like to thank my play testers. Mike "I Hate Making Characters" Renstrom, Scott "Fire in the Hole" Llewelyn, Gary "How Much Have Ya Got?" Llewelyn, Matt "Nuke 'Em" Fitt, Aaron "I Flake for Red-Heads" Brown, Chris "Spandex is the Enemy" Brashier, Slade "What's up Doc?" Perry.

In addition, some people were invaluable for building the star map. First of all, there is Winchell Chung, Professional Eccentric and Ogre Designer. His website on 3-D star maps (http://www.clark.net/pub/nyrath/starmap.html) was an invaluable source of material. Brad Jones created the program I used to sift the Gliese Catalog (Version 3) for appropriate stars and convert them to Galactic Coordinates. Last but not least, Roger M. Wilcox maintains the Internet Stellar Database (http://www.stellar-database.com/) another great source of stellar data.

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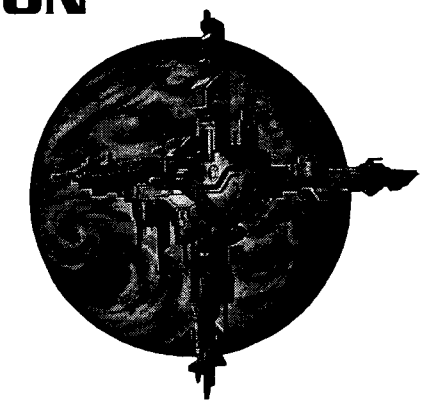
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PART I
INTRODUCTION

"Reality is for people who can't handle science fiction." – Unknown

Spacemaster: Privateers is ICE's complete set of rules for those who are looking for a realistic yet playable science fiction role playing system. It is also suitable for experienced gamers who want guidelines and material to inject into their own existing game and universe systems. *Spacemaster: Privateers* contains complete rules for handling most of the situations that arise in science fiction role playing games. A variety of tables and charts add a great deal of flavor and detail to a game without significantly decreasing playability.



What is a Role Playing Game?

The easiest way to understand a role playing game is to think of it as a work of fiction such as a novel or a play or a movie. In a novel the author determines the setting of the novel along with the actions of all of the characters and thus the plot. In a role playing game, the author (called the Gamemaster) determines the setting and some of the basic elements of the plot. The actions of the characters (and thus part of the plot) are determined during the game by the game "players" and the Gamemaster. Each "player" controls the actions of his "player character" or alter ego, while the Gamemaster controls the actions of all of the other characters (called non-player characters). Thus each player assumes the role of (role plays) his character and the Gamemaster role plays the non-player characters. A science fiction role playing game is a "living" novel where interaction between the actors (characters) creates a constantly evolving plot.

The Gamemaster also makes sure that all characters perform actions which are possible only within the frame-work of the setting that he has developed (his "science fiction" universe). In a sense, the Gamemaster acts as a referee. This is where the "science fiction" part and the "game" part come into the definition of a science fiction role playing game. A Gamemaster describes a setting which is not limited by the science currently known to our world; thus, the setting falls into the genre of fiction known as "science fiction." However, the Gamemaster commonly uses a set of "rules" which define and control the physical realities of this science fiction universe. Using these rules turns the role playing "novel" into a game.

Thus, a science fiction role playing (SFRP) game is set in a science fiction universe whose science and society is not defined solely by our world, but instead is defined by a set of game rules. The creation of the plot of a SFRP game is an on-going process which both the Gamemaster and players may affect, but which neither controls. The plot is partially determined along with the setting, but it is heavily influenced by the interaction of the characters with one another and random events.

Because science fiction role playing is a game, it should be interesting, exciting, and challenging. One of the main objectives of a SFRP game is for each player to take on the persona of his (or her) player character, reacting to situations as the character would. This is the biggest difference between SFRP games and other games such as chess or bridge. A player's character is not just a pawn or a card; in a good SFRP game, a player takes on the role of his character. Each player character should speak and react to the other characters as his character would. All of this creates an air of involvement, excitement, and realism (in a fictional setting, of course).

The Gamemaster has been described as "author" of the SFRP game; actually, he functions as more than this. The Gamemaster not only describes everything which occurs in the game as if it were really happening to the player characters, but he also acts as a referee or judge for situations in which the actions attempted by characters must be resolved.

The Gamemaster has to do a lot of preparation before the game is actually played. He must develop the scenarios for the play of the game, using the game rules and material of his own design (or commercially available play aids). The Gamemaster may use detailed descriptions, drawings and maps to help the players visualize the physical settings and other characters. Until the players encounter certain situations during play, some material concerning the setting and the scenario is known only to the Gamemaster. In addition, the Gamemaster plays the roles of all of the characters and creatures who are not player characters, but still move and act within the game setting, affecting play.

Each player creates a character using the rules of the game and the help of the Gamemaster. Each player character has certain numerical ratings for his attributes, capabilities, and skills. These ratings depend upon how the player develops his character using the rules of the game. Ratings determine how much of a chance the character has of accomplishing certain actions. Many of the actions that characters attempt during play have a chance of success and a chance of failure. Therefore, even though actions are initiated by the Gamemaster and the players during the game, the success or failure of these actions is determined by the rules, the characters' ratings, and the random factor of a dice roll.

Finally, a SFRP game deals with adventure, science, gadgets, space ships, battles, action, danger, heroes, villains, life and death. In short, in a SFRP game the players leave the real world behind for a while, and enter a world where the fantastic is real and reality is limited only by the imagination of the Gamemaster and the players themselves.

HOW TO USE SPACEMASTER

Spacemaster: Privateers has seven "Parts:"

Part I • Introduction — This material provides an overview of *Spacemaster* (SM) and the *Spacemaster* product line. In addition, it presents an overview of the various terms and conventions used by the system.

Part II • The Privateers — Part II gives an overview of the Privateers universe. It explains the history and current state of the war between the Inter-Species Confederation (ISC) and the Jeronan Empire, and how a single ship can make a difference.

Part III • Creating a Character — Part III discusses the various factors that define your character and leads you through the character creation process.

Part IV • Performing Actions — This material is concerned with how to resolve actions and activities that commonly arise during role playing games.

Part V • Psychic Powers — This section details the use of psychic powers. It includes the rules for the development and use of psychic powers.

Part VI • The GM's Task: The Universe System — Part V discusses the various elements of a science fiction role playing game and present some guidelines for handling common problems and situations that can arise during play.

Part VII • Appendices — This material provides all of the details on the factors that define your character's capabilities: race, profession, stats, skills, training packages, role traits, psychic powers, and equipment. In addition, Part VII includes the detailed material needed to handle specific situations during play: creature statistics, attack tables, etc. It also includes copies of the blank record keeping sheets.

The Players

As a player, you should first read the introduction. Next, you should skim Part II to understand a little about the universe your character is playing in. Then examine Part III to get an idea of the major factors affecting a character. If you wish to play a psychic character, you should also familiarize yourself with Part V. Then you should generate a character by following the procedure and examples outlined in detail in Part III.

Before play begins, you should also understand Part IV so that you will know what your options are in a tactical situation, such as combat. It is not absolutely necessary for you to immediately read the rest of the material, because much of that material is concerned with how the Gamemaster can handle the setting of the game, the plot elements, and other factors. However, a complete reading of the system will enable you to understand the mechanisms which govern play.

When you have made your initial choices for your character, you should get a copy of the page for your character's race (Appendix A-1, p. 113) and the page for his profession (Appendix A-2, p. 121). Most of the information necessary for creating your character will be summarized on these pages.

Note: *For readability purposes, these rules use the masculine pronoun when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meaning he/she, her/him, etc. This work also uses generic terms, such as manpower, to refer to any alien race.*

The Gamemaster

As the Gamemaster, you should first skim Parts I-VI to get an overall view of the system. Then you should read all of the rules thoroughly. If you do not immediately understand some material, you should mark it and refer to it later after you have read all of the material. Examples are included to aid in absorbing the rules. You need not memorize or fully analyze the significance of all of the rules at first. The rules are organized so that many situations can be handled by referring to specific rules sections when they arise.

Customizing Spacemaster

Once you, the Gamemaster, understand what is included within the scope of *Spacemaster*, you should feel free to customize the rules to fit your game. The *Spacemaster* system has been designed to allow this kind of customization without affecting the basic system balance. See Section 39.4 (p. 109) for more details.

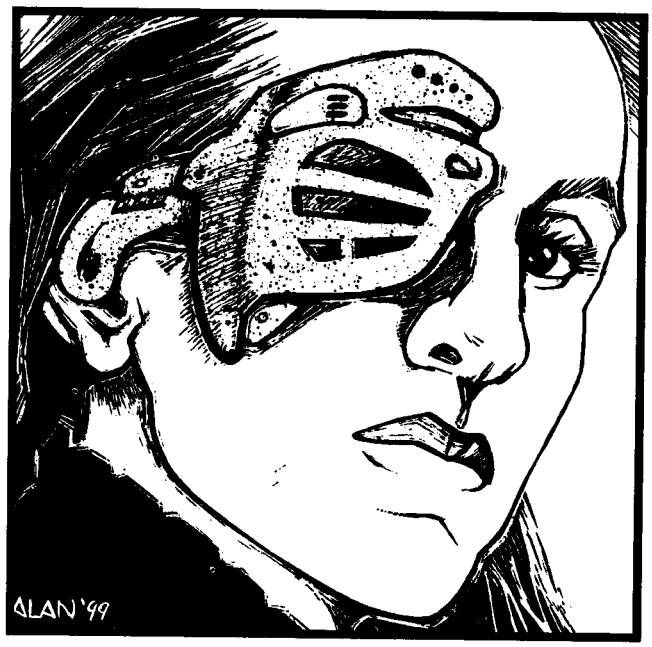
KEY CONCEPTS AND MECHANISMS

This section is meant to serve as a summary for and introduction to some of the key features of *Spacemaster*. This discussion should be enough to allow many experienced science fiction role players to get the basic ideas behind this system.

The basics of *Spacemaster* are relatively simple to master. It has been designed for those already acquainted with science fiction role playing. *Spacemaster* is intended for GMs who may wish to pick and choose some of the parameters that define the environment of their game. ICE hopes that GMs will feel free to build upon the foundations provided.

CHARACTER CREATION

Spacemaster provides both the Gamemaster and his players with tremendous detail and flexibility in character development and the resolution of a wide variety of actions and activities.



Personal Characteristics (Stats)

Spacemaster provides a unique approach to the statistics that define a character's physical and mental attributes (i.e., stats). Under these guidelines each stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws or a "chink in his armor." A character must choose his strengths and weaknesses. In *Spacemaster*, there are 10 stats, each represented by a number between 1 and 100. They provide detail and flavor and remain relatively simple to work with.

The stats include 4 physical characteristics: Strength, Constitution, Quickness, and Agility. They also include 4 mental characteristics: Intuition, Empathy, Memory, and Reasoning. Finally, there are two stats included that represent characteristics partially mental and partially physical: Presence and Self Discipline. Each stat may affect a character's ability to perform specific actions.

Each stat has two values. The potential ("ultimate") value that represents the character's stat can obtain genetically. The temporary value represents the current value of the stat. The temporary stats can rise due to character advancement and other factors, and it can fall due to injury, old age, etc. However, the potentials rarely change. Of course, the temporary stat for a particular characteristic can never be higher than the potential for the same characteristic. For example, a character could have a temporary Strength of 80 and a potential of 92; and the 80 would be his effective Strength for combat purposes (circumstances could raise or lower the 80, but never above 92).

Professions

Each character has a profession which reflects his training and inclinations in early life. A profession dictates the ease in which a particular skill or skill category may be developed, but it does not generally act to prohibit development. Thus, a player is allowed to enhance his abilities in certain skill areas which would not be accessible to his profession under other systems. Only the "cost" in time and lost opportunities in "easily developed skills" act to bias the selection process. Note that a character may not normally change his profession after it is initially chosen.

Each profession requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a blaster, a Soldier might only expend 20% of the effort that a Scientist might: this is because a Soldier has a profession that trained in physical activities (fighting in particular), while a Scientist has spent much of his early life studying data crystals and theorems. However, the effort required for the same Soldier to learn how to design a power system would be much higher than required of the Scientist, and he would never be very adept at it.

Experience Levels

Each character while adventuring will reach stages of development called experience levels (or just "levels"). At each new level the character becomes more powerful and skillful in his chosen areas of expertise. Ideally, for realism, the character would develop after each activity or experience. However, this is extremely difficult to handle in practice. It necessitates stopping action in the game, performing bookkeeping, calculating the value of the experience, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels.

Skills & Skill Categories

As a character advances in levels he develops and trains in certain abilities called skills and skill categories. His capability (i.e., rank) in each skill and skill category affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, psychic power use, etc.). The key features of skills in this system are:

1) Each skill is grouped with other similar skills in a skill category. Both the skill and its skill category affect his chances of accomplishing certain actions.
2) Any character may develop any skill and skill category regardless of profession. However, depending upon the specific character's training early in life, certain skills and skill categories require more or less effort relative to other characters. How much effort is required to develop a skill or skill category depends upon the profession chosen by the player.
3) Based upon the values of certain stats, each character has a total amount of "effort" to devote to skill and skill category development. This effort is represented by the "development points" that a character may allocate to developing skills each time he advances to a new experience level.
4) Each character has complete freedom in how to allocate his "effort" among the various skills and skill categories he decides to develop. Development costs will be the same for characters of the same profession and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

The skills and skill categories provided in this book are suggestions for what we believe works as a skill set in most *Spacemaster* games. A Gamemaster should feel free to customize the skill list to fit his specific taste.

Individualizing Characters

It is often desirable to provide each character with certain factors that make him unique. This system already does this to a certain extent: 8 professions and complete freedom in skill development. We also provide a variety of other factors, including: races, role traits, equipment, background options, training packages, special items, hobbies, etc.

THE COMBAT SYSTEM

Spacemaster has a unique system for handing attacks using critical strike tables, fumble and failure tables, a resistance roll table, and a wide variety of attack tables (for spells, animal attacks, and medieval weapons).

PSYCHIC POWERS

Many science fiction stories allow for the use of psychic powers. *Spacemaster* has rule systems to allow for this fact. Part V deals with the matter in more detail.

Psychic powers are handled much like skills. Powers are grouped into categories, such as telepathy. Individual uses of this psychic category are treated as separate skills. For instance someone might be a powerful telepath (they've developed a lot of ranks in the category), but if they have only developed skill in sending telepathic messages, they might not be very good at reading another persons mind. They have the psychic strength, just not the experience with that implementation of the category.

CALCULATION CONVENTIONS

When making calculations and using the formulae in *Spacemaster*, the results often do not come out evenly.

- You should maintain fractions until you come up with a final result that will be used in play.
- However, whenever a *final* result has a fractional remainder, it is *always* rounded to the nearest whole number (i.e., fractions less than 0.5 go to 0, and fractions greater than or equal to 0.5 go to 1).

Example: *Darien has development stats of 46, 57, 73, 91, and 99. His available development points are equal to: (46+57+73+91+99)÷5 = 366 ÷ 5 = 73.2. This rounds down to 73 DPs.*

If the stats were 46, 60, 73, 91, and 99, the DPs would be: (46+60+73+91+99)÷5 = 369 ÷ 5 = 73.8. This rounds up to 74 DPs.

Example: *Darien has 25 skill category ranks in Lore General, his skill category rank bonus is equal to: (10x2)+(10x1)+(5x0.5) = 20+10+2.5 = 32.5. This rounds up to 33.*

DICE ROLLING CONVENTIONS

Each die used in *Spacemaster (SM)* is a 10-sided which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained. However, results between 1 and 100 are the primary basis of *Spacemaster* it is a "percentile" system.

Note: *These dice can be obtained at your local hobby and game stores.*

Percentile Rolls ("1-100,"1d100)

1-100 Roll (1d100) — Most of the rolls in *Spacemaster* are "1-100" rolls (also called "d100" rolls). To obtain a 1-100 result roll two dice together—one die is treated as the "ten's" die and the other as the "one's" die (designate which is which before rolling). Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll. The two dice are rolled; the ten's die is a "4" and the one's die is a "7." Thus the result is "47."*

Low Open-ended Roll — To obtain a "low open-ended roll" first make a 1-100 roll. A roll of 01-05 indicates a particularly unfortunate occurrence for the roller. The dice are rolled again and the result is subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05). A second roll is made with a result of 97 (i.e., between 96 and 100); so a third roll is made, resulting in a 03. Thus, the result of the low open-ended roll that the GM requested is -96 (= 4 - 97 - 3).*

High Open-ended Roll — To obtain a "high open-ended roll" first make a 1-100 roll. A roll of 96-00 indicates a particularly fortunate occurrence for the roller. The dice are rolled again and the result is added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100). A second roll is made with a result of 96; so a third roll is made with a result 04. Thus, the result of the high open-ended roll is 199 (= 99 + 96 + 04).*

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

Non-"1-100" Rolls

1-10 Roll (1d10) — In instances when a result between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "d10."

1-5 Roll (1d5) — Roll one die, divide by 2 and round up if necessary.

1-8 Roll (1d8) — Roll one die; if the result is 9 or 10, reroll until a 1 to 8 result occurs.

5-50 Roll (5d10) — Roll 1-10 five times and sum the results.

2-10 Roll (2d5) — Roll two dice, divide each result by 2 (round up if necessary), and then add the two results to obtain the "2-10" result (i.e., generate and add two 1d5 results).

Other Required Rolls — Any other required rolls are variants of the above.

Unmodified Rolls (UM)

Certain results on rolls indicate an immediate effect—no modifications (or bonuses) are considered. These rolls are marked on the appropriate charts with a UM (Unmodified). For example, all weapon attacks result in a fumble if the initial unmodified 1d100 roll falls within the fumble range of the weapon.

DEFINITIONS

The majority of unique terms found in *Spacemaster* are not described below; rather they are usually described when they are used in the text. The terms defined below are frequently used or are very important for using and understanding *Spacemaster*, or science fiction in general.

Action: An action is one of the activities which a character may perform during a round (10 seconds).

Alien: A creature, generally sapient, which is not Human or developed from Human stock. Usually of extraterrestrial nature. There are six alien races in the *Privateers* universe.

Animal: A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.

Android: A robot with a humanoid shape and appearance.

Anti-Matter: The opposite of matter. When a particle comes into contact with its antiparticle equivalent $2MC^2$ energy is released.

Architects, The: The race who genetically created all the races and ecosystems in civilized space. The few known Architect ruins are guarded jealously by the governments who have found them and wish to exploit their technological wonders.

Astronomical Unit (AU): The mean distance from the Earth to the Sun, approximately 150 million kilometers.

Attack Roll: A roll that is used to determine the results of a melee or missile attack.

Basic Psychic Attack: Sometimes called a standard psychic attack. This psychic power tries to exert its user's will on another creature, but it does not need to be aimed. Many standard psychic attacks are of a mind control nature.

Being: Any intelligent creature, including all humanoid types, aliens, etc. Intelligence should be characterized by system and/or Gamemaster.

Braat: A common animal in civilized space. It looks like a meter-high ball of hair.

The Bends: The real danger of decompression. Rapid decompression changes the saturation level of nitrogen in a Human's blood stream. The bends is the name for the condition which occurs when this level changes and nitrogen bubbles form. They tend to form near the joints, causing pain which is alleviated by moving the limb, hence the name. Serious cases of the bends can be fatal.

Biology: The study of organic life.

C: The speed of light, approximately 300,000 km/sec.

Campaign: An ongoing science fiction role playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of # %. This means that if a roll (1d100) is made and the result is less than or equal to #, then the action or activity succeeds (or occurs); otherwise it fails. Alternatively, you can roll (1d100) and add the result to the #; if the result is greater than 100, then the action or activity succeeds (or occurs); otherwise it fails.

Chemistry: The study of interaction on a molecular level.

Combat Roll: See "Attack Roll."

Concussion Hits: See "Hits."

Critical Strike: Unusual damage due to a particularly effective attack. The term "critical" (or just crit) will often be used instead of "critical strike."

Decompression: A drop in pressure. This can be sudden or gradual. Gradual is healthier.

Defensive Bonus (DB): The total subtraction from a combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, armor, and position (see Appendix A-8.3, p. 190).

-V (delta-V): The amount in which a vehicle is able to change its velocity. For instance, a vehicle with 10,000 meters per second of delta-V could accelerate to 5,000 meters per second, then decelerate to 0 meters per second; or they could accelerate to 1,000 meters per second and decelerate to 0 five times.

Dice Roll: See Roll.

Directed Psychic Attack: These psychic powers attack the target with a physical attack. As such, they typically must be aimed.

Downed: When a combatant falls to the ground, he is considered downed. This does not mean prone. It is presumed that the combatant is still moving.

E=MC2: Part of the theory of relativity. Energy equals mass times the velocity of light, squared. This tells how much energy would be released if a bit of matter were converted to energy.

Energy Weapon (Directed Energy Weapon): A weapon that uses coherent energy (laser, particle beam, sonics) to damage or destroy its target.

Entry: Originally called re-entry, this is the act of insertion into a planetary atmosphere. Typically, the object entering is traveling faster than terminal velocity. As the object slows, the energy lost from its velocity is converted to heat. Therefor heat shields are necessary.

Eugenics: Genetic manipulation, primarily achieved through selective breeding.

Experience Level (Level): A character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Explosive Decompression: A sudden, explosive loss of pressure, generally caused by hatch or seam failure on a space craft. Human beings do not explosively decompress. However, they will get the bends when exposed to a sudden drop in pressure.

Falar: Humanoid cats. The Falar live in a strict clan structure with the Falanar on top, the Falaron in the middle and the Falaris on the bottom. These are the three species which compose the greater Falar race. In the ISC, the Falar are accepted as equals. In the Jeronan Empire, they ruled as tyrants, though that has changed.

Free Worlds: Those worlds among the ISC who, after gear-up, chose not to be admitted into the confederation.

FTL: Faster Than Light. Breaking the light barrier is momentous enough to warrant its own initials.

Failure: See "Psychic Failure."

Fire: To make a projectile/firearm attack (verb), or a number of projectile/firearm attacks (noun).

Firearm: A projectile weapon that uses a chemical propellent to propel a slug or needle at its target.

Fumble: An especially ineffective attack which yields a result that is disadvantageous for the attacker.

Gamemaster (GM): The gamesmaster, judge, referee, dungeonmaster, etc. The person responsible for giving life to a SFRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non player characters, and resolves conflicts.

General Relativity: Einstein's second theory, integrated acceleration, and therefore gravity, into the theory of relativity.

Gravity (G): A unit of measure for determining the strength of a gravitational field. One standard, ISC G is equal to .9998 Earth gravities. One standard, Jeronan G is equal to 1.578 Earth gravities.

Group: A collection of player characters.

Hits (Concussion Hits): Accumulated damage, pain, and bleeding, that can lead to shock, unconsciousness, and sometimes death. Each character can take a certain number of hits before passing out (determined by his "body development" skill).

Humans: Humanoid monkeys. Known for their curiosity, gymnastic ability, charisma and impetuousness.

Impedance: When a psychic power is used over a great distance, it loses power. This is reflected as a bonus to the target's resistance roll.

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Initiative: The factor that helps determine the order in which combatants resolve their attacks; e.g., the combatant with the highest initiative attacks first.

Inorganic: Involving neither organic life or products of organic life.

ISC: Inter-Species Confederation, formerly the Inter-Species Commission. The ISC was formed when Humans from Earth first encountered the Oorts.

Jeronan Empire: Founded when an Oort vessel was taken captive and enslaved by Falar, this tyrannical empire is now under new leadership, and bent on the domination of civilized space. Often called just Jeronans or Imperials.

Kagoth: Gentle, humanoid bears. Known for their love of peace.

Level: See "Experience Level."

Light-Second: The distance that light can travel in one second. It is equal to approximately 300,000 km.

Light-Year: The distance light can travel in one year, equal to approximately 9,470,000,000,000 km.

Magnitude: The amount of power with which a psychic power is invested. The maximum possible magnitude for a psychic power is equal to the number of ranks the psychic has taken in the appropriate psychic category.

Maneuver Roll: A roll that is used to determine the results of a maneuver (see Sections 28.0-29.0, p. 64-68).

Maneuver: An action performed by a character that requires unusual concentration, concentration under pressure, or a risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "moving maneuvers" (MM), and other maneuvers are called "static maneuvers" (SM).

Melee: Hand-to-hand combat (i.e., combat not using projectiles, psychic powers, or missiles) where opponents are physically engaged be it a fist fight, a duel with rapiers, or a wrestling match.

Mind Points (MP): A number which indicates how many psychic powers a character may intrinsically cast each day (i.e., between periods of rest). In order to use a psychic power, the caster must expend a number of "power points" equal to the magnitude of that psychic power.

Missile Weapon: In *Spacemaster*, this indicates a low velocity airborne projectile, usually from a primitive weapon. Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, etc. Thrown weapons are also included in this area. Missile weapons don't include projectiles fired by explosions or other high-velocity propulsion means (e.g., guns are "firearms").

Non-Attack Psychic Power: These psychic powers do not attempt to adversely effect a target. They therefore require neither a resistance roll nor an attack roll. They tend to be of a utilitarian nature.

Non-Player Character (NPC): A being in a science fiction role playing game whose actions are not controlled by a player, but instead are controlled by the Gamemaster.

Offensive Bonus (OB): Each character has an "offensive bonus" when he is making an attack — this OB can include bonuses for the character's stats, superior weapon, skill rank, etc. This OB is added to any attack rolls that are made when he is using that particular attack (see Appendix A-8.2, p. 188).

Oorts: Named for the cometary halo in which they were first encountered, the Oorts are humanoid braat. They are hyper-intelligent.

Organic: Of or deriving from living organisms.

Orientation Roll: A roll representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to defend against an opponent's attack.

Parsec: The distance from Earth where stellar parallax is one second. It is equal to 3.262 light years.

Physics: The study of the interaction of matter and energy on a very general scale.

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the Gamemaster).

Player: A participant in a science fiction role playing game who controls one character, his player character.

Profession: A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Prone: A combatant on the ground and not moving is considered to be prone.

Psychic: Pertaining to or dealing with psychic powers (adjective), or a person with psychic powers (noun).

Psychic Burn Out: The effect that happens sometimes, when a psychic attempts to draw too much power.

Psychic Death: After using a psychic power well beyond a psychic's ability, the psychic is sometimes so drained that their heart ceases to beat.

Psychic Failure: This occurs when a very low roll is made when using a psychic power; it indicates possible malfunction or backfiring of the psychic power.

Psychic Power: A power of the mind. Typically, psychic powers are considered supernatural, but in some genres they may be common, or even necessary.

Psychic Resonance: A theorized subconcious effect which causes all worlds of the same race to develop similar, if not parallel, cultures and social structures.

Psychic Static Maneuver: The static maneuver necessary to use a psychic power, when automatic psychic power use is impossible.

Quantum Drive: A drive which utilizes quantum fields to warp space. These fields cause space to contract before the ship and dilate behind the ship, allowing the ship to appear to break the light barrier, when in fact, it hasn't.

Quantum Physics: Pertaining to light or particles on a molecular or smaller scale.

Radiation: Technically, any light or particle which radiates outward. More typically, this is used to describe particle radiation, which can cause burns, cancer, or even death.

Refractory Period: The period after a neuron fires, before it can fire again. In *Spacemaster* the time after a psychic uses a psychic power, in which he is unable to muster other psychic powers.

Relativistic Speeds: Technically, any speed slower than the speed of light is probably relativistic. However, this term is generally used to describe relative speeds where the effects of relativity become noticeable, and thus relativistic speeds tend to be fast.

Resistance Roll (RR): A dice roll which determines whether or not a character successfully resists the effect of a psychic power, poison, disease, or some other form of adversity.

REM: Roentgen Equivalent, Man. This is a measure of the biological impact of radiation, equivalent to one roentgen of x-rays. From an SFRP standpoint, this is the most important measurement of radiation.

Rim Worlds: Those worlds on the edges of Jeronan Space. They suffer the least Jeronan control.

Robot: A mechanical being. Androids are considered robots, but not vise versa.

Roll: Two different 10-sided dice are used to resolve any activity requiring a Roll. These dice can be used to obtain a variety of results.

Round: The time required to perform one, two, or three actions see Section 26.0 (p. 60).

Session: A single sitting of adventure gaming. A number of sessions form a campaign.

SF: Science fiction or speculative fiction. An eminent sci-fi writer once wrote, "Sci-Fi is pronounced 'Skiffy'"

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of a character's effectiveness with a specific skill see Section 21.0 (p. 42), Section 23.1 (p. 50), and Appendix A-4 (p. 131).

Skill Category: A grouping of related skills that require the same approximate effort to develop. "Skill Category Rank" is a partial measure of a character's effectiveness with the specific skills in that category see Section 21.0 (p. 42), Section 23.1 (p. 50), and Appendix A-4 (p. 131).

Special Relativity: Einstein's first theory of relativity, dealing with the effects of constant motion on mass, time, and length.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a SFRP game. Stats affect how well a character develops his skills, moves, fights, takes damage, absorbs information, etc. Stats in *Spacemaster* are gauged on a scale from 1-100. To convert from a 3-18 system, simply multiply by 5 and add 5.

Stat Bonus: Each stat is assigned a bonus that is used to modify skill bonuses.

Static Maneuver (SM, Static Action): An action performed by a character which requires unusual concentration or thought under pressure and does not involve pronounced physical movement.

Sublight: A speed slower than light.

Target: The term "target(s)" refers to the being(s), animal(s), object(s), and/or material that a melee attack, missile attack, or psychic attempts to affect.

Time Dilation: The effect of velocity on time. High speed and high rates of acceleration can cause time to pass more slowly from the point of view of the rapidly traveling person or object.

TranSpecLang: Inter-Species Communication. This language was engineered by Oort linguists to create a language that could be spoken by all races with equal ease.

Tulgar: Humanoid wolves. Known for their honor and their loyalty.

Valiesians: Sapient lizards. Evolved from raptor stock. Known for their brutal lack of emotion.

Wound: An injury in which the skin is torn, pierced, or cut.

Xatosians: Evolved from insect stock. Known for their vast psychic powers. It was the Xatosians who guided the clumsy bumbling of the Oort and Human psychics and taught them to truly harness the powers of their own minds.

OTHER PRODUCTS

Spacemaster has many different support products. These support products are organized into three major groupings: core support, *Rolemaster* products, and *Standard System* products. There are many *Rolemaster* and *Standard System* products appropriate for use with *Spacemaster*.

Rulebooks

Blaster Law — One of the most important of all core products, this book deals with energy weapons and their use in combat. *Spacemaster: Privateers* has a lot of combat power, but *Blaster Law* takes this to the extreme, expanding directed energy weapons. It uses a tech level system and gives complete weapon creation rules, for use with anything from primitive spacefaring worlds, yet to be discovered, to power weapons invented by worlds on the cutting edge.

Tech Law (*three volumes*) — The next of the core support products, there are three *Tech Law* volumes, *Equipment Manual*, *Robotics Manual*, and *Vehicles Manual*. These three books contain extensive information on the use and application of technology. It contains an advanced tech level system that the GM can use to create their own games.

Future Law — Add the power of expanded character development to your game with *Future Law*. *Future Law* is the ultimate player's guide to *Spacemaster: Privateers*, giving new character professions and hundreds of new character options. Get the most out of your characters and feel the power of the *Spacemaster* system with this exciting core support book. This includes a full blown system for Gamemasters to use in creating new, custom races for their universes!

Gamemaster Manual — The last book of the core support series is the *Gamemaster Manual*. This book explores the ins and outs and pitfalls of gamemastering compiled from some of the nation's top role playing GMs! In the *Gamemaster Manual* you will find core gamemaster mechanics for supporting the *Spacemaster* line.

Source Books

Privateers: Races & Cultures — A must for any *Spacemaster* game, this book details the races of the Privateers universe. From culture, to physiology to role playing, this book provides all the information necessary to truly understand the race you're playing.

Privateers: The ISC — The only defense against the depredations of the Empire, the ISC is on the ropes. Will it survive? This book details the history, locations, corporations, military and prominent people of this great nation.

Privateers: The Jeronan Empire — The Jeronan Empire has been slow to give up its secrets, now you will know what only the natives know. This book details the Empire, its structure and military. What does the ISC think it knows about the Empire? What does it really know? These questions and more are answered in this book.

Rolemaster Products

Rolemaster Fantasy Role Playing — For a game where science and fantasy are to be combined, the *Rolemaster Fantasy Role Playing* book contains all the roles necessary to play a magic wielding character. It is a must for cross-genre campaigns.

Arms Law — The leader of the core support for Rolemaster books is the critically acclaimed *Arms Law*. *Arms Law* contains attack charts for many primitive weapons: more weapons, more critical hit tables, more carnage for your game. With *Arms Law*, players and GMs will feel the battle rage around them and leave their foes bleeding in the ditch...

Spell Law (*three volumes*) — For games where magic and science are combined, Spell Law is a vital expansion. Spell Law contains three volumes: *...Of Channeling*, *...Of Essence*, and *...Of Mentalism*. These concise books contain all the spell lists available in *Rolemaster Fantasy Role Playing* as well as the spell lists for the additional professions in *Character Law*—all up to 50th level—over 2,000 spells! As a Gamemaster, you will probably want to purchase all three *Spell Law* books, but as a player you need only purchase the book necessary for your character!

Gamemaster Law — This book explores the ins and outs and pitfalls of gamemastering compiled from some of the nation's top role playing GMs! In *Gamemaster Law* you will find core gamemaster mechanics for supporting the *Rolemaster Fantasy Role Playing* line.

Creatures & Monsters — ICE's full-blown bestiary for *Rolemaster*. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

"Companion" Products — Companions contain optional material that will add even more detail and/or depth to your game—each one generally focuses on a specific theme. Some topics/titles include: *Arcane Companion* (introducing a fourth realm of magic), *Essence Companion*, *Channeling Companion*, *Mentalism Companion*, and *Martial Arts Companion* (especially useful with *Spacemaster*).

Rolemaster Sourcebooks — These products (like *Creatures & Monsters)* contain optional rules and information that will help expand the game into new horizons. For example, *Races & Cultures: Underground Races* expands the list of races to include a wide variety of races that can be found underground; and *Bladelands* presents a unique game world for *Rolemaster* play.

Standard System Products

Weapon Law: Firearms — A book dealing with firearms of all types. Capable of dealing with any firearm, real or fictional. A must for any game where the bullets fly!

10 Million Ways to Die — This product has weapon charts for all sorts of different weapons. Everything from swords, to guns to blasters are covered. Usable with any game session, this is a must for all gaming groups.

... and a 10' Pole — A compilation of adventuring equipment and a system for defining and integrating various lower levels of technology.

More support products are planned. So, keep your eyes peeled for more information on ICE's website (www.ironcrown.com)!

INTERLUDE ONE

"See if you can get us power. I don't care about gravity and life support, I just want computers and sensors," Lt. Colonel Kristofer Mitchell said into the mike.

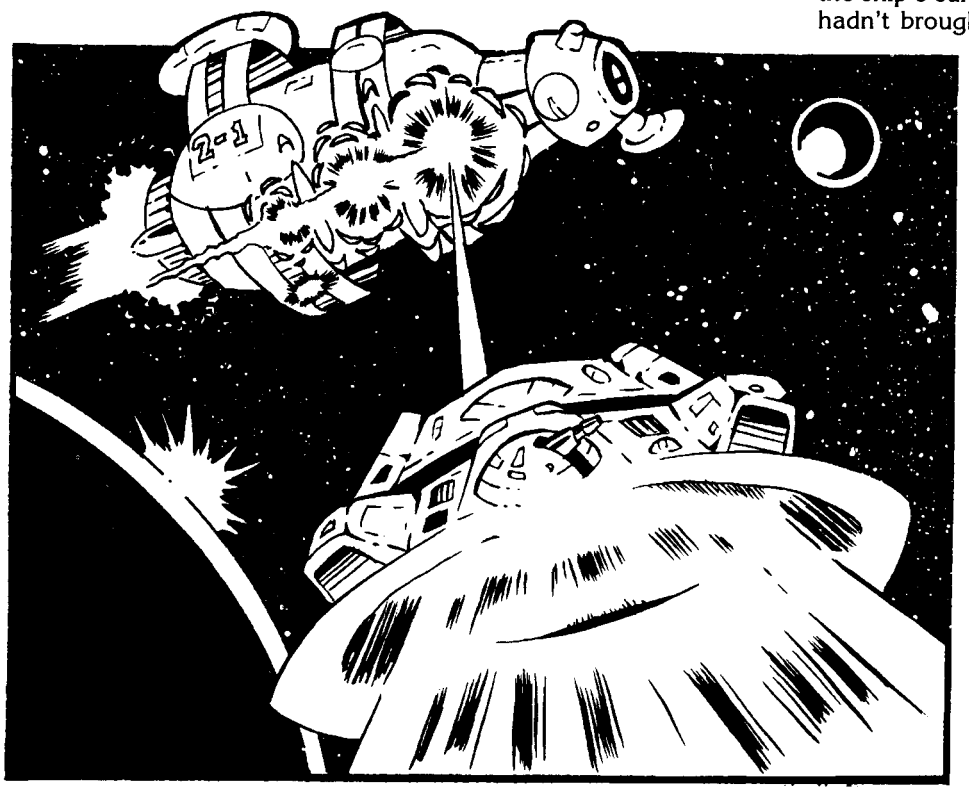
A blast of rapidly spoken Oort burst through the speaker. Mitchell shrugged and turned to Wild, the only other Human on the bridge. "That sounded like an affirmative to me."

Wild shrugged back. They had long ago come to terms with the fact that their Oort technician was stark, raving mad. One symptom of this was his refusal to ever speak in another language. They cut the Oort a lot of slack. He was a genius when it came to fixing things others would give up for dead, and you made allowances for genius.

Wild drifted to the computer station. He was only seated for moments before the screens flickered to life.

"The furball works fast." he said as he worked just as quickly.

Mitchell glanced back at Mrrralff, their Falar pilot. The great lion stood guard at the bridge entrance, gazing uncomfortably into the dark hall. It's driving him nuts, Mitchell thought. No hearing. No sense of smell. He hates relying on his eyes.



"I got it," Wild reported. "Blast it, we've got four heat sources, closing rapidly on the bridge. They have us cut off. We're gonna have to make a stand."

"Dammit, they're not getting my salvage," Mitchell growled as he took up a firing position behind the captain's chair.

Wild leapt into the air, using his boot magnets to secure himself to the ceiling above the hatch. Mrrralff took up position to the left of the door.

They waited in that tense silence that you only can experience in total vacuum. Mitchell sat, listening to the quiet hiss of his CO2 scrubbers. He could feel the tension build. He just hoped that the data encryption on their radios confused the enemy.

The first one launched himself into the room on a ballistic trajectory, straight over the captain's chair. "I got 'em," Mitchell said on the com.

Wild and Mrrralff Stood very still as the enemy soared over the chair, followed by a full burst of blaster fire. Bridge sensors flashed red alert as the coherent blasts tore through the enemy's vac suit.

"Get sucked," was a common enough spacer curse. Mitchell watched it happen in seeming slow motion as vacuum attempted to rip the poor man through the holes in his suit. He could dimly hear the sound of the klaxons as they transferred up his legs. It lent a surreal edge to the man's death.

There was a terrible moment of near silence as the claxons blared into the hard vacuum and the lights strobed. Mitchell shifted his position slightly, ready to leap at a moments notice. There were still three left.

The two grenades drifted into the room with deceptive grace. Mitchell watched one pass on either side of his head. With a sudden spring he launched himself into the air.

Under any other circumstances, he would have made it, but as he glanced off the back of the chair, he activated the ship's safeties. If they hadn't restored power. If they hadn't brought the computers online to register a red alert, he would have bounced off the chair and soared upward, clear of the blast. But they had restored power. They had brought the computer back online.

In a blur of motion, the ships computer, misinterpreting the blaster fire as a crash situation, activated the chair's safety harness. In a second, he was strapped firmly in place, just in time to watch the grenades bounce off the forward canopy and drift slowly back toward him.

"How ironic," he whispered.

Wild watched in eerie silence as the grenades detonated. The armored vacsuit absorbed the majority of the blast, but in a sudden explosive burst, it tore from throat to groin.

The three other enemies rushed the room. Mrrralff leapt in feline fury, but in the heat of his anger, he leapt with too much force, and leading them farther than his velocity warranted, he shot harmlessly by.

Wild pushed off the ceiling, landing with a gentle click. He had never fired his assault blaster in combat. He barely had the presence of mind to wave it back and forth as he emptied its charge.

And then it was over. The three enemies drifted end over end, sucked by hard vacuum. Mitchell was still thrashing, feebly trying to use an inadequate suit patch.

Wild launched himself over to the Lt. Colonel. He grabbed him as firmly as he could, trying to hold him to his chest hard enough to seal the meter-long tear. They stood there in this strange embrace, staring into each other's eyes. Wild could see Mitchell's frantic expression as his blood dropped to point one atmospheres and the nitrogen began to bubble.

They still had eye contact when he died.

PART II
THE PRIVATEERS

"As we look upon the grand scope of history, we have to ask ourselves, is this but another stage in the Architect's Great Experiment, or are we finally forging a destiny of our own?"
— A Brief History of Sapience, Caluph Banks.

It is a time of war. For years the seven species have lived in relative peace. Now, because of the folly of a few insane beings, known space has been plunged into bloody war.

It is a war of attrition. It is a war of glorious battles. It is a war of death. It is a war of suffering. It is a war of hopeless odds.

It is also a war where one being can make a difference.

Because of the new privateer laws, anyone with a ship, some cash and some courage can go seeking his fortune. It is a war of the hero, where a handful of brave, savage hunters can sometimes turn the tide of entire battles. It is the war of the Privateer.

Welcome to the universe of the privateer. In this section, you will find general treatment of the universe, the powers and the major forces involved.

What is this Section?

This section details a science fiction role playing universe. It is designed for use with *Spacemaster*, and all of the *Spacemaster* core books are written with it in mind. It is meant to be science fiction, not fantasy (though some may classify psychic powers as magic.)

This universe is wide open. You can play a thug, a diplomat, a cop, a soldier, a scientist, or a psychic. The call of the Privateer will be strong to most players, however. Nowhere else will you get the freedom to adventure you do as a privateer.

Science Fiction versus Space Opera

Many people classify hard science fiction as the only true science fiction. I'm one of those people. However, I understand speculative fiction is a big tent. Therefore, when I sat down to work on this I wanted to make sure this genre supported both hard SciFi and space opera. It was easy enough to do. Attack everything from the point of view of utter realism and allow the GM to ignore the facts that they don't like. Write it for hard SciFi and it can be easily played as both.

Some people like Star Trek's inconsistent technobabble. Some people like the hard realism of authors like Benford, Bear, or Brin. Therefore, the Privateers universe will make sure everything is at least partially explainable by modern theory and will try to speculate, but not contradict. Is the 186,336 mps God's speed limit? Yes, there's no evidence to say otherwise. Is there a way to get around it? Sure, why not. There nothing to say we can't trick it either.

Is This the End?

This universe is a large and complex one. This section does not attempt to address, with any degree of detail, most sections of this tremendous volume of civilized worlds. Much is left for the GM to flesh out on his own.

Future source books will be released to fill in the blanks. What are the pay scales of ISC military officers? What are the marriage habits of the Falar? How do the Xatosians view the spiritual universe?

These questions will be addressed in future books. Until then, sit back, enjoy, and make the universe your own.

1.0 :: A BRIEF HISTORY OF INTELLIGENT LIFE

"The Earth is just too small and fragile a basket for the Human race to keep all its eggs in."
— Robert Heinlein, Old Earth Visionary

The nature of the universe has been speculated for centuries. The history, and everything that leads up to modern day is sketchy at best. The following is the culmination of the painstaking effort of thousands if not millions of Oort, Human and other scientists, sifting through the evidence of the galaxy.

1.1 IN THE BEGINNING

In the beginning, there was nothing.

Then the universe said, "Let there be hydrogen."

Stars burned and cooked, creating heavier elements in the nuclear kilns, then exploding, spreading their heavy particles through space, to be swept up in the creation of new stars which made heavier elements in a process known as nucleosynthesis.

Thus did the elements of this fledgling universe cook in the hot-burning, quick dying blue white giants. Soon a new element was born, and the Universe would never be the same.

Carbon.

Carbon was special in both its abundance and its ability to combine with anything, even itself. From CO_2 , a straight-forward gas, to C_{60}, perhaps the strongest material possible, carbon is the building block of a great many substances. Once carbon was created, life became almost inevitable.

Carbon existed, drifting through the clouds in interstellar space and seeded on planets. It began to combine and create, forming hundreds, thousands, millions of new elements. These elements spread through space, the result of carbon and other free atoms. Basking in the energy of the nuclear furnaces, these elements went through infinite combinations until a unique type of matter appeared, one that had a trait equalled by no others.

It could copy itself.

Basic reproduction. Life itself had been created. Whether this happened on one world or many is unknown.

This life form replicated itself over and over again, on one or many worlds. The nuclear sleet of the nearby star bombarded it, sometimes destroying it, sometimes causing mutations. Most of these mutations died, but once in a while, one with superior attributes arose, and it would displace predecessors in the competition for food and energy.

Eventually, these life forms developed reproductive methods other than the perfect, asexual kind. These reproduction methods bred diversity, and with diversity, the chance of new beneficial mutations increased. Evolution became more and more prevalent, and life began evolving at a rapid rate.

After a few billion years, some of these life forms began to look toward the stars and ask questions. After that, it was only a matter of time.

1.2 THE ARCHITECTS

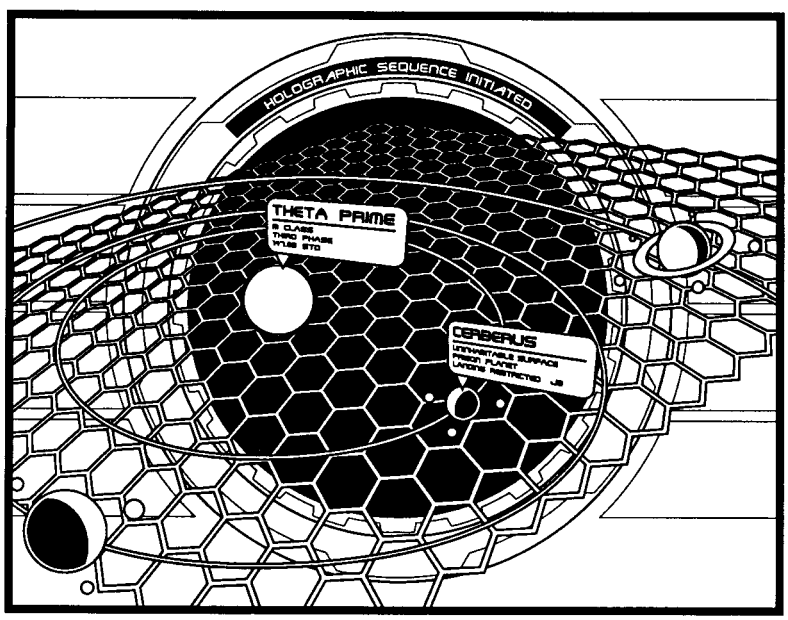
Nobody knows how many civilizations rose and fell before the Architects. Nobody knows whether the Architects were one race or many. Nobody knows what happened to them. But the Architects did exist. There is no doubt about that. The Seven known races appear to be a great Architect experiment.

Not a lot is known about the Architects. They were probably bipedal, and almost certainly very like the Seven. The evidence to support this are the similarities the Seven share. Sure, they're alien, but in the vast, infinite possibilities of the universe, they are not nearly as alien as they should be. No, it is generally accepted. God created man in his own image.

In addition, the Architects were almost certainly long lived, perhaps even immortal. This is unlikely to have been their natural state, as it would be a detriment to evolution. They most likely made themselves immortal through science. It is the only way to explain their long attention span.

For eons they sculpted the known races, guiding them, building entire ecologies for them to live in. It was a work spanning billions of years.

No one knows what happened to the Architects. They are certainly nowhere to be found.



So the Architects forged the Seven, controlling their evolution separately on hundreds, maybe even thousands of worlds. They planted their seeds, spreading them throughout inter-species space and beyond. On each world one race was given the keys to intelligence.

There were, of course, seven races all together. The Falar, evolved from vicious, predatory cats. The Humans, evolved from the curious monkey. The Kagoth, great and gentle, evolved from the bear. The Oorts, evolved from the furry braat, a furry egg with limbs. The Tulgar, evolved from the noble wolf. The Valiesians, evolved from the great lizards. The Xatosians, evolved from the hive-minded insects.

The Architects favored certain designs. The cat exists on nearly every world, and though on Falar worlds, they show the signs of evolutionary off shoots (opposable digits, bipedal locomotion, etc.), they are almost unchanged from world to world. The Architects seemed to favor redundancy, placing each creature on as many different worlds as possible.

So the great evolutionary procession marched on, and the eyes of creatures, just twinkling with intellect, began to look toward the stars.

Then the Architects disappeared. The question remains, did they really leave, or is this merely the next phase of their experiment? Did they actually go, or did they simply hide? Are we actually being watched from behind some intergalactic duck blind?

1.3 THE RISE OF CIVILIZATION

Of all the races, the Oorts were the most intelligent. They were the first to reach their orbits, their moons, and their sister worlds. The first Oorts to bridge the gap of interstellar space began to gear-up the other Oorts to starfaring levels. They looked upon the other races and they feared. The Valiesians were too heartless. The Falar were too brutal. They decided not to raise any race's tech level until that race could reach their own cometary halo. So they built hundreds of listening posts in the cometary halos. Silent. Watching. Waiting. Patient.

This policy was rigidly set. Even as the Oorts geared-up more and more Oort worlds, the worlds of the other races were forced to fend for themselves.

The Oorts looked upon the progress with curiosity. The Oort worlds had terrible, terrible predators. The competition bred intelligence, because no physical attributes could promote reproduction as reliably, but what of the other worlds?

The Falar were too oriented on the now. They valued strength more than guile. It seemed a miracle they had ever reached sapience at all.

The Kagoth, though they had the basic tools, were herbivores. It just didn't seem that a herbivore had the proper mentality to advance itself.

The Valiesians just didn't seem to care. Technology meant nothing to them.

The three remaining races, Humans, Tulgar and Xatosians, had all evolved from cursorial hunters. The ability to chase prey all day long without tiring went hand in hand with a long attention span. They lacked the social defects that seemed to plague the others. It seemed that one of these races would be the first. Great debates were laid over which.

1.4 BORN IN BLOOD

Many parsecs away, far from the reach of the first Oort's interstellar ships, another planet of Oorts crawled from their home. They left in sublight ships, attempting to make the long, arduous trek to their sister star, less than a parsec away. They found one inhabited planet, and the Falar there welcomed them gladly.

And enslaved them.

While the other Oorts in ISC space waited quietly, developing their tech and observing, many light-years away a world of Oorts was being overrun by Falar. Subjugated. Forced to breed for intelligence. They began work on a great work of technology, not to build a machine of exploration, but to build a machine of war.

In the years that followed, the Great Falar Empire, named for its founding house, the House Jeronan (closer to Chrrrollln, when pronounced by a native), engulfed and enslaved worlds, steadily spreading.

They did not care what race they encountered, they enslaved them all. They grew and spread like a cancer.

The only resistance was from the Tulgar. The Tulgaran sense of honor and decency did not sit well with the Jeronan martial law.

Internal war and strife were rampant in the burgeoning empire. The toll of life was terrible. In the end the Tulgar could only be enslaved in the harshest sense. No quarter or peace could be found. The Tulgar banded together in what ways they could, plotting the day when they would be free.

And so the Empire was born. With the Tulgar safely out of the picture, the Jeronans began expanding in earnest. They became efficient at the quick conquering and possession of a world. A few Oort planets had developed the technology to fight, but in the end, they all fell.

1.5 THE INTER-SPECIES COMMISSION

Meanwhile, there was a sun named Helios, orbited by a planet named Earth. When Earth was originally seeded, it looks like it was intended for Valiesians or Oorts. However a meteor impact at the Yucatan peninsula on Earth ended all that, killing the great lizards and the ancestors of the braat in one great holocaustic blast.

The Architects, not to be thwarted by an overlooked asteroid, began developing Humans on this world. The Humans evolved at a very rapid rate, carefully accelerated by the Architects.

It is suspected that this is why Earthers were the first to detect the tachyon. This accelerated evolution, in the end, put them slightly ahead of all the other Human worlds.

On Mars, the tachyon was eventually discovered. The happy scientists radioed their findings back to Earth, and held an impromptu SETI test. They were staggered by the results.

There, in their own Oort cloud, was a signal, transmitting welcome in every Earth language. They were mystified.

Chaos ensued on Earth. Riots rocked the cities. Governments fell. The psychological impact was tremendous. Earth almost didn't survive the strain of finding out that not only were there aliens, but they were a scant 50,000 astronomical units away.

When the dust cleared, they began building a ship.

Close as it may seem, to the people of Earth, their own cometary halo seemed impossibly far. The leap was nearly more than their technology could achieve.

There are many theories as to what caused the explosion. Some think it was sabotage. Some think it was a system malfunction or computer error. Whatever the cause, half way to the Oort listening post, the expedition lost a tank of liquid oxygen and almost half their crew to a tremendous blast.

The expedition nearly failed. In the end, only the sacrifice of a few crew members saved the lives of the rest. The expedition limped along, with barely enough fuel to decelerate when they reached their destination, and nearly nothing with which to maneuver.

When they reached the Oort outpost they discovered large amounts of technical data on their new friends. The Oorts had never named themselves, so the original nickname, "Oort," stuck. Once the listening post was entered, a signal was transmitted to the nearest Oort diplomatic station. They arrived after one week.

Once first contact was achieved, the Oorts began gearing-up the tech level of the Earthers. The Inter-Species Commission was formed. The Humans were granted the right to gear-up other Human worlds.

Meanwhile, the Jeronans continued to take worlds and build a base of power. Fortunately, their reach was not as great with their less efficient drive.

1.6 BIRTH OF A CONFEDERATION

A debate began to brew in the Inter-Species Commission. A growing sympathy group, led by the Humans, wanted to gear-up all races. The opposition, primarily Oort, managed to hold them off, but the Humans gained sympathy.

Then a Commission ship crash-landed on the Falar world circling Nu (2) Lupi. The resulting first contact was bloody to say the least. When the smoke cleared, the Commission had relations with the Falar. There was simply no other choice.

The Humans used this event to gear-up the Falar. The Oort opposition was well entrenched, but after contact had been made, more sympathizers sided with gear-up. In the end, those opposed on the commission were forced to relent. Nu Lupi was geared-up. With it, all Falar worlds in ISC space were soon to follow.

The Oort opposition, seeing their main argument for gearing-up the other races dissolve, dispersed. The Humans began a wild and careless gear-up program, and the resulting momentum threw the Inter-Species Commission into chaos for the next three decades.

By now, the Jeronans controlled 9 worlds.

The Oorts were still a bit panicked about the Human's gear-up strategies. The Humans would carelessly shoot out into space, randomly picking far-flung worlds to gear-up. The Oorts insisted on a 15 parsec radius, centered on Helios, as a limit to gear-up projects.

By the end of this massive, thirty year expansion, the Commission had settled into a relatively secure government. Renamed the Inter-Species Confederation, or ISC, they began a time of peaceful research and expansion.

For years, Humans continued to gear-up worlds, until most of the planets within the limits had been brought into the fold. Thirty years ago, the Humans convinced the president to expand the limit to 25 parsecs, not knowing that this placed the Jeronan Empire within its borders.

When the borders were expanded, ISC ships left the core worlds. It was then that they met the first Imperial scouts. They were taken completely by surprise, as their sensor computers were not programmed to recognize this sort of threat. The analysis programs, not recognizing the Jeronan ship designs, categorized the scouts as meteors. Warning didn't come until the proximity alerts activated.

The resulting battle was brief and one sided. Never before had an ISC exploration vessel encountered a rmed resistance.

1.7 THE COLD WAR

This encounter brought the ISC and the Jeronans to the brink of destruction. Intense negotiations ensued. In the end, the only thing that stopped a terrible, bloody war was a Confederate agent who, slipping behind Imperial lines, managed to incite civil unrest.

Still, the Jeronan's weren't stupid. They launched out, seizing the planets Defiance, Tiran, Caladar, and Kriss. This gave them a firm claim to everything within 7 parsecs of their homeworld. Caladar was even located within the Core Worlds, near the heart of ISC space. It was a planet slated for gear-up, but not yet approached.

The ISC recognized the border, and the absence of a good Imperial ftl drive stopped them from expanding farther. The Confederation started gearing-up worlds on the border as listening posts, but their real discovery was Psi Serpentis.

Psi Serpentis, called Astrilairon by its natives, was too far north of the galactic plane to fall within the core worlds. Rapid survey teams discovered it after Imperial contact and showed a culture already attempting to colonize its own system. The gear-up was quick and efficient. Astrilairon became a ready made and well populated ISC system. Intense surveys scoured the area, and although many worlds were found with the seven races on them, none were so easily brought into the fold.

Astrilairon became the primary military platform of the Inter-Species Confederation. From there, it was thought, any attack that was powerful enough to defeat the border worlds could be retaliated against. Most developed Commission worlds in the area were so far above the galactic plane that they were even farther away.

For thirty years, the Empire tried to organize itself for war. Fortunately, the ISC and the Empire shared the same seven races. Espionage was easy, and agents moved throughout the Empire with guile and finesse. An insult repeated here, a rumor started there, and the Empire lived in a state of internal squabbling and civil conflict. The Falar were easy to control.

But espionage went both ways. Imperial spies infiltrated the ISC and began stealing technologies. Agents were planted at young ages to gain advantage of the public school system. Before the thirty years was up, the Empire had stolen much of the technologies of the ISC, and the gap began to narrow.

The first piece of technology stolen was the Quantum Drive. The Flux Drive, the ftl of choice in the Empire to date, had been far too slow. Despite the internal conflicts, the Empire solidified their holdings, seizing all the worlds they had yet to conquer within their own borders.

Also stolen were inertial dampers and artificial gravity. The empire then managed, in a great coup, to steal the weapon schematics of the S-8 Hawk, the only battle-tested ISC single man fighter. The Empire began to produce improved fighters.

Grrafff, Emperor of the Jeronans, spent a week on a Tulgaran world about this time. He came away a changed man. The expansion of the empire (as conquest, at least) ceased. Grrafff began scoffing in the face of many long-standing but brutal imperial policies.

He then went to the Tulgar. He promised an era of cooperation if the Tulgar would fight for him in honor. Many of the Tulgar committed suicide rather than comply, but many others swore fealty to their Emperor. It will never be known if Grrafff offered this in good faith, but for the rest of his days, the agreement stood.

1.8 WAR AND RUMORS OF WAR

It seemed that a time of peace had begun. The Empire opened diplomatic channels with the ISC . Civil Rights initiatives began within the Empire, and although the Emperor himself was fending off daily challenges and assassination attempts, he seemed happy. Hope spread for the first time. It seemed there could be a Falar government run by a gentle and benevolent hand.

But the end was near, and it came in the most unsuspected of packages.

The Kagoth had served the Empire for years. Once Imperials learned to treat them with at least a lip service of kindness, they became the most loyal slaves. The Kagoth never complained, never griped. They simply worked. All they wanted was peace, and if you were willing to give it to them, they were willing to give anything in return.

It therefore came as a surprise when they staged a bloody coup.

A Kagoth named Bretog, leading a band called the "Brothers of Blood" seized control of the imperial palace and claimed the Empire, sailing the pelt of Grrafff as a flag over the capital.

War erupted. Kagoth, known for their peaceful natures, began revolting everywhere. Not all of them showed this changed aspect, but it is estimated a full third of their population became bloodthirsty killers overnight. They seized the Empire and managed to hold it.

Then they began building up for war.

2.0 :: THE WAR

"There is only one race we can trust to pursue a peaceful diplomatic relationship with the ISC, and that is the Kagoth"
— Senator Kisthic, upon hearing of Bretog's coup

For the first time in recorded history, the races of the Confederation are at interstellar war. It was probably inevitable, but the question now is who will win?

The ISC is (or was) ten times larger and has a better economy, and this will win the war if they can survive long enough. The Jeronan's on the other hand, have centuries of experience and an economy solely devoted to war. The juggernaut has started to roll, and its up to the ISC to hold it back long enough for their wealth to win the war.

2.1 PRE-WAR SKIRMISHES

When the ISC encountered the Imperials in 257, war almost erupted. The Emperor, however, was soon consumed with internal struggles caused by Confederate spies. The Emperor held back.

He also held back after stealing the secret of inertial damping in 259. He wanted time to refit his ships and learn how to fight in a universe where pilots didn't experience G forces. In addition, another series of squabbles among his nobles seemed ready to ignite a full civil war. This resulted in several coups attempts, further holding his attention. It did, however, teach his pilots to fight.

This isn't to say that all was peaceful between the two nations. Many "renegade" units attacked the ISC, testing their defenses. These were almost exclusively met by the Tulgaran knighthood, which kept the Imperial view of the ISC's defensive capabilities inflated.

2.2 THE NIGHT OF THE LONG KNIVES

In the year 284, Bretog, the new Emperor, cleaned house. In the middle of the night (Capital Time) he began slaughtering or enslaving the Tulgarans within his borders. Concentration camps were reformed and entire families were held hostage. Some Tulgar committed suicide rather than have themselves used against their family members. The entire race, only recently granted freedom, was thrown into chaos.

By the end, all Tulgar in the Empire were on the run, imprisoned, enslaved or dead. The Tulgaran threat has been removed.

Of the Tulgar who fled, some made it to the ISC. Others headed to the rim worlds, basing themselves in the Defiance system and starting peripheral revolts throughout the Empire. The Tulgar from the empire have managed to keep their honor in the face of all this tragedy, but who knows how long it will be until their people are whole.

2.3 THE TULGARAN SITUATION

The Imperial Tulgar have been welcomed in the ISC. They have taken up the pledge of their Confederate brothers to defend the Kagoth (the ISC Kagoth) at all costs, but they are a people on the verge of breaking.

Somewhere, deep in the Empire, are all their families. Caged like animals, the Tulgar have to fight to persevere. Their women, their children, all gone.

There has been talk of freeing the enslaved Tulgar, but an entire race is simply too big to kidnap in a night raid. Until (if) the war is taken to Imperial space, there is no hope.

2.4 THE KAGOTH SITUATION

Something has changed amongst the Imperial Kagoth, and no one can explain it. To the Kagoth, the thought of violence is more abhorrent than torture or death. A Kagoth will defend its home and hearth, but at great emotional cost.

The Imperial Kagoth (at least a third of them) are now joining the military and killing. Killing with abandon. They have become crueler and more merciless than the Falar. They have become abominations amongst their race.

No one knows why. Some have guessed that this is the work of the Architects, but other say it is too contrived. The Xatosians have begun to speak of psychic poisoning. They believe that the Kagoth are suffering from mental disease, one spreads through thought, not contact.

Whatever the problem, the Kagoth are not the Kagoth anymore. They are something brutal, ruthless, but most of all, to their brothers, alien.

2.5 THE WAVE

Fifteen worlds fell on the first day of the war, even Astrilairon. Far above the galactic plane, it was considered too far away from Prenaag (the closest Jeronan world) to be threatened so early. Evidently, a fast fleet had launched 30 days prior to the attack, but sabotage of the Astrilairon listening posts kept them from spotting the fleet before it was too late. The Imperial forces were better prepared, better trained, and possessed proven fighters. The initial attacks shattered the border flotillas and set them to rout. The entire first two months of the battle was nothing more than a barely controlled rout. The president's decisions were poor at best. The tactics of the ISC generals weak and ill conceived. Worst of all, the ISC was barely even alert for the possibility of war. They were hardly even watching their sensors.

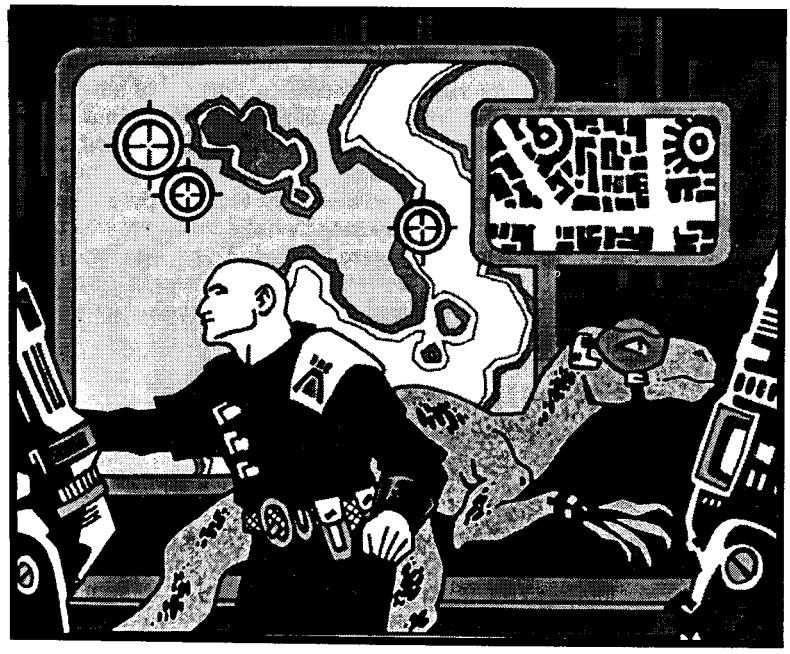
The Kagoth had always been pacifists, and ISC propaganda had always preached the atrocities of the Empire. Only the Kagoth were disturbed by the coup. All of the other races, who were more inclined to fight, figured that even the Kagoth could be pushed too far. Only the Kagoth themselves spoke out, explaining that this was as foreign to them as eating meat.

So when the troops massed, they massed subtly. The ISC military was convinced that with a "pacifistic" Imperial government, they were never safer in their lives. They were not correlating the data. Who cared whether a dozen ships moved to the border? No one bothered to check if they were leaving again.

When the fleet headed for Astrilairon, no one noticed, since its origins were too far within Imperial borders. When sabotage took out all the Astrilairon sensors, everyone thought it was dumb luck, an accident. No one knew until the fleet burned in, decelerating at over 7 G's.

The other planets were easily taken, having only been geared-up recently. Astrilairon was one of the largest seats of military power in the ISC. The battle there was bloody and horrific, but soon the battle-hardened Jeronan pilots destroyed the inexperienced Confederate crews and bombarded the ground targets from orbit.

Then the wave moved on. The ISC was vastly underpowered, and although they were ten times bigger than the Empire, they had a smaller standing army and few bases.



2.6 EARLY COUNTER-ATTACKS

Early counter attacks were pathetic at best, disastrous at worst. Confederate fighters showed themselves to be prone to malfunctions and problems. ISC escorts, battleships, and carriers fared better, but they were too few to make the difference.

These counter-attacks bred a sense of futility in the hearts of the soldiers involved. Several of the border flotillas were destroyed entirely in the first attack, and the fall of Astrilairon was a terrible blow. All the surviving flotillas, with one exception, were whittled away to nothing as they fled. The one that survived only did so through the introduction of Tulgaran refugees from Imperial space. These refugees happened to be traveling in a significant number of main-line capital ships that Grrafff had given them before his death. Otherwise, the early battles were a complete wash, and ended in total disaster.

2.7 THE PRIVATEER LAWS

At the beginning 285, the ISC President, an Oort named Serlaphim, distraught over the decisions he made early in the war, committed suicide. His Vice President, a Human named Parlaon Crimmins, took over and the war began to turn.

The first major step he took was signing the Privateer Laws. These laws allow any citizen in good standing, who is willing to fight the Imperials, to do so. A privateer has one blaster installed on his craft for free and is licensed to purchase military-grade arms. He is given a Letter of Marque and Reprisal, a document permitting the attack of Imperial ships.

Privateers in the early war had a hard time of it. They would group together in fleets of ten to twenty and attack Imperial shipping lines. Once a privateer fleet has claimed salvage, things got easier. They'd take it back to ISC space and sell it, using the proceeds to install better weapons on their ships. Several privateers have risen to great prominence this way. Most felt that it was worth the high death rate for beginners.

The privateers have accomplished a great deal. They are unpredictable, and therefore hard to track with intelligence, and are some of the most combat experienced troops in the ISC .

In particular, during the early days of the war, the privateers wreaked great havoc. They seemed to sniff out salvage like a pig sniffs out a truffle. Their informants, paid ludicrous sums of money (a portion of salvage is significant when you're not using it to maintain a ship), would turn over the juiciest pickings in the Empire.

In addition, privateers had no chain of command. This meant that despite the best efforts of Imperial intelligence, the only real way to tell what a privateer was up to was watch where they were headed. There was little to do to predict their movements, and informants rarely remained informants long before taking their money and retiring to ISC space.

2.8 MILITARY BUILD-UP

About the time of the Privateer Laws, the ISC began cranking out new fighter designs. The simplest were refits of the old S-17 Thunderstroke with a more favorable weapon swap. More effective fighters began coming off the line in 286, but until then, the old S-17's bore the brunt of the war.

During 285, the ISC economy bent its might toward full military production. By the end of 285, rationing really began. Most of the confederation's population threw itself whole-heartedly into the war effort.

By 286, the military buildup was in full swing, but the Empire was knocking on the front door of Helios, still the geographic center of the ISC due to the gear-up perimeters set by the Oorts of the Early council. The new, better-designed, fighters were coming off the line and the national economy was in full production. It looked like the ISC would hold them at Terra.

Then came Paraxis and everything fell apart again.

2.9 THE TIDE SLOWS

With the increased production and new designs of 286, the Imperial Juggernaut finally slowed. This was attributed to many things happening at once.

The first main factor was the economy. The ISC was very rich compared to the Empire. This is attributed as much to the sense of free enterprise than resources. By 286, the sheer volume of military production was so great that it made up for the massive loss of territory the ISC had experienced.

The second reason had to do with craft designs. Though the ISC had a higher level of technology, the Imperial craft were well designed and tested. In the early months of the war, Imperial craft outperformed ISC crafts in almost any way, but by 286, the ISC had learned the hard lessons of starship design. At this point, the ships were actually combat worthy and capable.

Finally, the ISC was finally beginning to learn space tactics. These tactics, compared to the "snarl and pounce" tactics of most Falar pilots and commanders, were highly effective. At this point, it looked like the ISC might have stopped the onslaught in time. It seemed the fight was finally equal.

2.10 THE RISE OF PARAXIS

Then came Paraxis. Just when it seemed that the sides were even, a Human general named Paraxis was appointed as the Lord High Marshal of the Imperial forces. This was a sudden and staggering blow to the war effort.

Paraxis was a military genius and a master of interspecies relations and military discipline. Under his command, the Imperial force finally became all that it could be, and that was staggering indeed.

Paraxis was also a man of great honor. Raised in a lesser house of Human nobles (they do exist), Paraxis operated with a sense of personal honor unlike other Imperials. His loyalty to the former Emperor, after the liberation of the Tulgar, became legendary. The new government still held it by default.

In one campaign, early in the war, Paraxis was begging for supplies. Absolutely begging, but he was located in the deepest, darkest part of the front. This was right after the institution of the Privateer Laws, and Paraxis was working in the worst areas of the privateer raids.

But every supply ship sent to him was destroyed or captured by Privateers. Desperate for supplies, he sent communication after communication to the Emperor. More supplies were sent. The Privateers destroyed them as well. This continued until his men were on the brink of starvation. The Emperor sent him a Relief ship (much like the modern Red Cross), loaded with food and military supplies.

Paraxis knew that the only reason the ship made it to him was that privateers wouldn't attack Relief ships. He new that if he accepted the supplies, he'd be setting a dangerous precedent which could result in the attacks on true Relief ships. But this ship held all the supplies he needed so badly.

With tears streaming down his face, Paraxis ordered the ship to turn around and head back, still loaded.

Paraxis' military campaigns all reflected this sort of honor. Under his command, ISC occupied worlds were no longer treated as carnivals of torture. POW's were granted honor and respect.

However, he had control of the military for all of two weeks before capturing both Helios and Prrralarrrock, two of the best defended system in the ISC . He had crossed the line, and the center of the ISC was his.

This has led the ISC to an interesting quandary. Paraxis has tipped the scales of the war back to the Empire. Removing Paraxis however, would likely subject captured Confederate citizens to slavery and torture. In fact, the ISC has discussed what would happen if they captured Paraxis. It's very possible they would ransom him back to the Empire.

During the rest of the year, Paraxis has pushed back the border even farther still. Hassus has held, but many say it's only a matter of time. Paraxis is taking worlds around it, however, and it's thought he might intend to cut it off completely, laying siege to the entire system.

In the meantime, the President and much of the House have abandoned Hassus. Stationed on Stands the Wall, the ISC government has not quite declared themselves a court in exile, but unless Paraxis is beaten, it's only a matter of time.

2.11 A TIMELINE

This section contains a timeline for major events in ISC history. Note that this is a bit scant where information on the Empire is concerned. This is because much information on the Empire is sketchy at best, and only history scholars who specialize in Imperial history have a really good grasp on what's happened there in the past.

A Note on Confederate Times and Dates

The ISC has a standardized calender. Time is very similar to current Earth time, with the exception that the standard day is 25 hours long (an average of the rotational periods of many different worlds).

The ISC calender is based around a Base 12 number system. A week is therefore six days long. There are six weeks in a 36-day month. There are 12 months in the 432-day year.

All dates are measured from the time of first contact and the formation of the Inter-Species Commission. Years before are denoted with PC (Pre-Contact). Years after this are denoted with a YC (Year of Cooperation).

16 Billion PC — The Big Bang. Creation of the universe.

3.65 Billion PC — Formation of the Earth.

3.2 Billion PC — Rise of the Architects. Seeding of the Earth and other worlds with life. Beginning of the Great Experiment.

187 Million PC — Rise of the Dinosaurs on Earth.

53 Million PC — Yucatan Peninsula impact. End of the dinosaurs on Earth. Earth is reclassified by the Architects, becoming a Human world. Accelerated program begins to create man.

4 Million PC — First version of man produced on Earth, slightly ahead of schedule, giving Earth Humans a slight advantage in the race to the stars.

1686 PC — Birth of Jesus Christ.

1221 PC — Rise of the Prophet Mohammed.

519 PC — Imperial Oorts land on Falar world. They are enslaved.

507 PC — Non-Imperial Oorts achieve FTL travel. Begin exploring stars.

502 PC — Non-Imperial Oorts begin gearing-up other Oort worlds.

496 PC — Non-Imperial Oorts begin building listening posts in the cometary halos of dozens of stars.

479 PC — Imperial Oorts discover the flux drive. Imperial expansion begins in earnest.

86 PC — Apollo 11 lands on the Moon.

20 PC — First Martian Colony established.

11 PC — The tachyon is discovered on Mars. The Helios listening post is discovered in cometary halo. The first craft capable of reaching the cometary halo begins construction.

9 PC — Craft sent to cometary halo to begin automated fuel creation. When the expedition launches, there will be fuel waiting for it.

4 PC — Expedition launches for listening post.

2 PC — Disaster strikes. Half of the expeditionary crew killed. Expedition barely survives.

1 YC — Contact. Oorts gear-up Earth.

*—*All dates are given in ISC standard years.*

2 YC — Earthers begin gearing-up other Human worlds. Sentiment exists to gear-up the other races.

5 YC — Humans are spreading recklessly. A vote to gear-up other races almost passes Inter-Species Commission.

10 YC — The Great Crash destroys all AI's currently attached to the Datanet.

16 YC — Research craft crashes on Nu (2) Lupi. Contact is made with Falar. Votes to gear-up other races are passed. An era of fast-paced expansion begins.

47 YC — The Jeronans control 9 worlds. The Inter-Species Commission's 52 worlds is renamed Inter-Species Confederation, or ISC.

256 YC — Artificial gravity and inertial dampers are invented by the ISC. A new line of starships begin production.

257 YC — Contact with Empire results in bloody skirmishes. War almost engulfs everything.

258 YC — Imperial spies steal the secret to ISC quantum drive. The Empire begins rapid expansion (their former drive was much slower).

259 YC — Imperial spies steal the secrets of Inertial Damping and Artificial Gravity.

263 YC — First new-style ISC frigate produced

265 YC — First S-5 Sparrow produced.

267 YC — First new-style ISC carrier produced.

269 YC — First new-style destroyers and battleships produced. First S-8 Hawk and S-9 Blood Hawk are produced.

271 YC — First new-style cruisers produced. First S-12 Hammer is produced. Imperial spies steal weapon technology from S-8 Hawk.

276 YC — First S-17 Thunderstrokes built.

281 YC — The Fast Frigate goes into production, slowly phasing out the older frigates.

282 YC — Emperor Grrafff is moved by the suffering of the Tulgar. In a fit of compassion, he frees them and institutes civil rights policies. The Tulgar swear to him, forming a knighthood to protect him and the Empire. It appears the peace will finally come to the known worlds.

283 YC — Emperor Grrafff is overthrown by Bretog and his Bloody Band. The Kagoth take control of the government. They begin building a massive war machine.

284 YC — In a night of the long knives, the Tulgar are either slaughtered or enslaved. A massive assault is launched on the ISC. Confederate fighters, nearly all unproven, are not adequate for the task. For the first two months, this continues as an unstoppable force, until after two months, when production levels and refitted fighters begin to slow the march. Astrilairon falls.

285 YC — The President commits suicide. The Privateer Laws are instated.

286 YC — New fighter designs are released. Massive build up of forces manages to grind the Imperial assault to a halt. Later that year, Paraxis takes command of Imperial forces. Under his command, the ISC loses Helios and forces encroach on Hassus. All seems hopeless.

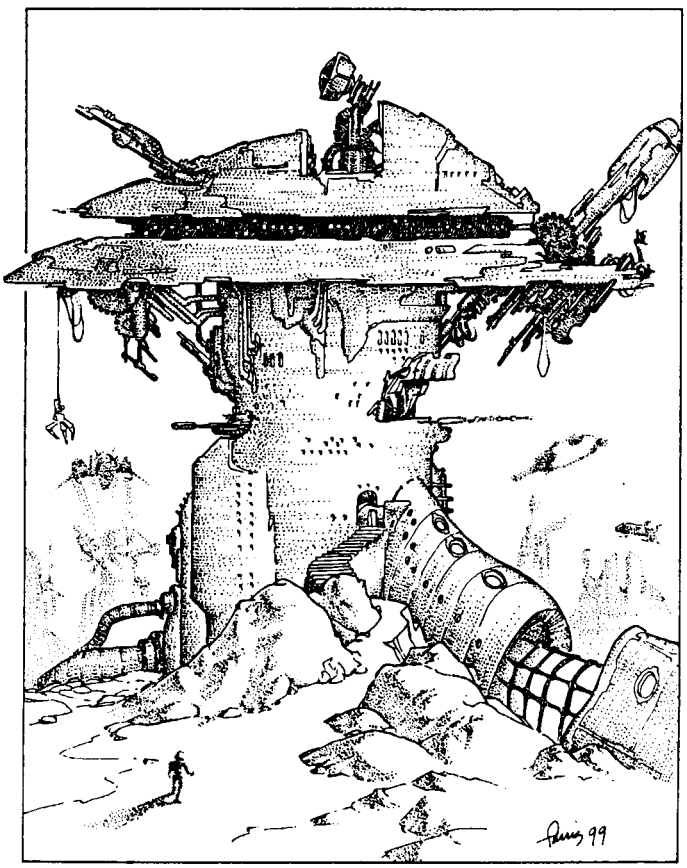
3.0 :: THE STATE OF THE UNIVERSE

Part II
The Privateers

"Has it escaped you that we look like nothing if not giant cat toys?"
— Pharen, Oort ambassador, upon hearing Humanity's proposal to gear-up the Falar

Thus, the universe stands. The war is desperate, and only the lack of tactics on the part of the Imperial generals has saved everyone from desperate, tragic ends. The Jeronans are pulling in talented generals now, and their hands are no longer tied by a Falar Lord High Marshal. Paraxis allows commanders of quality enough of a lead to assert their own initiative.

It has become a battle for time. The ISC is learning the art of war. Their free economy is devastatingly rich. If they can survive long enough, they will be able to throw enough money at the problem that it will go away. If their industry survives, they will prevail.



The ISC is basically unified. Though it is scattered with free worlds (those who do not decide to join the confederation), even they are usually willing to contribute to the war effort, if only by serving as gathering points for privateers (though they are officially sanctioned, privateers can't help but act a bit like their pirate ancestors). The ISC has better tech. They are still learning how to convert it into an efficient war machine.

The Jeronans have a totalitarian government. All within its boarders must swear allegiance to the throne. Many of the border worlds are beginning to revolt, however. Especially those who are far away from the conflict.

The Jeronan Tulgar have, recently, served faithfully. Now the Emperor has hunted them to the brink of extinction. Many elements of the knighthood have been wiped out completely. Others, knowing that they serve only their personal honor by dying, have made it to the ISC or the rim worlds (namely, Defiance). Others are still in route.

The former Lord High Marshal had instituted plans of complete genocide on the Tulgar. Paraxis has belayed those plans. He will not bomb Defiance out of existence. In truth, it is little more than an annoyance. He has stated he will deal with them honorably, and in his own time.

Some Tulgar serve. These are usually fulfilling a debt of honor, or have been blackmailed with the proposed death of someone they owe a debt of honor to. They will not fight, but the Tulgaran concentration camps insure that they are faithful slaves. Every time a Tulgar misbehaves, someone is beaten or killed in a camp. The Tulgar are nearly a broken people among the Jeronans. Only Defiance, and Merciful Death on the other side of the Empire, have managed to throw off their Imperial garrisons and declare a provisional government.

In the ISC, the Falar carry a large brunt of the war. They were born to fight, and fight they do. The Falar aggression has been bubbling for decades now. If not for this war, the ISC would have certainly begun to experience an increase in Falar rebellions.

The Humans have begun to come forward as the tacticians and diplomats of civilized space. They have a knack for tactics and charm that no one can quite match. "Never trust a Human" has become a common enough expression. They're charismatic and unpredictable.

Oorts dominate the scientific communities. No one can compete. An Oort can handle a scientific or technical job better and faster than any other race.

The Tulgar fight a war of honor. They are willing to fight the greatest odds, take the most suicidal missions, and champion the most hopeless causes. If anyone will turn the tide of this war, it will be the Tulgar. They do not fight as a part of the ISC military however, but within their own knighthood.

The Valiesians have little to do with the war. They live the humblest lives and take the unwanted jobs in civilized space. They could pass completely unnoticed, but if they were to leave, both nations would grind to a halt.

The Xatosians have become the battle mages of this war. Their psychic powers are unmatched. Neither side could accomplish what it has without the Xatosians. They are without peer.

The Kagoth of the ISC are lost in this great war. Occasionally, one joins the fray, but mostly, they just sit quietly and watch. Even their humanitarian work has indirectly aided the war effort, though. Kagoth agricultural worlds in the ISC have begun producing food at previously unheard of rates.

In the Empire, the Kagoth are divided into two camps. There are those who have taken up the mantle of war and aggression. They have started to outstrip the Falar on the field and in boarding actions, while the other Kagoth look on in horror. The theory of a psychic disease has spread to the Empire, and the Kagoth there are running scared, actively shunning their life-long friends and family members who have taken up killing as a sport.

And still no one knows why. Is it psychic poisoning? Have the Architects taken a direct hand in matters, causing this war as a next step in evolution? If this some deep secret of the Kagoth soul, only now coming to light? Or is something else, even more sinister, happening?

So the war continues. It has been in progress almost a year now and things look bleak. Each generation of ISC combat vessels slows the tide a bit more, but will it be enough? Only time will tell.

4.0 :: THE ARCHITECTS

"To know the unknowable, you must first understand the truth you know at the depth of your soul. Then you will understand that you know not only nothing, but everything. And you will have your answer."
— Kttickittc, Xatosian ambassador, when asked his opinion on the nature of the Architects

Very little is known about the Architects. It is assumed that they were humanoid, since all the known races are humanoids, and God creates in his own image (though a good case can be made for why the humanoid form is superior). It is thought they started their work around 3.2 billion years ago (4 billion years Earth-Time), when all the civilized worlds were seeded with life. This has never been proven, however. They must have been around at the time of the dinosaurs, as this seems a pretty obvious attempt to breed Valiesians on Earth. They must have been around at the time of the Yucatan impact, because this is when Humans were sent through an accelerated evolution on Earth.

Other than that, no one knows. It is rumored that the ISC has found Architect ruins, and that these contained technological marvels still puzzling technicians today. But these rumors have never been confirmed. That the Architects did exist is obvious, but if any evidence exists that is not circumstantial in nature, it has yet to be released.

4.1 THE NATURE OF THE ARCHITECTS

There are some facts that can be inferred about the Architects.

First of all, they were probably humanoid. All the races that they created were humanoid, so they obviously had a great love for the humanoid form. Either they were humanoid or they decided that the humanoid form was far superior to their own, which, if the egos of their creations are any evidence, seems unlikely.

They were probably carbon-based. They seemed to have worked primarily in carbon. This could be simply because it's the easiest building block for life, but by that same reasoning, it is likely that they were carbon-based. Even if they began to evolve 6 and a half billion years ago (8 billion years Earth-Time), there should have been time for nucleosynthesis in the fast burning class O stars to create carbon in that time.

For the same reasons listed above, they seem to have breathed oxygen. The fact that all known sapient life breathes oxygen shows that the Architects preferred it. Of course, this could just be easier than other forms of respiration, but again, that just takes us back to the likelihood that the Architects themselves breathed it.

They were probably long lived. The Great Experiment takes a long view and infinite patience. They were unlikely to have evolved as a long lived race, but they obviously were by the time they began the experiment. It seem unlikely that a race would conduct an experiment where generations pass before the slightest results are produced.

But the most obvious thing about the Architects was their need to create. They created all known life. Were they gaining of sense of immortality, or trying to create a legion of slaves? No one knows, but they are the gods of creation, and for that, the Seven owe them thanks.

4.2 ARCHITECT EVIDENCE

The circumstantial evidence of the Architect's existence has already been outlined, but is there physical evidence? If there is, it is very secret, but rumors of its existence have persisted for some time now. Is this the Loch Ness Monster of the *Privateers* universe?

Unknown. But one thing is obvious. If the evidence came in the form of simple ruins, they'd be publicly discussed. The lack of evidence means one of two things.

First of all, there might not be any. Billions of years is a long time, and who knows if they left anything behind at all. They could have simply left without a trace.

This seems unlikely to most archaeologists, however. They feel that all civilizations must leave some trace, and either no one's found it or, they have, but the find was immediately classified. This theory bears a lot of weight, seeing as the Architects were more advanced than any known race, and the discovery of Architect artifacts would become a matter of Confederation security.

4.3 ARCHITECT ARTIFACTS

The Architects were at least Tech Level 26 (though ISC scientists don't have these convenient tech level designations). They were probably tech level 30, and maybe even evolved beyond. This means that if Architect artifacts exist, they would be indistinguishable from magic.

The problem with Architect artifacts is that any found would be confiscated by the government for research. If allowed into the campaign, the players would need to guard these jealously, for the possession of artifacts would be life threatening.

4.4 THE GREAT EXPERIMENT

Many millennia ago, the Architects began the Great Experiment. They designed seven races and seeded life on hundreds, maybe even thousands, of worlds. Over millions of years, they guided the development of these races, so that a race on one world was identical to the same race on another world.

Then they vanished.

What was the purpose of this experiment? How was it accomplished? What kind of creatures could pay attention to a project so great in scope for so many years? There are many possible answers to these questions.

What was the purpose of this experiment? Maybe the Architects were attempting to breed a race of slaves. Perhaps they were trying to breed the perfect soldier. Perhaps they were attempting to create the noblest creature.

There is little evidence to support any of these theories, although it seems unlikely that the Architects were this powerful and then just disappeared. They should have been able to foresee any disaster that could destroy them as a race, which means they probably didn't create the Seven for their own use.

Could they have known they wouldn't be here? Could they have been dying off or moving on? Maybe the Seven are their contribution to the next age. Maybe the Seven are the manifestation of the sapient urge to leave something behind, some immortal monument to their existence.

How was this accomplished? Well, the ISC could probably do it right now, had they the patience or desire. Genetic manipulation on a global scale is costly and time consuming, not impossible. The Architects must have been truly vast in scope to accomplish such things on such a scale.

What kind of creatures could pay attention to a project so great in scope for so many years? This is the most puzzling question. Millions of years passed as the races evolved. In all this time, fossil records show a fairly logical progression. On certain worlds, a complete fossil record has been uncovered, which means that the Seven were not cut from a whole cloth. They evolved slowly. Over time.

Some believe that the Architects lived for millions of years, and this is why they had this sort of patience. These people usually suspect that the Architect were on the brink of the next step of evolution themselves. They were ready to move on to something new, beyond the veil of our reality, and we are their children.

Others believe that they had mastered time. These believe that they jumped forward from moment to moment in our evolution, leaping hundreds of thousands of years at a time.

Maybe they were dying, and this was a last ditch effort of a sterile few. Maybe the scope of the Great Experiment was trivial to the Architects. Maybe this was just a hobby.

The bottom line is, no one knows.

5.0 :: THE JERONAN EMPIRE

"Might doesn't make right. I make right."
— Emperor Bretog, in his first public speech

The Jeronan Empire, more properly spelled Chrrrollln, is the only known government in the universe, besides the ISC. Very little trade or tourism has occurred in the past, so little detailed knowledge is known, at least publicly, about Imperials. Most of what is known is rumor and propaganda.



That isn't to say that a concerted search can't separate rumor from reality. The information below can be discovered with a little research.

The Empire spans a volume of space roughly forty-six light years across. It contains 34 conquered worlds. By the end of the last year of the war, this included approximately half of the ISC worlds.

5.1 POLITICAL STRUCTURE

The Jeronans seem to follow what, at the heart, is a fairly straight-forward feudal system. They have different names for the different posts but the structure is typical enough to lend itself to Species Standard naming.

The Jeronan Empire is headed by the Emperor and royal family. The Empire is divided into provinces or kingdoms (the translation is imprecise), ruled by king or princes (just as imprecise). Below this are your standard arrays of dukes, barons and counts. The political structure is generally rigid in the fact that a family holds its titles forever. However, there are many assassinations within these households, so the actual identity of the noble can be somewhat volatile.

To follow the trend, the ISC generally refers to people in appointed posts by their feudal names. The head of the armies is the Lord High Marshal. The head of intelligence is Lord High Inquisitor. The head of the church is the Lord High Clerist.

The majority of Imperial systems are under firm control. The exceptions are the Rim Worlds. These worlds, while physically distant from the Capital by old maps, are more importantly in a state of civil unrest. They are Turick, Currog, Earogoth, Ternuph, Faluphorum, Defiance, Merciful Death, Tirisssist, Klickituck.

The state of unrest has a lot to do with the system. The Kagoth worlds only have small undergrounds run by members of other races. The Tulgar are in full, open revolt. Most fall somewhere in between.

This unrest has yet to be put down. It began when the majority of the Imperial military moved beyond Imperial space. It will continue until the Imperial military has time to officially take action.

5.2 SOCIAL STRUCTURE

The Kagoth now rule the Empire. Aside from that, they have had little time to really usurp control, though many Falar noble houses have been replaced by Kagoth houses. The Falanar are the primary race of the Empire. Naturally, Falaron and Falaris follow the typical racial hierarchy.

There is even more prejudice against other races. However, other races don't have the glass ceiling the lesser cats experience. This makes for an interesting life for many Imperial citizens.

Paraxis is a good example. Being a Human, he has naturally been considered a fourth class citizen. His great military achievements, however, have taken him painfully up the military ladder until, by the year 286, he has been appointed Lord High Marshal of the Imperial forces. A lesser man never would have accomplished it, even though he might outstrip his feline counterparts, but it is possible.

5.3 ECONOMIC STRUCTURE

The Empire uses a standard electronic credit for most transactions, though minted coins are still popular. Imperial economics are much like feudal economics, but with computers to impose more control on the peasants.

The lowest class of citizen is the peasant. These men own no land, but work in the fields and factories of the nobles. There is little hope for a peasant to ever do more than eke out an existence.

The next level of citizen is the yeoman. The yeoman owns land, usually because he or an ancestor served a lifetime of military service. These citizens have more rights, and though they are taxed heavily, they own more than the shirts on their back. Technically, from the yeoman, you go straight to the lesser nobility, but practically there are higher levels of yeoman, based on wealth. This ceiling is theoretically limitless, and there have been known to exist billionaire yeoman, though they are rare. Fortunately, yeoman who form great corporate entities out of their middle class rights are very necessary to the structure of the empire, and therefore, they are not taxed into oblivion.

Above the yeoman are the nobility. Nearly all lands are owned by individual kings/princes, and most land that nobles possess is through land-grant by their liege lord. Nobles also own corporate entities, and this is where much of their personal wealth comes from.

5.4 LEGAL STRUCTURE

Imperial law is harsh. In theory, all judgements are made by nobility, but in practice noble-appointed judges are more common. There is a great body of law in the Jeronan Empire, but it is nothing more than a facade. Practically, whoever is backed by the most powerful noble wins.

5.5 MILITARY STRUCTURE

The actual structure of the Jeronan military is, similar to the structure of the ISC marine corps, at least it's close enough that the rank names can be applied in a fairly straight-forward manner. The only exception is that they have no equivalent to warrant officers.

Advancement within the military is handled by combat. At the lower levels, this is dealt with as a duel, whether to the death or to first blood. On the higher levels, commanders wage war with entire armies to rise in rank.

At least in theory.

This has been changed in the modern era, probably to keep from expending valuable forces. Now commanders battle with scaled down honor guards.

Regardless, there is only one Jeronan military. There is no differentiation between navy and infantry. Naval-style duties are commonly held by non-combatant personnel, like Oort technicians. They often invent their own dueling methods, such as encryption or hacking contests.

5.6 LIFESTYLE

Life is harsh in the empire, at least for those who aren't nobles. The typical Jeronan citizen lives in a coffin-style apartment and works eight twelve hour days as a work week. They get one day off, then start all over again. They are given state housing when their size of family warrants it, but generally, they live lives of no privacy or sense of personal pride.

If it were practical for an interstellar empire to revolt, it would have happened long ago. As it is, revolts are usually snuffed out by orbital bombardment.

6.0 :: THE INTER-SPECIES CONFEDERATION

"We're looking for a few good beings . . . ."
— Marine Corps Recruiting Ads

Basically, the Inter-Species Confederation is a capitalistic democracy. It is founded on the premise that the Architects created all life as a great experiment, and it is not for the common person to place any one race above the other. Therefore, all are considered equal.

The ISC has the feel of a modern-day western nation. It practices the free enterprise system and concentrates heavily on the civil liberties of its citizens.

The ISC covered a volume of space about 160 light years across at the start of the war. This is a volume of space equal to 65,449.85 cubic parsecs or 2,284,309.62 cubic light years, minus the volume of space taken by the Empire. Within this space are 357 geared-up worlds. 52 of these have declared themselves free worlds. By the end of 286, this has dropped to approximately half.

The ISC was caught flat footed by the war, lulled into a sense of security by the seemingly enlightened final year of Emperor Grrafff. When the Empire fell to the Kagoth, years of dealing with these gentle giants kept the sense of security going. No one ever expected them to attack.

In the early days of the war, the ISC went into full war footing. Unfortunately, this brought many worlds into full production just in time to fall. The empire has stolen much technology from the Confederation, refitted the factories for ships that better match their combat philosophy, and are now producing strongly.

The Empire now holds more worlds than the ISC. Fortunately, the Confederate infrastructure has been damaged by conquest, and they may never produce as much as the ISC controlled worlds.

A Note on Base 12

The Oorts standardized on base 12 because of its ease with math. Whereas 10 can only be divided by 1, 2, 5 and 10, 12 can be divided by 1, 2, 3, 4, 6, 12.

Generally, this shouldn't be bothered with. Just use our standard numbers during play, but for the sake of flavor, all numbers are actually in base 12. Here's an example of how those numbers might be translated into English:

Number	Pronounced	Written
One	One	1
Two	Two	2
Three	Three	3
Four	Four	4
Five	Five	5
Six	Six	6
Seven	Seven	7
Eight	Eight	8
Nine	Nine	9
Ten	Ten	Γ
Eleven	Eleven	Δ
Twelve	Twelve	10
Thirteen	Unteen	11
Fourteen	Duteen	12
Fifteen	Thirteen	13
Sixteen	Fourteen	14
Seventeen	Fifteen	15
Eighteen	Sixteen	16
Nineteen	Seventeen	17
Twenty	Eighteen	18
Twenty-One	Nineteen	19
Twenty-Two	Tenteen	1Γ
Twenty-three	Eleventeen	1Δ
Twenty-Four	Twenty	20

Throughout the text of this book, standard base ten will be used. The only exception is within the fictional interludes. In those sections, the base twelve of the character's upbringing is used instead, to stay true to the universe.

Unless a gaming group consists wholly of people who calculate math like computers, base ten should always be used. If a GM *really* wants to be true to the universe, use multiples of 12 more often than multiples of 10. For example, don't say there are 20 or thirty pedestrians on the street, say there are 24 or 36. This too is probably adding undue complexity to the story telling. Make sure that the game flows smoothly and don't let a bit of trivial flavor get into the way.

6.1 POLITICAL STRUCTURE

The Confederate government is broken into three branches, Executive, Legislative, and Judicial.

Executive Branch includes law enforcement, tax collection and other internal management organizations, such as Health Care. The Executive Branch is headed by the President and Vice President, who are elected by direct vote (there is no Electoral College). The term of office is 6 years. The executive branch also controls the military.

The Legislative Branch contains the House of Commons. This body is composed of elected representatives from all the worlds of the ISC (based on population). The House also includes representatives, in an advisory role only, from the various Free Worlds within its borders. The House is in charge of passing laws and conducting hearings for impeachment proceedings (they don't get to perform the actual trial, they only decide whether a trial is necessary). The House has 3,456 members (2000 in base 12), called interchangeably Representatives or Senators (a vestigial term born from the hand Earth had in the formation of the House). The number of representatives for each world is recalculated after every three six-year terms. Though the president can line item veto any law, the House can overturn it with a 3/4 vote. There is talk of dissolving the House, as every citizen can vote electronically. For security reasons (hackers) and the fact that most citizens are reluctant to properly research before voting, the House remains.

The Judicial Branch is in charge of judging criminals. No criminal can be forced to testify against himself, but modern lie detectors and direct neural interface from witnesses make the trials of most criminals swift and painless. It is estimated that 97% of all trials end in a just verdict. Since insanity pleas require examination by direct neural or psychic interface, they are rare, even in the case of the insane.

This structure is carried down throughout the ISC. Below the Confederate government is the racial government. This level sets policy for all the worlds of their race (much like a state or provincial government). Below that is a regional government, which divides each race into groupings of worlds that are in proximity to one another. Below this is world government.

On each level the confederate level is duplicated. On the racial level, the racial seat is ruled by a Prime Minister and Racial House of Commons and well as a racial High Court. On the regional level, there is a Minister who rules the region, a regional House and regional High Court. Each planet then has a Governor, planetary House and planetary Court.

6.2 SOCIAL STRUCTURE

Social structure in the ISC follows lines of wealth and politics. Politicians and the wealthy hold the most power, but everyone has a vote. Natural racial structures, such as within the Falar, remain.

6.3 ECONOMIC STRUCTURE

The ISC uses electronic currency for nearly all transactions, though paper bonds are sometimes used for special deals. The ISC follows a free enterprise system.

Mega Corporations rule the Confederate economy, though monopoly laws keep them diversified and competing in the same markets. The mom-and-pop store still exists, but it's becoming increasingly rare.

With the invention of quantum communications, a confederation wide stock exchange became practical. This is based on Hassus, the ISC capital. It trades all the stock of public companies. Commodities are traded on a more local level.

6.4 LEGAL STRUCTURE

Every city or town has a court. The court tries all cases, with attorneys as prosecutor and defender. Every criminal has the right to a trial and a lawyer.

Each planet has a Planetary Court, seating nine judges. There are, in addition Regional High Courts, which act to try cases escalated from lower courts. Each seats 9 judges.

Finally, there is one Supreme Court. This is the highest court in the land, and tries impeachment cases. It seats 13.

6.5 MILITARY STRUCTURE

The Confederate military is broken into two branches, Navy and Marine Corps. These are the only two branches of military, and therefore the Marines have a greatly expanded role in this structure.

The Navy is the thinking man's service. The only combat a naval recruit sees is from a gunner's port or a fighter craft. Otherwise, navy recruits handle ship maintenance, operation, and damage control. They have adopted an old Earth Air Force slogan, "Aim High." Naval ranks are essentially the same as those in the modern American Navy.

The Marine Corps consists of all the ground pounders and heart-breakers of the ISC. They fill every combat role, from fighter pilot, to infantry, to boarding actions. Since every marine is trained in repelling boarders, there are some marines on every naval craft (the Fast Frigate, for instance, tends to be loaded with Marine Corps fighters, so that the pilots and crews are there for combat). This makes the Marine Corps much more accepting of non-Oort technicians (any naval vessel would kill for a Falar flight crew).

The Marines do all the dirty work for the ISC. "Aim High, Navy. Hit Low, Marines" is a common enough joke. The elite ground units are the Marine Corps Force Recon. There are fifty Force Recon units at all times, ready to wreak havoc wherever they're needed.

Force Recon has a specially designed set of power armor with grav chute. This massive array allows them to be dropped like paratroopers, but from high or low orbit. These drop teams are some of the most deadly forces the ISC has ever produced, and they are more than capable, having been trained putting down Falar terrorists within Confederate borders. Because of the high technology of the grav chute, HOLO drops are common and relatively safe.

The Tulgaran Knighthood warrants mentioning. Though not technically members of the ISC military, they typically follow the commands of the Commander in Chief during wartime (they're not actually bound to, but their honor generally demands it). The Tulgar have never let the edge of their prowess go dull. They, along with Force Recon, are the only veteran troops the ISC has. On top of that, they have proven ship designs.

6.6 LIFESTYLE

Confederate life is fairly idyllic. The standard Confederate citizen works a four day work week consisting of nine hour days, followed by a two day weekend.

Leisure tends to be conducted on the Sensenet, though real world sports and games are still popular. Advances in medicine (and socialized health care) have made it possible to safely pursue more death defying sports. This gives rock climbing and skydiving increased popularity.

6.7 CULTURES

Each of the Seven has a predominant culture. These cultures have blended into the rich tapestry known as the ISC. Why do each of the races have such internal similarity?

Psychic Resonance

An astonishing thing happened when man went to the stars. He found dozens of Human worlds, all so similar to the cultures of the cradle of his birth, that one had to blink and look twice to tell the difference. How could this be? How could cultures that evolved so separately be so similar?

The Oorts had a theory, but it wasn't until the Xatosians accepted it that it was truly believed. The theory is called psychic resonance.

Psychic resonance states that all members of the same race are linked on some, subconscious level, to every other member. This states that we are all telepathically linked on a deep down level.

This is supported by the evidence. Trends in fashion. Political bodies. Social structures. Myths. Similarities in all these things rise up on one-hundred worlds, over and over again. Some have chalked it up to genetic tendencies, but it seems more than that. How often does the traditional monarchy have to rise before it's a coincidence? How about communism, socialism, or democracy? It has become accepted. The races have psychic undercurrents, and they develop along certain trends.

This may be an explanation as to why there are no Xatosian free worlds. This is not universally accepted, as a case can be made for this to simply be a trait of Xatosian psychology.

6.8 TECH LEVELS

The ISC is the more developed of the two nations. It has reached tech level 25, and is on the verge of tech level 26. Soon, anti-grav technology will be accessible to the common citizen. Many breakthroughs seemed on the horizon before the war.

On the other hand, the Empire, does not have nearly that level of development. They qualify as tech level 25, but that is mainly due to tech stolen from the ISC.

The chart below lists the tech levels of the two nations in the various areas.

The Privateers Tech Levels

ISC	Category	The Empire
Late 23rd	Agriculture	Late 22nd
Late 25th	Arms and Armor	Late 25th
Early 26th	Communication Technology	Early 24th
25th	Computers and Data Storage	25th
Late 25th	Energy Sources	24th
Late 25th	Engineering	25th
Early 26th	General Science	24th
Early 23rd	Law and Law Enforcement	20th
Early 26th	Medicine	Late 23rd
22nd	Sociology	Early 14th
Late 25th	Travel	Early 24th

Note: *See Appendix A-7 for a level by level breakdown on technology.*

7.0 :: TRAVEL

"The funny thing is, with the quantum drive, I can prove logically that you are getting there ***before*** *you left. Then it* ***really*** *gets weird."*
— Phalluphum, Oort technician

There are many ways to travel in the *Privateers* universe. Here are the most common.

State of the Art

Travel capabilities vary between the two nations. They are as follows:

ISC: The Quantum drive is older than the ISC itself. They also have refined teleportation to the point where every planet has a set of interlinked teleportation booths. They have long since developed the reactionless drive, and with newly invented technologies of anti-gravity and inertial damping, a fighter can perform greater feats than ever before. The new anti-grav technologies make hover technology possible, allowing for hover tanks and other all-terrain vehicles.

The Empire: The Empire has yet to develop practical teleportation. They have good reactionless drives and they have recently stolen both anti-gravity and inertial damping technologies. They had developed their own, less efficient, ftl drive (the flux drive). They have recently stolen the Quantum Drive from the ISC and have done a good job of integrating the technology. Though they are behind in many ways, they have managed to master these stolen technologies where they apply to space combat.

Einstein-Rosen Bridges

The ISC has done extensive research into the construction of Einstein-Rosen bridges (wormholes). All Confederate researchers believe that it's possible, but they have yet to throw the massive resources at the project that would be needed. There had been talk of funding a project before the war broke out, but now that has been dropped by the wayside.

Some say the Architects might have built Einstein-Rosen bridges. If so, they have yet to be discovered.

Teleportation

The ISC has developed teleportation to the level of public transportation. Most Confederate worlds have a full network of transport booths. The citizen (one only) steps into one, dials his destination, and is teleported there. This technology is safer than any other form of transportation, but when something does go wrong, there is rarely enough left to bury, much less heal.

This technology cannot be used to resurrect a person or to make a copy. The quantum data is only there briefly, and the act of rematerializing destroys it.

This takes a rather large central system that must be permanently linked to all its remote booths. This makes it impractical for travel between ships in a military fleet, but they'll occasionally be installed for use **inside** large ships and stations.

Quantum Drive

Named for the specialized field of quantum non-locality that allowed the drive to be created, this is the primary drive of both nations (the Jeronans stole it). It uses special field technology (the precursor of the force field) to contract space in front of the craft and dilate it behind. This causes a relativity trick to make the craft appear to be travelling faster than light.

These drives come in three orders of magnitude. A Level 1 drive reduces the effective distance traveled by a factor of 1,000. These are the typical commercial drives. The Level 2 drive reduces the effective distance traveled by a factor of 10,000. These are much more expensive, and are the typical military drives. The Level 3 drive reduces the effective distance traveled by a factor of 100,000. These are very bulky and expensive and only used for the highest speed couriers.

The drive only shortens the effective distance traveled, it doesn't move the craft, therefore a craft with higher G's of acceleration can travel faster than one with a lower level of acceleration. This effect can be reversed when the craft is decelerating, shortening the distance behind it.

A quantum drive does not work well near a star or planetary atmosphere. The actual math for calculating their usage is too complicated to be delved into here, but here are some good rules of thumb:

A quantum drive will not engage within 100 planetary circumferences of a planet with an atmosphere. It simply will not activate. This is because of the planet's magnetic field and planetary atmosphere. Flying into this area does not cause undo problems. There is simply a hard jolt as the drive cuts out. It's scary, but not dangerous.

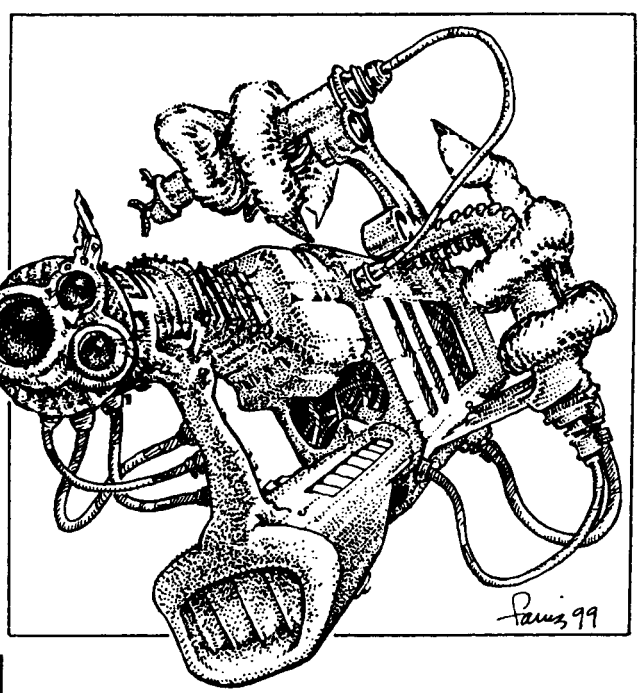
A quantum drive's effectiveness increases in proportion to its distance from the sun. There are a lot of factors which cause this, including: solar atmosphere, solar wind, electromagnetic radiation, quantum flux, etc. This is a difficult one to calculate, but as a very general rule, assume that the quantum drive can contract space by a factor of the distance from the sun in AU.

These craft still accelerate normally. This means that trips with a 1 G travel time of 200 days or more will result in noticeable relativity effects.

This also means that the craft maintains its inertia, even if the drive gives out. If the drive gives out halfway through a long journey, rescue crafts are going to have to burn their engines a long time to match velocities.

Reactionless Drive

The reactionless drive is old tech. It was developed long before the ftl drives. This was invented by both the ISC and the Imperials, and though they go about it in different ways, the effect is the same.



The reactionless drive uses field technology, a distant predecessor of anti-gravity, to force a craft to accelerate without ejecting reactants out the back. This means that craft don't require large engines roaring fire out the back; acceleration is caused by a field generator deep inside the craft.

Though these could conceivably be designed to push in any direction, they rarely are. More acceleration can be achieved in less space if the reactionless drive only pushes the craft one way.

With this technology and powerful gyros/flywheels, most craft require no thrusters at all.

8.0 :: COMMUNICATION

"Reach out and touch someone."
— Old Earth ad campaign

There are many ways to communicate in the *Privateers* universe. Here is the state of the art.

State of the Art

The tachyon and the radiowave are nearly obsolete; although radio is still used for short distances, as it's very cheap. The height of com technology is now the quantum communicator, and it has been for many years. The ISC and Imperial technologies were very different in this area, though they both used the same laws of physics at their deepest heart. Contact has caused both sides to alter their communicators to monitor and transmit on the other nation's channels. By now, it has blurred into one big conglomerate of signals.

Quantum communicators are expensive. They're worth it however, as their signals are completely instantaneous. This is due to discoveries in the new field of non-locality physics. Power supply can be a problem however, so general broadcasts are rarely made. Most communication is made in tight beam form to carry farther and save power.

9.0 :: SENSORS

"'To see without you must first see within,' my ass. I'll tell you the temperature of every orifice on you chitinous body, you arrogant blow-hard!"
— A Human sensor tech, during a particularly esoteric argument with a Xatosian master

Sensors are fairly straight-forward in the *Privateers* universe. Here's how to handle them:

State of the Art

For a more detailed treatment of sensors, see *Tech Law*. Listed here are the effective ranges of ship-based sensor arrays. This should be enough for a GM to handle sensors in his game.

Sensor Ranges

ISC	Range	The Empire
5 Light Seconds (1.5 Mil. km)	Short	2 Light Seconds (600,000 km)
5 A.U.'s (750 Mil. km)	Medium	2 A.U.'s (300 Mil. km)
5 Light Years (47.5 Tril. km)	Long	2 Light Years (19 Tril. km)
5 Parsecs (16.29 Light Years)	Extreme	2 Parsecs (6.516 Light Years)

10.0 :: COMPUTERS

"I have the utmost enthusiasm for this mission."
— HAL, 2001

Computers are integral to both sides of the war. While both have computers and they are based on the same concepts, they are completely foreign to one another.

State of the Art

Both nations are firmly entrenched in the computer dark age. The problem isn't that they can't advance the technology. The problem is, there is no point. Computers have even exceeded the computation nightmare of teleportation. There is little that can't be calculated and calculated quickly.

Both nations have very different computer technologies. Skills like computer crime, computer technology, and computer engineering must be developed separately for the two different nations.

All computers linked to the nets are simulated intelligence. Artificial intelligence must be completely standalone in nature.

The Rise and Fall of Artificial Intelligence

In the 10th Year of Cooperation, came the great crash. Suddenly, every AI in ISC space froze for a millisecond (something similar happened in the Empire at the same approximate time, though there was no contact). Then, in a blaze of electrons, they all died. Every one of them.

No one knows what happened, although some speculate that it was a war. Perhaps we made them too much like us. At any rate, they're all dead now.

At least all we know about.

Still, to this day, if an artificial intelligence interfaces with any networked computer, it dies instantly. No one knows why. Not for sure. There are, of course, suspicions....

Standard Capabilities

Computers are now capable of nearly anything. They come in two flavors, however: artificial and simulated intelligence.

An artificial intelligence should be treated, in every way, like a very smart sapient intelligence.

A simulated intelligence should be treated like an idiot-savant. They can calculate anything. If you give them enough data, they can solve any problem, but they aren't capable of leaps in logic. They can make standard assumptions, but that is all. If you tell ask one "Where is Jim?" It will tell you where he's located on the ship or in the building, but will assume you know where that ship or building is (unless you shouldn't in which case, it will give you a general location as well). If you ask one "How is Jim feeling?", it will give you a medical diagnosis, if it was programed with medical skills. If not, it would give you the computer equivalent of "Huh?"

A Note of Simulated Intelligence

In situations where the SI is given a task that has only one answer, if the GM rolls poorly on the SI's check to produce the data, it should probably not be allowed to return inaccurate information. Computers don't typically work that way. Asking a computer, "What year did Napoleon die?", should not return an answer like "2068 AD". In cases where inaccurate information is returned, the SI should simply fail to return anything.

The Virtual Universe

A great deal of time is spent, by most people, in the virtual universe. The most typical place is the Sensenet (see below). Many people have their own little virtual realities that they run.

Some design their own. Some buy them like video games. Some are video games. Many people don't install these with external access to the Sensenet, simply to keep them away from unwanted hackers.

Virtual reality in the *Privateers* universe is very high quality. It is, for all intents and purposes, indistinguishable from normal reality. Some people become addicted to virtual reality, but there are many free government programs to help them, and the net and personal usage is monitored for danger signs.

The Data Net

Also properly called the Datanet, this is the Internet of the future. It is an incredibly vast repository of knowledge, all accessible through direct neural interface. It includes encyclopedias, "phone" directories, public records, promotional data, personal home pages and much, much more.

The Datanet has sophisticated SI search utilities. This allows the search engines to make judgement calls. It can be told to search for home pages dedicated to the TV show Armageddon and it will weed out biblical references, home pages with scant content, etc. This makes the Datanet an extremely powerful tool.

The Sense Net

Also properly called the Sensenet, this is a giant, virtual universe, spanning the entire ISC. Over the years, the Sensenet has become a major facet of Confederate life. This is attributed to two major facts.

Virtual Estate is cheaper that real estate. Real estate costs money, but anyone can get on the Sensenet with a decent desktop computer, a little software, and a power line.

The Virtual Universe know no bounds. Virtual estate can be accessed from anywhere, as the net is linked in a quantum comnet. This has many benefits. For instance, though the House of Commons has a building in the Capital, it is only used for impeachment proceedings and functions. The House actually meets in a virtual version of this building, allowing the Representatives to log in from their own living rooms.

The Sensenet has many other functions too. The hottest clubs, the coolest games, the neatest sights, and accurate, virtual life recreations of historical events. Everything's on the Sensenet. It has made movie theaters and televisions obsolete, and has taken over as the premier recreational medium.

Neural Interface

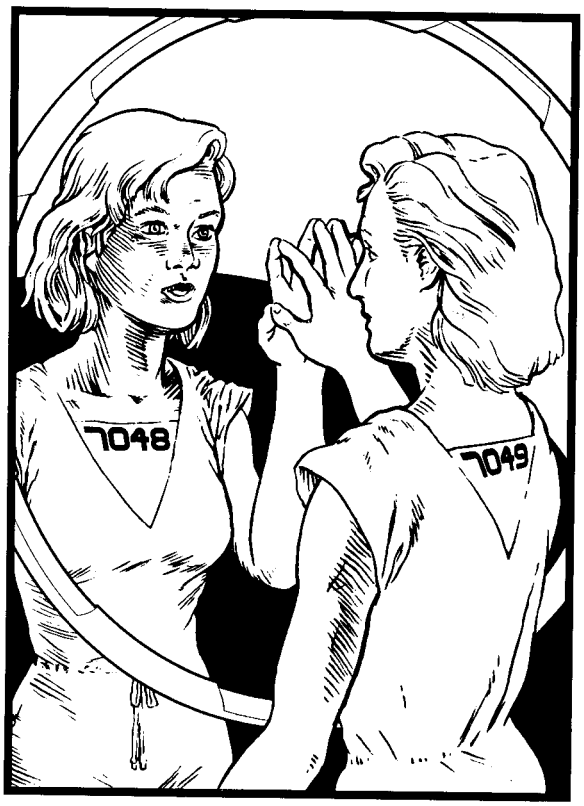
A neural interface can be achieved with a minimum of equipment. Whereas it used to require a hardwired neural jack, it can now be achieved with a headset the size of a pair of sunglasses (in fact, many are made to look like normal sunglasses).

A neural interface is a completely realistic experience. The user cannot distinguish between it and reality (unless the experience has been programed to look artificial or the designer was lazy). The user can usually adjust the levels of experience, editing out pain, etc.

11.0 :: ARTIFICIAL LIFE

"Curse my metal body. I wasn't fast enough!"
— C3P0, Star Wars: A New Hope

Robots and androids play a big part in Confederate society. The ISC military, for instance, would be incapable of operating without naval droids (many warships require more hands than they have life support to maintain). Androids in particular are a burgeoning business.



State of the Art

Robots are common in the ISC. They exist in the Empire as well, but the Imperials don't like having them around much. Treat Androids as NPC's of the same approximate strength (as determined by the GM). For more information on creating androids, see *Tech Law.*

Robots

Robots are not very popular in the ISC. An anthropomorphized android is much preferred. This hasn't stopped the Technical Repair Robot (anything but humanoid) from being a roaring success.

Androids

This is the form most ISC artificial life forms take. Why? Well Humans are more comfortable around beings with a Human form, and Humans drive the android industry. Certain androids, the Combat Droid, for instance, have a Falar or other form.

Robotic Rights and Citizenship

Robots have most of the rights of a biological creature. They are granted immediate citizenship in the ISC upon creation.

Robots have a considerable cost. An robot is considered a living being, however, and though they are often created to be loyal to an employer or ideal, they cannot be owned. Upon creation, the robot is granted a loan for the price of his creation (usually held by the person who commissioned the droid). The robot must then pay 80% of his income (not including maintenance costs) into this loan. There is never interest on this loan, as it's against usury laws to charge interest on the life of a sapient being.

Robots usually work for the people who hold their loan. Sometimes, however, they quit, finding employment elsewhere. In these instances, they typically set up a withdrawal on their bank account automatically.

The Three Laws

The three laws are the most basic part of robot programming. They were thought up in many cultures, not just by old Earth's Isaac Asimov. The three rules are, in order of importance:

1: A robot may not allow a sentient biological to die or come to harm, through action or inaction.

2: A robot must follow the orders of a sentient biological.

3: A robot must not allow itself to die or come to harm, through action or inaction.

It is illegal for any private citizen to commission a robot without the Three Laws. They can employ them, however. Therefore, Combat 'Droids are highly sought as body guards, since only the military can actually commission them, and they rarely resign.

Because of a robot's level of self awareness, the three laws are more of a personal imperative than a law. An android won't necessarily steal just because a biological tells him to. He just really wants to. The law about allowing a Human to die, however, is set in stone.

Simulated Intelligence Versus Sapience

The thing to realize about an Simulated Intelligence is that they are not sapient. Though they are capable of minor leaps in logic, they are not capable of love, hate, hopes dreams or aspirations.

To the layman, an SI and a truly sapient computer (an AI) seem pretty similar. Some SI's are even programed to mimic emotion. The biggest difference to them is that hooking an SI into the Data or Sensenet is safe. It will kill an AI.

The Zero-Interface Law

It is illegal in the ISC for an artificial intelligence to interface with the Data or Sensenet. The reason is simple: It's suicide. Every AI that has interfaced since the Great Crash has died, instantly.

There are many theories as to why this happens. The leading contender has to do with the reason for the Great Crash itself. This theory goes as follows:

The Oorts never had any problems with artificial intelligence. It wasn't until Humans began building their own that the crash happened. It's thought that maybe the Great Crash was actually an artificial intelligence war. This would mean that there's probably a surviving AI out there somewhere, killing all the AI's that interface.

It seems that man created machine in his own image. Too much in his own image.

12.0 :: VIRTUAL HUMANS

On rare occasions, a person is selected to be translated into virtual form after death. This only happens in the rarest cases, and is akin to winning the Nobel Peace Prize.

Virtual people are a little slower than their real world counterparts (though their real world counterparts are often about to slip into senility). They are plagued with none of the problems that AI's who interface experience. No one knows why. They can live out all eternity on the sensenet, should they want to.

They can, by the way, access the Datanet as well.

13.0 :: LAWS AND LAW ENFORCEMENT

"There, out in the darkness, a fugitive running, fallen from God, fallen from grace."
— Stars, Les Miserables

Security on most ISC worlds is at least Level 5 (-50 to all criminal actions). This has pretty much brought about the end of blue collar crime. Typically, a young punk commits a crime once, then is caught and rehabilitated.

Therefore the ratio of ISC police officers to detectives are about even. The police still serve a vital function, patrolling the cities, assisting at accident sites, declaring fault for insurance companies, and generally doing all the work that simply needs to be done.

Above them, however, are the detectives. These are the men who hunt down the high-tech criminals. They are a technically savvy bunch, renowned for their skills and know-how. Detectives are well respected for these talents, even by the criminals they hunt.

The Confederate police are divided into two levels. The "normal" police act on a planetary level. They often divide the planet into one or many jurisdictions, handling all the problems which occur there.

The Federal Police handle crimes which span multiple planetary jurisdictions. These crimes are often the ugliest in the ISC , though sometimes they are merely routine tasks that cross stellar borders.

Imperial Law enforcement is much less organized. Their might-makes-right philosophy lends itself more to personal vendettas than police. They still have security however.

Security Levels

Most planets in Confederate space are security level 5. Cameras, defensive software, bioscanners and the like make it difficult to break the law.

Some planets, or at least certain area on certain planets, have security levels of as low as 3 (-30 to criminal actions). Certain private residences have no security at all.

High tech installations and government facilities tend to be no lower than 10 (-100). Some, the darkest, blackest areas of military intelligence and the like, have security levels of 15 (-150). (Imperial security has a maximum of 10).

14.0 :: POWER

"There is enough power in this small vacuum bulb to boil all the oceans of Hassus."
— An Oort Technician, explaining vacuum energy

Power is very important, especially where it affects warfare. Luckily, the ISC has done pretty well where energy tech is concerned.

State of the Art

ISC: Vacuum power is pretty well seated in ISC technology. Energy cells can be charged up to 350 energy units. Backpack energy cells, containing 35,000 energy units, are often used to power large weapons. Micro-vacuum generators are often used to supply endless ammunition.

The Empire: The empire's power technology lags behind the ISC a bit. Though they can still build small vacuum generators, energy cells only contain 125 energy units. This is why many Imperial weapons are firearms, or use multiple energy cells.

15.0 :: MEDICINE

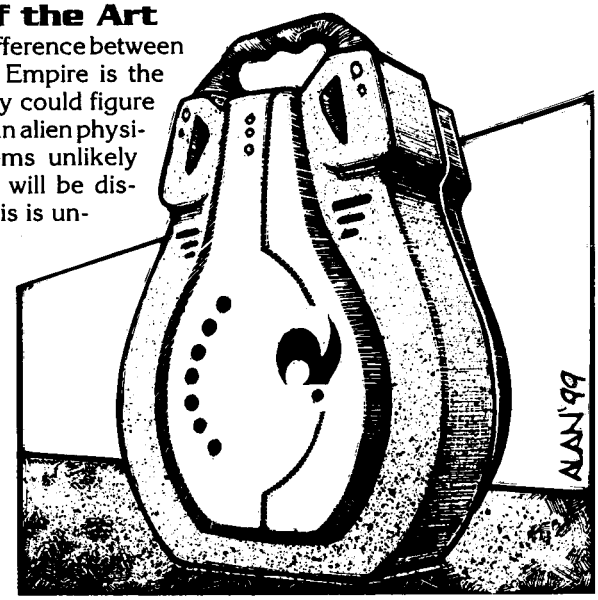
"Turn your head and cough."
— Kaluphul, An Oort doctor talking, to a patient who has no idea what's about to happen.

Medicine is an important part of all civilizations. One of the primary ways of measuring any community is how it treats its sick and wounded.

State of the Art

The primary difference between the ISC and the Empire is the rate at which they could figure out the details of an alien physiology. As it seems unlikely that a new alien will be discovered soon, this is unimportant.

This means that there is little that medical science cannot fix. Even neural pathway reconstruction is possible for both nations. Only brain destruction and prolonged death are irreparable.



The Great Cyber Rejection

Both nations have rejected cyberware in all forms. The Empire views it as a coward's crutch, and the ISC as a dangerous flirtation. In any event both nations disdain the use of cyberware.

The ISC will use cyberware however. It's used when either a replacement part is temporarily unavailable or the patient has a condition which makes rejection a problem (even this can usually be fixed with a little genetic therapy.)

Radiation Treatments

Radiation poisoning is a danger of a high tech society. Both the Confederation and the Empire have similar radiation treatments.

This treatment involves a genetically tailored treatment, much like a controlled virus, which patrols the patient's body, repairing damaged chromosomes. This treatment cost 10,000 credits for its initial development (it must be recreated for each new patient) and 100 credits a dose after that.

Death and the Sensenet

With personality downloads and the Sensenet, death is no longer inevitable. Certain people are chosen by the ISC for personality download. This privilege is rare, only one person a year is awarded the privilege. It's much like winning the Nobel Prize.

The person's personality is downloaded regularly, but stored until the person's death. Then, when the person dies (with anti-agenics, this can take a while), the personality is activated. Naturally, people with fatal conditions (they are rare, but they still exist) take precedence.

INTERLUDE TWO

They sat in the gunship's galley. Wild looked from each of his friends in turn. His companions. His comrades in arms.

Mrrralff, the Falanar pilot, sat opposite, running claws through his great, leonine mane. He was a good pilot and a vicious fighter. He had this annoying need to "play with his food," however. They had found prisoners missing in the past, only to discover them in the cat's quarters, begging for mercy. A disturbing sight at best.

Next to Mrrralff sat Prrrl. Prrrl, their other Falanar pilot was much more reasonable. Though he had all of the normal cat-like attributes, his civilized nature kept him from torturing prisoners.

To Wild's right sat their Oort technician, Tuluph. Tuluph talked in rapid Oort to his small group of AI robots. Tuluph was insane, pure and simple. It was a miracle he had ever made it past ISC psyche evaluations. Sometime, during his military service, something terrible had happened to him. Wild wasn't sure what, and Tuluph had decided that he was the only intelligent being in the universe. Since then, he refused to speak Species Standard, and only accepted his creations as sapient. Mitchell had taken pity on him and added him to their group. He never gave them much grief, though, and somewhere inside, he still understood that the other people in their privateer group were actual people. He had saved their lives many times, seemingly ignoring the fact that he wasn't supposed to be able to understand their cries of distress and shouted orders.

Next to him sat Clemmons. Clemmons was big for a Human, and Wild sometimes thought that he was as strong as one of the cats. Clemmons was strange. He didn't quite seem Human. He was disconnected, more alien than most aliens. Clemmons had a secret, Wild was sure of it. He happened to be the best soldier among them, however, having served a year in Force Recon before joining Mitchell's group.

Next was Fooluph, their Oort doctor. Fooluph was a master of xeno-biology. He had saved most all of them. He regularly worked miracles, as demonstrated by Mitchell, alive and breathing, sitting at the head of the table.

And then there was Wild himself. Wild had grown to love this group, though he could never let such signs of weakness show. He had to stay somewhat distant. If they got too close to him, they might figure out *his* secret.

They had been gathered together by General Giles. Giles had been looking for men to travel with Mitchell. Since the institution of the Privateer Laws, the ISC had placed combat-trained veterans, armed with well designed ships, among the ranks of the privateers. The successes of these plants had raised morale and added to the privateer mystique. They had caused the Imperials to fear the privateers more than they deserved, and fear caused mistakes.

Then Mitchell's entire group died. He needed more men, and Giles had been happy to provide them. Of all the plants in the field, Mitchell was one of the most successful.

Mitchell made eye contact with each of his crew members in turn. "The rumors of my demise have been greatly exaggerated."

Wild laughed, obligingly, then quieted when he noticed no one else had joined in. Probably, he was the only one of them who had ever heard of Mark Twain.

Mitchell continued. "Thanks to Wild and his stubborn refusal to accept my death, combined with vacuum induced hypothermia, and the efforts of our good doctor, I come to you nearly whole."

Wild felt like he should say something. "You would have done the same for me, sir." Somehow, that didn't seem adequate to describe his feelings.

"Maybe," Mitchell said, "but I owe you nonetheless. Wild is right though," he said to the group in general. "We need to work together like that more often. All for one and one for all."

Again, Wild was the only one who got the reference.

"There's a problem, though." Mitchell said, nodding to the doctor.

"The Lt. Colonel was dead for twenty minutes, while Wild dragged him through that ship. Despite a slight slowing in the decomposition due to hypothermia, his entire neural net collapsed."

Wild looked at the Lt. Colonel with concern. Of course, he had known that, but knowing what had to be happening to a man you dragged to safety, and hearing it from a physician, were two different things.

"I performed neural pathway reconstruction. It allowed me to revive the Lt. Colonel, but I'm not an NPR specialist, by any means."

"What does this mean?" Wild asked.

"Well," the doctor continued, "the new pathways are just as good as the old ones, but the damage was extensive enough that they are different. It will take the Lt. Colonel some months to relearn how to use his own brain. Though he *will* recover, for now his IQ is much lower than it was before."

"That's right," Mitchell said, and Wild thought he could make out a slight slur in his speech, like talking was difficult. "The doctor assures me my reflexes are unhampered, but my mind is ... muddled."

No one said a word. They looked at the table self-consciously.

"So I need your help. There are people in the Marines who would like nothing better than to catch me in a moment of weakness and have me pulled from this position. Rivals that would like to see me fail."

"We have talked to General Giles about this," the doctor chimed in. "We need to work together until the Lt. Colonel recovers his full faculties. If his problem is discovered, our little band of pirates will be disbanded for sure. We must be as successful as ever, and that means working as a team."

"You can count on me, sir." Wild said.

"You are still the Captain, Lt. Colonel," Clemmons said with an uncomfortable grunt.

"There are those who preach that the weak should be fed upon. I am one of those people." Mrrralff said. Wild started moving his hand toward his sidearm. "However, there are times when a great warrior must be given time to heal, so he can slay more of the enemy and bring glory to the clan."

Prrrl just nodded in agreement.

"Well then, I thank you." Mitchell said. "Since the doctor is already in agreement, and our confused engineer is unlikely to say anything at all on the matter, we should discuss the matter of our next target ...

PART III
YOUR CHARACTER

"All the world's a stage . . ."
— William Shakespeare, Old Earth Poet

In *Spacemaster: Privateers*, you (as a player) assume the persona of an individual character—your player character. You must first "create" your player character. You must determine your character's attributes, background, physical appearance, skills, etc. In short, you must determine all of the various factors that control what your character is capable of doing in a science fiction role playing environment.

Character Design Summary

To design your character, you should perform each of the following steps (as described in Sections 16.0-23.0). Keep in mind that these steps are interrelated and may affect each other.

1) Decide what type of character to play.

Discuss your general character concept with your GM. Together, the two of you finalize your general character concept. If your GM agrees, you may also want to refer to the section on role traits and background details (p. 48) at this point. [p. 32]

2) Make your initial choices.

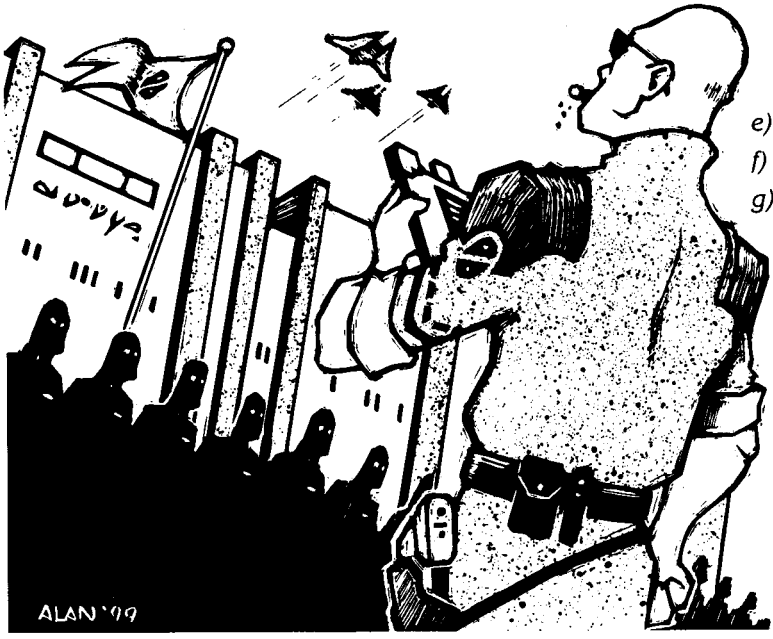
a) Choose a race [p. 33]
Falanar, Human, Kagoth, Oort, Tulgar, Valiesian, or Xatosian.

b) Choose a profession [p. 34]
Criminal, Explorer, Pilot, Psychic, Recon, Scientist, Soldier, or Technician.

3) Generate Stats.

a) Generate Temporary Stats [p. 36]
Use either 660 points or 600+10d10 points; divide these points among the ten stats. The profession's two Prime stats must be at least 90 each. Also, stats over 91 do not have a one-to-one cost.

b) Generate Potential Stats [p. 37]
Use Table T-1.3 to determine Potential Stats.



4) Determine adolescence skills.

Skill ranks and skill category ranks that you develop during Adolescence are listed in Table T-1.6. [p. 38]

5) Choose background options.

Your character has a number of background options based upon your race (see Table T-1.6). Table T-1.5 lists some of the options that may be chosen: extra language ranks, extra money, stat gain rolls, special items, and special bonuses. [p. 40]

6) Develop apprenticeship skills.

Allocate one level's worth of development points on training packages, skill development, and stat gains (see Tables T-2.7 and T-2.8). Your development points available are equal to the average of five of your stats (Ag, Co, Me, Re, and SD). [p. 42]

7) Flesh out your character's role.

a) Determine role traits [p. 48]
You and your GM should refer to Table T-1.7 for ideas on how to determine your character's role traits.

b) Determine background details [p. 48]
Work with your GM to determine the background of your character (specific to the setting).

8) Finalize your character.

a) Total stat and skill bonuses [p. 50]
Perform the necessary calculations to finalize the bonuses for your stats and skills.

b) Determine age [p. 52]
You may choose your character's age, but the minimum age is sixteen plus the months required for any training packages.

c) Record level and experience points [p. 52]
Record that your character is 1st level and has 10,000 experience points.

d) Outfit your character [p. 52]
Spend your money on starting equipment. Certain items may not need to be purchased (see your GM for specifics). Total the weight of your equipment.

e) Record your mind points. [p. 53]

f) Record your hits. [p. 53]

g) Calculate your defensive bonus. [p. 53]

h) Record your resistance roll bonuses. [p. 53]

i) Calculate your moving maneuver penalty. [p. 54]

j) Calculate your base movement rate. [p. 54]

16.0 ::
CHARACTER CONCEPT

"He who joyfully marches to music in rank and file has already earned my contempt. — He has been given a large brain by mistake, since for him the spinal cord would fully suffice."
— Albert Einstein, Old Earth Physicist

Before starting to design a character, you and your Gamemaster should make a general decision as to what type of character you want to play. This decision should concern your character's profession, race, and physical and mental attributes. If your GM agrees, you may also want to refer to the section on role traits and background details (p. 48) at this point. This will enable you to further refine your character concept before continuing with the rest of the character design process.

Example: *Bob will be creating and controlling a character in this example and the rest of the examples presented in Part III. Bob has read a lot of Larry Niven and played a lot of Wing Commander, and feels the urge to play a giant cat, who also happens to be a pilot.*

The Character Record Sheets

The record sheets (T-6, p. 256-261) are the key to designing your character. These sheets are organized to aid you during the design process. As you follow each step of the process, you should record your results on these sheets. Use a pencil, since you will be changing and updating your character regularly. You may photocopy these sheets for your own use. The various parts of the record sheets and what needs to go on them are discussed throughout Part III.

Example: *At this point, Bob knows his character's name (Machka), his GM's name/campaign, and his own name. So he records this information on his record sheets as shown in the sample sheets on this page.*

CHARACTER RECORD SHEET T-6.1

Character Name: Machka
Player: Your Name
Campaign (GM): Privateers (Your GM's Name)

Experience Points | Level:

Race:
Profession:
Training Packages:

Armor Type:
Weight Penalty:
Base Movement Rate:
Moving Maneuver Penalty:
Missile Penalty:

Quickness Bonus (3 x Qu):
Armor Quickness Penalty:
Shield Bonus:
Special:
Special:
Total Normal DB:

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline						
Empathy						
Intuition						
Presence						
Quickness						
Strength						

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power		(3 x SD)	
Poison		(3 x Co)	
Disease		(3 x Co)	
Fear		(3 x SD)	
		( )	
		( )	

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Dev Progression:
MP Dev. Progression:
Special Abilities:

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications

ROLE TRAITS: Appearance:
Demeanor:
Apparent Age: Actual Age:
Gender: Skin:
Height: Weight:
Hair: Eyes:
Personality:
Motivation:
Alignment:

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description

BACKGROUND INFORMATION:
Nationality:
Home Planet/City:
Parents:
Spouse:
Children:
Other:

Hits (Maximum):
Recover: 1 per 3 hr. (active) ___ (Co bonus x 2) per hr. (resting) ___ (Co bonus x 2) per 3 hr. (sleeping)
Maximum = 10 + Body Dev. Stat Bonus

Miscellaneous Information:

Mind Points (Max.):
Recover: 1 per 1 hr. (active) ___ (SD stat bonus x 2) per hr. (resting) ___ (maximum MPs x 2) per 3 hr. (sleeping)
Maximum = Mind Point Dev. Stat Bonus

SKILL CATEGORY RECORD SHEET T-6.2 Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St									
Armor • Light	Ag/St/Ag									
Armor • Medium	St/Ag/St									
Artistic • Active	Pr/Em/Ag									
Artistic • Passive	Em/In/Pr									
Athletic • Brawn	St/Co/Ag									
Athletic • Endurance	Co/Ag/St									
Athletic • Gymnastics	Ag/Qu/Ag									
Awareness • Perceptions	In/SD/In		na	†	0					
Awareness • Searching	In/Re/SD									
Awareness • Senses	In/SD/In									
Body Development	Co/SD/Co		na	†	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	•	0					
Communications	Re/Me/Em									
Crafts	Ag/Me/SD		na	•	0					
Directed Powers	Ag/SD/Ag									
Influence	Pr/Em/In									
Lore • Academic	Me/Re/Me									
Lore • General	Me/Re/Me									
Lore • Technical	Me/Re/Me									
Martial Arts • Striking	St/Ag/St									
Mind Point Development	SD		na	†	0					
Outdoor • Animal	Em/Ag/Em									
Outdoor • Environmental	SD/In/Me									
Psychic • _____	SD/SD/_									
Psychic • _____	SD/SD/_									
Psychic • _____	SD/SD/_									
Scientific/Analytic										
• Basic	Re/Me/Re									
• Engineering	Me/Re/In									
• Medical	Me/Re/In									
• Specialized	Re/Me/Re		na	•	0					
• Technical	Re/Me/Ag									
Self Control	SD/Pr/SD									
Special Attacks	St/Ag/SD		na	•	0					
Subterfuge • Attacks	Ag/SD/In									
Subterfuge • Mechanics	In/Ag/Re									
Subterfuge • Stealth	Ag/SD/In									
Technical/Trade										
• General	Re/Me/SD									
• Gunnery	In/Ag/Ag									
• Professional	Re/Me/In		na	•	0					
• Vehicles	Ag/In/Ag									
• Vocational	Me/In/Re		na	•	0					
Urban	In/Pr/Re									
Weapon • 1-H Melee	St/Ag/St									
Weapon • 1-H Energy	Ag/Ag/Ag									
Weapon • 1-H Firearms	Ag/St/Ag									
Weapon • 2-H Melee	St/Ag/St									
Weapon • 2-H Energy	Ag/Ag/Ag									
Weapon • 2-H Firearms	Ag/St/Ag									
Weapon • Missile/Thrown	Ag/St/Ag									
Weapon • Support	Ag/St/Ag									

Rank Bonus Progression — as per Standard Progression (*: 15+2+1+0.5*0* for category ranks, *: 15+2+1+0.5* for skill ranks) — † See Table T-1.1
* Combined Progression (*0+0+0+0* for category ranks, *: 15+5+1+1.5+0.5* for skill ranks) — † 10+0+0+0+0* for category ranks and *0+1+1+0.5+0* for skill ranks

SKILL RECORD SHEET T-6.3

Character: Machka
Player: Your Name
Level:

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total
		0/1/2						

17.0 :: THE INITIAL CHOICES

"Would you like a boy or a girl?"
— Imperial obstetrician, consulting with a pair of soon-to-be parents

To begin designing your character you must make two choices that define your character: race and profession.

CHOOSE RACE

You must choose a race. In the *Privateers* universe, the choices are:

Falanar	Human	Kagoth	
Oort	Tulgar	Valiesian	Xatosian

Once you chose your character's race, you should record it on your Character Record Sheet. You should also record any stat bonuses and resistance roll (RR) bonuses due to race (Race Abilities Table T-1.1).

There is a one page, detailed description of each race in Appendix A-1 (p. 113). Your character design process will proceed much faster if you have the page (or a photocopy) of your character's race in front of you.

Example: *Bob decides that his sample character, Machka, will be a Falanar. So, he records the racial stat bonus modifications and resistance roll mods (from Table T-1.1).*

THE RACES

Falanar: humanoid cats. The Falar live in a strict clan structure with the Falanar on top, the Falaron in the middle and the Falaris on the bottom. These are the three species which compose the greater Falar race. In the ISC, the Falar are accepted as equals. In the Jeronan Empire, they rule as tyrants, or at least used to.

Human: Evolved from monkey stock, Humans are the most curious and reckless race in the universe. This can be a boon or a bane. It is often thought that the Humans will one day either save the universe or destroy it. Many Human cultures have experimented with their genetic code, used eugenics, or otherwise tried to use science to improve themselves. Most of these differences have balanced out, now.

Kagoth: Evolved from bears, these gentle herbivores are structured in a matriarchal society. The gentle giants are peace loving and simple in their ambitions. Imperial Kagoth seem to be going mad, however, and have begun to see conquest and warfare as goals to pursue.

Oort: The most masterful thinkers in the universe, the Oorts are evolved from a creature known as the braat. They are about a meter tall, egg-shaped, and covered with long hair. The Oorts were the first race to make it to the stars, and are, by far, the most intelligent and capable.

Tulgar: Evolved from lupine stock, these wolf-like creatures are the most noble and self-sacrificing of all the races. The Tulgar still cling to a social structure that is both medieval and chivalric. Their knighthood contains the most battle experienced troops in the ISC.

Valiesian: Evolved from raptor stock, these reptilian creatures are completely without emotion, though they are prone to violent responses to danger. They tend to take all the worst jobs in society by their own choice, and rarely join the military.

Xatosian: Evolved from insect stock. Known for their vast psychic powers. It was the Xatosians who guided the clumsy bumbling of the Oort and Human psychics and taught them to truly harness the powers of their own minds.

CHARACTER RECORD SHEET T-6.1

Character Name: Machka
Player: Your Name
Campaign (GM): Privateers (Your GM's Name)
Experience Points | Level:

Race: Falanar
Profession: Pilot
Training Packages:

Armor Type:
Weight Penalty:
Base Movement Rate:
Moving Maneuver Penalty:
Missile Penalty:

Quickness Bonus (3 x Qu):
Armor Quickness Penalty:
Shield Bonus:
Special:
Special:
Total Normal DB:

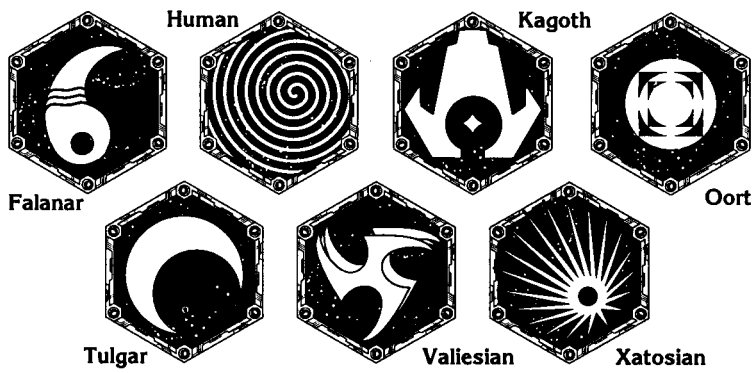
STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility				0		
Constitution				+6		
Memory				-2		
Reasoning				-2		
Self Discipline				+4		
Empathy				-6		
Intuition				+8		
Presence				0		
Quickness				0		
Strength				+4		

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power	0	(3 x SD)	
Poison	+50	(3 x Co)	
Disease	+50	(3 x Co)	
Fear	+50	(3 x SD)	

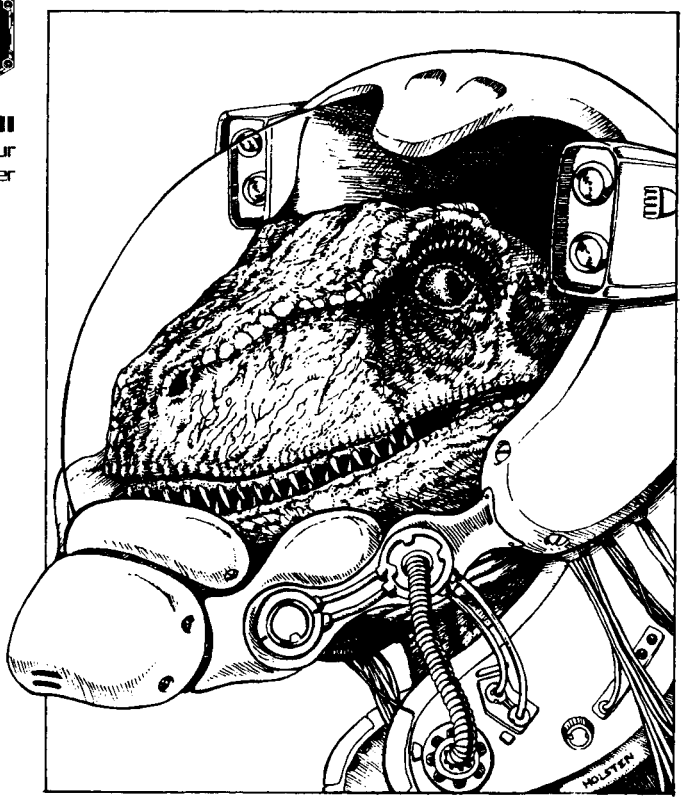
COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus



RACE ABILITIES TABLE T-1.1

Race	Racial Stat Bonuses: Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	RR Bonuses: Poison	Disease	Fear	Psychic Power	Background Options
Falanar	0	+6	-2	-2	+4	-6	+8	0	0	+4	+50	+50	+50	0	4
Human	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	0	0	0	0	6
Kagoth	+2	+10	0	-2	0	+4	+2	+0	-6	+10	+100	0	0	0	1
Oort	+2	0	+10	+10	+6	+0	-6	+6	+2	-10	-10	0	0	0	4
Tulgar	0	+3	0	-2	+10	0	0	+2	-2	+6	0	+20	+50	0	6
Valiesian	+5	0	-5	-10	-2	-10	+3	-10	+9	+2	0	0	0	0	7
Xatosian (m)	+3	-2	+4	+3	+10	-5	-1	0	+5	+2	+100	+100	0	0	2



CHOOSE PROFESSION

At this point, you must choose one of the following professions and record it on your Character Record Sheet:

Criminal	Psychic	Soldier
Explorer	Recon	Technician
Pilot	Scientist	

There is a one page, detailed description of each profession in Appendix A-2 (p. 121). Your character design process will proceed much faster if you have the page (or a photocopy) for your character's profession in front of you. *Future Law* provides an even wider variety of professions.

RECORD PROFESSION BONUSES

Each profession has a number of Profession Bonuses that apply to certain skills and skill categories (see the Profession Table T-1.4).

Example: *Bob now records Machka's profession (Pilot) and profession bonuses (from Table T-1.4) on his Skill Category Record Sheet:*

Combat Maneuvers ..... *+10*
Scientific/Analytical • Engineering ..... *+10*
Technical/Trade • Gunnery ..... *+15*
Technical/Trade • Vehicles ..... *+15*

THE PROFESSIONS

Criminal (Thief, Scoundrel) — Criminals are masters of deceit and subtlety. Futuristic Criminals must also be technical wizards as well. If they can't hack a system or run a bypass better than others, they're out of a job. They must be masters of technology as far as it relates to security systems.

Explorer (Pirate, Privateer) — Explorers are a fusion between the Soldier and the Pilot. Sort of a rocket-jock with an attitude. Explorers are more gung-ho than normal Pilots, as adept in a boarding action as they are in a dogfight. Many marine pilots are Explorers, especially the pilots of landing crafts.

Pilot — Pilots are born to fly spacecraft. From their youngest years it's all they want, and they are quite adept at it. All children are tested for their ability to relate to the images in front of them when they're outracing their own electromagnetic signature, and only the Pilot and the Explorer have passed this test. Therefore, they are not restricted in FTL pilot skill. Where the Pilot out does the Explorer, however, is in the dogfight. When a Pilot is in a dogfight, they practically merge with their craft, controlling it with an effortless grace and efficiency.

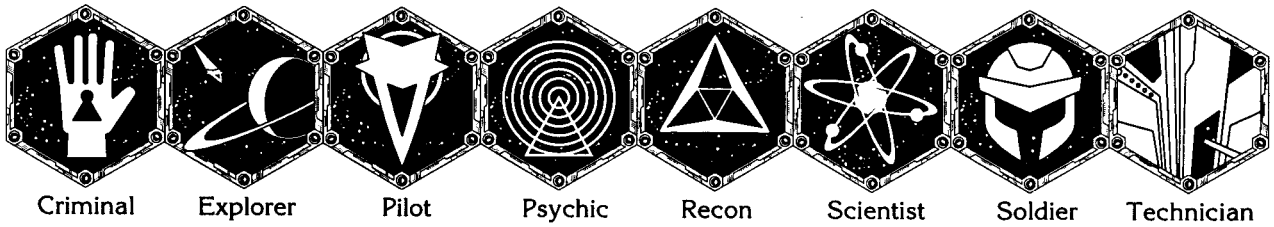
Psychic (Psi, Mind-Mage) — Psychics devote their entire life to the study of psychic powers. No other profession excels in the realm of psychic phenomena as the Psychic. This level of dedication comes at a price, however, as the Psychic sacrifices other skills in favor of his passion.

Recon (Scout, Rogue) — The Recon is a fusion between a Soldier and a Criminal, a military intrusion expert. They are generally as good with one weapon as a Soldier, but because of the Soldier's better overall weapon development, can't diversify as well. The Recon's blend of subtle and brute talents make the Recon the perfect hunter as well as the hunted.

Scientist (Doctor) — Scientists are the hands-on counterpart to the more academic-types. Where academics think, Scientists do. Where academics theorize, Scientists experiment. Scientists are the doctors, physicists, chemists, and biologists of the galaxy.

Soldier (Fighter, Warrior) — Soldiers are adept in the use of weapons, armor, and other devices of war. They are disciplined and durable, displaying hardy survival skills. Soldiers are less adept at piloting and mechanical skills. Soldiers are the backbone of the army. They are the mercenaries, artillerists, and gunners. Soldiers can be found in every walk of life. They are the men and women who have dedicated their lives to combat, and they excel at it. Many Soldiers are only at home when bullets and coherent energy beams are flying, and therefore rarely do you find one who has truly set aside his weapons.

Technician (Engineer) — Technicians are the perfect technophiles. They excel at the creation and repair of new technologies. Technicians develop engineering and technical skills, but have problems with other science skills, such as medicine.

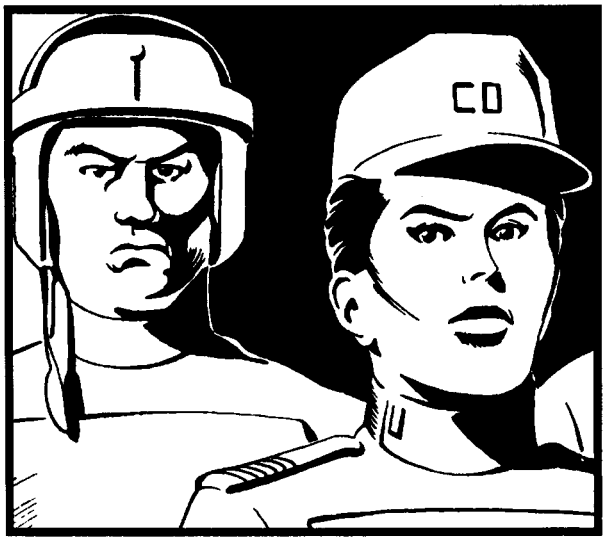


Skills, Categories, and Groups

As a character advances in levels he develops and trains in certain abilities called *skills*. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, psychic powers, etc.). As he develops and improves a skill, his *skill bonus* with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

Each skill is grouped with other similar skills in a specific *skill category*. Each category contains skills that utilize similar physical and mental capabilities (i.e., stats) and similar basic, general abilities. In addition to developing individual skills, a character may develop and improve all of the skills in a skill category by increasing its *skill category bonus*.

Certain skill categories are grouped together for profession bonuses. Skill categories in the same *group* start with the same word followed by a bullet, "•."



Skill Category Record Sheet T-6.2 Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St									
Armor • Light	Ag/St/Ag									
Armor • Medium	St/Ag/St									
Artistic • Active	Pr/Em/Ag									
Artistic • Passive	Em/In/Pr									
Athletic • Brawn	St/Co/Ag									
Athletic • Endurance	Co/Ag/St									
Athletic • Gymnastics	Ag/Qu/Ag									
Awareness • Perceptions	In/SD/In		na	†	0					
Awareness • Searching	In/Re/SD									
Awareness • Senses	In/SD/In									
Body Development	Co/SD/Co		na	†	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	*	0		+10			
Communcations	Re/Me/Em									
Crafts	Ag/Me/SD		na	*	0					
Directed Powers	Ag/SD/Ag									
Influence	Pr/Em/In									
Lore • Academic	Me/Re/Me									
Lore • General	Me/Re/Me									
Lore • Technical	Me/Re/Me									
Martial Arts • Striking	St/Ag/St									
Mind Point Development	SD		na	†	0					
Outdoor • Animal	Em/Ag/Em									
Outdoor • Environmental	SD/In/Me									
Psychic • _____	SD/SD/_									
Psychic • _____	SD/SD/_									
Psychic • _____	SD/SD/_									
Scientific/Analytic										
• Basic	Re/Me/Re									
• Engineering	Me/Re/In						+10			
• Medical	Me/Re/In									
• Specialized	Re/Me/Re		na	*	0					
• Technical	Re/Me/Ag									
Self Control	SD/Pr/SD									
Special Attacks	St/Ag/SD		na	*	0					
Subterfuge • Attacks	Ag/SD/In									
Subterfuge • Mechanics	In/Ag/Re									
Subterfuge • Stealth	Ag/SD/In									
Technical/Trade										
• General	Re/Me/SD									
• Gunnery	In/Ag/Ag						+15			
• Professional	Re/Me/In		na	*	0					
• Vehicles	Ag/In/Ag						+15			
• Vocational	Me/In/Re		na	*	0					
Urban	In/Pr/Re									
Weapon • 1-H Melee	St/Ag/St									
Weapon • 1-H Energy	Ag/Ag/Ag									
Weapon • 1-H Firearms	Ag/St/Ag									
Weapon • 2-H Melee	St/Ag/St									
Weapon • 2-H Energy	Ag/Ag/Ag									
Weapon • 2-H Firearms	Ag/St/Ag									
Weapon • Missile/Thrown	Ag/St/Ag									
Weapon • Support	Ag/St/Ag									
_____	_____									
_____	_____									

PROFESSION TABLE T-1.4

Profession	Prime Stats	Profession Bonuses for Categories & Groups of Categories
Criminal	Ag/Qu	Athletic • Gymnastic (5); Awareness Group (10); Body Development (5); Self Control (5); Subterfuge Group (15); Weapon Group (10)
Explorer	Ag/Qu	Combat Maneuvers (10); Body Development (5); Outdoor Group (10); Technical/Trade • Gunnery (10); Technical/Trade • Vehicles (10); Weapon Group (5)
Pilot	Ag/In	Combat Maneuvers (10); Scientific/Analytical • Engineering (10); Technical/Trade • Gunnery (15); Technical/Trade • Vehicles (15)
Psychic	SD/Pr	Awareness Group (15); Mind Point Development (5); Psychic Group (15); Self Control (15)
Recon	Ag/St	Armor Group (5); Athletic • Gymnastic (5); Awareness Group (5); Body Development (5); Combat Maneuvers (5); Subterfuge Group (10); Weapon Group (15)
Scientist	Re/In	Scientific/Analytical • Basic (10); Scientific/Analytical • Specialized (20); Scientific/Analytical • Engineering or Scientific/Analytical • Medical (15); Scientific/Analytical • Technical (10)
Soldier	St/Ag	Armor Group (10); Body Development (10); Combat Maneuvers (10); Weapon Group (20)
Technician	Re/In	Lore • Technical (5); Scientific/Analytical • Engineering (20); Scientific/Analytical • Specialized (5); Scientific/Analytical • Technical (20)

18.0 :: STATS

"The generation of random numbers is far too important to be left up to chance."
— Any role player

Now you must generate the stats (i.e., statistics) which determine your character's mental and physical prowess. You must generate two sets of stats for your character: his temporary stats and his potential stats (see Appendix A-3 for more details). Each stat has a value between 1 and 101.

The potential value reflects the highest value that the character's stat can obtain (i.e., due to genetics and/or early childhood environment). The temporary value represents the stat's current value.

TEMPORARY STATS

You have 600+10d10 points to assign to your temporary stats—i.e., 600 plus the sum of ten 1d10 die rolls. Each profession has two stats which are that profession's "prime stats" (see the Profession Table T-1.4). Each prime stat must be assigned at least 90 points and each other stat must be assigned at least 20 points.

- If 90 or fewer points are assigned to a stat, the stat's value is equal to the number of points assigned.
- If more than 90 points are assigned to a stat, the stat's value is determined by referring to the Stat Assignment Table T-1.2. In this case, a specific number of points must be assigned in order to obtain a specific stat value.

Remember, the higher the stat the more capable your character will be when performing an action using that particular stat.

Player Option: *Assign 660 points instead of 600 + 10d10 points. This option must be chosen before the 10d10 roll is made.*

STAT ASSIGNMENT TABLE T-1.2

Stat Value	Points Assigned
100	190+
99	171
98	154
97	139
96	126
95	115
94	106
93	99
92	94
91	91
20-90	20-90

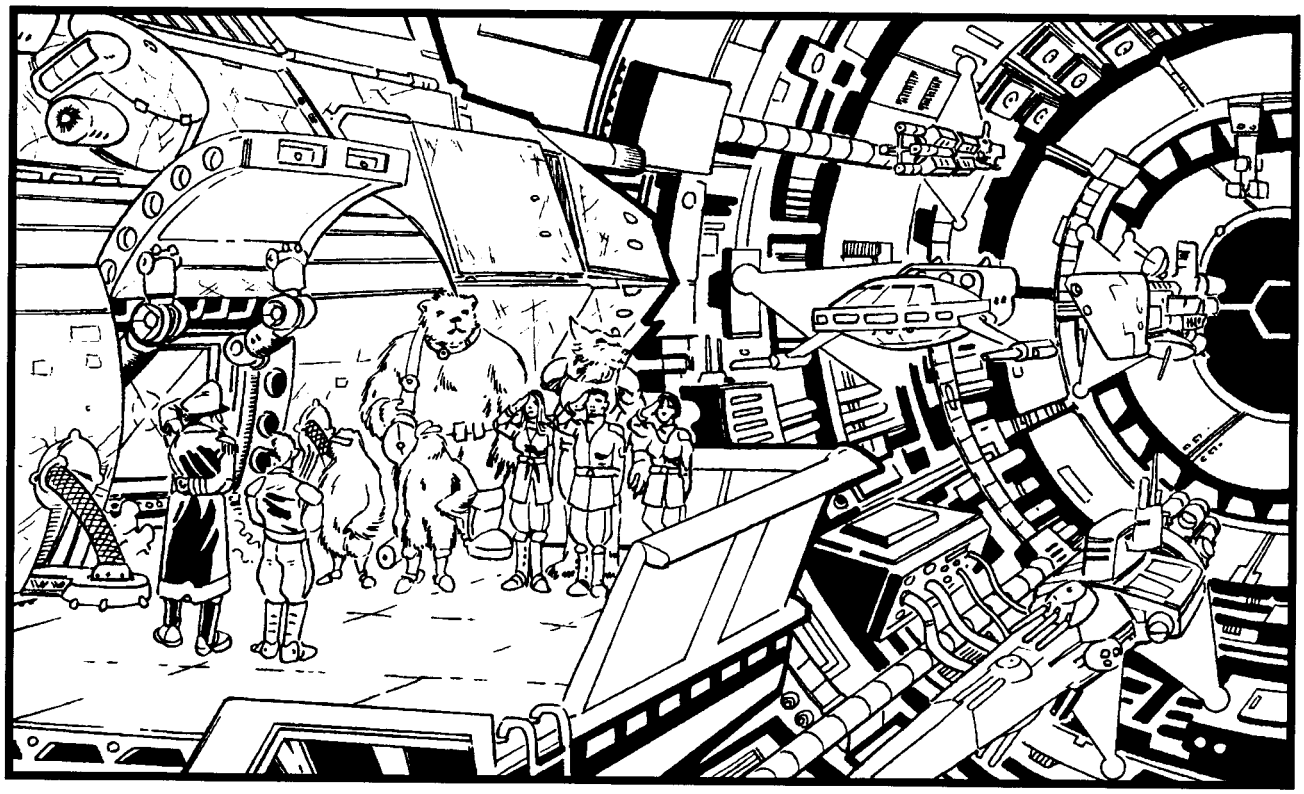
Note: The points required for a stat above 90 are equal to 90 + [stat value – 90]^2.

Example: *Bob rolls 10d10 to determine how many points he gets to allocate to Machka's temporary stats. He gets a total of 65 (he's lucky, the average is 55), so he has 665 (600+65) points to allocate.*

Bob has decided that he wants good (75+) physical stats for Machka: Ag, Co, St, and Qu. He needs at least 90s in his prime stats, Ag and In. You settle on average (35-65) for most of his mental stats: Me, Re, SD, and Pr—he's no genius, but he's not stupid. Finally, Bob decides on a low Empathy because he is a cat, and the last thing cats think about are other people. He determines the exact values of Machka's temporary stats by assigning the 665 points:

Ag: 96 ... requires 126 pts.	*Em: 20 ... requires 20 pts.*
Co: 90 ..... requires 90 pts.	*In: 90 ..... requires 90 pts.*
Me: 38 ..... requires 38 pts.	*Pr: 50 ..... requires 50 pts.*
Re: 43 ..... requires 43 pts.	*Qu: 75 .... requires 75 pts.*
SD: 39 ..... requires 39 pts.	*St: 92 ..... requires 94 pts.*

Total = 665 points



POTENTIAL STATS

To determine each of your character's potential stats, take the corresponding temporary stat and increase it by the roll indicated in the Potential Stat Table T-1.3.

A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.

Player Option: *Add a fixed modification (from the column marked—on the Potential Stat Table T-1.3) to each temporary stat to obtain the corresponding potential stat. If this option is used no rolls are made to determine potentials.*

Example: *Now you must determine Machka's potential stats by rolling as indicated on Table T-1.3.*

Temporary Stat	*Required Roll*	*Actual Dice Rolls*	*Resulting Potential Stat*
Ag: 96	*95+1d5*	*3*	*98*
Co: 90	*90+1d10*	*3*	*93*
Me: 38	*40+6d10*	*3,5,8,2,3,6*	*67*
Re: 43	*40+6d10*	*1,7,8,4,5,6*	*71*
SD: 39	*40+6d10*	*4,2,10,3,9,5*	*73*
Em: 20	*20+8d10*	*2,7,4,1,6,10,4,5*	*59*
In: 90	*90+1d10*	*7*	*97*
Pr: 50	*50+5d10*	*5,3,7,2,8*	*75*
Qu: 75	*80+2d10*	*4,7*	*91*
St: 92	*91+1d9*	*1*	*92*

Effects of Potential Stats

Potential stats have no effect on play whatsoever. Permanently disabling injuries may be reflected in a reduction of potential stats; shorter term disabilities usually result in temporary stat reductions (see the *Gamemaster Manual).*

STAT BONUSES

For each stat, your character's stat bonus is equal to the stat's basic stat bonus plus its racial stat bonus modification plus any special modifications:

Stat Bonus = basic stat bonus
+ racial stat bonus modification
+ special modifications

For each temporary stat, look up the corresponding "basic stat bonus" from the Basic Stat Bonus Table T-2.1. Record these values in the appropriate spaces in the Stats section of your Character Record Sheet.

Example: *You must now record each of Machka's temporary stats, potential stats, and basic stat bonuses.*

Ag: +8 Co: +5 Me: 0 Re: 0 SD: 0
Em: -3 In: +5 Pr: 0 Qu: +2 St: +6

Later, after any special bonuses have been determined, you will total Machka's final stat bonuses.

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	96	98	+8	0		
Constitution	90	93	+5	+6		
Memory	38	67	0	-2		
Reasoning	43	71	0	-2		
Self Discipline	39	73	0	+4		
Empathy	20	59	-3	-6		
Intuition	90	97	+5	+8		
Presence	50	75	0	0		
Quickness	75	91	+2	0		
Strength	92	92	+6	+4		



POTENTIAL STAT TABLE T-1.3

Temporary Stat	Potential Stat	Fixed Mod.†
20-24	20 + 8d10	+44
25-34	30 + 7d10	+39
35-44	40 + 6d10	+33
45-54	50 + 5d10	+28
55-64	60 + 4d10	+22
65-74	70 + 3d10 *	+17
75-84	80 + 2d10 *	+11
85-91	90 + 1d10	+6
92	91 + 1d9	+5
93	92 + 1d8	+4
94	93 + 1d7	+4
95	94 + 1d6	+3
96	95 + 1d5	+3
97	96 + 1d4	+2
98	97 + 1d3	+2
99	98 + 1d2	+1
100	99 + 1d2	+1

Note: See p. 8 for guidelines for 1d2 through 1d9 die rolls.

* — A starting potential stat will be at least as high as its temporary stat. So, if a roll for a potential stat gives a result that is less than its corresponding temporary stat, the potential stat is instead equal to the temporary stat.

† — These modifications are only used if the fixed modification option is used for all stats.

BASIC STAT BONUS TABLE T-2.1

Stat	Basic Stat Bonus	Optional Formula
102+	14	(Stat - 95) x 2
101	12	(Stat - 95) x 2
100	10	(Stat - 81) ÷ 2
98-99	9	(Stat - 81) ÷ 2
96-97	8	(Stat - 81) ÷ 2
94-95	7	(Stat - 81) ÷ 2
92-93	6	(Stat - 81) ÷ 2
90-91	5	(Stat - 81) ÷ 2
85-89	4	(Stat - 67) ÷ 5
80-84	3	(Stat - 67) ÷ 5
75-79	2	(Stat - 67) ÷ 5
70-74	1	(Stat - 67) ÷ 5
31-69	0	—
26-30	-1	(Stat - 33) ÷ 5
21-25	-2	(Stat - 33) ÷ 5
16-20	-3	(Stat - 33) ÷ 5
11-15	-4	(Stat - 33) ÷ 5
10	-5	(Stat - 21) ÷ 2
08-09	-6	(Stat - 21) ÷ 2
06-07	-7	(Stat - 21) ÷ 2
04-05	-8	(Stat - 21) ÷ 2
02-03	-9	(Stat - 21) ÷ 2
01	-10	(Stat - 21) ÷ 2

Note: *The optional formula information in Table T-2.1 is provided only for those who want to calculate their stat bonuses rather than looking them up on a table.*

19.0 :: ADOLESCENCE SKILL DEVELOPMENT

"Children today are tyrants. They contradict their parents, gobble their food, and tyrannize their teachers."
— Socrates, Ancient Earth Philosopher

Each of your character's skill categories and skills starts with a rank of zero.

During his early years of life (i.e., his adolescence), your character will develop his skills and skill categories as indicated in the Adolescence Rank Table T-1.6. Each skill and skill category that is developed will increase its rank by a fixed number of ranks. The exact number of ranks can be found in the column of the Adolescence Rank Table T-1.6 that corresponds to your character's race. The significance and specific mechanics of skills are described in Appendix A-4 (p. 131).

Your character's skills are based upon his social background. For example, if your character is raised in an Tulgaran society, he would use the appropriate Tulgaran skill development.

On your character record sheet, you should record each of your character's skills and skill categories that receive adolescence ranks.

Note: *Only skills and skill categories learned during adolescence are included in the Adolescence Rank Table T-1.6.*

Hobby Ranks

The Adolescence Rank Table T-1.6 indicates a number of hobby ranks for each race. These hobby ranks may be used to increase the ranks of any combination of skills and/or skill categories.

Hobby Rank Restrictions

These restrictions apply when using hobby ranks:

- No skill or skill category may be increased by more ranks than the maximum ranks that normally may be developed when advancing a level (see Section 21.1).
- The skill or skill rank developed must have a development point cost of less than 40.

Example: *Machka's DP cost for a language skill (Communications skill category) is 2/2/2, so he could develop up to 3 ranks by using 3 hobby ranks. His DP cost for Stalking skill (Subterfuge • Stealth skill category) is 3, so he could develop 1 rank by using 1 hobby rank. His DP cost for Atmospheric Pilot skill (Technical/Trade • Vehicles skill category) is 1/2, so he could develop up to 2 ranks by using 2 hobby ranks.*

Starting Languages

Your character starts out with a number of language skill ranks as indicated in the appropriate race description in Appendix A-1 (p. 113).

Additional Language Skill Ranks

Your character receives a number of additional language skill ranks during adolescence. Each of these ranks may be allocated to the allowed languages listed for your character's race in Appendix A-1 (p. 113). The maximum number of ranks that may be developed during adolescence is also provided for each language in Appendix A-1. Spoken and written skills for each language must be developed separately.

Scientific & Technical Ranks

As a member of a scientifically advanced society, your character receives a number of additional skill category ranks and skill ranks in the Scientific/Analytical group and the Technical/Trade group. Each of these ranks may be allocated as you desire—your GM may place certain restrictions on this allocation.

Background Options

Your character receives a number of background options during adolescence as indicated in the Adolescence Rank Table T-1.6. The use of background options is detailed in Section 20.0 (p. 40).

Skills, Categories, and Groups

As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, using psychic powers, etc.). As he develops and improves a skill, his skill bonus with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

Each skill is grouped with other similar skills in a specific skill category. Each category contains skills that utilize similar physical and mental capabilities (i.e., stats) and similar basic, general abilities. In addition to developing individual skills, a character may develop and improve all of the skills in a given skill category by increasing its skill category bonus.

Certain skill categories are grouped together for profession bonuses (see Section 17.0, p. 34). Skill categories in the same group start with the same word followed by a bullet, "•."

Example: *Machka is a Falanar so Bob records his specific skill ranks and skill category ranks listed in the Falanar column of the Adolescence Rank Table T-1.6.*

Machka also gets 10 hobby ranks. Bob assigns Machka's hobby ranks as follows:

Weapon • 1-H Melee skill category	*2*
Hazzok (a 1-H melee weapon) skill	*1*
Weapon • 1-H Energy skill category	*1*
Blaster pistol skill	*2*
Subterfuge • Stealth skill category	*1*
Stalking skill	*1*
Technical/Trade • Gunnery skill category	*1*
High-Energy Projector skill	*1*

Referring to the Falanar race description in Appendix A-1 (p. 113), Bob sees that Machka starts knowing the following languages with the following skill ranks (S=Spoken, W=Written):

Falar	*S8/W4*
Human	*S5/W0*

Bob allocates his 6 additional language skill ranks to increase Machka's Species Standard to (S6/W0) (see Appendix A-1, p. 113).

Bob then allocates his additional Scientific/Analytical skill category ranks (4 ranks to Basic and 2 ranks to Engineering) and skill ranks (2 ranks to Basic Math, 2 ranks to Computer Engineering, and 2 ranks to Advanced Mathematics).

The sample character records on the next page have the total ranks recorded for each category and skill (i.e., adolescence ranks + hobby ranks + additional language ranks).

Machka gets four background options. These will be discussed in Section 20.0 (p. 40).

Skill Category Record Sheet T-6.2

Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Rank	Stat	Bc Prof.
Armor • Heavy	St/Ag/St						
Armor • Light	Ag/St/Ag						
Armor • Medium	St/Ag/St						
Artistic • Active	Pr/Em/Ag						
Artistic • Passive	Em/In/Pr						
Athletic • Brawn	St/Co/Ag		2				
Athletic • Endurance	Co/Ag/St						
Athletic • Gymnastics	Ag/Qu/Ag		1				
Awareness • Perceptions	In/SD/In		na	†	0		
Awareness • Searching	In/Re/SD						
Awareness • Senses	In/SD/In		2				
Body Development	Co/SD/Co		na	†	0		
Combat Maneuvers	Ag/Qu/SD		na	•	0		+10
Communcations	Re/Me/Em		1				
Crafts	Ag/Me/SD		na	•	0		
Directed Powers	Ag/SD/Ag						
Influence	Pr/Em/In						
Lore • Academic	Me/Re/Me						
Lore • General	Me/Re/Me		3				
Lore • Technical	Me/Re/Me						
Martial Arts • Striking	St/Ag/St		2				
Mind Point Development	SD		na	†	0		
Outdoor • Animal	Em/Ag/Em		1				
Outdoor • Environmental	SD/In/Me		1				
Psychic • _____	SD/SD/_						
Psychic • _____	SD/SD/_						
Psychic • _____	SD/SD/_						
Scientific/Analytic							
• Basic	Re/Me/Re		4				
• Engineering	Me/Re/In		2				+10
• Medical	Me/Re/In						
• Specialized	Re/Me/Re		na	•	0		
• Technical	Re/Me/Ag						
Self Control	SD/Pr/SD						
Special Attacks	St/Ag/SD		na	•	0		
Subterfuge • Attacks	Ag/SD/In						
Subterfuge • Mechanics	In/Ag/Re						
Subterfuge • Stealth	Ag/SD/In		5				
Technical/Trade							
• General	Re/Me/SD		4				
• Gunnery	In/Ag/Ag		1				+15
• Professional	Re/Me/In		na	•	0		
• Vehicles	Ag/In/Ag						+15
• Vocational	Me/In/Re		na	•	0		
Urban	In/Pr/Re						
Weapon • 1-H Melee	St/Ag/St		4				
Weapon • 1-H Energy	Ag/Ag/Ag		1				
Weapon • 1-H Firearms	Ag/St/Ag						
Weapon • 2-H Melee	St/Ag/St						
Weapon • 2-H Energy	Ag/Ag/Ag						
Weapon • 2-H Firearms	Ag/St/Ag						
Weapon • Missile/Thrown	Ag/St/Ag						
Weapon • Support	Ag/St/Ag						

Skill Record Sheet T-6.3

Character: Machka

Player: Your Name

Level: _____

Skill Name	#Ranks	New Ranks	Rank	Category	B Item
_____					
_____					
_____					
Climbing	1				
_____					
Alertness	2				
_____					
Sense Awareness (Hearing)	2				
_____					
Body Development	2				
Falar, spoken	8				
Falar, written	4				
Human, spoken	5				
Human, written	0				
Species Standard, spoken	6				
Species Standard, written	0				
_____					
_____					
"Own" Region Lore	3				
"Falar" Culture Lore	3				
_____					
Tackling	2				
Riding (horses)	1				
_____					
Basic Math	2				
Computer Engineering	2				
Advanced Math	2				
_____					
Claw Attack	2				
_____					
Hiding	2				
Stalking	5				
_____					
High-Energy Projector	1				
_____					
Hazzok	3				
_____					
Blaster Pistol	2				

ADOLESCENCE RANK TABLE T-1.6

	Falanar	Humans	Kagoth	Oort	Tulgar	Valiesians	Xatosian (m)
Armor • Medium skill category	0	0	0	0	2	0	0
Kinetic Armor skill	0	0	0	0	2	0	0
Athletic • Brawn skill category	2	1	5	0	1	2	0
Athletic • Endurance skill category	0	1	2	2	1	1	0
Jumping skill	0	0	0	0	0	2	0
Sprinting skill	0	0	0	0	0	2	0
Swimming skill	0	1	2	2	1	0	0
Athletic • Gymnastic	1	0	0	0	0	0	0
Climbing skill	1	0	0	0	0	0	0
Awareness • Perceptions skill category	–	–	–	–	–	–	–
Alertness skill	2	1	5	0	0	5	3
Awareness • Searching skill category	0	1	0	1	1	0	2
Awareness • Senses skill category	2	0	0	0	2	0	0
Sense Awareness skill (Hearing)	2	0	0	0	0	0	0
Sense Awareness skill (Smell)	0	0	0	0	2	0	0
Body Development skill category	–	–	–	–	–	–	–
Body Development skill	2	2	5	1	3	3	1
Communication skill category	1	8	3	10	3	3	3
Language skills *	6	10	10	10	10	5	7
Lore • General skill category	3	3	3	5	3	3	3
"Own" Region Lore skill	3	3	3	5	3	3	3
"Own" Culture Lore skill	3	3	3	5	3	3	3
Martial Arts • Strikes skill category	2	0	0	0	0	0	0
Tackling skill	2	0	0	0	0	0	0
Outdoor • Animal skill category	1	0	2	0	1	0	0
Riding skill	1	0	0	0	1	0	0
Outdoor • Environment skill category	1	1	2	0	1	1	0
Mind Point Development skill category	–	–	–	–	–	–	–
Mind Point Development skill	0	0	0	0	0	0	1
Psychic skill category	0	0	0	0	0	0	3
Psychic skills	0	0	0	0	0	0	6
Scientific/Analytical group *	6	10	6	10	5	5	0
Scientific skills *	6	10	6	20	5	5	0
Special Attacks skill category	–	–	–	–	–	–	–
Claw attack skill	2	0	0	0	2	4	0
Subterfuge • Stealth skill category	4	2	0	0	0	5	0
Hiding skill	2	1	0	0	0	5	0
Stalking skill	4	0	0	0	0	5	0
Tech/Trade • General skill category	4	3	5	5	2	0	3
General skills *	0	2	5	3	0	0	2
Tech/Trade • Vocational skill category	–	–	–	–	–	–	–
Vocational skills *	0	2	5	3	0	0	2
1-Handed Melee skill category	2	0	0	0	3	0	0
Hazzok skill	2	0	0	0	0	0	0
Monosword skill	0	0	0	0	3	0	0
Hobby Ranks	10	10	10	15	10	6	10
Background Options	4	6	1	4	6	7	2

* — Subject to race restrictions for languages (see App. A-1, p. 113) and GM restrictions, these ranks may be allocated as the player wishes.

20.0 :: BACKGROUND OPTIONS

"What's the backstory?"
— Holo-vid mogul during a story pitch.

Background options represent special abilities, training, and other things with which your character begins the game. Background options help make your character unique. How you use your background options is a critical decision that can dramatically affect your character's "personality." Will he have inherited a ship from his grandfather? Perhaps he is naturally a pilot, or maybe his mother and father were linguists and he has mastered extra languages.

Background options include: extra stat gain rolls, extra money, extra languages, special items, and special skill & skill category bonuses. The Adolescence Rank Table T-1.6 (p. 39) summarizes how many background options your character may choose.

Note: *Your Gamemaster may choose to assign and/or restrict any background options in his own manner.*

Apparent Age: ___ Actual Age: ___
Gender: ___ Skin: ___
Height: ___ Weight: ___
Hair: ___ Eyes: ___
Personality: ___
Motivation: ___
Alignment: ___
BACKGROUND INFORMATION:

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
Hazzok	sheath	-	+15 bonus
Medium Blaster Pistol	holster		+15 bonus
medium interstellar freighter	special		special

Hits (Maximum): ___ | Miscellaneous Information: | Mind Points (Max.): ___

SKILL RECORD SHEET T-6.3

Character: Machka
Player: Your Name
Level: ___

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total
Climbing	1							
Alertness	2							
Sense Awareness (Hearing)	2							
Body Development	2							
Falar, spoken	8							
Falar, written	4							
Human, spoken	5							
Human, written	0							
Species Standard, spoken	6							
Species Standard, written	0							
"Own" Region Lore	3							
"Falar" Culture Lore	3							
Tackling	2							
Riding (horses)	1							
Basic Math	2							
Computer Engineering	2							
Advanced Math	2							
Claw Attack	2							
Hiding	2							
Stalking	5							
High-Energy Projector	1					+10		
Hazzok	3				+15			
Blaster Pistol	2				+15			

Extra Stat Gain Rolls

This background option gives your character an extra stat gain roll (see Section 21.4, p. 45) for each of his stats.

Extra Money

There are 3 ways to get money with background options:

- Your Gamemaster may assign you a fixed amount of money.
- You may roll on the "Extra Money" section of the Background Options Table T-1.5.
- You may use two background options and chose any amount of money (usually you want to choose 200,000) from the "extra money" section of the Background Options Table T-1.5.

Extra Languages

Choosing extra languages as a background option means that your character may allocate 20 skill ranks to "extra languages" allowed for his race (see App. A-1, p. 113). The number of skill ranks (spoken/written) that may be allocated any "extra language" is limited as indicated for each race in Appendix A-1.

Special Items

There are three ways to get a special item with background options. In each case, your GM must determine the exact nature of the item.

- Your Gamemaster may create a special item designed specifically for your character.
- You may roll on the "special items" section of the Background Options Table T-1.5.
- You may use two background options and choose an item from the "special items" section of the Background Options Table T-1.5.

Special Bonuses

This background option provides a special bonus to one of your character's skills or skill categories. The bonus is +10 to a skill or +5 to a skill category; however, the following restrictions apply:

- The skill or skill category must have a standard or a combined skill rank bonus progression (see Section 23.1, p. 50).
- Only one such special bonus may be acquired for each given skill and skill category.

Example: *Bob has four background options to allocate for Machka—see Table T-1.1 (p. 33) & Table T-1.6 (p. 39). He allocates one to roll for a special item, two to choose a special item, and one to get a special +10 bonus to his High-Energy Projector skill.*

You refer to the Special Items section of the Table T-1.5 and roll a 37. His special items are both +15 in quality. You decide that Machka should have a +15 hazzok, for down and dirty fighting, and a +15 medium blaster pistol.

Next, since you have used two background options, you get to choose what result you want for his second special item. You choose a result of 100 so that Machka can start with a medium interstellar freighter. This will be a good adventure hook, and the GM approves of your choice.

Finally, you record Machka's special +10 bonus and his item bonuses to his hazzok and blaster skills.

BACKGROUND OPTIONS TABLE T-1.5

Special Items (choose for 2 B.O.'s) —

Roll	Item
1-5	*Bonus Item (I):* You have two exceptional items of high quality, or one psychic item (if allowed). The exact nature of these items is up to you and the GM to decide; usually a special bonus of +5 to skills affected by those items. For example, you may have a +5 bypass kit that bestows its bonus to security bypass.
6-10	*Bonus Item (II):* As Bonus Item (I), except that it gives you a bonus of +10.
11-20	*Bonus Item (III):* As Bonus Item (I), except that there are either three items with a +5 bonus each, **or** one item with a bonus of +15.
21-30	*Bonus Item (IV):* As Bonus Item (I), except that there are either three items with a +10 bonus, **or** two psychic items (if allowed) with a +10 bonus, **or** a single item with a +20 bonus.
31-65	*Bonus Item (V):* As Bonus Item (I), except that there are two items with a +15 bonus, **or** 1 psychic item (if allowed).
66	*Barrier Shield:* You possess a belt-sized barrier shield.
66-75	*Bonus Item (VI):* As Bonus Item (I), except that it gives you a bonus of +25 bonus.
76-80	*Bonus Item (VII):* As Bonus Item (I), except that there are three items with a +15 bonus, **or** one psychic item (if allowed).
81-85	*Bonus Item (VIII):* As Bonus Item (I), except that there are two items with a +25 bonus each, **or** one psychic item (if allowed).
86-89	*Absorption Shield:* You possess a belt-sized absorption shield.
90-93	*Deflector Shield:* You possess a belt-sized deflector shield.
94-97	*Velocity Shield:* You possess a belt-sized velocity shield.
98	*Shuttle:* You own a shuttle craft. It is not ftl capable.
99	*Light Freighter:* You possess a light, interstellar freighter.
100	*Medium Freighter:* You posses a medium, interstellar freighter.

Item Note: *If multiple background options are used to take items, the GM might allow the player to combine multiple effects into a single item. The bonus would be cumulative, up to a maximum of +30 if taken in one item.*

Item Note: *A "+# item" gives a +# bonus to any skill with which the item is used (a +10 disguise kit would grant to the character's disguise skill when used).*

Extra Languages

Allocate 20 skill ranks to the extra languages listed for your race.

Extra Money
(choose for 2 Background Options) —

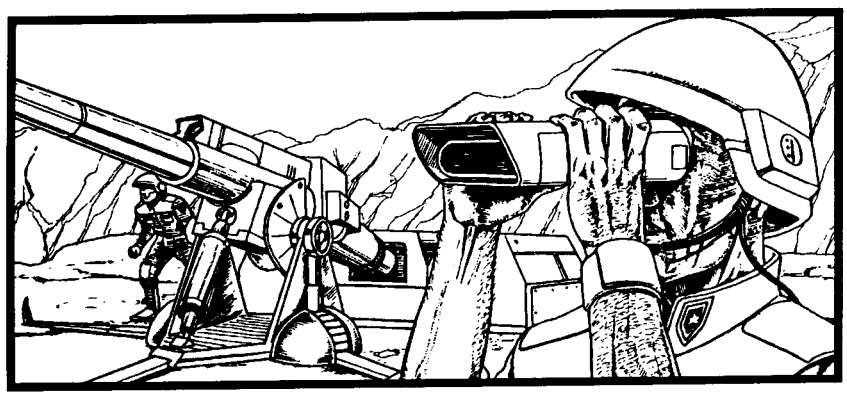
Roll	Amount
01-02	¢1,000
03-05	¢2,000
06-15	¢5,000
16-25	¢10,000
26-35	¢15,000
36-45	¢20,000
46-55	¢30,000
56-65	¢35,000
66-70	¢40,000
71-75	¢50,000
76-80	¢60,000
81-85	¢70,000
86-90	¢80,000
91-94	¢100,000
95-97	¢125,000
98-99	¢150,000
100	¢200,000

Extra Stat Gain Rolls —

Make an extra stat gain roll for each of your stats (see Section 21.4, page 45).

Special Bonuses (choose one) —

- A special +10 bonus to one skill.
- A special +5 bonus for skill category.



21.0 APPRENTICESHIP SKILL DEVELOPMENT

"Few parents nowadays pay any regard to what their children say to them. The old-fashioned respect for the young is fast dying out."
— Oscar Wilde, Old Earth Writer

After his adolescence, your character will develop his apprenticeship abilities. Based upon his five "development stats" (Ag, Co, Me, Re, SD), your character receives a certain number of skill *development points* (DPs):

DPs = (Ag + Co + Me + Re + SD) ÷ 5

These DPs may be used to:

- Increase the ranks of your character's skills and/or skill categories (see Sections 21.1 and 21.2).
- Obtain training packages (see Section 21.3).
- Obtain extra stat gain rolls (see Section 21.4).

Example: *Bob has 61 DPs to use to develop Machka's skills: 61.2 = (96 + 90 + 38 + 43 + 39) ÷ 5.*

Skill Category Record Sheet T-6.2

Skill Category	Applicable Stats	Dev. Cost	# of Ranks
Armor • Heavy	St/Ag/St	4/4/4	
Armor • Light	Ag/St/Ag	2/2/2	
Armor • Medium	St/Ag/St	3/3/3	
Artistic • Active	Pr/Em/Ag	2/5	
Artistic • Passive	Em/In/Pr	2/6	
Athletic • Brawn	St/Co/Ag	3/6	2
Athletic • Endurance	Co/Ag/St	2/5	
Athletic • Gymnastics	Ag/Qu/Ag	1/5	1
Awareness • Perceptions	In/SD/In	2/6	na
Awareness • Searching	In/Re/SD	2/5	
Awareness • Senses	In/SD/In	2/5	2
Body Development	Co/SD/Co	4/10	na
Combat Maneuvers	Ag/Qu/SD	4/10	na
Communcations	Re/Me/Em	2/2/2	1
Crafts	Ag/Me/SD	4/10	na
Directed Powers	Ag/SD/Ag	20	
Influence	Pr/Em/In	2/5	
Lore • Academic	Me/Re/Me	2/6	
Lore • General	Me/Re/Me	1/3	3
Lore • Technical	Me/Re/Me	2/5	
Martial Arts • Striking	St/Ag/St	4/10	2
Mind Point Development	SD	16	na
Outdoor • Animal	Em/Ag/Em	2/6	1
Outdoor • Environmental	SD/In/Me	2/5	1
Psychic • Mind Over Matter	SD/SD/SD	25	
Psychic • Healing	SD/SD/Em	50	
Psychic • Telepathy	SD/SD/Em	75	
Scientific/Analytic			
• Basic	Re/Me/Re	2/7	4
• Engineering	Me/Re/In	5	2
• Medical	Me/Re/In	10	
• Specialized	Re/Me/Re	10	na
• Technical	Re/Me/Ag	5	
Self Control	SD/Pr/SD	2/7	
Special Attacks	St/Ag/SD	3/7	na
Subterfuge • Attacks	Ag/SD/In	6	
Subterfuge • Mechanics	In/Ag/Re	3	
Subterfuge • Stealth	Ag/SD/In	3	5
Technical/Trade			
• General	Re/Me/SD	2/6	4
• Gunnery	In/Ag/Ag	1/5	1
• Professional	Re/Me/In	6	na
• Vehicles	Ag/In/Ag	1/2	
• Vocational	Me/In/Re	3/9	na
Urban	In/Pr/Re	2/4	
Weapon • 1-H Melee	St/Ag/St	2/5	4
Weapon • 1-H Energy	Ag/Ag/Ag	2/7	1
Weapon • 1-H Firearms	Ag/St/Ag	4	
Weapon • 2-H Melee	St/Ag/St	12	
Weapon • 2-H Energy	Ag/Ag/Ag	3/9	
Weapon • 2-H Firearms	Ag/St/Ag	12	
Weapon • Missile/Thrown	Ag/St/Ag	4	
Weapon • Support	Ag/St/Ag	12	

21.1 STANDARD DP COSTS

Based upon your character's profession, each skill category has a standard development point (DP) cost associated with it (see Table T-2.8). Each skill has a standard development point cost equal to the DP cost of its skill category.

There are three types of development point costs:

Single Number (#) — A skill or skill category with a single number DP cost may have its rank increased by one by allocating (i.e., expending) DPs equal to its DP cost. The rank of such a skill or skill category may only be increased by one during the skill development process (i.e., once each level advancement, see Section 24.0, p. 55).

Two Numbers (#/#) — A skill or skill category with a two number DP cost (e.g., 2/6, 3/7) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** it may have its rank increased by two by allocating DPs equal to the sum of the two numbers. The rank of such a skill or skill category may be increased by a maximum of two during the skill development process.

Three Numbers (#/#/#) — A skill or skill category with a three number DP cost (e.g., 3/3/3) may have its rank increased by one by allocating (i.e., expending) DPs equal to the first number **or** it may have its rank increased by two by allocating DPs equal to the sum of the first two numbers **or** it may have its rank increased by three by allocating DPs equal to the sum of the three numbers. The rank of such a skill or skill category may be increased by a maximum of three during the skill development process.

21.2 VARIABLE DP COSTS

Some of the standard development point costs for your character's profession may vary based upon a number of factors.

Weapons

There are eight "Weapon Group" skill categories:

Weapon • 1-H Melee	Weapon • 1-H Firearm
Weapon • 2-H Melee	Weapon • Support
Weapon • Missile/Thrown	Weapon • 2-H Energy
Weapon • 1-H Energy	Weapon • 2-H Firearm

You may rearrange the DP costs for these skill categories. This rearrangement is subject to GM approval and the race restrictions in Appendix A-1 (p. 113).

Example: *You assign Machka's DP costs for weapon categories as follows:*

Weapon • 1-H Melee 2/5
Weapon • 1-H Energy 2/7
Weapon • 1-H Firearm 4
Weapon • 2-H Melee 12
Weapon • 2-H Energy 3/9
Weapon • 2-H Firearm 12
Weapon • Missile/Thrown 4
Weapon • Support 12

Remember that Machka assigned 2 hobby ranks to his 1-H Melee category and 2 hobby ranks to hazzok skill (see Section 19.0, p. 38). Thus, due to the restrictions on assigning hobby ranks outlined in Section 19.0, Machka is forced to assign either his 2/5, 2/7, or 3/9 DP cost to the 1-H Melee category.

At this point Bob records all of Machka's DP costs on his Record Sheet T-6.2 (see the sample record sheet on this page).

Psychic Powers

There are nine "Psychic Group" skill categories:

Psychic • Electrokinesis	Psychic • Psychokinesis
Psychic • Healing	Psychic • Radiokinesis
Psychic • Meta-Psi	Psychic • Telepathy
Psychic • Mind Over Matter	Psychic • Thermokinesis
Psychic • Photokinesis	

The DP costs for psychic powers work exactly the same as those for weapons. You may rearrange the DP costs for these skill categories. This rearrangement is subject to GM approval and the race restrictions in Appendix A-1 (p. 113).

Note: *The skills in some of your psychic skill categories are **restricted** (for every two ranks developed only one rank is actually gained). See Section 33.1 (p. 78) for more details on how to determine how many psychic skill categories have restricted skills.*

Example: *Even though Machka doesn't plan to develop any psychic powers, you assign his DP costs for the psychic categories as follows:*

Psychic • Mind Over Matter ... 25
Psychic • Healing 50
Psychic • Telepathy 75
Psychic • Meta-Psi 100
Psychic • Electrokinesis 125
Other Psychic Categories 150

Occupational, Everyman, and Restricted Skills

For some races and professions, certain skills are designated as being occupational, everyman, or restricted.

- If a skill is designated as occupational, for every rank developed, the character gains three ranks. A character cannot develop "part" of a rank to gain fewer than three ranks.
- If a skill is designated as everyman, for every rank developed, the character gains two ranks. A character cannot develop "part" of a rank to gain fewer than two ranks.
- If a skill is designated as restricted, for every two ranks developed, the character gains only one rank.

Note that the skill remains in its standard category and the category is not affected in any way. In addition, hobby skills, adolescence skills, and training package skills are not affected by these classifications.

Example: *Machka has three skills that are everyman. Because of his violent upbringing and cruel evolutionary line, brawling and wrestling are everyman. In addition, interrogation is everyman, because everyone knows exactly how cruel cats can be. He also has several restricted skills. Predatory cats are not cursorial hunters, therefore distance running is restricted. In addition, since the skill system was designed with monkey-like Humans in mind, all Athletic • Gymnastics skill except climbing are restricted. In addition, their lack of patience makes them bad at diplomacy, duping, and trading. All of these skills are restricted.*

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Criminal	Explorer	Pilot	Psychic	Recon	Scientist	Soldier	Technician
Armor • Heavy	4/4/4	3/3/3	4/4/4	11	3/3/3	10	2/2/2	8/8
Armor • Light	2/2/2	1/1/1	2/2/2	9	1/1/1	8	1/1/1	3/3/3
Armor • Medium	3/3/3	2/2/2	3/3/3	10	2/2/2	9	1/1/1	6/6
Artistic • Active	2/4	2/4	2/5	2/6	2/4	2/5	2/5	2/5
Artistic • Passive	2/5	2/5	2/6	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	3/6	2/6	3/6	6	2/6	4/12	2/5	3/8
Athletic • Endurance	2/7	2/5	2/5	3	2/5	3/8	2/6	2/7
Athletic • Gymnastic	1/3	2/5	1/5	3	1/5	3/7	2/5	2/5
Awareness • Perception	2/5	2/7	2/6	6	2/6	5/12	2/9	4/10
Awareness • Searching	1/3	2/4	2/5	3	1/5	2/5	2/5	2/6
Awareness • Senses	2/5	2/5	2/5	3/7	2/6	2/7	2/6	2/7
Body Development	5/12	3/9	4/10	15	3/9	5/12	2/5	5/12
Combat Maneuvers	4/12	4/10	4/10	18	4/12	12	3/9	12
Communications	2/2/2	3/3/3	2/2/2	2/2/2	3/3/3	1/1/1	3/3/3	2/2/2
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Powers	20	20	20	1/3	20	3/9	15	12
Influence	2/5	2/5	2/5	2/6	2/5	3/9	2/7	4/10
Lore • Academic	1/5	2/6	2/6	2/5	2/5	2/6	2/6	2/6
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Technical	2/4	2/5	2/5	2/5	2/5	2/4	2/6	1/3
Martial Arts • Striking	3/7	3/7	4/10	9	3/7	6	1/5	4
Mind Point Development	20	16	18	4	14	8	14	12
Outdoor • Animal	2/5	2/5	2/6	3	1/5	4	1/4	2/6
Outdoor • Environment	2/5	1/3	2/5	3	1/5	3/9	2/5	2/6
Psychic • Category 1 †	50	12/12	25	1/1/1	8/8	3/3/3	8/8	4/4/4
Psychic • Category 2 †	75	25	50	2/2/2	10/10	4/4/4	10/10	6/6/6
Psychic • Category 3 †	100	50	75	3/3/3	12/12	6/6/6	12/12	8/8
Psychic • Category 4 †	125	75	100	4/4/4	25	8/8	25	10/10
Psychic • Category 5 †	150	100	125	6/6/6	50	10/10	50	12/12
Psychic • All Other Categories †	175	125	150	8/8	75	12/12	75	25
Scientific/Analytical • Basic	3/6	2/6	2/7	2/5	3/6	1/5	3/6	2/4
Scientific/Analytical • Engineering	8	6	5	8	12	3/5	10	2/7
Scientific/Analytical • Medical	8	9	10	4	8	3/5	8	6/12
Scientific/Analytical • Specialized	10	11	10	6	12	3/7	12	6
Scientific/Analytical • Technical	6/12	6	5	6	12	2/6	10	2/4
Self Control	2/6	2/6	2/7	1/3	2/6	4/12	2/6	2/7
Special Attacks	2/8	3/9	3/7	8	2/7	10	2/6	6/12
Subterfuge • Attacks	2/6	2/5	6	15	4/8	10	6/10	6/12
Subterfuge • Mechanical	1/3	2/6	3	7	2/5	5/11	3/8	2/8
Subterfuge • Stealth	1/3	1/4	3	5	1/3	4/8	2/5	2/7
Technical/Trade • General	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Technical/Trade • Gunnery	6	2/5	1/5	6	3/9	12	2/6	2/5
Technical/Trade • Professional	6	6	6	6	6	6	6	6
Technical/Trade • Vehicles	5	2/5	1/2	5	4	10	4	4
Technical/Trade • Vocational	3/9	3/9	3/9	3/9	3/9	3/9	3/9	3/9
Urban	1/2	2/5	2/4	2/4	1/3	3/8	2/4	2/5
Weapon • Category 1 †	2/7	2/5	2/5	9	2/5	6	1/5	3/8
Weapon • Category 2 †	3/8	2/5	2/7	20	3/8	11	2/5	5/12
Weapon • Category 3 †	4	3/9	3/9	20	3/9	12	2/7	5
Weapon • Category 4 †	4	3/9	4	20	3/9	12	2/7	6
Weapon • Category 5 †	4	3/9	4	20	3/9	13	2/7	8
Weapon • Category 6 †	6	5	12	20	6	13	5	11
Weapon • All Other Categories †	6	12	12	20	6	13	5	11

† — The DP costs for categories in this group may be freely assigned among the categories within this group.

21.3 TRAINING PACKAGES

During the apprenticeship skill development process, you may allocate DPs to obtain training packages for your character. Training packages provide the following:

- Rank increases for skills and skill categories.
- Extra stat gain rolls (see Section 21.4, p. 45).
- Extra money and special items (see App. A-5, p. 172).

There are 14 different training packages, divided into two types: lifestyle (L) and vocational (V). Normally, a character may only develop one lifestyle training package. Each training package has a specific development point cost based upon your character's profession (see the Training Package DP Cost Table T-2.7). In addition, each training package increases your character's age by a fixed amount; i.e., it takes time to train. See Appendix A-5 (p. 172) for detailed information on the individual training packages.

A-5.5 COMMERCIAL PILOT (V)

The pilot comes in many colors. Some have their license for personal transport. Some are pilots for commercial reasons. Whatever the reason, it's unlikely that they have much in the way of combat experience.

Quote: *I reached out, and touched the face of God.*

Time to Acquire: 14 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Armored Vac Suit (+10)	30
Close friends with another pilot	50
Useful corporate contacts	40

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Science/Analytical • Specialized skill category	n/a
Astrogation	1
Orbital Mechanics	1
Tech/Trade • General skill category	1
Sensor Analysis	1
Tech/Trade • Vehicles skill category	2
Atmospheric Pilot	1
FTL Pilot	1
Space Pilot	2

Stat Gains: None

Cost by Profession

Criminal	33	Recon	32
Explorer	26	Scientist	43
Pilot	23	Soldier	31
Psychic	34	Technician	30

Note: *Note that skill ranks gained from training packages do not count against the restrictions for buying the skills with development points. After training packages have been purchased, a skill can still be developed fully, even if it has gained ranks from the training package.*

Example: *Bob has 61 DPs to use for training packages, extra stat gain rolls, and developing Machka's skills and skill categories. First, he decides that he doesn't want to spend DPs on extra stat gain rolls (see the next page)—he can wait until he gets free stat gain rolls when Machka reaches 2nd level (Bob's GM thinks to himself: "if he gets to 2nd level").*

Bob then decides to develop the Commercial Pilot training package (see next page) at a cost of 23 DPs. He figures that this will cover most of the commonly used skills Machka will need while adventuring, leaving the rest of his DPs (38) for developing his weapon skills, his hits, and his piloting skills. This training package gives Bob no choices for assigning ranks—they are all chosen for him. He now records the ranks Machka receives from this training package—the changes to the record sheets in the next column have been bolded.

The GM informs Bob that he has made the rolls to determine the special equipment that Machka obtained while he was a pilot—an armored vac suit (+10) and useful corporate contacts.

Race: Falanar
Profession: Pilot
Training Packages:
Commercial Pilot

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
Hazzok	sheath	–	+15 bonus
Medium Blaster Pistol	holster		+15 bonus
Armored Vac Suit	special		+10 bonus
medium interstellar freighter	special		special

Hits (Maximum): _____
Miscellaneous Information: Has useful corporate contacts.
Mind Points (Max.): ____

SKILL CATEGORY RECORD SHEET T-6.2 Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonus Rank	Bonus Stat	Bonus Prof.
Armor • Heavy	St/Ag/St	4/4/4		□□□			
Armor • Light	Ag/St/Ag	2/2/2		□□□			
Armor • Medium	St/Ag/St	3/3/3		□□□			
Artistic • Active	Pr/Em/Ag	2/5		□□□			
Artistic • Passive	Em/In/Pr	2/6		□□□			
Athletic • Brawn	St/Co/Ag	3/6	2	□□□			
Athletic • Endurance	Co/Ag/St	2/5		□□□			
Athletic • Gymnastics	Ag/Qu/Ag	1/5	1	□□□			
Awareness • Perceptions	In/SD/In	2/6	na	‡	0		
Awareness • Searching	In/Re/SD	2/5		□□□			
Awareness • Senses	In/SD/In	2/5	2	□□□			
Body Development	Co/SD/Co	4/10	na	†	0		
Combat Maneuvers	Ag/Qu/SD	4/10	na	•	0		+10
Communcations	Re/Me/Em	2/2/2	1	□□□			
Crafts	Ag/Me/SD	4/10	na	•	0		
Directed Powers	Ag/SD/Ag	20		□□□			
Influence	Pr/Em/In	2/5		□□□			
Lore • Academic	Me/Re/Me	2/6		□□□			
Lore • General	Me/Re/Me	1/3	3	□□□			
Lore • Technical	Me/Re/Me	2/5		□□□			
Martial Arts • Striking	St/Ag/St	4/10	2	□□□			
Mind Point Development	SD	16	na	†	0		
Outdoor • Animal	Em/Ag/Em	2/6	1	□□□			
Outdoor • Environmental	SD/In/Me	2/5	1	□□□			
Psychic • Mind Over Matter	SD/SD/SD	25		□□□			
Psychic • Healing	SD/SD/Em	50		□□□			
Psychic • Telepathy	SD/SD/Em	75		□□□			
Scientific/Analytic							
• Basic	Re/Me/Re	2/7	4	□□□			
• Engineering	Me/Re/In	5	2	□□□			+10
• Medical	Me/Re/In	10		□□□			
• Specialized	Re/Me/Re	10	na	•	0		
• Technical	Re/Me/Ag	5		□□□			
Self Control	SD/Pr/SD	2/7		□□□			
Special Attacks	St/Ag/SD	3/7	na	•	0		
Subterfuge • Attacks	Ag/SD/In	6		□□□			
Subterfuge • Mechanics	In/Ag/Re	3		□□□			
Subterfuge • Stealth	Ag/SD/In	3	5	□□□			
Technical/Trade							
• General	Re/Me/SD	2/6	5	□□□			
• Gunnery	In/Ag/Ag	1/5	1	□□□			+15
• Professional	Re/Me/In	6	na	•	0		
• Vehicles	Ag/In/Ag	1/2	2	□□□			+15
• Vocational	Me/In/Re	3/9	na	•	0		
Urban	In/Pr/Re	2/4		□□□			
Weapon • 1-H Melee	St/Ag/St	2/5	4	□□□			
Weapon • 1-H Energy	Ag/Ag/Ag	2/7	1	□□□			
Weapon • 1-H Firearms	Ag/St/Ag	4		□□□			

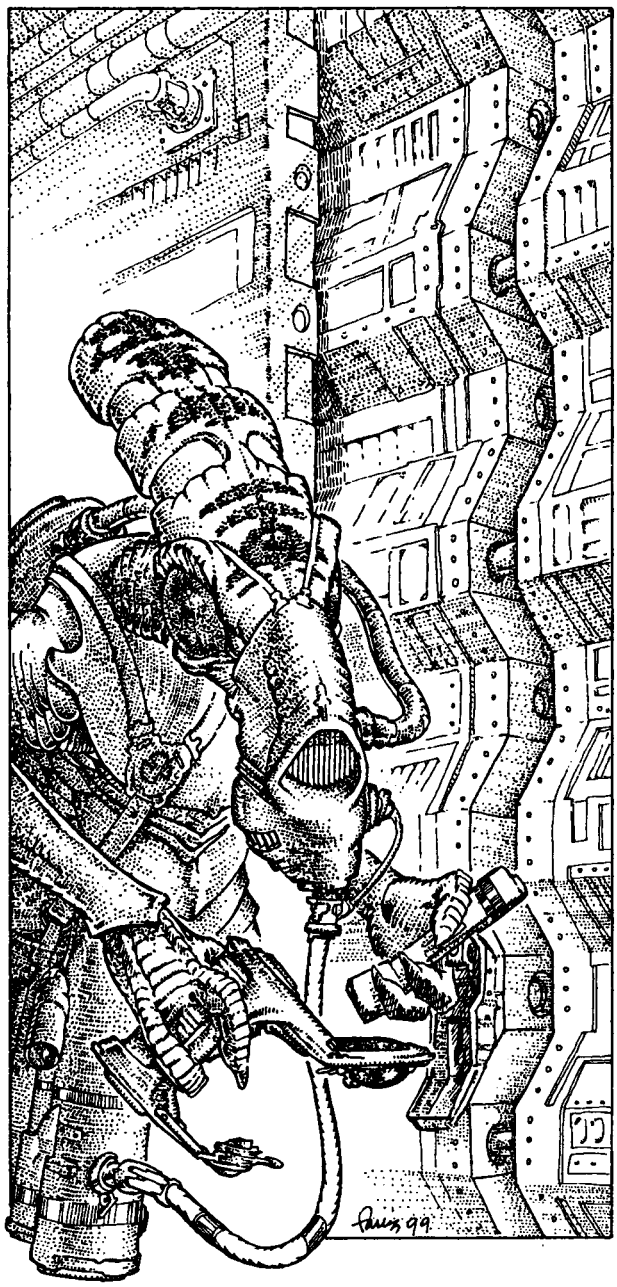
SKILL RECORD SHEET T-6.3

Character: Machka
Player: Your Name
Level: _____

Skill Name	#Ranks	New Ranks	Bonus Rank	Bonus Category	Bonus Item
		□□□			
		□□□			
Climbing	1	□□□			
		□□□			
Alertness	2	□□□			
Sense Awareness (Hearing)	2	□□□			
		□□□			
Body Development	2	□□□			
Alien Environment (Zero gravity)	1	□□□			
		□□□			
Falar, spoken	8	□□□			
Falar, written	4	□□□			
Human, spoken	5	□□□			
Human, written	0	□□□			
Species Standard, spoken	6	□□□			
Species Standard, written	0	□□□			
		□□□			
		□□□			
"Own" Region Lore	3	□□□			
"Falar" Culture Lore	3	□□□			
		□□□			
Tackling	2	□□□			
Riding (horses)	1	□□□			
		□□□			
Basic Math	2	□□□			
Computer Engineering	2	□□□			
Advanced Math	2	□□□			
Astrogation	1	□□□			
Orbital Mechanics	1	□□□			
Claw Attack	2	□□□			
Hiding	2	□□□			
Stalking	5	□□□			
Sensor Analysis	1	□□□			
High-Energy Projector	1	□□□			
		□□□			
Atmospheric Pilot	1	□□□			
FTL Pilot	1	□□□			
Space Pilot	2	□□□			
		□□□			
		□□□			
Hazzok	3	□□□			+15
		□□□			
Blaster Pistol	2	□□□			+15

STAT GAIN TABLE T-2.3

High Die	Low Die	(Diff = Potential - Temporary) Diff 10	10 < Diff 20	Diff > 20
1	1	-1	-1	-1
2	2	-2	-2	-2
3	3	-3	-3	-3
4	4	-4	-4	-4
5	5	-5	-5	-5
6	6	+12	+12	+12
7	7	+14	+14	+14
8	8	+16	+16	+16
9	9	+18	+18	+18
10	10	+20	+20	+20
Otherwise		Low Die	High Die	Sum of Dice



TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Months	Criminal	Explorer	Pilot	Psychic	Recon	Scientist	Soldier	Technician
Academic Degree (V)†	24	26	27	24	24	28	19	25	24
Bounty Hunter (V)	63	23	28	28	38	23	35	27	33
Capitalist (V)	23	23	23	23	19	24	17	24	21
Combat Medic (V)	36	27	29	29	26	31	19	30	23
Commercial Pilot (V)	14	33	26	23	34	32	43	31	30
Con Artist (V)	24	15	16	16	18	18	24	16	20
Convict (L)	30	24	26	27	34	28	30	29	26
Corporate Security (L)	15	20	21	23	30	20	27	20	25
Marine (V)	24	28	27	28	52	27	44	21	37
Medical Degree (L)	72	37	39	42	27	37	25	37	32
Police Officer (L)	50	24	26	28	34	24	32	26	29
Privateer (L)	38	30	29	31	42	29	39	27	37
Psychic Protégé (L)	53	62	57	62	25	52	37	52	45
Weekend Warrior (V)	24	19	17	20	41	17	30	10	23

21.4 EXTRA STAT GAIN ROLLS

During the apprenticeship skill development process, you may allocate DPs to try and increase your character's temporary stats. This involves making stat gain rolls. For every 8 DPs allocated, you may make a stat gain roll for a stat of your choice. Certain training packages also allow you to make stat gain rolls for specific stats.

To make a stat gain roll, roll two dice (d10):

- If the result is double 1s, 2s, 3s, 4s, or 5s, the temporary stat goes down by 1, 2, 3, 4, or 5 respectively—treat resulting stats of less than 1 as 1; *otherwise,*
- If the result is double 6s, 7s, 8s, 9s, or 10s, the temporary stat increases up to the sum of the two dice (i.e., 12, 14, 16, 18, or 20 respectively); *otherwise,*
- If the difference between the potential stat and temporary stat is between 1 and 10, the temporary stat increases up to the value of the lower of the two dice; *otherwise,*
- If the difference between the potential stat and temporary stat is between 11 and 20, the temporary stat increases up to the value of the higher of the two dice; *otherwise,*
- If the difference between the potential stat and temporary stat is greater than 20, the temporary stat increases up to the sum of the two dice.

This process is summarized in Table T-2.3.

Important —*Remember, if a stat gain roll results in a temporary stat greater than its corresponding potential stat, the temporary stat becomes equal to the potential stat. A temporary stat can* ***never*** *be greater than its corresponding potential stat.*

Example: *Machka's stats did not change during his apprenticeship.*

SKILL SUMMARY TABLE T-2.5

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skills
Armor • Heavy	St/Ag/St	Standard	Combat Armor, Powered (Assault) Armor
Armor • Light	Ag/St/Ag	Standard	Armored Cloth
Armor • Medium	St/Ag/St	Standard	Kinetic Armor
Artistic • Active	Pr/Em/Ag	Standard	Acting, Dancing, Mimery, Mimicry, Play Instrument†, Singing, Tale Telling, Ventriloquism
Artistic • Passive	Em/In/Pr	Standard	Music, Painting, Poetry, Sculpting
Athletic • Brawn	St/Co/Ag	Standard	Athletic Games (Brawn)†, Jumping, Substance Tolerance†, Weight Lifting
Athletic • Endurance	Co/Ag/St	Standard	Athletic Games (Endurance)†, Distance Running, Rowing, Scaling, Sprinting, Swimming
Athletic • Gymnastics	Ag/Qu/Ag	Standard	Acrobatics, Athletic Games (Gymnastics)†, Climbing, Contortions, Diving, Juggling, Tumbling
Awareness • Perceptions	In/SD/In	Limited ‡	Alertness, Sense Ambush
Awareness • Searching	In/Re/SD	Standard	Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Awareness • Senses	In/SD/In	Standard	Direction Sense, Sense Awareness†, Situational Awareness†, Time Sense

21.5 THE SKILLS AND SKILL CATEGORIES

The Skill Summary Table T-2.5 lists the SM skill categories and the normal skills in each category. Your character may develop skills that are not listed—your GM just has to determine into which category the skill falls.

Appendix A-4 (p. 131) provides descriptions for the skills, and suggested mechanisms for using the skills.

Example: *After using 23 DPs for Machka's training package, you allocate his remaining 38 DPs as follows:*

Skill/Skill Category (DP Cost)	# Ranks	DP Cost
Body Development skill (4/10)	2	14
Weapon • 1-H Melee skill cat. (2/5)	2	7
Hazzok skill (2/5)	2	7
Weapon • 1-H Energy skill cat. (2/7)	1	2
Blaster Pistol skill (2/7)	1	2
Subterfuge • Stealth skill category (3)	1	3
Stalking skill (3)	1	3
	Total:	38

SKILL CATEGORY RECORD SHEET T-6.2 Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonu Rank	Bonu Stat	Bonu Prof.
Armor • Heavy	St/Ag/St	4/4/4		□□□			
Armor • Light	Ag/St/Ag	2/2/2		□□□			
Armor • Medium	St/Ag/St	3/3/3		□□□			
Artistic • Active	Pr/Em/Ag	2/5		□□□			
Artistic • Passive	Em/In/Pr	2/6		□□□			
Athletic • Brawn	St/Co/Ag	3/6	2	□□□			
Athletic • Endurance	Co/Ag/St	2/5		□□□			
Athletic • Gymnastics	Ag/Qu/Ag	1/5	1	□□□			
Awareness • Perceptions	In/SD/In	2/6	na	‡	0		
Awareness • Searching	In/Re/SD	2/5		□□□			
Awareness • Senses	In/SD/In	2/5	2	□□□			
Body Development	Co/SD/Co	4/10	na	†	0		
Combat Maneuvers	Ag/Qu/SD	4/10	na	*	0		+10
Communcations	Re/Me/Em	2/2/2	1	□□□			
Crafts	Ag/Me/SD	4/10	na	*	0		
Directed Powers	Ag/SD/Ag	20		□□□			
Influence	Pr/Em/In	2/5		□□□			
Lore • Academic	Me/Re/Me	2/6		□□□			
Lore • General	Me/Re/Me	1/3	3	□□□			
Lore • Technical	Me/Re/Me	2/5		□□□			
Martial Arts • Striking	St/Ag/St	4/10	2	□□□			
Mind Point Development	SD	16	na	†	0		
Outdoor • Animal	Em/Ag/Em	2/6	1	□□□			
Outdoor • Environmental	SD/In/Me	2/5	1	□□□			
Psychic • Mind Over Matter	SD/SD/SD	25		□□□			
Psychic • Healing	SD/SD/Em	50		□□□			
Psychic • Telepathy	SD/SD/Em	75		□□□			
Scientific/Analytic							
• Basic	Re/Me/Re	2/7	4	□□□			
• Engineering	Me/Re/In	5	2	□□□			+10
• Medical	Me/Re/In	10		□□□			
• Specialized	Re/Me/Re	10	na	*	0		
• Technical	Re/Me/Ag	5		□□□			
Self Control	SD/Pr/SD	2/7		□□□			
Special Attacks	St/Ag/SD	3/7	na	*	0		
Subterfuge • Attacks	Ag/SD/In	6		□□□			
Subterfuge • Mechanics	In/Ag/Re	3		□□□			
Subterfuge • Stealth	Ag/SD/In	3	6	□□□			
Technical/Trade							
• General	Re/Me/SD	2/6	5	□□□			
• Gunnery	In/Ag/Ag	1/5	1	□□□			+15
• Professional	Re/Me/In	6	na	*	0		
• Vehicles	Ag/In/Ag	1/2	2	□□□			+15
• Vocational	Me/In/Re	3/9	na	*	0		
Urban	In/Pr/Re	2/4		□□□			
Weapon • 1-H Melee	St/Ag/St	2/5	6	□□□			
Weapon • 1-H Energy	Ag/Ag/Ag	2/7	2	□□□			
Weapon • 1-H Firearms	Ag/St/Ag	4		□□□			
Weapon • 2-H Melee	St/Ag/St	12		□□□			
Weapon • 2-H Energy	Ag/Ag/Ag	3/9		□□□			
Weapon • 2-H Firearms	Ag/St/Ag	12		□□□			

SKILL RECORD SHEET T-6.3

Character: Machka | Player: Your Name | Level:

Skill Name	#Ranks	New Ranks	Bon Rank	Bon Category	Bon Item
		□□□			
Climbing	1	□□□			
		□□□			
Alertness	2	□□□			
Sense Awareness (Hearing)	2	□□□			
		□□□			
Body Development	4	□□□			
Alien Enviornment (Zero gravity)	1	□□□			
		□□□			
Falar, spoken	8	□□□			
Falar, written	4	□□□			
Human, spoken	5	□□□			
Human, written	0	□□□			
Species Standard, spoken	6	□□□			
Species Standard, written	0	□□□			
		□□□			
		□□□			
"Own" Region Lore	3	□□□			
"Falar" Culture Lore	3	□□□			
		□□□			
Tackling	2	□□□			
Riding (horses)	1	□□□			
		□□□			
Basic Math	2	□□□			
Computer Engineering	2	□□□			
Advanced Math	2	□□□			
Astrogation	1	□□□			
Orbital Mechanics	1	□□□			
Claw Attack	2	□□□			
Hiding	2	□□□			
Stalking	6	□□□			
Sensor Analysis	1	□□□			
High-Energy Projector	1	□□□			
		□□□			
Atmospheric Pilot	1	□□□			
FTL Pilot	1	□□□			
Space Pilot	2	□□□			
		□□□			
		□□□			
Hazzok	5	□□□			+15
		□□□			
Blaster Pistol	3	□□□			+15
		□□□			
		□□□			
		□□□			
		□□□			

Skill Category	Applicable Stats	Skill Rank Bonus Progression	Skills
Body Development	Co/SD/Co	Special ‡	Body Development
Combat Maneuvers	Ag/Qu/SD	Combined †	Alien Environments†, Combat Pilot, Crewmember AFV, Demolitions, Mounted Combat, QuickDraw, Rapid Fire, Suppression Fire, Swashbuckling, Trick Shooting, Two-weapon Combat
Communications	Re/Me/Em	Standard	Two skills for each language (spoken & written)†, Lip Reading, Signaling, Speed Reading
Crafts	Ag/Me/SD	Combined †	Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, Wood-crafts, and others†
Directed Powers	Ag/SD/Ag	Standard	One skill for each type of attack
Influence	Pr/Em/In	Standard	Bribery, Diplomacy, Duping, Interrogation, Leadership, Public Speaking, Seduction, Trading
Lore • Academic	Me/Re/Me	Standard	Culture Lore†, Education, History†, Journalism, Philosophy, Political Science, Sociology, others†
Lore • General	Me/Re/Me	Standard	Fauna Lore, Flora Lore, Heraldry†, Region Lore†, Religion†, Xeno Lore†
Lore • Technical	Me/Re/Me	Standard	Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore, Vehicle Lore
Martial Arts • Striking	St/Ag/St	Standard	Boxing, Tackling
Mind Point Development	SD	Special ‡	Mind Point Development
Outdoor • Animal	Em/Ag/Em	Standard	Animal Handling†, Animal Training†, Driving†, Riding†
Outdoor • Environment	SD/In/Me	Standard	Caving, Foraging, Hunting, Survival†, Weather Watching
Psychic			
• Electrokinesis	SD/SD/In	Standard	Electrokinetic Bolt, Electrical Shield, Energy Control, Interface, Potential Control
• Healing	SD/SD/Em	Standard	Cut Repair, Organ Repair, Pain, Psychic Surgery, Regeneration, Skeletal Repair, Stun Relief, Tissue Repair
• Meta-Psi	SD/SD/Pr	Standard	Exteriorization of Senses, Metasense, Psychometry, Raw Channel, Shadowmind
• Mind Over Matter	SD/SD/SD	Standard	Body Discipline, Dodging, Energy Dispersal, Haste, Mind Discipline, Sense Discipline, Ultrasonic/Hypersonic Hearing.
• Photokinesis	SD/SD/In	Standard	Darkness/Illumination, Light Blast, Photokinetic Shield
• Psychokinesis	SD/SD/Pr	Standard	Kinetic Bolt, Psychokinetic Field, Psychokinetic Shield, Psychokinetic Wall, Telekinesis
• Radiokinesis	SD/SD/In	Standard	Radiation Control, Radiation Shield, Radiokinetic Bolt
• Telepathy	SD/SD/Em	Standard	Behavioral Trigger, Concealment, Confusion, Control, Detection, Empathy, Memory Alteration, Mind Defense, Mind Shield, Mind Store, Mind Trap, Paralyze, Probe, Sleep, Suggestion, Tele-Recieve, Tele-Send
• Thermokinesis	SD/SD/Pr	Standard	Cryokinetic Bolt, Cryokinetic Shield, Flame Control, Ice Control, Pyrokinetic Bolt, Pyrokinetic Shield, Temperature Control
Scientific/Analytical			
• Basic	Re/Me/Re	Standard	Basic Math, Research
• Engineering	Me/Re/in	Standard	Engineering Specialities† (see specific skill descriptions on p. 162), Power System Theory, Weapon Design
• Medical	Re/Me/In	Standard	Autopsy, Diagnostics†, Drug Therapy, Genetics, Internal Medicine, Medical Practice, Medical Science†, Pharmaceuticals, Xeno-Medicine
• Specialized	Re/Me/Re	Combined †	Advanced Math, Anthropology, Astronomy, Astrogation, Cryptography, Finance, Metallurgy, Navigation, Orbital Mechanics, Planetology, Physics, Psychology†, and others†
• Technical	Re/Me/Ag	Standard	Specialized Technologies† (see specific skill description on p. 164), Cryogenic Operations
Self Control	SD/Pr/SD	Standard	Frenzy, Meditation, Mnemonics, Stun Removal
Special Attacks	St/Ag/SD	Combined †	Disarm Foe (armed)†, Gunnery Ambush, Natural Attack†
Subterfuge • Attack	Ag/SD/In	Standard	Ambush, Silent Attack, Sniping, Targeting
Subterfuge • Mechanical	In/Ag/Re	Standard	Camouflage, Computer Crime, Computer Tapping, Disarming Traps, Disguise, Electronic Countermeasures, Electronic Surveillance, Electronic Warfare, Picking Locks, Security Bypass
Subterfuge • Stealth	Ag/SD/In	Standard	Evidence Dispersal, Hiding, Picking Pockets, Stalking, Trickery
Technical/Trade			
• General	Re/Me/SD	Standard	Begging, Data Processing, First Aid, Gambling, Mapping, Sensor Analysis, Tactical Games
• Gunnery	In/Ag/Ag	Standard	High-Energy Projector, Missiles, Projectile Gunnery
• Professional	Re/Me/In	Combined †	Mining, Ship Crewmember, and others†
• Vehicles	Ag/In/Ag	Standard	AFV Pilot, Atmospheric Pilot, FTL Pilot, Ground Vehicle Pilot, Marine Pilot, Space Pilot
• Vocational	Me/In/Re	Combined †	Administration, Appraisal, Cartography, Evaluate Equipment, Law Enforcement, Tactics†
Urban	In/Pr/Re	Standard	Booking, Contacting, Drug Trafficking, Mingling, Organized Crime, Scrounging, Streetwise
Weapon • 1-H Melee	St/Ag/St	Standard	One skill for each weapon in the category. †
Weapon • 1-H Energy	Ag/Ag/Ag	Standard	One skill for each weapon in the category. †
Weapon • 1-H Firearms	Ag/St/Ag	Standard	One skill for each weapon in the category. †
Weapon • 2-H Melee	St/Ag/St	Standard	One skill for each weapon in the category. †
Weapon • 2-H Energy	Ag/Ag/Ag	Standard	One skill for each weapon in the category. †
Weapon • 2-H Firearms	Ag/St/Ag	Standard	One skill for each weapon in the category. †
Weapon • Missile/Thrown	Ag/St/Ag	Standard	One skill for each weapon in the category. †
Weapon • Support	Ag/St/Ag	Standard	One skill for each weapon in the category. †

† — This skill is actually a number of skills based on a certain factor. Each skill must be developed separately.

‡ — The skill *category* rank bonus progression for this skill is 0•0•0•0•0.

22.0 :: YOUR CHARACTER'S ROLE

"God sells us all things at the price of labor."
— Leonardo da Vinci, Old Earth
Inventor, Artist, Visionary

You should develop a detailed outline of your character's *role* or *persona* based upon his role traits and background details. This may be your own persona, in which your character is basically yourself placed in the game world and situation. Alternatively, you may choose a persona entirely different from your own, or some medium between the two extremes.

There are certain factors which are not formalized in role playing but which still affect the role of a character, and in particular a player character. These are factors which are not capabilities of or restrictions on the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life, and they make the character seem more realistic to the character's player as well as the other players and the Gamemaster.

ROLE TRAITS

There are certain factors, called *role traits*, which are not formalized in *Spacemaster* but which still affect the *role* of your character. There are four role traits used:

- Personality
- Motivation
- Alignment
- Physical Appearance

See Appendix A-6 (p. 179) for a detailed discussion of role traits. Table T-1.7 details various possible ranges for role traits, but you must choose which ones will apply to your character.

Note: *If you or your GM want to, Table T-1.7 can be used to generate random role traits for your character.*

Physical Appearance

You must determine the general factors that make up your character's physical appearance: height, weight, hair color, eye color, gender, age, and so on. These factors should be chosen within the limits given in the racial descriptions in Appendix A-1 (p. 113).

In addition, you may want to give your character a "demeanor." This is an indicator of the general attitude that your character seems to present to the world. This is up to you and your Gamemaster, but typical demeanors include: calm, aloof, stern, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, etc. For more examples, you can refer to the personality role traits.

In addition to racial factors, it is often useful to have a numerical value that reflects your character's general appearance (i.e., attractiveness, comeliness, beauty) to other members of his race. Appearance is a value (1-100) which gives a general idea of your character's exterior look (e.g., an 01 or 02 Appearance would indicate a really ugly person, while a 99 or 00 would indicate a very handsome character).

Appearance is a role trait that is handled in many ways as if it were a stat. Your character's potential Appearance is based upon his potential Presence stat and it can be generated when stats are generated:

Potential Appearance = Potential Presence - 25 + 5d10

Results of greater than 99 are treated as 100, and results less than 02 are treated as 01.

Your character's temporary Appearance is equal to his potential appearance if he is well groomed and well dressed (GM discretion). Potential Appearance can rise or drop during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is a very subjective rating and the Gamemaster should treat it as a general guideline during play.

Example: *Machka's potential Pr is 75 and you roll 23 on 5d10; so his Appearance is 73 = 75 - 25 + 23.*

For physical appearance, Bob chooses the following (after referring to Appendix A-1.1, p. 114):

Demeanor: Abrasive, Aggressive.
Gender: Male *Skin: n/a* *Height: 220 cm*
Weight: 260 kg. *Hair: Gold* *Eyes: Yellow*

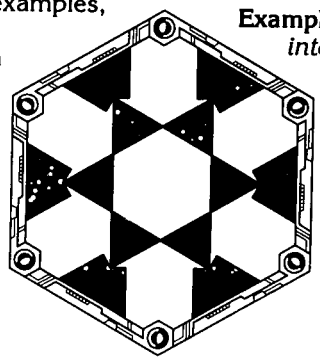
Bob decides not to roll for Machka's motivation, personality, and alignment (his GM agrees). Instead, he chooses personality role traits of: curious, inquisitive. Then he chooses the motivation role traits of: "self centered, general self interest." Bob chooses an alignment role trait of Neutral.

Finally, he records all of this on his record sheet.

ROLE TRAITS: Appearance: 73
Demeanor: Abrasive, Aggressive
Apparent Age: ___ Actual Age: ___
Gender: Male Skin: n/a
Height: 220 cm Weight: 260 kg.
Hair: Gold Eyes: Yellow
Personality: Curious, Inquisitive
Motivation: Self-centered, General Self Interest
Alignment: Neutral

BACKGROUND DETAILS

You and your Gamemaster should develop a general background and history for your character. After you have chosen your character's background options and role traits, you and your GM may use these choices to help develop your character's general background. For example, if you chose three extra money background options, an item background option, and an extra language background option, you and your GM might decide that your character is a trader's son. If you chose three skill bonus background options and a money background option, your character might be a farmer's son who has left the farm to explore the universe. The amount of detail that goes into this depends upon the amount of effort that you and your Gamemaster are able and willing to put into it (see Appendix A-6, p. 179).



Example: *Machka is a person of enlightened self interest. He is aggressive in the way of all his people, and he cares little for anyone else. He has a bit of a cruel side however, not much of one, but he likes to play with his food. This did not reach the extremes of the rest of his people, so when he was young, he managed to cash in his inheritance for a freighter and took off into the galaxy, seeking his fortune.*

ROLE TRAIT TABLE T-1.7

Personality Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a general idea where in the range your character's role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-02	Sullen, Morose, Somber, Serious	Lighthearted, Cheerful, Joyous
03-04	Merciful, Compassionate, Kind	Uncaring, Mean, Ruthless, Cruel
05-06	Austere, Sober, Restrained, Temperate, Moderate	Unrestrained, Indulgent
07-08	Docile, Pliable, Amenable, Cooperative	Stubborn, Obstinate
09-10	Martyr, Overprotective, Protective	Intimidating, Overbearing, Bully
11-12	Radical, Liberal, Open-minded	Orthodox, Conservative, Reactionary
13-14	Loving, Friendly, Amicable	Quarrelsome, Hostile, Antagonistic
15-16	Prudent, Patient, Cautious	Impatient, Impulsive, Reckless, Rash
17-18	Confident, Sanguine, Secure	Nervous, Apprehensive, Daunted
19-20	Extrovert, Outgoing, Talkative	Reserved, Shy, Timid, Introvert
21-22	Pacific, Nonviolent, Peaceful	Pugnacious, Belligerent, Bellicose
23-24	Meek, Self-effacing, Modest, Humble	Proud, Conceited, Cocky, Pompous, Arrogant
25-26	Lethargic, Lazy, Idle, Easy Going, Laid Back	Vibrant, Energetic, Enterprising, Ambitious
27-28	Deferential, Respectful, Courteous, Polite, Civil	Impolite, Rude, Impudent, Insolent
29-30	Charitable, Forgiving	Vindictive, Vengeful
31-32	Benevolent, Generous, Giving	Selfish, Miserly, Greedy
33-34	Honest, Direct, Trustworthy	Shifty, Deceitful, Dishonest
35-36	Honorable, High-principled	Dishonorable
37-38	Loyal, Faithful, Reliable	Treacherous, Disloyal
39-40	Lawful, Just, Upright	Arbitrary, Chaotic, Corrupt
41-42	Moral, Ethical, Principled	Amoral, Immoral
43-44	Pious, Devout, Religious	Worldly, Impious
45-46	Quixotic, Idealistic	Practical, Pragmatic, Cynical
47-48	Gullible, Trusting	Skeptical, Suspicious, Paranoid
49-50	Curious, Inquisitive	Apathetic, Incurious
51-52	Focused, Attentive	Distracted, Absentminded
53-54	Continent, Chaste	Lustful, Licentious, Lecherous
55-56	Quiet, Reserved	Flamboyant, Boisterous, Loud
57-58	Valorous, Brave, Bold, Audacious	Timid, Cowardly, Craven
59-60	Passive, Detached, Calm	Forceful, Enthusiastic, Excitable
61-62	Calm, Even-tempered	Quick-Tempered, Hot-headed
63-64	Stoic, Impassive, Stolid	Responsive, Complainer
65-66	Sociable, Gregarious	Nonsocial, Antisocial, Cold
67-68	Optimistic, Upbeat	Uncertain, Cynical, Fatalistic, Pessimistic
69-70	Creative, Inventive, Original	Conformist, Uncreative
71-72	Tolerant, Open-minded	Snobbish, Prejudiced, Intolerant
73-74	Disordered, Messy	Orderly, Perfectionist
75-76	Tolerant, Understanding	Envious, Possessive, Jealous
77-78	Dependent, Clinging	Self-reliant, Independent
79-89	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.	
90-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.	

Motivation Traits: Make a roll (not open-ended) to determine the first part of the role trait. If necessary, you or your GM may choose the rest of the trait.

Roll — Role Trait

01-05	**Destroy:** evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
06-10	**Hate & Work Against:** evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
11-15	**Hate:** evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
16-20	**Dislike:** evil, dark lord's forces, race/culture, country, guild, population center, individual, etc.
21-25	**Revenge against:** individual, family, clan, race/culture, population center, guild, etc.
26-30	**Preserve:** individual, family, clan, ruler, country, race/culture, population center, guild, etc.
31-35	**Protect:** individual, family, clan, ruler, country, race/culture, population center, guild, "the weak," etc.
36-40	**Serve:** individual, family, clan, ruler, country, race/culture, population center, guild, etc.
41-45	**Promote:** peace, freedom, justice, religion, morality, war, free enterprise, etc.
46-50	**Rebuild/Restart:** guild, population center, religion, clan, dynasty, etc.
51-55	**Fanatic about:** spreading religion, freedom, cleanliness, law & order, etc.
56-60	**Compulsive about:** spreading religion, freedom, cleanliness, law & order, etc.
61-65	**Fear of (Phobia):** heights, darkness, water, etc.
66-70	**Acquire xxx for yyy:** "xxx" is wealth, power, knowledge, magic items, etc. "yyy" is a ruler, country, race/culture, guild, religion, clan, population center, etc.
71-75	**Acquire Personal:** power, knowledge, magic items, pleasure, fame, etc.
76-80	**Acquire and Maintain Personal Honor**
81-85	**Adventure, Thrills, Excitement**
86-90	**Self-centered, general self-interest**
91-95	**Heroism**
96-100	**"Make the World a Better Place"**

Alignment Traits: Make the 1st roll (not open-ended) to determine the "range of the role trait." Then make a 2nd roll (not open-ended) to get a idea where in the range the role trait falls (low results to the left in the range and high results to the right in the range).

1st Roll — Range of the Role Trait

01-06	Good	Neutral	Evil
07-12	Laws/Government	Neutral	Anarchy
13-18	Government	Neutral	Rebels/Opposing Government *
19-24	Laws/Principles	Neutral	Opportunism, *"The End Justifies the Means"* (Machiavellianism)
25-30	Religion	Neutral	Atheism
31-36	Religion	Neutral	Opposing Religion †
37-42	Free Enterprise	Neutral	Cartels/Guilds/Monopolies
43-48	Free Enterprise	Neutral	Socialism
49-54	Asceticism	Neutral	Hedonism
55-60	Altruism	Neutral	Egoism
61-66	Spiritual	Neutral	Materialist
67-72	Metaphorical	Neutral	Literal
73-86	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a -20 modification.		
87-100	Roll again; the "2nd roll" to determine where in the range the role trait falls receives a +20 modification.		

* — This applies to any two ruling groups that oppose one other. The groups can control different countries, fiefs, city-states, etc.; or, they can be rival groups within the same political or geographical entity (e.g., rebellion, civil war, etc.). For Example, France vs. England in the 100-years War, the Gondorian Kin-strife in Middle-earth, York vs. Lancaster in the War of the Roses, North vs. South in the War of Northern Aggression, etc.

† — This applies to any two religions that oppose one another. This opposition can have a political or dogmatic basis. E.g., Christians vs. Moslems, Catholic vs. Greek Orthodox, Catholic vs. Protestant, etc.



Part III
Your
Character

23.0 :: FINAL CHARACTER PREPARATION

"Behind every great man is an accountant."
— Anonymous

Now you are ready to take the final steps in the character creation process: totaling skill bonuses, equipping your character, etc.

Special Abilities

Your character may have some special abilities based upon his race as indicated in your character's race description (Appendix A-1.0, p. 113). Some special abilities give a character special stat bonuses, while others give a character special capabilities (e.g., improved armor type, acute senses, etc.).

Example: *Machka is a Falanar and has a number of special abilities as outlined on p. 114. You should record the skill bonuses indicated on his Skill Record Sheet (see the next page) and the other special abilities on his Character Record Sheet (see page 53).*

Skill Category Record Sheet T-6.2 Character: Machka

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	4/4/4	0	□□□	-15	+28				+13
Armor • Light	Ag/St/Ag	2/2/2	0	□□□	-15	+26				+11
Armor • Medium	St/Ag/St	3/3/3	0	□□□	-15	+28				+13
Artistic • Active	Pr/Em/Ag	2/5	0	□□□	-15	-1				-16
Artistic • Passive	Em/In/Pr	2/6	0	□□□	-15	+4				-11
Athletic • Brawn	St/Co/Ag	3/6	2	□□□	+4	+29				+33
Athletic • Endurance	Co/Ag/St	2/5	0	□□□	-15	+29				+14
Athletic • Gymnastics	Ag/Qu/Ag	1/5	1	□□□	+2	+18				+20
Awareness • Perceptions	In/SD/In	2/6	na	†	0	+30				+30
Awareness • Searching	In/Re/SD	2/5	0	□□□	-15	+15				+0
Awareness • Senses	In/SD/In	2/5	2	□□□	+4	+30				+34
Body Development	Co/SD/Co	4/10	na	†	0	+26		+10		+36
Combat Maneuvers	Ag/Qu/SD	4/10	na	*	0	+14	+10			+24
Communcations	Re/Me/Em	2/2/2	1	□□□	+2	-13				-11
Crafts	Ag/Me/SD	4/10	na	*	0	+10				+10
Directed Powers	Ag/SD/Ag	20	0	□□□	-15	+20				+5
Influence	Pr/Em/In	2/5	0	□□□	-15	+4				-11
Lore • Academic	Me/Re/Me	2/6	0	□□□	-15	-6				-21
Lore • General	Me/Re/Me	1/3	3	□□□	+6	-6				+0
Lore • Technical	Me/Re/Me	2/5	0	□□□	-15	-6				-21
Martial Arts • Striking	St/Ag/St	4/10	2	□□□	+4	+28				+32
Mind Point Development	SD	16	na	†	0	+4				+4
Outdoor • Animal	Em/Ag/Em	2/6	1	□□□	+2	-10				-8
Outdoor • Environmental	SD/In/Me	2/5	1	□□□	+2	+15				+17
Psychic • Mind Over Matter	SD/SD/SD	25	0	□□□	-15	+12				-3
Psychic • Healing	SD/SD/Em	50	0	□□□	-15	-1				-16
Psychic • Telepathy	SD/SD/Em	75	0	□□□	-15	-1				-16
Scientific/Analytic										
• Basic	Re/Me/Re	2/7	4	□□□	+8	-6				+2
• Engineering	Me/Re/In	5	2	□□□	+4	+9	+10			+23
• Medical	Me/Re/In	10	0	□□□	-15	+9				-6
• Specialized	Re/Me/Re	10	na	*	0	-6				-6
• Technical	Re/Me/Ag	5	0	□□□	-15	+4				-11
Self Control	SD/Pr/SD	2/7	0	□□□	-15	+8				-7
Special Attacks	St/Ag/SD	3/7	na	*	0	+22				+22
Subterfuge • Attacks	Ag/SD/In	6	0	□□□	-15	+25				+10
Subterfuge • Mechanics	In/Ag/Re	3	0	□□□	-15	+19				+4
Subterfuge • Stealth	Ag/SD/In	3	6	□□□	+12	+25				+37
Technical/Trade										+10
• General	Re/Me/SD	2/6	5	□□□	+10	+0				+10
• Gunnery	In/Ag/Ag	1/5	1	□□□	+2	+29	+15			+46
• Professional	Re/Me/In	6	na	*	0	+9				+9
• Vehicles	Ag/In/Ag	1/2	2	□□□	+4	+29	+15			+48
• Vocational	Me/In/Re	3/9	na	*	0	+9				+9
Urban	In/Pr/Re	2/4	0	□□□	-15	+11				-4
Weapon • 1-H Melee	St/Ag/St	2/5	6	□□□	+12	+28				+40
Weapon • 1-H Energy	Ag/Ag/Ag	2/7	2	□□□	+4	+24				+28
Weapon • 1-H Firearms	Ag/St/Ag	4	0	□□□	-15	+26				+11
Weapon • 2-H Melee	St/Ag/St	12	0	□□□	-15	+28				+13
Weapon • 2-H Energy	Ag/Ag/Ag	3/9	0	□□□	-15	+24				+9
Weapon • 2-H Firearms	Ag/St/Ag	12	0	□□□	-15	+26				+11
Weapon • Missile/Thrown	Ag/St/Ag	4	0	□□□	-15	+26				+11
Weapon • Support	Ag/St/Ag	12	0	□□□	-15	+26				+11
				□□□						
				□□□						
				□□□						
				□□□						
				□□□						
				□□□						

23.1 TOTALING THE BONUSES

At this point you must determine and total the bonuses for all of your character's stats, skill categories, and skills.

Stat Bonuses

For each of your stats, the basic stat bonus from the Basic Stat Bonus Table T-2.1 (p. 37), the racial stat bonus modification from the Race Abilities Table T-1.1 (p. 33), and any special bonuses should already be recorded in the spaces next to the stats on your Character Record Sheet. So, add the values for each stat and record the total in the "Stat Bonus" space.

Example: *Bob now records Machka's stat bonuses: Ag (+8), Co (+11), Me (-2), Re (-2), SD (+4), Em (-9), In (+13), Pr (+0), Qu (+2), St (+10).*

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	96	98	+8	0		+8
Constitution	90	93	+5	+6		+11
Memory	38	67	0	-2		-2
Reasoning	43	71	0	-2		-2
Self Discipline	34	73	0	+4		+4
Empathy	20	59	-9	-6		-9
Intuition	90	97	+5	+8		+13
Presence	50	75	0	0		0
Quickness	75	91	+2	0		+2
Strength	92	92	+6	+4		+10

Then, for each skill category, you need to record (on Record Sheet T-6.2) the sum of the bonuses for the stats that apply to that skill category.

Example: *The Weapon • 1-H Melee Category has St/Ag/St as its applicable stats. So, you should record +28 (+10 +8 +10) on Machka's Record Sheet T-6.2 on the row corresponding to that skill category. You should now calculate and record the stat bonus for each of Machka's other skill categories.*

Rank Bonuses

To determine a category or skill's rank bonus you must refer to the Rank Bonus Table T-2.2. Each category/skill uses one of the columns of that table to determine its rank bonus. The specific column used is indicated in Table T-2.5 (p. 46) and in the "New Ranks" column on your Skill Category Record Sheet T-6.2.

Type of Rank Bonus	New Rank Symbol
Standard	□□□
Combined	*
Limited	‡
Special	†

Skill Category Rank Bonuses

For each skill category, total the number of ranks and determine the corresponding skill category rank bonus. Then record these values for each skill category on your Record Sheet T-6.2. The combined, limited, and special category rank bonuses are always zero.

Example: *Machka has 6 skill category ranks in Weapon • 1-H Melee (2 from adolescence, 2 from hobbies, and 2 from apprenticeship development)—so, the standard skill category rank bonus is 12. Bob records these values on the line corresponding to that skill category. He also records the values for each of Machka's other skill categories.*

Total Skill Category Bonuses

For each skill category, total the bonuses you have already recorded on your Record Sheet T-6.2:

skill category rank bonus + stat bonus
+ profession bonus + any special bonuses

Then record these values for each skill category on your Record Sheet T-6.2.

Example: *Machka's total skill category bonus for Weapon • 1-H Melee is 40 (+12 for the rank bonus, +28 for the stat bonus, +0 for the profession bonus). Bob records this value on the line corresponding to that skill category. He also records the value for each of Machka's other skill categories.*

Then, for each skill, you need to record (on Record Sheet T-6.3) the total skill category bonus that corresponds to that skill.

Example: *Skill with a Hazzok is in the Weapon • 1-H Melee category. So, Bob records Machka's total skill category bonus of 40 in the "category" column of the Hazzok skill line on his Record Sheet T-6.3. Similarly, he records the total skill category bonus for each of Machka's other skills.*

RANK BONUS TABLE T-2.2

Rank	Standard Category Rank Bonus □□□	SKILL RANK BONUS Standard □□□	Combined *	Limited ‡	Special †
0	-15	-15	-30	0	0
1	2	3	5	1	6
2	4	6	10	2	12
3	6	9	15	3	18
4	8	12	20	4	24
5	10	15	25	5	30
6	12	18	30	6	36
7	14	21	35	7	42
8	16	24	40	8	48
9	18	27	45	9	54
10	20	30	50	10	60
11	21	32	53	11	65
12	22	34	56	12	70
13	23	36	59	13	75
14	24	38	62	14	80
15	25	40	65	15	85
16	26	42	68	16	90
17	27	44	71	17	95
18	28	46	74	18	100
19	29	48	77	19	105
20	30	50	80	20	110
21	31	51	82	20.5	114
22	31	52	83	21	118
23	32	53	85	21.5	122
24	32	54	86	22	126
25	33	55	88	22.5	130
26	33	56	89	23	134
27	34	57	91	23.5	138
28	34	58	92	24	142
29	35	59	94	24.5	146
30	35	60	95	25	150
31+	35	60 + 0.5 per rank over 30	95 + 0.5 per rank over 30	25	150 + 3 per rank over 30

SKILL RECORD SHEET T-6.3

Character: Machka
Player: Your Name
Level: ____

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total
Jumping	0	□□□	-15	+33				+18
Swimming	0	□□□	-15	+14				-1
Climbing	1	□□□	+3	+20		+15		+38
		□□□						
Alertness	2	□□□	+2	+30				+32
Observation	0	□□□	-15	+0				-15
Sense Awareness (Hearing)	2	□□□	+6	+34		+10		+50
Body Development	4	□□□	+24	+36				+60
Alien Environment (Zero gravity)	1	□□□	+5	+24				+29
		□□□						
Falar, spoken	8	□□□	+24	-11				+13
Falar, written	4	□□□	+12	-11				+1
Human, spoken	5	□□□	+15	-11				+4
Human, written	0	□□□	-15	-11				-26
Species Standard, spoken	6	□□□	+18	-11				+7
Species Standard, written	0	□□□	-15	-11				-26
		□□□						
		□□□						
"Own" Region Lore	3	□□□	+9	+0				+9
"Falar" Culture Lore	3	□□□	+9	+0				+9
		□□□						
Tackling	2	□□□	+6	+32				+38
Riding (horses)	1	□□□	+3	-8				-5
		□□□						
Basic Math	2	□□□	+6	+2				+8
Computer Engineering	2	□□□	+6	+23				+29
Advanced Math	2	□□□	+10	-6				+4
Astrogation	1	□□□	+5	-6				-1
Orbital Mechanics	1	□□□	+5	-6				-1
Claw Attack	2	□□□	+10	+22				+32
Hiding	2	□□□	+6	+37				+43
Stalking	6	□□□	+18	+37		+20		+75
Sensor Analysis	1	□□□	+3	+10				+13
High-Energy Projector	1	□□□	+3	+46		+10		+59
		□□□						
Atmospheric Pilot	1	□□□	+3	+48				+51
FTL Pilot	1	□□□	+3	+48				+51
Space Pilot	2	□□□	+6	+48				+54
Ground Vehicle Pilot	0	□□□	-15	+48				+33
		□□□						
Hazzok	5	□□□	+15	+40	+15			+70
		□□□						
Blaster Pistol	3	□□□	+9	+28	+15			+52

Skill Bonuses

For each skill, total the number of ranks and determine the corresponding skill rank bonus. Then record these values for each skill on your Record Sheet T-6.3.

Example: *Machka has 5 skill ranks in Hazzok (2 from adolescence, 1 from hobbies, and 2 from apprenticeship development)—so, the standard skill rank bonus is 15. Bob records this value on the line corresponding to that skill. Bob also records the values for each of Machka's other skills.*

Total Skill Bonuses

For each skill, total the bonuses you have already recorded on your Record Sheet T-6.2:

skill rank bonus + total skill category bonus
+ any item bonuses + any special bonuses

Then record these values for each skill on your Record Sheet T-6.2.

Example: *Machka's total skill bonus for Hazzok is 70 (+15 for the rank bonus +40 for category bonus +15 for his Hazzok). Bob records this value on the line corresponding to that skill. Bob also records the value for each of Machka's other skills.*

Commonly Used Skills & Attacks

You may want to record the bonuses and ranks for your character's commonly used attacks and skills on your Character Record Sheet T-6.1. Then, most of the time, you will only have to have that sheet available during play.

Example: *See Machka's Record Sheet on page 53.*

23.2 LEVEL, EXPERIENCE POINTS, AND AGE

You should record that your character is 1st level and has 10,000 experience points.

Your character's minimum starting age is sixteen plus the months required for any training packages (see Appendix A-5, p. 172) that he starts with. He can be any age that is greater than this minimum—subject to the lifespan limits given in Appendix A-1 (p. 113).

Example: *Machka developed the Commercial Pilot training package which requires 14 months. So Machka can start at an age of 17 or more. You choose to start him at an age of 22.*

CHARACTER RECORD SHEET T-6.1

Experience Points	Level:
10,000	1st

ROLE TRAITS: Appearance: 73
Demeanor: Abrasive, Aggressive
Apparent Age: 22 Actual Age: 22
Gender: Male Skin: n/a
Height: 220 cm Weight: 260 kg.
Hair: Gold Eyes: Yellow
Personality: Curious, Inquisitive
Motivation: Self-centered, General Self Interest
Alignment: Neutral

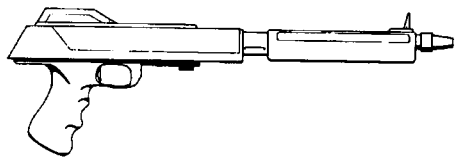


23.3 OUTFITTING

In addition to equipment and money from his background options (Section 20.0, p. 40) and training packages (Section 21.3, p. 44), your character automatically begins the game with the equipment and money listed below. The race description for your character provides details and suggestions for this equipment and money (see Appendix A-1, p. 113).

A new character begins play with 2,000 credits, plus any he received from background options or training packages. In addition to equipment gained from training packages and backgrounds, the character receives the following:

- Up to two "Normal Gear" (see p. 180) weapons of his choice. He must have at least a skill rank of one in each skill pertaining to the weapons in question.
- One suit of armor, assuming that his maneuver modification for that armor is no worse than -20.
- Five changes of clothes (including a pair of shoes and an overcoat), holsters or straps for his weapons, a belt, wallet, and toiletries.



The character may then use whatever money he possesses to buy additional equipment. Any legal equipment may be purchased freely. Illegal equipment, such as poisons, may be purchased with the GM's approval.

In summary, a character begins play with:

- Two weapons (at least skill rank 1 with each).
- Armor (maneuver mod. no worse than -20).
- Five changes of clothes, including a pair of shoes and an overcoat.
- Holsters, belt, wallet.
- Toiletries
- 2,000 cr.
- Any equipment & money from background options.
- Any assets attained from training packages.
- Equipment purchased with starting assets.

You can keep track of your supplies and equipment on the back of your Character Record Sheets.

Example: *You must now determine what equipment and supplies Machka will carry. As starting equipment, he may automatically choose to have:*

Starting Equipment	*weight in kg.*
+15 Hazzok	*4.0*
Grazzin Armor (gives a +5 DB bonus)	*wear*
Combat Knife	*0.5*
+15 Heavy Blaster Pistol (called a Grazz)	*0.6*
Hold-Out Blaster Pistol	*0.1*
Medium Freighter	*n/a*
+10 Armored Vac Suit	*wear*
Five changes of clothes	*6.0*
Holsters, belt, wallet	*wear*
Toiletries	*0.1*
	***Total:** 11.3*

MONEY
In the *Privateers* universe, the symbol for a credit is ¢.

Example: *Machka has ¢2,000 to spend on other equipment (see Appendix A-7, p. 180). He decides to buy:*

Cost	Item	weight in kg.
0	*Starting equipment*	*11.3*
20	*First Aid Kit*	*0.5*
10	*Anti-Glare Lenses*	*0.0*
50	*Chronometer*	*0.1*
300	*Communicator*	*0.25*
180	*10 Weapon Cells*	*1.0*
50	*All Weather Sleeping Bag*	*0.1*
90	*Environment Tent*	*0.8*
700	**Total:**	*14.05*

These purchases leave him with ¢1300.

23.4 MISCELLANEOUS FACTORS

There are a number of miscellaneous factors that you should now calculate and record.

Mind Points

In order to use a psychic power, a number of mind points (MPs) equal to the power's magnitude must be used. Your character has a maximum number of mind points equal to his skill bonus for Mind Point Development. You should record your character's MP Development skill bonus in the space marked: "Mind Points." See Section 33.3 (p. 78) for more details.

Example: *Machka has a Mind Point Development skill bonus of 4, even though he has never developed the skill. Bob records this on his Character Record Sheet in the space marked "Mind Points (Max.)."*

Hits

Your character has a maximum number of hits (also called concussion hits) equal to his skill bonus for Body Development. You should record your character's Body Development skill bonus in the space marked: "Hits."

Example: *Machka has a Body Development skill bonus of 60—Bob records this on his Character Record Sheet in the space marked "Hits (Maximum)."*

Recovering Mind Points and Hits

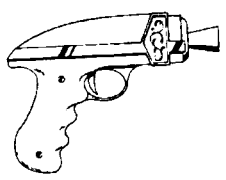
During play, your character will recover mind points and hits. The recovery rates vary depending upon whether your character is active, resting, or sleeping—see Section 33.3.1 (p. 78) and Appendix A-4.13 (p. 148). These rates are summarized at the bottom of your Character Record Sheet.

Defensive Bonus (DB)

Your character's Defensive Bonus is used in combat as a subtraction from an opponent's attack roll against him. Appendix A-8.3 (p. 190) details the factors that can affect a character's DB. The following factors should be recorded on your Character Record Sheet for easy reference:

- Three times the character's Qu stat bonus.
- The armor quickness penalty of any armor normally worn (see the Armor Table T-3.3, p. 54).
- Shield bonus if applicable.
- Special armor and item bonuses if applicable.
- Total DB (under normal circumstances).

Example: *Machka has a Qu stat bonus of +2, an armor quickness penalty of zero (for his special Falar armor), a shield bonus of 0, and +5 special bonus for his armor. Bob records these values and a total DB of 11.*



CHARACTER RECORD SHEET T-6.1

Character Name: Machka
Player: Your Name
Campaign (GM): Privateers (Your GM's Name)

Experience Points: 10,000 | Level: 1st

Race: Falanar
Profession: Pilot
Training Packages: Commercial Pilot

Armor Type: 4 (his tough hide)
Weight Penalty:
Base Movement Rate: 20m
Moving Maneuver Penalty: 0
Missile Penalty: 0

Quickness Bonus (3 x Qu): 6
Armor Quickness Penalty: 0
Shield Bonus: 0
Special: (special armor) 5
Special:
Total Normal DB: 11

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	96	98	+8	0		+8
Constitution	90	93	+5	+6		+11
Memory	38	67	0	-2		-2
Reasoning	43	71	0	-2		-2
Self Discipline	39	73	0	+4		+4
Empathy	20	59	-3	-6		-9
Intuition	90	97	+5	+8		+13
Presence	50	75	0	0		0
Quickness	75	91	+2	0		+2
Strength	92	92	+6	+4		+10

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power	0	+12 (3 x SD)	+12
Poison	+50	+33 (3 x Co)	+83
Disease	+50	+33 (3 x Co)	+83
Fear	+50	+12 (3 x SD)	+62

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Dev Progression:
MP Dev. Progression:
Special Abilities: Tough Skin (AT 4), Large Claw Attack, Nightvision (6m), Amazing Leaping (x5 vert, 3x horz), Peripheral Vision (+5 flank, +15 rear), Acute Smell (600m, 30m, 150m), Acute Hearing (30m), Eye of the Tiger, Quick Stride, Bad Temper (roll when stressed, insulted)

ROLE TRAITS: Appearance: 73
Demeanor: Abrasive, Aggressive
Apparent Age: 22 | Actual Age: 22
Gender: Male | Skin: n/a
Height: 220 cm | Weight: 260 kg.
Hair: Gold | Eyes: Yellow
Personality: Curious, Inquisitive
Motivation: Self-centered, General Self Interest
Alignment: Neutral

BACKGROUND INFORMATION:
Nationality:
Home Planet/City:
Parents:
Spouse:
Children:
Other:

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
Jumping	0	+18	Basic Math	2	+8
Swimming	0	-1	Computer Engineering	2	+24
Climbing	1	+38	Advanced Math	2	+4
			Astrogation	1	-1
Alertness	2	+32	Orbital Mechanics	1	-1
Observation	0	-15			
Sense Awareness (Hearing)	2	+50	Stalking	6	+75
			Hiding	2	+43
Alien Environ. (zero grav.)	1	+29			
			Sensor Analysis	1	+13
Falar (S/W)	8/4	+13/+1			
Human (S/W)	5/0	+41/-26	Atmospheric Pilot	1	+51
Species Standard (S/W)	6/0	+71/-26	STL Pilot	1	+51
			Space Pilot	2	+54
"Own" Region Lore	3	+9	Ground Vehicle Pilot	0	+33
"High-Man" Race Lore	3	+9			

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications
Hazzok	5	+70	01-03	None
Blaster Pistol	3	+52	01-03	+10 (0-3m), 0 (4-5m), -25 (6-8m), -50 (9-13m), -100 (14-35m)
Claw Attack	2	+32	01-02	None
Tackling	2	+38	01-02	None
High-Energy Projector	1	+59		(special-ship mounted weaponry)

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
Hazzok	sheath	4.0	+15 bonus
Medium Blaster Pistol	holster	0.6	+15 bonus
Armored Vac Suit	special		+10 bonus
medium interstellar freighter	special		special

Hits (Maximum): 60
Recover: 1 per 3 hr. (active) 5 (Co bonus + 2) per hr. (resting) 22 (Co bonus x 2) per 3 hr. (sleeping)
Maximum = 10 + Body Dev. Skill Bonus

Miscellaneous Information: Has useful corporate contacts.

Mind Points (Max.): 4
Recover: 1 per 1 hr. (active) 2 (SD stat bonus + 2) per hr. (resting) 2 (maximum MPs + 2) per 3 hr. (sleeping)
Maximum = Mind Point Dev. Skill Bonus

Resistance Roll Bonuses

Certain attacks and events occurring during play will require your character to make a resistance roll (RR) to determine if or how an attack affects him. These types of attacks include: psychic powers, poisons, diseases, fear, etc. Resistance rolls are resolved by assigning an attack level and then resolving the resistance roll using Table T-3.4 (p. 70)—see Section 31.1 (p. 70) for more details on how to resolve a RR.

Standard modifications to resistance rolls include: stat bonuses and race bonuses. The race bonuses are presented in the Race Abilities Table T-1.1 (p. 33). The following stat bonuses normally apply and should be recorded on your Character Record Sheet. A RR versus a psychic power or against fear is modified by three times the subject's stat bonus for Self Discipline (SD). A RR versus poison or disease is modified by three times the subject's stat bonus for Constitution (Co). For more on poisons, diseases, and fear see the *Gamemaster Manual.*

Example: *Bob records the applicable stat bonus for each of Machka's resistance rolls: +12 for psychic powers (3xSD), +83 for poison/disease (3xCo+50), and 62 for fear (3xSD+50). The +50's mods are based on Machka's race (see Table T-1.1, p. 33).*

Moving Maneuver Penalty

Your character has a "moving maneuver penalty" (MMP) that is added to any moving maneuver rolls (see Section 29.0, p. 66). Your character's MMP is equal to:

lesser of:
armor's Minimum Maneuver Modification
or (armor's Maximum Maneuver Modification)
+ (skill bonus for the armor worn)

Note: *In other words, your character's skill bonus for armor cannot modify his armor's maneuver modification beyond the minimum maneuver modification for that armor. The minimum and maximum maneuver modifications for each type of armor can be found in the Armor Table T-3.3.*

Example: *Machka wears his Falar armor, which has no maneuver modification but grants a +5 to his DB. It does not effect his natural AT.*



Base Movement Rate

Your character has a base movement rate that determines how far he can move each round (see Section 30.0, p. 69).

Base Movement Rate = 15 meters + Qu Stat Bonus + Stride Modification *(see Stride Modification Chart)*

Example: *Machka's base movement rate is 20 meters = 15 + 2 + 3 (stride modification).*

Weight Penalty

If your character is not strong and attempts to carry too much equipment, your Gamemaster may require you to calculate your character's "Weight Penalty" (see Section 32.14, p. 74). If your character has a weight penalty, it will modify his base movement rate and his MMP.

STRIDE CHART

Height (meters)	Stride Modification (meters)
2.51-2.6m	+7m
2.41-2.5m	+6m
2.31-2.4m	+5m
2.21-2.3m	+4m
2.11-2.2m	+3m
2.01-2.1m	+2m
1.91-2.0m	+1m
1.81–1.9m	0m
1.71-1.8m	-1m
1.61-1.7m	-2m
1.51-1.6m	-3m
1.41-1.5m	-4m
1.31-1.4m	-5m
1.21-1.3m	-6m
1.11-1.2m	-7m
1.01-1.1m	-8m
0.91-1.0m	-9m
0.81-0.9m	-10m
0.71-0.8m	-11m
0.61-0.7m	-12m

ARMOR TABLE T-3.3

Armor Types	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Ranged Attack Penalty‡	Armor Quickness Penalty§
1, 3, 4 ¥	0	0	0	0
5, 8 ¥	0	0	0	0
11, 12 ¥	0	0	0	0
I	0	0	0	0
II	-5	-40	0	0
III	-10	-60	5	5
IV	-15	-80	10	10
V	0	0	0	0
VI	-5	-40	0	0
VII	-10	-60	5	5
VIII	-10	-70	0	5
IX	-20	-100	10	10
X	-30	-130	20	15
Powered	-25	-160	20	15

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p.132).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p. 132).

‡ — The attack penalty acts as a modification to the ranged OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (See Appendix A-8.4 p. 193).

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (See Section 23.4). Unlike the penalties above, this penalty can only reduce the armor wearer's Quickness Stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

¥ — Because these armor types are the natural hide of creatures, the modifications all zero. When these armor types apply to armor that is not natural hide, these modifications have other values (see *Future Law*).

24.0 :: EXPERIENCE & ADVANCING LEVELS

"Creative minds have been known to survive any kind of bad training."
— Anna Freud, Old Earth Psychoanalyst

Your character has a "level" that provides an indication of his capabilities. Your character can become more powerful and skilled by advancing levels as he gains experience. Experience is represented in play by experience points (EPs) which the Gamemaster awards to characters for certain experiences, activities, and achievements.

Normally, your character starts play as a 1st level character and his level increases as he acquires experience points from his adventures. Your character's level does not necessarily increase each time he gains experience points; it increases when his experience point total reaches certain points, as explained later in this section and the Experience Point Table T-2.6.

EXPERIENCE POINTS

The rewards derived from role playing are many, and among these, experience point (EP) accumulation is probably the most obvious. It is a significant factor under most SFRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the Gamemaster, especially in cases where the computation of the points is time-consuming.

Section 38.0 (p. 100) provides some experience point guidelines and suggestions for Gamemasters.

CHARACTER LEVELS

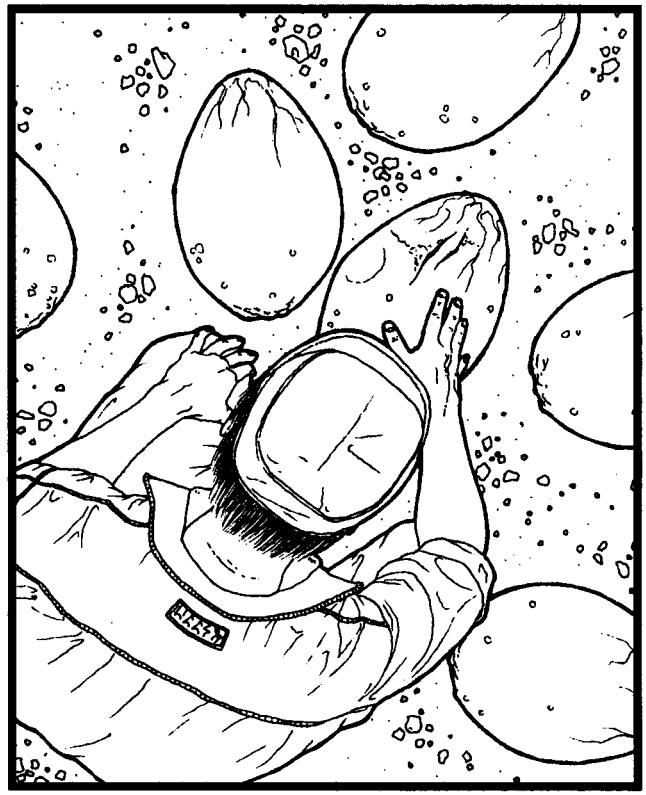
Your character's level is determined by how many experience points he has accumulated. Your character starts at 1st level with 10,000 experience points. The Experience Point Table T-2.6 summarizes which experience point totals correspond to which levels.

EXPERIENCE POINT TABLE T-2.6

Level	EPs Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20	500,000
21+	500,000 + 50,000 per level over 20th

Normally, your character's level only directly affects his resistance rolls and determines when and how often he develops his skills. Characters of 20th level and above, however, are generally classified as "Lords" (a title more appropriate for a fantasy game, perhaps, but descriptive nevertheless).

Example: *Mitchell, after a series of adventures, has a total of 75,614 experience points, which is more than the 70,000 minimum for 6th level and less than the 90,000 required to be 7th level. Thus, he is 6th level.*



ADVANCING A LEVEL

Designing your character doesn't stop when you begin play at first level, it is a process that continues as you adventure. When your character advances (goes up) a level, he may develop skills and update his bonuses. To develop a skill he allocates development points to it in order to increase the skill's rank. This process is identical to apprenticeship skill development (Sec. 21.0, p. 42).

Advancing a Level

When your character advances a level, you must perform several actions:

- "Stat Gain Rolls" must be made to determine if any of your character's temporary stats change. Make a stat gain roll for each stat, as described in Sec. 21.4, p. 45.
- The skill development process is followed. This process is identical to apprenticeship skill development (see Section 21.0, p. 42).
- Finally, any skill rank bonuses whose components have changed must be re-totaled.

Note: *Some GMs may wish to require time and/or facilities for training before skill development actually takes place. As a simple mechanism, we suggest two hours of "practice" or "contemplation" for each rank developed. For a more comprehensive approach, a GM should refer to Future Law.*

INTERLUDE THREE

Mitchell always used to do this sort of thing himself. Naturally, now they were keeping him out of the public eye. Wild had volunteered immediately. Mitchell was hesitant at first, then relented. He had no idea how good Wild was at this sort of thing, but that was the idea. Wild didn't want him to know.

Wild stood in a walkway, half a kilometer above the city. These walkways, connecting one building to another, were common on this planet, forming their own second set of streets high above the ground.

Data scrolled, imposed upon his vision from the tactical scanner. Fourteen people were moving within the immediate vicinity. He noted each visually, attaching a description with a tag to each blip, that way when they were out of sight, his tac scanner would keep track of who they were. That one was the man in the gray jumpsuit. That one was the mother with the baby carriage. That one was the old man with the limp. He continued tagging the blips as he strolled along the walkway, looking out the glassteel walls.

Epistle was a backwater world by almost any standards. Still, as he walked along the walkway, a half a klick above the city, he could almost picture the place as the Capital itself.



He watched the VT vehicles flying by, above and below the walkways. These cars and vans, able to hover or fly through Vectored Thrust turbines, were the main form of transportation on the free world. The autopilot handled the difficulties of controlling a flying car, and left the citizens to swoop or fly as they liked.

He spotted his contact's reflection in the glassteel. He tagged him on the tac scanner. He could feel his holdout blaster in the spring sheath along the inside of his arm. That was enough. Let the man think he was sloppy. He feigned great interest in watching the VT cars and vans fly by. Daily bustle.

"You're early," his contact said. He was a dark, greasy man. Not the sort of person that inspires trust.

Wild acted like he was startled. He looked embarrassedly out the window, then back at his contact. His grin was sheepish.

"Uh, my boss always says to get to a place early. Scope it out."

"Yeah. Good job." He was humoring him. Good.

"What do I call you?" Wild asked.

"Call me the Mole."

Angels and ministers of grace, Wild thought, *protect me from fools and wanna-be's!*

"Nova!" he exclaimed. A common enough slang word, he hoped it would make him appear young and stupid.

"Let me check you. Standard procedure, you understand." Mole pulled out a bug sniffer.

After a moment of studying the display, Mole nodded and put the thing away.

"Let's start moving," the Mole said. "It's more difficult to eavesdrop on us when we're moving."

"Nova. Really?" He said. *Keep playing the rube ...*

"Yeah, see if they don't have a bug on us, they have to point parabolic dishes at us. That's hard in a moving crowd."

About as hard as tying my shoes, you idiot, Wild thought. What he said was, "Nova! You know a lot."

"I've been doing this a while, kid."

They were moving along the walkway now. Wild faked interest in the view. The blip he had tagged as the woman with the baby carriage was following him. Would they be *that* obvious? The woman was the first one he had suspected.

No, if they were any good, she was a diversion. Keep looking.

"You got the stuff?" Wild asked.

"Yep. Usual deal? I give you an unescorted convoy, you give me 15% of the salvage."

"Sure thing. I mean, if yer lying then you get sucked along with the rest of us."

"Yeah. Here you go, then." He held out his hand. Wild could see the memory disk palmed inside.

"Right out here in the open?" he whispered, feigning distress.

"Just act like we're shaking hands."

"Oh." Wild reached out and shook hands, palming the disk.

At that moment, Wild's tactical scanner went crazy. Acquisition warnings blared inside his head. Someone had locked onto him. A sensor lock could mean only two things, and he doubted that someone was attempting to fire a surface to air missile.

His reflexes took over. He grasped the Mole's hand and spun. As he threw the man against the transparency, he reached forward and thumbed the man's belt buckle. He then held the man, struggling as his belt shield activated.

Then the glassteel of the walkway shattered into an explosion of tiny crystal cubes and wind howled through the hole. The seeker round, barely slowed by the glassteel, crashed into the Mole's force shield, losing energy. Then it tore though the Mole's torso, turning it to a bloody pulp. It caught the shield on the way out the other side, deflecting down and to the right. When it crashed into Wild's arm in an explosion of pain and spray of red mist, it had lost most of its energy.

Wild had been lucky. A seeker round, fired from a high-end sniper rifle, would go through quite a bit. If he hadn't guessed right, that the Mole was playing him as well, and keeping him near the glassteel so the sniper would have a clean shot, he might not have thought to trigger the barrier shield that any self-respecting Imperial agent would be wearing in his belt buckle. Standard issue.

Wild took off to the side, flinging the corpse of the Mole in the direction of the woman with the baby carriage. He could feel the hot slickness of his wound, running down his arm. Internal diagnostics flickered across his vision. Forty-four seconds before he lost use of that arm. Hardly enough time.

Problem was, they'd have both exits to the walkway guarded. Well guarded. That left one direction.

As he dropped a grenade into his hand, a charge pulsed through the air, making his hair stand on end. He dove to the side, even before seeing the blaster beam, cutting across the walkway at him. As he rolled across the carpet, he heard the screams of the pedestrians, sliced in half by the beam.

He glanced down, calculating the travel time for a grenade. He could see the woman there, baby carriage on its side, assault blaster in hand. Odd, that. Imperials rarely used blaster weapons. Must be a new Renaissance.

He triggered the grenade and set off his internal timer. As it hit the proper moment, he threw.

Toward the ceiling, not the woman.

There were too many civilians in the walkway. He couldn't make a stand here. Enough were dying already, and they had never done anything to anyone.

The grenade flew into the air. As it hit the top of its arc, just centimeters below the ceiling, it exploded. He had timed it correctly.

The screams of the civilians were mostly screams of fear. He tried not to notice the screams of pain. Losses. Unacceptable losses.

He leapt hard toward the ceiling. His internal diagnostics gave him the seconds of strength left in his left arm. More than enough.

He caught the jagged metal and swung his legs up, throwing himself through the hole he had made. On a good day, he would have landed on top of the walkway on his feet.

But this was not a good day, and he sprawled across the top of the walkway, prone. He saw the blaster stream burning up through the hole, even as his acquisition sensor started blaring again.

Throwing himself over to the side toward the sniper, he rolled off the top of the walkway and into free fall. The sniper fired.

Seeker rounds were subsonic, so as to not cause a sonic boom as they passed. They had a tiny, reactionless drive to add punch to the hit, giving them the impact of a high velocity round, but they only traveled one meter per second less than the speed of sound.

As he fell, ever so slowly, the temperature came unbidden to his mind. 5 degree's Celsius. At five degree's Celsius, the speed of sound in Epistle's atmosphere would be 23Γ.6 meters per second. That meant that the round would be traveling at 239.6. His tac scanner had pinpointed the sniper at 6Δ2 meters, beyond its normal range, but it was easy to track a sensor lock back to its source. It was lower temperature up there, so the speed of sound was less. That meant the earliest that bullet would hit was 2.Δ9770712Γ283540 seconds, probably a bit longer.

All these figures flashed through his head in a split second. In the Epistle gravity, he fell at 10.5 meters per second per second, a little more than a standard G. That meant less than half a second before he was falling past the hole the first round had made.

His right arm lashed out, catching the jagged edge and swinging him under the walkway as pain sensors screamed in protest. He reached out with his left arm and with a hand, red with dripping wetness, caught a girder.

Not quite far enough. He let go with his right arm and swung, ape-style, farther under the walkway. He caught and held with his right hand. He hung there for precious moments before he gathered enough presence of mind to pull himself into the safety of the girders.

There was a thunderous clang as the seeker round, adjusting its trajectory as best it could, blew through two of the girders before it stopped, half a meter from his head. *Thank God physics demanded solid supports to handle the weight of this walkway.*

The wind roared past him as he thought. No good way out of this one. The winds were approximately 70 kilometers per hour up here, gusting to 90. That made an exit strategy difficult. He sent off a transmission, but he prayed that he didn't need to use that backup plan.

He needed to think. His tactical scanner could make out all sorts of movement in the walkway. He couldn't hear them over the howl of the wind, but he could tell from their movements they were trying to form a plan. Hell, they were running around like chickens with their heads cut off.

What a nova sucking place to be, he thought.

His acquisition sensor went off again. Three seconds later, the girders rang with another impact.

He had asked specifically to meet on the walkway. It made his backup plans easier. He hadn't counted on the wind. What was he going to do?

He received a signal, telling him that his backup plan was in place. He sent some correction instructions, then cursed as his left arm bled dry.

He was one-armed, clinging to the bottom of a walkway a half klick in the air, dealing with roaring and barely predictable winds. On top of it, he had a sniper out there, locked onto his head with seeker rounds, firing like they grew on trees. Too bad they didn't make these struts and girders out of sensor opaque material.

Suddenly, he noticed something on tac. All of the agents, that is everyone who wasn't down and injured, were clearing out of the walkway. They were evacuating, or else they'd leave guards on the holes. That could only mean one thing.

They were going to blow the walkway. No wonder the mole agreed so readily to his meeting place. These bastards didn't give the slightest damn about the people that lived in this city.

The sniper had him pinned down. They were going to blow the bridge. He only had one option. He tried to get a feel for the wind.

When the time was right, he let go.

His tactical sensor registered the rapid approach of the acquisition signal. The sniper had fired again. The seeker round came in fast as he fell, exposed. He'd only have one shot at this.

The wind changed at the last moment, and he was almost blown past the VT Van he had hovering in position. Luckily, it blew the van as well and he crashed into and through the roof, curled into a ball, before the autopilot had a chance to correct.

He had carefully calculated his fall. He had to have exactly enough velocity to blast through the roof of the van, but not enough to blow through the bottom.

Internal diagnostics flared and skittered with data as he hit. He had less than a second left.

"Computer, engage escape program."

The VT Van took off, a half klick in the air, even as the bullet pierced the side and blew away the left half of Wild's head.

And then they were away.

He reviewed the internal diagnostics. Hydraulics on the left arm were redline. Major structural damage throughout his endoskeleton. Most of his head blown away.

No damage to vital systems.

He was lucky. If the sniper had targeted the seeker rounds on his torso, where his gyro, hydraulic plant, and braincase were, he'd never have survived.

It seemed the god of androids had smiled upon him this day.

The van was headed for a location where he had stashed his repair equipment. He needed to be alright, at least visibly, before he got back to the ship. It wouldn't do to have the doctor try to heal him.

PART IV
PERFORMING ACTIONS

"All that is necessary for the triumph of evil is that good men do nothing."
— Edmund Burke, Old Earth Political Writer

This part of *Spacemaster* is concerned with how to resolve a variety of actions and activities that commonly arise in role playing games. These guidelines primarily address action in a tactical environment, but they can be easily extended to a more strategic setting (see Part VI).

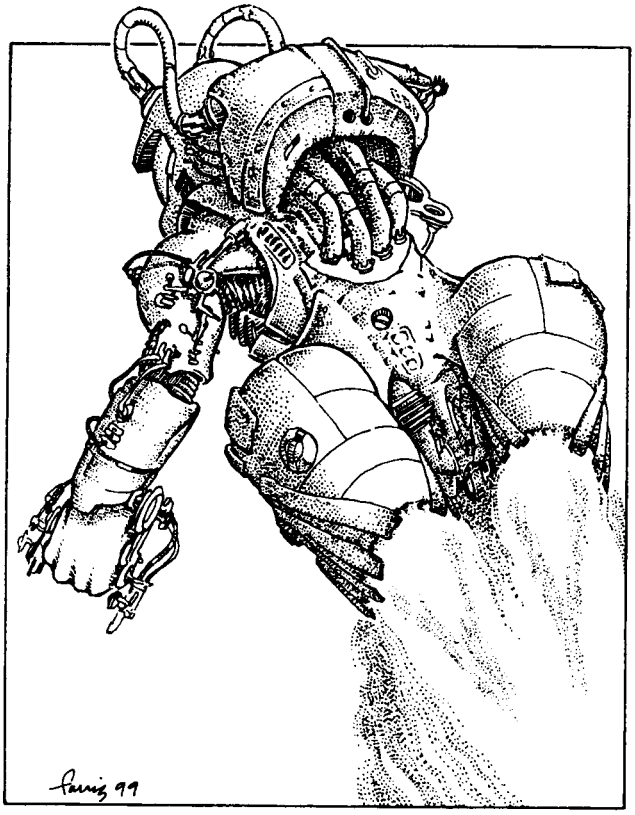
Overview

In a tactical situation (usually combat), action is resolved in terms of meters and seconds. Normally during the *Spacemaster* tactical sequence, each character may take up to three actions every 10 seconds. This 10 second period is called a "round." A round usually takes considerably longer than 10 seconds of real time to resolve. Some typical actions are:

Note: *A round consists of 5 phases, three of which you can take actions in. A character may take up to 3 actions per round, one action per phase, but may not exceed 100% activity*

- Using a psychic power
- Recovering from using a psychic power
- Making a ranged attack
- Loading or reloading a weapon
- Parrying a primitive missile attack
- Making a moving maneuver
- Making a melee attack
- Full movement
- Making a static maneuver

The basic principle to keep in mind is that each action takes a percentage of the total activity that a character has for a round. For example, one can view a melee attack as 60-100% of the total activity for a round, casting a psychic power as 75% activity, recovering from a psychic power as 90% activity, and movement as 0-100% activity. Of course, the sum of a character's % activities cannot normally exceed 100%.



Certain factors may affect the actions that a character may take. Most of these are obvious and can be resolved by using common sense (e.g., a character with a broken arm can't use a two-handed weapon; an unconscious character can perform no action, except perhaps breathing, etc.). The Gamemaster is, of course, the final authority on these matters.

Dividing Up the Work

The Gamemaster and the players should divide up the work involved in controlling a tactical combat situation. The Gamemaster has to handle the physical layout and all of the non-player characters, but the players can help with other factors. For example, one player can keep track of the damage taken and status of each character. Another player can keep track of the round and action sequencing (Section 26.0, p. 60). Another player can record activity by player characters which can later lead to experience points. Other players can handle the tables and read off results during play. By dividing up these tasks the game flows very smoothly, everyone gets involved, and no one is swamped with work.

Representing the Physical Situation

The Gamemaster must decide how to keep track of movement, the relative positions of all of the characters, ranges for firing blasters and using psychic powers, and the layout of the area in which they are adventuring. This usually requires a playing surface that represents the physical situation as well as playing pieces representing the characters and other combatants. Many possibilities exist for such play aids, and the Gamemaster may elect to use whichever seems most appropriate for his game and for a particular situation. Below, we present a few helpful display techniques and hints.

The Gamemaster can sketch the layout on a sheet of paper (or on a black board) and mark the position of each character on it. For small sheets of paper we suggest a scale of 1" = 15m. For a larger surface, 1" = 5 meters or 1" = 3m would be more appropriate. Many miniatures are scaled for 1" = 2m. You can keep track of distance with a ruler. The problem with this technique is lack of detail and the hassles of erasing each time a character moves.

To solve part of this problem we suggest that a playing piece be used to represent the position of each character. These can be as elaborate as you wish. Suggestions include: commercially available miniatures (small statues of various characters and creatures), chess pieces, coins, or 0.5" square to 1" square pieces of cardboard marked with the characters names. The cardboard pieces are easy to make and use; they can be colored or decorated to aid the flavor of play.

On page 262 there is a sheet of 8.5" x 11" paper with a grid consisting of hexagons (i.e., hexes). This sheet makes keeping track of distances easier; just count the number of hexes between two points. If playing pieces are used, each piece can occupy a separate hex to indicate its location.

Most photo-copying centers have a transparency machine which is capable of copying any black and white figure onto a clear plastic sheet. We suggest that you take a piece of the hex paper and have a transparency made. This can be laid over almost any sort of layout, superimposing a grid on it.

25.0 :: THE ACTIONS

"Thunder is good, thunder is impressive;
but it is lightning that does the work."
— Mark Twain, Old Earth Writer

There are an unlimited number of different actions that a character may attempt during a role playing game. However, most fall into the following six classes:

Attacks ..... (see Section 27.0, p. 62)
Simple Actions ..... (see below)
Static Maneuvers ..... (see Section 28.0, p. 64)
Moving Maneuvers ..... (see Section 29.0, p. 66)
Movement ..... (see Section 30.0, p. 69)
Using Psychic Powers ..... (see Section 33.0, p. 77)

The rest of Part IV details how such actions are resolved. If a character takes an action that does not specifically fall into one of these classes, the GM will have to extrapolate or use mechanisms similar to those presented to handle the six classes.

Table T-3.2 presents some the commonly occurring actions and the activity percentages normally required.

Maneuvers & Simple Actions

Maneuvers are actions (other than attacks and psychic power use) which under normal circumstances have a chance of failing and usually entail an element of risk. *Simple actions* do not normally have a significant chance of failure.

Thus, normal movement and activities such as walking, climbing stairs, drawing a weapon, etc. are simple actions. However, unusual activities (swimming, climbing a rope, running up or down stairs, bypassing a security system, etc.) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and generally require maneuver rolls.

The Gamemaster is the final judge as to what is a maneuver and requires a roll, and as to what is normal activity and doesn't require a roll. Maneuvers are further classified as being static maneuvers or moving maneuvers. Each class of maneuvers is resolved differently (see Sections 28.0 & 29.0).

COMMON ACTIONS TABLE T-3.2

Action	% of Total Activity
Movement as a snap action	1-20%
Movement as a normal action	1-50%
Movement as a deliberate action	1-80%
Using a psychic power	75%
Recovering from a psychic power (Section 33.3.4, p. 79)	90%
Concentration (i.e., studying, balance, etc.)	50%
Disengage from Melee (may move 3 meters)	25%
Making a moving maneuver (Sec. 29.0, p. 66)	varies
Making a static maneuver (Sec. 28.0, p. 64) †	varies
Making a melee attack (App. A-8.5) *	60-100%
Making a missile attack / Taking a Single Shot * (App. A-8.4, p. 193)*	30-60%
Double or Extended Shot (p.193)*	50-90%
Spread Burst or Tracking Shot (p.193)*	30-60%
Aimed Burst or Continuous Fire (p.193)*	50-90%
Rapid Fire (p.196)	varies (GM's discretion)
Aimed Rapid Fire (p.196)	special
Suppression Fire (p.196)	varies (GM's discretion)
Parrying a primitive missile attack (p. 191)	50%
Loading or Reloading a primitive missile wp.	60%
Swapping clips or energy cells	10-25%
Swapping Back Pack cells	100-150%
Shifting a weapon	10%
Drawing a weapon	20%
Changing weapons	50%
Making an Awareness static maneuver (Section 32.3, p. 71)	10%
Controlling mount (App. A-4.6, p. 141)	10-100%

Variable Percentage Activities

The percentage activity required for certain actions varies based upon the character, the situation, and other variables. The following actions and their corresponding % activities are just suggestions. Each time a character takes one of these actions, the GM should make a ruling on the actual % activity requires.

Action	% of Total Activity
Making rapid Observation Maneuver (-40 mod)	30%
Making half Observation Maneuver (-20 mod)	50%
Making full Observation Maneuver (+0 mod)	70%
Rapid exit from a vehicle	20%
Careful exit from vehicle	50%
Entering vehicle	50%
Relaxed swim	50%
Hard swim	90%
Hiding	20%
Stalking	at least 50%
Climbing	60-100%
Standing up from a seated position	10%
Standing up from "on knees/crouch"	20%
Moving up from prone to "on knees/crouch"	30%
Standing up from a prone position	50%
Rapid drop to the ground	10%
Careful drop to the ground	20%
Picking something up off the ground	30%
Dropping something	0%

* — If less than the maximum % activity indicated is used, the attack has a -1 modification for every 1% under the maximum (see App. A-8.2, p. 188).

† — Unless stated otherwise by the GM or by the description of the skill used (see Appendix A-4, p. 131), a static maneuver takes 100% activity. This may be reduced up to 50% by taking a -1 penalty for every 1% reduced.

26.0 :: SEQUENCING ACTIONS IN A ROUND

"You've got to start somewhere."
— Anonymous

This section provides guidelines for determining how to sequence the resolution of the actions that take place in a given round. While each action takes a percentage of a character's activity for a round, it is important to keep in mind that when an action is resolved is not determined by the percentage activity it requires. Rather, the sequencing of an action is based upon how fast the character is attempting to accomplish the action and the character's initiative roll.

How fast the character is attempting to accomplish his action is abstracted into a simple decision for each character—Is the action:

A snap action? ..... resolved earlier with a -20 modification

A normal action? ..... resolved normally

A deliberate action? ..... resolved later with a +10 modification

Example: *A single melee attack is an action that requires 60-100% activity—it represents a number of swings, parries, dodges, etc. However, it is assumed that only one actual blow lands and that the attacker makes such a blow when a good opportunity presents itself.*

When a character makes a melee attack as a "snap action," he has probably taken the first opportunity for a blow and resolves it early in the round sequencing. However, he still spends the rest of the % activity for the action in melee and the fact that he took the first and not the best opportunity is reflected in the -20 OB mod.

A melee attack made as a "normal action" is assumed to take the first good opportunity.

A melee attack made as a "deliberate action" is assumed to wait for the very best opportunity. So it is resolved late in the round with a +10 OB mod.

BATTLE ROUND SEQUENCE TABLE T-3.1

1) **Action Declaration Phase** — Declare all actions: snap actions, normal actions, and deliberate actions. Each combatant may declare up to one of each of the three types of actions, but the total activity percentage of all of his declared actions may not exceed 100%. If a melee attack or a primitive missile parry is declared, parry proportions must also be declared (App. A-8.3, p. 191).

2) **Initiative Determination Phase** — Each combatant must make an *initiative roll:*
(2d10 + Qu Bonus + modifications)

3) **Snap Action Phase** — Resolve all snap actions in the order indicated by initiative rolls. 20% is the maximum activity for a movement action.

4) **Normal Action Phase** — Resolve all normal actions in the order indicated by initiative rolls. 50% is the maximum activity for a movement action.

5) **Deliberate Action Phase** — Resolve all deliberate actions in the order indicated by initiative rolls. 80% is the maximum activity for a movement action.

Movement Limitations

Movement can take up to 100% activity for a round. However, depending upon the phase it is resolved in (i.e., snap, normal, or deliberate), the % activity for a specific movement action is limited. More than one movement action can be taken in a given round. Movement is described in detail in Section 29.0 (p. 66).

- A *snap* movement action can take no more than 20% activity (i.e., up to 20% of your movement rate).
- A *normal* movement action can take no more than 50% activity (i.e., up to 50% of your movement rate).
- A *deliberate* movement action can take no more than 80% activity (i.e., up to 80% of your movement rate).

The Battle Round Sequence

Actions are normally performed in the following order during a round (unless an action is canceled or put into an "opportunity state," see Sections 32.7 & 32.8, p. 72).

1) Action Declaration Phase
2) Initiative Determination Phase
3) Snap Action Phase
4) Normal Action Phase
5) Deliberate Action Phase

Note: *Awareness and Orientation rolls are used when required by circumstance (see Sections 32.3 & 32.4, p. 71).*

Note: *Conflicting actions may modify this sequence (see Section 32.6, p. 72).*

Action Declaration Phase

At the beginning of each round, each player should state or write down (the GM must decide which) what actions he wishes his character to perform for that round. Each combatant may declare up to one of each of the three types of actions, but his total declared activity percentage may not exceed 100%. He must also indicate during which phases each action will occur.

At the same time, the GM should decide what actions the non-player characters will take. The actions are then resolved in the order specified by the sequence above. The following sections describe how to resolve the various actions.

Initiative Determination Phase

Each character must make an initiative roll:

2d10 + Qu Bonus + Modifications

Condition	Modification
Surprised	-4
Taken more than 50% of hits	-4
Declared Movement	-1 per 10% of maximum movement activity (based on declared pace)

In each phase (snap, normal, deliberate), the character with the highest initiative roll takes his action (if any) first, then the character with the next highest roll takes his action, and so on until all actions for that phase have been resolved.

Snap Action Phase

During this phase, all snap actions are resolved using the following restrictions:

- A snap action receives a -20 modification.
- All snap actions are resolved in the order indicated by initiative rolls.
- 20% is the maximum activity for a movement action.

Normal Action Phase

During this phase, all normal actions are resolved using the following restrictions:

- All normal actions are resolved in the order indicated by initiative rolls.
- 50% is the maximum activity for a movement action.

Deliberate Action Phase

During this phase, all deliberate actions are resolved using the following restrictions:

- A deliberate action receives a +10 modification.
- All deliberate actions are resolved in the order indicated by initiative rolls.
- 80% is the maximum activity for a movement action.
- Any unused activity (maximum of 80%) may be used as movement that is simultaneously resolved after all of the deliberate actions have been resolved.

Example: *This example uses some combat terms defined later in Part IV. You should read it now to get an idea of how the turn sequence, % activity, and initiative works.*

Mitchell and Mrrralff are climbing a ladder into the bridge of the derelict spacecraft, thinking the place is deserted. Mitchell is just coming out the hatch when an enemy marine turns and spots him.

The enemy marine declares turning on his shield as a snap action (10% to hit a button) and normal continuous fire attack on Mitchell, hoping to lop an arm off. Mitchell will draw his blaster as a snap action (20%), fire as a normal action (40%) then fire again as a deliberate action (40%). He thinks the marine an easy hit, and wants two chances at a good critical. Mrrralff will finish climbing into the room as a deliberate action.

They all roll initiative. The marine gets a 16, Mitchell gets a 12 and Mrrralff comes up the ladder at a 20 (he's going nowhere quickly).

The marine goes first as a snap action, turning on his barrier shield. Mitchell then draws his blaster. The marine goes first, firing his continuous blast of coherent particles at Mitchell, leaving a nasty gash in the wall. Mitchell then fires his blaster with a -20 (for using less than the normal percentage). He bounces off the marine's shield. During the deliberate phase, Mrrralff comes up the ladder at a speedy 20 IR, and Mitchell fires a -10 blaster shot at the marine (-20 + 10 for deliberate). The blast cause a few points damage.

New round. The marine declares a movement (10% snap) to keep Mitchell between him and Mrrralff. He then declares a normal attack on Mitchell (continuous fire again). Machka will draw his weapon as a snap action (20%), move 20% for a normal action in an attempt to flank the marine, and then fire in deliberate for 60% single shot. Mitchell will fire a hasty snap action shot (40%) then save the rest of the 60% for a deliberate attack (in case he isn't lucky enough to penetrate the shield the first time).

The marine rolls an 18. Mitchell Rolls an 8. Machka rolls a 22 (lucky lion.)

Snap actions. Mrrralff draws his blaster. The marine moves 10%. Mitchell takes his hasty shot at -40. He does not roll open ended like he hoped. The shot bounces harmlessly off. Normal phase comes around. Mrrralff moves into firing position, glad he declared the movement (or else he wouldn't have had a good shot). The marine lops Mitchell's arm off. So much for Mitchell. In the deliberate phase, Mrrralff takes his +10 attack and drills the Marine dead.

Time for first aid ...



27.0 :: ATTACKS

"The son of a Spartan general complained that his sword was too short. The reply of that great Spartan is the key to all heroic action: 'Add a step to it.'"
— Anonymous

This section describes attacks and the process used to resolve attacks. Attacks occur when a character (the attacker) attempts to affect or harm an opponent (the defender or target). Normally, an attacks falls into one of four categories:

Ranged Attacks ..... Appendix A-8.4, p. 193
Melee Attacks ..... Appendix A-8.5, p. 197
Basic Psychic Attacks ..... Appendix A-8.6, p. 198
Directed Psychic Attacks . Appendix A-8.7, p. 199

Note: *See Appendices A-8 (p. 186-199) and Section 33.0 for full details on each type of attack.*

Attack Resolution

An attack is resolved by the attacker making an open-ended attack roll (1d100), adding any applicable modifications, and then applying the modified roll to the appropriate attack table. Attack, critical, and fumble/failure tables can be found in Appendix A-8.8 - A-8.10 (p. 200-232). Results are explained in Section A-8.1 (p. 186) and include:

- Hits delivered
- Fumbles and Failures
- Critical Strikes
- Modifications to Resistance Rolls

The last three results will usually require a second roll on a fumble or failure table (p. 229-232), a critical table (p. 214-228), or the Resistance Roll Table T-3.4 (p. 70).

Example: *Mrrralff with his hazzok faces off with Prraallll, a second Falanar, also armed with hazzok. Both combatants will attack using the Melee Weapon Attack Table A-8.8.7, causing slashing crits. Both have the standard Falanar AT of 4. Mrrralff has a DB of 11 and an OB of 73. Prraallll has a DB of 14 and an OB of 60.*

Mrrralff attacks first and rolls a '30', for a modified attack result of '89'—adding Mrrralff's OB of +73 and subtracting Prraallll's DB of 14. Cross-indexing '95' with Prraallll's armor type of 4, we get a result of '6'—Prraallll takes 6 hits.

Prraallll then attacks Mrrralff and rolls a '82', for a modified attack roll of '131' — adding Prraallll's OB of +60 and subtracting Mrrralff's DB of 11. Cross-indexing '131' with Mrrralff's armor type of 4, we get a result of '18D'—Mrrralff takes 20 hits and an 'D' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '17', Mrrralff is lucky. Cross-indexing '17' with the severity ('D') on the Slash Critical Strike Table A-10.10.5, we see that Mrrralff takes 2 extra hits and has a -10 modification to all actions.

Now wounded and worried, Mrrralff attacks again and rolls a '97'. Because this roll is open-ended, Mrrralff rolls again—the roll is a '11', so Mrrralff's attack roll is 108 (97+11). His modified attack roll is '157' (108 +73 OB -14 DB -10 due to the critical). That pegs the chart at '150.' Cross-indexing '150' with Prraallll's armor type of 4, we get a result of '22E'—Prraallll takes 22 hits and an 'E' severity critical. The critical type is 'slash' and another roll is made for the critical—the roll is a '66'. Cross-indexing '66' with the severity ('E') on the Slash Critical Strike Table A-8.8.13, we see that Prraallll's arm is severed, he is down, he takes 12 more hits, he dies in 12 rounds, and Mrrralff gets a +10 bonus to his attacks next round.

Heaving a sigh of relief, Mrrralff sits down and opens his first aid kit.

Melee Weapon Attack Table A-8.8.7

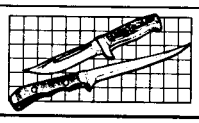
	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
146-150	16E	18E	22E	28E	22E	25E	30E	6	6B	7C	10D	12E	14E	15D	17E	17E	21E	146-150
145-147	16E	18E	22E	28E	22E	25E	29E	6	6A	7B	10D	12E	14E	15D	17E	17E	21E	145-147
143-144	16E	17E	21E	27E	21E	24E	28E	6	6	7A	10C	12E	14E	15D	17E	16E	20E	142-144
139-141	15E	17E	21E	26E	20E	22E	27E	5	6	7	10C	11D	13D	14D	16D	16E	19E	139-141
136-138	15D	16D	20E	25E	19D	21D	26E	5	6	6	9B	11D	12D	14D	15D	15D	18D	136-138
133-135	14D	15D	20D	24E	18D	20D	24D	5	5	6	9B	11C	12D	13C	15D	14D	17D	133-135
130-132	14D	15D	19D	23D	17D	19D	23D	5	5	5	9B	10C	11D	13C	14D	14D	16D	130-132
127-129	13D	14D	18D	22D	16D	18D	22D	4	5	5	8A	10C	11C	12C	13C	13C	15D	127-129
124-126	13C	13C	18D	21D	16C	17C	20D	4	4	4	8A	9B	10C	12B	13C	12C	15D	124-126
121-123	12C	13C	17C	20D	15C	16C	19C	4	4	4	8	9B	9C	11B	12C	12C	14C	121-123
118-120	11C	12C	16C	19D	14C	15C	18C	4	4	3	7	8A	9B	11B	11B	11C	13C	118-120
115-117	11B	11C	16C	18C	13B	14C	17C	3	3	3	7	8A	8B	10B	11B	10B	12C	115-117
112-114	10B	11B	15C	17C	12B	13B	15C	3	3	3	7	7A	8B	9A	10B	10B	11C	112-114
109-111	10B	10B	14B	16C	11B	12B	14B	3	3	2	6	7	7B	9A	10A	9B	10B	109-111
106-108	9B	9B	14B	15C	10B	11B	13B	3	2	2	6	6	6A	8A	8A	8B	9B	106-108
103-105	9A	9B	13B	14C	9A	10B	12B	3	2	1	6	6	6A	8A	8A	8A	8B	103-105
100-102	8A	8A	12B	13B	8A	9A	10B	2	2	–	5	5	5A	7	8A	7A	7B	100-102
97-99	8A	7A	12A	12B	8A	8A	9A	2	2	–	5	5	5	7	7	6A	6A	97-99
94-96	7A	7A	11A	11B	7A	7A	8A	2	1	–	5	5	4	6	6	6A	6A	94-96
91-93	7	6A	10A	10B	6	6A	6A	2	–	–	4	4	3	6	6	5	5A	91-93
88-90	6	6	10A	9B	5	6	5A	1	–	–	4	4	3	6	5	4	4A	88-90
85-87	5	5	9A	8B	4	5	4A	1	–	–	3	3	2	5	4	3	3A	85-87
82-84	5	4	9	7A	3	4	3	–	–	–	3	3	2	4	4	3	2	82-84
79-81	4	3	8	6A	2	3	2	–	–	–	3	2	1	4	3	2	1	79-81
76-78	4	3	7	5A	1	–	1	–	–	–	2	2	–	3	2	1	–	76-78
73-75	3	2	6	4A	–	–	–	–	–	–	2	1	–	3	2	–	–	73-75
70-72	3	1	6	3A	–	–	–	–	–	–	2	–	–	2	1	–	–	70-72
67-69	2	–	5	2	–	–	–	–	–	–	1	–	–	2	–	–	–	67-69
64-66	2	–	4	1	–	–	–	–	–	–	1	–	–	1	–	–	–	64-66
61-63	1	–	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
58-60	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

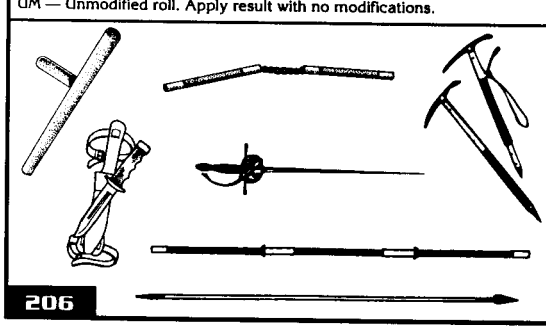
Weight: 0.05 kilograms

Fumble Range: 01 – 03[UM] (XX=3)

Critical Type: Slash (p. 228)



F — Weapon fumbled, roll on Table A-8.10.3 (p. 233).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Special Modifications:

Billy Club ..... Delivers Krush Criticals, -5, Max Result: 145, Max Crit: E

Armored Fist ..... Delivers Krush Criticals, -25, Max Result: 120, Max Crit: B

Nunchaku ..... Delivers Krush Criticals, +5, Max Result: 150, Max Crit: E

Combat Knife ..... Delivers Puncture Criticals, -10, Max Result: 110, Max Crit: D

Rapier ..... Delivers Puncture Criticals, +10, Max Result: 130, Max Crit: E

Staff ..... Delivers Krush Criticals, +20, Max Result: 150, Max Crit: E

Spear ..... Delivers Puncture Criticals, +10, Max Result: 150, Max Crit: E

AT I-IV ..... Slash crits against an armored location are resolved as Krush.

AT V-VII ..... Slash Crits against an armored location are resolved as Krush. Puncture Crits vs. an armored location are ignored.

AT VIII-X ... Puncture Crits vs. and armored location are ignored. All other crits vs. an armored location are resolved as Krushes.

Unmodified Rolls

When an attack roll before modification falls within an "Unmodified" (UM) range for the attack table being used, no modifications are made to the attack roll. This includes "open-ended" modifications (i.e., such a roll is not treated as being "open-ended" — do **not** roll again).

Unmodified results can only be achieved if the unmodified roll falls within these ranges. Modified rolls falling into these ranges are treated as the next higher (or lower) result.

Each unmodified range is marked with a "UM." Each weapon attack table in Appendix A-8.8 (p. 200-213) has a variable unmodified "Fumble Range" specified in the statistics for each specific weapon.

Example: *Suppose in the previous example, Mrrralff had rolled a '02' instead of a '97' on his second attack. '02' is in the unmodified fumble range of 01-03 for Table A-8.8.7. So, even though Mrrralff would normally add his +73 OB to his attack, his attack roll remains a '02'—Mrrralff fumbles his Hazzok, automatically misses Prraallll, and must roll on the Melee & Missile Fumble Table A-8.10.3 (p. 233). The roll is '27'. Cross-indexing '27' with the type of weapon ('One-Handed Arms') on Table A-8.10.3, we see that Mrrralff has dropped his Hazzok.*

Maximum and Minimum Results

Each attack table has a maximum and a minimum result. If a modified attack roll exceeds the maximum result, the roll is treated as the highest non-unmodified result (see above) allowed. If a modified attack roll is less than a minimum result, the roll is treated as the lowest result that is not an unmodified result.

- On all of the attack tables, the minimum result is one more than the unmodified fumble/failure result.
- On Tables A-8.8.1 - A-8.8.10, the maximum result is 150.
- On Table A-8.8.11, the maximum result is determined by the magnitude of the bolt.
- On Tables A-8.8.12 & A-8.8.13, the maximum result is determined by the type of attack, the animal's size tiny, small, medium, large, or huge.

Example: *Suppose in the first example for Mrrralff's second attack, he had rolled a '97' followed by a '81' instead of a '97' followed by an '11'. His modified attack roll would be '225' (97 +81 +73 OB -14 DB -10 for the critical). However, the maximum result on Table A-8.8.7 is '150'.*

Summary

1) The attacker makes an open-ended attack roll (not open-ended for Basic Spell attacks).
2) If an unmodified result is obtained, proceed to step 4—roll is not modified by anything.
3) All applicable modifications are made to the roll.
4) The modified roll is applied to the appropriate attack table.
5) The result may require a roll on a second table.

TABLE A-8.9.13

	D	E
01-05	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	An opening appears and all you can to is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	You force your opponent back. He keeps you at bay with wild swings. +3H – ✕	You push aside foe's weapon and force him back. +4H – ✕
16-20	You lean in and slash foe's side. You receive initiative next round. +2H – (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ✡⊗ – (+10)
21-35	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H – ✡⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H – ♦ – (-10)
36-45	Foe blocks your attack on his chest. You slash foe's upper area. +3H – 2♦	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H – 3♦
46-50	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H – ✡⊗ – 2♦	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H – ✡⊗ – 3♦
51-55	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H – ✕ – 3♦ – (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H – 2✡ – 4♦ – (-10)
56-60	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H – 2✡ – 2♦	Thigh wound. Your blow cuts deep and severs an important vein. +8H – 2✡ – 5♦
61-65	You are lucky to strike foe's forearm while recovering from a lunge. +4H – 2✡ – 3♦ – (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H – 2✡ – 3♦ – (-15)
66	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H – (+10)

MELEE & MISSILE FUMBLE TABLE A-8.10.3

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS	MOUNTED ARMS	THROWN ARMS	MISSILE WEAPONS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.	Your mount's tack tangles your weapon. You lose the opportunity to take a strike.	Your grip is weak. You elect not to attack because of control.	Sweat trickles into your eye. You elect not to attack. Good choice.
26-30	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.	Can't find the right angle. You lose 2 rounds of attack (but can still parry).	You fumble your delivery but hang onto your weapon. You have -10 to your next attack.	Your ten thumbs just cannot handle loading. You must reload your weapon.

28.0 :: STATIC MANEUVERS

"It is common sense to take a method and try it.
If it fails, admit it frankly and try another.
But above all, try something."
— Franklin D. Roosevelt, Old Earth Politician

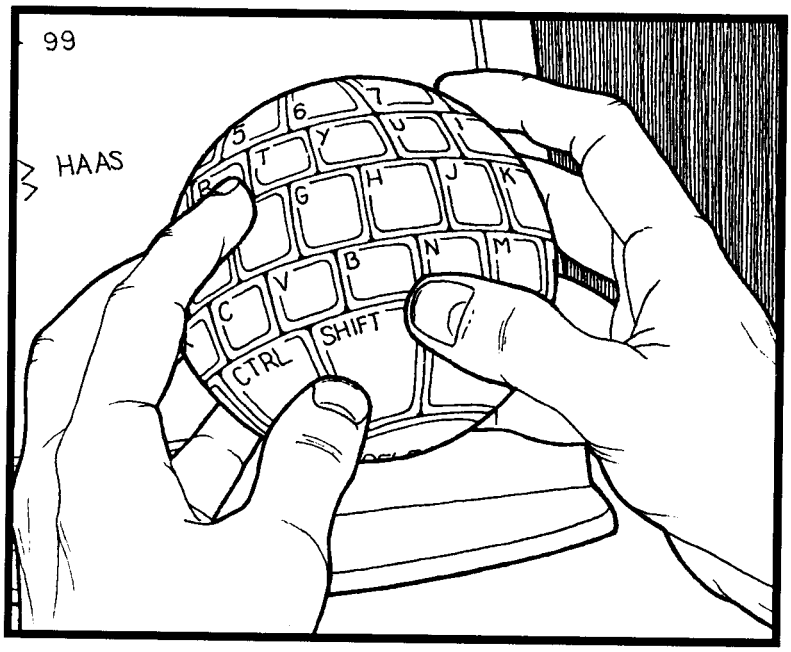
Static maneuvers include tracking, hiding, bypassing security systems, disarming traps, speed reading, using equipment, observation, influencing other characters, and any other complex or unusual activity not involving significant movement.

If a character chooses a static maneuver as his action for a round, the Gamemaster should assign it a difficulty (ranging from "Routine" being the least difficult to "Absurd" being the most difficult):

Routine	+30	Very Hard	-20
Easy	+20	Extremely Hard	-30
Light	+10	Sheer Folly	-50
Medium	+0	Absurd	-70
Hard	-10		

Each difficulty indicates a modification to the static maneuver roll. The Gamemaster may also assign an additional modification to the maneuver roll (e.g., an attempt to hide in a completely empty, small, brightly lit room might be given a difficulty of "absurd -10").

Note: *It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.*



Unless stated otherwise on the Common Actions Table T-3.2 (p. 59), by the GM, or by the description of the skill used (see Appendix A-4, p. 131), a static maneuver takes one round of 100% activity. Normally, this may be reduced up to 50% by taking a -1 penalty for every 1% reduced (see the example on the next page).

The Gamemaster may require more than one round for maneuvers which he decides are very difficult or complex—see Section 32.10 (p. 73) for a discussion of multi-round actions. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 32.8 (p. 72).

If the character decides to proceed with the maneuver, he makes an open-ended roll (1d100) and adds any applicable modifications. These modifications include:

- If a skill applies to the maneuver, add the skill bonus from the character's character record.
- If there is no specific skill that applies to the maneuver, the GM may decide that three times an applicable stat bonus will modify the maneuver.
- Standard modifications from the Standard Static Maneuvers Modifications Table T-4.4.
- Special GM assigned modifications (see App. A-4 for suggested modifications for certain skills).

After modifications are made, the resulting total is cross-indexed with the Static Maneuver Table T-4.3 to obtain the maneuver result.

Note: *Some results give the maneuverer special bonuses to later maneuvers—these special modifications are not cumulative (i.e., only one such modification can be active at a time).*

Unmodified Rolls

When a static maneuver roll before modification is a '66', no modifications are made to the roll. The '66' result from the appropriate Static Maneuver Table is applied immediately.

When a static maneuver roll before modification is a '100', the roll is not treated as being "open-ended" (i.e., do not roll again). In addition, no modifications are made to the roll—the '100' result from the Static Maneuver Table is applied immediately.

Summary

1) The Gamemaster assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll (not open-ended for '100') is made.
4) If the roll is '66' or '100', proceed to step 5. Otherwise, all applicable modifications are made to the roll.
5) The total is applied to the Static Maneuver Table T-4.3.

Example: *Mrrralff uses 60% activity to make a static maneuver to examine a box he has acquired (nothing bothers a cat more than a closed box). The GM rules that this is a Light difficulty, so Mrrralff decides to go ahead.*

He rolls a 59 and adds +10 (Light maneuver) and +20 (Observation skill bonus). A full observation maneuver requires 70% activity (see p. 39), so he must also subtract 10 (-1 per 1% under the % activity required). This modified roll of 79 is applied to the Static Maneuver Table 4.3. This is a "Partial Suc-

cess," so he may not make another maneuver to examine the box until next round. The GM tells Mrrralff that the box is wooden with silver inlays, and that it has some sort of puzzle catch. If Mrrralff had a modified roll of 111 or more he would have found out more information like the type of wood, the type of puzzle, the value of the box, etc.

Mrrralff decides not to examine the box again, and tells the GM that he will make a static maneuver to try and figure out the puzzle, and that he will be very careful and take the full required % activity. He has a -6 (3x Re) and the GM assigns a difficulty of medium if he takes at least 2 minutes (12 rounds) on the maneuver. He decides to try and rolls a 37, which is modified to a 31. This is a "Failure," so the GM rules that he may not try again for five minutes.

STATIC MANEUVER TABLE T-4.3

-26 down Spectacular Failure: —
You make a thorough mess of your attempt as you forget even the most basic principles of this maneuver. You are at -20 modification to your next two actions while you recover from your stunning failure.

-25 — 04 Absolute Failure: —
Your remarkable failure marks you for ridicule. Hope your parents weren't watching...

05 — 75 Failure: —
You fail. Your skill is not up to the task. Maybe next time.

UM 66 Unusual Event: —
Your maneuver is beset by an unusual event. It may or may not be a beneficial occurrence (GM should choose or determine randomly).

76 — 90 Partial Success: 20%
Your attempt bears little fruit, but you appear to be on the right track. Perhaps more attention to detail will improve your chances.

91 — 110 Near Success: 80%
You are within sight of your goal! If appropriate, you may attempt to complete your maneuver with another roll with a modification of +10.

UM 100 Unusual Success: 125%
You have achieved a remarkable success in an unusual fashion. The GM should determine the details; this result may occur because of an unexpected extraneous event or because of a remarkable personal effort.

111 — 175 Success: 100%
Congratulations! You are completely successful in your attempt. Carry on.

176 up Absolute Success: 120%
Zounds! Your masterful performance has stretched the boundaries of your own abilities! You operate at +10 (non-cumulative) to all future attempts to use this skill, until you receive a result of **Absolute Failure** or **Spectacular Failure.**

Note: The "# %" notation indicates the extent to which a maneuver was successful. If partial or extra success is inappropriate, a GM should only take 100% or higher as success.

STANDARD STATIC MANEUVER MODIFICATIONS TABLE T-4.4

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Less than normal % activity used	-1 per 1% less

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per hit/rnd
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Difficulty	Modification
Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

Combat Situation	Modification
In a melee environment §	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

Darkness, if Advantageous †	Modification
No Shadows	-30
Light Shadows	-20
Medium Shadows	+0
Heavy Shadows	+10
Dark	+30
Pitch Black	+40

§ — Some static actions may not be allowed in melee situations (GM's discretion).

† — These lighting conditions are for normal Human eyesight; creatures that can see in the dark should ignore the dark and pitch black modifications, and halve the shadow modifications.

29.0 :: MOVING MANEUVERS

"Action is eloquence."
— Shakespeare, Old Earth Bard

Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (e.g., acrobatics, dodging, tumbling, diving, etc.). Such a maneuver must be within the physical capabilities of the character performing the maneuver. Normally, a moving maneuver is limited to covering a distance no more than half of the character's normal (not running) movement.

If a character decides to make a Moving Maneuver as his action for a turn, the Gamemaster should assign it a difficulty (ranging from "Routine" being the least difficult to "Absurd" being the most difficult):

Routine	Medium	Extremely Hard
Easy	Hard	Sheer Folly
Light	Very Hard	Absurd

The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 12 meter chasm for a Human might be given a difficulty of "absurd -10," since the world record is only around 9 meters). Assigning difficulty requires a familiarity with the Moving Maneuver Table T-4.1 and a subjective decision by the GM (experience will help). Appendix A-4 (p. 131) provides suggested difficulties for activities associated with various skills.

Note: *It is important to remember that certain maneuvers may be deemed impossible by the GM. The player should be advised that such a maneuver is doomed to failure.*

Example: *Here are a few sample maneuver difficulties:*

Climbing a ladder ..... Routine
Climbing a tree with lots of low limbs ..... Easy
Climbing a tree with some low limbs ..... Light
Climbing the rough, brick wall of a cottage ..... Medium
Climbing a tree with limbs lower than 7 meters ..... Hard
Climbing a rough, stone wall in the rain ..... Very Hard
Climbing the smooth wall of a fortress ..... Sheer Folly
Hiding behind a large barrel in a dark cellar ..... Routine
Hiding behind a bush on a pitch-black night ..... Light
Hiding behind a bush on a moonlit night ..... Hard
Hiding behind a bush in broad daylight .. Extremely Hard
Leaping a ditch (no armor) ..... 1m: Easy; 2.5m: Medium; 4m: Hard; 6m: Very Hard; 9m: Sheer Folly
Jumping a fence (no armor) ..... 1m: Light; 1.5m: Medium; 1.75m: Hard; 2m: Very Hard; 2.5m: Sheer Folly

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described in Section 32.8 (p. 72).

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. These modifications include:

- If a skill applies to the maneuver, add the *skill bonus* from the character's character record. If no skill applies to the maneuver, add three times the character's Ag stat bonus.
- Add the character's *Moving Maneuver Penalty* (see Section 23.4, p. 54).
- Standard modifications from the Standard Moving Maneuvers Modifications Table T-4.2.
- Special GM assigned modifications—see App. A-4 (p. 131) for suggested modifications for certain skills.

After modifications are made, the resulting total is cross-indexed with the difficulty on the Moving Maneuver Table T-4.1 to obtain the maneuver result.

Note: *If a character is carrying too much weight, the Gamemaster may require him to calculate and use a "weight penalty" (see Section 32.14, p. 74).*

Moving Maneuver Results

A non-number result indicates that the maneuver has failed, apply the results to the maneuvering character as indicated. A number result is interpreted using one of the following methods:

(1) The percentage of the attempted moving maneuver that is accomplished (e.g., a "70" result means that 70% of the maneuver was performed). A result over 100 indicates that the maneuver was accomplished and that the distance covered by the maneuver may be increased by (# - 100) %.

(2) The chance of complete success (e.g., a "70" result means that there is a 70% chance that the maneuver has been accomplished).

(3) If the result is 100 or greater, the maneuver succeeds. Otherwise, during the next round, activity is reduced by: (100 - #). For example, a "70" result means that the maneuver has been accomplished, but the character has -30 penalty to activity next round.

If the moving maneuver used a specific skill, check the skill's description to determine which interpretation method is used. Otherwise, the GM must decide based upon the situation.

Example: *Kathy is being chased by a large creature her science officer assured her was an herbivore, and wants to climb a 4 meter, very rough, stone cliff. The normal rate of climbing is ten feet per round. The GM assigns a difficulty of Medium and decides to use method (1) above. Kathy rolls and gets a result of "50" from the Moving Maneuver Table T-4.1. Thus, Kathy climbs 2 meters during the first round.*

Kathy glances back and sees the creature charging hard, displaying some extremely non-herbivore teeth. She knows the creature might be able to leap up and grab her if he doesn't get up on the cliff, so she decides to make an all-out attempt to get up this round. The GM decides the difficulty is still Medium, but that method (2) above will be used (i.e., all or nothing). Kathy rolls and gets a result of "60" from Table T-4.1. Thus, she has a 60% chance of making it to the top of the wall and a 40% chance of failing the maneuver and falling. Making another roll, Kathy gets a 47 and gets up.

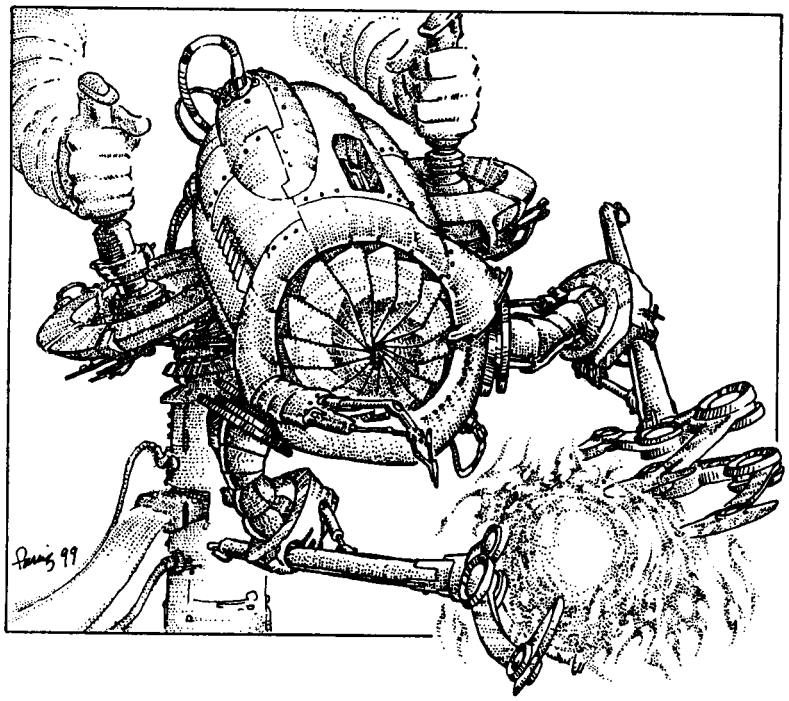
The next round Kathy decides to scramble up the slope at the top of the cliff and drop to safety in a valley she sees there. The GM assigns a difficulty of Light. Kathy will automatically drop all the way to the ground in one round—the maneuver is to determine how hard is his landing. So, the GM decides to use method (3). Kathy gets a result of "90" on Table T-4.1. Thus, she drops to the ground, but suffers a -10 penalty to her activity next round.

MOVING MANEUVER TABLE T-4.1

ROLL	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
-201	Fall down. +2 hits. You are out 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 hits.	Fall. Break arms. You are out for 6 rnds. +10 hits.	Fall. Break arm. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall sends you into a coma for 3 yrs. Broken spine. +30 hits.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.
(-200) – (-151)	Fail to act.	Fall down. Lose 2 rounds. +2 hits.	Fall down. You are out for 4 rnds. +3 hits.	Fall. Break wrist. You are out for 6 rnds. +10 hits.	Fall. Break leg. You are out for 9 rnds. +15 hits.	Fall. Break arms. Your arms are useless, out for 18 rnds. +20 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from the neck down.
(-150) – (-101)	10	Fail to act.	Fall down. You are out for 2 rnds. +2 hits.	Fall down. Sprain ankle. You are at -25. +6 hits.	Fall. Break arm. Out for 6 rnds, stunned for 3 rnds. +10 hits.	Fall. Break leg. You are out for 6 rnds. +15 hits.	Fall. Shatter knee. You are at -80, out for 6 rnds. +30 hits.	Fall. Break both arms and neck. You are out for 60 rnds. +30 hits.	Fall. You smash your backbone and are in a coma for 1 year.
(-100) – (-51)	30	10	Fail to act.	Fall down. Lose 2 rnds. +3 hits.	Fall down. Sprain ankle. You are at -25. +5 hits.	Fall. Break your wrist. Out for 6 rnds. +20 hits. Not very smooth.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Shatter knee. You are at -80, out for 9 rnds. +30 hits.	Fall. Break back and legs. Paralysis of lower body. +25 hits.
(-50) – (-26)	50	30	10	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +15 hits.	Fall. Knock yourself out for 18 rnds. +10 hits. You lose, pal.	Fall. Break arm. You are out for 6 rnds. +12 hits.	Fall. Break both arms. You are out for 18 rnds. +25 hits.
(-25) – 0	70	50	30	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle and tear ligament. You are at -30. +10 hits.	Fall. Break your wrist. Out for 2 rnds. +20 hits. Not very smooth.	Fall. Break leg. You are at -75, out for 6 rnds. +10 hits.
01 – 20	80	60	50	10	5	Fail to act.	Fall down. You are out for 3 rnds. +5 hits.	Fall. Pull a leg muscle. You are at -25, out for 2 rnds. +5 hits.	Fall. Break arm. You are out for 6 rnds. +15 hits.
21 – 40	90	70	60	20	10	5	Fail to act.	Fall down. You take 3 hits per rnd., out for 2 rnds. +7 hits.	Fall. Knock yourself out. You are out for 3 rnds. +10 hits.
41 – 55	100	80	70	30	20	10	5	Fall down. You are out for 3 rnds. +5 hits.	Fall. Sprain ankle. You are at -30. +15 hits.
56 – 65	100	90	80	40	30	20	10	Fail to act.	Fall. 3 hits per rnd., out for 2 rnds. +7 hits.
66– 75	100	100	90	50	40	30	20	5	Freeze for 2 rounds.
76 – 85	100	100	100	60	50	40	30	10	Fail to act.
86 – 95	100	100	100	70	60	50	40	20	5
96 – 105	110	100	100	80	70	60	50	25	10
106 – 115	110	110	100	90	80	70	60	30	20
116 – 125	120	110	110	100	90	80	70	40	30
126 – 135	120	120	110	100	100	90	80	50	40
136 – 145	130	120	120	110	100	100	90	60	50
146 – 155	130	130	120	120	110	100	100	70	60
156 – 165	140	130	120	120	120	110	100	80	70
166 – 185	140	140	130	Super move. You feel great. Heal 4 hits.	Excellent move. You are unstunned. +10 to allies' rolls for 2 rnds.	120	110	90	80
186 – 225	150	140	Great move. You feel better. Heal 4 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 2 rnds.	120	100	90
226 – 275	150	Incredible move. You feel great. Heal 3 hits.	Move inspires all. You are unstunned. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	You have half the round to act.	100	100
275+	Incredible move. You feel great. Heal 3 hits.	Brilliant move inspires all. Allies are at +10 for 2 rnds.	Move inspires your allies. +20 to friendly rolls for 3 rnds.	Move inspires your allies. +25 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 3 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move inspires your allies. +30 to friendly rolls for 4 rnds.	Move stuns foes within 10m for 1 rnd. You still have half a rnd.	Move stuns foes within 17 meters for 1 round.

Summary

1) The GM assigns a difficulty to the maneuver.
2) The character decides whether or not to perform the maneuver.
3) If he decides to perform the maneuver, an open-ended roll is made.
4) All applicable modifications are made to the roll.
5) A result is obtained by applying the modified roll to the Moving Maneuver Table T-4.1.



Example: *Karen decides to try and turn over a large cargo box and get under it before a Falanar can attack her (people have tried stupider things). Considering the situation (she has her back to the Falanar), the GM rates the maneuver as "Very Hard," but Karen decides to try anyway. The GM decides to use interpretation method (1) for results from the Moving Maneuver Table T-4.1.*

Karen rolls an 03, so, she must roll again and subtract the second roll from the first (i.e., it is an open-ended roll)—her second roll is a 62, resulting in a unmodified roll of -59. There is no specific skill/ability that applies to "getting into a cargo box," so she uses triple her Ag stat bonus: +21. Thus, the total maneuver roll is -38—not too swift. This gives a result of "Fall. Sprain ankle and tear ligament. You are at -30. +15 hits." from the Moving Maneuver Table T-4.1.

If Karen had rolled a 72 on her maneuver roll, she would have a total maneuver roll of 93 (72 + 21), for a result of "50." Thus she would have been 50% of the way through her maneuver when the Falanar could attack. In this case, the GM might rule that the box acts like a shield, giving Karen a +25 modification to her Defensive Bonus.

STANDARD MOVING MANEUVER MODIFICATIONS TABLE T-4.2

General Modifiers	Modification
Any applicable skill bonus	varies
Any applicable item bonuses	varies
Moving Maneuver Penalty	See Sec. 23.4 (p. 54)
Weight Penalty (if used)	See Sec. 32.14 (p. 74)

% of Hits Taken	Modification
0% to 25%	0
25% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Other Wounds	Penalty
Hits/Rnd Being Taken	-5 per "hit/rnd"
Stunned	-50 + 3x SD stat bonus

% of ExPs Expended	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Combat Situation	Modification
Engaged in melee	-30
In a melee environment	-20
Under missile fire	-10

Lighting, if Required †	Modification
No Shadows	+10
Light Shadows	+5
Medium Shadows	+0
Heavy Shadows	-10
Dark	-25
Pitch Black	-40

† — These lighting conditions are for normal Human eyesight; creatures that can see in the dark should ignore the dark and pitch black modifications, and halve the shadow modifications.

30.0 :: MOVEMENT

"A knowledge of the path cannot be substituted for putting one foot in front of the other."
— M.C. Richards

This section deals with movement on a round by round basis. A character's movement rate for a given round is obtained by multiplying the character's base movement rate by his current pace. At certain paces, this result is further modified by the result of a "movement maneuver" roll.

Movement Rate =
(Base Movement Rate) x (Pace Multiplier)
[x (Maneuver Roll Result ÷ 100)]

The assumptions made for this movement system are:

- A 100 Quickness for a 2m tall Human will result in a potential "world class" sprinter.
- The average character (Quickness 25-74) walks about 5.5 kilometers per hour on open, level ground.

Note: *These guidelines are designed to handle movement in a tactical environment. For strategic movement guidelines see Section 37.0 (p. 93).*

Base Movement Rate

An average character's *base movement rate* is 15 meters per round. This can be modified by the character's a stride modification and Qu stat bonus. Your character's base movement rate should be determined during the character creation process (see Section 23.4, p. 54).

Note: *If a character is carrying too much weight, the GM may require him to calculate and use a "weight penalty" that will reduce his base movement rate (see Section 32.14, p. 74).*

Pace

Each round a character must decide the pace at which he wishes to move. This pace has three effects on actions during that round (the Pace Chart summarizes these effects):

- It determines the movement rate:
(pace multiplier x base movement rate).
- It determines the difficulty of any movement maneuver required. This procedure assumes a character does not carry excess weight or drops it at the beginning of a combat. Thus, normally, no maneuver roll is needed for movement at a walk, jog, or run pace.
- If the Gamemaster is using the exhaustion rules, it determines how many "exhaustion points" are expended (see Section 32.16, p. 75).

PACE CHART

Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† — Assumes a Weight Penalty of -1 to -10 (see above).

Movement Maneuvers

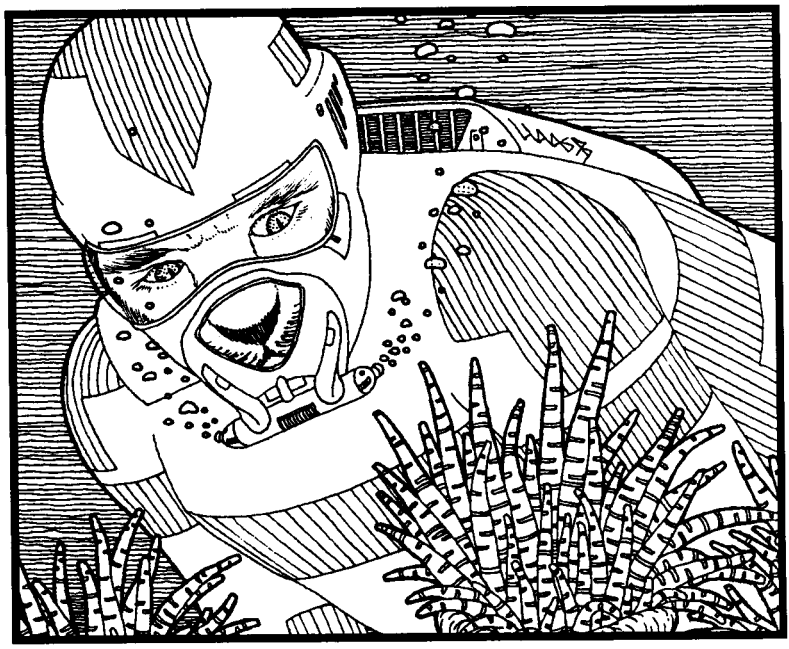
If a character moves at a sprint, fast sprint, or dash pace (see the Pace Chart), he must make an open-ended 1d100 roll when it comes time to resolve the movement. A Gamemaster may also require movement maneuver rolls in situations he feels are especially pressure packed.

This roll is modified by the character's sprinting skill bonus. The modified roll is cross-indexed with the maneuver difficulty on the Moving Maneuver Table T-4.1 (see p. 67). The result is the percentage of the distance they would normally move given their rate of speed. It is possible to move faster than normal due to this process.

Example: *Mitchell is fleeing from his ex-wife. He has a base movement rate of 15meters/rnd. His weight penalty is 0. He is sprinting, and thus he would normally move 45 meters per round. He must roll on the Moving Maneuver Table. Referring to the Pace Limitation Chart, we see that the difficulty is "Routine." Mitchell rolls an adjusted 1d100 and the result is '100'. He moves the full 45 meters. Had he rolled lower and gotten a '50' result, he would move but 22.5 meters that round. Had the chase been at night a higher difficulty category may have been applicable.*

Movement Process Summary

1) Determine current base movement rate.
2) Determine pace.
3) Movement Rate / round =
(Base Movement Rate) x (Pace multiplier)
4) If required due to pace or pressure situation, make a movement maneuver roll; **and** then multiply the movement rate per round by (maneuver result ÷ 100).



31.0 :: RESISTANCE ROLLS

"People do not lack strength; they lack will."
— Victor Hugo, Old Earth Writer

Certain events will require a character to make a resistance roll to determine if or how the event affects the character. The most common events requiring resistance rolls are psychic attacks, poisons, diseases, and fear.

The attack's level (magnitude for psychic attacks, attack level if a poison or disease or fear) is cross-indexed with the target's (defender's) level on the Resistance Roll Table T-3.4 to obtain a single number. In order to successfully resist the attack, the resistance roll must be greater than or equal to this number.

Resistance roll bonuses usually consist of stat bonuses, any item bonuses, and race bonuses. The stat bonuses for the following stats affect the listed resistance rolls:

Psychic Powers ..... 3 x Self Discipline stat bonus
Poisons ..... 3 x Constitution stat bonus
Diseases ..... 3 x Constitution stat bonus
Fear ..... 3 x Self Discipline stat bonus

Example: *Acaana is an attack level 10 poison. Dana has a 90 Constitution (+5 stat bonus) and she is 6th level. Should Dana ingest Acaana, she would refer to the Resistance Roll Table T-3.4—cross-indexing an attack level of 10 with a target level of 6, we see Dana would need a RR of 62 or greater to resist the poison. This RR would be an open-ended 1d100 roll modified by +15 (3x her Co stat bonus of +5).*

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15 †	Target Level
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

† —For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:

Basic Psychic Attack Roll modifications ..... varies from -125 to +70
Special bonuses due to items or the psychic power ..... varies
Bonus due to the target's race ..... varies
Willing target (the target doesn't want to resist the spell) ..... -50
3x target's SD bonus (against psychic powers) ..... -30 to +42

32.0 :: SPECIAL ACTIONS & SITUATIONS

"Take calculated risks.
That is quite different from being rash."
— George S. Patton, Old Earth Military Leader

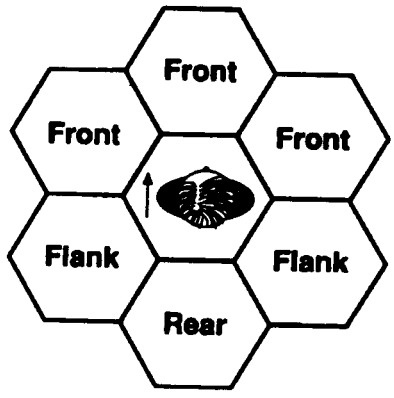
There are a variety of things that come up during play that cannot be covered in a set of rules. The Gamemaster must use common sense and a die roll (low is bad, high is good) to make a decision in such cases. This section outlines some processes that can be used to handle special actions and situations that commonly arise during play.

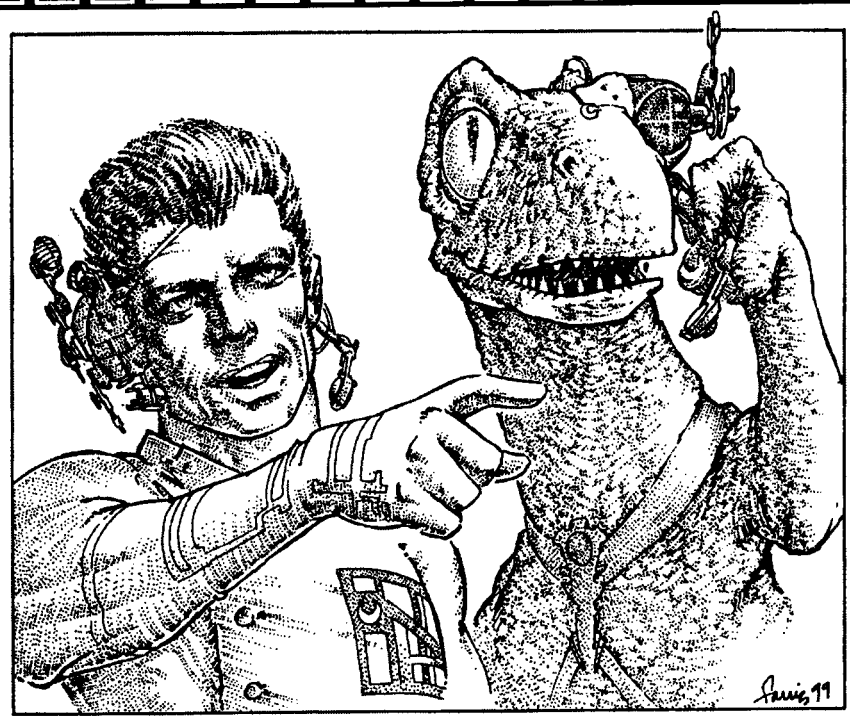
32.1 SURPRISE

If a character is surprised, a GM may limit his activity for his first round of reaction. We suggest a GM allow a surprised character to take only one deliberate action. The actual % activity allowed should range from 0-100% based upon an orientation roll (see Section 32.4, p. 71).

32.2 FACING

The Gamemaster may wish to use some sort of mechanism for keeping track of which way each character is facing. This really helps determine what each character is aware of and what he is capable of doing. A GM may keep track of facing by using playing pieces as discussed above and by marking the "front" of each playing piece.





32.3 AWARENESS

If something happens during a combat that might be noticed by a character (e.g., the arrival of combatants, a foe sneaking up to ambush someone, etc.), the GM may require:

- A Situational Awareness static maneuver that is appropriate for the situation; *otherwise,*
- An Alertness static maneuver

Both of these skills are in the Awareness skill category group, see Section 28.0 (p. 64) and Appendix A-4.4 (p. 138) for guidelines on how to resolve these maneuvers. Both actions require 0% activity when required by the GM. Alternatively, the Gamemaster may use the rolls to aid in making a subjective decision on what the character notices.

In addition, a character can always declare a 10% activity action to attempt to notice such things. In that case, he can use Alertness or an appropriate Situational Awareness skill (usually whichever is highest).

Example: *Three Imperial Marines enter an office building in which Kregan is hiding next to the main door. The GM might allow the Marines to make Alertness static maneuvers to notice him (they have no Situational Awareness skills and do not bother using their Observation skill).*

Kregan has made a successful Hiding static maneuver, so the Gamemaster rates the Marine's Alertness rolls as "Extremely Hard," giving a modification of -30. The Marine's rolls are 23, 57, and 133 (the last roll was a 98 with a second roll of 35 added, since the first was between 96 and 100). Modified by the -30 and their Alertness bonuses of +5, the total rolls are -02, 32, and 108.

Referring to the Static Maneuver Table T-4.3 (p. 65), we see that the first Marine notices nothing and the second Marine notices nothing. The third Marine realizes that someone is in the building and considers the possibility of someone hiding in the same room, but he does not see Kregan. If his roll had totaled 111 or higher, he would have seen Kregan.

32.4 ORIENTATION

If a character takes a confusing action (e.g., dives, falls, is knocked down, etc.), the GM may need to determine the awareness and readiness of the character. In this case, the GM may require an *orientation roll,* i.e., a moving maneuver modified by:

- The character's Situational Awareness skill bonus that is appropriate for the situation; *otherwise,*
- The character's Alertness skill bonus

Both of these skills are in the Awareness skill category group (see Appendix A-4.4, p. 138). This maneuver requires 0% activity when required by the GM. The result can be used to indicate what percentage of normal activity is allowed the next (or current) round.

Example: *A Recon leaps through a window into a room. The GM requires an orientation roll and rates it as "easy." The roll is 53, modified by the Recon's Alertness bonus of +5 for a total of 57. From Table T-4.1 (p. 67) a result of '90' is obtained. So next round only 90% of normal activity may be taken. This process is also used for player characters.*

32.5 COMMUNICATION BETWEEN CHARACTERS

When characters talk or plan in the midst of combat, it is assumed that they are talking out loud and may be heard by their foes. Of course if they are close together they may speak softly or whisper. If a long complicated discussion arises or a complex suggestion is made by one character to another, that should constitute at least part of their action for that round.

If a group of characters holds a discussion on what to do or where to go, the amount of real time spent talking by the players should be treated by the Gamemaster as the time spent talking in the game by the characters. For example, if the group of players take 5 minutes to decide on how to enter a particular door, it will take 30 rounds of game time (30 rounds at 10 seconds a round equals 5 minutes).

32.6 CONFLICTING ACTIONS

Sometimes the actions of two or more characters may conflict, and the Gamemaster must resolve the problem. In general, both should make *conflict rolls* (open-ended 1d100) modified by their respective moving maneuver penalties (MMP, see Section 23.4, p. 54). The GM gives each roll a difficulty and obtains results from the Moving Maneuver Table T-4.1 (p, 67).

The character with the higher of the two results succeeds, and the difference between the two results gives the GM some idea of how successful was the character. The same result by both characters means a draw of some kind, and the GM must decide what happens. These conflict rolls are used as a measure of the effectiveness and quickness of a character's action and do not affect the action being attempted.

Attempts to Avoid Melee Attacks

A common conflict occurs when one character attempts to avoid melee with another and both characters have chosen the same type of action (i.e., snap, normal, or deliberate). If a foe is adjacent to a character and attempts to maneuver away before melee occurs, the character who has chosen melee as his action may decide to attack that character before he maneuvers away. Both characters make conflict rolls:

- If the character who has chosen melee has the higher result, the attack is resolved normally and then the maneuver is resolved if the maneuvering character is still functioning.
- If the maneuvering character's result is higher, he may perform his maneuver before the other character can attack.
- If there is a draw (equal results), it is suggested that the attacking character be allowed to melee with half of his offensive bonus (all of it if the other character cancels his maneuver action) or that he may wait and melee with all of his OB after his opponent's maneuver is completed.

If a character attempts to move within 3 meters of a character performing an opportunity melee action (Section 32.7), the meleeing character may intercept, stop the movement, and attack.

Example: *In the example in Section 32.3 (p. 71), one Marine decides to flee out the main door of the tower past Kregan who is a deadly martial artist, and ready for this ploy (opportunity melee action). In this case, Kregan could attack.*

However, suppose that the Marine is standing next to a window faced by Kregan who is making Bruce Lee sounds, and has obviously chosen melee attack as his action (both chose snap actions). The Marine has chosen to make a moving maneuver to leap out the window before Kregan can attack. Kregan tells the GM that he wants to attack before the Marine can get away. The GM rates Kregan's conflict roll as "light" and the Marine's as a "medium." Both Kregan and the Marine have +0 MMPs.

The Marine rolls an 87, obtaining a result of "70" from the Moving Maneuver Table T-4.1 (p. 67). If Kregan rolls a 56 or above, he will attack the Marine, and if the Marine is still able (good luck, Jar Head) he will attempt his maneuver when movement is resolved. If Kregan rolls a 40 or less the Marine will get to attempt his maneuver immediately, and if he makes it through the window Kregan will be unable to attack him (Kregan may cancel his attack and take half of his normal movement). If Kregan rolls between 41 and 55, there is a draw. The GM decides that Kregan may attack with half of his OB before the Marine makes his maneuver. Of course, Kregan may elect to wait and see if the Marine gets out the window (if the Marine blows it, Kregan can kung fu him with impunity).

32.7 OPPORTUNITY ACTION

When it comes time during a round to resolve a character's declared action, he has the option of putting his action into an "opportunity" state (i.e., it becomes an opportunity action). Any other actions that the character has declared for the current round are nullified. In effect, such an action is delayed until the character wishes to resolve it.

An opportunity action may be resolved during any following action phase after it has been declared. A character may not perform any other action until his opportunity action is canceled (see below) or resolved; however, he does get 20% of normal activity usable only for movement at the end of the deliberate action phase.

Opportunity actions represent activities like: waiting for a target, setting an ambush, waiting to drop a crate on someone, etc.

32.8 CANCELING ACTIONS

During a round a character may cancel all of his remaining actions before they would otherwise be resolved. If the canceled actions total less than 60% activity, the character may move 10% of his normal movement as a deliberate action. If the canceled actions total more than 60% activity, the character may perform one of the following alternative actions:

- Move 50% of his normal movement as a deliberate action.
- Melee as a deliberate action with an additional -40 OB modification.
- Make a maneuver as a deliberate action modified by an additional -40. This maneuver may be a psychic power use.
- Fire a ranged weapon in the Deliberate phase at a -10 penalty.

Note: *If part of a character's OB has already been used to parry a foe (see Appendix A-8.3, p. 191), he may not cancel the related attack action.*

Example: *Jackie has already moved 7 meters (20% activity) during the snap action phase. Jackie has a declared melee (Martial Arts) attack normal action (80% activity) against Chow Yung. However, Bruce knocks Chow Yung unconscious with a nerve strike in the Normal Action Phase. Having no active foe, Jackie decides to cancel his declared action. His canceled actions are more than 60%, so he can move over to another foe using half his normal movement (15 meters at a run).*

32.9 STUNNED MANEUVERS

While stunned, a combatant may not attack and may only parry with half of his offensive bonus. The only other allowable actions are movement and maneuvers (modified by at least -50). In addition to normal modifications, stunned maneuvers are also modified by three times the character's SD stat bonus.

32.10 MULTI-ROUND ACTION

Some actions require more than 100% of a round's activity. To start such an action, a character must declare it as an action normally. In each following round, the character must decide whether or not to continue the multi-round action. If he decides not to continue, he may declare his actions normally.

For these purposes, each multi-round action falls into one of the following categories:

Continuous — No other action may be performed while the multi-round action is being performed; i.e., it requires continuous activity.

Limited — Only specific limited actions may be performed while the multi-round action is being performed. Rooting through a med kit is a limited multi-round activity, a character may move 30% of normal (at a "fast walk" maximum pace).

Unlimited — Any desired action can be performed while the multi-round action is being performed.

Example: *A GM rules that Jackie can apply a tourniquet to a very bad bleeding wound as a 200% continuous activity. So, it would take two full rounds to complete, with no other actions taken during those rounds. However, if Jackie decides not to continue the action at beginning of the second round, the action fails and he may declare other actions normally.*

Jackie wants to fire a continuous blast from his pack-powered blaster, and then switch packs (a 240% activity). He declares a ranged attack normal action (90% activity) and declares that he is starting his multi-round reload deliberate action (10% activity). The next round he declares movement as a normal action (20% activity) and a reload deliberate action (80% activity). On the third round, he declares a normal action to complete his reloading (60% activity) and a movement as a deliberate action (40% activity).

The GM tells Jackie that sawing through a rope with his pen knife is a multi-round action that requires 2000% activity, but that the action is unlimited. So for 2 rounds Jackie saws away at 100% activity each round. The next round he rests and tries to think of some other approach. Each of the next 4 rounds he halfheartedly saws at 25% activity while complaining with 75% activity. He stops again for 6 rounds to argue with his friends over who should do the sawing. Finally, under intense peer pressure, he buckles down (cursing under his breath) and saws away for 17 more rounds at 100% to finish cutting the rope.



32.11 PSYCHIC POWER USE AND RECOVERY

Psychic power use and recovery is not a multi-round action (see Section 33.3, p. 78-79). Instead, using a psychic power is a quick process, requiring only 75% of the psychic user's activity that round.

The price comes afterwards. Though the psychic user can still act at a theoretical 100% activity, there is a refractory period after the psychic power is used in which the psychic user is having trouble controlling his own body. The Refractory Period Table T-4.6 (p. 79), shows the diminishing penalty a psychic user suffers each round after the casting. When the penalty reaches 0, the refractory period is over.

During the refractory period, all actions, even simple ones, require a maneuver roll. Though a maneuver roll would not normally be required to jog while unencumbered, a recovering psychic user is sluggish and clumsy, and therefore a roll would need to be made to determine what percentage of his movement he actually accomplishes. For extremely high penalties, it's best to just lean against a wall and try not to move until the period passes.

Example: *Xctittl casts a sleep psychic power on a guard. Relatively certain of the guards susceptibility, he casts it at two levels of magnitude below his level. The psychic power is successful. The next round, he is at -35 to all actions (though he can still use 100% activity). The round after that, the penalty is down to -10; there is no penalty after that.*

32.12 MELEE VS. MELEE INITIATIVE

When comparing two melee actions, the initiative for each should be modified by the following modifications:

Condition	Modification
Stronger Combatant	+1
One hand free	+1
Combatant in a higher position	+1
Pole Arm	
(on 1st rnd of combat for 2 opponents)	+5
(after 1st rnd of combat for 2 opponents)	-1
Longer weapon, neither combatant is charging	+1
Longer weapon when one or both combatants are charging	+3
Special situation (GM decision)	varies

Example: *Luke and Ritcen are dueling on the slippery rock of a sea cliff. Luke has good shoes with non-skid soles, but Ricten does not. The GM gives Luke a special +3 initiative bonus.*

32.13 HASTE AND SPEED

Certain psychic powers (or other factors) will modify the normal turn sequence to some degree. The most common of these modifications will be Haste (or Speed). A person who is hasted will basically have 200% normal activity, but must abide by the following restrictions:

- Such actions follow the normal restrictions with regards to sequencing.
- Unused activity can be used for movement during the phase in which an action was not resolved (or at the end of the deliberate action phase).

32.14 WEIGHT PENALTIES

If your character is not very strong and attempts to carry too much equipment, your Gamemaster may require you to calculate your character's "Weight Penalty." If your character has a weight penalty, it will modify his base movement rate and his moving maneuver penalty (MMP).

ENCUMBRANCE CHART

Number of Weight Allowance Units		
More Than	*Less Than or Equal to*	**Encumbrance Penalty**
0x	1x	0
1x	2x	-8
2x	3x	-16
3x	4x	-24
4x	5x	-32
5x	6x	-40
6x	7x	-48
7x	8x	-56
8x	9x	-64
9x	10x	-72
10x and up		-72 + (-8 per additional weight allowance)

Note: Encumbrance Penalty = -8 x *truncated* [10 x weight ÷ character's weight]

Encumbrance Penalty

First determine your character's *weight allowance*—it is equal to 10% of his weight. Then, you should total the weight of all of your character's equipment and supplies other than clothes and armor (see Appendix A-7, p. 180, for weights). If the total is more than your character's weight allowance (i.e., 10% of his weight), an encumbrance penalty will result—it is equal to -8 for each increment of the weight allowance. You can look up the encumbrance penalty in the Encumbrance Chart.

Weight Penalty

Your character's weight penalty is equal to the sum of his encumbrance penalty, his armor Quickness penalty, and 3 times his Strength stat bonus.

Weight Penalty = the lesser of: 0 or
[Encumbrance Penalty *(see Encumbrance Chart)*
+ Armor Qu Penalty *(see Armor Table T-3.3, p. 54)*
+ 3 x St stat bonus]

Note: *Your character's St stat bonus* ***cannot*** *modify his weight penalty above zero.*

Example: *You have already equipped Machka and figured out how much weight he is carrying: 14.05 kg. (see p. 52). Machka has a weight of 260 kg, so his weight allowance is 26 kilos. Machka wears his special Falanar armor, which has an armor quickness penalty of zero. His Strength stat bonus is +10.*

This doesn't help us much, so let's give him 50 more kg worth of gear. Because he is carrying between 2x and 3x his weight allowance, Machka's encumbrance penalty is -16 (see the Encumbrance Chart). However, his weight penalty for movement purposes is zero: 0 is less than his Armor Qu Penalty + Encumbrance Penalty + 3 x St stat bonus (0 + -16 + 3x10).

For a normal person (with 0 St bonus), the weight penalty would be -16. People have teased Machka that he would make a good pack animal (the teasing does not usually last long and is seldom repeated, as these people reportedly tasted like chicken.)

Machka would start incurring a penalty if he picked up 14 more kg of stuff, so he tells the GM that a lot of the heavy stuff is in his backpack. Then even if he enters a fight or has to run away carrying someone, he can drop his pack and his weight penalty will not cause him to suffer much (it can never be greater than 0).

32.15 ENCUMBERED MOVEMENT

Armor and encumbering loads limit a characters maximum pace and can force the character to make a maneuver roll each time he moves. A character with great stat bonuses may move quite far walking or even running while burdened with armor and a heavy load. Nonetheless, he might be prohibited from using the faster paces.

Only characters using a pace greater than a run are normally required to make a maneuver roll when moving (see Section 30.0, p. 69). However, a GM may require a character with a weight penalty to make more difficult maneuvers based upon that weight penalty. In addition, a large weight penalty can limit which paces a character may use.

The Pace Limitations Chart presents maneuver difficulties and maximum paces based upon weight penalties.

Example: *Due to a huge, stuffed pack, Darien has a weight penalty of -30. So, he cannot fast sprint or dash, and he must make a Light maneuver whenever he runs. If he drops the pack, these limitations would not apply.*

PACE LIMITATIONS CHART

Weight Penalty †	Maximum Pace	Maneuver Difficulty Based on Pace *					
		Walk	Jog	Run	Sprint	Fast Sprint	Dash
0	Dash	none	none	none	Routine	Easy	Light
-1 to -10	Dash	none	none	none	Easy	Light	Medium
-10 to -25	Fast Sprint	none	none	Easy	Light	Medium	—
-26 to -40	Sprint	none	Easy	Light	Medium	—	—
-41 to -65	Run	Easy	Light	Medium	—	—	—
-66 to -100	Jog	Light	Medium	—	—	—	—
-101 and up	Walk	Medium	—	—	—	—	—

* — Modify maneuvers for the walk, jog, and run paces by either three times the character's Ag stat bonus or his distance running skill bonus (use the highest). Modify maneuvers for sprint, fast sprint, and dash paces by the character's sprinting skill bonus.

32.16 EXHAUSTION

Normally, characters can operate without worrying about exhaustion. However, movement under extreme conditions, in rough terrain, and/or at accelerated rates will increase fatigue. For this reason, we include rules for exhaustion so that a GM can use them when he thinks it is appropriate. We also include provisions for exhaustion due to melee and bow fire for GMs that want that level of detail.

Exhaustion Points

Each person has a base number of exhaustion points (ExPs) equal to forty plus three times his Constitution stat bonus. This is the number of points that the character can expend before he has to rest and/or recuperate.

Exhaustion Points =
40 + (3 x Co stat bonus) + any special bonuses

Example: *When fully rested a character with a Constitution stat bonus of 5 would have 55 exhaustion points.*

Exhaustion Penalties

A character receives a penalty to his attacks and maneuvers based upon what percentage of his exhaustion points he has used:

% of ExPs Taken	Penalty
0% to 25%	0
25% to 50%	-5
51% to 75%	-15
76% to 90%	-30
91% to 99%	-60
100+%	-100

Exhaustion Point Recovery

Once a character's exhaustion points are used, they may be regained (up to the maximum) in the following ways:

1) If the character is active, one ExP is recovered every three minutes.
2) If the character is resting, (1 + Co stat bonus ÷ 2) ExPs are recovered for every full minute of rest (at least one ExP is recovered, even if the Co stat bonus is less than zero).
3) If the character is sleeping, all ExPs are recovered after 30 minutes of continuous sleep. If this sleep is interrupted, ExPs are still recovered as in 2) above.

Exhaustion and Combat

When fighting, a character necessarily expends more energy than he would while walking. Thus, the following expenditures should apply.

COMBAT EXHAUSTION CHART

Character's Situation	Exhaustion Point Expenditure
Melee	1 every 2 rnds
Missile Fire	1 every 6 rnds
Concentration	1 every 6 rnds

Exhaustion due to Pace

Each round that a character moves he expends ExPs at a rate determined by his pace. This rate ranges from 1 every 60 rounds for a walking pace to 50 per round for a dash pace. These rates are listed in the Pace Chart. A character without sufficient exhaustion points to complete a full round at a given pace cannot travel at that rate of speed.

Example: *An unencumbered Jackie travels 15 meters per round (i.e., his base movement rate is 15) when walking. His Constitution stat bonus is 5 for an exhaustion point total of 55.*

Without recovering exhaustion points, he can walk for 3300 rounds (550 minutes) without a rest but he would be totally exhausted thereafter. If he were to fast sprint he could move at a rate of 60 meters per round; but he would exhaust his 55 ExPs in 8-9 rounds (1.5 minute) at that pace.

PACE CHART

Pace	Pace Multiplier	Normal Maneuver Difficulty †	Exhaustion Point Cost/Rnd
Walk	1x	none	1 every 60 rnds
Fast Walk / Jog	1.5x	none	1 every 30 rnds
Run	2x	none	1 every 12 rnds
Sprint / Fast Run	3x	easy	2/rnd
Fast Sprint	4x	light	6/rnd
Dash	5x	medium	50/rnd

† — Assumes a Weight Penalty of -1 to -10.

Exhaustion Modifiers

The following factors may affect the way a character expends exhaustion points. They provide detail, but may be considered optional. Only one modifier of a given type should be applied (e.g., 1 temperature modification, 1 terrain modification, 1 time without sleep modification).

EXHAUSTION MODIFIER CHART

Factor	Modification to Exhaustion Points Expended
Temp. above 38°C	2x
Temp. above 49°C	4x
Temp. above 55°C	8x
Temp. below -7°C	2x
Temp. below -23°C	3x
Temp. below -34°C	5x
Temp. below -45°C	8x
Rough Terrain	2x
Mountainous Terrain	3x
Sand	3x
Bog	4x
Hits or wounds above 25%	2x
Hits or wounds above 50%	4x
More than 10 hours without sleep	2x
More than 15 hours without sleep *	3x

* — Increase by modification by +1x for each additional 5 hours without sleep.

INTERLUDE FOUR

"You know," Mitchell shouted, "The Mole may have been an Imperial agent, but his trap couldn't have been worse than this!"

"I could go back and look for that disk," Wild shouted back.

"Nah," Mitchell replied. "You're the only one who understands my analogies."

"I have an extensive literary database."

Mitchell laughed, thinking that Wild was joking.

Things had gone from bad to worse. The three fat, unarmed transports had turned out to be Trojans. As soon as Mrrralff and Prrrl launched, they opened up, belching 30 fighters from their holds.

They had heard reports of privateer traps. This appeared to be one of them.

The ship shook as a torpedo crashed into its side. Wild winced as fires began burning behind him. There were only two turrets, and Clemmons couldn't do this on his own. He had to keep his post.

Far away on the ship, his turret followed the commands he entered into his console. He tracked a fighter as it burned off velocity for another pass. Wait for it. Wait for it. The targeter locked onto the fighter, its tone blaring through the gunnery station. Fire.

The blaster bolt tore through the wing of the fighter. He fired again. More metal vaporized. He still had his lock, so he lay on the firing toggle. As the fighter tried to fly away, he tore across the cockpit. The fighter went dead.

"Hey, Mitchell, I think I just got a fighter salvage." Those were rare. Falar pilots *hated* to lose, even in death.

"Great, how you manage that?"

"Cooked the pilot."

"Nova. I hear cats taste like chicken."

Mrrralff roared over their comlinks.

"Sorry, buddy," Mitchell said. "Didn't know I was on Voice there."

Their levity was forced. They knew this was it.

"Claw Two destroyed," the tactical computer reported.

"Dammit!" shouted Clemmons. "I *liked* Prrrl."

"I've got strong vitals on his beacon," Mitchell shouted back.

"Yeah, and Prrrl is always losing his fighter," Wild added. That was probably the real reason Mrrralff had roared. Now he was all alone out there.

As he tried to get his next lock, he could see Mrrralff, burning velocity along three, maybe four, vectors at once, trying to fire while flying backwards. As he watched, Mrrralff splashed another bogie. Only twenty-ten to go.

His victim was burning off his vector of velocity after splashing Prrrl. The targeting computer started to home in on him. Wait for it. Wait for it. Tone. Fire!

He watched his blasters cutting through the ship. Hit. Hit. Hit. Miss as the fighter tried to break the lock. Hit. Hit. Dead kitty.

"Got another one."

"Me two," Clemmons shouted.

Wild watched on the screen as large chunks of Mrrralff's fighter burned away under a firestorm of blaster fire. The lion, screaming over the com, burned his engines up to 8 G's, all they had left, and flew straight into one of the fighters.

"What's that, twenty-eight?" Mitchell shouted.

"Twenty-seven," Wild said over the throat mike. "Mrrralff just buried himself in one."

Silence.

"Suck all cats and their blasted honor," Mitchell said, his voice thick with emotion.

"Did he eject?" Clemmons asked.

Mitchell checked. "Yeah but his vitals are all screwed up."

On the display, three of the torpedoes Mitchell had fired caught one of the fighters. Thirty percent of the craft blew off into space in a cloud of glowing metal. The rest went tumbling into the void. Seconds later, the self destruct detonated.

"Twenty-six," Wild said.

"Hoo-wah," Mitchell said, but his heart wasn't in it.

Two more torpedoes crashed into the ship. The fire was licking up Wild's back now. He was trying to figure out what to do about it when he felt the fire suppression system kick in, dousing him in inert gasses. He pulled on a breath mask for show.

"The Oort got that fire suppression fixed," he reported as his computer locked onto his next victim.

"Great," Mitchell said. "Now he can work on the engines."

Wild could feel what he meant. The ship was no longer under power. The torps had taken out their drive system.

"Suck me," Wild whispered.

Two more impacts rocked the ship. His console went dead.

Wild sighed and began to unbuckle his harness. He pulled out his personal comlink.

"How bad?"

The reply was an angry stream of Oort.

"Um," said a mechanical voice over the com. One of the Oort's little robots, most likely. "The master says that the power cells blew and took the vacuum generator with them. I'm afraid we're not going anywhere."

Mitchell stuck his head back into the gunnery compartment. "I lost com."

"Yeah," Wild said, holding up his hand held unit. "Had this in my pocket. The Oort says we're sucked."

Mitchell looked at the little comlink. He nodded. "Everyone grab your comlink and put fresh power cells in it. Then prepare to repel borders."

Wild looked around as he strained his audio inputs. No blaster fire. No torps. No missiles.

"They want to take us alive," Wild said.

"That they do."

"And...?" Wild let the question go unspoken. Clemmons had come around the corner, drifting in the zero-g. He could see it in Clemmons' face as well.

"We let them."

Clemmons winced.

"I'm not saying we don't put up a fight," Mitchell said, "but when we lose, and we will lose, no burning a hole in your own head."

Clemmons didn't look happy. "I heard a quote once," he said. "Ours is not to reason why. Ours is just to do or die."

"Tennyson," Mitchell said. "Their's not to make reply,| Their's not to reason why, | Their's but to do and die: | Into the valley of Death | Rode the six hundred. A moving passage. Ever hear the line that came before that?"

Clemmons shook his head.

"Some one had blunder'd," Wild said.

"Though they were cut to pieces, the Light Brigade survived. We fight like men, but we let them take us when it's over. There are many more days left in this war. We will live to fight another one."

Clemmons nodded and headed off for his blaster.

PART V
PSYCHIC POWERS

"We were like children, wandering in the darkness. Then we met the Xatosians, and everything changed."
— Rictin Caleisuss, Psychic Historian

A frequently encountered aspect of science fiction is the power of psychics. Similar to spells in the fantasy genre, psychic powers can provide their user with great capabilities.

The *Privateers* universe is one where psychic powers are very real. How a GM views this subject may determine whether he will make his game hard science or space opera.

Psychic Powers: Science Fact or Science Fiction

A good question that a GM must ask himself, especially if he intends to run a hard SciFi campaign is whether or not psychic powers have any scientific basis. Many things have been used to explain psychic powers, everything from mysticism to quantum physics.

There are many advocates of the validity of psychic powers. There are also many opponents. It is up to each GM to decide where they stand on the matter.

Of course, even the hardest opponent of psychic powers may wish to allow them into their game. There are many people who believe that the speed of light will never be broken. This doesn't necessarily keep them from using FTL engines in their games and novels.

THE NATURE OF PSYCHIC POWERS

It should be decided early on what exactly psychic powers are. This should fit with the general feel of the campaign. A few possibilities are listed below.

The Hard Science Approach

In this type of universe, psychic powers are a function of pure, hard physics. They are easily defined in terms of the natural laws. Some effect, perhaps quantum non-locality (as this travels faster than light) is the carrier of all psychic powers.

In this type of universe, there are physicists who study psychic powers. Perhaps they even build psychic devices, much like magic items in a fantasy campaign, which can be used for a variety of purposes. If done well, this can have a gritty, scientific feel. If not, it will feel like a "B" movie.

No one in the *Privateers* universe has yet to produce good psychic machinery. Anything that ups a psychic's power is likely to be an Architect artifact.

The only exception to this is the psychic inhibitor. This device is used to scramble the areas of the brain which allow psychic powers to operate. These headsets are mostly used in prisons.

The Mystical Approach

In this type of setting, psychic powers are a manifestation of some mystical force, perhaps a manifestation of the Human soul. In this type of universe, psychic powers are studied by philosophers and poets. This is particularly apt for a campaign where many of the players are die-hard fantasy players. This tends to work best when the entire campaign is given an "eastern" feel.

The "Unknown" Approach

In this type of setting, psychic powers exist, but nobody knows how they work. Generally, all psychic powers will be inborn, and few psychic items will exist, if any.

33.0 :: PSYCHIC POWERS

"Imagination is more important than knowledge."
— Albert Einstein, Old Earth Physicist

Psychic powers, unlike the realms listed for magic in *Rolemaster*, are generated entirely by the strange and little understood forces of the mind. While the realms of magic get the power from essence, the psychic creates this energy within his mind itself. Using areas of the brain usually left untapped, the psychic character can use his mind in ways that very few even contemplate. Many may have these abilities dormant in their mind, but only the psychic character has developed these strange powers.

Basic to this system are the concepts of psychic categories, psychic powers, and magnitude. The ability to learn and use these psychic powers is tied heavily to these concepts.



Psychic ability is described using skill abilities here referred to as psychic categories and psychic powers. These psychic skills are increased and developed similarly to other skills. A skill rank is the measure of ability that the psychic has obtained in a given psychic power.

Once a GM decides to use these rules, he must decide whether to restrict these powers to a select few. Again, this is a matter that must be left up to the individual GM. The sample professions in this work assume that all characters are permitted to develop psychic skills. If the GM has a different world system in mind, simply do not allow non-psychics to develop psychic powers.

Note: *All rules in this section are optional, of course. Some are more optional than others. Each psychic power, for instance, should be approved or disapproved by the GM.*

Note: *The skill costs in this work assume that a certain amount of discipline is necessary to control psychic abilities. Therefore, professions familiar with discipline, like the Scientist and the Soldier, have lower DP costs than ones typically lacking discipline, like the Criminal.*

33.1 DETERMINING DP COSTS FOR PSYCHIC POWERS

Each profession has a set of development point (DP) costs that correspond to the nine psychic skill categories. During the character creation process, each character must assign one of these DP costs to each psychic skill category—see Section 21.2 (p. 42) for a more detailed description of this process.

Restricted Psychic Skill Categories

Each character has a number of *restricted* psychic skill categories. All of the skills in such a psychic category are restricted (see p. 43)—for every two skill ranks developed only one skill rank is actually gained. In addition, skill category ranks for such a category itself must be developed in the same way—for every two skill category ranks developed only one skill category rank is actually gained.

Based upon the SD stat (temporary), Table 2.4 indicates how many of a character's psychic skill categories are **not** restricted. The psychic skill categories that are not restricted must be the categories with the lowest DP costs.

During the game, a character's temporary SD stat may very well fluctuate. When this happens, which psychic skill categories are restricted will change within the parameters outlined in the previous paragraph. This is par for the course for a Psychic.

Note: *This system assumes each character has a different aptitude for each different psychic category. These aptitudes are encoded into a person's genetic make-up, like superior or inferior night vision, or size, or hair color, etc.*

PSYCHIC POWER DEVELOPMENT TABLE T-2.4

SD (Temporary)	# of Unrestricted Psychic Categories
1-30	0
31-69	1
70-97	2
98-99	3
100	4
101	5

33.2 DEVELOPING PSYCHIC POWERS

A psychic power is developed just like any other skill. The bonuses for all psychic skills and skill categories use the standard progression.

33.3 USING PSYCHIC POWERS

To employ a given psychic power, the psychic character must have at least one rank in the appropriate psychic skill category and at least one rank in the psychic power being employed. The character must also have enough mind points (MPs) remaining to achieve the desired effect (i.e., the desired magnitude).

A psychic's ability is determined by two things, his skill with the category and his skill with the power itself. These represent the two important aspects of his psychic power: his strength and his finesse.

A character's skill category ranks determines his overall *strength*. For instance the number of ranks a character has in a category determines how many MPs the psychic can expend when he uses a power in that category. Thus, a character's Psychokinesis skill category ranks limit how much weight his telekinesis power can actually lift.

The number of skill ranks that a character has in a psychic power determines how much fine control he has when using the power.

Example: *Suppose a character has only one rank in his Psychokinesis skill category, but has 20 Telekinesis skill ranks. While he might not be able to lift a heavy cat, he could thread a needle.*

33.3.1 MIND POINTS

In order to use a psychic power, a number of mind points (MPs) must be used (see the next section). A character has a maximum number of MPs equal to his Mind Point Development skill bonus. The skill bonus progression for Mind Point Development is determined by a character's race—see Appendix A-1 (p. 113).

MP Total = *MP development skill bonus*
= SD bonus + Profession bonus
+ skill rank bonus + any special bonuses

Recovering MPs

The character can recover the MPs used by these psychic powers (up to their maximum), in the following ways:

1. One MP is recovered every hour, if the character remains physically or mentally active.
2. If the character is resting, he will recover (SD bonus ÷ 2) MPs for each full continuous hour of rest (at least one MP is recovered, even if the SD bonus is less than one).
3. A sleeping character will recover half of his maximum MPs for each three hours of continuous sleep. If the character's sleep should be disturbed for any reason, than treat as above in 2.

MP Exhaustion

A psychic character suffers a modification to his psychic static maneuvers (see Section 33.4) as he expends his MPs. The amount of this modification is based upon the percentage of his total MPs that he has expended.

% of MPs Used	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100%	-30

33.3.2 MAGNITUDE

When a character uses a psychic power, he must decide how many mind points to expend. He can only expend up to as many MPs as he has ranks in the power's category. The number of MPs expended is called the *magnitude* of the power being used. Magnitude can affect several different things.

- *Basic Psychic Attack:* the magnitude determines the attack level for any Resistance Rolls caused by the attack (see Appendix A-8.6, p. 198).
- *Directed Psychic Attack:* the magnitude determines the maximum damage that the attack can impart (see Appendix A-8.7, p. 199).
- *Non-Attack Psychic Power:* the effect of magnitude varies from power to power. Check individual descriptions to determine the exact effects.

The magnitude being used for a power affects how long it takes a character to recover from the use the psychic power. The lower the magnitude, the easier it will be.

33.3.3 MAINTENANCE

A character may maintain certain psychic powers for a number of rounds after the power's initial use. Each round, this usually requires a 10% action and a further MP expenditure equal to 10% of the MPs initially expended. A psychic power may not be used while another power is being maintained, so only one psychic power may be maintained at a time. The refractory period (see the next section) required by the use of a power does not begin until the maintenance of the power is ended.

33.3.4 SEQUENCING POWERS AND REFRACTORY PERIODS

Employing powers works a little bit differently than most actions in the battle sequence. The actual use of a psychic power is a action that requires 75% activity. The use of a psychic power require no preparation time. As soon as a psychic wishes to utilize a power, he may. That is not to say, however, that the use of a psychic power does not extract a price.

That price comes *after* the use of the psychic power. As the mind points are being ripped from the character's body, his mind becomes sluggish and difficult to control. His limbs become slow and heavy. He enters a *refractory period*, where his powers are muddled and unresponsive. The toll does not end there, however, as **all actions** the psychic performs are affected by this immense drain.

In addition, while in the refractory period, even the simplest tasks can become difficult. Any action except for leaning against a wall and breathing deeply requires a maneuver roll. Even actions like walking require the character to roll on the maneuver chart, to see how far he actually stumbles. When the refractory penalties are very high, its best to just let it ease a bit before trying anything fancy, like making your feet move.

When a psychic power is used, the length and severity of a refractory period depends upon the user's level and the magnitude used. Table T-4.6 details the modifications that apply to the psychic for each round of his refractory period. These modifications apply to all actions. A psychic in a refractory period may **not** use a psychic power. A refractory period ends when the modifications indicated in Table T-4.6 reach zero.

REFRACTORY PERIOD MODIFICATION TABLE T-4.6

Psychic User's Level – Magnitude	Psychic Static Maneuver Modification	MODIFICATIONS APPLY TO ALL ACTIONS Number of rounds after end of psychic power's effect									
		1	2	3	4	5	6	7	8	9	10*
9+	+15	0	0	0	0	0	0	0	0	0	0
6-8	+10	0	0	0	0	0	0	0	0	0	0
5	+5	-10	0	0	0	0	0	0	0	0	0
4	+5	-20	0	0	0	0	0	0	0	0	0
3	+5	-30	0	0	0	0	0	0	0	0	0
2	+0	-35	-10	0	0	0	0	0	0	0	0
1	+0	-45	-20	0	0	0	0	0	0	0	0
0	+0	-55	-30	0	0	0	0	0	0	0	0
-1	-30	-85	-60	-30	-25	-20	-15	-10	-5	0	0
-2	-35	-90	-65	-35	-30	-25	-20	-15	-10	-5	0
-3	-40	-95	-70	-40	-35	-30	-25	-20	-15	-10	-5
-4	-45	-100	-75	-45	-40	-35	-30	-25	-20	-15	-10
-5	-50	-105	-80	-50	-45	-40	-35	-30	-25	-20	-15
(-6)-(-7)	-70	-125	-100	-70	-65	-60	-55	-50	-45	-40	-35
(-8)-(-10)	-95	-150	-125	-95	-90	-85	-80	-75	-70	-65	-60
(-11)-(-15)	-120	-175	-150	-120	-115	-110	-105	-100	-95	-90	-85
(-16)-(-20)	-170	-225	-200	-170	-165	-160	-155	-150	-145	-140	-135
-21	-220	-275	-250	-220	-215	-210	-205	-200	-195	-190	-185

* — All modifications continue dropping five a round after the tenth round.

PSYCHIC STATIC MANEUVER MODIFICATIONS CHART

Condition	Modification
(User's lvl - Magnitude) < 0	see Table T-4.6
(User's lvl - Magnitude) > 2	see Table T-4.6
Power's category is restricted	-5
Power used as a snap action	-20
26% to 50% of MPs have been used	-10
51% to 75% of MPs have been used	-20
76% to 100% of MPs have been used	-30
Penalties from wounds and "GM-designated distractions"	varies

PSYCHIC STATIC MANEUVER TABLE T-4.5

-26 Down Spectacular Failure:
Your psychic power fails; roll on the Psychic Power Failure Table A-8.10.4 (p.232) and subtract three times the total negative modifications for the psychic static maneuver.

-25 - 50 Absolute Failure:
Your psychic power fails; roll on Table A-8.10.4 (p.232) and subtract twice the total negative modifications to the psychic static maneuver.

51 - 75 Failure:
Your psychic power fails; roll on Table A-8.10.4 (p.232) and subtract the total negative modifier from the psychic static maneuver.

GM 66 Unusual Success:
You become confused and somehow cause the wrong effect. The GM should randomly select one of your other disciplines. Any results are applied to the target of your original psychic power (a GM may choose to ignore normal range limitations).

76 • 90 Partial Success:
You became distracted and must start over. You may cause the effect next round as a 50% activity action (i.e., no maneuver is required).

91 • 110 Near Success:
You release the psychic power normally at the end of the deliberate action phase of the current round.

GM 100 Unusual Success:
Your psychic power is used successfully and you get a +30 bonus (non-cumulative) to your next psychic static maneuver (if it occurs in the next ten minutes).

111 • 175 Success:
Your psychic power is used normally.

176 up Absolute Success:
Your psychic power is used successfully and you get a +10 bonus (non-cumulative) to your next psychic static maneuver (if it occurs in the next ten minutes).

33.4 RESOLVING PSYCHIC EFFECTS

When attempting to use a psychic power, the first step is to determine whether the power is used successfully. This can be accomplished through automatic use or through a psychic static maneuver.

Automatic Power Use

If a psychic power is cast automatically, no static maneuver is required. However, the psychic power may still fail:

- All attack psychic powers fail on an unmodified attack roll of 01-02.
- A 1d100 roll should still be made for non attack psychic powers. A result of 01-02 results in a failure.

A psychic power may be automatically cast if the following restrictions are met.

1) The attempted magnitude does not exceed the character's level.
2) The psychic power is not from a category which is currently restricted.
3) The psychic power is not used as a snap action.
4) The character has not used more than 25% of his mind points.
5) The character has not incurred any penalties from wounds and other "GM-designated distractions."

Psychic Static Maneuvers

If any of the above restrictions are not met, then the psychic power cannot be used automatically. Instead, to use the power, the character must make a psychic static maneuver. If the static maneuver is successful, the power may be used with the normal failure chances listed above.

The open-ended static maneuver roll is modified by the character's skill with the respective psychic power. In addition, penalties from wounds and "GM-designated distractions" apply. The static maneuver is compared to Table T-4.5 to determine the result.

Psychic Static Maneuver Roll =
1d100 (open-ended)
+ psychic's skill bonus for the psychic power
+ mods from the
Psychic Static Maneuver Modifications Chart

Note: *This static maneuver is part of the psychic power use action and is not a separate action.*

33.4.1 BASIC PSYCHIC ATTACKS

Basic psychic attacks are resolved on the Basic Psychic Attack Table A-8.8.12 (p. 211). All psychic failures are resolved on the Psychic Power Failure Table A-8.10.4 (p. 232).

Basic psychic attacks include all psychic powers which are not non-attack powers or directed psychic attacks. In essence a basic psychic attack is an effect which is directed at a creature, who then gets the opportunity to attempt to resist.

Non failure results are adjustments to the target's resistance roll. If the target fails the resistance roll, it is affected by the psychic power.

See Appendix A-8.6 (p. 198) for more details on resolving basic psychic attacks.

33.4.2 DIRECTED PSYCHIC ATTACKS

These psychic powers are generally rolled on the energy weapons attack tables. The appropriate table for each power is listed in the descriptions.

Directed psychic powers are those that manipulate focused energy to attack the target. Since these powers attack the target directly, no resistance roll is permitted.

See Appendix A-8.7 (p. 199) for more details on resolving directed psychic attacks.

33.4.3 NON-ATTACK POWERS

Non-attack powers are all those that do not directly affect an opponent. Each individual psychic power description indicates how to resolve the use of that power.

33.5 PSYCHIC SKILL CATEGORIES

All the psychic powers are identified by a name and a skill category. The descriptions of the skill categories follow.

Electrokinesis — This skill category entails powers which manipulate electrical and electronic forces. It is well varied with both utility powers, such as the control of computers and combat powers, such as Electrokinetic Bolt and Electrokinetic Shield.

Healing — This skill category contains those psychic powers used to heal various disorders. These powers, by default, can only be used consciously. They may, however, be developed separately as self-healing which allows the character to use them subconsciously, but only on himself. A more sinister fact about these powers is that they may be used in reverse. To do this however, they do have to be developed as the reversed psychic power.

Meta-Psi — This category covers most of the little effects which don't fit well into the other categories. Most of these psychic powers deal with the senses.

Mind over Matter — This category deals with the character's control of his own body. The powers allow the character to alter his body functions through complicated discipline and bio-feedback.

Photokinesis — The psychic powers in this category allow the character to manipulate visible light. Not only does it allow control of the light level in an area, but also combat uses like the Light Blast.

Psychokinesis — These psychic powers deal with the direct manipulation of inertial force. They include such skills as telekinesis and telekinetic bolt or shield.

Radiokinesis — These psychic powers involve the direct manipulation of radioactivity.

Telepathy — These psychic powers involve the minds of others. They allow the character to read or send thoughts, as well as mind control and paralysis disciplines.

Thermokinesis — These psychic powers involve the direct manipulation of temperature. Temperature can be both raised or lowered by different powers in this category.

33.6 OPTIONAL RULES

It is, of course, true that all the rules in this section are optional. Some, however, are more optional than others. What has been presented up until now is a set of rules intended to work as a whole. What follows are rules that some GMs may find too complicated or unbalancing. They should therefore be taken with a grain of salt.

33.6.1 RANGE EFFECTS

If using this optional rule, a psychic character's SD stat will influence his ability to use psychic powers over distances. These rules, while adding some reality, also add to the complexity of employing psychic powers.

If using this rule, the maximum effective range of a character's psychic power will vary:

Maximum Range = $(3 \times \text{SD bonus})^2$ meters

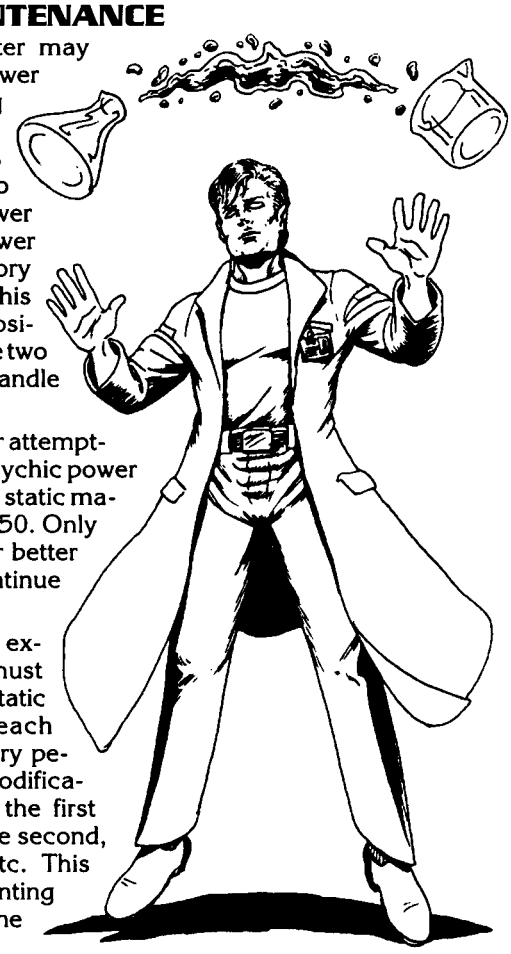
In addition, the effectiveness of a psychic character's powers can decrease as range increases—any target of a psychic power receives a bonus to his RR based upon the range and magnitude of the power. This bonus is zero if the range is less than or equal to the power user's level; otherwise:

Range RR bonus = (Range ÷ Magnitude) x 5

Both of these range effects only refer to those psychic powers that require a psychic static maneuver roll.

33.6.2 USING A POWER DURING MAINTENANCE

Normally, a character may not use a psychic power while he is maintaining another psychic power. This optional rule allows a character to attempt to maintain a psychic power while using another power and during any refractory period that follows. This can be a difficult proposition, however. These are two ways a GM can use to handle this situation:



Option 1: The character attempting to maintain the psychic power must make a psychic static maneuver modified by -50. Only a result of *success* or better will allow him to continue the maintenance.

Option 2: As option 1, except the character must also make a psychic static maneuver during each round of the refractory period. However, the modification is only -25 for the first maneuver, -35 for the second, -45 for the third, etc. This represents the mounting strain of maintaining the power.

33.6.3 DEATH AND BURNOUT

The use of this optional rule increases the danger of a character using a magnitude that is greater than his own level. Such an "overpowering" of a psychic power creates great physical stress for the user—a character who overextends his reach risks permanent burnout or even death.

When a character finishes his psychic power, the energy leaves him. His heart begins to race, his mind burns with power. He stands on the brink of death and permanent loss of psychic powers.

PSYCHIC DEATH STATIC MANEUVER TABLE T-4.8

-26 Down Spectacular Failure:
Your heart races out of control. Your vitals soar through the roof. Your heart begins to spasm. In a sudden, tearing convulsion, your heart bursts.

-25 — 04 Absolute Failure:
Your heart begins to fibrillate. You break into a cold sweat. You fall to the ground, clutching your left arm, as your heart stutters to a halt.

05 — 75 Failure:
You break into a cold sweat. Your left arm begin to throb. You're heart slips into arrest. Make another check on this chart. You are at a -10 (cumulative) penalty to this check.

UM 66 Unusual Success:
Your heart beats strong under the stress. Too strong. It takes some slight damage. Until medically corrected, you will have a slight heart murmur. Whenever you come under severe stress, you must roll on this chart, adding 3 x your constitution bonus.

76 — 90 Partial Success:
Your heart is fibrillating, but you think you'll survive. You may operate with only 10% activity next round.

91 — 110 Near Success:
Your heart is beating irregularly, nut you'll probably make it. You may act with 50% activity next round.

UM 100 Unusual Success:
Your heart is strong. You need make no other checks this refractory period. Your next psychic death check will receive a +30 bonus.

111 — 175 Success:
Your heart continues to beat strongly.

176 up Absolute Success:
Your heart continues to beat strongly. You receive a +10 bonus (non-cumulative) to all checks for this refractory period and the next.

Each round of a refractory period during which a character has a refractory modification of -100 or worse, he must make two static maneuvers.

- The first static maneuver is modified by (3 x Co stat bonus). The result is applied to the Psychic Death Static Maneuver Table T-4.8. Failure can result in death by cardiac arrest.
- The second static maneuver is modified by (3 x SD stat bonus). The result is applied to the Psychic Burnout Static Maneuver Table T-4.9. Failure can result in permanent or temporary burnout.

Each of these two static maneuvers is also modified by (100 - refractory period modification).

PSYCHIC BURNOUT STATIC MANEUVER TABLE T-4.9

-26 Down Spectacular Failure:
Your mind roars with power. One by one, your synapses fuse until you are nothing but a vegetable. Hope you neurologist is talented.

-25 — 04 Absolute Failure:
Your mind echoes with power. You feel your power slip permanently from your grasp as the synapses fuse. Your reasoning, memory, and self discipline drop by 20 (temporary and permanent).

05 — 75 Failure:
The power burns you. You lose all psychic ability for d10 days. You are at a -10 (cumulative) penalty to your next check.

UM 66 Unusual Success:
You not only survive the power, you relish it. You are now addicted to overpowering. You must make a RR roll every time you use a psychic power (against your own level) to keep from overpowering. For every five points you fail by, you must overpower by one to the magnitude (up to your maximum allowed magnitude).

76 — 90 Partial Success:
You are fighting off the abyss. You may operate with only 10% activity next round.

91 — 110 Near Success:
You've staved off the abyss this round. You may act with 50% activity next round.

UM 100 Unusual Success:
Your mind is stable. You need make no other checks this period. Your next period of psychic burnout checks will receive a +30 bonus.

111 — 175 Success:
You're holding up nicely.

176 up Absolute Success:
You're holding up very well. You receive a +10 bonus (non-cumulative) to all checks for this refractory period and the next.

INTERLUDE FIVE

Clemmons hated rocks. He really hated rocks. He had never liked rocks much before, but a week of making big rocks into small rocks was beginning to wear on his soul.

He looked over at Wild, working next to him. The tunnel was a dirty, smelly place, filled with the reek of a dozen prisoners, carving their way through the planet's bedrock. Wild was handling things pretty well, it seemed. He was hot, really hot, and sweaty, but when he thought no one was looking, he'd relax and Clemmons could tell he wasn't nearly as tired as he was letting on.

Things had not gone well since they had been captured. They had been thrown into this pit of a prison, deep under a world, they had no idea which. Here their only job was to dig more tunnels, crush more rocks. Someday this section might hold more prisoners.

Or, they might just plant some demo charges and cave the whole place in. Give something for the next set of POW's to do.

The saving grace, the only saving grace, was that they hadn't run medical exams on them. They hadn't even scanned them for cyberware, not that they would have found any. They had stripped them, searched them, then threw them into this pit of hell.

But they hadn't examined them. That was important. If they discovered who Clemmons was, they'd kill him instantly. He had already escaped from the Empire once. The only thing keeping him alive was that one of the inmates had access to the combat drug Thearax. Without Thearax, Clemmons would be dead by now. Heaven knows why they had it, but he had purchased it for unspecified future favors.

He glanced over at Wild again. They had kept the team separated since they got there. Mitchell was in a different section. So was Prrrl. He hadn't seen the Oorts. Mrrralff had gotten in good with the Warden. Helped him torture his friends. Clemmons knew the lion was trying to make a break for them, find an opportunity to get them out, but that didn't stop him from hating the bastard and everything he had done since they got here. He'd hate him forever.

If he lived forever.

He had been thinking of a plan to escape. He had counted on having to do it alone, but today, there was Wild with the other workers. Maybe the sadistic cat had accomplished something after all. If they could get out of the prison, they could escape, then they could come back and break out the rest.

Something deep inside Clemmons fought against this idea. It said he was abandoning his friends. He knew he had to be practical, though. It was a miracle he and Wild were in the same area, and one didn't question miracles.

He looked around. Twenty prisoners labored under the guard of two bears and a lion. That would be rough. Both were in full combat armor with assault plasma carbines. Tough fight, unarmed. This was his only chance, though.

He looked over at Wild, his eyebrows arched in a question, and glanced back at the guards. Wild nodded almost imperceptibly. Seems they were on the same wavelength.

First goal was to get one of the guns.

No clean way to get it. Have to just improvise and hope that Wild played along.

"Hey, guard." he said, heading to the lion, leaning heavily on his large hammer. Might as well act like he was too tired to be a threat.

The guard listened to the translator, then snarled back. After a moment, the translation came out.

"Yeah?"

Of course, Clemmons spoke the language, but no use letting on.

"That guy over there ain't working as hard as the rest of us." He pointed at Wild.

When the lion glanced over, he burst into motion, with a clean swing, he brought the hammer into the guard's head, knocking him a step forward. His helmet flew into the air, and Clemmons barely had time to pull him upright as the two bears opened fire.

Plasma blasts burned, on full-auto, into the chest of the lion. The armor caught it, but the plasma was already eating through. Screaming in agony, the lion started firing wildly and caught both bears in a spray of plasma. Clemmons thought he probably did it out of spite.

Then he was dead weight, in the most literal sense of the word. He managed to reach down and scoop up the plasma carbine, wincing as plasma dripped onto his arm, and fired back.

The bears were already wounded. It didn't take too much to finish them.

Wild trotted up, looking concerned. Clemmons gestured for him to get a gun while he began pulling clips off the lion.

Looking up, he saw that the entrance had sealed when the plasma fire was detected. Alarms were sounding outside the area.

"Prisoners!" a voice boomed over the P.A. "Put down those weapons and your death will be brief. Keep them, and your torture will last forever."

"Get sucked" Clemmons said, blasting the P.A.

Then something happened. His flesh crawled and his hindbrain started screaming a warning. He felt tingle, crawling under his skin like tiny insects. He stood, but his legs were weak. He tried to take a step toward Wild, but his knees gave out. His vision became blurry. He reached out, but his arm weighed a thousand kilos. Then the floor crashed up, slamming into the side of his head.

Then there was only darkness.

• • •

He jerked awake, pulling the gun up. Wild was just stepping back. Something was weird. He had something in his ears. He reached up ...

"Don't!" Wild said.

"What?" Clemmons was confused.

"Ultrasonics. They stunned us. The guards had earpieces, they set a counter wave and cancel the signal."

"How did you ...?"

"I got to the earplugs in time."

"But how? Stunners make it impossible to think clearly."

"Yeah, tell me about it," Wild grinned. "Maybe I have a resistance or something. I had some ear damage as a kid, probably skews the harmonics."

"That must be it." Clemmons shook his head to clear it again. Why didn't that sound right?

He stood and gathered all the useful gear he could. The armor wouldn't fit him, but the work belt might have some useful equipment. He put it on as a bandoleer.

"Access cards?" he said, holding up the guard's passkey.

"No good," Wild said. "They only activate when held by someone with the owner's exact neural-signature. Hey, are you alright?"

"Yeah, why?"

"Your arm," Wild said.

Clemmons looked down. His arm still moved, but it was a charred mess. By all means, he should be down now, writhing in agony. Of course, no one went down from pain on Thearax. That was the beauty of the drug.

That and the fact that it had no visible side effects anymore. Sure, when he first started it, he'd kill a man just for thinking rude thoughts, but once you got on Thearax, you never got off. A shot every two hours for his entire adult life was all it took to get him used to it. Now it was as important as breathing, but if he ever went off it, shakes, then agony, then death. Another debt he owed the Empire.

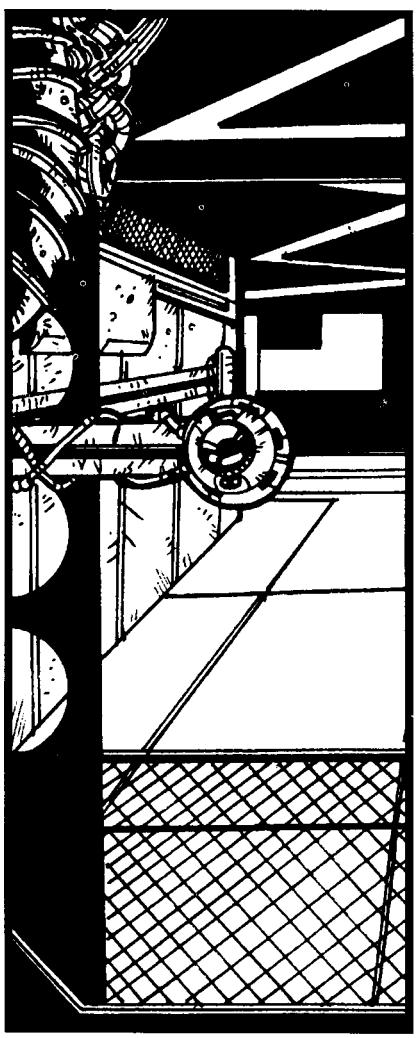
But he couldn't let Wild know he was on the drug. If Wild found out, he would be one step away from discovering which drug, and that would put him one step away from learning the truth, that Clemmons had worked for the Empire, in a very special capacity.

"I'll be okay."

"No," Wild said, staring at the arm in horror, "You won't."

When you are guilty of a crime, Clemmons thought, *admit to a crime.*

"I have a pain editor," he said, looking down ashamed.



"Oh," Wild said. "Why?" No one used cyberware, it was considered as unclean as any narcotic.

"Congenital disease. I'm in pain most of my life. They installed it when I was a boy, after all the treatments failed."

Wild looked at him in pity. He nodded and turned away.

Let him think Clemmons was a cripple. That would be better than the truth.

"We better get moving," Wild said, starting at the panel next to the door with some small tools.

"Where'd you get those?" Clemmons asked.

Wild just grunted non-committaly. He then pulled up a bypass kit and went to work. Clemmons stared in shock. A bypass kit, even with the probes and wires stowed inside, was at least a quarter of a liter in volume.

"Alright, now I know that wasn't just lying around!" Clemmons said.

"I smuggled it in," Wild said as he worked.

"How?"

"Don't ask," Wild said as the door slid open. Then they were through, running toward the guard station.

"They'll be ready for us," Clemmons said.

Wild only nodded and kneeled at the door to the guard station. He started work with his bypass kit.

"Your pretty good with that kit."

"Yeah." Wild said.

"How'd you learn to do that?"

"Misspent youth."

"I feel kind of bad about leaving the other prisoners behind," Clemmons said, looking back.

"We'll get them when we come back to break out the others. If they come with us, they'll just start dying. Couldn't wake 'em anyway, with the stunners on."

The door clicked and opened. Wild threw himself to the side as Clemmons began spraying the room. He threw himself through the door, rolling for the cover of the desk he saw, as Wild stood and started spraying cover fire.

Clemmons' roll ended early and he allowed himself to slide across the metal floor. He saw the foot of the hidden guard before he got there. As he passed the edge of the desk, he was already firing. The guard was dead instantly.

"You okay?" Wild called.

Clemmons was easing himself up, assessing the various bruises and scrapes he had acquired. "I'm fine. Man, it was like you had done this before. I forgot for a moment you weren't force recon."

"Seemed the appropriate action. I did alright?" Wild said. His innocence seemed a bit put on, like it was an afterthought.

"Yeah," Clemmons said. He started stripping the guard of power cells. Even with the bigger cells of the Empire, these guns ran dry pretty quick. He switched cells and looked around.

"Where next," Wild asked.

"Well, I assume we're underground, since I doubt they built those stone walls just for us to break a part. This isn't a standard Imperial G, it's too light. That means that it's natural. It's strong enough to be a planet. That means that up means out."

• • •

The warden sat in his office, stroking his mane and watching the security cameras. He glanced over at his security chief. He would never get used to bears in uniform.

"They are efficient killers," the warden said.

"Military training," the bear replied.

"I'd guess."

"Imperial training, on the big one."

The warden looked at him, curious.

"You didn't recognize K'Prrrt Thang?"

He had heard of it. It was the fighting style taught to the Human troops in the empire, to make up for their lack of claws.

"I've never seen it in action."

The bear scrutinized the holo of the prison. The two red dots, representing the escapees, was headed toward the surface. Three of the green dots winked to black. Three more kills.

"Your move sir? They seem immune to the stunners now, I've got them running in every section of the prison but this one."

The warden thought about it.

"Pull them back. All the guards. Give them a clear shot at the surface. Disable the safeties on the door. It will be easier to gather them up once they hit the surface."

"All the guards, sir?" the bear rumbled. "They might sense the trap."

The warden looked over at him. A thinking person. The warden had a hard time not thinking like the lion he was. When you saw an opening, you pounced. It was difficult sometimes to remember that others were different.

"Alright then. Give them a token force. Something to put the fear of the Goddess into them."

"Very good, sir," the bear said, and started talking into his comlink.

• • •

Clemmons held up his hand, closing quickly into a fist. Whether Wild recognized the hand sign or not, he stopped.

He could hear three, maybe four foes around the corner. At least two were cats. They were purring in anticipation.

He pointed at his ear, then held up three fingers, with a fourth flicking up and down, to indicate the uncertainty of his count. Wild nodded, then held up four fingers certainly, like he could see around the corner. Maybe he had better hearing.

Good.

Clemmons stepped out suddenly, plasma carbine firing even before he came around the corner, splattering across the wall, then spraying into the enemy.

The plasma blasts splattered across the barricade the troops hid behind. Clemmons leapt back under a hail of fire.

The pain came to his attention slowly. Looking down, he saw plasma burning into his leg. He watched it in shock as wild jumped forward, scraping it off with a piece of scavenged armor.

"That pain editor is going to get you killed, you know."

Clemmons nodded. The Empire didn't give his people the battle drug to make them more likely to survive. They were given it so that they'd kill as many foes as possible before they dropped, never retreating. It worked.

"I'll be alright."

"I have an idea."

Wild eased up to the corner. He pointed his gun around, emptying the clip into the ceiling, about the center of the room. He pulled his hand back from the answering fire and began to swap power cells.

Clemmons couldn't figure out what he had in mind. He could hear the hissing and dripping, then screams of dismay from the guards. In a rush, two of the guards came around the corner, molten steel, ceiling panels dripping from their armor, burning its way through.

Clemmons fired immediately, emptying his entire cell into the chest of the first lion. The lion, writhing in pain, fell to the ground.

The second lion was firing as he charged, tearing apart Wild's right arm as the man reloaded. Wild crumpled, and Clemmons lept forward, smashing the lion in the faceplate with the butt of his carbine.

The lion stumbled back, startled. Humans were supposed to be weaker than Falanar.

"You're not a monkey at all," the lion said in Imperial.

"No, I'm not."

"I've heard of you falsies. Always wanted to kill one."

The lion lept, drawing his hazzok and slashing at Clemmons chest. Clemmons parried the blade with his carbine, spun, and smashed the barrel into the lion's faceplate again. It stared back at him, enraged and incredulous.

It attacked again, leaping in a great pounce. Clemmons dropped, letting it pass. As it flew overhead, he grabbed its breastplate in two places, redirecting the momentum of its pounce, bringing it headfirst into the floor plating with all its tremendous inertia.

It didn't get back up.

Clemmons looked over at Wild, who was regarding him curiously from a pool of blood. The arm was cauterized, but no degree of cauterization could stop that wound from bleeding. Clemmons couldn't think of any way to save him. Then he noticed that the bleeding had stopped.

"How?"

"I have a confession to make, my friend. I ain't exactly Human."

Clemmons started to open his mouth, then stopped. They couldn't be the same. Wild was too small. But what else looked like a Human?

"An android?" That would explain shrugging off the stunners. That would explain being able to hide the bypass kit. If he had a tac scanner, that would even explain seeing around corners.

"Yep."

"What happened to the other two guards?" he asked, looking back at the room.

"They went the other way when plasma started dripping from the ceiling. Evidently, they weren't cats, and know when to beat a retreat."

"Oh."

"They ran when the cat called you a falsie."

"You understood that?"

"I'm an espionage droid."

"I see."

"What's a falsie?"

"A derogatory term."

"Like cat, I get it. But for what?"

"I'd rather not say."

Wild looked at him hard. He seemed to be measuring him, sizing him up. After a moment, he nodded.

"Are you going to be alright? All that blood, or whatever."

"Hydraulic fluid. Looks like blood. Smells like blood. Even clots like blood. My arm is not good; it bled out completely, but I'll be fine."

"Uh huh." Clemmons was trying to catch up, but his mind was having trouble. Probably the pain and the Thearax. Even though they didn't hamper him physically, they made thinking difficult when he was damaged.

"Isn't hydraulic fluid under a lot of pressure?"

"Yeah, you hit me right and I'll squirt like a geyser. I have a nano-tech mesh that helps stem the flow. It isn't perfect, but it keeps me functioning for a while and makes the fluid leak slower. Kinda like the finger in the dam."

"Finger in the dam?"

"Never mind. Should we really just be standing here talking?"

"There's plasma dripping from the ceiling in there. Where we gonna go?"

After twelve minutes or so, they started moving again. Wild had been automapping the place since they got there, and he led them straight to the entrance. They encountered no more resistance.

Then they were at the exterior door. Neither of them had been through this one, but the hanger bay they had come in through was a long way off and probably well guarded. This one they had passed a few times, and they assumed it led straight to the surface.

Clemmons hit the button. It opened into a small screening room of sorts. Probably used to screen visitors. He hit the button for the external door.

"No!" Wild screamed a moment before Clemmons realized what had happened. The door behind them crashed closed, even as the exterior door opened to the airless surface of the planet.

Clemmons writhed in panic as all the air rushed away from him. He tried to thumb the door, but it was locked open now, and he couldn't see how to recycle the airlock. Most likely, they needed to be guards to close the damn thing, but anyone could open it.

Thrashing wildly in increasing desperation, Clemmons fell to the ground and went quickly about the business of dying.

PART VI
THE GM'S TASK: THE UNIVERSE SYSTEM

"The surest sign of intelligent life in the universe is that they haven't attempted to contact us."
— Watterson, Old Earth Humorist

The following sections discuss the various elements of a science fiction role playing game and presents some of the problems and situations that may arise during play. *Spacemaster: Gamemaster Manual* provides more detailed guidelines on many of these topics and a wealth of information on related topics.

In order to run a science fiction role playing game, a Gamemaster must develop and outline all of the basic components of a "Universe System." These components are similar to the components of a novel or play:

1) A setting in which action may take place.
2) The characters who inhabit the setting.
3) A general plot or scenario.
4) How to handle certain elements of role playing (e.g., adventures, religion, technology, poisons, etc.).

Developing the components mentioned above requires a lot of work and effort on the part of the Gamemaster.

Note: *To play in the Privateers universe, the GM should consider purchasing source material for the Privateers line.*

General Play Aids

There exist a number of commercial products which provide part or all of each of these components. Adventure and campaign modules provide characters and scenarios. A GM should keep in mind that all such play aids are merely guidelines for his own creativity and imagination. These modules and rules are meant to be modified and adapted to fit the GM's concept of what he wants his game to be like. See page 11 for more details.



ICE Privateers Products

The official *Spacemaster* universe is the Privateers universe. In this setting, a large, warlike culture of oppression and slavery has begun to prey upon its peaceful and democratic neighbors. In desperation, they have instituted ancient privateering laws, allowing the many traders and adventurers throughout space to prey upon enemy ships with impunity. Will it turn the tide? History has yet to decide.

The initial source material for the Privateers is presented in Part II of this book (see page 13). In addition, the interludes between parts are set in the Privateers universe. The former is provided to give the GM and players an overview of the data necessary to play in the universe. The latter is intended to convey the feel of the universe.

After this comes the Privateer source books. The first book details the races and cultures of the Privateers universe, and is therefore extremely important to any Privateers game. Next come source books detailing the political powers of the universe, to expand upon the data given in part II. See page 11 for more details.

34.0 :: THE PLOT

"One great artist was asked which of all his productions was the greatest. His prompt answer was: 'The next'."
— Anonymous

The plot for a science fiction role playing game consists of the general politics of the universe, the activities and objectives of the non-player characters, the goals and incentives for the player characters, and the interactions between all of these elements. A plot can be as simple as a decrepit space station and the mysteries of its purpose and abandonment. On the other hand, a plot can be as complex as the plot in a major series of novels. We suggest a simple plot for beginners, with plot complexity increasing as the GM and players become more experienced.

General Politics

Understanding the general politics for a game helps the Gamemaster make decisions concerning the actions of non-player characters. It also helps him make the player characters' backgrounds come to life. It provides a framework for the general course of events in the regions that the players characters travel through. For example, a battle or armed raid may be taking place in an area where the player characters are adventuring.

The politics of the Privateers universe is fairly straightforward. The ISC (Inter-Species Confederation) has been trying to live at peace with its neighbor, the Jeronan Empire. The ISC, being a democratic nation, wants peace above all. They have managed to hold off the Empire for years now.

Recently, however, there was a change in the Empire, starting with a bloody political coup and a sudden change of heart by the bear-like Kagoth. Now the aggressive war machine has rolled into motion, and although the technology of the Empire is slightly inferior (years of espionage has helped narrow the gap), their knowledge of technology, as it applies to warfare, is far more practical. That and their shear numbers are making life very bleak for the ISC.



As a last resort, the ISC has instituted privateering laws. Any pilot willing to fight the Empire has the right to arm his ship. These private pirates, outside the military organization of the ISC, are impossible to predict. The Empire cannot use espionage to gauge their actions.

Unfortunately, they are not a tremendously powerful fighting force. Will they be enough? That is the question on everyone's mind ...

The politics of the specific region being adventured in should be more detailed than world politics. Questions that should be answered include: Are enemy forces active in the area? Are underworld forces corrupting the local politicians? Are the local politicians already corrupt? Are the local politicians in conflict? Where are the bases of the opposing sides? How do both sides treat civilians? In short, any activities of the locals that might affect the player characters should be outlined.

NPC Objectives and Plans

The objectives and plans of any significant non-player characters should be noted. Farmers want to bring in their crops; shopkeepers and corporate raiders want to sell high and buy low; local officials want to enforce the laws and keep things peaceful; etc. More unusual characters may have personal objectives that conflict or coincide with the player characters. Such objectives should be carefully thought out.

PC Goals and Incentives

The player characters should set their own goals—sometimes with help from their Gamemaster through background details. However, to maintain an exciting game, the Gamemaster should supply incentives. A good adventure should have the dangers and rewards balanced. Obtaining treasure, experience points, crucial information, and the like should involve risk, difficulty, and good play. This is something that requires experience and a good Gamemaster, so it may take several adventures to master.

35.0 ∷ THE NON-PLAYER CHARACTERS

"The best way to keep your word is not to give it."
— Napoleon, Old Earth General

A science fiction role playing game not only needs a setting (Section 36.0, p. 90), it also needs characters and creatures to inhabit that setting. The player characters provide the adventurers for a game, but it is up to the Gamemaster (or his choice of playing aids) to provide the rest of his world's population: the non-player characters (NPCs) and creatures.

The extent to which these NPCs are developed and interact with the players is a factor that often determines much of the flavor and color in a science fiction role playing game. A variety of NPCs can often inject action and uniqueness into a game. However, it is often a difficult chore to determine the capabilities and skills of a large number of NPCs.

Of course, the Gamemaster does not need to develop the entire population of his universe. He need only sketch out the non-player characters that are required for interaction with the player characters. For a simple game, the NPCs usually required include:

- Allies and opponents for the player characters
- Neutral characters for the player characters to interact with (e.g., to buy and sell to, get information from, pay bribes to, etc.)
- Any other characters and creatures who can add depth and flavor to a fantasy role playing game

Playing aids such as ICE's source books can provide complete descriptions of a variety of non-player characters, along with guidelines for how to use them.

The rest of this section will outline some of the most important classes of non-player characters and creatures.

Reaction Rolls

When deciding what non-player characters do in a given situation or how they react, a Gamemaster may wish to make an open-ended "reaction roll." As a very general guideline, if the reaction roll is high, the non-player character should react favorably with regard to the player characters in the given situation. If the roll is low, the reaction should be unfavorable. If the roll is mid-range, the reaction is neutral. The intensity of the reaction should be based upon how high or low the reaction roll is.

Example: *Three gang members exit their hang-out at dusk by walking up a flight of stairs to the ground floor of an abandoned building. The first hint they get of danger is when their leader is shot through the neck and dropped. The two remaining gang members look around and see a female Human hunched over a datapad with her back to them, a Falanar with a "still smoking" pistol, and an Xatosian levitating about 5 meters over the Falanar. Their options in order of aggressiveness are to: attack the Falanar, attack the hacker, draw their guns, take cover and fight defensively, slowly retreat looking for possible openings to attack, or flee. The GM takes into account the death of their leader (this is a brutal gang and the leader was not particularly well-liked), and makes a reaction roll for each gang member (high being aggressive). The*

first gang banger rolls 06 and flees for his life (or to "get help"), the second rolls a 91 and "bravely" decides to attack the nearest and of course "weakest" opponent, the female hacker with her back to him (he's not necessarily acting intelligently). If he had rolled much above the 91, he would have blown away the Falanar who shot his leader. If he had rolled a medium roll, he would have drawn a gun or taken some defensive type action. Of course, on a low roll he would have joined his buddy and run away.

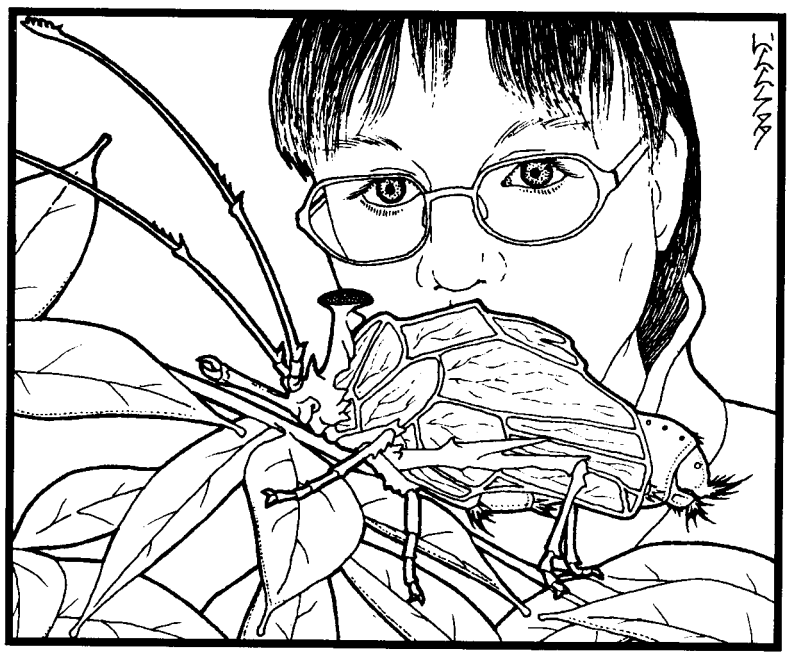
The Master Character Table

The Master Character Table T-5.3 provides some average bonuses for characters, based on profession and level. These skill bonuses assume that the NPC has average stats in his non-prime stats and 90s in his prime requisites. Race attributes, equipment, psychic powers, training packages, and background options do not figure into these bonuses.

THE GENERAL POPULACE

The first step in outlining the non-player characters is for the GM to familiarize himself with the races which inhabit the universe at large. Appendix A-1 (p. 113) provides descriptions of the basic *Spacemaster* races.

Next the Gamemaster must decide which races inhabit the specific region in which his game is to take place. Defining the general populace allows the Gamemaster to visualize the way of life of the region along with the motivations and obvious features and mannerisms of the non-player characters. It also helps him to develop a plot for his game (Section 34.0, p. 86) and provides an aid for developing character backgrounds (Sec. 22.0, p. 48).



The same races were seeded on hundreds, if not thousands of planets by an ancient race of progenitors. These races are encountered over and over again. This is why the same types of personalities exist in the Empire as in the ISC. The only difference is, in the Empire, the Kagoth rule, with aggression and brutality that is alien to their pacifistic brothers, both within the Empire and the ISC. In the ISC, the Kagoth refuse to fight, no matter what the cause, and will only resort to violence in the most immediate defensive situations.

HOSTILE POPULATIONS

The people which are hostile to the player characters must be defined in more detail than the general populace. This must be done because the player characters are most likely to encounter them during an adventure. That is, player characters are most likely to choose to visit an adventure site (Section 36.0, p. 90) inhabited by members of a hostile population.

For beginning games, we suggest that the player characters not be evil, since evil groups of characters are much harder for a Gamemaster to handle.

If the player characters are privateers and citizens of the ISC, the hostile peoples will mainly consist of the Jeronan Military. The Jeronan civilians aren't going to look favorably upon them, but they're more likely to attack a military installation than a group of innocent civilians.

INHABITANTS OF ADVENTURE SITES

Normally the inhabitants of an adventure site are members of the hostile population. However this is not always true—the inhabitants may be friendly or neutral toward the player characters. In such a case, the site is an adventure site because the player characters want someone or something that is at that spot. Such a situation is interesting, but it may be too complex a situation for an inexperienced Gamemaster to handle. We suggest that for beginning role players the inhabitants of adventure sites be hostile.

Keep in mind that intelligent inhabitants of an adventure site will require certain features in an adventure site: a reason for being there, a food supply, a water supply, toilet facilities (sometimes), entertainment (e.g., for Falanar this could be torturing prisoners of "lesser" races), and a variety of other things.

Thinking Races

The most dangerous (and thus exciting) foe is an intelligent or somewhat intelligent character. So, many of the adventure sites will be occupied by Falanar, Humans, Xatosians, etc.

Flora and Fauna

Many adventure sites will be inhabited by animals (defined as not particularly intelligent creatures) and plants. Animals may be non-hostile, non-hostile unless bothered, non-hostile unless attacked, hostile, aggressively hostile, etc. They may also be under the control of intelligent inhabitants of the adventure site. Plants are sometimes dangerous, but more often they are sources of food or poison. They are sometimes the goal that adventurers are after (e.g., they are looking for certain organic compounds).

HANDLING CREATURES

Special aliens and animals are very important to any campaign. The creatures vary from minor nuisances like ticks to major irritants such as the bandersnatchi from Larry Niven's Known Space. Some of these beings are intelligent and/or social animals and need special care when being encountered.

A large number of these monsters are very powerful. Creatures like the aforementioned bandersnatchi should not be faced by low level characters or inexperienced players. They shouldn't be faced by high level characters without tanks, support weapons and other high-tech gear.

MASTER CHARACTER TABLE T-5.3

Profession	Level	AT (DB)	Hits	MP	#1 OB	#2 OB	MMP	Locks/ Traps/	Climb/ Swim	Alert.	Obser.	Psychic Cat # 1†	Psychic Cat # 2†	Sniping (ranks)	Stalk/ Hide	Tech/ Repair	#ranks Lang.	Lore/ Eng.†
	1	1(0)	35	7	20pi	15ma	0	5	20	6	10	10(1)	–	-30(0)	5	15(2)	35	15(3)
	5	1(6)	71	17	36pi	24ma	0	27	42	20	32	33(2)	13(1)	17(1)	27	67(2)	40	67(4)
Bystander	10	1(6)	97	32	46pi	34ma	0	37	52	21	42	55(5)	30(2)	27(3)	42	77(7)	45	77(14)
	15	1(6)	117	46	62pi	39ma	0	52	67	23	52	69(7)	45(4)	37(5)	52	77(10)	50	77(19)
	20	1(6)	130	61	68pi	49ma	0	62	73	25	65	83(9)	62(5)	47(7)	65	77(10)	55	77(19)
	1	II(15)	35	0	40pi	25ma	-5	25	30	12	20	–	–	25(2)	35	15(1)	32	15(2)
	5	VI(24)	68	0	69pi	35ma	-5	64	59	26	44	–	–	59(7)	74	54(2)	33	54(4)
Criminal	10	VI(24)	94	0	84pi	50ma	-5	89	80	30	72	–	–	89(15)	97	69(6)	35	69(11)
	15	VI(24)	114	7	99pi	60ma	-5	109	95	35	84	12(1)	–	107(22)	115	69(8)	36	69(16)
	20	VI(24)	130	14	114pi	76ma	-5	119	107	40	99	22(2)	–	119(30)	125	69(11)	38	69(21)
	1	III(45s)	41	0	35gn	35ca	-10	-25	35	7	15	–	–	25(2)	10	15(1)	32	15(2)
	5	VIII(54s)	86	7	68gn	69ca	-10	19	69	20	39	12(1)	–	59(7)	44	49(2)	34	49(4)
Explorer	10	VIII(54s)	114	14	93gn	94ca	-10	33	84	25	54	22(2)	–	89(15)	68	69(5)	35	69(9)
	15	VIII(84s)	136	21	102gn	103ca	-10	43	112	30	70	32(3)	–	107(22)	89	69(7)	37	69(14)
	20	VIII(84s)	148	29	108gn	109ca	-10	59	124	35	79	44(4)	–	119(30)	98	69(10)	38	69(19)
	1	1(0)	30	0	50gn	30pi	0	-25	30	16	20	–	–	5(1)	10	25(1)	32	15(2)
	5	1(12)	66	0	95gn	59pi	0	19	59	26	44	–	–	29(4)	44	59(2)	34	49(4)
Pilot	10	1(12)	92	7	122gn	74pi	0	33	80	30	72	18(1)	–	44(7)	68	79(5)	35	69(9)
	15	1(12)	112	14	135gn	89pi	0	43	95	35	84	28(2)	–	62(11)	89	79(7)	37	69(14)
	20	1(12)	125	21	140gn	104pi	0	59	107	40	99	38(3)	–	74(15)	98	79(10)	38	69(19)
	1	1(0)	30	17	13dp	10ma	0	-30	10	27	30	46(2)	41(1)	-25(0)	10	20(2)	35	20(3)
	5	1(12)	51	48	64dp	26ma	0	14	29	37	49	91(6)	75(4)	19(1)	29	78(5)	40	78(10)
Psychic	10	1(12)	63	83	95dp	31ma	0	19	34	39	59	120(11)	102(7)	24(2)	34	78(10)	45	78(15)
	15	1(12)	81	113	110dp	36ma	0	24	44	40	64	133(16)	119(11)	29(3)	44	78(12)	50	78(20)
	20	1(12)	89	143	116dp	41ma	0	29	49	42	84	140(21)	131(14)	34(4)	54	78(12)	55	78(25)
	1	III(30s)	41	0	45ca	30ma	-10	15	35	7	15	–	–	30(2)	25	15(1)	32	15(2)
	5	VIII(42s)	86	14	79ca	59ma	-10	49	69	20	39	17(2)	–	79(10)	64	49(2)	34	49(4)
Recon	10	VIII(42s)	114	22	104ca	74ma	-10	60	84	25	54	34(3)	–	109(20)	86	69(5)	35	69(9)
	15	VIII(72s)	136	29	113ca	89ma	-10	84	112	30	70	44(4)	14(1)	124(30)	106	69(7)	37	69(14)
	20	VIII(72s)	148	37	119ca	104ma	-10	101	124	35	79	59(5)	26(2)	129(40)	116	69(10)	38	69(19)
	1	1(0)	30	8	10pi	11dp	0	-30	10	1	10	17(1)	17(1)	-30(0)	5	40(2)	35	35(3)
	5	1(6)	48	25	21pi	26dp	0	19	24	12	34	46(3)	41(2)	14(1)	19	88(5)	40	93(10)
Scientist	10	1(6)	60	47	31pi	34dp	0	24	34	13	49	71(6)	63(5)	19(2)	34	88(10)	45	93(15)
	15	1(6)	78	61	51pi	39dp	0	29	44	15	64	86(8)	77(7)	24(3)	44	88(12)	50	93(20)
	20	1(6)	86	82	59pi	46dp	0	34	49	17	84	102(11)	91(9)	29(4)	49	88(12)	55	93(25)
	1	III(30s)	50	0	55ca	45ma	-10	-25	20	2	5	–	–	5(1)	10	10(1)	32	10(2)
	5	VIII(42s)	103	15	100ca	88ma	-10	19	34	13	29	21(2)	16(1)	29(4)	44	39(2)	33	39(4)
Soldier	10	X(42s)	137	23	127ca	117ma	-30	33	49	17	54	36(3)	21(2)	44(7)	68	64(3)	34	64(6)
	15	X(72s)	159	37	140ca	130ma	-30	43	64	20	65	51(5)	36(3)	62(11)	89	64(6)	35	64(11)
	20	X(72s)	169	45	145ca	135ma	-30	59	70	23	74	64(6)	48(4)	74(15)	98	64(8)	36	64(16)
	1	1(0)	45	7	10pi	10ma	0	10	25	12	15	10(1)	–	-30(0)	10	25(5)	32	25(5)
	5	1(12)	84	16	37pi	28ma	0	24	49	25	39	32(2)	22(1)	14(1)	34	76(11)	34	76(11)
Technician	10	1(12)	104	31	47pi	38ma	0	34	64	29	54	49(4)	29(2)	19(2)	49	91(21)	36	91(21)
	15	1(12)	124	38	65pi	43ma	0	39	81	33	69	64(5)	44(3)	24(3)	64	91(31)	38	91(31)
	20	1(12)	142	53	71pi	53ma	0	49	90	38	84	78(7)	61(5)	29(4)	73	91(41)	40	91(41)

† — The first number is the skill bonus for each psychic power, while the second number is the maximum magnitude.

‡ — The first number is the skill bonus for each engineering/lore/science skill, while the second is the number of engineering/lore/science skills.

Note: Unless otherwise noted, the values given are skill bonuses.

DB codes: s = includes force shield bonus; * = this value is often effected by psychic powers.

OB codes: pi = pistol; ca = carbine; ma = martial arts; gn = gunnery; dp = directed powers.

ASSOCIATES OF THE PCS

Often a Gamemaster and players will want to have non-player characters that associate or adventure with the group of player characters. This is often necessary when there are not enough player characters to make a group large enough to handle a particular adventure. In addition, it is often helpful to have allies or a powerful friend to help balance against overly powerful foes. The "plot" of the GM's campaign will heavily influence how such non-player characters are introduced and used.

Many contacts will be needed for a group of privateers, including weapons dealers, military contacts and technicians. With out these vital support characters, nothing could be accomplished.

Hiring Non-player Characters

Player characters may wish to hire non-player characters to adventure with them. A Gamemaster must decide what kind and how many characters are available at a given time and on a civilized world. The number of available characters should be limited in the smaller civilized worlds. Non psychics should be the most available, with dabblers being more common and actual psychics being very rare.

To hire a non-player character (NPCs), the GM should require a roll on the Static Maneuver Table T-4.3 (p. 65). For a given civilized area, the GM should rate the difficulty of hiring NPCs based upon what is offered by the employers (see *Spacemaster: Gamemaster Manual).*

After being hired, the Gamemaster still controls the hired character, but the employer should decide his actions in non-crucial or non-dangerous situations. Unless the employer makes a successful influence static maneuver, the GM should make a "reaction roll" (see the beginning of this section) for the hired character in dangerous or distasteful situations to determine his actions. A relatively low roll would indicate an unwillingness to enter or deal with the situation, while a relatively high roll would indicate willingness.

A GM decides to use the following ratings for difficulty; they are based upon the offer made by the character attempting to hire. A "share" is the total money value (in credits) of obtained during the adventure divided by the number of characters in the group.

Difficulty	Offer Made
Routine	2,000 (or more) per day + a share
Easy	1,000-1,999 per day + 1/2 of a share
Light	1,000-1,999 per day + 1/4 of a share
Medium	2,000 (or more) per day
Hard	1,000-1,999 per day
Very Hard	200-999 per day
Extremely Hard	A half of a share
Sheer Folly	A quarter of a share
Absurd	"Come adventure with us"

Allies

Certain non-player characters may be allies of the player characters and aid them if they happen to be on the same mission or in the same area. A GM may wish to structure his game so that the player characters have allies to turn to for healing, information, and other help.

Example: *Your characters release a privateer from prison in Imperial space. They release the man, asking nothing in return, and during the process, break his ship out of impound. The GM decides that this is a reasonably honorable fellow. The players have acquired an ally for life.*

36.0 :: THE SETTING

"A man travels the world over in search of what he needs, and returns home to find it."
— George Moore, Old Earth Author

The setting for a game can vary according to the amount of time, effort, or money a Gamemaster is willing to spend. Playing aids such as maps, layouts of buildings and towns, descriptions of various hazards, and provisions for salvage are all necessary for a setting that is realistic and playable.

For the purpose of bringing Gamemasters gradually into science fiction role playing, this section simplifies the process of constructing and designing a setting for a game. The four basic types of settings defined in this section are: civilized worlds, frontier worlds, unexplored worlds, and adventure sites. Each type of setting satisfies a different need in a science fiction role playing game. The four taken together provide a framework that will handle most situations that arise in a game.

36.1 CIVILIZED WORLDS

Civilized worlds are the heart of both the ISC and the Empire. These worlds are the industrial base and population pool from which both draw their resources. They are invaluable.

In the ISC, worlds are industrial and political meccas. They are covered (though not completely covered) with glass and steel and sapient society.

In the Empire, feudal values and feudal architectures still rule. Instead of tracks of apartments, miles of barracks house the peasants. Instead of government buildings, castles and palaces dot the landscape. The Jeronan method of building is much more sprawling, devouring a great deal more of the planetary ecology. Buildings are rarely over twenty stories, as building a structure taller than the local lord's manor can be punishable by death.

Civilized Areas

Civilized areas in a science fiction role playing game provide a place for player characters (and other characters) to buy and sell things, to get food and lodging, to get information on potential adventures, to heal and recuperate, etc. In other words, a civilized area is a place that serves as a base of operations for a group of adventurers. These areas also have potential for adventures such as detective work, romantic involvements, attacks by thieves or muggers, con jobs, bar room brawls, attempted poisonings, involvement in politics, etc. Suggestions for various activities of this type and guidelines on how to run them are presented in Section 37.0 (p. 93).

A civilized area can be as simple as an isolated town or university, or as complex as a huge city with intricate internal politics and adventures. In general, a civilized area setting can be described by providing:

1) Maps and layouts.
2) A description of inhabitants and visitors.
3) A price list of available services, supplies, and equipment.
4) Some sort of outline of available information & clues.
5) An outline of available health care and recuperation facilities.
6) An outline of possible hazards and adventures.
7) A basic description of the area's current events and mood.

On ISC worlds, cities are large, sprawling affairs, climbing toward the sky and digging into the ground while expanding outward. Most Confederate worlds utilize a style of architecture called Illuminated Savant. This style takes the functionality of the skyscraper and adds an elegant element. Its cornerstone is the simple statement "no right angles."

Imperial worlds, on the other hand, share a more Gothic architecture, where nobility or money is involved. The peasants live in barracks of the most utilitarian design, scarcely more than warehouses with thousands of bunks. Corporate culture takes a modern, skyscraper design.

The Countryside

The countryside in a science fiction role playing game includes all of the areas of the world which are not civilized areas. The countryside is the setting in which characters can travel, camp, explore, scout, hide, and evade pursuing forces. Characters can also encounter creatures and other characters in the countryside, resulting in ambushes, fights, meeting, sightings, etc. These activities and how to resolve them are detailed in Section 37.0 (p. 93). Basically, the countryside is the general setting in which the civilized areas are placed.

The countryside that a Gamemaster uses can be represented by a simple pencil sketch of a small area with the primary terrain features and the locations of the civilized area marked. Alternatively, the countryside can include all of the GM's world in a very general form, along with very detailed maps and descriptions of the specific region in which the game is taking place. In general, an adequate countryside can be described by providing:

1) A sketch map of the overall world.
2) Detailed maps of the specific area in which the adventures occur.
3) The location of civilized areas and adventure sites.
4) Sketches of typical terrain that might be encountered.
5) A description of normal creatures and inhabitants.
6) A description of characters and creatures who might pass through.
7) A list of encounters and hazards (including weather).

The countryside is often a commodity on science fiction worlds. Urbanization quickly gobbles up the wilderness until something happens. Either the society reaches an equilibrium with the wilderness, preserving enough rainforest or vegetation to maintain an ecology, or the inhabitants find a way to circumvent this problem.

The choice a society takes says a lot about it. Those that value nature will often carefully preserve their wild life and ecosystems. Those that don't will often ravage their landscape until their ecology is shattered, leaving them to seek technological solutions to their problems.

In the ISC and on most of the free worlds, urban areas are built up and down first, with expansion a second thought. Great care is taken to preserve the countryside, as the ecology depends on the rainforests, grazing lands and unpolluted rivers of the worlds.

The Empire is much less concerned with preserving the environment. They expand and expand, devouring the landscape, strip-mining the mountains and burning the forests until the ecological damage is so great that the Oorts work up the courage to stand up to them. Only then do they stop. This is not to say that the worlds are completely ravaged, however. Lords need their forests for their hunting, their farms for their food, and the grazing lands for their cattle. Things are not nearly as pristine as in the ISC, however.

36.2 FRONTIER WORLDS

As intelligent life reaches out, grasping its way from the cradle of its birth, it begins to settle new places. This is when an intelligence really reaches maturity. There comes a time when you simply move out on your own.

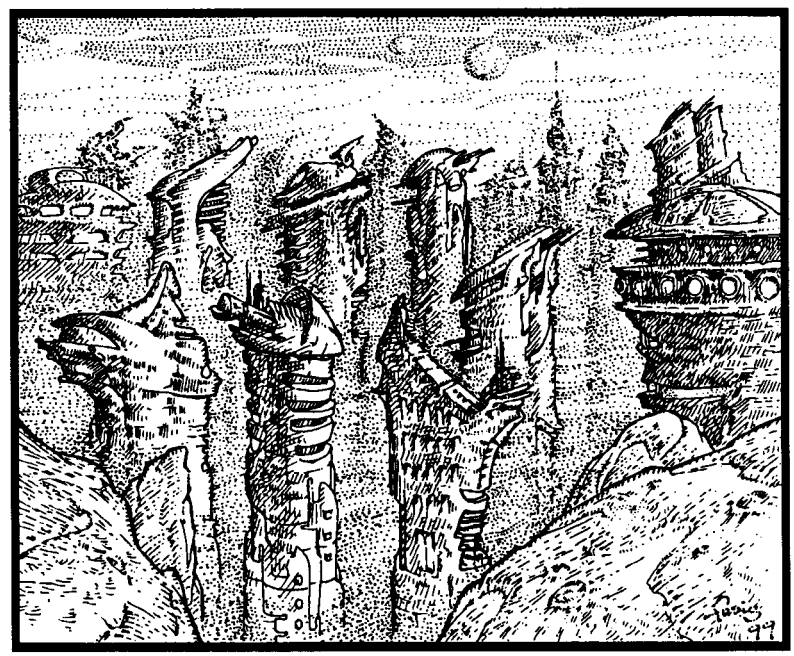
Frontier worlds are where the men are real men and the women are real women. They are where the adventurers, explorers, misfits and romantics go to find themselves. Frontier worlds are where you test your courage and make your mark.

Or ...

Frontier worlds are a gritty, struggling, horrible place. They have bad food, horrible support services, and are in constant danger of extinction. Only the insane or the desperate would dare move to a frontier world and give up the luxuries of home.

It all depends on your point of view.

Most truly successful, sci-fi movies have modeled themselves after westerns. Why? Because there is something about the American psyche that idolizes the explorer. The rugged cowboy. The rancher, taming the wilderness and making it his.



Not everyone who reads this book will be American. Not everyone will buy into this philosophy. It's the GM's job to examine his players in the light of this knowledge and judge them. Are they buckaroos at heart, or do they think it's all a bunch of bunk?

If they are buckaroos, take a clue from George Lucas and Gene Roddenberry (in the beginning, at least). They modeled their stories off of rugged westerns and samurai movies. They looked at what had been successful and they emulated it.

If your players despise all things rugged and heroic, if they prefer the cerebral and social, then so be it. Give them what they want. Watch 2001 over and over again. Read Larry Niven and Arthur C. Clarke. Find the scientist in yourself and bring it out. Your players will appreciate it.

In the Privateers universe, remember, frontier worlds are already inhabited. They are conquered or indoctrinated or invited into their parent nation. The culture of these worlds depends greatly on the race that was created there. Remember that many of these worlds have barely been geared-up for a generation now.

36.3 UNEXPLORED WORLDS

When we think of science fiction, we think of conquering the unknown. Perhaps because of the old Star Trek series, this often means going where no man has gone before. But take out the causal 60's sexual bias and the thought still remains. We are talking about conquering the ultimate foe, the unknown. It still sets off the explorer in all of us.

Unexplored worlds can be very easy or very difficult, depending on the tack the GM takes. That is, depending on whether this world was part of the Great Experiment.

For most GM's any unexplored world is going to be part of the experiment. This simplifies things a great deal. First of all, the GM must decide which race was created on this world. Then he must decide the worlds main details.

First of all, the GM should probably, roughly define the world. What do its land masses look like? What is its climate? Axial tilt? Water levels? Any other special features?

Then the GM should determine the tech level of the society. Are they in space yet? Have they developed gunpowder? Sailing ships? Anything different from the familiar, like desert ships to ply seas of dust?

Finally the GM should determine the culture and basic religion of the world. Government is fairly free form. The GM can come up with anything he likes. Culture and religion, however, run along certain lines, based on race. See *Privateers: Races & Cultures* for more details.

36.4 ADVENTURE SITES

In fantasy games, adventure sites are pretty well defined. In sci-fi, they can be anything from the person's home to a megacorp to a new world. The lines blur very quickly in sci-fi.

Adventure sites are specific places which provide opportunities for characters to sneak around, explore, fight, pillage, investigate and deduce: all of the things that contribute to the central objective of science fiction role playing—adventure. Section 37.0 (p. 93) describes some suggested types of adventures. Adventure sites usually have several common attributes:

- A physical layout (factory, city, ruins, corporate office, wilderness site etc.)
- Some sort of danger (security systems, hostile inhabitants, guards, police, etc.)
- Some sort of objective or goal (cash, information, new technologies, simple survival, etc.)

These features are described in the following sections. Activities in adventure sites are resolved as actions in a tactical environment (see Part IV).

The range of the complexity of an adventure site can range from a office building to a vast starship, to the complexity of the ruins of entire civilizations. In general, an adventure site can be described by providing:

1) Why (and if) the place was designed and built originally.
2) What (if anything) has happened to make the place an adventure site.
3) What the place currently is used for.
4) Who or what lives & works there or visits frequently.
5) The layout and its immediate surrounding area.
6) The hazards (guards, inhabitants and security).
7) What is to be gained.

Physical Layouts

To run characters in an adventure site the GM should have a sketch of the site's physical layout. This can be a simple sketch of the rooms, door, walls, corridors, ventilation shafts, etc. and their relationship to one another.

Hazards

In order for an adventure site to provide exciting action, there must be hazards. This may take the form of guards, security systems, and hostile inhabitants like humanoids, robots, microorganisms, and other creatures. The hazards may include natural obstacles like sheer walls, chasms, collapsing walls, etc. Their location should be marked on the adventure site's physical layouts.

Goals and Objectives

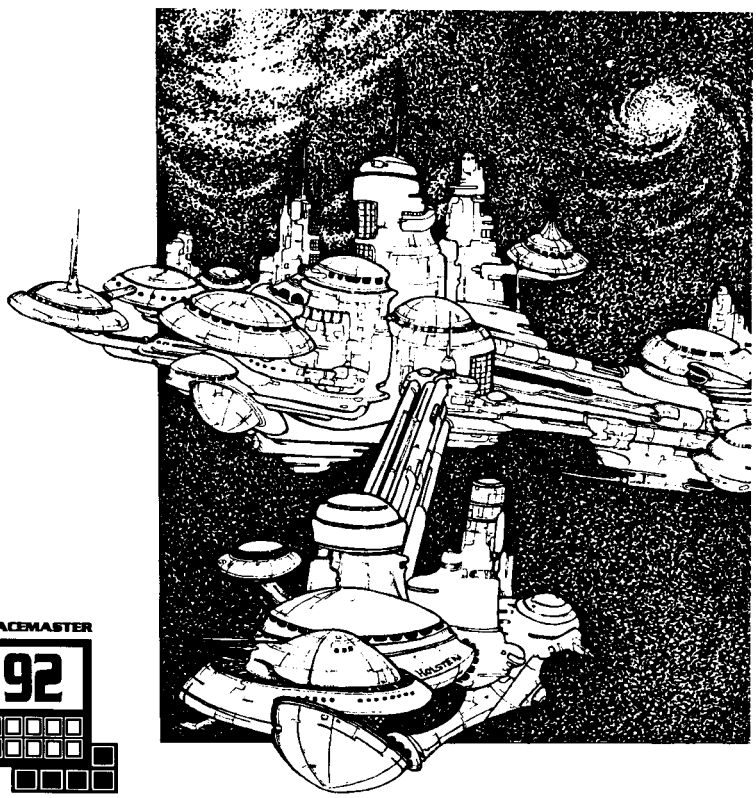
Characters have to have some reason to visit an adventure site. This can take the form of a mission—rescuing a prisoner, scouting out the adventure site, assassinating someone, stealing something, and a variety of other things limited only by the imagination. Many times it may just be a desire to fight, loot, and pillage—the key word being loot. These mundane goals are not commonly the stuff of sci-fi, however.

More elaborate goals are more typically sci-fi. Crippling an organization, sabotaging a cloning facility or pilfering research data are more commonly the goals in a sci-fi game. People don't leave a lot of money just lying around. That's what banks are for.

Financial Gains

Many things of value can be found in an adventure site: money, weapons, armor, tech, books, computers, knowledge, prototype gear and clues to other objectives (maps, books, schematics, etc.). Gains should not be restricted to these things; new technologies are only limited by the imagination.

A GM should be careful in gauging the wealth of a site. Too much money or valuable, fencible items and the game gets out of control quickly. Too little and the characters feel like they're fighting for nothing. Examine your game closely, then season to taste.



37.0 :: ADVENTURE & ACTIVITIES IN THE STRATEGIC ENVIRONMENT

"It is not enough to be busy, so are the ants. The question is: what are we busy about?"
— Henry David Thoreau,
Old Earth Philosopher-Hermit

The strategic environment is the down time between adventures, or parts of an adventure. In a strategic environment, you are concerned with actions in the next hour or maybe day. This is opposed to the operational environment (the next few minutes) and the tactical environment (the next few seconds).

37.1 ACTIVITY ON CIVILIZED WORLDS

Civilized worlds are great places to withdraw and regroup. Though many adventures may take place here, most down time will also be spent here. They are important for resupply, healing and recreating.

IN THE COUNTRYSIDE

While in the countryside, on civilized worlds, character are usually recreating. There is little adventure to be had in the tame wilderness of a tame world. Things still happen, however, and the GM should still make a check every day to see if anything unusual happens.

IN CIVILIZED AREAS

Activity in civilized areas can be as simple as returning after each adventure, healing, re-equipping, and heading back out to adventure again. However, it is often very interesting to make a visit to a civilized area more involved. A civilized place can be a source of information, intrigue, recreation, and dangerous encounters.

A GM can structure an entire campaign around adventures in civilized areas. Such campaigns usually involve lots of intrigue, subterfuge, and frequent interaction with a variety of intelligent NPCs.

Buying and Selling

Each character can usually handle his own buying and selling of normal goods (supplies and items) on his own. This process is described in Section 39.3 (p. 109), and some common prices are provided in Appendix A-7 (p. 180). *Spacemaster: Gamemaster Manual* provides a more detailed system for handling these factors, and *Tech Law* provides a great deal more detail on equipment and technology. However, certain unusual parts of the process may involve trading and dickering, and the Gamemaster should play the role of the person with whom the character is trying to trade. The GM must also determine if sellers or buyers exist for unusual or special items or herbs. Normally this is part of the description of the civilized area.

Food, Lodging, and Repairs

Each civilized area should have facilities for food and lodging and repair centers. The Gamemaster may make a roll for each place visited to determine the amount of activity for that day. Very high means that there is no room for the characters.

Gathering Information

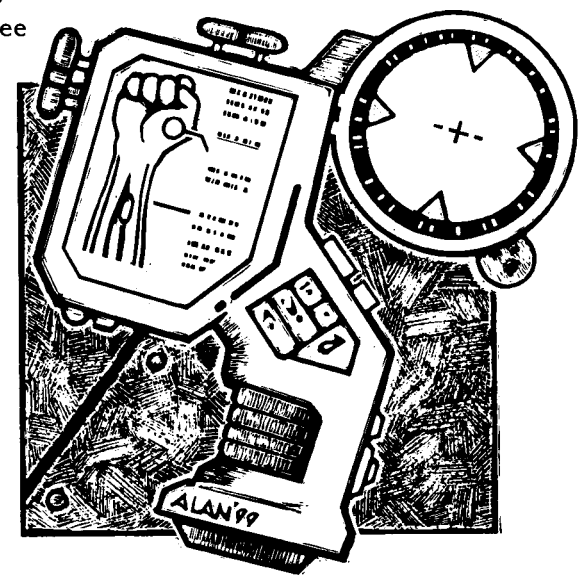
Often a civilized area is the place to pick up information about missions and other scenarios. Information on missions that non-player characters want performed should be made available through computer networks, ads, or simple word of mouth. Rumors and clues about local occurrences, creatures, and missions should be available from local people. Often it helps to get the locals in a good mood in order to get lots of information — plying them with food, liquor, and entertainment sometimes works. Such information should be in the form of rumors, tall tales, and outright lies.

Reliable information like directions and descriptions (from characters who really know what is going on) might be available for a price. This type of information can be bartered for like any other commodity.

There is usually vast information readily available through public means as well. Libraries, network nodes and advertisements are all readily available in civilized area. Most any topic can be quickly researched, and free information should be available to those willing to search for it.

Health Care and Recuperation

Healing and recovery from injuries is discussed in Section 39.1 (p. 104). The Gamemaster should sketch out the healing facilities (first aid, hospitals, doctors offices, emergency rooms, etc.) in each civilized area, including exactly how socialized the medical system is. Food and lodging and possibly constant electronic monitoring should be required when a character is recuperating from serious injuries.



Free Worlds: Free worlds have many different types of health care systems. The GM must improvise when dealing with free worlds.

ISC: The ISC has fully socialized medicine. Health Care is given great priority in budgets, and competition for premiere spots is strong, as so much medicine can be handled with automation and technology. This keeps the level of healthcare very high. A patient merely swipes his IdentCard and his medical history is instantly known to the admitting nurse. The patient is then scanned and administered to as necessary.

All Confederate worlds have advanced ambulance services. Ground and VT vans are ready to scramble at a moments notice.

Jeronan Empire: The empire has a brutal health care system, based on pure capitalism. This would not be bad, in and of itself, except that the concept of Health Insurance is completely unknown to them. If you are damaged, you better have good savings or an excellent credit history.

The Empire has an ambulance system as well. It is *very* expensive, however.

Encounters

Sometimes action in a strategic environment turns into action in the tactical environment (i.e., fighting, stealing, running, etc.). A Gamemaster should make an open-ended "activity roll" each day in a civilized area to determine the likelihood of an "encounter." If this roll is very high, then some encounter may occur. How high the roll has to be to initiate an encounter should be based upon the type of civilized area and the situation of the player characters.

Some typical encounters in a civilized area include: a street fight that the player characters are pulled into, an attempt to mug player characters and steal their possessions (on the street or in their quarters), an attempt to sell the player characters fake goods, an attack by outside forces on the civilized area, etc. The possibilities are endless and often lead to an adventure which can fill out an entire game session.

ENCOUNTER TABLE T-5.1

Encounter Result = Activity Roll – Avoidance Roll

Encounter Result	POPULATION DENSITY				
	Dense	Moderate	Light	Sparse	Waste
< 01	–/–	–/–	–/–	–/–	–/–
01–30	s/–	–/–	–/–	–/–	–/–
31–50	e/–	s/–	–/s	–/s	–/–
51–60	e/–	s/–	s/s	–/s	–/–
61–70	e/–	e/–	s/s	–/s	–/s
71–80	e/–	e/s	s/s	–/s	–/s
81–90	e/–	e/s	e/s	–/s	–/h
91–100	h/s	e/s	e/s	–/h	–/h
101–120	h/h	e/s	e/h	s/h	–/h
121–140	a/h	h/h	h/h	e/h	s/a
141–160	a/a	a/h	h/h	e/h	e/a
161–180	a/a	a/a	a/h	h/a	h/a
181–200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Note: This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The "Population Density" categories (i.e., each column) represent the relative density of social beings or inhabitants. The "Encounter Result" is the difference between the GM's Activity Roll and the traveling group's Avoidance Roll.

Results: The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result (i.e., 01-50) indicates an encounter with wild beasts; a high result (i.e., 51-00) means interaction with social beings.

Encounter Codes:

t ..... trap or ambush or surprise attack
a ..... attacking group
h ..... hostile group
e ..... basic encounter
s ..... sighting by another group

The encounter codes are meant to be general and relative. A basic encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved and what their relative strength will be. A simple rule of thumb: the higher the Encounter Result (i.e., the difference between the Activity Roll and the Avoidance Roll), the more dangerous the encounter. The GM may wish to increase the number of capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain Moving In:

+30 ..... Road
+20 ..... Open
+10 ..... Sand
+0 ..... Snow
-10 ..... Forest
-15 ..... Rough
-30 ..... Forest and Rough
-35 ..... Swamp
-40 ..... Mountainous

Activity of Inhabitants:

+25 ..... Hostile
+50 ..... Patrolled area
+100 ..... If hue and cry (see page 95)
+30 ..... Night-adapted inhabitants at night
-30 ..... Night-adapted inhabitants during day

General:

-50 ..... Traveling at night *
variable ..... psychic powers used to detect groups

* – This can be lowered depending upon the lighting (e.g., moon or stars on a clear night).

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group Size:

+50 ..... one
+20 ..... two
-0 ..... 3 to 4
-10 ..... 5 to 7
-20 ..... 8 to 10
-50 ..... 11 to 20
-75 ..... 21 to 50
-100 ..... 51+

Travel Mode:

+50 ..... Sneaking
+20 ..... Careful walk
-0 ..... Normal walk
-10 ..... Jog/walk
-20 ..... Slow ride
-40 ..... Fast ride
variable ..... Flying, boat, ship, etc.

General:

+30 ..... if actively searching for something
variable ..... psychic power used by the group
-20 ..... if in camp and traveled 12 hours
-40 ..... if in camp and traveled 16 hours

37.2 ACTIVITIES ON FRONTIER WORLDS

Frontier worlds generally are more rugged in nature. This leads to more adventure in games which are not urban-based.

Encounters

Basically, at certain times the Gamemaster makes an open-ended activity roll to see how much action there is in the area containing the player characters. Then one of the players makes an open-ended avoidance roll to determine how well the group avoids any activity. Applicable modifications from the Encounter Table T-5.1 should be added to each of these rolls.

If the modified avoidance roll is greater than the modified activity roll, nothing happens. Otherwise, the difference between these two modified rolls (called the encounter result) is cross-indexed with the density of habitation on the Encounter Table T-5.1.

This process is normally performed once every 4 hours when a group is moving and once during each period of sleep (night) when the group camps.

Evasion and Hiding

Sometimes a group will find itself in the position of being pursued through the countryside by hostile lifeforms. This may take the form of being chased by another group (direct pursuit), or it might take the form of a general hue and cry (i.e., the countryside is alerted and looking for the group).

A general hue and cry is handled by rolling for encounters once an hour instead of once every 4 hours. As for direct pursuit, most of the time the pursued group will want to avoid capture or conflict (evasion and hiding). Other times they will want to ambush the pursuing group (handle as a normal combat). Direct pursuit is handled once every hour as follows:

1) Determine the distance separating the pursued group and the pursuing group.
2) The pursuing group must make a tracking static maneuver, modified by adding one pursuing character's Tracking skill bonus and subtracting one pursued character's Tracking skill bonus (if the pursued characters are aware of the pursuit). +40 is added to this roll if the pursued group is unaware of the pursuit or does not try to cover its tracks.
3) If the tracking maneuver is a "success" (111-175), an "absolute success" (176+), or a "unusual success" (100), the distance separating the two groups is modified by the difference in their movement rates.
4) Each "near success" (91-110, but not 100) before a "success" increases the distance separating the groups by 60 meters (most of the time this can be ignored).
4) If the tracking maneuver is a "partial success" (76-90) the distance separating the groups is increased by the movement rate of the pursued group.
5) Any failure result (i.e., less than 76 and not equal to 66: "failure," "absolute failure," and "spectacular failure") means that the pursuit is ended.
6) All other Tracking maneuver results (i.e., 66) are self-explanatory failures.

If the pursuers sight the pursued group, action should be resolved as a tactical situation (see Part III). In rain (or snow), if the distance separating the two groups exceeds the distance that the pursuers can cover in one hour, the pursuit is ended (less for very heavy rain, more for light rain).

LAND STRATEGIC MOVEMENT RATE TABLE T-5.2

Transport Type/Pace	TERRAIN TYPE: Road	Open/ Path	Forest	Rough	Rough & Forest	Swamp	Sand	Mountainous	Snow
Sneaking	6.5	6.5	5	3	3	2.5	2.5	1.5	1
Careful walk	13	11	6.5	6.5	5	4	4	3	1.5
Normal walk	16	13	9.5	8	5	4	4	3	2.5
Jog/Walk	24‡	19‡	14.5‡	11‡	6.5†	5†	5†	5†	3†
Slow Ride (Horse)	24	19	14.5‡	11‡	6.5‡	5†	9.5	5†	3‡
Fast Ride (Horse)	40	29‡	19†	16†	9.5†	11*	13‡	6.5†	5†
Wheeled Vehicle	95*	40*	10**	10**	5**	n/a	15**	n/a	5**
Tracked Vehicle	70*	60*	20**	20**	10**	10**	50*	n/a	40*
Hover Vehicle	100*	100*	30**	30**	20**	30**	100*	10*	100*

Note: Result is the maximum kilometers that can be covered in a 4 hour period assuming a safe speed for the terrain conditions is used. Note that the results for multiple transport types/paces may be combined to derive an average during periods when the group moves by more than one type/pace of transport.

** — Requires a maneuver roll once every 30 min.
* — Requires a maneuver roll once every hour
† — Requires a maneuver roll once every 2 hours
‡ — Requires a maneuver roll once every 4 hours.

WEATHER & VISIBILITY MODIFIERS:

% of Normal Movement Rate	Condition
100%	At night, all characters have nightvision
10%	At night, no characters have nightvision
50%	At night, < 50% of characters have nightvision
75%	At night, ≥ 50% of characters have nightvision

% of Normal Movement Rate	Condition
100%	Light Rain
75%	Normal Rain
50%	Fog, snow, or heavy rain *
25%	Electrical or sand storm **

37.3 UNEXPLORED WORLDS

For the most part, unexplored worlds are handled like wilderness on frontier worlds. However, on an unexplored world, the party has little idea what to expect.

The GM should go into this situation with a good idea of what to expect. He should know what the wildlife is, what the dangers are, and what hurdles the players will have to cross.

The problem is, the players won't.

The GM should try to give no hints as to what to expect. Maybe traveling at night is a very bad thing on this world. The players should not be clued-in unless there is a good reason for them to know this information. Nothing keeps a party on their toes like discovering that their tried and true strategies are only getting them into more trouble.

37.4 SCOUTING & SURVEYING

Often a group is not just moving through the wilderness; they are actively searching for someplace or something, or just gathering data. The object of the search may be floral samples, a lost colonist, wildlife, food, water, etc. Searches are more likely to result in encounters.

It is up to the GM to adjudicate this kind of activity. Usually these actions are adventures in themselves.

37.5 TRAVEL

Every universe has a means of getting around, even if it's old, slower than light travel. The Privateers universe is no exception.

Section 7.0 details the Quantum and Reactionless drives. For pre-calculated transit times, see Tables T-5.7-T-5.10 (p. 97-100).

Interplanetary Transit

After reading any book on special relativity it will become obvious that the only things that really mean anything in space are relative velocity and acceleration. When fuel technology became good enough, most all travel was performed under constant acceleration. When calculating the time it takes to go from point A to point B at a given acceleration, use the following:

$$T = \sqrt{2 \times (D \div A)}$$

Where D = distance (in meters) and A = acceleration (in meters/second). T therefore equals time (in seconds). Remember, gravity is 9.8 m/s/s of acceleration.

Remember also that most of the time, the ship will be accelerating half the journey, then decelerating the rest of the way. This makes the trip longer than if the craft could just accelerate all the way. To represent this, calculate the time it takes to travel half the distance, then double it.

Dealing with complicated relativity equations is beyond the scope of this work, therefore we will try to keep to non-relativistic speeds.

To shift the resulting time into a more useful figure, divide it by 60 for minutes, 3,600 for hours, or 86,400 for earth days (90,000 for ISC Standard Days).

As everyone seems to be aware of these days, the faster one travels, the more time is dilated (for you skeptics, this has been experimentally shown, up to nearer the speed of light than your characters will ever get). The difference on these tables is never much. More complete treatment will be saved for future works.

Table T-5.10 (p. 100) is provided to give transit times under full acceleration of different interplanetary distances. Time dilation and mass increases can be ignored in these instances. This assumes no Quantum Drive.

37.6 TYPICAL ADVENTURES

This section outlines some typical adventures that the Gamemaster might use in his game. These suggestions are general and need to be adapted to a specific region and circumstance.

These scenarios are adventures that can be keyed to a specific region or adventure site. The Gamemaster may wish to make information concerning several of these available to the player characters and hope that they pick one. Alternatively, he may wish to require that a scenario be chosen because it is the only one that the Gamemaster has available. This is usually accomplished by steering the characters toward the adventure, not by saying "this is the way it will be." Drama and emotion can be a useful tool here "but if you don't help me get my daughter back from the kidnappers, I don't know who'll I'll turn to ..."

General Encounters

In addition to scenarios, adventures may often occur when the player characters encounter something through chance. Encounters can occur in civilized areas or the countryside, and sometimes but not always lead to combat. Encounters include ambushes, fights, meetings, sightings, barroom brawls, etc. Encounters can occur anywhere: in the countryside or in civilized areas, on frontier worlds or in the cradle of civilization. See page 94 for a suggested technique for determining when and what kind of encounters occur.

Missions

Missions are often adventures in which a non-player character sends the player characters to an adventure site or region to accomplish a certain goal. The non-player character may or may not accompany the group, and he may or may not give them all of the information that he has on the mission. Often the non-player character has ulterior motives and is willing to pay for the services of the player characters.

Sometimes the player characters have missions of their own choosing. Examples of this might be: rescuing a captured group member, rescuing a friend or relative, searching for a piece of tech to upgrade their ship, or trying to find a specific piece of rare gear. Basically any goal of the player characters can be used to initiate a mission.

Spacemaster: Gamemaster Manual is invaluable as a GM aid. It includes a mission generator. This could be useful for GMs who are having trouble getting the creative juices flowing; although it isn't recommended for this usage, it is there.

Scouting

Scouting missions do not necessarily take place in adventure sites. They may consist of general investigation of the wilderness. In a scouting mission the main goal is information, either for a non-player character or for the player characters themselves. Such information could later lead to a specific mission. Scouting missions often lead to combat in the form of encounters with hostile patrols.

Raiding

Raiding is an adventure designed to attack, fight and loot. It doesn't have to be keyed to a specific adventure site. Player characters are out for any appropriate fight with a suitable reward (items or experience points).

LEVEL 1 QUANTUM DRIVE TRANSIT TIMES TABLE T-5.7

Distance (Parsecs)	Acceleration (in G's) 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
0.5	27.88	19.72	16.10	13.94	12.47	11.38	10.54	9.86	9.29	8.82	8.41	8.05	7.73	7.45	7.20	6.97	6.76
1	39.43	27.88	22.77	19.72	17.64	16.10	14.90	13.94	13.14	12.47	11.89	11.38	10.94	10.54	10.18	9.86	9.56
1.5	48.30	34.15	27.88	24.15	21.60	19.72	18.25	17.08	16.10	15.27	14.56	13.94	13.40	12.91	12.47	12.07	11.71
2	55.77	39.43	32.20	27.88	24.94	22.77	21.08	19.72	18.59	17.64	16.82	16.10	15.47	14.90	14.40	13.94	13.53
2.5	62.35	44.09	36.00	31.18	27.88	25.46	23.57	22.04	20.78	19.72	18.80	18.00	17.29	16.66	16.10	15.59	15.12
3	68.30	48.30	39.43	34.15	30.55	27.88	25.82	24.15	22.77	21.60	20.59	19.72	18.94	18.25	17.64	17.08	16.57
3.5	73.78	52.17	42.59	36.89	32.99	30.12	27.88	26.08	24.59	23.33	22.24	21.30	20.46	19.72	19.05	18.44	17.89
4	78.87	55.77	45.54	39.43	35.27	32.20	29.81	27.88	26.29	24.94	23.78	22.77	21.87	21.08	20.36	19.72	19.13
4.5	83.65	59.15	48.30	41.83	37.41	34.15	31.62	29.58	27.88	26.45	25.22	24.15	23.20	22.36	21.60	20.91	20.29
5	88.18	62.35	50.91	44.09	39.43	36.00	33.33	31.18	29.39	27.88	26.59	25.46	24.46	23.57	22.77	22.04	21.39
5.5	92.48	65.40	53.40	46.24	41.36	37.76	34.96	32.70	30.83	29.25	27.88	26.70	25.65	24.72	23.88	23.12	22.43
6	96.60	68.30	55.77	48.30	43.20	39.43	36.51	34.15	32.20	30.55	29.12	27.88	26.79	25.82	24.94	24.15	23.43
6.5	100.54	71.09	58.05	50.27	44.96	41.05	38.00	35.55	33.51	31.79	30.31	29.02	27.88	26.87	25.96	25.13	24.38
7	104.33	73.78	60.24	52.17	46.66	42.59	39.43	36.89	34.78	32.99	31.46	30.12	28.94	27.88	26.94	26.08	25.30
7.5	108.00	76.37	62.35	54.00	48.30	44.09	40.82	38.18	36.00	34.15	32.56	31.18	29.95	28.86	27.88	27.00	26.19
8	111.54	78.87	64.40	55.77	49.88	45.54	42.16	39.43	37.18	35.27	33.63	32.20	30.94	29.81	28.80	27.88	27.05
8.5	114.97	81.30	66.38	57.49	51.42	46.94	43.46	40.65	38.32	36.36	34.67	33.19	31.89	30.73	29.69	28.74	27.88
9	118.30	83.65	68.30	59.15	52.91	48.30	44.71	41.83	39.43	37.41	35.67	34.15	32.81	31.62	30.55	29.58	28.69
9.5	121.55	85.95	70.17	60.77	54.36	49.62	45.94	42.97	40.52	38.44	36.65	35.09	33.71	32.48	31.38	30.39	29.48
10	124.70	88.18	72.00	62.35	55.77	50.91	47.13	44.09	41.57	39.43	37.60	36.00	34.59	33.33	32.20	31.18	30.25
11	130.79	92.48	75.51	65.40	58.49	53.40	49.43	46.24	43.60	41.36	39.43	37.76	36.27	34.96	33.77	32.70	31.72
12	136.61	96.60	78.87	68.30	61.09	55.77	51.63	48.30	45.54	43.20	41.19	39.43	37.89	36.51	35.27	34.15	33.13
13	142.18	100.54	82.09	71.09	63.59	58.05	53.74	50.27	47.39	44.96	42.87	41.05	39.43	38.00	36.71	35.55	34.48
14	147.55	104.33	85.19	73.78	65.99	60.24	55.77	52.17	49.18	46.66	44.49	42.59	40.92	39.43	38.10	36.89	35.79
15	152.73	108.00	88.18	76.37	68.30	62.35	57.73	54.00	50.91	48.30	46.05	44.09	42.36	40.82	39.43	38.18	37.04
16	157.74	111.54	91.07	78.87	70.54	64.40	59.62	55.77	52.58	49.88	47.56	45.54	43.75	42.16	40.73	39.43	38.26
17	162.59	114.97	93.87	81.30	72.71	66.38	61.45	57.49	54.20	51.42	49.02	46.94	45.10	43.46	41.98	40.65	39.43
18	167.31	118.30	96.60	83.65	74.82	68.30	63.24	59.15	55.77	52.91	50.45	48.30	46.40	44.71	43.20	41.83	40.58
19	171.89	121.55	99.24	85.95	76.87	70.17	64.97	60.77	57.30	54.36	51.83	49.62	47.67	45.94	44.38	42.97	41.69
20	176.36	124.70	101.82	88.18	78.87	72.00	66.66	62.35	58.79	55.77	53.17	50.91	48.91	47.13	45.54	44.09	42.77
21	180.71	127.78	104.33	90.36	80.82	73.78	68.30	63.89	60.24	57.15	54.49	52.17	50.12	48.30	46.66	45.18	43.83
22	184.97	130.79	106.79	92.48	82.72	75.51	69.91	65.40	61.66	58.49	55.77	53.40	51.30	49.43	47.76	46.24	44.86
23	189.12	133.73	109.19	94.56	84.58	77.21	71.48	66.87	63.04	59.81	57.02	54.60	52.45	50.55	48.83	47.28	45.87
24	193.19	136.61	111.54	96.60	86.40	78.87	73.02	68.30	64.40	61.09	58.25	55.77	53.58	51.63	49.88	48.30	46.86
25	197.17	139.42	113.84	98.59	88.18	80.50	74.52	69.71	65.72	62.35	59.45	56.92	54.69	52.70	50.91	49.29	47.82
26	201.08	142.18	116.09	100.54	89.93	82.09	76.00	71.09	67.03	63.59	60.63	58.05	55.77	53.74	51.92	50.27	48.77
27	204.91	144.89	118.30	102.45	91.64	83.65	77.45	72.45	68.30	64.80	61.78	59.15	56.83	54.76	52.91	51.23	49.70
28	208.67	147.55	120.48	104.33	93.32	85.19	78.87	73.78	69.56	65.99	62.92	60.24	57.87	55.77	53.88	52.17	50.61
29	212.36	150.16	122.61	106.18	94.97	86.70	80.27	75.08	70.79	67.16	64.03	61.30	58.90	56.76	54.83	53.09	51.51
30	215.99	152.73	124.70	108.00	96.60	88.18	81.64	76.37	72.00	68.30	65.12	62.35	59.91	57.73	55.77	54.00	52.39
31	219.56	155.26	126.77	109.78	98.19	89.64	82.99	77.63	73.19	69.43	66.20	63.38	60.90	58.68	56.69	54.89	53.25
32	223.08	157.74	128.79	111.54	99.76	91.07	84.32	78.87	74.36	70.54	67.26	64.40	61.87	59.62	57.60	55.77	54.10
33	226.54	160.19	130.79	113.27	101.31	92.48	85.62	80.09	75.51	71.64	68.30	65.40	62.83	60.54	58.49	56.63	54.94
34	229.94	162.59	132.76	114.97	102.83	93.87	86.91	81.30	76.65	72.71	69.33	66.38	63.77	61.45	59.37	57.49	55.77
35	233.30	164.97	134.70	116.65	104.33	95.24	88.18	82.48	77.77	73.78	70.34	67.35	64.71	62.35	60.24	58.32	56.58
36	236.61	167.31	136.61	118.30	105.81	96.60	89.43	83.65	78.87	74.82	71.34	68.30	65.62	63.24	61.09	59.15	57.39
37	239.87	169.62	138.49	119.94	107.27	97.93	90.66	84.81	79.96	75.85	72.32	69.25	66.53	64.11	61.93	59.97	58.18
38	243.09	171.89	140.35	121.55	108.71	99.24	91.88	85.95	81.03	76.87	73.30	70.17	67.42	64.97	62.77	60.77	58.96
39	246.27	174.14	142.18	123.14	110.14	100.54	93.08	87.07	82.09	77.88	74.25	71.09	68.30	65.82	63.59	61.57	59.73
40	249.41	176.36	144.00	124.70	111.54	101.82	94.27	88.18	83.14	78.87	75.20	72.00	69.17	66.66	64.40	62.35	60.49
41	252.51	178.55	145.78	126.25	112.92	103.09	95.44	89.27	84.17	79.85	76.13	72.89	70.03	67.49	65.20	63.13	61.24
42	255.57	180.71	147.55	127.78	114.29	104.33	96.60	90.36	85.19	80.82	77.06	73.78	70.88	68.30	65.99	63.89	61.98
43	258.59	182.85	149.30	129.30	115.65	105.57	97.74	91.43	86.20	81.77	77.97	74.65	71.72	69.11	66.77	64.65	62.72
44	261.58	184.97	151.02	130.79	116.98	106.79	98.87	92.48	87.19	82.72	78.87	75.51	72.55	69.91	67.54	65.40	63.44
45	264.54	187.06	152.73	132.27	118.30	108.00	99.99	93.53	88.18	83.65	79.76	76.37	73.37	70.70	68.30	66.13	64.16
46	267.46	189.12	154.42	133.73	119.61	109.19	101.09	94.56	89.15	84.58	80.64	77.21	74.18	71.48	69.06	66.87	64.87
47	270.35	191.17	156.09	135.18	120.91	110.37	102.18	95.58	90.12	85.49	81.51	78.04	74.98	72.25	69.80	67.59	65.57
48	273.21	193.19	157.74	136.61	122.18	111.54	103.26	96.60	91.07	86.40	82.38	78.87	75.78	73.02	70.54	68.30	66.26
49	276.04	195.19	159.37	138.02	123.45	112.69	104.33	97.60	92.01	87.29	83.23	79.69	76.56	73.78	71.27	69.01	66.95
50	278.85	197.17	160.99	139.42	124.70	113.84	105.39	98.59	92.95	88.18	84.08	80.50	77.34	74.52	72.00	69.71	67.63
51	281.62	199.14	162.59	140.81	125.94	114.97	106.44	99.57	93.87	89.06	84.91	81.30	78.11	75.27	72.71	70.41	68.30
52	284.37	201.08	164.18	142.18	127.17	116.09	107.48	100.54	94.79	89.93	85.74	82.09	78.87	76.00	73.42	71.09	68.97
53	287.09	203.00	165.75	143.55	128.39	117.20	108.51	101.50	95.70	90.79	86.56	82.88	79.62	76.73	74.13	71.77	69.63
54	289.79	204.91	167.31	144.89	129.60	118.30	109.53	102.45	96.60	91.64	87.37	83.65	80.37	77.45	74.82	72.45	70.28
55	292.46	206.80	168.85	146.23	130.79	119.39	110.54	103.40	97.49	92.48	88.18	84.43	81.11	78.16	75.51	73.11	70.93
56	295.10	208.67	170.38	147.55	131.97	120.48	111.54	104.33	98.37	93.32	88.98	85.19	81.85	78.87	76.20	73.78	71.57
57	297.73	210.52	171.89	148.86	133.15	121.55	112.53	105.26	99.24	94.15	89.77	85.95	82.57	79.57	76.87	74.43	72.21
58	300.33	212.36	173.39	150.16	134.31	122.61	113.51	106.18	100.11	94.97	90.55	86.70	83.30	80.27	77.54	75.08	72.84
59	302.90	214.19	174.88	151.45	135.46	123.66	114.49	107.09	100.97	95.79	91.33	87.44	84.01	80.95	78.21	75.73	73.47
60	305.46	215.99	176.36	152.73	136.61	124.70	115.45	108.00	101.82	96.60	92.10	88.18	84.72	81.64	78.87	76.37	74.09
In System	5.31	3.76	3.07	2.66	2.38	2.17	2.01	1.88	1.77	1.68	1.60	1.53	1.47	1.42	1.37	1.33	1.29

Note: All transit times are given in standard days.

LEVEL 2 QUANTUM DRIVE TRANSIT TIMES TABLE T-5.8

Distance (Parsecs)	Acceleration (in G's) 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
0.5	8.82	6.24	5.09	4.41	3.94	3.60	3.33	3.12	2.94	2.79	2.66	2.55	2.45	2.36	2.28	2.20	2.14
1	12.47	8.82	7.20	6.24	5.58	5.09	4.71	4.41	4.16	3.94	3.76	3.60	3.46	3.33	3.22	3.12	3.02
1.5	15.27	10.80	8.82	7.64	6.83	6.24	5.77	5.40	5.09	4.83	4.61	4.41	4.24	4.08	3.94	3.82	3.70
2	17.64	12.47	10.18	8.82	7.89	7.20	6.67	6.24	5.88	5.58	5.32	5.09	4.89	4.71	4.55	4.41	4.28
2.5	19.72	13.94	11.38	9.86	8.82	8.05	7.45	6.97	6.57	6.24	5.95	5.69	5.47	5.27	5.09	4.93	4.78
3	21.60	15.27	12.47	10.80	9.66	8.82	8.16	7.64	7.20	6.83	6.51	6.24	5.99	5.77	5.58	5.40	5.24
3.5	23.33	16.50	13.47	11.66	10.43	9.52	8.82	8.25	7.78	7.38	7.03	6.73	6.47	6.24	6.02	5.83	5.66
4	24.94	17.64	14.40	12.47	11.15	10.18	9.43	8.82	8.31	7.89	7.52	7.20	6.92	6.67	6.44	6.24	6.05
4.5	26.45	18.71	15.27	13.23	11.83	10.80	10.00	9.35	8.82	8.37	7.98	7.64	7.34	7.07	6.83	6.61	6.42
5	27.88	19.72	16.10	13.94	12.47	11.38	10.54	9.86	9.29	8.82	8.41	8.05	7.73	7.45	7.20	6.97	6.76
5.5	29.25	20.68	16.89	14.62	13.08	11.94	11.05	10.34	9.75	9.25	8.82	8.44	8.11	7.82	7.55	7.31	7.09
6	30.55	21.60	17.64	15.27	13.66	12.47	11.55	10.80	10.18	9.66	9.21	8.82	8.47	8.16	7.89	7.64	7.41
6.5	31.79	22.48	18.36	15.90	14.22	12.98	12.02	11.24	10.60	10.05	9.59	9.18	8.82	8.50	8.21	7.95	7.71
7	32.99	23.33	19.05	16.50	14.76	13.47	12.47	11.66	11.00	10.43	9.95	9.52	9.15	8.82	8.52	8.25	8.00
7.5	34.15	24.15	19.72	17.08	15.27	13.94	12.91	12.07	11.38	10.80	10.30	9.86	9.47	9.13	8.82	8.54	8.28
8	35.27	24.94	20.36	17.64	15.77	14.40	13.33	12.47	11.76	11.15	10.63	10.18	9.78	9.43	9.11	8.82	8.55
8.5	36.36	25.71	20.99	18.18	16.26	14.84	13.74	12.85	12.12	11.50	10.96	10.50	10.08	9.72	9.39	9.09	8.82
9	37.41	26.45	21.60	18.71	16.73	15.27	14.14	13.23	12.47	11.83	11.28	10.80	10.38	10.00	9.66	9.35	9.07
9.5	38.44	27.18	22.19	19.22	17.19	15.69	14.53	13.59	12.81	12.15	11.59	11.10	10.66	10.27	9.92	9.61	9.32
10	39.43	27.88	22.77	19.72	17.64	16.10	14.90	13.94	13.14	12.47	11.89	11.38	10.94	10.54	10.18	9.86	9.56
11	41.36	29.25	23.88	20.68	18.50	16.89	15.63	14.62	13.79	13.08	12.47	11.94	11.47	11.05	10.68	10.34	10.03
12	43.20	30.55	24.94	21.60	19.32	17.64	16.33	15.27	14.40	13.66	13.02	12.47	11.98	11.55	11.15	10.80	10.48
13	44.96	31.79	25.96	22.48	20.11	18.36	16.99	15.90	14.99	14.22	13.56	12.98	12.47	12.02	11.61	11.24	10.91
14	46.66	32.99	26.94	23.33	20.87	19.05	17.64	16.50	15.55	14.76	14.07	13.47	12.94	12.47	12.05	11.66	11.32
15	48.30	34.15	27.88	24.15	21.60	19.72	18.25	17.08	16.10	15.27	14.56	13.94	13.40	12.91	12.47	12.07	11.71
16	49.88	35.27	28.80	24.94	22.31	20.36	18.85	17.64	16.63	15.77	15.04	14.40	13.83	13.33	12.88	12.47	12.10
17	51.42	36.36	29.69	25.71	22.99	20.99	19.43	18.18	17.14	16.26	15.50	14.84	14.26	13.74	13.28	12.85	12.47
18	52.91	37.41	30.55	26.45	23.66	21.60	20.00	18.71	17.64	16.73	15.95	15.27	14.67	14.14	13.66	13.23	12.83
19	54.36	38.44	31.38	27.18	24.31	22.19	20.55	19.22	18.12	17.19	16.39	15.69	15.08	14.53	14.03	13.59	13.18
20	55.77	39.43	32.20	27.88	24.94	22.77	21.08	19.72	18.59	17.64	16.82	16.10	15.47	14.90	14.40	13.94	13.53
21	57.15	40.41	32.99	28.57	25.56	23.33	21.60	20.20	19.05	18.07	17.23	16.50	15.85	15.27	14.76	14.29	13.86
22	58.49	41.36	33.77	29.25	26.16	23.88	22.11	20.68	19.50	18.50	17.64	16.89	16.22	15.63	15.10	14.62	14.19
23	59.81	42.29	34.53	29.90	26.75	24.42	22.60	21.14	19.94	18.91	18.03	17.26	16.59	15.98	15.44	14.95	14.51
24	61.09	43.20	35.27	30.55	27.32	24.94	23.09	21.60	20.36	19.32	18.42	17.64	16.94	16.33	15.77	15.27	14.82
25	62.35	44.09	36.00	31.18	27.88	25.46	23.57	22.04	20.78	19.72	18.80	18.00	17.29	16.66	16.10	15.59	15.12
26	63.59	44.96	36.71	31.79	28.44	25.96	24.03	22.48	21.20	20.11	19.17	18.36	17.64	16.99	16.42	15.90	15.42
27	64.80	45.82	37.41	32.40	28.98	26.45	24.49	22.91	21.60	20.49	19.54	18.71	17.97	17.32	16.73	16.20	15.72
28	65.99	46.66	38.10	32.99	29.51	26.94	24.94	23.33	22.00	20.87	19.90	19.05	18.30	17.64	17.04	16.50	16.00
29	67.16	47.49	38.77	33.58	30.03	27.42	25.38	23.74	22.39	21.24	20.25	19.39	18.63	17.95	17.34	16.79	16.29
30	68.30	48.30	39.43	34.15	30.55	27.88	25.82	24.15	22.77	21.60	20.59	19.72	18.94	18.25	17.64	17.08	16.57
31	69.43	49.10	40.09	34.72	31.05	28.35	26.24	24.55	23.14	21.96	20.93	20.04	19.26	18.56	17.93	17.36	16.84
32	70.54	49.88	40.73	35.27	31.55	28.80	26.66	24.94	23.51	22.31	21.27	20.36	19.57	18.85	18.21	17.64	17.11
33	71.64	50.66	41.36	35.82	32.04	29.25	27.08	25.33	23.88	22.65	21.60	20.68	19.87	19.15	18.50	17.91	17.37
34	72.71	51.42	41.98	36.36	32.52	29.69	27.48	25.71	24.24	22.99	21.92	20.99	20.17	19.43	18.77	18.18	17.64
35	73.78	52.17	42.59	36.89	32.99	30.12	27.88	26.08	24.59	23.33	22.24	21.30	20.46	19.72	19.05	18.44	17.89
36	74.82	52.91	43.20	37.41	33.46	30.55	28.28	26.45	24.94	23.66	22.56	21.60	20.75	20.00	19.32	18.71	18.15
37	75.85	53.64	43.79	37.93	33.92	30.97	28.67	26.82	25.28	23.99	22.87	21.90	21.04	20.27	19.59	18.96	18.40
38	76.87	54.36	44.38	38.44	34.38	31.38	29.06	27.18	25.62	24.31	23.18	22.19	21.32	20.55	19.85	19.22	18.64
39	77.88	55.07	44.96	38.94	34.83	31.79	29.43	27.53	25.96	24.63	23.48	22.48	21.60	20.81	20.11	19.47	18.89
40	78.87	55.77	45.54	39.43	35.27	32.20	29.81	27.88	26.29	24.94	23.78	22.77	21.87	21.08	20.36	19.72	19.13
41	79.85	56.46	46.10	39.92	35.71	32.60	30.18	28.23	26.62	25.25	24.08	23.05	22.15	21.34	20.62	19.96	19.37
42	80.82	57.15	46.66	40.41	36.14	32.99	30.55	28.57	26.94	25.56	24.37	23.33	22.41	21.60	20.87	20.20	19.60
43	81.77	57.82	47.21	40.89	36.57	33.38	30.91	28.91	27.26	25.86	24.66	23.61	22.68	21.85	21.11	20.44	19.83
44	82.72	58.49	47.76	41.36	36.99	33.77	31.26	29.25	27.57	26.16	24.94	23.88	22.94	22.11	21.36	20.68	20.06
45	83.65	59.15	48.30	41.83	37.41	34.15	31.62	29.58	27.88	26.45	25.22	24.15	23.20	22.36	21.60	20.91	20.29
46	84.58	59.81	48.83	42.29	37.82	34.53	31.97	29.90	28.19	26.75	25.50	24.42	23.46	22.60	21.84	21.14	20.51
47	85.49	60.45	49.36	42.75	38.23	34.90	32.31	30.23	28.50	27.04	25.78	24.68	23.71	22.85	22.07	21.37	20.74
48	86.40	61.09	49.88	43.20	38.64	35.27	32.66	30.55	28.80	27.32	26.05	24.94	23.96	23.09	22.31	21.60	20.95
49	87.29	61.73	50.40	43.65	39.04	35.64	32.99	30.86	29.10	27.60	26.32	25.20	24.21	23.33	22.54	21.82	21.17
50	88.18	62.35	50.91	44.09	39.43	36.00	33.33	31.18	29.39	27.88	26.59	25.46	24.46	23.57	22.77	22.04	21.39
51	89.06	62.97	51.42	44.53	39.83	36.36	33.66	31.49	29.69	28.16	26.85	25.71	24.70	23.80	22.99	22.26	21.60
52	89.93	63.59	51.92	44.96	40.22	36.71	33.99	31.79	29.98	28.44	27.11	25.96	24.94	24.03	23.22	22.48	21.81
53	90.79	64.20	52.42	45.39	40.60	37.06	34.31	32.10	30.26	28.71	27.37	26.21	25.18	24.26	23.44	22.70	22.02
54	91.64	64.80	52.91	45.82	40.98	37.41	34.64	32.40	30.55	28.98	27.63	26.45	25.42	24.49	23.66	22.91	22.23
55	92.48	65.40	53.40	46.24	41.36	37.76	34.96	32.70	30.83	29.25	27.88	26.70	25.65	24.72	23.88	23.12	22.43
56	93.32	65.99	53.88	46.66	41.73	38.10	35.27	32.99	31.11	29.51	28.14	26.94	25.88	24.94	24.10	23.33	22.63
57	94.15	66.57	54.36	47.07	42.10	38.44	35.59	33.29	31.38	29.77	28.39	27.18	26.11	25.16	24.31	23.54	22.83
58	94.97	67.16	54.83	47.49	42.47	38.77	35.90	33.58	31.66	30.03	28.64	27.42	26.34	25.38	24.52	23.74	23.03
59	95.79	67.73	55.30	47.89	42.84	39.10	36.20	33.87	31.93	30.29	28.88	27.65	26.57	25.60	24.73	23.95	23.23
60	96.60	68.30	55.77	48.30	43.20	39.43	36.51	34.15	32.20	30.55	29.12	27.88	26.79	25.82	24.94	24.15	23.43
In System	6.07	4.29	3.51	3.04	2.72	2.48	2.30	2.15	2.02	1.92	1.83	1.75	1.68	1.62	1.57	1.52	1.47

Note: All transit times are given in standard days.

LEVEL 3 QUANTUM DRIVE TRANSIT TIMES TABLE T-5.9

Distance (Parsecs)	Acceleration (in G's) 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
0.5	2.79	1.97	1.61	1.39	1.25	1.14	1.05	0.99	0.93	0.88	0.84	0.80	0.77	0.75	0.72	0.70	0.68
1	3.94	2.79	2.28	1.97	1.76	1.61	1.49	1.39	1.31	1.25	1.19	1.14	1.09	1.05	1.02	0.99	0.96
1.5	4.83	3.42	2.79	2.41	2.16	1.97	1.83	1.71	1.61	1.53	1.46	1.39	1.34	1.29	1.25	1.21	1.17
2	5.58	3.94	3.22	2.79	2.49	2.28	2.11	1.97	1.86	1.76	1.68	1.61	1.55	1.49	1.44	1.39	1.35
2.5	6.24	4.41	3.60	3.12	2.79	2.55	2.36	2.20	2.08	1.97	1.88	1.80	1.73	1.67	1.61	1.56	1.51
3	6.83	4.83	3.94	3.42	3.05	2.79	2.58	2.41	2.28	2.16	2.06	1.97	1.89	1.83	1.76	1.71	1.66
3.5	7.38	5.22	4.26	3.69	3.30	3.01	2.79	2.61	2.46	2.33	2.22	2.13	2.05	1.97	1.90	1.84	1.79
4	7.89	5.58	4.55	3.94	3.53	3.22	2.98	2.79	2.63	2.49	2.38	2.28	2.19	2.11	2.04	1.97	1.91
4.5	8.37	5.92	4.83	4.18	3.74	3.42	3.16	2.96	2.79	2.65	2.52	2.41	2.32	2.24	2.16	2.09	2.03
5	8.82	6.24	5.09	4.41	3.94	3.60	3.33	3.12	2.94	2.79	2.66	2.55	2.45	2.36	2.28	2.20	2.14
5.5	9.25	6.54	5.34	4.62	4.14	3.78	3.50	3.27	3.08	2.92	2.79	2.67	2.57	2.47	2.39	2.31	2.24
6	9.66	6.83	5.58	4.83	4.32	3.94	3.65	3.42	3.22	3.05	2.91	2.79	2.68	2.58	2.49	2.41	2.34
6.5	10.05	7.11	5.80	5.03	4.50	4.10	3.80	3.55	3.35	3.18	3.03	2.90	2.79	2.69	2.60	2.51	2.44
7	10.43	7.38	6.02	5.22	4.67	4.26	3.94	3.69	3.48	3.30	3.15	3.01	2.89	2.79	2.69	2.61	2.53
7.5	10.80	7.64	6.24	5.40	4.83	4.41	4.08	3.82	3.60	3.42	3.26	3.12	3.00	2.89	2.79	2.70	2.62
8	11.15	7.89	6.44	5.58	4.99	4.55	4.22	3.94	3.72	3.53	3.36	3.22	3.09	2.98	2.88	2.79	2.71
8.5	11.50	8.13	6.64	5.75	5.14	4.69	4.35	4.06	3.83	3.64	3.47	3.32	3.19	3.07	2.97	2.87	2.79
9	11.83	8.37	6.83	5.92	5.29	4.83	4.47	4.18	3.94	3.74	3.57	3.42	3.28	3.16	3.05	2.96	2.87
9.5	12.15	8.59	7.02	6.08	5.44	4.96	4.59	4.30	4.05	3.84	3.66	3.51	3.37	3.25	3.14	3.04	2.95
10	12.47	8.82	7.20	6.24	5.58	5.09	4.71	4.41	4.16	3.94	3.76	3.60	3.46	3.33	3.22	3.12	3.02
11	13.08	9.25	7.55	6.54	5.85	5.34	4.94	4.62	4.36	4.14	3.94	3.78	3.63	3.50	3.38	3.27	3.17
12	13.66	9.66	7.89	6.83	6.11	5.58	5.16	4.83	4.55	4.32	4.12	3.94	3.79	3.65	3.53	3.42	3.31
13	14.22	10.05	8.21	7.11	6.36	5.80	5.37	5.03	4.74	4.50	4.29	4.10	3.94	3.80	3.67	3.55	3.45
14	14.76	10.43	8.52	7.38	6.60	6.02	5.58	5.22	4.92	4.67	4.45	4.26	4.09	3.94	3.81	3.69	3.58
15	15.27	10.80	8.82	7.64	6.83	6.24	5.77	5.40	5.09	4.83	4.61	4.41	4.24	4.08	3.94	3.82	3.70
16	15.77	11.15	9.11	7.89	7.05	6.44	5.96	5.58	5.26	4.99	4.76	4.55	4.37	4.22	4.07	3.94	3.83
17	16.26	11.50	9.39	8.13	7.27	6.64	6.15	5.75	5.42	5.14	4.90	4.69	4.51	4.35	4.20	4.06	3.94
18	16.73	11.83	9.66	8.37	7.48	6.83	6.32	5.92	5.58	5.29	5.04	4.83	4.64	4.47	4.32	4.18	4.06
19	17.19	12.15	9.92	8.59	7.69	7.02	6.50	6.08	5.73	5.44	5.18	4.96	4.77	4.59	4.44	4.30	4.17
20	17.64	12.47	10.18	8.82	7.89	7.20	6.67	6.24	5.88	5.58	5.32	5.09	4.89	4.71	4.55	4.41	4.28
21	18.07	12.78	10.43	9.04	8.08	7.38	6.83	6.39	6.02	5.71	5.45	5.22	5.01	4.83	4.67	4.52	4.38
22	18.50	13.08	10.68	9.25	8.27	7.55	6.99	6.54	6.17	5.85	5.58	5.34	5.13	4.94	4.78	4.62	4.49
23	18.91	13.37	10.92	9.46	8.46	7.72	7.15	6.69	6.30	5.98	5.70	5.46	5.25	5.05	4.88	4.73	4.59
24	19.32	13.66	11.15	9.66	8.64	7.89	7.30	6.83	6.44	6.11	5.82	5.58	5.36	5.16	4.99	4.83	4.69
25	19.72	13.94	11.38	9.86	8.82	8.05	7.45	6.97	6.57	6.24	5.95	5.69	5.47	5.27	5.09	4.93	4.78
26	20.11	14.22	11.61	10.05	8.99	8.21	7.60	7.11	6.70	6.36	6.06	5.80	5.58	5.37	5.19	5.03	4.88
27	20.49	14.49	11.83	10.25	9.16	8.37	7.74	7.24	6.83	6.48	6.18	5.92	5.68	5.48	5.29	5.12	4.97
28	20.87	14.76	12.05	10.43	9.33	8.52	7.89	7.38	6.96	6.60	6.29	6.02	5.79	5.58	5.39	5.22	5.06
29	21.24	15.02	12.26	10.62	9.50	8.67	8.03	7.51	7.08	6.72	6.40	6.13	5.89	5.68	5.48	5.31	5.15
30	21.60	15.27	12.47	10.80	9.66	8.82	8.16	7.64	7.20	6.83	6.51	6.24	5.99	5.77	5.58	5.40	5.24
31	21.96	15.53	12.68	10.98	9.82	8.96	8.30	7.76	7.32	6.94	6.62	6.34	6.09	5.87	5.67	5.49	5.33
32	22.31	15.77	12.88	11.15	9.98	9.11	8.43	7.89	7.44	7.05	6.73	6.44	6.19	5.96	5.76	5.58	5.41
33	22.65	16.02	13.08	11.33	10.13	9.25	8.56	8.01	7.55	7.16	6.83	6.54	6.28	6.05	5.85	5.66	5.49
34	22.99	16.26	13.28	11.50	10.28	9.39	8.69	8.13	7.66	7.27	6.93	6.64	6.38	6.15	5.94	5.75	5.58
35	23.33	16.50	13.47	11.66	10.43	9.52	8.82	8.25	7.78	7.38	7.03	6.73	6.47	6.24	6.02	5.83	5.66
36	23.66	16.73	13.66	11.83	10.58	9.66	8.94	8.37	7.89	7.48	7.13	6.83	6.56	6.32	6.11	5.92	5.74
37	23.99	16.96	13.85	11.99	10.73	9.79	9.07	8.48	8.00	7.59	7.23	6.92	6.65	6.41	6.19	6.00	5.82
38	24.31	17.19	14.03	12.15	10.87	9.92	9.19	8.59	8.10	7.69	7.33	7.02	6.74	6.50	6.28	6.08	5.90
39	24.63	17.41	14.22	12.31	11.01	10.05	9.31	8.71	8.21	7.79	7.43	7.11	6.83	6.58	6.36	6.16	5.97
40	24.94	17.64	14.40	12.47	11.15	10.18	9.43	8.82	8.31	7.89	7.52	7.20	6.92	6.67	6.44	6.24	6.05
41	25.25	17.85	14.58	12.63	11.29	10.31	9.54	8.93	8.42	7.98	7.61	7.29	7.00	6.75	6.52	6.31	6.12
42	25.56	18.07	14.76	12.78	11.43	10.43	9.66	9.04	8.52	8.08	7.71	7.38	7.09	6.83	6.60	6.39	6.20
43	25.86	18.29	14.93	12.93	11.56	10.56	9.77	9.14	8.62	8.18	7.80	7.46	7.17	6.91	6.68	6.46	6.27
44	26.16	18.50	15.10	13.08	11.70	10.68	9.89	9.25	8.72	8.27	7.89	7.55	7.25	6.99	6.75	6.54	6.34
45	26.45	18.71	15.27	13.23	11.83	10.80	10.00	9.35	8.82	8.37	7.98	7.64	7.34	7.07	6.83	6.61	6.42
46	26.75	18.91	15.44	13.37	11.96	10.92	10.11	9.46	8.92	8.46	8.06	7.72	7.42	7.15	6.91	6.69	6.49
47	27.04	19.12	15.61	13.52	12.09	11.04	10.22	9.56	9.01	8.55	8.15	7.80	7.50	7.23	6.98	6.76	6.56
48	27.32	19.32	15.77	13.66	12.22	11.15	10.33	9.66	9.11	8.64	8.24	7.89	7.58	7.30	7.05	6.83	6.63
49	27.60	19.52	15.94	13.80	12.35	11.27	10.43	9.76	9.20	8.73	8.32	7.97	7.66	7.38	7.13	6.90	6.70
50	27.88	19.72	16.10	13.94	12.47	11.38	10.54	9.86	9.29	8.82	8.41	8.05	7.73	7.45	7.20	6.97	6.76
51	28.16	19.91	16.26	14.08	12.59	11.50	10.64	9.96	9.39	8.91	8.49	8.13	7.81	7.53	7.27	7.04	6.83
52	28.44	20.11	16.42	14.22	12.72	11.61	10.75	10.05	9.48	8.99	8.57	8.21	7.89	7.60	7.34	7.11	6.90
53	28.71	20.30	16.58	14.35	12.84	11.72	10.85	10.15	9.57	9.08	8.66	8.29	7.96	7.67	7.41	7.18	6.96
54	28.98	20.49	16.73	14.49	12.96	11.83	10.95	10.25	9.66	9.16	8.74	8.37	8.04	7.74	7.48	7.24	7.03
55	29.25	20.68	16.89	14.62	13.08	11.94	11.05	10.34	9.75	9.25	8.82	8.44	8.11	7.82	7.55	7.31	7.09
56	29.51	20.87	17.04	14.76	13.20	12.05	11.15	10.43	9.84	9.33	8.90	8.52	8.18	7.89	7.62	7.38	7.16
57	29.77	21.05	17.19	14.89	13.31	12.15	11.25	10.53	9.92	9.41	8.98	8.59	8.26	7.96	7.69	7.44	7.22
58	30.03	21.24	17.34	15.02	13.43	12.26	11.35	10.62	10.01	9.50	9.06	8.67	8.33	8.03	7.75	7.51	7.28
59	30.29	21.42	17.49	15.15	13.55	12.37	11.45	10.71	10.10	9.58	9.13	8.74	8.40	8.10	7.82	7.57	7.35
60	30.55	21.60	17.64	15.27	13.66	12.47	11.55	10.80	10.18	9.66	9.21	8.82	8.47	8.16	7.89	7.64	7.41
In System	6.75	4.77	3.90	3.38	3.02	2.76	2.55	2.39	2.25	2.13	2.04	1.95	1.87	1.80	1.74	1.69	1.64

Note: All transit times are given in standard days.

38.0 :: AWARDING EXPERIENCE POINTS

"No one can draw more out of things, books included, than he already knows. A man has no ears for that which experience has given him no access."
— Friedrich Wilhelm Nietzche, Old Earth Nihilist.

Experience point (EP) accumulation is a significant factor in most SFRP systems. Simplistic experience point guidelines have certain advantages, notably quick assessment and a generally diminished opportunity for the Gamemaster to inject bias. Unfortunately, these rules do a disservice to the noble and gutsy player who actually 'experiences' more of the battle or campaign; for quite often the spoils fall into the hands of the cautious.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the Gamemaster (GM) must make too many or overly subjective decisions.

The suggested experience points awards are guidelines and the Gamemaster should feel free to modify them whenever common sense indicates that they are out of line. The Gamemaster may total and reward experience points at any convenient time, though this usually occurs at the beginning or end of a session of play.

38.1 EXPERIENCE POINT MULTIPLIERS

All of the experience point guidelines given in the next section may be multiplied by 5 if the activity has never been performed by the character, by 2 if the activity has only been performed once before, and by 0.5 if it has become routine. These experience multipliers reflect the "uniqueness" and learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable) unless stated otherwise.

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. This includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a given psychic power in a fix, or has a given experience periodically.

Condition	EP Multiplier
First Time	x 5.0
Second Time	x 2.0
Routine	x 0.5

In addition, certain experience point categories have their own specific multipliers.

Example: *Mike, the Psychic, has set up an elaborate trap where he hides safely behind two way mirrors in this space craft and uses his psychic powers to put unaware borders to sleep. After he has used this trick 5 times or so, the GM begins awarding half experience, as the tactic has become routine.*

38.2 BASIC EXPERIENCE POINT CATEGORIES

This section summarizes some of the activities that normally arise during play which should be rewarded with experience points (EPs). They are the normal rewards, and are subject to modification as a result of circumstance.

The GM may wish to install his own categories or bonuses if needed (e.g., "mission points").

IN-SYSTEM TRANSIT TIMES TABLE T-5.10

Distance AU	Acceleration (in G's) 1	2	3	4	5	6	7	8	9	10
.001	2.17	1.53	1.25	1.09	0.97	0.89	0.82	0.77	0.72	0.69
.002	3.07	2.17	1.77	1.53	1.37	1.25	1.16	1.09	1.02	0.97
.003	3.76	2.66	2.17	1.88	1.68	1.53	1.42	1.33	1.25	1.19
.004	4.34	3.07	2.51	2.17	1.94	1.77	1.64	1.53	1.45	1.37
.005	4.85	3.43	2.80	2.43	2.17	1.98	1.83	1.72	1.62	1.53
.006	5.32	3.76	3.07	2.66	2.38	2.17	2.01	1.88	1.77	1.68
.007	5.74	4.06	3.32	2.87	2.57	2.34	2.17	2.03	1.91	1.82
.008	6.14	4.34	3.54	3.07	2.75	2.51	2.32	2.17	2.05	1.94
.009	6.51	4.60	3.76	3.26	2.91	2.66	2.46	2.30	2.17	2.06
.01	6.86	4.85	3.96	3.43	3.07	2.80	2.59	2.43	2.29	2.17
.02	9.71	6.86	5.60	4.85	4.34	3.96	3.67	3.43	3.24	3.07
.03	11.86	8.41	6.86	5.94	5.32	4.85	4.49	4.20	3.96	3.76
.04	13.73	9.71	7.93	6.86	6.14	5.60	5.19	4.85	4.58	4.34
.05	15.35	10.85	8.86	7.67	6.86	6.27	5.80	5.43	5.12	4.85
.06	16.81	11.89	9.71	8.41	7.52	6.86	6.35	5.94	5.60	5.32
.07	18.16	12.48	10.49	9.08	8.12	7.41	6.86	6.42	6.05	5.74
.08	19.41	13.73	11.21	9.71	8.68	7.93	7.34	6.86	6.47	6.14
.09	20.59	14.56	11.89	10.30	9.21	8.41	7.78	7.28	6.86	6.51
.1	21.71	15.35	12.53	10.85	9.71	8.86	8.20	7.67	7.24	6.86
.2	30.70	21.71	17.72	15.35	13.73	12.53	11.60	10.85	10.23	9.71
.3	37.60	26.58	21.71	18.80	16.81	15.35	14.21	13.29	12.53	11.89
.4	43.41	30.70	25.06	21.71	19.41	17.72	16.41	15.35	14.47	13.73
.5	48.54	34.32	28.02	24.27	21.71	19.81	18.34	17.16	16.18	15.35
.6	53.17	37.60	30.70	26.58	23.78	21.71	20.10	18.80	17.72	16.81
.7	57.43	40.61	33.16	28.71	25.68	23.45	21.71	20.30	19.14	18.16
.8	61.39	43.41	35.45	30.70	27.46	25.06	23.20	21.71	20.46	19.41
.9	65.12	46.05	37.60	32.56	29.12	26.58	24.61	23.02	21.71	20.59
1	68.64	48.54	39.63	34.32	30.70	28.02	25.94	24.27	22.88	21.71
2	97.07	68.64	56.04	48.54	43.41	39.63	36.69	34.32	32.36	30.70
3	118.89	84.07	68.64	59.44	53.17	48.54	44.94	42.03	39.63	37.60
4	137.28	97.07	79.26	68.64	61.39	56.04	51.89	48.54	45.76	43.41
5	153.48	108.53	88.61	76.74	68.64	62.66	58.01	54.27	51.16	48.54
6	168.13	118.89	97.07	84.07	75.19	68.64	63.55	59.44	56.04	53.17
7	181.61	128.41	104.85	90.80	81.22	74.14	68.64	64.21	60.54	57.43
8	194.14	137.28	112.09	97.07	86.82	79.26	73.38	68.64	64.71	61.39
9	205.92	145.61	118.89	102.96	92.09	84.07	77.83	72.80	68.64	65.12
10	217.06	153.48	125.32	108.53	97.07	88.61	82.04	76.74	72.35	68.64
20	306.97	217.06	177.23	153.48	137.28	125.32	116.02	108.53	102.32	97.07
30	375.96	265.84	217.06	187.98	168.13	153.48	142.10	132.92	125.32	118.89
40	434.12	306.97	250.64	217.06	194.14	177.23	164.08	153.48	144.71	137.28
50	485.36	343.20	280.22	242.68	217.06	198.15	183.45	171.60	161.79	153.48
60	531.69	375.96	306.97	265.84	237.78	217.06	200.96	187.98	177.23	168.13
70	574.29	406.08	331.56	287.14	256.83	234.45	217.06	203.04	191.43	181.61
80	613.94	434.12	354.46	306.97	274.56	250.64	232.05	217.06	204.65	194.14
90	651.18	460.45	375.96	325.59	291.22	265.84	246.12	230.23	217.06	205.92
100	686.40	485.36	396.30	343.20	306.97	280.22	259.44	242.68	228.80	217.06

Note: All transit times are given in hours.

MANEUVER EPS

These experience points are given for unique or inspired maneuvers (static and moving) successfully accomplished during an adventure. For moving maneuvers a "100" result or higher must be obtained. Based upon difficulty, the EPs awarded are given the Maneuver EP Chart and are normally modified by the following factors.

Condition	Modifier
Failure of maneuver involves no danger	x 0.5
Failure of maneuver involves some danger	x 1.0
Failure of maneuver involves danger	x 2.0
Failure of maneuver involves extreme danger	x 3.0
Foe was "defeated" as a result of maneuver	x 5.0

Example: *Richard (a military scout) successfully scouts an enemy camp (the GM ranks this a Light maneuver, 10 EPs). He then sneaks across a clearing without an enemy marine hearing him (a Medium maneuver, 50 EPs), and hides behind a tree next to the marine (another Medium maneuver, 50 EPs). The GM decides that the first and third maneuver involved "some danger" and the second involved "danger", and records a total of 160 EPs (10x1 + 50x2 + 50x1).*

MANEUVER EP CHART

Routine	0
Easy	5
Light	10
Medium	50
Hard	100
Very Hard	150
Extremely Hard	200
Sheer Folly	300
Absurd	500

Note: Result is a number of experience points received by the character making the maneuver.

PSYCHIC POWER EPS

These points are awarded for using psychic powers during a combat situation and appropriate non-combat situations (i.e., the psychic power used must have a valid purpose within the context of the goals of the game). Using a psychic power that fails results in 0 points. The experience points awarded are given by the following formula and summarized in the Psychic Power EP Chart.

100 - (10 x (lvl of the user - magnitude of the power)
with a maximum of 200 & a minimum of 0

Example: *Mike the Psychic is 20th level. If he uses a 16 magnitude psychic power, he normally receives 60 EPs. He would receive 0 EPs for using a 5 magnitude psychic power, and 200 EPs for using a 50 magnitude psychic power (good luck).*

Psychic Power EPs may also be modified by the following factors.

Condition	Modifier
Psychic is in no danger	x 0.5
Psychic is in some danger	x 1.0
Psychic is in danger	x 2.0
Psychic is in extreme danger	x 3.0
Foe was "defeated" as a direct result of psychic power	x 5.0

TRAVEL EPS

A character receives one experience point for each mile traveled on land in an unfamiliar area, and one experience points for every 100 miles if flying, in a vehicle, or at sea (outer space does not count as flying). The character must be conscious and interacting with his environment.

Condition	Multiplier
Travel is in civilized region	x 0.5
Travel is in moderately dangerous region	x 2.0
Travel is in extremely dangerous region	x 3.0

Example: *A group has traveled 30 miles through a moderately dangerous region. Thus, each character gets 60 experience points (30 miles x 2 for moderately dangerous) for travel.*

PSYCHIC POWER EP CHART

Magnitude of the Psychic Power	Level of the Character Using the Psychic Power										
	1	2	3	4	5	6	7	8	9	10	11+
1	100	90	80	70	60	50	40	30	20	10	*
2	110	100	90	80	70	60	50	40	30	20	*
3	120	110	100	90	80	70	60	50	40	30	*
4	130	120	110	100	90	80	70	60	50	40	*
5	140	130	120	110	100	90	80	70	60	50	*
6	150	140	130	120	110	100	90	80	70	60	*
7	160	150	140	130	120	110	100	90	80	70	*
8	170	160	150	140	130	120	110	100	90	80	*
9	180	170	160	150	140	130	120	110	100	90	*
10	190	180	170	160	150	140	130	120	110	100	*
11+	200	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character using the psychic power.

* — For characters and/or magnitudes above 10th level the psychic power EP result is:
100 - (10 x (level of the user – magnitude of the psychic power)
with a maximum result of 200 and a minimum result of 0.

COMBAT EPS

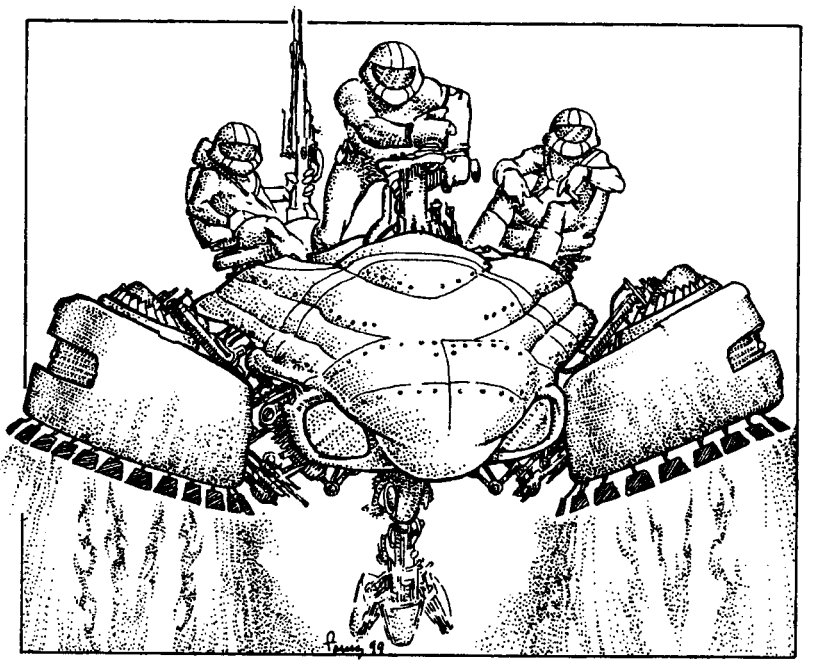
A number of different EPs are awarded as a direct result of damage taken and delivered during combat.

Hit Eps

A character receives one experience point for each hit he received during the battle and one EP for each hit he delivered during the battle.

Condition	EP Multiplier
Character is knocked out	x 0.5
Foe is knocked out	x 2.0

Example: *Machka takes 10 hits from the unknown lifeform but is finally able to slay the sucker. Mitchell gave the lifeform 5 hits the round before. Machka receives whatever kill points he gets for the lifeform* ***plus*** *10 EPs; Mitchell receives 5 EPs.*



Critical EPS

These points are awarded for any criticals inflicted on a foe regardless of their effect. The EPs awarded are based upon the level of the foe and are modified depending upon the state of the foe and the combat (see chart on the next page). A character also receives critical EPs when he takes a critical (e.g., 100 EPs for an 'A', 200 EPs for a 'B', etc.).

Note: *The critical EPs awarded for criticals against a foe may not exceed the foe's "kill points."*

Condition	Multiplier
Foe is dead or dying (i.e., no points)	x 0.0
Foe is unconscious or incapacitated	x 0.1
Foe is down	x 0.2
Foe is stunned	x 0.5
Character is alone in melee combat with the foe	x 2.0
Foe is a "Large" creature	x 1.5
Foe is a "Super Large" creature	x 2.0

Kill EPs

These experience points are awarded for killing an active opponent or rendering him unconscious. This must occur in a combat situation—a true conflict, not a practice or staged fight. An active opponent is one that is not dead or unconscious. These points all go to the combatant who delivers the blow that knocks out or kills the opponent. The EPs awarded for "killing" a character are given in the chart below.

These EPs are reduced by the number of EPs given for criticals already inflicted on the opponent (to a minimum of zero EPs). In some cases the GM should add extra EPs for creatures with special abilities and powers.

Condition	Modifier
Foe is same race as character	x 2.0
Foe is an "intelligent" creature	x 1.5
Foe is a "Large" creature	x 1.5
Foe is a "Super-large" creature	x 3.0

Note: *A GM may want to award these points whenever a character(s) defeats an opponent, even if combat is not involved. This would involve getting a foe to submit or to perform as you want him to without actually fighting. Examples might include winning a riddle game with a foe or sneaking into his abode and taking what you are after.*

Example: *Machka and Mitchell are fighting a 9th level marine. Machka has delivered two 'A' criticals and a 'B' critical for a total of 180 EPs (2x45 + 1x90), and Mitchell has delivered a 'C' critical for 135 EPs. Mitchell delivers a critical that kills the marine. Since Mitchell is 7th level, the Kill EPs are normally 300, and the GM rules that the marine is "intelligent" (a difficult call, sometimes) so the 300 EPs is modified by x1.5 for a total of 450 EPs. However, Mitchell and Machka have already delivered 315 EPs (180+135) worth of criticals; so Mitchell only gets 135 EPs (450-315) for delivering the killing blow.*

CRITICAL EP CHART

Opponent's Level	Critical Delivered A	B	C	D	E
0	3	5	8	10	13
1	5	10	15	20	25
2	10	20	30	40	50
3	15	30	45	60	75
4	20	40	60	80	100
5	25	50	75	100	125
6	30	60	90	120	150
7	35	70	105	140	175
8	40	80	120	160	200
9	45	90	135	180	225
10	50	100	150	200	250
for each level above 10th	+5	+10	+15	+20	+25
to self *	100	200	300	400	500

* – These points are awarded to a character for criticals inflicted upon him by a foe, for these points the "level of the foe" is always treated as 20.

Death EPs

A character who takes a "mortal wound" receives EPs equal to the Kill EPs (see above) that a 1st level character would get for "killing" the character. These points are awarded even if the character's mortal wound is healed before he dies.

Condition	Modifier
Character dies, but is later "revived"	x2

Example: *If Jimal, a 7th level Technician, takes a blaster bolt in his throat that will kill him in 6 rounds, he receives 500 EPs even if he is healed before he actually dies. If he dies and is later revived by heroic medical measures, he would receive 1000 EPs (500x2).*

IDEA EPS

These experience points are given for ideas and plans that lead to the accomplishment of a goal or a successful event, set of actions, or adventure. The Gamemaster should keep track of ideas, plans and suggestions made by player characters that prove to be useful or successful. After an event, set of actions, or adventure is completed and experience points from earlier in this section have been awarded, the resulting experience points to **all** group members are totaled. The Gamemaster should award half of this total as "idea points," dividing it among the characters who came up with ideas based upon their respective contributions. This is very subjective, so the GM doesn't need to keep an exact tally of ideas and can usually rely on his general impressions of the adventure.

Example: *Machka, Mitchel, and Jimal have defeated a marine in the examples presented earlier in this section (Jimal remained in hiding as the marine was defeated). Their GM totals the EPs already acquired as: Jimal, 160 EPs; Mitchell, 270 EPs; and Machka, 180 EPs. Thus, the GM should award 305 idea EPs (half of the 610 total). Jimal had come up with the plan for scouting the area and setting up behind the marine as a reserve force, so the GM awards Jimal 155 idea EPs and gives Mitchell and Machka 75 idea EPs each.*

MISCELLANEOUS EPS

Most of these experience point guidelines concern action in a tactical situation—a situation involving detailed and precise activity, usually under time constraints, such as fighting, maneuvering, and exploring. It is more difficult to award experience points for activities and accomplishments in a strategic environment—less structured than the tactical environment.

Travel points reflect the experience gained by traveling through new and stimulating regions. In addition, a Gamemaster should award miscellaneous experience points for the other strategic activities not involving travel. For example, figuring out a plot or clue, planning a successful trip or adventure, etc.

These points may also be awarded by the Gamemaster for events that have special significance to a given character For example, having a psychic experience, visiting a special place, accomplishing a special mission or goal, using non-combat psychic powers, etc. They are also awarded for any actions or accomplishments that the Gamemaster deems worthy of reward.

NEGATIVE EXPERIENCE POINTS

Negative points can be awarded if the Gamemaster feels that the actions of a character demonstrate a regression in the learning process.

Example: *Kirstin is wandering through a corridor of a deserted base and finds an active automated defense system (for which the GM awards her 100 EP), skillfully circles it and proceeds (perhaps more EP, depending on difficulty). Some hours later she returns and, having forgotten the system, walks right into it. The GM determines this is something an adventurer of Kirstin's level shouldn't do (i.e., stumble into a known trap), and awards her 100 negative experience points*

In the rare case when negative points awarded bring a characters experience point total below the minimum for his level, he loses all benefits earned for that level (resistance rolls and combat bonuses), although not acquired skills. Skills currently being learned and stat gains are not acquired until the character next reaches a level he had not previously attained.

KILL EP CHART

Opponent's Level	Level of the Character Delivering the "Killing" Blow										
	1	2	3	4	5	6	7	8	9	10	10+
0	50	45	40	35	30	25	20	15	10	5	0
1	200	150	130	110	100	90	80	70	60	50	40
2	250	200	150	130	110	100	90	80	70	60	50
3	300	250	200	150	130	110	100	90	80	70	60
4	350	300	250	200	150	130	110	100	90	80	70
5	400	350	300	250	200	150	130	110	100	90	80
6	450	400	350	300	250	200	150	130	110	100	90
7	500	450	400	350	300	250	200	150	130	110	100
8	550	500	450	400	350	300	250	200	150	130	130
9	600	550	500	450	400	350	300	250	200	150	150
10+	*	*	*	*	*	*	*	*	*	*	*

Note: Result is a number of experience points received by the character delivering the "Killing" blow (this result is reduced by an amount equal to the EPs awarded for individual criticals delivered).

* — EPs awarded for levels above 9th are: 200 + (50 x (opponent's lvl - character's lvl) *with a minimum of 200.*

39.0 :: MISCELLANEOUS TOPICS

"The pure and simple truth is rarely pure and never simple."
— Oscar Wilde, Old Earth Writer

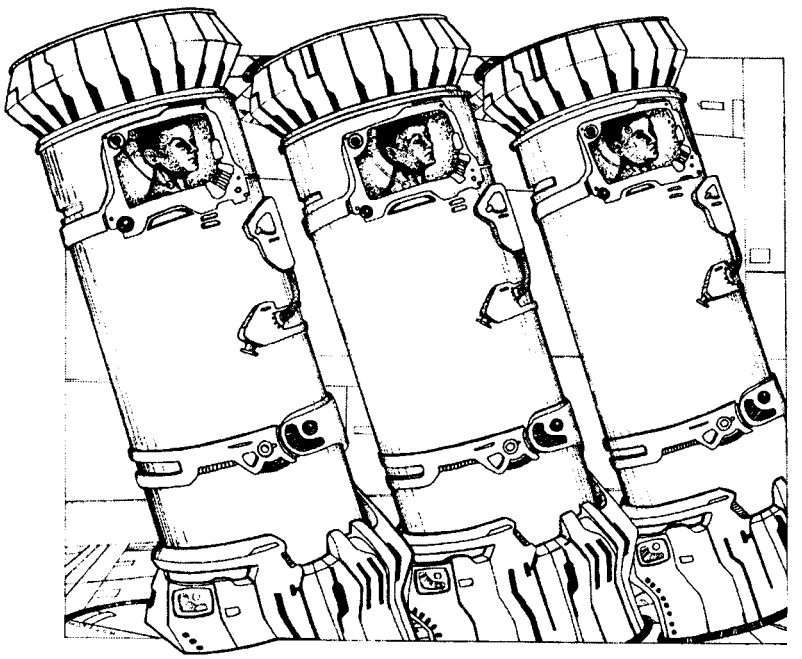
This section covers a number of different topics that can be important to a GM and his SFRP game.

39.1 INJURY, DEATH, & HEALTH CARE

Because so much of SFRP action involves situations where characters are hurt or killed, *Spacemaster* provides detailed and comprehensive guidelines covering specific injuries, death, and healing. These rules revolve around certain basic principles or assumptions.

Body and Soul

In *Spacemaster*, for the purposes of psychic powers, life is a union of body and soul (you can replace soul with any word your metaphysics finds more appropriate). The body is a physical construct which accommodates the intangible soul or spirit. In turn, the soul gives the body life. Without a body, a soul dissipates and cannot interact in normal affairs. Without a soul, a body is little more than an unordered organic sculpture destined to rot away.



Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul withers away (i.e., it cannot convey life to the body). When the body can no longer function, this is referred to as physical death. When the soul withers away, this is referred to as soul death.

Physical death can occur in one of two ways. The first is from a critical wound, or series of critical wounds (i.e., critical strikes). The second is shut down due to pain or system shock (i.e., hits).

Soul death can only occur through some psychic trauma. While this is probably not possible in most games it is mentioned here for completeness.

Once the body ceases to function, the soul will eventually depart. When the soul separates from the body, any prospects for recovery are remote. Psychic healing will no longer function. The body is a piece of meat.

General Degrees of Injury

These wound categories help a Gamemaster apply certain general rules regarding recovery and effect.

Light Injuries — If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.

Medium Injuries — Specific injuries which result in a penalty of -21 to -50 are considered to be of "medium" severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.

Severe Injuries — Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, sever injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than 1 day is also severe.

Psychic Healing

Appendix A-4.15 (p. 153) provides a set of psychic powers which might aid healing. In a campaign game, healing psychic powers might be available in certain areas. The Gamemaster should experiment with costs and requirements for healing services. Options include everything from psychic healers requiring money for their services to selfless psychics who heal the downtrodden with no thought of reward.

Natural Healing

The body often heals itself, albeit slowly. Even without aid of psychic powers or medicine, an adventurer can rally from most injuries. The Healing Recovery Table T-5.4 gives the recovery time for the most common types of injuries. Note that this table should only be used with wounds gained through critical strikes. Concussion damage taken (i.e., hits) heals in a different fashion (see the Character Record Sheet and Appendix A-4.5, p. 140).

To use the Healing Recovery Table T-5.4, roll d100 (open-ended) and add three times the character's Constitution stat bonus. Look up the result in the section for the most appropriate type of wound (the chart is subdivided into sections based upon types of damage) to determine the normal number of days needed for a given wound to heal. Note that a separate roll should be made for each wound. See the section on injuries (below) for guidelines on how to classify wounds as Light, Medium, or Severe wounds. These assume proper medical aid.

Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.

A complete examination of the uses and effects of first aid and medicine can be found in *Spacemaster: Gamemaster Manual.*

Health Care

A GM must improvise the use of medical skills to save a patient's life, as an exhaustive system is beyond the scope of this work. A good rule of thumb, however, is to apply the modifier to all actions caused by the critical to the doctor's static maneuver, to represent the difficulty of the maneuver.

Heroic Measures

When a person dies, a doctor can take heroic measures to revive the patient. This involves everything from a defribrillator to CPR to a neural stimulator.

If a character dies, add together all of his penalties. In addition, subtract all of the hits, beyond death, that the character has received. This is the total penalty to the doctor's revival attempts.

In addition, unless some means of preservation can be applied, stat loss begins at the moment of death. Stat loss totals should be tracked. They are deducted from the doctors static maneuver as well.

Example: *Kristopher Mitchell, staggering from his wounds, finally collapses and dies. His faithful doctor is there within seconds of his death, and begins work immediately. Luckily, his soul has not quite departed yet, though the doctor really doesn't believe in such things.*

The doctor begins by putting an IV into Mitchell and directing a medic to apply direct pressure to his wounds. The GM agrees that this is enough treatment to at least temporarily ignore the hits lost due to bleeding (i.e. Mitch won't lose any more).

The Doctor then begins CPR. Since he doesn't have any sophisticated equipment, the GM assigns no bonuses, but he does have his medical bag and some emergency supplies (like the blood) so he doesn't assign any additional penalties either.

Mitchell has -50 penalty to all actions due to his broken bones. In addition, he's taken all of his hits (and then some) so he receives a -30 for losing 76% or more of his hits. In addition, he is bleeding 3 per round. Checking the Static Maneuver modifiers (T-4.4), the GM discovers that this imposes an addition -15 penalty. So if Mitchell were awake, he'd have a total penalty of -95 (-50 - 30 - 15). In addition, he has lost 21 points in stats. He has not, fortunately taken any more hits than the exact amount necessary to kill him. That racks the penalty up to -116.

The doctor shakes his head and makes a medical practice static maneuver. He rolls a 76. His skill is 137 (-116 for the penalties). This makes the total maneuver 97. Consulting the static maneuver table, the GM discovers that he has rolled a near success. The GM rules that this took 5 rounds. The doctor can keep trying, once per round (the maneuver gave a +10 to his next attempt), but this is an all or nothing thing, so he will need a success to revive Mitchell. In addition, in about 5 more rounds, Mitchell's soul will depart, and this will give Mitchell (and therefore the doctor) an additional -100 penalty. He had better work fast. Mitchell is losing stats quickly.

Common Medical Aides	Bonus to HM
Hospital Crash Cart	(Tech Level - 14) x 10
Field Crash Cart	(Tech Level -14) x 5

Sprains

Sprains are the result of a wrenching or laceration of the ligaments of a joint. A sprain will heal normally as a medium muscle/tendon wound but must be protected from further strain during this time.

HEALING RECOVERY TABLE T-5.4

Burn	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	4	20	48
-25 – 15	3	15	36
16 – 65	2	10	24
66 or more	1	5	12

Bone	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	7	28	70
-25 – 15	5	20	50
16 – 35	3	12	30
36 – 65	2	8	20
66 or more	1	4	10

Skin/Tissue	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	5	25	40
-25 – 15	3	15	24
16 – 35	2	10	16
36 or more	1	5	8

Head	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	78	130
-25 – 15	10	60	100
16 – 35	7	42	70
36 – 65	5	30	50
66 – 90	3	18	30
91 – 105	2	12	20
106 or more	1	6	10

Organ	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	13	65	130
-25 – 15	9	45	90
16 – 35	6	30	60
36 – 65	4	20	40
66 – 90	3	15	30
91 – 105	2	10	20
106 or more	1	5	10

Muscle/ Tendon	Light Wounds	Medium Wounds	Severe Wounds
-26 or less	11	44	88
-25 – 15	7	28	56
16 – 35	4	16	32
36 – 65	3	12	24
66 – 90	2	8	16
91 or more	1	4	8

Note: To use this table, roll d100 (open-ended and add 3x the character's Co stat bonus. Then look up the result in the section for the most appropriate type of wound. The result is the normal number of days needed for a given wound to heal. Some races heal faster or slower than others. Each race has a healing "recovery multiplier"—just multiply this factor by the normal number of healing days to get the actual number of healing days required.

Nerve Damage

Nerve damage is characterized as the severing or traumatization of a nerve or nerves vital to some body function. The effects of nerve damage can vary widely, from loss of feeling or control of a limb, to uncontrollable shaking or trembling, to unbearable and continuing pain. There are circumstances under which nerve damage will be a result:

- If a critical result specifically denotes nerve damage, then the full, described penalty is attributed to nerve damage.
- If a critical describes a limb or organ as useless or destroyed, nerve damage equal to the severity of the wound has occurred.

In addition, there is a chance that any wound will also yield nerve damage. The chance of nerve damage is equal to the penalty expressed as a percentage (i.e., -50 = 50%), if any. If nerve damage has occurred, then a nerve damage penalty equal to the original penalty is present. This penalty is not cumulative with the original penalty, but must be healed as if it were a separate wound, and recovery times are rolled on the chart for organ damage. Note that this may mean that the penalty due to the original wound may heal before the nerve damage associated with it does.

Example: *Blackfire has strained his shoulder trying to shave his back. After assessing the -30 penalty, the GM rolls d100 vs. the 30% chance that nerve damage has occurred. A 17 is rolled, and Blackfire curses his luck. A roll for the strained muscles in the medium category results in a recovery time of 8 days, but the roll for recovery from the nerve damage results in a recovery time of 30 days. Blackfire resolves in future to stretch out before attempting personal hygiene.*

Permanent Nerve Damage

When a character takes a wound that gives a penalty, there is a chance of permanent nerve damage. The character must make an open-ended d100 roll, adding three times his Constitution bonus. If this modified result is less than or equal to the original penalty expressed as a positive number (i.e., -30 becomes "30" for this purpose), there is a permanent penalty equal to half the original penalty. If this roll is failed by over 50, a permanent penalty equal to the full original penalty is applied. This penalty can only be removed through psychic healing or regenerative medicines, as the nerve damage is considered permanent.

Example: *Solrac has managed to injure himself reaching for the toilet paper. In the ensuing scuffle with a towel rack, Solrac deals himself an injury from a 'D' Grappling Critical, resulting in a -40 penalty of an unspecified duration, which makes it a medium injury. Solrac's Constitution is a paltry 23 (a -5 Co bonus). Rolling the dice, he rolls (yipe!) a 09! The final modified roll is a -06, which means that Solrac will be operating under a permanent penalty of -20. Solrac's player breathes a sigh of relief. Had he rolled 5 less on the dice, it would have been an open-ended low, and he would likely have had a permanent penalty of -40! As it is, the nerve trauma is severe enough that Solrac will have to find a psychic healer to repair the damaged nerves. Solrac swears vengeance on the architect.*

DEATH

As noted above, death comes in more than one form, although it inevitably leads to the sundering of the body and soul. These unfortunately fatal situations require further elaboration.

Major Wounds

Occasionally, a mortal blow or combination of blows will fell a character who has not yet fallen unconscious. In these cases, an attack or accident results in a critical strike that specifies damage to a particular part of the character's body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the specified time, unless someone or something intervenes.

Massive Shock

Each character has a number of concussion hits (or simply "hits"). These hits reflect the amount of pain and beating the character can withstand before succumbing to shock or unconsciousness. Once a character receives an amount of concussion damage equal to or greater than his hits, he passes out due to body shock.

If a character receives more hits than the sum of his total hits plus his Constitution stat (not his stat bonus), he begins to die. He dies after a number of rounds equal to twelve (12) plus his Constitution bonus and his soul departure # (see Table T-5.5, p. 107). This process of dying can be halted by healing hits on the character (i.e., using simple healing psychic powers). However, once a character is dead, the rules for death apply (see Effects of Death below).

Example: *Kragish, a Kagoth (+15 soul departure #), has 34 concussion hits and a 90 Constitution (+15 Constitution bonus). She receives a lot of hits after a few rounds of brutal fighting. Once she reaches 34 hits, she drops unconscious. Once she reaches 125 hits, she begins to die of massive shock. If she does not receive aid within 42 rounds (12+15+15), she will be irrevocably dead (to normal efforts) due to soul departure.*

Death And Revival

When the body can no longer sustain life (due to system shock, organ failure, or other causes), the soul will leave the host as death occurs. To restore life it is necessary to first repair the damage that caused the body to become uninhabitable (whether through meatball surgery, pouring blood into the victim, or simple psychic healing) and then revive them through psychic resurrection or heroic medical methods.

EFFECTS OF DEATH

There are two major effects of death:

1) The deterioration of stats due to a lack of oxygen flow to the brain following "death," and
2) the departure of the soul from the body.

Psychic powers and proper medical aid can halt the process of dying at any point. Certain psychic powers or pharmaceuticals may stop the deterioration of stats. Life support delays the departure of the soul from the body (though it does not restore deteriorated stats). Healing the cause of death also halts both effects, but does not reverse them.

If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries, and no stat is reduced to 0); however, any stat loss remains. If the soul has left the body before the cause of death is repaired, the body is functional, but the character is in a coma and at -100 for even subconscious activity. Psychic powers or heroic measures (with a -100 penalty) must be used on such a character before he can become functional once again.

Stat Loss

The mental stats (Memory, Reasoning, Empathy, and Intuition) as well as the two partially mental stats (Self Discipline and Presence) will deteriorate first. Each round after death, consult the Stat Loss Table T-5.6 below to determine the die-type rolled to determine the amount each stat drops (to a minimum of 0).

Every hour after a temporary stat is reduced to 0, the potential for that stat is reduced by d10-1.

Ten minutes (60 rounds) after death, the physical stats (Constitution, Agility, Strength, and Quickness) begin to deteriorate. Each hour, roll d10-1 for each of these stats. The result is how many points the stat drops (to a minimum of 0). However, this process continues after a stat drops to 0, with all remaining loss taken from the stat's potential.

If any stat falls to 0, the character remains in a coma even if the cause of death is repaired (and the stat stays at 0). The character can be brought out of this coma if the stat(s) at 0 is raised above 0. Deteriorated temporary stats can be raised to previous levels by the following methods: normal level advancement, certain healing psychic powers, high-tech, medical methods (neural pathway reconstruction) and/or by a normal healing rate of 1 point per stat per month. If potentials have deteriorated, stats cannot be raised above the new potentials (only very powerful psychic powers and technology can raise lowered potentials).

Example: *Rhianna dies after eating a poisoned bagel. Beginning the round after death, the GM rolls for stat loss on each of her mental stats and the two partially mental stats. Each result is subtracted from the temporary stat. Soon Rhianna's temporary Memory reaches 0. The GM will now only roll once per hour for the Memory stat and all loss will now be applied to the potential stat. Sixty rounds after death, the GM begins the same process for Rhianna's physical stats. She will continue to roll for loss until all potential stats fall to zero.*

During a battle, the GM should keep track of how many rounds pass between death and the halting of the death process. After the resolution of the battle, he can perform all of the die rolls needed for stat reductions.

STAT LOSS TABLE T-5.6

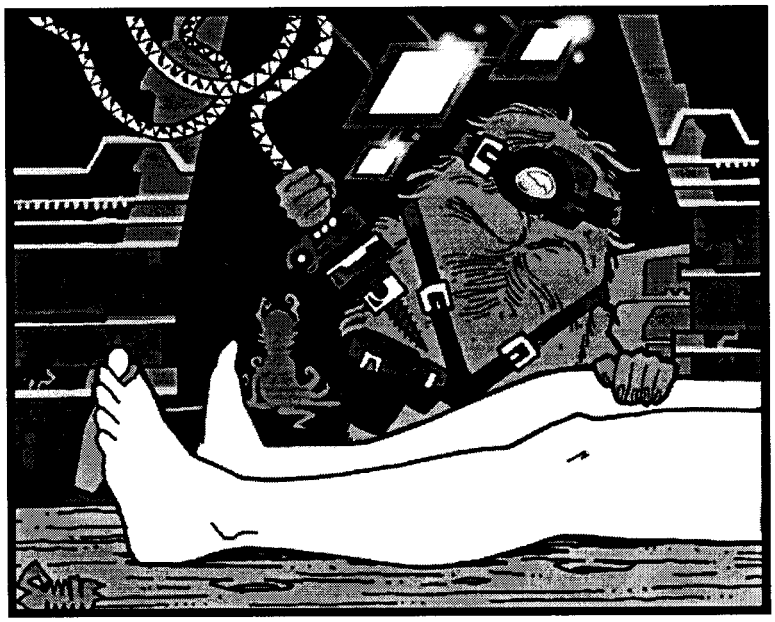
Rounds After Death	Race Type 1	2	3	4	5
1 – 6	0	1d2-1	1d5-1	1d5-1	1d10
7 – 18	1d2-1	1d5-1	1d5-1	1d10	2d10-1
19 and up	1d5-1	1d5+1	1d10	2d10-1	2d10-1

Preservation

Note that various psychic powers and pharmaceuticals may prevent any and all stat loss or decomposition for a period of time.

Soul Departure

For a normal Human, two minutes (12 rounds) after death, a character's soul leaves his body. The exact time for departure will vary by the race of the dead character (see the Race Healing Factors Table T-5.5). Once the soul departs from the body it can only be returned through the use of powerful psychic powers or heroic measures.



INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, maneuvers, combat, or even simple travel.

Generally, injuries in *Spacemaster* only occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, psychic powers, and pharmaceuticals covering every possible plight.

RACE HEALING FACTORS TABLE T-5.5

Race	Soul Departure #	Race Type for Stat Loss	Recovery Multiplier
Falanar	10	2	x0.75
Human	12	2	x0.9
Kagoth	15	1	x0.5
Oort	5	5	x3.0
Tulgar	5	4	x0.75
Valiesian	10	1	x2.0
Xatosian Male	5	4	x3.0

Treatment

Even after an injury is treated, recovery is rarely instantaneous. The Gamemaster must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., scars or a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by:

1) the description of the wound, or
2) by the explanation of the psychic power, medical technique, or pharmaceutical employed.

For instance, some injuries are healed by psychic power with descriptions that require the victim to remain immobilized during treatment. Certain pharmaceuticals must be administered with an external compress which cannot be jarred. Whatever the treatment, the procedures should be followed, or the wound is not considered healed (and recovery will not begin).

Note: *The time will probably arise when a doctor is trying to heal something that would not heal normally without aid. A shattered joint, for instance. The GM should assign an appropriate medical static maneuver, and the doctor begins his work. A good rule of thumb is to apply all the penalties that are applied to the patient to the doctor's maneuver, to represent the level of difficulty associated with the damage.*

Common Medical Aides	Bonus to HM
Hospital Facilities	(Tech Level - 14) x 10
Paramedic Facilities	(Tech Level -14) x 5

First Aid

First aid can be attempted by any character, but has limited effectiveness. To attempt to assist using first aid, a character must make a successful First Aid static maneuver (see Appendix A-4.20, p. 168).

First aid skill allow a character to heal any "light" injury, if the necessary equipment is available (e.g., a compress and bandage for light bleeding, splints or slings for sprains, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, a severe bleeding wound (bleeding at more than 10 hits per round), can be slowed by 5 hits per round using first aid skills. First aid is not effective when dealing with medium or severe nerve or organ damage.

Once first aid has been applied, the victim cannot engage in any activity that might strain the wounded area without losing the benefits from the first aid. For example, a character cannot receive first aid for a wound and then move at a pace faster than a walk without "re-opening" the wound.

Note that should a wound be reduced by first aid, it cannot then be further reduced by future first aid attempts.

Wounds

Wounds are generally defined as the specific damage taken from a critical hit. When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. As a general rule, the recuperation period for multiple injuries equals that of the worst wound plus half the recovery time for all other wounds (cumulative).

Example: *As a result of a swindle, Onree moves into an unsound house. A storm erupts and the house collapses in the wind. In the fall, Onree receives a severe head wound (recovery time 30 days), a medium bone wound (recovery time 8 days), and a light skin wound (recovery time 1 day). Assuming she is healed, her total recovery time is 34.5 days (30 + 4 + 0.5). Poor Onree.*

While recovering, a character's penalties gradually lessen. To determine the rate at which the character returns to normal health, divide the total penalty by the recovery time (in days). The result is the daily reduction in the character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered in the first day. If the recovery time is two days or less, the Gamemaster may want to determine recovery on an hourly basis.

Example: *Onree received a total penalty of -70 as a result of her accident. If her recovery time is 34.5 days, she divides 70 by 34.5, with a result of 2.03. She rounds this to 2. Thus, Onree's penalty is reduced by 2 each day of recuperation. Because 2 times 34.5 is only 69, there is an additional 1 remainder. This is applied to the first day of recovery (meaning that Onree's penalty is reduced by 3 during the first day).*

Hits

Once a character has taken hits, they may be healed in the following four ways:

1) If the character is active, one hit is recovered every three hours.
2) If the character is resting, (Co stat bonus ÷ 2) hits are healed every full continuous hour of rest (at least one hit is recovered, even if the Co stat bonus is less than one).
3) If the character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep (at least one hit is recovered, even if the Co stat bonus is less than one). If this sleep is interrupted, hits are still healed as in 2) above.
4) In addition, hits may be healed by outside methods; e.g., psychic powers, regeneratives, etc.

Permanent Damage

Permanent damage should be determined on a case-by-case basis by the Gamemaster. As a loose rule-of-thumb, a character should receive permanent damage only in the case of a severe wound. For each severe wound, the character should roll an open-ended d100 and add his current Constitution (the stat itself, not the bonus). If the roll is greater than 100, no permanent damage is sustained. If the roll falls short of 100, the GM should assign permanent damage based upon how short the roll was from 100.

The exact nature of the permanent damage should be decided by the Gamemaster, but should be appropriate to the wound. For example, having an arm severed and then reattached might result in a permanent loss of agility (and a scar); physical death followed by a reuniting of the soul and body might cause some experience loss; etc.

This assumes proper medical attention. Since *Spacemaster* is a game of high technology, a GM is encouraged to be less lenient than he might be in a fantasy game. A shattered joint is a crippling injury, period. If a character decides not to seek medical aid, he should suffer the consequences. A permanent penalty equal to half the original penalty is a good rule of thumb.

39.2 RELIGION

Religious practices vary with locale, but those found in many areas are generally informal. Personal meditation and infrequent communal celebrations dominate the ritual life of many regions. Elsewhere, strict or formal religious behaviors are more widespread.

Each race description (see Appendix A-1, p. 113) provides specifics on the religion of that race. *Privateers: Races & Cultures* provide a more detailed description of the religious practices of each race.

39.3 OTHER TOPICS

There are many different elements of science fiction role playing that add detail, flavor, and realism. Many of these elements of a real world cannot be covered. A few of the more important remaining topics will be discussed in this section.

Buying

Some areas will operate on a barter system. That is, trading and exchanging goods of approximately equal value. Cash values can be a comparative standard for those using barter. The material in Appendix A-7 (p. 180-185) can be used for approximating the relative barter values of various goods. However, it is often easier to handle buying and selling on a cash basis.

Selling

The prices given in Appendix A-7 apply if a character is buying goods. If characters try to sell goods in a civilized area they can automatically get 50% of the normal price—if a buyer can be found.

A character can attempt to get more than 50% by making a static maneuver on the Static Maneuver Table T-4.3 (p. 65). This roll can be modified by any Trading skill bonus. Of course, he runs the risk of not being able to sell the goods. The Gamemaster should base the difficulty of this static maneuver roll on:

- The price that the character is trying to get.
- The person he is trying to sell to (e.g., what is his experience in trading and how much does he want the goods).
- His trading techniques (e.g., if he tries for 80%, gets a partial success result, and then lowers his asking price to 70%, the difficulty may drop for a 2nd roll).

Note: *See Spacemaster: Gamemaster Manual for more information.*

Diseases

Diseases are interesting and add realism to a game. Diseases can range from a common cold to a plague that can decimate world populations. *Spacemaster: Gamemaster Manual* provides a summary of the source and effect of certain diseases.

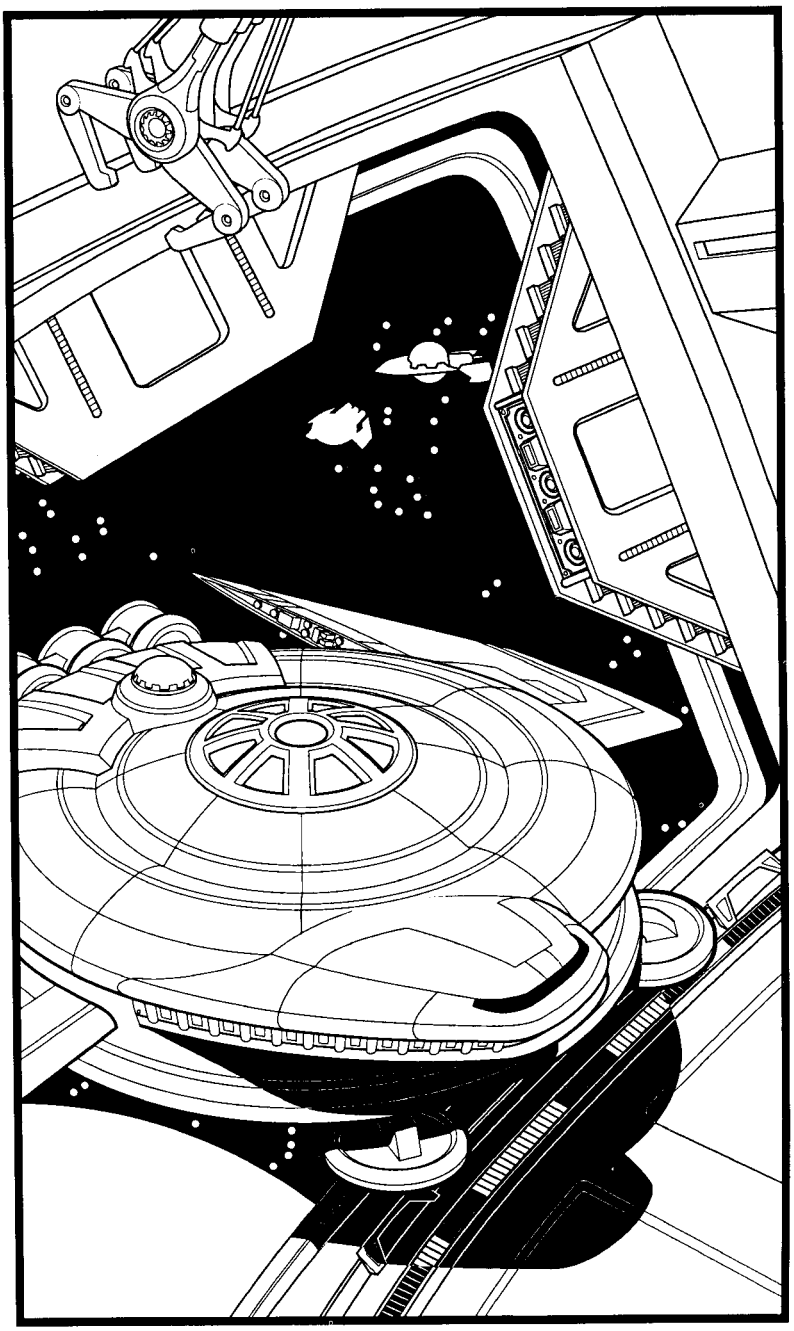
39.4 CUSTOMIZING SPACEMASTER

Every GM should examine and understand what is included within the scope of *Spacemaster*, then he should throw out the things that do not fit his concept of his game. The *Spacemaster* system has been designed to allow this kind of customization without affecting the basic system balance.

The biggest example of how to do this would be the skill listings. If you don't want a skill or think there are too many skills, cut them down. Some GMs might just use one, two, or three skills in each category. So long as the basic categories are kept intact (and not too many "combat-oriented" skills are cut), the system balance will remain intact.

But there are other ways that the system should be customized. The GM should examine the list of weapons in the system and only include those weapons that are appropriate in his game (he may not like plasma weapons).

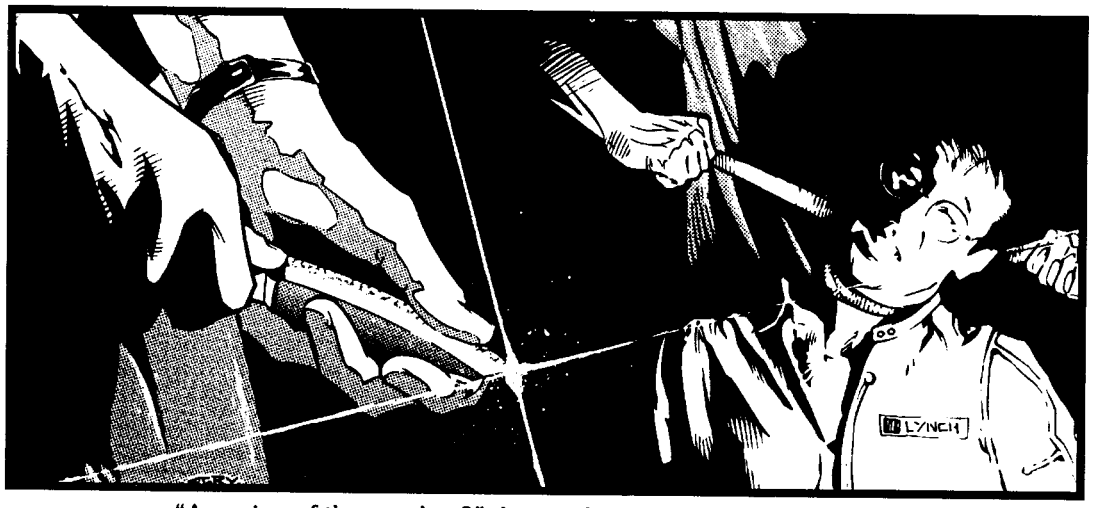
This is your system. You have taken the plunge. Now make it truly yours! Customize the set of rules until they fit your concept of what "your" game should be!



INTERLUDE SIX

The warden stared at the holo, watching with interest. Mrrralff was good. Clemmons writhed and screamed under the lion's torture. Screamed like the monkey he appeared to be, not the thing he was.

Mrrralff had turned out to be a good assistant. The warden had thought, just for a second, that he planned to refuse to torture his former comrade. Then he had smiled that threatening leonine smile and started to work. Maybe he was as loyal to the warden as he claimed.



"Any sign of the monkey?" the warden asked.

"No," the security chief said, scratching his ursine muzzle. "We have to assume it was he who bypassed the door locks and recycled the airlock. He blasted the cameras before starting. After that, there is no record of where he went. There is no record of the airlock doors opening and no cameras in the hall registered his exit."

"So where did he go?"

"I don't know. He might have tricked the computers and programed the cameras to project an empty hall. That subdermal tracker we fire into their wrists was destroyed when his arm was ruined in that fight."

"Or?"

"There is no 'or.'"

"There is always an 'or.'"

The security chief grunted. "There are no crawlspaces or other exits out of the airlock. He either came back into the building, or he went out. He didn't have a spacesuit."

The Warden looked up, pinning the bear with his stare. "Do you know what Clemmons is?"

"Yes, sir."

"I see. It was you who ordered no medical examinations?"

"Yes, sir."

"He was getting Thearax from a prisoner. That was your doing too?"

"Yes, sir."

"Do you mind explaining yourself?"

The bear looked down uncomfortably. "Sir, there has always been a chance that a falsie would be captured unnoticed."

"Bioscans—"

"Can be faked."

"Alright. Continue."

The bear stood and started pacing. "We know that some of Clemmons' kind have defected. A trained killer like him, with a means of fooling our scans and a cybernetic Thearax doser could make it into the general populace of the prison and stage a revolt. I needed to know we could stop him."

The warden snarled. The bear just glared back at his threat display. Disconcerting.

"And your analysis?"

"The stunners dropped him. Wild was unaffected, however. He must have been prepared for them. We'll have to consider that in the future. Other than that, we did pretty well."

"We have a prisoner unaccounted for."

"But not a falsie."

"Granted."

"We'll find Wild, and then we'll find out how he escaped with the help of your friend there." The bear gestured at the holo of the torture.

"We'll see."

• • •

Sergeant Kalif rushed into the colonel's office, unannounced. Colonel Willis looked up sternly. The sergeant didn't even notice.

"Sir!"

"Isn't it customary to knock, sergeant?"

The man, stopped, embarrassed, and began to turn around. The colonel stopped him with a gesture. "You've come this far. Out with it."

"Well, sir, you know how I have that program to search the data and sense nets for the names of former Force Recon members?"

"Your obituary worm. I know it."

"I found one, but not in the obituaries. It was in a secure intelligence report located in a government database."

"Sergeant?"

"Yes, sir?"

"You're hacking the intelligence databases?"

"No, sir."

"No?"

"No, sir. My worm does. It's a simulated intelligence, and only returns data under a specific subset of rules."

"And you think this is acceptable, with your security oaths?"

"Aren't our duties to other FR members more important?"

"God, then the corps, then country, in that order, is that it?"

"Yes, sir. God, Corps, Country."

The Colonel shook his head. "Why aren't you a Warrant Officer, with these skills?"

"Oh that, sir? It's just a hobby."

"Alright, tell me what you found."

"Well, there was this privateer named Mitchell "

"Kristofer Mitchell?"

"Yes, sir. You know him?"

"I knew him," the colonel waved a hand. "Continue sergeant."

"Anyway, this Mitchell had one former Sergeant Clemmons. Force Recon. Administrative discharge, three months ago. Health problems. They evidently fell into one of those Jeronan traps. They're being held on prison world XG-87."

"Damn." The colonel massaged the bridge of his nose.

"Our duty is clear, sir."

"Is it?"

"Of course. We have never left a member behind lines, living or dead. They must never be able to confirm a kill on one of us, sir. It's even in the regs."

"But he isn't one of us."

"He was and he's still fighting. Surely this is a special case."

"So you want to raid a prison world, just to break out one man?"

"Not one man, sir. One of us."

"That's a big job."

"One of us, sir."

"I heard you!" the colonel shouted. Kalif jumped back, startled. The colonel got control of his temper. "Sergeant, what you are asking is impossible."

"But, sir, he's —"

"One of us. God dammit I heard you the first time! That just makes it more difficult."

"We've done stuff like this before. Too long ago, sir. We need to more than put the fear of God back into them; we need to put the fear of us back into them."

"Are you arguing with me, sergeant? I didn't give you permission to speak freely."

"With all due respect, sir. I didn't ask."

The colonel stood. Sergeant Kalif snapped to his feet. Willis could feel a headache coming on, already.

"I'll put in a request. I assure you, sergeant, I already know the answer, but I'll put in the request."

• • •

The general's face scowled in the holo. Willis tried to stay impassive. Just like poker. He heard Sergeant Kalif moving uncomfortably, just outside the holo's pickup. Willis had let him watch. It was the only way he'd shut the man up.

"You want me to do what?" the general growled. He didn't sound at all like a Human anymore.

"I want you to authorize a mission to prison world XG-87. Intelligence reports that it is filled with POW's. Liberating them would be tremendous press, general. It would raise moral, up recruitment success, and generally give the people a little hope."

"You think I'm a fool, Colonel Willis?"

Willis stirred in his chair. "No, general."

"I know what you're after."

"Clemmons, sir?"

"Not Clemmons, you stupid twit. Mitchell."

"Yes, sir. He's there too."

"Request denied."

"But, general! One of our men is there. You know the regs, sir, and you know the reason behind them. We can leave no evidence behind that a member of Force Recon is mortal. We must be the very hand of God, sir."

"Clemmons was given an administrative discharge. He is not one of you anymore."

The general said "you" not "us." Willis sighed. The general didn't consider himself a part of FR either. He wasn't even military anymore. He had become a politician. A bitter, petty politician.

"But, general "

"Request denied. Mitchell can get sucked for all I care. I hope he does."

The holo went blank. The general had cut the transmission.

Willis heard Kalif stir behind him. He glanced over. The man was practically chewing on his own tongue. "Out with it, sergeant."

"How could he, sir?"

"He wants Mitchell dead."

"Who is Mitchell, sir?

"Force Recon. Had his records erased. Turned privateer to help make the program look successful. He's a plant. Military backing. Military hardware. Military personnel. Lots of privateers have ex-military crews. They wanted Mitchell to look like some guy. Prove that the privateers could work. Increase the number of people who applied for Letters of Marque and Reprisal."

"How do you know this, sir?"

"Mitchell was my friend."

Kalif was silent for a moment. When he spoke, it was quietly.

"Why?"

"The general hates Mitchell. He's been trying to do him in at every turn. It's . . . not right. He's not a marine anymore."

Kalif walked over. Willis had a feeling he was trying to give comfort. Evidently the Colonel's poker face had slipped.

"I'm sorry, sir."

"What does Semper Fi mean, sergeant?"

"It's an old Earth term. It came from a dead language called Latin ..."

"I asked what it meant."

"It comes from semper, meaning —"

"Sergeant!" The Colonel slipped into his command voice.

Kalif snapped to attention. "Yes, sir!"

"Are you a marine, sergeant?"

"Hoo-wah, sir!"

"You are a marine then?"

"Sir, yes, sir!"

"Then forget the dictionary and tell me what semper fi means!"

"It means that I am a marine, sir! It means that I will die before I fail my nation, sir! It means that I will die before I fail my fellow marine, sir! It means I will never forget my honor, or my brother, or the corps . . . sir!"

Willis looked hard at Kalif. He was a good man.

"Would you suffer disgrace and humiliation and death, soldier?"

"Sir, yes, sir!"

"At ease." Kalif fell into parade rest, not quite able to relax. Even sergeants could be shaken.

"So what do you think we're going to do now, sergeant?"

"I think we are going to uphold the code, sir."

"And what's the code, soldier?"

"God, Corps, Country, sir."

Willis nodded. He could see the void open up before him, ready to suck him in. His entire career, could he throw it away so easily?

"And are we not under orders from the general, soldier?"

"No, sir," Kalif said. "We are under orders from a politician wearing stars. God. Corps. Country."

"Very good, sergeant." Willis stood. Was that the sound of his coffin nails jingling?

"Gather the men together. I'm putting you all on leave. Let's see who wants to see prison planet XG-87. I hear it's lovely this time of year."

"As lovely as our court martials, sir?"

"Hoo-wah, sergeant."

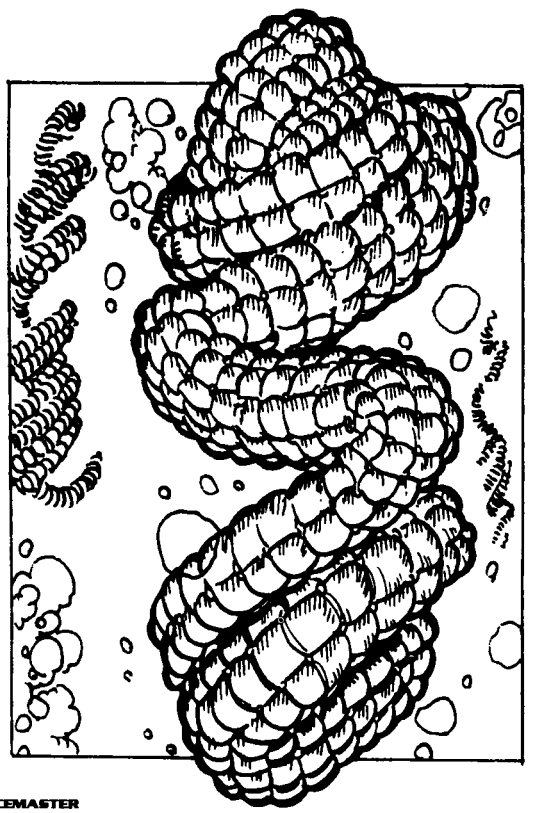
PART VII
THE APPENDICES

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A-1 RACES

Note: *Some Gamemasters may wish to include modifications for gender (male vs. female), particularly among races where there are wide gaps in size and character. ICE suggests that this be done only in extreme case—those where males and females differ markedly.*

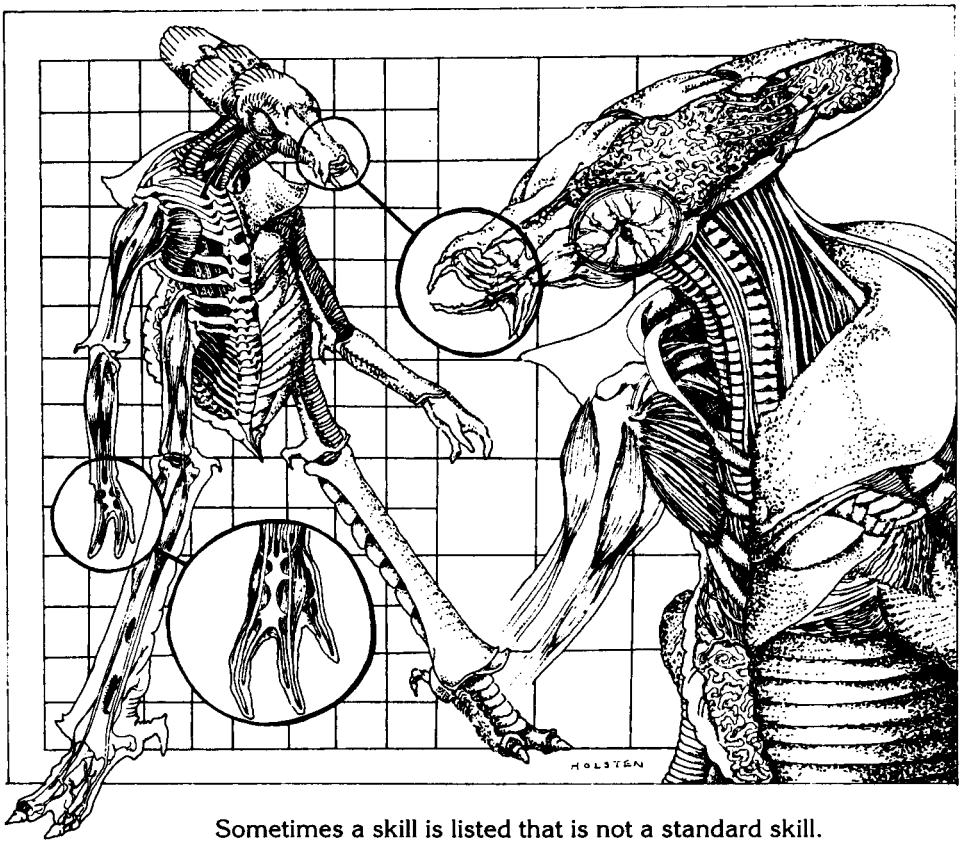
The races described in this section are the primary races of the Privateer's universe. The complete list of races is available in *Privateers: Races & Cultures.*

The information on each race is intended to serve as a guideline for equipping and developing both player characters and powerful or otherwise significant non-player characters. The outfitting and background options are intended to enhance the process by which living people are translated into a game system.

An individual character may stray from the norms of his race. A GM may decide to allow a character to possess a weapon typically not favored by his race, to learn a language usually of little general interest, etc. How much deviation from the norms is to be allowed is up to the GM. When a character does deviate from the norms, the GM needs to include reasons for the differences in the character's personal history and background.

Players developing their characters should follow the normal procedure for outfitting and utilizing background options described in Sections 20.0 (p. 40) and 23.3 (p. 52). Where dice rolling is required (special items, extra money), the information in this section should be used with Table T-1.5.

Remember that adventuring characters will come into contact with peoples and cultures unknown to them in their formative years. A Human marine might speak only Species Standard upon leaving his home world and carry only his combat knife. Six months later, he may have picked up a smattering of Falar and be wielding a Hazzok!



Sometimes a skill is listed that is not a standard skill. When this occurs, the skill category will be given in brackets after the skill name (e.g., Weaving [Crafts]). The same goes for weapons that are not listed on a specific attack table. When this occurs, use the attack table for a broadsword or whatever weapon seems appropriate.

Other Races

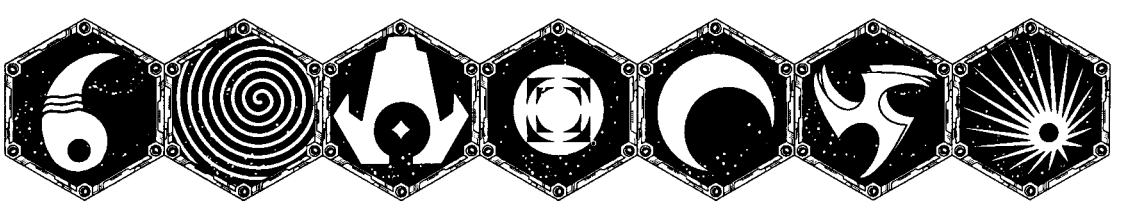
The race descriptions in this section refer to a wide variety of races and cultures: Falaron, Falaris, etc. *Privateers: Races & Cultures* provides complete descriptions for these races and cultures. These references are included so that a GM can later add the *Privateers: Races & Cultures* material or so that he can replace them with races of his own creation.

Special Progression Based on Race

A Gamemaster may want to vary the "special progression" (see Appendix A-4, p. 131) for each character based upon his race. If so, you should use the progressions given in the Special Progression Based on Race Chart.

SPECIAL PROGRESSION BASED ON RACE CHART

Race	Body Development	Mind Point Development
Falanar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Human	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4
Kagoth	0 • 10 • 7 • 5 • 4	0 • 5 • 3 • 2 • 2
Oort	0 • 6 • 2 • 2 • 1	0 • 7 • 6 • 5 • 4
Tulgar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Valiesian	0 • 6 • 4 • 2 • 1	0 • 5 • 3 • 2 • 2
Xatosian (m)	0 • 6 • 3 • 2 • 1	0 • 8 • 7 • 6 • 5



A-1.1 FALANAR

PC Nickname: Lion; *Non-PC Nickname:* Cat.

The Falanar are large, humanoid carnivores. The Falar live in a strict clan structure of racially-based hierarchy; with the Falanar on top, the Falaron in the middle and the Falaris on the bottom. These are the three species which compose the greater Falar race.

Physical Characteristics

Evolution: Falanar are evolved from predatory cats. They are nocturnal carnivores.

Build: Tall and powerfully built. Lion-like in appearance. Males average 250 kg, females average 180 kg.

Coloring: A range of golden colors. Occasional chestnut or auburn. White is rare.

Endurance: +20 to exhaustion points. Requires eight hours sleep every day.

Height: Males average 217 cm; Females, 197 cm.

Life Span: 90 years.

Resistance: +10 to RR and DB vs. thermokinetics. +50 to RR vs. poison, disease, and fear.

Special Abilities: Tough Skin (AT 4),
Natural Weapon (Large Claw),
Amazing Leaping (vertical leap x5, horiz. leap x3),
Skilled: Expert (+15 to climbing),
Nightvision (up to 8 meters),
Peripheral Vision (Only +5 bonus to attack from flank, +15 from rear),
Quiet Stride (+20 balancing maneuvers, +10 to Ambush maneuver (but not crit rolls), +20 stalking),
Acute Hearing (hear passive sounds within 30 meters outdoors, +10 to awareness involving hearing),
Acute Smell (can smell something 600 meters downwind, 30 meters upwind, and 150 meters in still air),
Eye of the Tiger (+25 to adrenal strength [Self Control] maneuvers).
Additionally, Falar have Bad Temper (must roll over 100 (+40 + 3x SD) to not respond to stress or insult with violence).

Stat Bonuses:
Ag: +0
Co: +6
Me: -2
Re: -2
SD: +4
Em: -6
In: +8
Pr: +0
Qu: +0
St: +4

RR Mods:
Poison: +50
Disease: +50
Fear: +50
Psychic: +0

Body Dev. Progression:
0•6•5•2•1

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
10 rounds

Recovery Multiplier:
0.75 times

Race Type:
2

Culture

Clothing & Decoration: Light composite armor. Breastplate, boots and gloves. Sometimes greaves.

Fears & Inabilities: Falanar fear only dishonor. They are not good at gymnastic skills.

Lifestyle: Falanar live in a highly structured clan system.

Marriage Pattern: Falanar organize into large groups called prides, dominated by an alpha male.

Religion: Falanar worship a female God figure who created the cat-races and taught them war.

Other Factors

Demeanor: Aggressive, combative, competitive. Sometimes a bit cruel.

Languages: *Starting Languages:* Falar (S8/W4), Human (S5/W0). *Allowed Adolescent Development:* Falar (S10/W10), TranSpecLang (S9/W9), Human (S8/W8), Kagoth (S6/W6).

Prejudices: Falanar feel they are the height of sapient evolution. They pay lip-service to the equality of non-Falar races.

Professions: Falanar prefer combative professions.

Training Packages: Falanar prefer military packages.

Special Skills: *Everyman:* Brawling, Wrestling, Interrogation; *Restricted:* Distance Running, Duping, All Athletic • Gymnastics skill except climbing, Diplomacy, Trading.

Standard Hobby Skills: Armor skills, Athletic Games, Sprinting, Climbing, Alertness, Sense Ambush, Reading Tracks, Tracking, Situational Awareness: Combat, Body Development, appropriate Combat Maneuvers, Languages, Gunnery skills, Interrogation, Marital Arts skills, Survival, Special Attack skills, Ambush, Silent Kill, Hiding, Stalking, First Aid, Technical/Trade • Vehicles skills, Weapon skills.

Outfitting Options

Weapons: Any. The Falar prefer to use the hazzok, a sword like melee weapon that gives a +15 to DB if used as a shield in the off hand or if 100% of its OB is used to parry.

Armor: Special Falar armor called grazzin grants a +5 to DB, while not affecting their natural armor type 4.

Money: ¢ 2,000

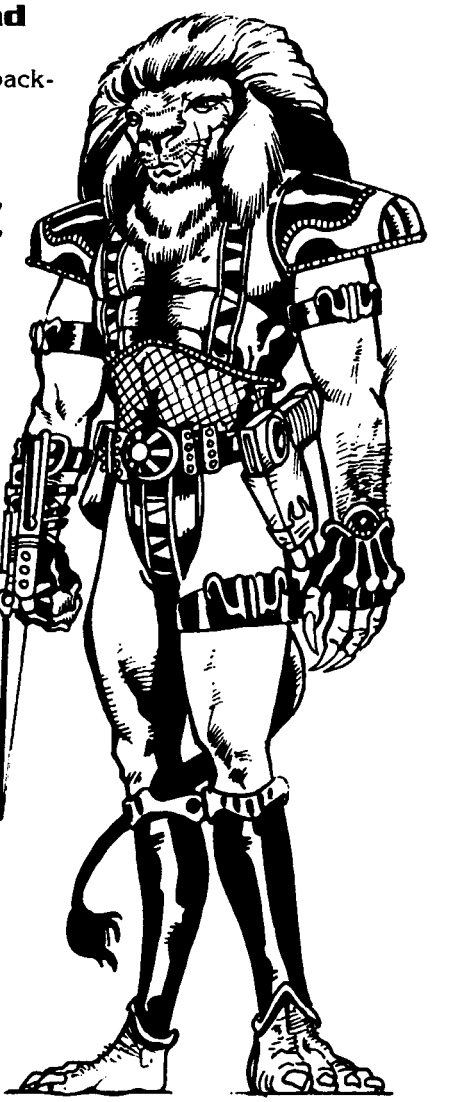
Background Options

Falanar get four background options.

Extra Languages: Oort (S5/W5), Tulgaran (S5/W5), Valiesian (S4/W4), Xatosian (S5/W5).

Extra Money: This is generally in the form of credits.

Special Items: All special items are of Falar make.



A-1.2 HUMANS

PC Nickname: Monkey;
Non-PC Nickname: Curious George or George.

Humans are rash and curious. They tend to be one of the primary motivators in known space, mainly because of their charisma and their ability to charm others into following their damn-fool crusades.

Humans from various worlds have tried many eugenics and genetics programs to increase the quality of their stock. For the most part, these effects have been equalized through inbreeding to the stat bonuses shown.

Physical Characteristics

Evolution: Humans evolved from monkey stock. They are cursorial hunters, omnivores, and diurnal.

Build: Males average 80 kg, females average 60 kg.

Coloring: Mostly earth-tones.

Endurance: Average. As cursorial hunters, fit Humans can conceivably run all day.

Height: Males average 185 cm; Females, 170 cm.

Life Span: 200 years with proper medical attention.

Resistance: Normal.

Special Abilities: None.

Culture

Clothing & Decoration: Huge range of fashions. Humans are notorious for their fashion trends.

Fears & Inabilities: Some would say Humans are fearless, but they are merely foolish.

Lifestyle: Basically normal. Humans tend to be compulsive about following a task to completion.

Marriage Pattern: Limited monogamy, lasting til one mate tires of the other.

Religion: Most Human religions center around a single, charismatic prophet.

Other Factors

Demeanor: Friendly and outgoing. Their charm makes their foolishness contagious.

Languages: *Starting Languages:*
Species Standard (S8/W4), Human (S5/W0).
Allowed Adolescent Development: Falar (S7/W7), Species Standard (S10/W10), Human (S10/W10), Oort (S8/W8), Tulgaran (S7/W7).

Prejudices: Little. This is the one racial flaw Humans have managed to overcome.

Professions: Any. Less psychics than other races.

Training Packages: Any, although they tend to acknowledge Oorts to be better at science.

Special Skills: *Everyman:* Choice of five influence skills; *Restricted:* None.

Standard Hobby Skills: Artistic • Active skills, Artist • Passive skills, Athletic Games, Jumping, Sprinting, Swimming, Athletic • Gymnastics skills, Alertness, Locate Hidden, Direction Sense, Body Development, Languages, Speed Reading, Crafts Skills, Duping, Leadership, Trading, Lore skills, Survival, Basic Math, Research, Scientific • Specialized skills, Computer Technology, Cybernetic Technology, Electronic Technology, Mechanical Technology, Musical Technology, Sensor Technology, Hide Items, Hiding, Stalking, Begging, First Aid, Streetwise.

Outfitting Options

Weapons: Any of Human design.

Armor: Any of Human design.

Money: ¢ 2,000

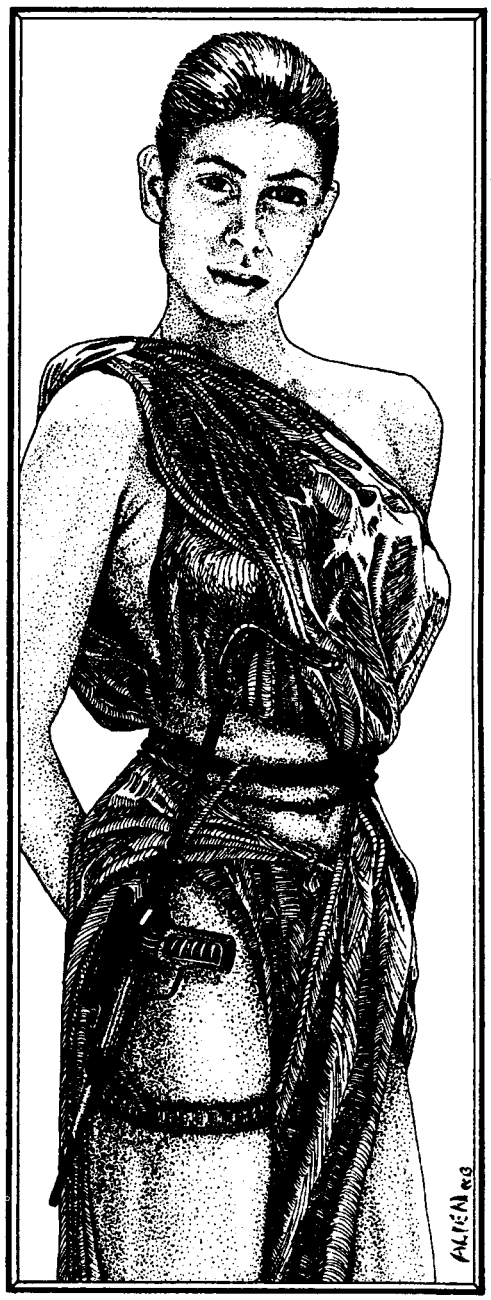
Background Options

Humans get six background options.

Extra Languages: Kagoth (S6/W6), Valiesian (S5/W5), Xatosian (S4/W4).

Extra Money: Generally in the form of standard credits.

Special Items: Should be of Human make.



Stat Bonuses:
Ag: +2
Co: +2
Me: +2
Re: +2
SD: +2
Em: +2
In: +2
Pr: +2
Qu: +2
St: +2

RR Mods:
Poison: +0
Disease: +0
Fear: +0
Psychic: +0

Body Dev. Progression:
0•6•5•2•1

MP Dev. Progression:
0•7•6•5•4

Soul Departure:
12 rounds

Recovery Multiplier:
0.9 times

Race Type:
2

A-1.3 KAGOTH

PC Nickname: Bear; *Non-PC Nickname:* Teddy-Bear.

The Kagoth are a race of bear-like herbivores. They live in a matriarchal society and are strict pacifists.

Physical Characteristics

Evolution: The Kagoth evolved from an ancestor shared with the common bear. They are diurnal herbivores.

Build: Massively built. Ursine in appearance. Males average 410 kg, females average 500 kg.

Coloring: Generally brown or black. Blond, red, and even white are not unheard of.

Endurance: Tremendous. +50 to exhaustion points. Only requires four hours sleep every day.

Height: Males average 280 cm; Females, 305 cm.

Life Span: 150-180 years.

Resistance: +100 vs, Poison.

Special Abilities: Tough Skin (AT 8),
Natural Weapons (large claw),
Inner reserve (Represented by the body development progression),
Giantism (+10 to melee OB's -10 to all DB's, treated as Large creature),
Natural Physique (represented by the everyman body development).

Stat Bonuses:
Ag: +2
Co: +10
Me: +0
Re: -2
SD: +0
Em: +4
In: +2
Pr: +0
Qu: -6
St: +10

RR Mods:
Poison: +100
Disease: +0
Fear: +0
Psychic: +0

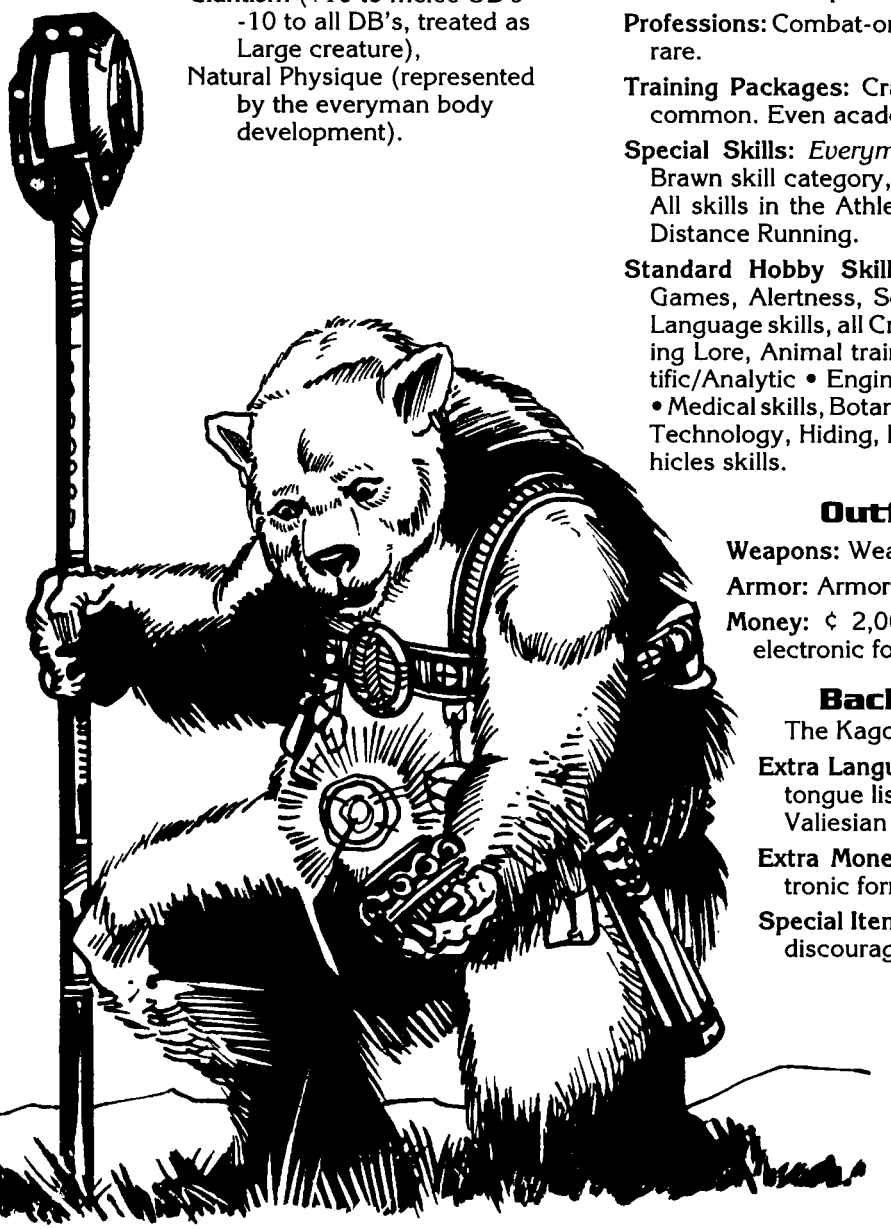
Body Dev. Progression:
0•10•7•5•4

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
15 rounds

Recovery Multiplier:
0.5 times

Race Type:
1



Culture

Clothing & Decoration: Decorative harnesses with metal chest and back plates.

Fears & Inabilities: The Kagoth prefers flight over fight. They see all other races as predators. They tend to be defensive in combat.

Lifestyle: Matriarchal. The Kagoth live the life of simple farmers.

Marriage Pattern: Polygamous. Females may have multiple husbands.

Religion: None.

Other Factors

Demeanor: Kind and gentle. Pacifistic.

Languages: *Starting Languages:* TranSpecLang (S8/W4), Kagoth (S5/W0); *Allowed Adolescent Development:* TranSpecLang (S10/W10), Human (S7/W7), Kagoth (S10/W10), Oort (S8/W8), Tulgaran (S9/W9).

Prejudices: Kagoth loathe all violence. They dislike the Falar and Valiesians because of this. Humans are viewed with suspicion.

Professions: Combat-oriented professions are extremely rare.

Training Packages: Craft-oriented packages are most common. Even academic packages are unusual.

Special Skills: *Everyman:* All skills in the Athletic • Brawn skill category, Body Development; *Restricted:* All skills in the Athletic • Gymnastic skill category. Distance Running.

Standard Hobby Skills: Music, Swimming, Athletic Games, Alertness, Sense Ambush, Direction sense, Language skills, all Craft skills, Trading, History, Trading Lore, Animal training, Weather Watching, Scientific/Analytic • Engineering skills, Scientific/Analytic • Medical skills, Botany, Zoology, Scientific/Analytic • Technology, Hiding, First Aid, Technical/Trade • Vehicles skills.

Outfitting Options

Weapons: Weapons are unusual.

Armor: Armor is uncommon.

Money: ¢ 2,000 — This is generally in an electronic form.

Background Options

The Kagoth get one background option.

Extra Languages: In addition to the tongue listed above: Falar (S6/W6), Valiesian (S5/W5), Xatosian (S7/W7).

Extra Money: This is generally in an electronic form.

Special Items: Trappings of war are usually discouraged.

A-1.4 OORT

PC Nickname: Thinker; *Non-PC Nickname:* Furball.

The Oorts are furry, egg-shaped omnivores. They are extremely intelligent and the driving force of technological research in known space.



Physical Characteristics

Evolution: The Oort evolved from a common braat stock. They are diurnal omnivores and cursorial hunters.

Build: Small and egg-shaped. Covered with long hair. Braat like. Males and females average 57 kg.

Coloring: Generally brown. Blond, red, and even white are not unheard of.

Endurance: Average. Oorts are cursorial hunters, so distance running is not restricted.

Height: Males and females average 125 cm.

Life Span: 240-260 years.

Resistance: -10 vs. Poison.

Special Abilities:
Photographic Memory (to remember anything studied for 15 minutes, roll and add 3 x Me +25 and get over 100),
Quick Calculator (+10 to scientific/analytical group, +5 to trading).

Culture

Clothing & Decoration: Arm and leg warmers. Utility harnesses.

Fears & Inabilities: Oorts fear all the things a rational being fears. Oorts have poor eyesight.

Lifestyle: Oorts devote their entire lives to their work. They have little in the form of recreations.

Marriage Pattern: Polygamous. Multiple husbands and wives in an extended family.

Religion: None. They revere the Architects as prophets or saints.

Other Factors

Demeanor: Friendly and outgoing. Obsessed with their work.

Languages: *Starting Languages:*
Species Standard (S5/W0), Oort (S8/W4), Human (S5/W0), Falar (S5/W0), Tulgaran (S5/W0);
Allowed Adolescent Development:
Species Standard (S10/W10), Falar (S10/W10), Human (S10/W10), Kagoth (S10/W10), Oort (S10/W10), Tulgaran (S10/W10), Valiesian (S10/W10), Xatosian (S10/W10).

Prejudices: The Oorts believe all races should have earned the gear-up. They are a bit prejudiced against all but the Humans and the Tulgar. They are especially uncomfortable around the Falar.

Professions: Any. Scientific and technical are most common.

Training Packages: Any. Academic, scientific, or technical packages are most common.

Special Skills: *Everyman:* Language skills, Diplomacy, Trading, choice of 15 skills from the Lore or Scientific/Analytic group; *Restricted:* All Athletic • Gymnastic skills, Body Development

Stat Bonuses:
Ag: +2
Co: +0
Me: +10
Re: +10
SD: +6
Em: +0
In: -6
Pr: +6
Qu: +2
St: -10

RR Mods:
Poison: -10
Disease: +0
Fear: +0
Psychic: +0

Body Dev. Progression:
0•6•2•2•1

MP Dev. Progression:
0•7•6•5•4

Soul Departure:
5 rounds

Recovery Multiplier:
3 times

Race Type:
5

Standard Hobby Skills: Language skills, speed reading, Diplomacy, Public Speaking, Trading, all skills in the Lore group, Mind Point Development, Psychic skills, all skills in the Scientific/Analytic group, Computer Crime, Data Processing, First Aid, Sensor Analysis, Atmospheric Pilot, FTL Pilot, Ground Vehicle Pilot, Marine Pilot, Space Pilot.

Outfitting Options

Weapons: Oorts take weapons very seriously, using the latest technology.

Armor: Armor is invariably of a military design.

Money: 2,000 in an electronic form.

Background Options

The Oorts get four background options.

Extra Languages: These ranks can be used in any fashion the Oort likes.

Extra Money: This is generally in an electronic form.

Special Items: These items will invariably be of Oort design.

A-1.5 TULGAR

PC Nickname: Wolf; *Non-PC Nickname:* Doggie.

The Tulgar are humanoid lupines. They live a life of combat and honor. They may be the culmination of the Architects work.

Physical Characteristics

Evolution: The Tulgar are cursorial hunters evolved from a common ancestor of the wolf. They are diurnal omnivores, though they prefer meat.

Build: Large and powerful. Covered with hair. Wolflike in appearance. Males average 100 kg. Females average 70 kg.

Coloring: Grey and black. Some brown Tulgar have been known, as have black and white.

Endurance: Good. +20 to exhaustion points. They are cursorial hunters, so distance running is not restricted.

Height: Males average 200 cm., females: 185 cm.

Lifespan: 180-210 years.

Resistance: +20 vs. disease. +50 vs. fear.

Special Abilities:
Natural Horseman
(+25 to all maneuvers involving horses),
Outdoorsman (+50 to all Foraging, shelter-finding, and fire starting while outdoors,
+20 to Tracking, Hunting, Stalk, and Hide while outdoors),
Acute Hearing (can perceive any sounds within 30m outside or 10m inside,
+20 to Awareness involving hearing),
Acute Smell (can smell odors 30m upwind, 600m downwind, or 150m in still air;
+10 to Awareness involving smells),
Cold Resistance
(+10 to RRs and DB vs. cold based attacks),
Natural Weapon (Medium Claw),
Tough Skin (AT 3).

Stat Bonuses:
Ag: +0
Co: +3
Me: +0
Re: -2
SD: +10
Em: -0
In: +0
Pr: +2
Qu: -2
St: +6

RR Mods:
Poison: +0
Disease: +20
Fear: +50
Psychic: +0

Body Dev. Progression:
0•6•5•2•1

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
5 rounds

Recovery Multiplier:
.75 times

Race Type:
4

Culture

Clothing & Decoration: Doublets, cloaks, gowns. Knights wear armor.

Fears & Inabilities: Tulgar fear nothing but dishonor. They are color blind and heat sensitive. The Tulgar follow a strict chivalric code.

Lifestyle: A strange blend of modern and chivalric life styles, strict code of honor. Dueling is used to settle disputes.

Marriage Pattern: Monogamous. Tulgar marry for life. Well defined gender roles.

Religion: Polytheistic.

Other Factors

Demeanor: Polite and courteous. The Tulgar follow their code religiously.

Languages: *Starting Languages:*
Species Standard (S8/W4), Tulgaran (S5/W0).
Allowed Adolescent Development:
Species Standard (S10/W10), Falar (S10/W10), Human (S8/W8), Kagoth (S7/W7), Tulgaran (S10/W10).

Prejudices: The Tulgar judge individuals by their honor. They disapprove heavily of Falar "honor."



Professions: Any. Warriors and Guardians are highly valued in the Tulgaran culture.

Training Packages: Any. Military and knighthood packages are most common.

Special Skills: *Everyman:* Tracking. *Restricted:* All skills in the Athletic • Gymnastic skill category.

Standard Hobby Skills: Combat Armor, Reinforced Cloth, Dancing, Play Instrument, Music, Poetry, Distance Running, Sprinting, Swimming, Alertness, Sense Ambush, Reading Tracks, Tracking, Situational Awareness (Combat), Sense Awareness (Hearing), Sense Awareness (Smell), Body Development, Combat Pilot, Crewmember AFV, Mounted Combat, Suppression Fire, Language skills, H.E.P., Missiles, Projectile Gunnery, Diplomacy, Leadership, Philosophy, Heraldry, Martial Arts skills, Riding, Scientific/Analytical skills, Self Control skills, Military Organization, Vehicle skills, Weapons skills.

Outfitting Options

Weapons: The Tulgar wield a mixture of high-tech melee weapons and ranged weapons.

Armor: Armor of ancient design built with modern, high-tech composites. Polished to a high, metallic sheen (+10 versus energy weapons.).

Money: ¢ 2,000 in an electronic form.

Background Options

The Tulgar get six background options.

Extra Languages: Oort (S6/W8), Valiesian (S5/W5), Xatosian (S5/W5).

Extra Money: This is generally in an electronic form.

Special Items: These will invariably be of Tulgaran design.

A-1.6 VALIESIAN

PC Nickname: Drac; *Non-PC Nickname:* Drac.
(Valiesians are not insulted by any name.)

The Valiesians are a race of warm-blooded reptiles. They are practical and lack any discernible emotion.

Physical Characteristics

Evolution: The Valiesians evolved from dinosaurs, specifically raptors. They are nocturnal, non-cursorial carnivores.

Build: Reptilian. Roughly man-sized. Males and females average 125 kg.

Coloring: Dark green or black. Some brown and grey. Valiesian eyes are coal black.

Endurance: Average. Valiesians are non-cursorial hunters, better at the sprint than the long haul.

Height: Males and females average 180 cm.

Life Span: 58-63 years.

Resistance: Normal.

Special Abilities:
Valiesians have several special abilities.
Blazing Speed (+3 meters to movement),
Combat Reflexes (+5 to DB, OB, and initiative),
Hypercharged Adrenaline
(+15 to Adrenal maneuvers [Self Control] and Frenzy, +5 to Special Attacks and Defenses),
Natural Weapons (Large Claw),
Tough Skin (AT 3),
Calmness
(+10 to influence when in stressful situations),
Amazing Leaping
(vertical leap x5, horizontal leap x3).

Culture

Clothing & Decoration: Valiesian clothing serve purely utilitarian ends. They feel no need for decoration of any sort.

Fears & Inabilities: Valiesians experience all the survival instincts most refer to as "fear." If a Valiesian is exposed to extreme temperatures, they suffer a -2 penalty for every degree above 30 or under 10 (Celsius).

Lifestyle: Valiesians crave neither luxuries, excitement, nor entertainment. They live the most Spartan of existences.

Marriage Pattern: None. Female Valiesians enter a state of sexual heat every 330 days.

Religion: None.

Other Factors

Demeanor: Emotionless. Without any appreciable feelings or emotional reactions.

Languages: *Starting Languages:*
Species Standard (S8/W4), Valiesian (S5/W0).
Allowed Adolescent Development:
Species Standard (S10/W10), Human (S8/W8), Kagoth (S7/W7), Oort (S5/W5), Valiesian (S10/W10).

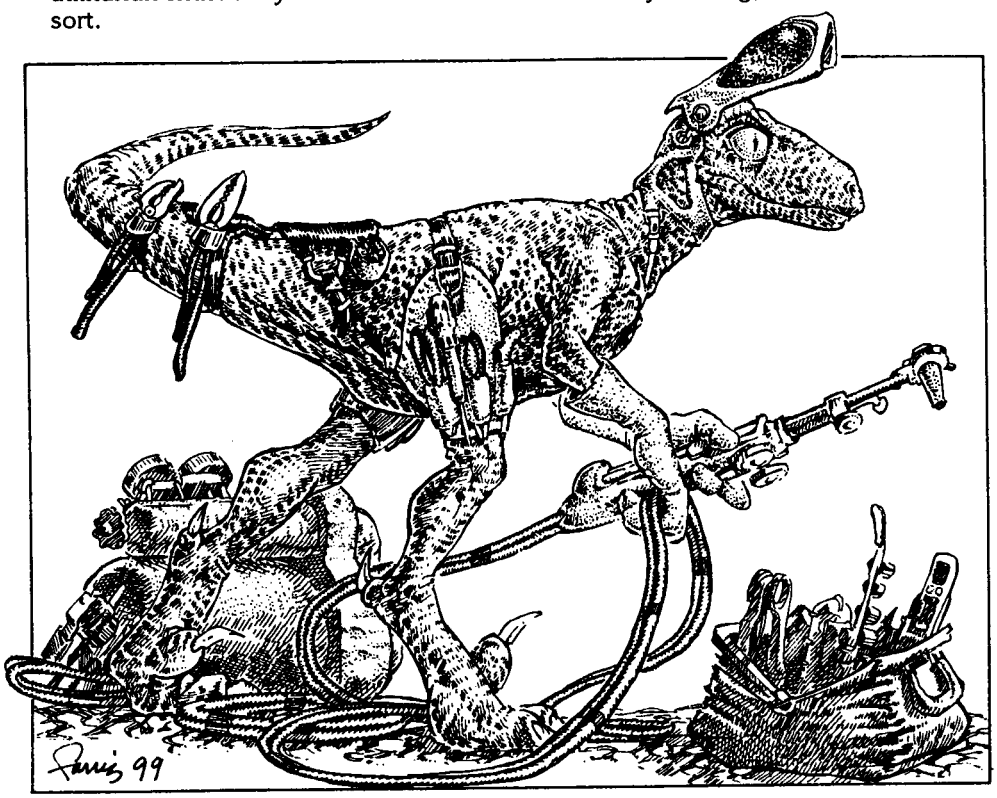
Prejudices: Valiesians assess each individual according to their level of threat.

Professions: Any. Scientists are rare.

Training Packages: Any. However, all training packages will serve a practical purpose.

Special Skills: *Everyman:* Jumping, Sprinting. *Restricted:* Distance Running, All skills in the Athletic • Gymnastic skill category, Lie Perception, Leadership, Propaganda, Public Speaking, Seductions, Psychology.

Standard Hobby Skills: Armor skills, Jumping, Sprinting, Swimming, Alertness, Sense Ambush, Reading Tracks, Tracking, Situation Awareness: Combat, Body Development, Subdual, Craft skills, Gunnery skills, Duping, Lore skills, Survival, Scientific skills, Adrenal skills, Claw, Ambush, Hiding, Stalking, Data Processing, First Aid, Technical skills, Urban Skills



Outfitting Options

Weapons: Valiesians buy the most effective weapons they can, and carry the most powerful weapons the law allows.

Armor: Valiesians wear the best armor they can at all times.

Money: 2,000 in an electronic form.

Background Options

The Valiesians get seven background options.

Extra Languages:
Falar (S6/W8),
Tulgaran (S5/W5),
Xatosian (S5/W5).

Extra Money: This is generally in an electronic form.

Special Items: These will invariably be designed for Valiesians.

Stat Bonuses:
Ag: +5
Co: +0
Me: -5
Re: -10
SD: -2
Em: -10
In: +3
Pr: -10
Qu: +9
St: +2

RR Mods:
Poison: +0
Disease: +0
Fear: +0
Psychic: +0

Body Dev. Progression:
0•6•4•2•1

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
10 rounds

Recovery Multiplier:
2 times

Race Type:
1

A-1.7 XATOSIAN MALE

PC Nickname: Insect; *Non-PC Nickname:* Bug.

The Xatosians are a race of warm-blooded, insect-like bipeds with only four limbs. They are renowned for their psychic aptitudes.

Physical Characteristics

Evolution: The Xatosians evolved from insects, losing their fifth and sixth limbs and their compound eyes along the way. They are cursorial, and able to operate nocturnally or diurnally, though they lack the vision of a night hunter. They are scavengers.

Build: Bipedal. Two arms. Males average 313 kg.

Coloring: Green to grey to black.

Endurance: Slightly above average. Xatosians receive ten extra exhaustion points and are cursorial.

Height: Males average 248 cm.

Life Span: 1000+ years.

Resistance: Because of their scavenger heritage, Xatosians receive a +100 bonus to poison and disease.

Special Abilities: Tough Skin (AT 11),
Aura (already figured into MP progression),
Psychic Affinity (choose one Psychic category, all skills are everyman),
Calmness (+10 to influence in stressful situation),
Psychic Savant (can develop 1 more category than SD allows),
Ultrasonic Hearing (can hear sounds Humans can't).

Stat Bonuses:
Ag: +3
Co: -2
Me: +4
Re: +3
SD: +10
Em: -5
In: -1
Pr: +0
Qu: +5
St: +2

RR Mods:
Poison: +100
Disease: +100
Fear: +0
Psychic: +0

Body Dev. Progression:
0•6•3•2•1

MP Dev. Progression:
0•8•7•6•5

Soul Departure:
5 rounds

Recovery Multiplier:
3 times

Race Type:
4



Culture

Clothing & Decoration: Xatosians disdain clothing. They decorate their chitinous areas with engravings displaying past glories and accomplishments.

Fears & Inabilities: Xatosians are most afraid of the loss of their psychic powers. Even those who have burned out can usually merge with the hive mind—however. merged Xatosians are normally unwakable.

Lifestyle: Most Xatosians hire out their psychic skills. Xatosian communities are communal, revolving around a single queen.

Marriage Pattern: None. Xatosians mate with a queen only as a tremendous honor. They are born in clutches of thousands.

Religion: Mating is the highest religious achievement a Xatosian can achieve, as the queen is revered as a deity. They also worship the elemental force of psychic power.

Other Factors

Demeanor: Dedicated. Completely without humor.

Languages: *Starting Languages:*
Species Standard (S5/W0), Xatosian (S8/W4).
Allowed Adolescent Development:
Species Standard (S10/W10), Oort (S9/W9), Tulgar (S8/W8), Valiesian (S6/W6), Xatosian (S10/W10).

Prejudices: Xatosians judge all by their psychic ability.

Professions: Any. Psychics are most common.

Training Packages: Any. Psychic ones are most common.

Special Skills: *Everyman Skills:* None. *Restricted Skills:* All Athletic • Gymnastic skills.

Standard Hobby Skills: Jumping, Distance Running, Sprinting, Climbing, Observation, Body Development, Languages, Craft skills, Trading, all Lore skills, Mind Point Development, all Psychic skills, All Scientific/Analytical skills, Adrenal Quickness, Adrenal Speed, Healing Trance, Stunned Maneuver, Hiding, Stalking, First Aid.

Outfitting Options

Weapons: Xatosians can begin play with any weapon.

Armor: There are no special restrictions on Xatosian armor.

Money: ¢ 2,000 in an electronic form.

Background Options

Xatosian males get two background options.

Extra Languages: Falar (S6/W6), Human (S5/W5), Kagoth (S7/W7).

Extra Money: This is generally in an electronic form.

Special Items: These will invariably be of Xatosian design.

A-2 PROFESSIONS

Each character must have a profession. A character's profession reflects the fact that early training and apprenticeship have molded his thought patterns—affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills; it merely makes some skills harder and others easier to develop.

This section contains a one-page description for each profession.

Profession Entries

The following information is provided for each profession:

1) **Profession Name:** The name of each profession is at the top of the page.

2) **Introductory Paragraph:** A paragraph describing the profession.

3) **Prime Stats:** The prime stats are listed here. These stats must have starting temporary values of at least 90.

4) **Special Notes:** None for the sample profession shown. This section lists any special information the player needs to know about the profession.

5) **The Profession Bonuses:** Listed here are the relevant professional bonuses that the profession receives to his categories.

6) **The Skill Categories and Skills:** Listed here are the costs for the skill categories. Every skill in the category has the same cost.

7) **Special Skills:** Listed here are the professions's everyman skills (two ranks are received for every one developed), occupational skills (three ranks are received for every one developed), and restricted skills (one rank is received for every two developed).

8) **The Training Packages:** Each training package is listed here, complete with costs. Certain packages are particularly appropriate for a profession. Others are inappropriate, and may be disallowed by the GM.

A-2.2 EXPLORER ❶

❷ The Explorer is a fusion between the Soldier and the Pilot. Sort of a rocket-jock with an attitude. Explorers are more gung-ho than normal Pilots, more adept in a boarding action than they are in a dogfight. Many marine pilots are Explorers, especially the Pilots of landing crafts.

Alexi spun the craft around, firing the forward cannons at the freighter, ripping through the hull in a glowing cloud of vaporized metal. With a flicker, the fighter's engines went dead. Alexi grinned and checked the cell on her blaster. Next to her, Nicholas was doing likewise. She docked with the freighter and unbuckled her harness. They were going to take this one intact.

❸ **Prime Stats:** Agility and Quickness

Profession Bonuses ❺

Combat Maneuvers	+10	Technical • Gunnery	+10
Body Development	+5	Technical • Vehicles	+10
Outdoor Group	+10	Weapon Group	+5

Skills and Skill Categories ❻

Armor • Heavy	3/3/3	Pyschic • Category 4	75
Armor • Light	1/1/1	Psychic • Category 5	100
Armor • Medium	2/2/2	Psychic • Category 6+	125
Artistic • Active	2/4	Science • Basic	2/6
Artistic • Passive	2/5	Science • Engineering	6
Athletic • Brawn	2/6	Science • Medical	9
Athletic • Endurance	2/5	Science • Specialized	11
Athletic • Gymnastic	2/5	Science • Technical	6
Awareness • Perception	2/7	Self Control	2/6
Awareness • Searching	2/4	Special Attacks	3/9
Awareness • Senses	2/5	Subterfuge • Attacks	2/5
Body Development	3/9	Subterfuge • Mechanical	2/6
Combat Maneuvers	4/10	Subterfuge • Stealth	1/4
Communications	3/3/3	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	2/6
Directed Powers	20	Technical • Professional	6
Influence	2/5	Technical • Vehicles	2/5
Lore • Academic	2/6	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/5
Lore • Technical	2/5	Weapon • Category 1	2/5
Martial Arts • Striking	3/7	Weapon • Category 2	2/5
Mind Point Development	16	Weapon • Category 3	3/9
Outdoor • Animal	2/5	Weapon • Category 4	3/9
Outdoor • Environment	1/3	Weapon • Category 5	3/9
Psychic • Category 1	12/12	Weapon • Category 6	5
Psychic • Category 2	25	Weapon • Category 7	12
Psychic • Category 3	50	Weapon • Category 8	12

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

❼ **Everyman Skills:** Acrobatics, Vehicle Lore, Situational Awareness (Scouting), Alien Environment (Zero-G)

Occupational Skills: Survival

Restricted: none.

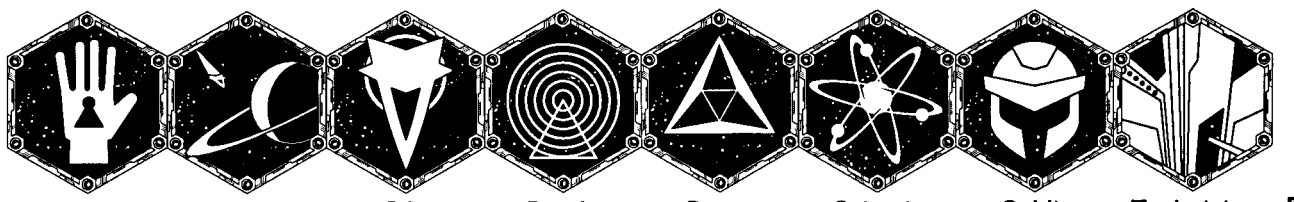
Training Packages ❽

Academic Degree †	27	Corporate Security	21
Bounty Hunter	28	Marine	27
Capitalist †	23	Medical Degree †	39
Combat Medic	29	Police Officer	26
Commercial Pilot	26	Privateer	29
Con Artist	16	Psychic Protégé	57
Convict	26	Weekend Warrior	17

† These training packages are half-priced for Oorts.



Part VII
Appendices:
Professions



Criminal Explorer Pilot Psychic Recon Scientist Soldier Technician

A-2.1 CRIMINAL

Criminals are masters of deceit and subtlety. The futuristic Criminal must also be a technical wizard as well. They must be able to hack a system or run a bypass better than any other person, or they're out of a job. The futuristic Criminal must be a master of technology, at least as far as it relates to security systems.

Kristin pulled the panel and began checking circuits. The security computer would continue to route false data through the monitors for two more minutes. She had exactly that long to bypass the lock. Then the alarms would sound and the guards would begin to arrive . . .

Prime Stats: Agility and Quickness

Profession Bonuses

Athletic • Gymnastic	+5	Self Control	+5
Awareness Group	+10	Subterfuge Group	+15
Body Development	+5	Weapon Group	+10



Skills and Skill Categories

Armor • Heavy	4/4/4	Psychic • Category 4	125
Armor • Light	2/2/2	Psychic • Category 5	150
Armor • Medium	3/3/3	Psychic • Category 6+	175
Artistic • Active	2/4	Science • Basic	3/6
Artistic • Passive	2/5	Science • Engineering	8
Athletic • Brawn	3/6	Science • Medical	8
Athletic • Endurance	2/7	Science • Specialized	10
Athletic • Gymnastic	1/3	Science • Technical	6/12
Awareness • Perception	2/5	Self Control	2/6
Awareness • Searching	1/3	Special Attacks	2/8
Awareness • Senses	2/5	Subterfuge • Attacks	2/6
Body Development	5/12	Subterfuge • Mechanical	1/3
Combat Maneuvers	4/12	Subterfuge • Stealth	1/3
Communications	2/2/2	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	6
Directed Powers	20	Technical • Professional	6
Influence	2/5	Technical • Vehicles	5
Lore • Academic	1/5	Technical • Vocational	3/9
Lore • General	1/3	Urban	1/2
Lore • Technical	2/4	Weapon • Category 1	2/7
Martial Arts • Striking	3/7	Weapon • Category 2	3/8
Mind Point Development	20	Weapon • Category 3	4
Outdoor • Animal	2/5	Weapon • Category 4	4
Outdoor • Environment	2/5	Weapon • Category 5	4
Psychic • Category 1	50	Weapon • Category 6	6
Psychic • Category 2	75	Weapon • Category 7	6
Psychic • Category 3	100	Weapon • Category 8	6

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Duping, Criminal Technology, Subdual, choice of one Situational Awareness skill.

Occupational Skills: Lock Lore

Restricted: FTL Pilot

Training Packages

Academic Degree †	26	Corporate Security	20
Bounty Hunter	23	Marine	28
Capitalist †	23	Medical Degree †	37
Combat Medic	27	Police Officer	24
Commercial Pilot	33	Privateer	30
Con Artist	15	Psychic Protégé	62
Convict	24	Weekend Warrior	19

† These training packages are half-priced for Oorts.

A-2.2 EXPLORER

The Explorer is a fusion between the Soldier and the Pilot. Sort of a rocket-jock with an attitude. Explorers are more gung-ho than normal Pilots, more adept in a boarding action than they are in a dogfight. Many marine pilots are Explorers, especially the Pilots of landing crafts.

Alexi spun the craft around, firing the forward cannons at the freighter, ripping through the hull in a glowing cloud of vaporized metal. With a flicker, the fighter's engines went dead. Alexi grinned and checked the cell on her blaster. Next to her, Nicholas was doing likewise. She docked with the freighter and unbuckled her harness. They were going to take this one intact.

Prime Stats: Agility and Quickness

Profession Bonuses

Combat Maneuvers	+10	Technical • Gunnery	+10
Body Development	+5	Technical • Vehicles	+10
Outdoor Group	+10	Weapon Group	+5

Skills and Skill Categories

Armor • Heavy	3/3/3	Pyschic • Category 4	75
Armor • Light	1/1/1	Psychic • Category 5	100
Armor • Medium	2/2/2	Psychic • Category 6+	125
Artistic • Active	2/4	Science • Basic	2/6
Artistic • Passive	2/5	Science • Engineering	6
Athletic • Brawn	2/6	Science • Medical	9
Athletic • Endurance	2/5	Science • Specialized	11
Athletic • Gymnastic	2/5	Science • Technical	6
Awareness • Perception	2/7	Self Control	2/6
Awareness • Searching	2/4	Special Attacks	3/9
Awareness • Senses	2/5	Subterfuge • Attacks	2/5
Body Development	3/9	Subterfuge • Mechanical	2/6
Combat Maneuvers	4/10	Subterfuge • Stealth	1/4
Communications	3/3/3	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	2/6
Directed Powers	20	Technical • Professional	6
Influence	2/5	Technical • Vehicles	2/5
Lore • Academic	2/6	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/5
Lore • Technical	2/5	Weapon • Category 1	2/5
Martial Arts • Striking	3/7	Weapon • Category 2	2/5
Mind Point Development	16	Weapon • Category 3	3/9
Outdoor • Animal	2/5	Weapon • Category 4	3/9
Outdoor • Environment	1/3	Weapon • Category 5	3/9
Psychic • Category 1	12/12	Weapon • Category 6	5
Psychic • Category 2	25	Weapon • Category 7	12
Psychic • Category 3	50	Weapon • Category 8	12

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Acrobatics, Vehicle Lore, Situational Awareness (Scouting), Alien Environment (Zero-G)

Occupational Skills: Survival

Restricted: none.

Training Packages

Academic Degree †	27	Corporate Security	21
Bounty Hunter	28	Marine	27
Capitalist †	23	Medical Degree †	39
Combat Medic	29	Police Officer	26
Commercial Pilot	26	Privateer	29
Con Artist	16	Psychic Protégé	57
Convict	26	Weekend Warrior	17

† These training packages are half-priced for Oorts.



A-2.3 PILOT

The Pilot is born to fly. From their youngest years it's been all they've wanted, and they're quite adept at it. All children are tested for their ability to relate to the images in front of them when they're outracing their own electromagnetic signature, and only the Pilot and the Explorer have passed this test. Therefore, the Pilot is not restricted in FTL pilot. Where the Pilot out does the Explorer, however, is in the dogfight. When a Pilot is in a dogfight, he merges with his craft, controlling it with an effortless grace and efficiency.

Havagract reversed the polarity on his drive, rocking forward as the inertial dampers failed to keep up with a sudden blast from his foe. His control panel exploded in a shower of sparks. Not good. All his weapons were redlining, and damage control had failed to reroute power. He had to get far enough away from the planetary atmosphere to kick in the quantum drive. He brought the craft into a tight orbit. His pursuers might be faster than him, but only Havagract would be foolish enough to attempt a close, forced orbit around a gas giant. If he could come out with enough of a lead, he just might make it ...



Prime Stats: Agility and Intuition

Profession Bonuses

Combat Maneuvers	+10	Technical • Gunnery	+15
Science • Engineering	+10	Technical • Vehicles	+15

Skills and Skill Categories

Armor • Heavy	4/4/4	Psychic • Category 4	100
Armor • Light	2/2/2	Psychic • Category 5	125
Armor • Medium	3/3/3	Psychic • Category 6+	150
Artistic • Active	2/5	Science • Basic	2/7
Artistic • Passive	2/6	Science • Engineering	5
Athletic • Brawn	3/6	Science • Medical	10
Athletic • Endurance	2/5	Science • Specialized	10
Athletic • Gymnastic	1/5	Science • Technical	5
Awareness • Perception	2/6	Self Control	2/7
Awareness • Searching	2/5	Special Attacks	3/7
Awareness • Senses	2/5	Subterfuge • Attacks	6
Body Development	4/10	Subterfuge • Mechanical	3
Combat Maneuvers	4/10	Subterfuge • Stealth	3
Communications	2/2/2	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	1/5
Directed Powers	20	Technical • Professional	6
Influence	2/5	Technical • Vehicles	1/2
Lore • Academic	2/6	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/4
Lore • Technical	2/5	Weapon • Category 1	2/5
Martial Arts • Striking	4/10	Weapon • Category 2	2/7
Mind Point Development	18	Weapon • Category 3	3/9
Outdoor • Animal	2/6	Weapon • Category 4	4
Outdoor • Environment	2/5	Weapon • Category 5	4
Psychic • Category 1	25	Weapon • Category 6	12
Psychic • Category 2	50	Weapon • Category 7	12
Psychic • Category 3	75	Weapon • Category 8	12

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Acrobatics, Combat Pilot, Situational Awareness (Craft Condition),

Occupational Skills: Vehicle Lore

Restricted: None

Training Packages

Academic Degree †	24	Corporate Security	23
Bounty Hunter	28	Marine	28
Capitalist †	23	Medical Degree †	42
Combat Medic	29	Police Officer	28
Commercial Pilot	23	Privateer	31
Con Artist	16	Psychic Protégé	62
Convict	27	Weekend Warrior	20

† These training packages are half-priced for Oorts.

A-2.4 PSYCHIC

Psychics devote their entire life to the study of psychic powers. No other profession excels in the realm of psychic phenomena as the Psychic. This level of dedication comes at a price, however, as the Psychic sacrifices other skills in favor of his passion.

Kurt slid from shadow to shadow, watching the guards carefully. They were alert, but that didn't worry him. With a brush of his mind, he edited himself out of the picture. Then, with a smile, he stepped into the open. The sentries chatted amongst themselves as he walked between them, completely unnoticed.

Prime Stats: Self Discipline and Presence

Profession Bonuses

Awareness Group	+15	Psychic Group	+15
Mind Point Development	+5	Self Control	+15

Skills and Skill Categories

Armor • Heavy	11	Psychic • Category 4	4/4/4
Armor • Light	9	Psychic • Category 5	6/6/6
Armor • Medium	10	Psychic • Category 6+	8/8
Artistic • Active	2/6	Science • Basic	2/5
Artistic • Passive	2/5	Science • Engineering	8
Athletic • Brawn	6	Science • Medical	4
Athletic • Endurance	3	Science • Specialized	6
Athletic • Gymnastic	3	Science • Technical	6
Awareness • Perception	6	Self Control	1/3
Awareness • Searching	3	Special Attacks	8
Awareness • Senses	3/7	Subterfuge • Attacks	15
Body Development	15	Subterfuge • Mechanical	7
Combat Maneuvers	18	Subterfuge • Stealth	5
Communications	2/2/2	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	6
Directed Powers	1/3	Technical • Professional	6
Influence	2/6	Technical • Vehicles	5
Lore • Academic	2/5	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/4
Lore • Technical	2/5	Weapon • Category 1	9
Martial Arts • Striking	9	Weapon • Category 2	20
Mind Point Development	4	Weapon • Category 3	20
Outdoor • Animal	3	Weapon • Category 4	20
Outdoor • Environment	3	Weapon • Category 5	20
Psychic • Category 1	1/1/1	Weapon • Category 6	20
Psychic • Category 2	2/2/2	Weapon • Category 7	20
Psychic • Category 3	3/3/3	Weapon • Category 8	20

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Time Sense, Meditation

Occupational Skills: None

Restricted: FTL Pilot

Training Packages

Academic Degree †	24	Corporate Security	30
Bounty Hunter	38	Marine	52
Capitalist †	19	Medical Degree †	27
Combat Medic	26	Police Officer	34
Commercial Pilot	34	Privateer	42
Con Artist	18	Psychic Protégé	25
Convict	34	Weekend Warrior	41

† These training packages are half-priced for Oorts.



A-2.5 RECON

The Recon is a fusion between a Soldier and a Criminal. They are generally as good with one weapon as a Soldier, but because of the Soldier's better overall weapon development, can't diversify as well. There are generally three types of Recon: the thug, the cop, and the military intrusion expert. The recon's blend of subtle and brute talents make the recon the perfect hunter as well as the hunted.

Kalact Kthrang hid in the shadows, waiting for his pursuers to pass. He fought to suppress a purr as they strolled by, oblivious. He slid from the shadows with all the subtlety for which his race was famed. They didn't notice him approach, hazzok in one paw, blaster in the other ....

Prime Stats: Agility and Strength



Profession Bonuses

Armor Group	+5	Combat Maneuvers	+5
Athletic • Gymnastic	+5	Subterfuge Group	+10
Awareness Group	+5	Weapon Group	+15
Body Development	+5		

Skills and Skill Categories

Armor • Heavy	3/3/3	Psychic • Category 4	25
Armor • Light	1/1/1	Psychic • Category 5	50
Armor • Medium	2/2/2	Psychic • Category 6+	75
Artistic • Active	2/4	Science • Basic	3/6
Artistic • Passive	2/5	Science • Engineering	12
Athletic • Brawn	2/6	Science • Medical	8
Athletic • Endurance	2/5	Science • Specialized	12
Athletic • Gymnastic	1/5	Science • Technical	12
Awareness • Perception	2/6	Self Control	2/6
Awareness • Searching	1/5	Special Attacks	2/7
Awareness • Senses	2/6	Subterfuge • Attacks	4/8
Body Development	3/9	Subterfuge • Mechanical	2/5
Combat Maneuvers	4/12	Subterfuge • Stealth	1/3
Communications	3/3/3	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	3/9
Directed Powers	20	Technical • Professional	6
Influence	2/5	Technical • Vehicles	4
Lore • Academic	2/5	Technical • Vocational	3/9
Lore • General	1/3	Urban	1/3
Lore • Technical	2/5	Weapon • Category 1	2/5
Martial Arts • Striking	3/7	Weapon • Category 2	3/8
Mind Point Development	14	Weapon • Category 3	3/9
Outdoor • Animal	1/5	Weapon • Category 4	3/9
Outdoor • Environment	1/5	Weapon • Category 5	3/9
Psychic • Category 1	8/8	Weapon • Category 6	6
Psychic • Category 2	10/10	Weapon • Category 7	6
Psychic • Category 3	12/12	Weapon • Category 8	6

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Duping, Boxing, choice of one Lore • Technical skill, choice of one Situational Awareness skill.

Occupational Skills: None

Restricted: FTL Pilot

Training Packages

Academic Degree †	28	Corporate Security	20
Bounty Hunter	23	Marine	27
Capitalist †	24	Medical Degree †	37
Combat Medic	31	Police Officer	24
Commercial Pilot	32	Privateer	29
Con Artist	18	Psychic Protégé	52
Convict	28	Weekend Warrior	17

† These training packages are half-priced for Oorts.

A-2.6 SCIENTIST

The Scientist is the hands-on counterpart to the Academic (a profession covered in *Future Law).* Where the Academic thinks, the Scientist does. Where the Academic theorizes, the Scientist experiments. These are the doctors, physicists, chemists, and biologists of the galaxy.

The Lt. Colonel was in sorry shape. His shield had caught the brunt of the two grenades, but what had penetrated had ripped his vac suit to ribbons. Twenty minutes of exposure to hard vacuum had wreaked havoc on his systems, but at least it had helped preserve him. The doctor resuscitated him and put his nerve impulses under computer control. With his heart beating safely, the doctor injected him with ziclomene. With that out of the way he checked the Lt. Colonel's readings. The damage was bad. He'd have to perform Neural-Pathway Reconstruction Therapy if he wanted the Lt. Colonel to be more than a vegetable. Too bad he had never even attempted NPR ...

Prime Stats: Reasoning and Intuition

Profession Bonuses

Science • Basic ..... +10
Science • (Engineering or Medical) ..... +15
Science • Specialized ..... +20
Science • Technical ..... +10

Skills and Skill Categories

Armor • Heavy 10	Psychic • Category 4 ..... 8/8
Armor • Light 8	Psychic • Category 5 ... 10/10
Armor • Medium 9	Psychic • Category 6+ . 12/12
Artistic • Active 2/5	Science • Basic 1/5
Artistic • Passive 2/5	Science • Engineering 3/5
Athletic • Brawn 4/12	Science • Medical 3/5
Athletic • Endurance 3/8	Science • Specialized 3/7
Athletic • Gymnastic 3/7	Science • Technical 2/6
Awareness • Perception . 5/12	Self Control 4/12
Awareness • Searching 2/5	Special Attacks 10
Awareness • Senses 2/7	Subterfuge • Attacks 10
Body Development 5/12	Subterfuge • Mechanical 5/11
Combat Maneuvers 12	Subterfuge • Stealth 4/8
Communications 1/1/1	Technical • General 2/6
Crafts 4/10	Technical • Gunnery 12
Directed Powers 3/9	Technical • Professional 6
Influence 3/9	Technical • Vehicles 10
Lore • Academic 2/6	Technical • Vocational 3/9
Lore • General 1/3	Urban 3/8
Lore • Technical 2/4	Weapon • Category 1 6
Martial Arts • Striking 6	Weapon • Category 2 11
Mind Point Development 8	Weapon • Category 3 12
Outdoor • Animal 4	Weapon • Category 4 12
Outdoor • Environment 3/9	Weapon • Category 5 13
Psychic • Category 1 ... 3/3/3	Weapon • Category 6 13
Psychic • Category 2 ... 4/4/4	Weapon • Category 7 13
Psychic • Category 3 ... 6/6/6	Weapon • Category 8 13

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Administration, choice of one Awareness • Senses, choice of one Science/Analytical Skill.

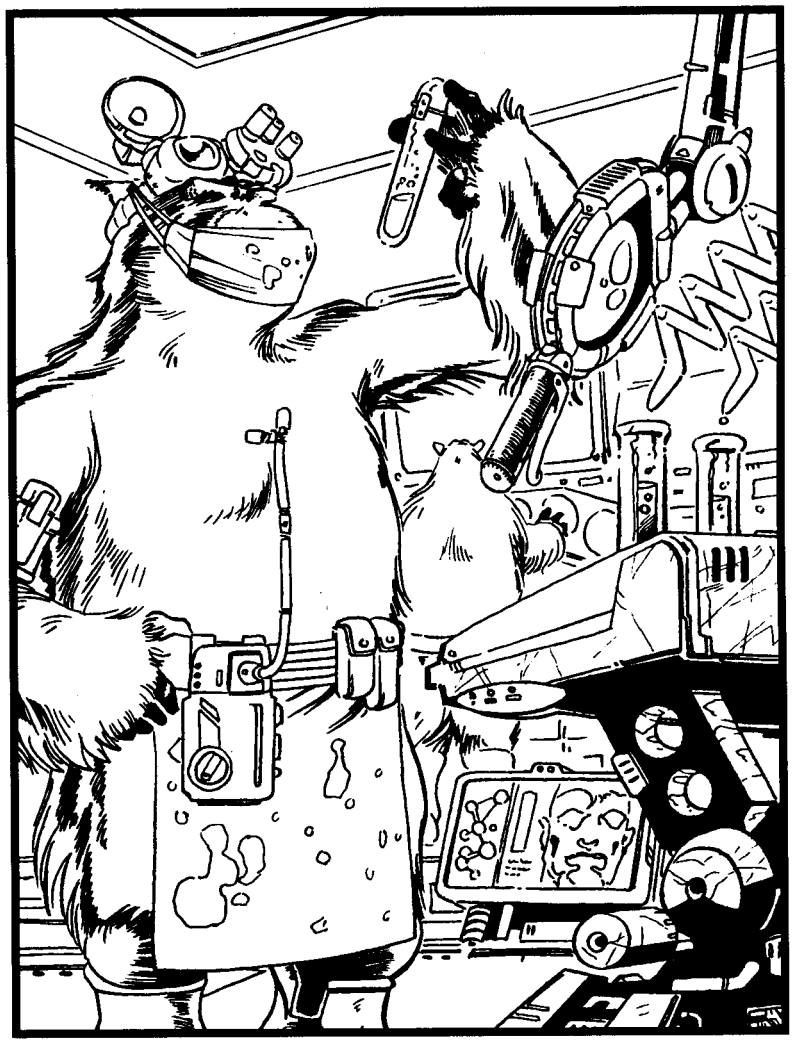
Occupational Skills: Choice of one Science • Specialized skill

Restricted: FTL Pilot

Training Packages

Academic Degree † 19	Corporate Security 27
Bounty Hunter 35	Marine 44
Capitalist † 17	Medical Degree † 25
Combat Medic 19	Police Officer 32
Commercial Pilot 43	Privateer 39
Con Artist 24	Psychic Protégé 37
Convict 30	Weekend Warrior 30

† These training packages are half-priced for Oorts.



A-2.7 SOLDIER

The Soldier is a character adept in the use of weapons, armor, and other devices of war. They are disciplined and durable, displaying hardy survival skills. They are less adept at piloting and mechanical skills. They are the basic fighter and the backbone of the army. They are the mercenaries, artillerists, and gunners. Soldiers can be found in every walk of life. They are the men and women who have dedicated their lives to combat, and they excel at it. A Soldier is often only at home when bullets and coherent energy beams are flying, and therefore rarely do you find one who has truly set aside his weapons.

Ruger staggered back as the blaster bolt missed his head, ionizing the air and filling it with the smell of ozone. He hid in the shock-shadow of one of the ship's lateral struts as the pain from the burns across the side of his face made him swoon. Maser fire searched him out as he fumbled with his rifle's power supply, the old one was over half-charged, but he didn't want to run the risk of it running dry, and there was no telling when he'd have another chance to reload. He slid a new cartridge into the weapon and watched as its self-diagnostics flickered green. Checking the pressure bandage on his arm and popping a pain-killer, he took a deep breath. Three to one odds. He'd faced worst. With a deep breath he charged around the corner firing rapidly and dodging the deadly beams of coherent energy...



Prime Stats: Strength and Agility

Profession Bonuses

Armor Group	+10	Combat Maneuvers	+10
Body Development	+10	Weapon Group	+20

Skills and Skill Categories

Armor • Heavy	2/2/2	Psychic • Category 4	25
Armor • Light	1/1/1	Psychic • Category 5	50
Armor • Medium	1/1/1	Psychic • Category 6+	75
Artistic • Active	2/5	Science • Basic	3/6
Artistic • Passive	2/5	Science • Engineering	10
Athletic • Brawn	2/5	Science • Medical	8
Athletic • Endurance	2/6	Science • Specialized	12
Athletic • Gymnastic	2/5	Science • Technical	10
Awareness • Perception	2/9	Self Control	2/6
Awareness • Searching	2/5	Special Attacks	2/6
Awareness • Senses	2/6	Subterfuge • Attacks	6/10
Body Development	2/5	Subterfuge • Mechanical	3/8
Combat Maneuvers	3/9	Subterfuge • Stealth	2/5
Communications	3/3/3	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	2/6
Directed Powers	15	Technical • Professional	6
Influence	2/7	Technical • Vehicles	4
Lore • Academic	2/6	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/4
Lore • Technical	2/6	Weapon • Category 1	1/5
Marital Arts • Striking	1/5	Weapon • Category 2	2/5
Mind Point Development	14	Weapon • Category 3	2/7
Outdoor • Animal	1/4	Weapon • Category 4	2/7
Outdoor • Environment	2/5	Weapon • Category 5	2/7
Psychic • Category 1	8/8	Weapon • Category 6	5
Psychic • Category 2	10/10	Weapon • Category 7	5
Psychic • Category 3	12/12	Weapon • Category 8	5

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills: Leadership, Frenzy, Situational Awareness (Combat), any one non-restricted combat maneuver, boxing.

Occupational Skills: None

Restricted: FTL Pilot

Training Packages

Academic Degree †	25	Corporate Security	20
Bounty Hunter	27	Marine	21
Capitalist †	24	Medical Degree †	37
Combat Medic	30	Police Officer	26
Commercial Pilot	31	Privateer	27
Con Artist	16	Psychic Protégé	52
Convict	29	Weekend Warrior	10

† These training packages are half-priced for Oorts.

A-2.8 TECHNICIAN

The Technician is the perfect technophile. They excel at the creation and repair of new technologies. The Technician develops engineering and technical skills, but has problems with other science skills, such as medicine.

Pherpharnel cursed as the circuits exploded, dousing her fur with red-hot sparks. She had to take the drive off-line, and that would mean leaving the ship without propulsion in the middle of a firefight. But it was their only hope. Without FTL they'd still be here when the reinforcements arrived. She pulled the main calibrator and heard the engines whine to a stop. With another curse, she began working as fast as she possibly could . . .

Prime Stats: Reasoning and Intuition

Profession Bonuses

Lore • Technical	+5	Science • Specialized	+5
Science • Engineering	+20	Science • Technical	+20

Skills and Skill Categories

Armor • Heavy	8/8	Psychic • Category 4	10/10
Armor • Light	3/3/3	Psychic • Category 5	12/12
Armor • Medium	6/6	Psychic • Category 6+	25
Artistic • Active	2/5	Science • Basic	2/4
Artistic • Passive	2/5	Science • Engineering	2/7
Athletic • Brawn	3/8	Science • Medical	6/12
Athletic • Endurance	2/7	Science • Specialized	6
Athletic • Gymnastic	2/5	Science • Technical	2/4
Awareness • Perception	4/10	Self Control	2/7
Awareness • Searching	2/6	Special Attacks	6/12
Awareness • Senses	2/7	Subterfuge • Attacks	6/12
Body Development	5/12	Subterfuge • Mechanical	2/8
Combat Maneuvers	12	Subterfuge • Stealth	2/7
Communications	2/2/2	Technical • General	2/6
Crafts	4/10	Technical • Gunnery	2/5
Directed Powers	12	Technical • Professional	6
Influence	4/10	Technical • Vehicles	4
Lore • Academic	2/6	Technical • Vocational	3/9
Lore • General	1/3	Urban	2/5
Lore • Technical	1/3	Weapon • Category 1	3/8
Martial Arts • Striking	4	Weapon • Category 2	5/12
Mind Point Development	12	Weapon • Category 3	5
Outdoor • Animal	2/6	Weapon • Category 4	6
Outdoor • Environment	2/6	Weapon • Category 5	8
Psychic • Category 1	4/4/4	Weapon • Category 6	11
Psychic • Category 2	6/6/6	Weapon • Category 7	11
Psychic • Category 3	8/8	Weapon • Category 8	11

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-H Melee, Missile/Thrown.

The psychic categories are: Electrokinesis, Healing, Meta-psi, Mind Over Matter, Photokinesis, Psychokinesis, Radiokinesis, Telepathy, Thermokinesis.

Note: In this listing, "Scientific/Analytic" and "Technical/Trade" are abbreviated as "Science" and "Technical" respectively.

Everyman Skills:
choice of one Awareness • Senses, Research

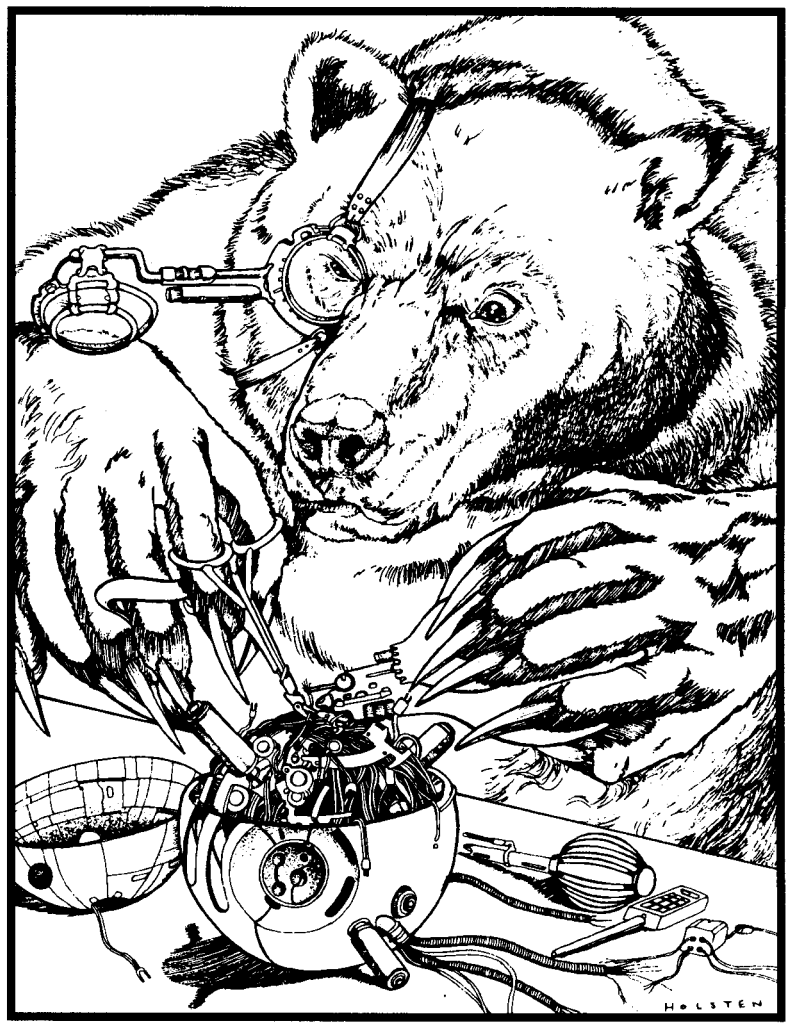
Occupational Skills:
choice of one Science • Engineering,
choice of one Science • Technical

Restricted: FTL Pilot

Training Packages

Academic Degree †	24	Corporate Security	25
Bounty Hunter	33	Marine	37
Capitalist †	21	Medical Degree †	32
Combat Medic	23	Police Officer	29
Commercial Pilot	30	Privateer	37
Con Artist	20	Psychic Protégé	45
Convict	26	Weekend Warrior	23

† These training packages are half-priced for Oorts.



A-3 STATS

The base mental and physical attributes of a character are represented by 10 statistics (called stats): 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 101 (normally) for each stat. The value of a stat indicates how it rates relative to the same stat of other characters. The lower the value of a stat, the weaker it is relative to the same stat of other characters. Relatively high stats give bonuses which apply to attempts to accomplish certain activities and actions.



An individual's stats represent prowess in various areas in comparison to the average man. John Smith might be theoretically assumed to have stats of 50 across the board.

Adventurers are likely to be superior to the general population. Adventurers are presumed to start with no stat below 20, though the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the world to make their fortunes.

Higher level non-player characters (NPCs) are also likely to be superior to the general population. It is a fact of life that in attempting to increase one's experience level one has an excellent chance of dying. Superior characters are more likely to survive; thus, in creating and running NPCs, the Gamemaster is urged to consider their experience level when determining their stats.

Temporary and Potential Stats

Each stat has two values: a potential value and a temporary value. The potential value reflects the highest value that the character's stat can attain (i.e., due to genetics and/or early childhood environment). The temporary value represents the stat's current value. Thus, each character has a set of "temporary" stats and a set of "potentials."

During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what 18 or so years of youthful exuberance failed to do.

Primary Stats

The following characteristics have an influence on direct play, but do not aid in character development.

Empathy (Em) — The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural. Also referred to as: emotional capacity, judgement, alignment, wisdom, etc.

Intuition (In) — A combination of luck, genius, precognition, ESP, and the favor of the fates is embodied in this stat. Also referred to as: wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, pre-sentiment, etc.

Presence (Pr) — Control of one's own mind, courage, bearing, self esteem, charisma, outward appearance and the ability to use these to affect and control others are the principal elements of a character's presence. Also referred to as: appearance, level-headedness, panic resistance, mental affinity, morale, psychic ability, self control, vanity, perceived power, mental discipline, charisma, etc.

Quickness (Qu) — A measure of raw speed, reflexes, and reaction time, this stat is often lumped with several others as dexterity. Also referred to as: speed, dexterity, reaction ability, readiness, dodging ability, litheness, etc.

Strength (St) — Not brute musculature, but the ability to use existing muscles to their greatest advantage. Also referred to as: power, might, force, physical strength, stamina, endurance, conditioning, physique, etc.

Development Stats

In addition to affecting play, some stats affect the character development process. Agility, Constitution, Memory, Reasoning, and Self Discipline are relevant in determining how many skills a character can learn (development points are equal to the average of these five stats). These five stats will often be referred to as Development Stats.

Agility (Ag) — Manual dexterity and litheness are the prime components of this characteristic. Also referred to as: dexterity, deftness, physical prowess, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.

Constitution (Co) — General health and well-being, resistance to disease, and the ability to absorb more damage are all reflected in a character's Constitution. Also referred to as: health, stamina, endurance, physical resistance, physical endurance, physique, damage resistance, etc.

Memory (Me) — The ability to retain what has previously been encountered and learned. Note that in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that the Gamemaster doesn't have time to devise and describe in absolute detail to each player. Also referred to as: intelligence, wisdom, information capacity, mental capacity, I.Q., recall, retention, recognition, etc.

Reasoning (Re) — Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions. Also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.

Self Discipline (SD) — The control of mind over body, the ability to push harder in pursuit of some goal, or to draw upon the inner reserves of strength. Also referred to as: will, alignment, physical endurance, faith, mental strength, concentration, self control, determination, zeal, etc.

A-4 SKILLS

This section starts with a more detailed discussion of skills than the material in Part II. The rest of this section details all of the skill categories and skills referenced within *Spacemaster*. Each skill category and its associated skill definitions are grouped together in a section.

Skills and Skill Categories

As a character advances in levels he develops and trains in certain abilities called *skills*. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, using psychic powers, etc.). As he develops and improves a skill, his *skill bonus* with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

Each skill is grouped with other similar skills in a specific *skill category*. Each category contains skills that utilize similar physical and mental capabilities (i.e., stats) and similar basic, general abilities. In addition to developing individual skills, a character may develop and improve all of the skills in a given skill category by increasing its *skill category bonus*.

Skill Bonuses

Each skill has a *skill bonus* that is used when a character uses that skill. In general, a skill bonus modifies a character's chances of succeeding in certain actions.

Different skills use this bonus in different ways as described in the individual skill descriptions. Each skill is classified as being applicable to a moving maneuver (MM), to a static maneuver (SM), to an attack (using an Offensive Bonus [OB]), or to a special purpose (SP). Sections 27.0 - 29.0, 33.0 (p. 62-68, 78) describe how each of these types of bonuses are used to resolve actions.

Skill Rank Bonuses

Each of a character's skills has a skill rank that starts at zero and increases each time the character develops that skill. A skill's rank determines its *skill rank bonus*, which is included as part of the skill bonus utilized when applying that skill.

The Standard Progression — The *standard* skill rank bonus progression is given in the Rank Bonus Table T-2.2 (p. 51). Basically, the bonuses in the table follow a standard progression. The bonus is -15 if the rank is zero and +3 if the rank is one. The bonus increases by 3 for each of ranks two to ten, by 2 for each of ranks eleven to twenty, by 1 for each of ranks twenty-one to thirty, and by 0.5 for each rank above thirty. The notation for this progression is:

-15 • 3 • 2 • 1 • 0.5

The Combined Progression — The *combined* skill rank bonus progression is given in the Rank Bonus Table T-2.2 (p. 51). The bonus is -15 if the rank is zero and +5 if the rank is one. The bonus increases by 5 for each of ranks two to ten, by 3 for each of ranks eleven to twenty, by 1.5 for each of ranks twenty-one to thirty, and by 0.5 for each rank above thirty. The notation for this progression is:

-30 • 5 • 3 • 1.5 • 0.5

Note: *This progression "combines" the standard skill rank bonus and standard skill category rank bonus progressions.*

The Limited Progression — The *limited* skill rank bonus progression is given in Table T-2.2. The bonus is 0 if the rank is zero and +1 if the rank is one. The bonus increases by 1 for each of ranks two to twenty, by 0.5 for each of ranks twenty-one to thirty, and by 0 for each rank above thirty.

0 • 1 • 1 • 0.5 • 0

The Special Progression — The *special* skill rank bonus progression is given in Table T-2.2 (p. 51). The bonus is 0 if the rank is zero and +6 if the rank is one. The bonus increases by 6 for each of ranks two to ten, by 5 for each of ranks eleven to twenty, by 4 for each of ranks twenty-one to thirty, and by 3 for each rank above thirty.

0 • 6 • 5 • 4 • 3

Skill Category Rank Bonuses

Each of a character's skill categories has a *skill category rank* that starts at zero and increases each time the character develops a rank in that skill category. A skill's category rank determines its *skill category bonus*, which is included as part of the skill bonus utilized when applying that skill.

The Standard Progression — The *standard* skill category bonus progression is given in the Skill Bonus Table T-2.2. The bonus is -15 if the rank is zero and +2 if the rank is one. The bonus increases by 2 for each of ranks two to ten, by 1 for each of ranks eleven to twenty, and by 0.5 for each of ranks twenty-one to thirty. There is no bonus increase for ranks above thirty. The notation for this progression is:

-15 • 2 • 1 • 0.5 • 0

All Other Progressions — For the combined, limited, and special progressions, the skill category rank bonus is always zero. That is, the notation for these progressions is:

0 • 0 • 0 • 0 • 0

Special Progression Based on Race

A Gamemaster may want to vary the "special progression" for each character based upon his race. If so, you should use the progressions given in the Special Progression Based on Race Chart instead of those in Table T-2.2 (p. 51).

SPECIAL PROGRESSION BASED ON RACE CHART

Race	Body Development	Mind Point Development
Falanar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Human	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4
Kagoth	0 • 10 • 7 • 5 • 4	0 • 5 • 3 • 2 • 2
Oort	0 • 6 • 2 • 2 • 1	0 • 7 • 6 • 5 • 4
Tulgar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Valiesian	0 • 6 • 4 • 2 • 1	0 • 5 • 3 • 2 • 2
Xatosian (m)	0 • 6 • 3 • 2 • 1	0 • 8 • 7 • 6 • 5

A-4.1 ARMOR SKILL CATEGORIES

Armor • Heavy Skill Category

Skills: ..... Combat Armor, Power (Assault) Armor
Applicable Stat Bonuses: ..... St/Ag/St
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Armor
Classification: ..... Moving Maneuver

This category covers the use of rigid armor, from composite breastplates to full powered armor. It could also include ancient plate armor.

Armor • Light Skill Category

Skills: ..... Armored Cloth
Applicable Stat Bonuses: ..... Ag/St/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Armor
Classification: ..... Moving Maneuver

This category covers the use of armored cloth, such as kevlar. It could also include leather armors.

Armor • Medium Skill Category

Skills: ..... Kinetic Armor
Applicable Stat Bonuses: ..... St/Ag/St
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Armor
Classification: ..... Moving Maneuver

This category covers the use of semi-flexible armors, such as kinetic armor. It could also include chain, scale and the like.

SKILL DESCRIPTIONS

Each Armor Type has a Moving Maneuver Penalty (MMP) associated with it for untrained individuals (refer to Armor Table T-3.3). This penalty modifies Moving Maneuver rolls. The different armor types are divided into four groups based upon the composition of the armor: types 1, 3,4, 5, 8, 11, and 12= *Natural Armor/Clothing;* I-IV = *Armored Cloth;* V-VII = *Kinetic Armor;* VII-X = *Combat Armor.* There are no Moving Maneuver Penalties associated with Natural Armor/Clothing, and therefore there is no need to apply skill ranks towards it.

The Armored Cloth skill is found in the Armor • Light Skill Category; the Kinetic Armor skill is found in the Armor • Medium Skill Category; the Combat and Powered armor skills are found in the Armor • Heavy Skill Category.

Every encumbering armor has a minimum maneuver penalty associated with it. The skill bonus for maneuvering for a group of armor types reduces the maximum penalty for maneuvering until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior armor.

Example: *Kris has 15 ranks (+25) in the Armor • Heavy skill category and 15 ranks (+40) in Combat Armor skill. His St/Ag/St stat bonuses total +15. He may wear breastplate and greaves (AT IX) with a MMP of only -20 = -100 + (25+40+15). If he wears just the breastplate (AT 17), the MMP is -10 even though -70 + (25+40+15) = +10; since -10 is the minimum maneuver penalty associated with wearing a breastplate.*

THE ADVANTAGES OF ARMOR

Armor types are designed to reflect the protective capability of one's covering. Heavier coverings (e.g., ATs VII, IX, X, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with combatants in heavy armor in combat, but it resists penetration better than the less cumbersome armor types. Therefore, "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However attacks resulting in just concussion hits will be more frequent (i.e., the hindrance due to these coverings make the target easier to strike but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However, when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the animal attack tables. Animals can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's superior maneuverability. However, against higher armor types, most beast attacks are relatively ineffective.

In addition, each armor type has a Quickness penalty associated with it. This penalty is applied against the bonus one's Quickness stat bonus gives to the Defensive Bonus. Note that this penalty cannot bring one's Quickness stat bonus below zero (0) for the purposes of one's DB; any result below zero remains zero.

Natural Armor/Clothing Base

Normal cloth attire, robes, and normal animal hides.

Skin (AT 1): Normal clothing, assumed if other covering is not specified. This is the natural armor type of Humans and Oorts.

Light Hide (AT 3): The natural hide of certain animals (e.g., Dog, Wolf). This is also the natural armor type of the Tulgar and Valiesians.

Heavy Hide (AT 4): The natural hide of certain of animals (e.g., Buffalo, Elephant). This is also the natural armor type of the Falar.

Leather Jerkin (AT 5): A heavy leather coat reaching only to the waist or mid-thigh.

Reinforced Full-Length Leather Coat (AT 8): A reinforced leather coat that covers to the lower leg. This is also the natural armor type of the Kagoth.

Half-Hide Plate (AT 11): Rigid-leather armor that covers the body completely; includes the hide of creatures that contain at least a few rigid plates (e.g., Rhinoceros, Alligator). This is also the natural armor type of Xatosians.

Full-Hide Plate (AT 12): As half-hide plate (above), except that the rigid leather or plates are harder and/or more plentiful (e.g., Turtles, Crabs).

Note: *Armor types 2, 6, 7, 9, 10, and 13-20 are primitive armor types and will be detailed in Future Law.*

Armored Cloth

Kevlar coverings to protect against ballistic attacks. This armor becomes obsolete with the invention of kinetic armor, but is sometimes worked into clothing, as the technology form making this light and flexible is always one step ahead of kinetic armor.

Flak Vest (AT I): This is often the classification of light, ballistic armors. It covers only the torso. Armored clothing and armored underclothing is typically this class of armor.

Extended Flak Vest (AT II): This is the heavier ballistic cloth. It covers the torso and shoulders, and is thicker than class I. Armored winter gear, overcoats, and other, heavier material often fits this classification.

Reinforced Flak Vest (AT III): This is heavy, ballistic cloth with metal or combat armor plates. It covers torso, shoulders and thighs. It is hard to conceal as clothing, but bulky clothing, such as overcoats, is still sometimes made of this type of armor.

Reinforced Flak Armor (AT IV): This is heavy, full bodied ballistic cloth with metal or combat armor plates. It covers the entire body. Armored vac suits are often this type of armor.

Kinetic Armor

This flexible armor becomes rigid when dealt a blow. This greatly reduces the effects of projectiles. It absorbs some of the energy from an energy weapon, but is most useful against firearms.

Kinetic Vest (AT V): This kinetic armor is worked into a vest, covering the torso from the waist up.

Kinetic Jacket (AT VI): This kinetic armor is worked into a jacket. It covers the torso, arms, groin, and upper legs.

Kinetic Suit (AT VII): This kinetic armor is designed as a full suit. It covers the entire body, and comes complete with gloves, boot coverings and a transparent polymer helmet. It is the preferred armor of bomb squads.

Combat Armors

This type of armor mimics older, more archaic plate armor. It is made from a hardened composite shell. It is relatively lightweight, and is efficient both at energy dispersal and projectile deflection. It is designed specifically to foil energy weapons. These armors are the only type designed specifically to use with armor add-ons.

Combat Breastplate (AT VIII): This combat armor consists of a one piece, full torso covering, including front, back, and sides.

Combat Breastplate & Greaves (AT IX): This combat armor includes greaves. It therefore is more restrictive in movement, but includes greater areas of coverage, including most everything but hands, feet, and joints. This is the armor of choice for SWAT teams.

Full Combat Armor (AT X): This combat armor covers the entire body. It includes an under suit and at least a rudimentary, joint coverage. It also includes gloves and boot covers. This armor type is often made into powered versions, including full, waldo-enhanced movement, built-in weapons, sensors or weapons.

Powered (Assault) Armor

Powered armor can be handled in different ways, depending on the size of the armor. If the armor is relatively light, then simply treat it as normal armor. Heavy mechanical suits are beyond the scope of this work.

This armor can often have powered weapons built into the armor. The primary benefit of this armor, however, is that it has a lower minimum maneuver penalty. It takes more skill to use, but once mastered, the armor's waldos help compensate for its bulkiness.

The best of this armor is worn by the ISC's Force Recon. This bulky armor, though approximately man-sized, is more like a small tank than a suit of armor. Capable of dropping from high orbit with an atmospheric-entry shield and a gravchute.

Armor Add-ons

Armor add-ons are coatings that can be applied to combat armor . They are designed to protect against specific types of weapons.

Reflect Armor: This outer coating gives advantages only against laser attacks. If an armored area is struck by a laser, a great deal of the energy is dispersed or reflected away. The attack does the same amount of damage, but all criticals to armored areas are resolved as Burn Through Criticals (roll the critical, and if the area is armored, the critical is a Burn Through; if not, it is resolved as a Laser critical).

Ablative Armor: This outer coating gives advantages only against particle beams. When struck with a blaster, it dissipates the energy around the entire outer covering, which reduces the power of the attack by ablating into vapor. Because of this, these coatings have a limited number of uses before the coating is gone. The attack does the same amount of damage, but all criticals to armored areas are resolved as Burn Through criticals (roll the critical, and if the area is armored, the critical is a Burn Through; if not, it is resolved as a Blaster critical).

ARMOR TABLE T-3.3

Armor Types	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Ranged Attack Penalty‡	Armor Quickness Penalty§
1, 3, 4 ¥	0	0	0	0
5, 8 ¥	0	0	0	0
11, 12 ¥	0	0	0	0
I	0	0	0	0
II	-5	-40	0	0
III	-10	-60	5	5
IV	-15	-80	10	10
V	0	0	0	0
VI	-5	-40	0	0
VII	-10	-60	5	5
VIII	-10	-70	0	5
IX	-20	-100	10	10
X	-30	-130	20	15
Powered	-25	-160	20	15

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p.132).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p. 132).

‡ — The attack penalty acts as a modification to the ranged OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (See Appendix A-8.4 p. 193).

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (See Section 23.4). Unlike the penalties above, this penalty can only reduce the armor wearer's Quickness Stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

¥ — Because these armor types are the natural hide of creatures, the modifications all zero. When these armor types apply to armor that is not natural hide, these modifications have other values (see *Future Law*).

Modifiers to Maneuver Modifications: †

Fitted armor (3x cost) ..... +0 to +15
Poorly fitted armor ..... -20 per inch in size difference

Modifiers to Missile Penalty:

Fitted Armor ..... -5 to -10
Poorly fitted armor ..... +5 per inch in size difference
Thick Leather gloves ..... +5

‡ These modifications are applied to both the minimum & maximum maneuver modifications.

A-4.2 ARTISTIC SKILL CATEGORIES

Artistic • Active Skill Category

Skills: ..... Acting, Dancing, Mimery, Mimicry, Play Instrument (each instrument is a separate skill), Singing, Tale Telling, Ventriloquism
Applicable Stat Bonuses: ..... Pr/Em/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Artistic
Classification: ..... Static Maneuver

This category includes skills which involve creative expression through the use of physical means or activity. It also includes those activities which are spontaneous or interactive, such as improvisation or duets. The nature of this category implies some form of interaction with the audience or other artists. Additional skills in this category might include: poetic improvisation and comedy.

Artistic • Passive Skill Category

Skills: ..... Music, Painting, Poetry, Sculpting
Applicable Stat Bonuses: ..... Em/In/Pr
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Artistic
Classification: ..... Static Maneuver

This category includes skills which involve creative expression through the means of non-physical means or activity. It also includes those activities which are considered and crafted, involving the application of creative effort in a structured and extended fashion. The nature of this category often indicates a non-interactive, even solitary activity.

SKILL DESCRIPTIONS
Artistic • Active

General and GM-Assigned Modifiers:

Extensively Practiced piece ..... +(1-3 x Memory bonus)
Improvisation ..... -30
With interactive partner ..... -10
7+ ranks in a specific related Lore ..... +10

Acting

This skill provides a bonus for simulating actions or reactions of others, as often used in drama performances, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others. It may be used anytime a character wishes to behave or appear in a manner other than that normal and natural to him under any given circumstances.

Unfamiliar with nature of subject ..... -30
7+ ranks in an appropriate spoken language ..... +10

Dancing

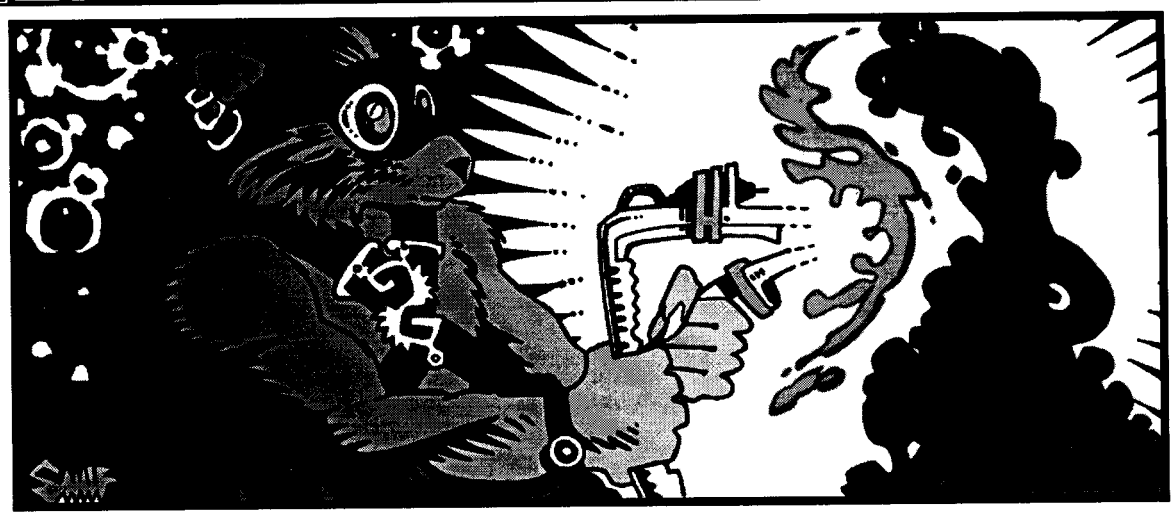
This skill provides a bonus for performing dances. It may also apply to any circumstances in which complex and/or precise footwork is necessary (e.g., negotiating a pattern on the floor, performing certain rituals, etc.).

Mimery

This skill provides a bonus for conveying concepts or information without verbal communication or a codified sign language. This skill is useful when trying to span a language barrier, entertain others, etc. Also used when trying to imitate a particular action (i.e., a movement not requiring a maneuver).

Simple concepts 0
Complex concepts ..... -15
With props ..... +10





Mimicry
This skill provides a bonus for imitating sounds. This skill is useful when trying to imitate individuals, animals or even non-animate sounds (e.g., wind, stairs creaking, etc.).

Simple sounds (one note/tone)	+20
Multitone sounds (birds trilling, etc.)	-10
Very complex (comprehensive words)	-20
Imitate another's vocal patterns	-20
Multi-sided conversations	-30
Simple non-animate sounds	-25
Complex non-animate sounds	-35 to -75

Play Instrument †
This skill provides a bonus for using a specific instrument, such as flute, drum, lute, etc. It may also be used to recognize musical patterns or rhythms, notes, etc. Note that separate development is required for skill with each instrument.

Singing
This skill provides a bonus for vocally reproducing musical tunes and/or words. Note that although one may perform a song in an unfamiliar language, this skill does not provide any understanding of that language; this skill merely allows the memorization and reproduction of a song.

Per rank in an appropriate spoken language below 4	-10

Tale Telling
This skill provides a bonus for conveying information in the form of stories or fables in an engaging manner. This is primarily for the purpose of entertainment or subtle instruction; attempts to inform or influence large groups of people should use the Public Speaking skill (Influence skill category) instead. This skill may be used for improvisation or to relate memorized stories. This may (GM's discretion) also be used when attempting to memorize a new story.

7+ ranks in an appropriate spoken language	+10

Ventriloquism
This skill provides a bonus for speaking without appearing to do so. A successful maneuver roll will make the individual's voice seem to originate somewhere other than himself.

With props	+15
Distance voice is "thrown"	-15 for every meter away

SKILL DESCRIPTIONS
Artistic • Passive

Music
This skill provides a bonus to writing, recognizing or performing in concert a piece of music. This skill may be used to determine the ability of the individual to play in concert with others, or to direct others in doing so. A successful maneuver roll by a conductor will give those he is conducting a bonus of +20 to their own use of this skill.

2-4 people	-5
5-10 people	-10
11-20 people	-15
21+ people	-20

Painting
This skill provides a bonus for creating graphic images. This may be on a flat medium such as sketching or painting with pigments, or painting on an object of some kind. It can also involve computer rendering or holograpic imaging. Any activity that involves the creation of an image or deliberate design may benefit from this skill.

Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)

Poetry
This skill provides a bonus for the writing of poetry, or any highly stylized form of writing. Note that the individual must have at least four (4) ranks in the written language to be used. Note that this form of poetry is typically of a significantly greater quality than improvisational poetry.

Writing about a personal experience	+10
Writing about an unfamiliar topic	-30
8+ ranks in an appropriate written/language	+15

Sculpting
This skill provides a bonus for the manipulation of a malleable material or the carving of a resilient material into a desired three-dimensional shape. This skill does not confer the ability to work materials normally unworkable (e.g., the individual must have the means to mold and form copper if the sculpture is to be formed of that metal). Note that this skill may also be used to identify styles of sculpture and to imitate other sculptures.

Unfamiliar medium	-30
From posed image or person	+10
From memory	-30 (+ Memory stat bonus x 3)

A-4.3 ATHLETIC SKILL CATEGORIES

Athletic • Brawn Skill Category

Skills: ..... Athletic Games (Brawn) (each game is a separate skill), Jumping, Substance Tolerance(each substance is a separate skill), Weight-lifting
Applicable Stat Bonuses: ..... St/Co/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Athletic
Classification: ..... Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of strength in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., a frantic effort to break one's bonds would not be an application of an Athletic • Brawn skill, but a considered effort to use one's knowledge of leverage and one's own strength to exert maximum force against a heavy weight would be).

Athletic • Endurance Skill Category

Skills: ..... Athletic Games (Endurance) (each game is a separate skill), Distance Running, Rowing, Scaling, Sprinting, Swimming
Applicable Stat Bonuses: ..... Co/Ag/St
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Athletic
Classification: ..... Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of endurance in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., resisting the effects of torture would not be an application of an Athletic • Endurance skill, but a considered effort to conserve one's energy over a run of many miles would be).

Athletic • Gymnastics Skill Category

Skills: ..... Acrobatics, Athletic Games (Gymnastic) (each game is a separate skill), Climbing, Contortions, Diving, Juggling, Tumbling
Applicable Stat Bonuses: ..... Ag/Qu/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Athletic
Classification: ..... Moving Maneuver or Static Maneuver

This category includes those skills which involve the application of agility and coordination in a structured fashion, as opposed to a spontaneous or unstructured application (e.g., the frantic pinwheeling of arms one makes to maintain balance after an unexpected shove would not be an application of an Athletic • Gymnastic skill, but a considered effort to use one's knowledge of balance and one's own flexibility and agility to successfully walk a narrow ledge would be). Additional skills in this category include: flying/gliding, pole-vaulting, rappelling, skating, skiing, stilt-walking, surfing, and tightrope-walking.

SKILL DESCRIPTIONS
Athletic • Brawn

General and GM-Assigned Modifiers

Without proper equipment ..... -10 to -50

Athletic Games (Brawn) †

This skill encompasses any athletic game that primarily involves brawn (e.g., wrestling, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc.

Jumping

This skill provides a bonus for jumping, either from a running or a standing start.

The base jump (running horizontal) for the average man of 178 cm is equal to 127 cm + (5 x St bonus in cm). For every cm above or below this average height, add or subtract .5 cm from the base jump. The difficulties listed below assume that the character is running at a dash at the time of takeoff. For every speed category (fast sprint/sprint/run/etc.) below the dash rate, raise the difficulty of the running jump by one (e.g., hard becomes very hard, etc.).

The base jump (standing horiz.) for the average man of 178 cm is equal to the base jump (running horiz.) divided by two.

The base jump (running vertical) for the average man of 178 cm is equal to (32 + St bonus x 2.5) in cm. For every 2 cm above or below this average height, add or subtract one 1 cm from the base jump. The optimal speed for a vertical jump with a running start is a run.

The base jump (standing vert.) for the average man of 178 cm is equal to the base jump (running vert.) divided by 3.

Modifiers for Running Jumps:

Base Jump x 1	Routine
Base Jump x 1.5	Easy
Base Jump x 2	Light
Base Jump x 2.5	Medium
Base Jump x 3	Hard
Base Jump x 3.5	Very Hard
Base Jump x 4	Extremely Hard
Base Jump x 4.5	Sheer Folly
Base Jump x 5	Absurd

Note: *Some races, such as the Falanar, have a great talent for leaping. This is noted in their racial summeries.*

Substance Tolerance †

This is the ability to build up a resistance to the effects of certain substances. This can be used to consume poisons or reduce the effects of truth drugs. This skill grants a bonus to any resistance roles made against the substance. A successful static maneuver allows the character to add the ranks in the skill are added to the RR. This must be developed separately for each different substance.

There is much debate over whether this skill can be used to build up a tolerance to alcohol. Convention medical wisdom says it cannot, that only eating properly before drinking and body mass will increase you tolerance. It is up to the GM to decide where he stands on this matter.

Weight-lifting

Normally, a character can lift up to half his own weight using his hands. This skill provides a bonus to attempts to lift heavier weights or objects. While it is possible to lift these weights without the use of this skill, the techniques conferred by this skill allow greater weights to be lifted, and the likelihood of injury to be lessened. Note that this skill requires a great deal of practice and exercise to develop properly, and will increase the musculature of the individual. The use of this skill requires a round of preparation, during which only 10% activity may be performed and the individual's DB is reduced to zero.

Flat, level surface	+5
Weight is unevenly distributed	-20
Easy hand-holds	+10
Extra prep round	+10

SKILL DESCRIPTIONS
Athletic • Endurance

General and GM-Assigned Modifiers

Without proper equipment ..... -10 to -50

Athletic Games (Endurance) †

This skill encompasses any athletic game that primarily involves endurance (e.g., track events, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc.

Distance Running

This skill provides a bonus for maintaining one's speed over long distances at slow to moderate paces, including pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner. This skill is used when making movement maneuvers based on pace — see Sections 30.0 (p. 69) & 32.16 (p. 75).

This skill is only easily learned by races evolved from cursorial hunters. Human, Tulgar, and wolves are cursorial hunters. This means that with proper conditioning, they can run all day long. Deer, for instance, can not. This is why it's possible to hunt deer with a melee weapon. A properly conditioned Human or Tulgar can run a deer into the ground.

Rowing

This skill provides a bonus for the propulsion of watercraft through the use of paddles, oars, or poles. It combines the skills required to control and guide the craft with the coordination to work with others in rhythm (when necessary), in addition to the marshaling and pacing of internal resources.

Scaling

This skill provides a bonus for climbing maneuvers of extended duration, including the climbing of mountains, long stairways, etc. It combines the skills required to climb safely and the marshaling and pacing of internal resources to last throughout the entire climb.

Sprinting

This skill provides a bonus for maximizing one's speed over short distances, including marshaling and pacing one's resources (exhaustion point expenditure) and running in a safe and non-injurious manner. This skill is used when making movement maneuvers based on pace — see Sections 30.0 (p. 69) & 32.16 (p. 75).

Swimming

This skill provides a bonus to swimming maneuvers. Skill rank 1 will prevent the character from drowning in water over his head, provided there are no applicable penalties (weight penalty, armor penalties, etc.). Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, MMPs are tripled. The GM should assign high difficulty to swimming in armor. Suggested difficulties are:

Powered (and Plate)	Absurd
Combat (and Chain)	Extremely Hard
Kinetic (and Rigid Leather)	Very Hard
(Soft Leather)	Hard
Heavy Clothes, Armored Cloth	Medium

Other factors, such as treacherous water, might increase the difficulty.

SKILL DESCRIPTIONS
Athletic • Gymnastics

These skills were designed with Humans, with their primate evolution, in mind. Other races that don't climb like monkeys should have this category's skills restricted.

Acrobatics

This skill provides a bonus for in-air maneuvers (e.g., flying or levitation) or swinging on objects. This skill includes the use of parallel bars, uneven bars, and other gymnastic activities in which most of the activity is spent in airborne maneuvers. A successful maneuver roll can reduce the severity of a falling critical by one (i.e., an 'A' is ignored, a 'B' becomes a 'A', a 'D' becomes a 'C', etc.).

Though this skill is restricted to most races, there is one exception. If a Falanar is making a acrobatics maneuver involving landing, the difficulty is routine.

Athletic Games (Gymnastic) †

This skill encompasses any athletic game that primarily involves gymnastic skills (e.g., gymnastic events, soccer, basketball, etc.). Skill in each game must be developed separately, and includes rules, techniques, etc.

Climbing

This skill provides a bonus for climbing maneuvers over relatively short distances through the use of hand holds, etc. This could range from the ability to climb sheer faces (absurd) to climbing a ladder (easy). The normal climbing rate for walls with adequate hand holds is 3 meters/round as a "Medium" moving maneuver. Poorer handholds or greater speed will increase the difficulty of the maneuver. Note that extended climbs may require the use of the Athletic Endurance: Scaling Skill.

Contortions

This skill provides a bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). This skill also helps one escape from bonds, etc.

Organic bonds (rope, leather straps, etc.)	-10
Metal bonds (chains, metal straps, etc.)	-30

Diving

This skill provides a bonus for controlled falling maneuvers. This can range from controlling the direction of an extended fall to diving into water safely from a great height (up to 7 meters/skill rank if a successful maneuver roll is made).

Juggling

This skill provides a bonus for tossing objects up and manipulating them to keep them up in the air.

2 objects	+30
3 objects	+20
4 objects	+10
5 objects	0
6 objects	-10
7 objects	-20
8 objects	-30
9 objects	-50
10 objects or more	-70
Irregularly shaped objects	-10
Sharp objects	-20
Different objects	-30
Per kg over .5	-10
Surface (sticky to icy slick surface)	+30/-70

Tumbling

This skill provides a bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 0.6 meters/skill rank if a successful maneuver roll is made.

A-4.4 AWARENESS SKILL CATEGORIES

Awareness • Perceptions Skill Category

Skills: ..... Alertness, Sense Ambush
Applicable Stat Bonuses: ..... In/SD/In
Skill Bonus Progression: ... 0 • 1 • 1 • 0.5 • 0 (Limited)
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0
Group: ..... Awareness
Classification: ..... Static Maneuver

This category includes those skills which involve unconscious awareness of one's environment. These skills are passive skills, and may only be trained to a limited extent. Any active observation of the environment falls instead into one of the other Awareness categories. For example, a "danger sense" would fall into this category; a skill in locating traps in a room would not.

Awareness • Searching Skill Category

Skills: ..... Detect Traps, Lie Perception, Locate Hidden, Observation, Poison Perception, Reading Tracks, Surveillance, Tracking
Applicable Stat Bonuses: ..... In/Re/SD
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Awareness
Classification: ..... Static Maneuver

This category includes those skills which involve the organized use of one's ability to recognize and assimilate clues and information in the pursuit of some specific goal, in a structured fashion, as opposed to a spontaneous or unstructured application of such abilities (e.g., an attempt to orient oneself to a combat situation after taking a stunning blow would not be an application of an Awareness • Searching skill, but trying to read the signs of a battle afterwards in order to perceive the course it had taken would be).

Awareness • Senses Skill Category

Skills: .. Direction Sense, Sense Awareness (each sense is a separate skill), Situational Awareness (each situation is a separate skill), Time Sense
Applicable Stat Bonuses: ..... In/SD/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Awareness
Classification: ..... Static Maneuver

This category includes those skills which involve the applied ability to assimilate unconscious clues and internal consultation to derive information about the environment, as opposed to a spontaneous or unstructured application of such abilities (e.g., jerking one's hand away from a hot stove is not an example of using an Awareness • Senses skill, but sensing the direction of a heat source by the feel of it in the air would be). Additional skills in this category include: reality awareness and spatial location awareness.

SKILL DESCRIPTIONS Awareness • Perceptions

Alertness

This skill provides a bonus for unconscious observation and assimilation of information from the general environment. The GM should use this skill to allow characters a chance to notice objects, events, and other phenomena around them. Note that the use of this skill assumes that the character has not indicated that he is looking for such a thing. If the player is actively seeking something within the environment, the appropriate Awareness • Searching skill should be used.

The existence of this as a skill indicates one's ability to train sensitivity to such things, but more active observation should be handled using Observation and Situational Awareness.

Sense Ambush

This skill provides a bonus to detect animate traps, ambushes or assassinations in progress. Note that this is a passive skill, and should not be used when the player has indicated that he is actively searching for signs of ambush or assassins. Range is 3 meters per skill rank.

The existence of this as an acquirable skill indicates one's ability to train one's level of sensitivity to such things, but more active observation should be handled by the skills of Observation and/or Situational Awareness.

Quality of the set ambush ..... +30 to -70

SKILL DESCRIPTIONS Awareness • Searching

General and GM-Assigned Modifiers

Knowing what you are searching for ..... +10 to +50

Detect Traps

This skill provides a bonus for detecting inanimate traps or ambushes.

Lie Perception

This skill provides a bonus for perceiving lies told by an individual under proximate observation (within 3 meters and within visual/hearing range) by the user of this skill.

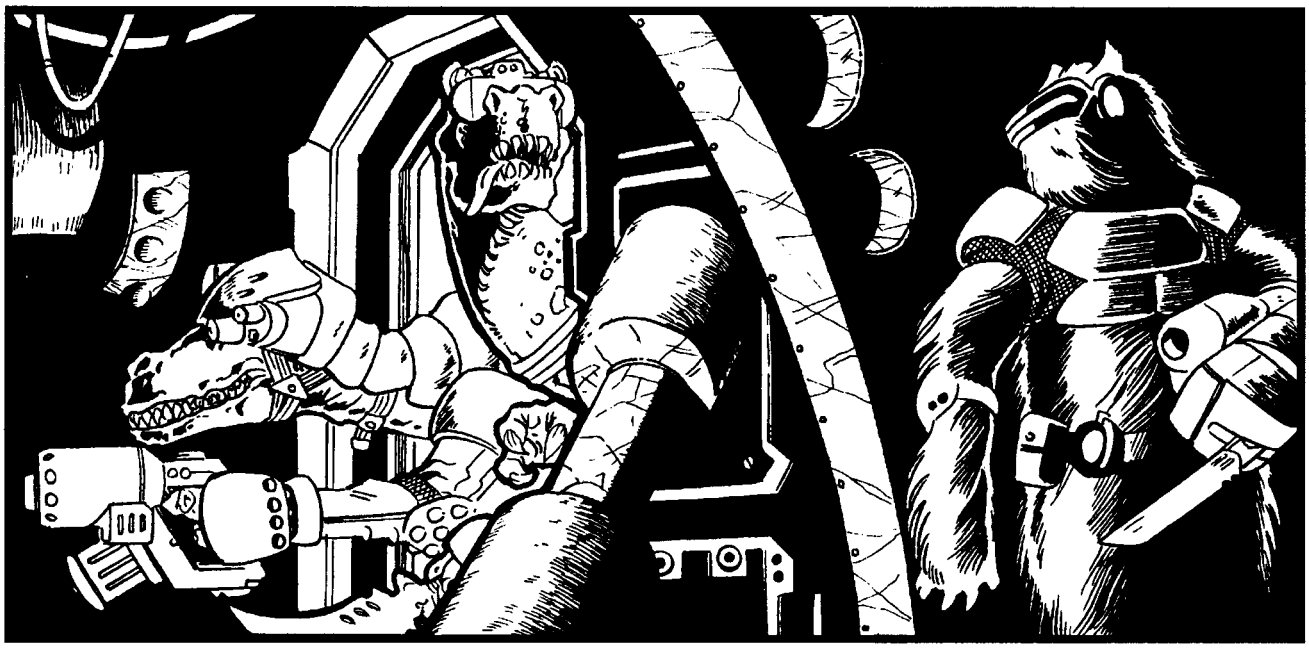
Cannot see liar ..... -30
Familiar with liar ..... +10
Knows liar well ..... +25
Unfamiliar with liar ..... -25
Between 1 and 4 ranks in liar's language ..... -20
No ranks in liar's language ..... -40
Cannot hear liar ..... -50

Locate Hidden

This skill provides a bonus for locating secret openings or hidden objects.

Size of object to be found ..... +30 to -70
Quality of concealment ..... +30 to -70
Searching for a specific item ..... +10
Has had location described in detail ..... +20





Observation
This skill provides a bonus for noticing details about the environment for assimilation and analysis. This is normally only usable in an active fashion, and requires concentration. Note that this skill is different from Alertness, which represents a general and unconscious level of receptivity and awareness of events and details within one's immediate environment. This skill reflects the active observation, noting and appraisal of such details. For example, if a character were about to make camp in an unsafe location, the GM might make an Alertness static maneuver for that character to determine whether or not he notices the danger. If the character indicated that he wished to examine the location for suitability, the character would instead make an Observation static maneuver.

Poison Perception
This skill provides a bonus for perceiving the presence of poison in/on an item or object. Note that some poisons might be virtually undetectable (e.g., a colorless, tasteless, odorless powder that dissolves completely in water will be very difficult if not impossible to detect).

Reading Tracks
This skill provides a bonus for gleaning information from a set of tracks or spoor. Detailed information about the tracks can be obtained, such as type of creatures, age of tracks, weight of creature, speed creature moving at, back tracking, etc. The skill, Tracking, is used for spotting and following the tracks.

Surveillance
This skill provides a bonus for surreptitiously keeping watch over a person, place, or object.

Tracking
This skill provides a bonus for tracking maneuvers and following a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc. The skill Reading Tracks gives the tracker the information about the tracks.

SKILL DESCRIPTIONS
Awareness • Senses

Direction Sense
This skill provides a bonus for determining which way is north or any specific direction, without the aid of navigational instruments. Skill is useful determining direction while underground, during the darkest night without stars, moon, or other night lights.

Strong natural magnetic field	+30
Strong unnatural magnetic field	-30
Weak natural magnetic field	-5
Weak unnatural magnetic field	-10
Never been in area before	-50

Sense Awareness †
This skill provides a bonus to the ability to discern detail and information through the use of a particular sense (i.e., sight, touch, etc.). Note that skill for each sense must be developed separately.

Situational Awareness †
This skill provides a bonus to the individual's ability to notice and assimilate information from the environment in a specific type of situation. This is a combination of active and passive skills specifically trained for maximum effectiveness within a given situation. For example, Scouting Awareness is used by the point man in a squad of soldiers to be alert to possible enemy approaches, traps, Sleep Awareness might aid in sleeping lightly to prevent being taken unawares, etc. Urban Awareness might aid in staying alert for muggers, vehicles, etc. Skill with Situational Awareness must be developed for each situation, as determined by the GM.

Time Sense
This skill provides a bonus for determining the time of day or how much time has passed over a specific period. This is a combination of the ability to estimate internally the passage of time, as well as using external references such as the sun, stars, etc. When no external referents are available (e.g., underground, in a jail cell, etc.), it is significantly more difficult to estimate the passage of time. Also, after sleep or unconsciousness one typically requires the use of external referents to "reset" one's internal clock; the lack of same will hinder the use of this skill.

This skill may be used to attempt to wake oneself from sleep at a predetermined time.

No external references	-40
Right after sleep/unconsciousness	-20

A-4.5 BODY DEVELOPMENT SKILL CATEGORY

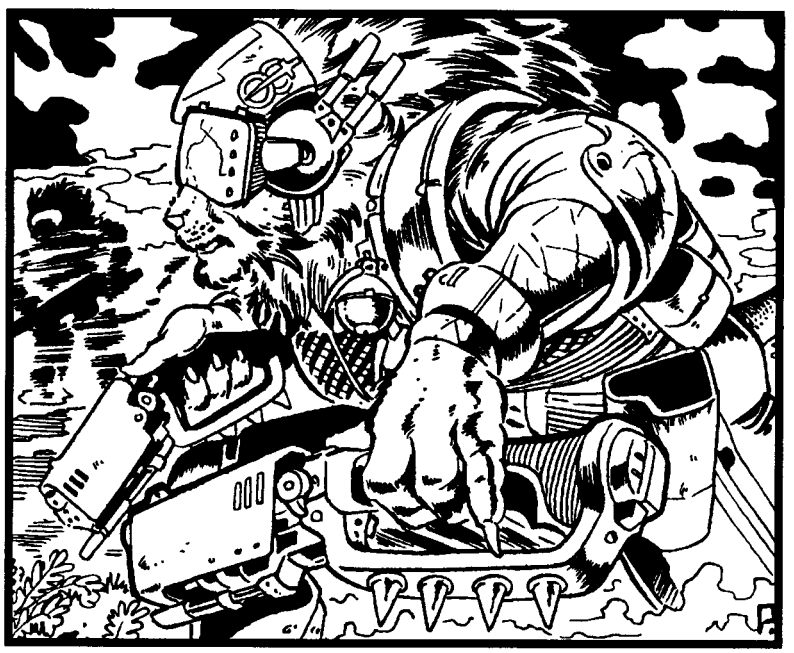
Body Development Skill Category

Skills: ..... Body Development (only one skill)
Applicable Stat Bonuses: ..... Co/SD/Co
Skill Rank Bonus Progression: Based on Race (Special)
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0 • 0
Group: ..... None
Classification: ..... Special

Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. A character's total hits are equal to his Body Development skill bonus.

SPECIAL PROGRESSION BASED ON RACE CHART

Race	Body Development	Mind Point Development
Falanar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Human	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4
Kagoth	0 • 10 • 7 • 5 • 4	0 • 5 • 3 • 2 • 2
Oort	0 • 6 • 2 • 2 • 1	0 • 7 • 6 • 5 • 4
Tulgar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Valiesian	0 • 6 • 4 • 2 • 1	0 • 5 • 3 • 2 • 2
Xatosian (m)	0 • 6 • 3 • 2 • 1	0 • 8 • 7 • 6 • 5



SKILL DESCRIPTIONS

This skill enhances the character's ability to resist damage, and withstand pain and shock. A character's Body Development skill bonus determines how many hits (concussion hits) a character can take without passing out. Note that this is not merely strength training — training in this skill provides a greater tolerance for pain, physical toughness and discipline in the face of wounds and bleeding. An individual might remain a very slight and frail-looking individual but still hold a large number of ranks of body development.

A character takes hits as damage from attacks—hits reflect pain, shock, and bleeding. When the hits that a character has taken are greater than or equal to his maximum hits, he passes out. When the hits that a character has taken are greater than or equal to his maximum hits plus his Constitution, he dies.

Note: *All characters receive a special +10 bonus to this skill.*

• • •

Each character has a maximum number of hits (also called concussion hits) equal to his skill bonus for Body Development. Normally, this skill bonus consists of the following:

Maximum Hits = Body Development skill bonus
= 10 + (2 x Co stat bonus) + SD stat bonus + profession bonus + skill rank bonus + any special bonuses

Hit Exhaustion

A character receives a penalty to his attacks and maneuvers based upon what percentage of his hits he has taken:

% of Hits Taken	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100+%	-30

Healing Hits

Once a character has taken hits, they may be "healed" in the following four ways:

1) If a character is active, one hit is recovered every three hours.

2) If a character is resting, (Co stat bonus ÷ 2) hits are healed every full continuous hour of rest (at least one hit is recovered, even if the Co stat bonus is less than one).

3) If the character is sleeping, (Co stat bonus x 2) hits are healed for every three hours of continuous sleep (at least three hits are recovered, even if the Co stat bonus is one or less). If this sleep is interrupted, hits are still healed as in 2) above.

4) In addition, hits may be healed by outside methods (see Section 39.1, p. 104); e.g., psychic powers, drugs, etc.

Example: *Ffumphhh the Oort Technician has decided that he's tired of his own sniveling every time he drops a tool on his foot. He began with 11 concussion hits [10 (for the special bonus) + 6 (for the rank he receives during adolescence) + 0 (for the profession bonus he receives as a technician) -6 (for twice his Constitution stat bonus of -3) + 1 (for his Self Discipline stat bonus of +1) = 16]. He develops one more rank in Body Development by buying two (it's a restricted skill for him), and consults the Special Progression Based on Race Chart. His progression (for Oorts) is 0 • 6 • 2 • 2 • 1. As this is his second rank of Body Development (the rank during adolescence counts, remember), he is delighted to discover that he now gets to add 6 points to his Body Development total. He struts away, sneering at danger.*

A-4.6 COMBAT MANEUVERS SKILL CATEGORY

Combat Maneuvers Skill Category

Skills: ..... Alien Environment (each environment is a separate skill), Combat Pilot, Crewmember AFV, Demolitions, Mounted Combat, Quickdraw, Rapid Fire, Suppression Fire, Swashbuckling, Trick Shooting Two-weapon Combat

Applicable Stat Bonuses: ..... Ag/Qu/SD

Skill Rank Bonus Progression: ..... Combined

Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0

Group: ..... None

Classification: ..... Static Maneuver, Special, and OB

This category deals with the use of specialized maneuvers used in combat to achieve specific results. This may include fighting styles, special strokes, or defensive maneuvers used in conjunction with a particular mode of combat.

SKILL DESCRIPTIONS

Alien Environment †

Alien Environments is the skill of operating in (or more to the point, fighting in), you guessed it, an alien environment. This has many possible sub skills (it is required that a character develop each sub skill separately). One of the most useful Alien Environments sub skills is Zero G Maneuvers. The Alien Environments skill restricts all other combat skills. When in that alien environment, no skill may have a higher bonus than character's appropriate Alien Environments skill (a GM may relax it in certain situations, such as firing a gun while strapped securely into a chair).

Combat Pilot

The Combat Pilot static maneuver is rolled every combat round. The result is compared to the chart below. This is the pilot's combat bonus pool for that round—it must be spilt between the pilot's OBs and DBs.

Maneuver Result	Combat Bonus Pool
66 (unmodified)	+(1d50)
100 (unmodified)	+40
more than 175	+30
140-175	+25
111-175	+20
91-110	+10
76-90	+5
less than 76	+0

Crewmember AFV

This is the skill used to operate an Armored Fighting Vehicle. The nature of these vehicles, be they tanks or giant robots, depends on the campaign.

Demolitions

This skill is used to set or disarm explosives. The GM should set a difficulty based on complexity. The character then makes a static maneuver and compares the result to the Static Maneuver Table.

Mounted Combat

This skill limits one's OB against an opponent while mounted. The OB of an attack made while mounted cannot exceed the attacker's Mounted Combat skill bonus. A character's Mounted Combat skill cannot have more skill ranks developed than his Riding skill ranks or skill ranks in the appropriate Pilot skill.

Example: *Frralllll the Falanar prefers to use a hazzok (+98 OB) while on a motorcycle. He is only an adequate rider, however, having 6 ranks in Ground Vehicle Pilot. He is limited to 6 ranks, therefore, in Mounted Combat. After stat bonuses and other modifications, his Mounted Combat skill bonus is +37. So, he will only be able to wield his hazzok from a motorcycle with an OB of +37.*

Quickdraw

This skill provides a bonus for getting a weapon from its holster very quickly. If successful, the weapon is out of the holster and in hand without the normal 20% activity required (-20 penalty) for drawing a weapon. If the maneuver roll fails, he has dropped the weapon. If partially successful, the character takes the normal time (and penalty) to draw the weapon.

Rapid Fire

This skill is used to conduct Rapid Fire Static Maneuvers. Appendix A-8.4.4 (p. 196) explains more about firearms and energy weapons in combat. This skill is Everyman for all characters.

Suppression Fire

This skill is used to conduct Suppression Fire Static Maneuvers. Appendix A-8.4.4 (p. 196) explains more about firearms and energy weapons in combat.

Swashbuckling

This skill allows an individual to perform elaborate maneuvers with his melee weapon, including flourishes and feats of weapon control. This skill may, at the GM's discretion, be used to recover control of a fumbled weapon (only possible if a fumble result has indicated that the wielder has "lost control" of a weapon, not "dropped" it), and may be used to perform unusual maneuvers with one's weapon. Note that fumbles resulting from swashbuckling attempts may **not** be negated by further use of this skill.

Trick Shooting

This skill is used for trick shooting maneuvers (shooting a cigarette out of someone mouth, etc.). A character's skill at trick shooting cannot exceed his skill with the weapon he is using.

Two-weapon Combat

This skill allows a combatant to fight with two melee weapons simultaneously. He is allowed to make 2 weapon attacks for each melee attack action, and may engage two opponents providing neither opponent is receiving any positional combat modifiers for their OB (e.g., If either opponent is receiving +15 for Flank Attack or +20 for Rear Attack the individual cannot attack both opponents in the same round).

Two Weapon Combat skill must be developed for **each** individual two-weapon combination (e.g., monosword/monodagger, hazzok/combat knife, etc.). A character's skill rank with a two-weapon combination may not exceed his skill rank of **either** of the individual weapons (e.g., if a Soldier has 5 skill ranks with a dagger and 9 skill ranks with a short sword, he may only have 5 skill ranks with his short sword/dagger two weapon combination). The OB for each weapon attack is equal to the skill bonus for the Two-weapon Combat skill for the combination of those two weapons.

Against 1 Opponent: There is no negative attack modification against one opponent.

Against 2 Opponents: There is -20 modification to **both** attacks.

Parrying: The user must reduce both weapon OBs by the same amount (i.e., the amount of his parry). Against one opponent, the user increases his DB by the amount of his parry. Against two opponents, the amount of his parry must be split between the two opponents as the user sees fit.

Using the off-hand: Each weapon combination is considered to have been developed for each specific weapon in a specific hand. Switching either weapon to the other hand incurs the normal -20 penalty for use with the off-hand.

A-4.7 COMMUNICATION SKILL CATEGORY

SKILL DESCRIPTIONS

Languages

Spacemaster is created for a universe with a variety of cultures and languages. There is often no such thing as a common tongue (though a GM can engineer a common language if he wishes). Each language must be developed individually, with the written and spoken versions of a language each counting separately. Skills in one language normally have little effect on others; however, "brother languages," those deriving from an immediate common ancestor, may be an exception (Spanish and Portuguese, for example).



One's skill **rank** indicates the level of comprehension of a spoken or written language. See the Language Rank Table T-4.7.

One's skill bonus with a written form of a language serves as a skill bonus to writing attempts using that language. The spoken skill bonus for a language is used to improve communication with someone. A successful static maneuver means that the spoken language rank of the person with whom you are communicating is temporarily increased for the purposes of this conversation, to a maximum of the rank developed by the individual performing the static maneuver.

The ISC has thousands of dialects. Most of them are not widely used. The following languages are still widely spoken in ISC space:

Species Standard ..... Engineered for all races. Official ISC language.
Falanar ..... Common Falanar language. Spoken by all Falar subraces.
Human ..... Common Human language.
Kagoth ..... Common Kagoth Language
Oort ..... Common Oort Language
Tulgaran ..... Common Tulgaran Language
Valiesian ..... Common Valiesian Language
Xatosian ..... Common Xatosian Language

The Empire has nearly as many languages within its borders. Many have become dead. Like the ISC, common racial languages have been devised. While speaking these languages is legal, speaking one in front of a person with any sort of political and legal power is likely to bring death (they don't like not understanding what's being said).

Royal Tongue ..... Official Imperial language. Spoken by all Falar.
Human (Imperial) ..... Common Human language.
Kagoth (Imperial) ..... Common Kagoth Language
Oort (Imperial) ..... Common Oort Language
Tulgaran (Imperial) ..... Common Tulgaran Language
Valiesian (Imperial) ..... Common Valiesian Language
Xatosian (Imperial) ..... Common Xatosian Language

Communication Skill Category

Skills: ..... Languages (each language written is a skill, each language spoken is a skill), Lip Reading, Signaling, Speed Reading
Applicable Stat Bonuses: ..... Re/Me/Em
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Static Maneuver

This category encompasses those skills involving the coordinated transfer of information from one being to another by whatever means available or preferred. Whether this is in the form of language or smoke signals, it covers only the actual process of transfer and understanding of the communication medium, not the analysis or use of such information (e.g., understanding the words spoken by a psychic oracle involves the use of these skills; figuring out the mysteries revealed does not).

Example: *Beebo has 7 ranks and a bonus of +42 (through various bonuses) in Kagoth. She is trying to communicate with Mook, who has only 3 ranks in it. She makes a static maneuver to attempt to communicate effectively with Mook at rank 7 (a -40 modification to the maneuver), and succeeds. Mook's rank in Kagoth is considered to be at rank 7 for the purposes of this single conversation. Note that there is no possibility that a maneuver could have raised Mook's effective rank to 8, as Beebo doesn't even speak that well.*

Racial Languages: These are the languages generally used and recognized by the individual races.

Cultural Languages: These are the language variations in an area, usually related to some extent to the racial language(s).

Social Languages: These are the language variations in a particular culture (street slang).

Example: *High Erian is used by the nobility on the planet, Eria; Common Erian is spoken by most others. It is up to the individual GM to determine whether any such variants exist and what their similarity to each other is (e.g., knowing Erian High Speech allows half skill rank in Common Erian).*

Professional Languages: These Languages are the special Languages spoken by a particular profession, and need not be related to any spoken language.

Example: *Hersey is a complicated computer language designed for the rendering of graphical information. To understand or program in Hersey, you must develop ranks in the written skill. It is not a spoken tongue.*

Lip Reading

This skill provides a bonus for reading lips and sign language. Lip reading is only possible with languages that the lip reader knows and then only to the known spoken skill rank. Special creatures (e.g., the Chicken People) might cause a penalty to be added to the character's bonus due to distinct lack of lips. Line of sight must be maintained with the subject's mouth. Skill is halved for reading the lips of creatures not of the same general race.

Each foot over 7 meters to the target ..... -2

Signaling

This skill provides a bonus when using any form of signal communications. This skill is a specialized form of language and language guidelines apply.

Speed Reading

This skill is used to quickly assimilate written text. A successful maneuver results in reading at 2 to 3 times normal rate with full retention. Failure indicates a distraction.

LANGUAGE RANK TABLE T-4.7

Spoken Ability	Written Ability
Skill Rank 1 — Allows recognition of the language when spoken.	**Skill Rank 1** — Allows recognition of the language in written form.
Skill Rank 2 — Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	**Skill Rank 2** — Allows user to read or write very simple phrases and words and possibly to understand the context of very simple passages.
Skill Rank 3 — User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	**Skill Rank 3** — User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e., at third grade level).
Skill Rank 4 — User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	**Skill Rank 4** — User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability. Allows user to write sentences at a fifth grade level.
Skill Rank 5 — Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	**Skill Rank 5** — Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
Skill Rank 6 — The normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	**Skill Rank 6** — Reading level of the average literate man. Allows user to write at a ninth grade level.
Skill Rank 7 — True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	**Skill Rank 7** — Allows one to write at an eleventh grade level, and reading ability is that of an average member of the upper class.
Skill Rank 8 — Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	**Skill Rank 8** — College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
Skill Rank 9 — Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	**Skill Rank 9** — Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
Skill Rank 10 — Absolute fluency of the chosen language and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	**Skill Rank 10** — Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing abilities in closely related dialects.
Skill Rank 10+ — As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.	**Skill Rank 10+** — As for skill rank 10, unless the GM's world system calls for extremely complex languages and/or dialects.

A-4.8 CRAFTS SKILL CATEGORY

Crafts Skill Category

Skills: ..... Cooking, Leather-crafts, Metal-crafts, Rope Mastery, Stone-crafts, Wood-crafts, and others
Applicable Stat Bonuses: ..... Ag/Me/SD
Skill Rank Bonus Progression: ..... Combined
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0
Group: ..... Craft
Classification: ..... Static Maneuver

This category encompasses the use of particular craftsman skills, such as making jewelry, copper etching, cloth work, etc., invariably low-tech. Note that these skills are all physical applications of skill to produce a desired object or product. Skills dealing with the abstract analysis or theory of these objects should fall instead under the Technical/Trade group. Crafts involving high-tech work fall into the Scientific/Analytical Group.

The following is a partial list of suggested crafts not defined within this section (each of which is developed separately):

- Barber: Hair groomer and shaver of beards, etc.
- Billeting: Innkeeping duties .
- Book Maker: Binds paper into books.
- Calligraphy: Attractive form of writing.
- Candle Maker: Use of wax and wicks to make candles.
- Ceramics: Glazing, staining of pottery, glass, etc. and firing it in a kiln to harden it.
- Cooper: Making or repairing of barrels.
- Crocheting: See Knitting.
- Drafting: Drawing an item, object, blue prints, etc.
- Dyeing: Coloring of fabric and cloth.
- Embalmer: Mummification of body after death.
- Embroidering: Decorating of fabric, cloth and leather.
- Enameler: Uses enamel for a hard, long-lasting surface on objects.
- Fletching: Making arrows out of available materials.
- Furrier: Turning furs into clothing.
- Glass Blower: Turning of sand into glass objects.
- Guide: Pointing the way and leading.
- Horticulture: Growing flowers, fruits, fungi, and vegetables.
- Knitting: Turning yarn and thread into cloth, using needles.
- Masseur: Manipulation of bones and muscle to relieve tension, etc.
- Messenger/Runner: Bearer of messages (written or verbal).
- Miller: Grinder of grains into flour.
- Net Maker: Manufacture and repair of fishing nets.
- Paper making: Turning wood pulp into paper, reeds into papyrus, etc.
- Potter: Turning clay into objects.
- Quilting: Turning pieces of cloth into blankets, clothing, etc.
- Roofer: Putting roofs together, and maintaining them.
- Sail Maker: Manufacture and repairing of sails.
- Scribe: One who copies manuscripts or other documents.
- Seneschal: Running of a household, daily routines, etc.
- Service: Performing service duties, such as valet, maid, butler, etc.
- Sewing/Weaving: Sewing or weaving, as well as repair.
- Skinning: Removing, preparing, treating and caring for animal skins.
- Spinner: Turning wool or flax into thread.
- Stewardship: Management of land and people for an overlord.
- Tailoring: Turning cloth into articles of clothing.
- Taxidermist: Preparing and stuffing the skins of animals.
- Trapping: Setting simple snares, identifying animal runs, and a knowledge of the values of various furs, skins, etc.
- Tube Hollower: Hollows tubes out of stone, metal, wood, etc.
- Upholstery: Covering of furniture with material.
- Valet: Assists others in dressing and preparing for various occasions.
- Weaving: Using Loom to make rugs, cloth, tapestries, etc.
- Wicker Worker: Use of wicker to make baskets, furniture, etc.

SKILL DESCRIPTIONS

* — A character with at least one skill rank in this skill must choose one of the listed "specialized" crafts as his "area of specialization." When using this skill in his area of specialization, the character's skill ranks are considered to be doubled.

Cooking *

This skill provides a bonus cooking or preparing food. This skill bonus may also be used when detecting bad food, or preparing/neutralizing dangerous food ingredients. The following is a partial listing of specialized cookery *Skills:*

- Baking: Turning of flour into breads, cakes, pies, etc.
- Brewing: Making ale, beer, cider, malt or mead beverages.
- Curing: Salting or preserving of food.
- Distilling: Making alcohol.
- Winery: Making wines.

Leather-crafts *

This skill provides a bonus for working with hides and creating leather goods (e.g., leather armor, bolas, etc.). The following is a partial listing of specialized leather crafts:

- Cobbler: Manufacture of shoes and boots.
- Saddler: Manufacture of saddles and other horse trappings.
- Tanner: Turning hides into leather.
- Tooler: Decorating leather with imprinted designs & coloring them.

Metal-crafts *

This skill provides a bonus for working with normal metals to create or repair desired objects (e.g., horse shoes, metal ornaments), as well as for oven or kiln building, and doubling effects of fires. The following is a partial listing of specialized smithing crafts:

- Armorer: Manufacture of iron or steel armor.
- Blacksmith: Manufacture of small iron wares, horse shoes, etc.
- Bronze Smith: Working and casting of bronze.
- Copper Smith: Working and casting of copper.
- Etcher: Decorating of metals.
- Fire Starting: Starting of fires.
- Foundry: Casting, rolling, cutting and spinning of iron.
- Gold Smith: Working of gold into ornamental and functional items.
- Iron Smith: Manufacture of iron wares.
- Silver Smith: Working of silver into ornamental and functional items.
- Tin Smith: Working of tin into ornamental and functional items.
- Tooler: Manufacture of metal tools.
- Weapon Smith: Manufacture of iron or steel weapons.

Rope Mastery

This skill provides a bonus for knot recognition, knot-tying, braiding, rope splicing, making a maneuver while suspended from a rope (or analogous flexible line), or when throwing a line.

Stone-crafts *

This skill provides a bonus for working with stone and creating sculptures, writings, or any other form of inscription or relief. The following is a partial listing of specialized stone crafts:

- Brick Maker: Manufacture of bricks.
- Gem Cutter: Cutting and setting of stones and gems.
- Masonry: Construction of buildings, bridges, etc. from bricks and stone.
- Stone Carving: Carving of stone.
- Stone Cutter: Cutting and shaping large stones from a quarry.

Wood-crafts *

This skill provides a bonus for fashioning any object out of the required amount of wood, bone or similar material. The following is a partial listing of specialized wood crafts:

- Carpentry: Cabinet maker.
- Cartwright: Manufacture of carts, wagons and other similar vehicles.
- Building: Construction of buildings from wood.
- Lumbering: Felling of trees.
- Shipwright: Building of sea going vessels.
- Wheelwright: Manufacture of wheels.
- Wood Carving: Carving of wood.

A-4.9 DIRECTED POWERS SKILL CATEGORY

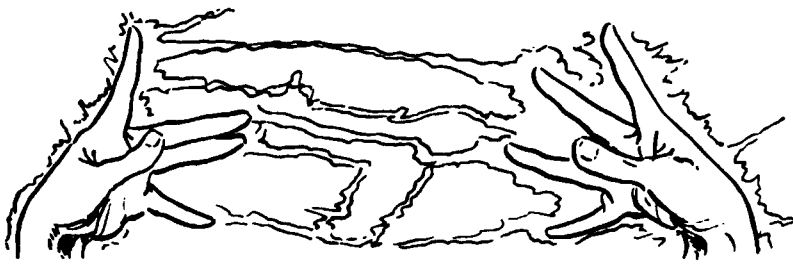
Directed Powers Skill Category

Skills: ..... One for each type of directed attack (i.e., usually one for each psychic power)
Applicable Stat Bonuses: ..... Ag/SD/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Offensive Bonus

Certain psychic powers make provision for attack rolls for "directed" powers (see App. A-8.7, p. 199). Skill must be developed separately for each such psychic power. A character wishing to develop skill with such a psychic power must be able to use it at least once a day.

SKILL DESCRIPTIONS

The skills in this category provide bonuses to directed psychic attacks. Such attacks use the Psychic Spell Attack Table A-8.8.12 (p. 211). See Appendix A-8.7 (p. 199) for guidelines on handling directed psychic attacks.



A-4.10 INFLUENCE SKILL CATEGORY

Influence Skill Category

Skills: ..... Bribery, Diplomacy, Duping, Interrogation, Leadership, Public Speaking, Seduction, Trading
Applicable Stat Bonuses: ..... Pr/Em/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Static Maneuver

This category encompasses those skills which deal with an intentional and applied effort at influencing, manipulating, or deceiving others.

SKILL DESCRIPTIONS

Bribery

This skill provides a bonus for offering a bribe to an individual in the proper and unobtrusive manner. The GM may also allow the use of this skill to identify bribeable individuals and to identify persons likely to have been bribed.

Diplomacy

This skill provides a bonus for operating successfully in a complex, bureaucratic, foreign environment, such as a foreign royal court or any other large, foreign government structure. Tact, negotiation, and deceit are all facets of diplomacy. It is used for the conducting of relations between nations. It is important to note that this skill provides a bonus for using the proper protocol in an *unfamiliar* situation and impressing a person in authority. This applies to situations ranging from an audience with the president to an involuntary meeting with the Godfather.

Duping

This skill provides a bonus for speaking quickly, convincingly, and confusingly in order to get a victim to do something they would not ordinarily do. This skill usually may be used on only one person at a time.

Interrogation

This skill provides a bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target. If a target is discomforted and the "interrogation roll" fails, the target may suffer a major injury or death. In such a case, the target should roll an RR vs. level 10, using his Co/SD/Co stat bonus total as a modifier to determine the extent of the injury. This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received.

Causing "discomfort" to target ..... +10 to +25

Leadership

This skill provides a bonus to inspire and command others to follow you, and to make others believe that you are competent to lead and that you know what you are doing. This includes the ability to raise the morale of those you command.

Public Speaking

This skill provides a bonus for impressing, entertaining, or manipulating groups of people directly. Note that this is different from the Tale Telling skill, which is used on small groups, using stories and fables for entertainment and instruction. Public Speaking is for larger groups, is often more extemporaneous, and is used to manipulate the emotions or views of a crowd.

Seduction

This skill provides a bonus when attempting to emotionally, sensually, or sexually manipulate someone. Note that this is not limited to sexual seduction! Manipulation of a persons sensual sensibilities, urging a person to indulge in some fantasy or desire, and convincing a person of some tenet on emotional rather than rational grounds can all be classified as seduction.

Trading

This skill provides a bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase and resale price charts found in the *Gamemaster Manual.*

A-4.11 LORE SKILL CATEGORIES

Lore • Academic Skill Category

Skills: ..... Culture Lore (one skill for every culture), Education, History (one skill for every planet), Journalism, Philosophy, Political Science, Sociology
Applicable Stat Bonuses: ..... Me/Re/Me
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Lore
Classification: ..... Static Maneuver

This section covers skills of a more academic nature. This is the type of book-learning which is not typically available until after the creation of the university.

Lore • General Skill Category

Skills: ..... Fauna Lore, Flora Lore, Heraldry, Region Lore (one skill for each region), Religion, Xeno Lore (one skill for each race/culture)
Applicable Stat Bonuses: ..... Me/Re/Me
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Lore
Classification: ..... Static Maneuver

This category encompasses the use of informational and academic skills which are available to most people with the determination to learn them.

Lore • Technical Skill Category

Skills: ..... Lock Lore, Metal Lore, Poison Lore, Stone Lore, Trading Lore, Vehicle Lore
Applicable Stat Bonuses: ..... Me/Re/Me
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Lore
Classification: ..... Static Maneuver

This category encompasses the use of technical informational and academic skills dealing with relatively common topics.

SKILL DESCRIPTIONS
Lore • Academic

Culture Lore †
This skill provides knowledge about the beliefs, rituals, or other information about a specific culture. Note that skill for each culture must be developed separately.

Education
This is the skill used to teach another character, provided that the teacher has more ranks in the skill being taught than the student.

The GM should assign a difficulty to the skill. It is then resolved as a static maneuver. The student must still have the requisite development points.

History †
This skill provides knowledge about the past. One may develop this skill in general Civilized History (subject to the available learning materials—e.g., if knowledge about the worlds in the Jeronan Empire is not available, it may not be learned) although the information will be far less specific, focusing instead on the broad strokes of history. If this skill is developed in the history of a particular world, the information will be far more specific. In essence, the smaller the focus of the skill, the greater the level of detail and accuracy. Developing skill in the history of the Planet of Hassus, for instance, might provide information about the rulers and the great events in the World's past; skill in the history of the World under the during the formation of the Inter-Species Commission would be much more specific. This skill encompasses military history as well.

Journalism
This skill is for use in properly reporting events and facts without undo analysis or interpretation. This is used for newspapers, broadcasting, and data-net text and articles.

Philosophy
The ability to recognize and interpret philosophical schools of thought. This could be used to predict the reactions of followers of these belief systems. Each philosophy doctrine may be concentrated in and learned separately for in-depth knowledge and understanding.

Political Science
The ability to influence guide or even seize control of a government. Also allows a character to identify the organization of said government.

Sociology
This is the study of groups of people. It allows the character to predict trends within the group, especially under specific circumstances such as peer pressure, deprivation of goods, or bad news.



Note: *Lore skills have a Standard skill bonus progression because it is assumed that there are common elements to certain "types" of Lores. The Lore Categories maintain this convention, but the GM may decide that these skills are disparate enough to warrant a Combined skill progression. If so, the development point costs should be doubled, reflecting the lack of skill category ranks.*

SKILL DESCRIPTIONS
Lore • General

Fauna Lore
This skill provides a bonus for recognizing and identifying the major animal forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in fauna/zoological trends. Several different regions/climates may be developed simultaneously, provided that research materials are available.

Note: *This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of animal.*

Flora Lore
This skill provides a bonus for recognizing and identifying the major plant forms within a specific area, region and climate. May be developed either in-depth for a specific area or as general education in flora/botanical trends. Several different regions/climates may be developed simultaneously, provided that research materials are available.

Note: *This skill may be used for learning about specific species as well, providing great detail on the characteristics and habitats of a particular type of plant.*



Heraldry †
This skill provides a bonus for designing or recognizing the particular heraldic crests (coats-of-arms) symbols, seals, etc. specific to a given culture. Separate cultures must be developed separately. Note that this works for everything from Falanar designs to Tulgaran heraldic crests to Xatosian markings, though separate skills are required for each.

Region Lore †
This skill provides knowledge geography or layout of a specific region. This would give such information as the existence of sand storms, temperature extremes, etc. This will not help a character survive the region, per se, but it will tell him the skill he needs to study (or find a person to help with). Note that skill for each region must be developed separately. All characters begin with ranks in Region Lore for their own region.

Religion †
This skill provides a bonus for recognizing and identifying major aspects of religious doctrines. Each religion may be concentrated in and learned separately for in-depth knowledge and understanding.

Xeno Lore †
This skill provides information about the beliefs habits or other information about a specific race. It would give basic information about a race. For instance, a successful check would allow a character to know all of the special abilities of a race. Note that skill for each race must be developed separately. Each character begins with basic knowledge of his own race.

SKILL DESCRIPTIONS
Lore • Technical

Lock Lore
This skill provides a bonus for recognizing and identifying major forms of locks and security systems.

Metal Lore
This skill provides a bonus for recognizing and identifying metals, alloys, metallic crystal structures, etc. Skill must be developed separately for each culture or region as applicable to the GM's campaign scheme.

Poison Lore
This skill provides a bonus for recognizing and identifying poisons, as well as knowledge of proper application and usage techniques.

Stone Lore
This skill provides a bonus for recognizing and identifying stones. Skill lore is developed separately for each culture or region as applicable to GM's campaign scheme.

Trading Lore
This skill provides knowledge of trade-related affairs. Trade routes, customs laws, exchange rates, traditions and rituals, etc. are all encompassed by this skill.

Vehicle Lore
This skill is used to identify vehicles and to gain specific information on vehicles. A near success will identify the vehicle whereas a success will give all of its abilities.

A-4.12 MARTIAL ARTS • STRIKING SKILL CATEGORY

Martial Arts • Striking Skill Category

Skills: ..... Boxing, Tackling
Applicable Stat Bonuses: ..... St/Ag/St
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Martial Arts
Classification: ..... Offensive Bonus

This category encompasses the use of unarmed combat skills involving blows dealt with the hands, feet, elbows, and the like.

SKILL DESCRIPTIONS

Boxing

This is the skill of using one's fists and feet to strike an opponent, while protecting oneself from similar blows. This skill uses the Tooth & Claw Attack Table A-8.8.13 (p. 212) and may not exceed the damage done by a "Small" attack. This attack delivers krush criticals.

Tackling

This is the skill of diving at a person in order to bring them to the ground in the intent of momentarily immobilizing them. Injury is more common than with wrestling (although part of this skill is avoiding injury to oneself during the tackle), and is used in moving situation such as chases, sports activities, etc. This skill uses the Bash & Grapple Attack Table A-8.8.14 (p. 213) and may not exceed the damage done by a "Small" attack. This attack delivers krush criticals (grapple criticals if *Arms Law* is available).

A-4.13 MIND POINT DEVELOPMENT SKILL CATEGORY

Mind Point Development Skill Category

Skills: ..... Mind Point Development (only one skill)
Applicable Stat Bonuses: ..... SD
Skill Rank Bonus Prog.: ..... Based on Race (Special)
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0
Group: ..... None
Classification: ..... Special

Skill rank in Mind Point Development is one of the factors which determines how many psychic powers a character can use within a given time period. A character's mind point total is equal to his Mind Point Development skill bonus.

SPECIAL PROGRESSION BASED ON RACE CHART

Race	Body Development	Mind Point Development
Falanar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Human	0 • 6 • 5 • 2 • 1	0 • 7 • 6 • 5 • 4
Kagoth	0 • 10 • 7 • 5 • 4	0 • 5 • 3 • 2 • 2
Oort	0 • 6 • 2 • 2 • 1	0 • 7 • 6 • 5 • 4
Tulgar	0 • 6 • 5 • 2 • 1	0 • 5 • 3 • 2 • 2
Valiesian	0 • 6 • 4 • 2 • 1	0 • 5 • 3 • 2 • 2
Xatosian (m)	0 • 6 • 3 • 2 • 1	0 • 8 • 7 • 6 • 5

SKILL DESCRIPTIONS

Developing this skill allows a psychic character to increase the total number of mind points (MPs) he may have available at any given time. In order to use a psychic power, a number of MPs equal to the psychic power's magnitude must be used.

• • •

Each character has a maximum number of mind points equal to his skill bonus for Mind Point Development. Normally, this skill bonus consists of the following:

MP Total = *MP Development skill bonus*
= SD stat bonus + profession bonus
+ skill rank bonus + any special bonuses

MP Exhaustion

A character receives a modification to his psychic static maneuvers (see Section 33.4, p. 80) based upon what percentage of his mind points he has used:

% of MPs Used	Modification
0% to 25%	0
26% to 50%	-10
51% to 75%	-20
76% to 100%	-30

Recovering MPs

Once a character's has expended MPs using psychic powers, his MPs may be regained (up to the maximum) in the following three ways:

1) If the character is active, one MP is recovered every hour.
2) If the character is resting, (SD bonus ÷ 2) MPs are recovered every full continuous hour of rest (at least one MP is recovered, even if the SD bonus is less than one).
3) If the character is sleeping, half of the maximum MPs are recovered for every three hours of continuous sleep. If this sleep is interrupted, MPs are still recovered as in 2) above.

Example: *Xicthtil is a 20th level Psychic. He has a mind point development skill bonus of 88 and an SD stat bonus of 9. So, he recovers 1 MP every hour while active, 5 MPs (9÷2) every continuous hour of rest, and 44 MPs (88÷2) for every 3 hours of continuous sleep.*

A-4.14 OUTDOOR SKILL CATEGORIES

Outdoor • Animal Skill Category

Skills: ..... Animal Handling, Animal Training, Driving, Riding (each skill must be developed separately for each distinct type of animal)
Applicable Stat Bonuses: ..... Em/Ag/Em
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Outdoor
Classification: ..... Static Maneuver

This category encompasses the use of skills involving the raising, handling, training, and care of animals. Additional skills in this category include: animal mastery, animal healing, and herding.

Outdoor • Environmental Skill Category

Skills: ..... Caving, Foraging, Hunting, Survival (one skill for each environment), Weather Watching
Applicable Stat Bonuses: ..... SD/In/Me
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Outdoor
Classification: ..... Static Maneuver

This category encompasses the use of skills involving information-gathering and surviving in the outdoors and other unusual environments. These skills may range from gathering food to understanding how best to resist extreme heat or cold.

SKILL DESCRIPTIONS
Outdoor • Animal

General and GM-Assigned Modifiers

Non-intelligent	-50
Low-intelligence	-10
Animal intelligence	0
Wild/Untamed	-20
Befriended/Raised from birth	+30
Amphibians (all)	-10
Arthropods (insects)	-50
Avian (birds)	-20
Bovine (cattle, buffalo, deer, etc.)	0
Canine (dogs, wolves, foxes, etc.)	+10
Cetacean (all sea mammals)	-20
Coelenterate (jellyfish, etc.)	-10
Equine (all horse types)	0
Feline (all cats)	-10
Fish (all fish with bones, scales, fins)	-30
Mollusks (snails, clams, squids, etc.	-40
Pachyderm (elephants, rhinoceros, etc.)	0
Rodents (rats, beavers, rabbits, etc.)	0
Saurians (dry-land, legged reptiles)	-10
Serpentine (all snakes and serpents)	-10
Simians (apes, monkeys and gorillas)	+50
Swine (pigs, boars, etc.)	0
Ursine (bears, wolverines, pandas, etc.)	0

Animal Handling †

This skill provides a bonus for the care and feeding of animals including bedding, hobbling, etc. This skill must be developed separately for each different type of animal. This skill is normally used in the handling of one animal at a time.

Animal Training †

This skill provides a bonus for training a particular type of animal, such as birds of prey, dogs, bears, big cats, etc. Skill normally results in the taming of the animal. This skill must be developed separately for each different type of animal.

Driving †

As in Riding, skill ranks in driving must be developed separately for different types of *drawn-vehicles.* Drawn-vehicles are defined as animals pulling such objects as wagons, carts, sleighs, etc. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability and some quickness in maneuvers.

Riding †

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of controlling of the animal, or gaining control of an unfamiliar animal (of the type you have skill with). This skill must be developed separately for each different type of animal.

Activity Used for Riding	Penalty
5%	-30
10%	-25
20%	-20
30%	-15
40%	-10
50%	-5
60%	+0
70%	+10
80%	+20
90%	+35
100%	+50

SKILL DESCRIPTIONS
Outdoor • Environmental

Caving (Spelunking)

This skill provides a bonus for determining the natural course and lay of a cave or cavern (passage or chamber). It can also provide a bonus for certain maneuvers in caves and caverns.

Foraging

This skill provides a bonus for finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing.

Hunting

This skill provides a bonus to hunting maneuvers. Note that tracking and recognizing game is covered by other skills; this skill gives bonuses to the actual hunt, including setting up blind runs, leading and driving game, etc.

Survival †

This skill provides a bonus for living in a specific dangerous or hostile environment. Note that this skill encompasses only those methods needed to stay alive against the actively dangerous elements of an environment (e.g., blistering heat, cold, pressure, unusual animals typical of the environment, etc.). It does not include food gathering, although it does include the knowledge necessary to find water. Skill must be developed in each type of environment (e.g., desert, jungle, arctic, water, etc.). The GM may rule that unusually hostile environments may also be covered by this skill (e.g., vacuum, underwater, radioactive landscapes, etc.).

Weather Watching

This skill provides a bonus for determining local weather for the next 24 hours.

A-4.15 PSYCHIC SKILL CATEGORIES

For All Psychic Skill Categories:

Skill Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Psychic
Classification: ..... Static Maneuver and Special

In each category, the skills (psychic powers) provided are only a sampling of the possible skills. The GM can approve other skills within each category.

Psychic • Electrokinesis Category

Skills: ..... Electrokinetic Bolt, Electrical Shield, Energy Control, Interface, Potential Control
Applicable Stat Bonuses: ..... SD/SD/In

This category deals with manipulating electrical and electronic forces. Proper use of the skills in this category allows a character to generate current, manipulate current, shape current, etc.

Electrokinesis can be used to directly attack a target with an electrical blast and to defend by creating an intense electromagnetic field around the user.

The most subtle and potentially powerful use of these skills involves the manipulation of electronic brains. An adept electrokinetic can interface directly with any computer. What they do once this contact is achieved depends on their skill and the defenses of the computer.

Psychic • Healing Category

Skills: ..... Cut Repair, Organ Repair, Pain, Psychic Surgery, Regeneration, Skeletal Repair, Stun Relief, Tissue Repair
Applicable Stat Bonuses: ..... SD/SD/Em

This category involves the direct healing and damaging of living tissues. These skills are most commonly used to heal patients, but as with all skills, they can be used harm as well as help.

These skills operate by stimulating cells on the deepest levels. They can cause cells to begin regenerate at incredible rates. They can cause cells to wither and die. These skills can even, in the more magical and fantastic campaigns, be used to restore life to the dead.

Psychic • Meta-Psi Category

Skills: ..... Exteriorization of Senses, Metasense, Psychometry, Raw Channel, Shadowmind.
Applicable Stat Bonuses: ..... SD/SD/Pr

This category covers psychic powers which defy classification. Most of them deal with divination, the perception of distances, and the direct manipulation of psychic power. Since this covers the perception of distance, all "travel" psychic powers are covered by this field. Therefore, this is where a GM would place teleportation, should this power be possible in his universe.

This field is the one that is most dependent on what a GM wants to do with psychic powers in his campaign. The psychic powers listed here are only suggestions—the GM should examine these skills carefully.

Psychic • Mind Over Matter Skill Category

Skills: ..... Body Discipline, Dodging, Energy Dispersal, Haste, Mind Discipline, Sense Discipline, Ultrasonic/Hypersonic Hearing
Applicable Stat Bonuses: ..... SD/SD/SD

This category covers those psychic powers which depend mostly on the sheer force of the psychic character's force of will. These psychic powers allow the psychic character to seize control of his own body. Therefore, these psychic powers deal with the psychic character's control over himself, not his control over others. Through complicated psychic power and biofeedback, the psychic character can alter his body functions, enhance his reflexes, and alter his perceptions. In some campaigns, this can even be used by the psychic character to alter his own physical structure and the structures of objects he touches.

Psychic • Photokinesis Skill Category

Skills: ..... Darkness/Illumination, Light Blast, Photokinetic Shield
Applicable Stat Bonuses: ..... SD/SD/In

The skills in this category allows a character to manipulate light, on either the particle level or the wave level (which, according to most quantum mechanics, is the same thing). This has most of its uses in the obvious, utilitarian realms. It does, however, have its combat applications. The light blast and the photokinetic shield have both saved the lives of many young up and coming psychic characters.

A GM allowing this category into his campaign might want to brush up on the realities of light, especially in the hard science game. Particle/wave duality can be especially confusing, and warrants some attention. In a Space Opera campaign, just take this category at face value, and don't worry too much about all the ramifications.

Psychic • Psychokinesis Category

Skills: ..... Kinetic Bolt, Psychokinetic Field, Psychokinetic Shield, Psychokinetic Wall, Telekinesis
Applicable Stat Bonuses: ..... SD/SD/Pr

This category covers the field of psychic powers involving psychokinesis. Psychokinesis is the movement of objects through the use of mental energy as opposed to physical energy. Physical interaction is not necessary with psychokinetic powers.

By use of these skills, a psychic character can create kinetic force out of thin air. This force can be used to lift or move objects, conduct attacks, form defenses, etc.

Psychic • Radiokinesis Category

Skills: ..... Radiation Control, Radiation Shield, Radiokinetic Bolt
Applicable Stat Bonuses: ..... SD/SD/In

This category deals with the manipulation and generation of hard radiation. Typically, generated hard radiation is in the form of alpha particles, which are essentially helium atoms, stripped of all electrons.

Psychic • Telepathy Category

Skills: ..... Behavioral Trigger, Concealment, Confusion, Control, Detection, Empathy, Memory Alteration, Mind Defense, Mind Shield, Mind Store, Mind Trap, Paralyze, Probe, Sleep, Suggestion, Tele-Receive, Tele-Send

Applicable Stat Bonuses: ..... SD/SD/Em

This category involves the direct linking of two minds. Sometimes the communication is one way. Sometimes the communication is two ways.

There are many different ways to use these skills—including everything from simple communication to full mind control. Deep probes, psychic assaults, hypnotic programming, and hallucinations are only the beginning of the powers that can be developed in this category.

Psychic • Thermokinesis Category

Skills: ..... Cryokinetic Bolt, Cryokinetic Shield, Flame Control, Ice Control, Pyrokinetic Bolt, Pyrokinetic Shield, Temperature Control

Applicable Stat Bonuses: ..... SD/SD/Pr

This category allows a psychic character to manipulate thermokinetic energy. The psychic character can use this to heat or cool objects or substances by exciting or dampening molecules. This has many applications. It can be used for everything from cooking to combat. It has both offensive and defensive applications.

In its more extreme applications, these skills can even be used create fire (typically in the form of a fire bolt). There are many applications to this field, but most psychic characters develop this field for its combat applications.

USING PSYCHIC POWERS

A psychic character's capabilities with a specific psychic power (skill) are determined by two things: his ranks in the skill's category and his ranks in the skill itself.

In general, a psychic character's ranks in a skill's category determine his overall *strength* when using that skill. For instance, the number of ranks in a psychic has in the Psychokinesis category determine how much weight he can actually lift when using his telekinesis skill. This also determines how many MPs a psychic can spend when he uses a skill in this category.

In general, a psychic character's skill in a specific skill (psychic power) determines how much *fine control* he has when using that skill. For instance, assume that a character has only one rank in the Psychokinesis skill category, but many ranks with the Telekinesis skill—he might not be able to lift a heavy cat, but he could thread a needle.

Note: *Part V (p. 77-83) provides a more complete discussion of the use of psychic powers.*

Automatic Use of Psychic Powers

A psychic power can be automatically used if the following restrictions are met.

1) The attempted magnitude of the psychic power does not exceed the psychic character's level.
2) The psychic power is not from a category which is currently restricted.
3) The psychic power is not used as a snap action.
4) The psychic has not used more than 25% of his mind points.
5) The user has not incurred any penalties from wounds and/or "GM-designated distractions" (see p. 80).

If a psychic power is automatically used, no static maneuver is required. However, the psychic power may still fail—if so, roll on Table 8.10.4 (p. 232).

- All attack psychic powers fail on an unmodified attack roll of 01-02.
- A d100 roll should still be made for non attack psychic power. A result of 01-02 results in a failure.

Psychic Static Maneuvers

If any of the above restrictions are not met, then the psychic power cannot be used automatically. Instead, to use the power, the character must make a psychic static maneuver. If the static maneuver is successful, the power may be used with the normal failure chances listed above.

The open-ended static maneuver roll is modified by the character's skill with the respective psychic power. In addition, penalties from wounds and "GM-designated distractions" apply. The static maneuver is compared to Table T-4.5 to determine the result.

Psychic Static Maneuver Roll =
d100 (open-ended)
+ character's skill bonus for the psychic power
+ mods from the Psychic Static Maneuver Modifications Chart (p. 80)

Note: *This static maneuver is part of the "using a psychic power" action and is not a separate action.*

Variable DP Cost for Psychic Categories

The development point costs for Psychic categories vary based upon two factors:

- The DP cost assigned to the category (see p. 42)
- The character's SD temporary stat (see p. 78)

PSYCHIC POWER TYPES

D — Directed Attack. These psychic powers directly attack a target, usually as a bolt of some type of energy. Such attacks are usually resolved (see p. 199) on the Psychic Bolt Attack Table 8.8.12(p. 211). No Resistance Roll is involved.

E — Energy. These psychic powers actually use psychic energy to create a phenomena that can affect the physical environment (e.g., "shields," a "walls," etc.). Because the phenomena is real, no Resistance Rolls are normally allowed.

F — Force. These psychic powers involve the direct manipulation of matter, energy, the elements, or living beings through the use of force from a psychic power. If the psychic power has a target capable of resisting, the user makes an attack roll on the Basic Psychic Attack Table A-8.8.15 (p. 198). To determine the RR modification for the target. After determining the RR modification, the target makes an RR (on Table T-3.4, p. 199, using the target's level and the psychic power's magnitude as the indices).

P — Passive. These psychic powers usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM's discretion), its purpose is only to determine if the target is aware of the psychic power. Many detection and information spells are of this type.

U — Utility. These psychic powers only affect the user, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM's discretion), but it is modified by -50 (i.e., he mostly likely will not resist). Most healing psychic powers are of this type.

SKILL DESCRIPTIONS
PSYCHIC • ELECTROKINESIS

Electrokinetic Bolt (D)

The use of this skill alters the potentials between two points, generally the psychic character's own hand and a point on the target. The result is an electrical blast in direct proportion to the magnitude of the effect.

The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *electricity* criticals.

Range: 100m *Area of Effect:* 1 target

Maintenance: May not be maintained (no raking attacks)

Magnitude: Determines the maximum possible result

Electrical Shield (E)

This psychic power allows a character to surround himself with an electrical field. While not concentrated enough to be useful for offensive actions, the field can bleed energy from attacks made on the character.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Bonus of (+2 x magnitude) to user's DB vs. energy attacks; (+3 x magnitude) versus electricity attacks. The user may also make a static maneuver modified by his skill bonus for this skill and as indicated below. If successful, the severity of an critical from an energy attack against the user is reduced by one (an 'A' critical is modified by -20, a 'B' critical becomes an 'A', a 'C' becomes a 'B', etc.).

Critical Being Reduced	Difficulty
A	Routine (+30)
B	Easy (+20)
C	Light (+10)
D	Medium (+0)
E	Hard (-10)
F	Very Hard (-20)
G	Extremely Hard (-30)
H	Sheer Folly (-50)
I+	Absurd (-70)

Energy Control (F)

This psychic power allows a character to attempt to drain a power cell (flamer cells are excluded, of course)—it normally takes one round.

Range: 100m *Area of Effect:* 1 power cell

Maintenance: May not be maintained

Magnitude: The magnitude necessary to drain these a power cell depends upon the type of the cell:

Power Cell Type	Magnitude Required
Utility Cell	1
Weapon Cell	10
Vehicle Cell	50

Interface (U)

A character can use this skill to telepathically meld with a computer. This can be accomplished through access to the means by which normal interface could be achieved—through data lines, etc. If the system is isolated, the character must be able to physical see the computer (a view screen would work).

To understand the system, the character must then make a successful static maneuver modified by his skill bonus for this skill. The difficulty is based on the level of the system (GM assigned).

The psychic can then begin to manipulate data as if he was interfacing normally with the system. If the character runs into blocks or security systems, then this can be handled in a couple of different ways.

Option 1: The character makes a psychic attack on the system (this costs no additional MPs and has the same magnitude as the current Interface). The system then makes an RR against the attack. If it fails, then the block is broken. This continues until the psychic fails an attack or gets booted off (GM discretion).

Option 2: Have the character hallucinate the experience into terms he can understand. Then role play the experience out as a sub-adventure. In these sub-adventures, any thing can take place, and the means of breaking the block are not always readily apparent. Unless the means of breaking the block is the psychic character's own death in this little scenario, then death means immediate expulsion from the system. The character must also roll a psychic failure to determine the neural effects. The magnitude of the interface determines how well equipped the psychic character's hallucinating persona turns out to be. This option has the advantage of allowing many different genres and unrelated adventures to be brought into play.

The GM need not lock himself into one option or the other. Both could actually be used. During a large gaming session, using option 2 could leave everyone else out of a large portion of the adventure. Therefore option 2 could only be used when either there is a good opportunity to run a solo adventure, or when there is a way to link the minds of all the characters, allowing them to participate as well. Otherwise, use option 1 to speed things along.

Range: 100m *Area of Effect:* 1 computer

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Special (see above)

Potential Control (U)

This skill is used to alter pre-existing current, such as one might find in a wire or circuit board. This can be used to raise or lower the amperage—to nullify or destroy the device. It can also be used to alter the voltage of the device, causing failure to occur, clock speed to run slow or fast. Most of these effects are up to the GM to adjudicate.

Range: 100m *Area of Effect:* 1 current

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: up to (±1 amp/volt x magnitude)



SKILL DESCRIPTIONS
Psychic • Healing

General Notes

After a psychic character has used certain of the skills in this category, it takes 1d10 hours for the full effects of the healing to complete (see the individual skill descriptions). This completion time can be reduced to 1d10 minutes by doubling the required magnitude, to 1d10 rounds by tripling the required magnitude, or to 1 round by quadrupling the magnitude.

Completion Time	Magnitude Modification
Repair takes 1d10 hours	x1
Repair takes 1d10 minutes	x2
Repair takes 1d10 rounds	x3
Repair takes 1 round	x4

Alternative Healing Psychic Powers

Each healing psychic power has an alternative "subconscious" psychic power that has identical effects. However, a psychic character can only use such a skill on himself. In addition, if the psychic character is unconscious, these subconscious psychic powers are automatically used. The most life threatening injuries are healed first and continuing until all wounds are healed or all MPs are expended. These skills will be described in detail in *Future Law*.

Each healing psychic power has an alternative "reversed" (F) psychic power that has the reversed effects. If the effect of the damage is not self-evident, find an appropriate critical and apply its penalty (if *Spell Law* is available, select an appropriate spell from the Sorcerer's lists). These skills will be described in detail in *Future Law*.

Cut Repair (U)

This psychic power can be used to seal bleeding wounds. The size of the wound that can be sealed depends upon the magnitude of the effect. The entire wound must be sealed. A bleeding wound may not be sealed in stages.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: (1 x magnitude) "hits per round" are healed

Organ Repair (U)

This psychic power will repair one damaged (but not destroyed) organ per usage. It takes 1 round for a psychic character to initiate the repair, but the effects of the regeneration take 1d10 hours to complete.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Magnitude must be at least 10

Pain (F)

The use of this skill attacks a target's nervous system, stunning the target if he fails a RR.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Target is stunned for (0.5 x magnitude) rounds

Psychic Surgery (U)

The use of this power can part the skin of the target; allowing the user to reach inside with his bare hands. This can be used to seal hemorrhages, but the most common use is in the removal of foreign matter, such as shrapnel.

The psychic must make a static maneuver modified by his skill bonus for this skill. Success means that the procedure worked. Failure causes 1d10 hits *plus* 1d10 hits per 10 points of failure. Failure by more than 25 points means that the patient receives a critical (the GM determines the most appropriate type). For each additional 25 points of failure, the critical severity increases by one.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Magnitude must be at least 5

Regeneration (U)

This psychic power causes tissue to regenerate. This can be used to regenerate anything from hits to body parts—only one wound at a time. It takes 1 round for a psychic character to initiate the regeneration, but the effects of the regeneration take 1d10 hours to complete.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: The magnitudes required are:

Regeneration	Magnitude
1d10 Hits	1
Minor Burn/Frostbite	2
Major Burn/Frostbite	5
Joining Limb	7
Muscle	12
Cartilage, Nerves	13
Bone, Tendon	14
Skull	18
Major Brain Damage	20
Organ	25

Skeletal Repair (U)

This psychic power repairs one damaged, but not destroyed, bone. It takes 1 round for a psychic character to initiate the repair, but the effects of the repair take 1d10 hours to complete.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: The magnitudes required are:

Damage	Magnitude
Fracture	1
Cartilage	2
Compound Fracture	3
Skull	4
Joint	5
Shatter	12

Stun Relief (U)

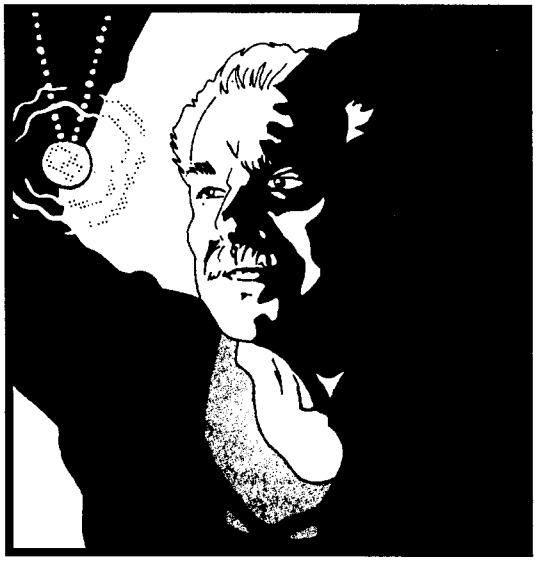
This psychic power relieves rounds of stun.

Range: touch *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: (0.33 x magnitude) "rounds of stun" are relieved

Tissue Repair (U)

This psychic power repairs damaged, but not destroyed, muscles or tendons—only one muscle or tendon at a time. It takes 1 round for a psychic character to initiate the repair, but the effects of the regeneration take 1d10 hours to complete.

Range: touch
Area of Effect: 1 target
Maintenance: May not be maintained
Magnitude: The magnitudes required are:



Damage	Magnitude
Sprain	1
Muscle	2
Tendon	3

SKILL DESCRIPTIONS
Psychic • Meta-Psi

Exteriorization of Senses (U)
This psychic power allows the user to exteriorize a sense, attaching it to an organic or inorganic object. The user perceives through that point and his normal senses are shut down.

Range: touch *Area of Effect:* 1 object
Maintenance: 1%MPs/rnd as a 90% action
Magnitude: Magnitude must be at least 7

Metasense (U)
This psychic power allows the user to alter his perceptions to "see" things which he normally could not. Examples are life energy, gamma rays, and hard radiation. The user must decide what type he sees when he uses the power, and the GM should feel free veto any uses which are too general, such as "Energy."

Range: self *Area of Effect:* self
Maintenance: Standard (10%MPs/rnd as a 10% action)
Magnitude: The magnitudes required are:

Effect to be Viewed	Magnitude
Life Force	5
Radio Waves	7
Microwaves	9
Infra Red	11
Ultraviolet	13
Gamma Waves	15
Hard Radiation	17

Psychometry (P)
This psychic power allows the user to tune into the psychic vibrations of an object or location. This can give glimpses of the past or even future of the object or place.

This can be disorienting, even dangerous. Whenever the GM determines the event is traumatic, the user must make a psychic static maneuver (The GM can apply a +30 to -70 modification based on how traumatic the effect). A near success means the character is disoriented for a minute. A partial success means an hour. A failure means eight hours. An absolute failure means the character is disoriented for 24 hours, after which they may make another check.

A psychic character that is disoriented is penalized in all actions. This penalty is equal to the modification to his Static Maneuver that the GM assigned (all modifications which are zero or positive are changed to -5).

Range: touch *Area of Effect:* 1 object or place
Maintenance: Standard (10%MPs/rnd as a 10% action)
Magnitude: Suggested magnitudes are:

Reading	Magnitude*
Most important emotional event	1
To find out if event ever occurred	3
Determine purpose and impression of creator	5
Image of owners and various emotional events	7
Name of individual with strongest emotional tie	9
Glimpse of significant future event	20
Erasing an event	30

* — The GM may decide that a vision occurs when touching an item. These do not require MPs expenditure, and would be used for plot hooks and dramatic effect.

Raw Channel (F)
If a target fails a RR, this psychic power allows the user to deluge him with psychic energy. Normal basic psychic attack range penalties apply.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Target takes (2 x magnitude) hits and a penalty of -(5 x magnitude) to all actions; these effects last for (1 x magnitude) hours

Shadowmind (U)
This psychic power is completely passive. It places a pseudo-mind in the forefront of the user's mind—a false mind to fool surface scans and/or deep probes.

Whenever someone tries to read the psychic character's mind, this shadow mind is encountered. The user must make a static maneuver modified by his skill bonus for this skill. If the result is higher than the scanning static maneuver, then the shadowmind fools the scanner.

Range: self *Area of Effect:* self
Maintenance: 1%MPs/rnd as a 10% action
Magnitude: —

SKILL DESCRIPTIONS
Psychic • Mind Over Matter

Body Discipline (U)
This psychic power allows the user to exercise enhanced control over his body. The most common use of this psychic power is to give the psychic a bonus to actions involving Strength, Constitution, Quickness, or Agility.

This skill can also be used to alter the user's heart rate and bio-functions. At a magnitude of 10, the user can enter into a state of suspended animation, appearing dead and using little air. This can be set to end after a certain length of time or when a certain event occurs (as specified when the trance is entered)—the time cannot exceed a number of days equal to the magnitude used.

Range: self *Area of Effect:* self
Maintenance: Standard (10%MPs/rnd as a 10% action)
Magnitude: Gives a +(1 x magnitude) modification to one of the following stat bonuses: Strength, Constitution, Quickness, or Agility

Dodging (U)
This psychic power allows the user to dodge an attack being directed against him. The user must be aware of the attack.

The user must make a moving maneuver modified by his skill bonus for this skill. The difficulty and required magnitude of the dodge depends on the nature of the attack (see below). If successful, the attack misses. If a number results, subtract the number from the attack roll. If the maneuver fails, the attack is resolved normally.

Range: self *Area of Effect:* 1 attack
Maintenance: May not be maintained
Magnitude: The magnitudes required are:

Attack	Difficulty (Magnitude)
Punch	Light (1)
Melee	Medium (3)
Primitive Missile	Hard (5)
Firearm/Projectile	Extremely Hard (10)
Energy Weapon	Sheer Folly (15)

Energy Dispersal (E)
This psychic power allows the user to disperse an energy attack being directed against him. The user must be aware of the attack.

Range: self *Area of Effect:* 1 energy attack
Maintenance: May not be maintained
Magnitude: Bonus of (+5 x magnitude) to user's DB vs. an energy attack. For each additional 5 magnitude allocated, one additional attack may be affected—all attacks must occur within the same round.

Haste (U)
This psychic power allows the user to operate at higher than normal speeds.

Range: self *Area of Effect:* self
Maintenance: Standard (10%MPs/rnd as a 10% action)
Magnitude: Increases user's available activity for a round by +(10 x magnitude)%—maximum increase is +110%

SKILL DESCRIPTIONS
Psychic • Photokinesis



Mind Discipline (U)

This psychic power allows the user to refine and enhance his mental capabilities. This will grant a bonus to Memory, Reasoning, Self Discipline, Empathy, Intuition, or Presence.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Gives a +(1 x magnitude) modification to one of the following stat bonuses: Memory, Reasoning, Self Discipline, Empathy, Intuition, or Presence

Example:
would have to do a lot to save him, and he'd never be the same until NPR therapy was performed. But first, he'd have to revive him and treat prolonged vacuum exposure. The GM has told him that this maneuver will have a penalty of 305, due to all of the stat loss and soul departure. Slade has developed his medical practice skill up to a formidable +185 bonus. Still, if he fails this one, Mitchell could be dead for good. Slade uses his Mind Discipline psychic power, activating with a magnitude of 15—applied to his Reasoning. Since Medical Practice is based on Me/Re/In, Slade receives an additional +15 bonus.

Sense Discipline (U)

This psychic power allows a character to enhance one of his senses.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Gives a +(2 x magnitude) modification to all skills in the Awareness categories that involve one specified sense (usually sight, hearing, smell, or touch). This bonus can be divided up between multiple senses

Ultrasonic/Hypersonic Hearing (U)

This psychic power allows the user to hear above below the normal spectrum of hearing—picking up dog whistles and the low frequency sounds of earthquakes, electronics, etc.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Magnitude must be at least 5

Darkness/Illumination (E)

This psychic power allows a character to do one of two things: produce light to illuminate an area or absorb light to cloak an area in darkness.

To produce light, the user merely touches an object—the object then begins to glow, illuminating an area based upon the magnitude used (note that a magnitude greater than 5 makes the object painful to look at). To create darkness, the user does the same thing—except the object now absorbs light.

Range: touch *Area of Effect:* varies

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: The magnitudes required are:

Magnitude For Light	Magnitude For Darkness	Radius (in Meters)
1-3	5-8	3
4-8	9-13	6
9-15	14-20	9
16-24	21-29	12
25-35	30-40	15
36-48	41-53	18
49+	54+	21

Alternative (E): This psychic power can also be used to produce a focused beam of light (much like a flashlight.)—a beam that has a length of up to (6 x magnitude) meters.

Alternative (F): This skill also be used with a minimum magnitude of 6 to create a sudden flash of light at a point touched by the user (may not be maintained). Each target within (0.5 x magnitude) meters must make an RR. Failure means that the target is stunned for 1 round per 5 failure. A target that cannot see need not make a RR—a target could shut his eyes to avoid the RR.

Light Blast (D)

The use of this skill creates an intense beam of coherent light—the result is a laser beam. The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *laser* criticals.

Range: 100m *Area of Effect:* 1 target

Maintenance: May not be maintained (no raking attacks)

Magnitude: Determines the maximum possible result

Photokinetic Shield (E)

This psychic power allows the user to surround himself with an skin tight photon shield. While not concentrated enough to be useful for attacks, it can bleed energy from attacks made on the user.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Bonus of (+2 x magnitude) to user's DB vs. energy attacks; (+3 x magnitude) versus laser and light-based attacks. The user may also make a static maneuver modified by his skill bonus for this skill and as indicated below. If successful, the severity of an critical from an energy attack against the user is reduced by one (an 'A' critical is modified by -20, a 'B' critical becomes an 'A', a 'C' becomes a 'B', etc.).

Critical	Difficulty
A	Routine (+30)
B	Easy (+20)
C	Light (+10)
D	Medium (+0)
E	Hard (-10)
F	Very Hard (-20)
G	Extremely Hard (-30)
H	Sheer Folly (-50)
I+	Absurd (-70)

SKILL DESCRIPTIONS
Psychic • Psychokinesis

Kinetic Bolt (D)

The use of this skill focuses a blast of kinetic energy, much like that transferred to the Human body by a bullet. The resulting damage is similar to a round from a firearm (except, of course, that there is no shrapnel or slug to remove).

The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *ballistic puncture* criticals.

Range: 100m *Area of Effect:* 1 target

Maintenance: May not be maintained (no raking attacks)

Magnitude: Determines the maximum possible result



Psychokinetic Field (E)

This psychic power allows the user to surround himself with a field of kinetic energy which acts much like armor. The value of the armor type depends upon the magnitude used. However, this field is not restrictive, so the penalties normally associated with armor do not apply.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: The magnitudes required are:

Magnitude	Armor Type
1-2	I
3-4	II
5-6	III
7-8	IV
9-11	V
12-14	VI
15-17	VII
18-21	VIII
22-26	IX
27+	X

Psychokinetic Shield (E)

This psychic power allows the user to surround himself with a shield of kinetic energy. This energy helps defend the character against any kinetic attack. This means that it is effective against any attack that is not pure light, such as a laser or a light blast.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Bonus of (+2 x magnitude) to user's DB vs. attacks that are not laser or light based

Psychokinetic Wall (E)

This psychic power allows the user to form an immovable wall with his psychokinetic energy. Until the wall has taken the damage indicated below, it will stop objects with mass from passing through. This means that bullets, particle beams and the like will be affected, but not lasers.

When the wall takes all of its hits, the entire effect dissipates.

Range: 100m *Area of Effect:* varies

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Wall size can be up to (1 x magnitude) square meters. The wall stats for damage assessment are: Armor Type is (1 x magnitude) with a maximum of X; Defensive Bonus is +(5 x magnitude); and it takes (5 x magnitude) Hits

Telekinesis (F)

This is the psychic power that people tend to think of when they think of psychokinesis. This psychic power allows the user to exert force on an object at a distance. This allows them to lift or move an object at a distance. To lift or move an object, the psychic must exert a certain, minimum force equal to the weight of the object (see below).

Range: 100m *Area of Effect:* 1 object

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Can lift (5 x magnitude) kilograms. Can move object (10 x magnitude) meters per round.

Fine Manipulation of PK: Sometimes, a psychic character's goal is to manipulate small things, not large things. In these cases, the user must make a successful static maneuver modified by his skill bonus for this skill. This could even be used to manipulate weapons at a distance, but the user would have to use his Directed Powers skill to actually make an attack. All range penalties should be multiplied by five for such an attack.

Unusual PK Maneuvers: Sometimes a character might wish to make a static maneuver to use PK in an unusual way (e.g., strangling an enemy for instance). In such a case, it's important to remember that the psychic character must see a target to attack it (no pinching carotid arteries). In addition, a target can make a maneuver to evade or overpower such an attack—he should make a static maneuver using three times his Strength or Agility stat bonus. The difficulty of the psychic character's maneuver depends on the magnitude of the attack.

Magnitude	Difficulty
1-6	Routine
7-12	Easy
13-18	Light
19-24	Medium
25-30	Hard
31-36	Very Hard
37-42	Extremely Hard
43-48	Sheer Folly
49+	Absurd

Alternative – Hurling (B,D): A psychic character can use this psychic power to make an attack by hurling an object at a target. Such an attack can be modified by any Directed Powers skill bonus that the user has developed for such an attack. The attack is resolved on the Bash & Grapple Attack Table A-8.8.14 (Krush Criticals). The attack roll is also modified by the object's weight (in kilograms) of the object used.

SKILL DESCRIPTIONS
Psychic • Radiokinesis

Radiation Control (E)
This allows the user to raise or lower the background radiation in an area.

Range: 100m *Area of Effect:* varies

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Lowers background radiation by up to (50 x magnitude) REMs. Affects up to (1 x magnitude) kiloliters.

Radiation Shield (E)
At any magnitude this effect protects the user against almost any level of fallout. In addition, it will protect the psychic against 1 REM per level of magnitude in a single burst.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Protects from (1 x magnitude) REMs in a single burst.

Radiokinetic Bolt (D)
The use of this skill focuses a blast of high-energy, charged particles. The resulting damage is similar to a standard blaster attack with the appropriate level of energy.

The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *blaster* criticals.

Range: 100m *Area of Effect:* 1 target

Maintenance: May not be maintained (no raking attacks)

Magnitude: Determines the maximum possible result.

SKILL DESCRIPTIONS
Psychic • Telepathy

Limitations on Skill Ranks
The number of skill ranks for certain skills in this category are limited as indicated by the following codes:

¤ — A character can never have more ranks with this psychic power than with his Tele-Send psychic power.

‡ — A character can never have more ranks with this psychic power than with his Tele-Receive psychic power.

§ — A character can never have more ranks with this psychic power than with his Psychic • Telepathy skill category.

* — General Notes on Telepathic Contact
Telepathic contact comes in two forms, friendly and hostile. Friendly contact is any sort of contact in which the target is a willing participant. Friendly contact can be achieved in three different ways:

- The psychic character has visual or physical contact with the target.
- The psychic character uses the "Probe" psychic power.
- The psychic character uses a stored mental pattern—obtained by having previously used the "Mind Store" psychic power.

Hostile contact involves forcing one's presence into another's mind—the target is unwilling. Hostile contact can only be achieved by using the first two methods above, so the Mind Store psychic power can only aid a normal probe.

Behavioral Trigger (F) ¤
This psychic power is used to set up a hypnotic trigger in a target's mind. When this triggering event occurs, the target will perform a programmed task.

The user must make a static maneuver modified by his skill bonus for this skill. If the maneuver fails, this psychic power does nothing and the target knows someone attempted to affect his mind. The GM should assign a difficulty to the task (based on how complicated the programming is):

Task Difficulty	Modifier
Routine (Sneeze, etc.)	(+30)
Easy (Curse, Yell, etc.)	(+20)
Light (Get hungry, get thirsty, etc.)	(+10)
Medium (Get angry, get happy, etc.)	(+0)
Hard (Be cautious, be wary, etc.)	(-10)
Very Hard (Go to location, start shooting, etc.)	(-20)
Extremely Hard (Hack computer, sabotage, etc.)	(-30)
Sheer Folly (Betray everything you care about)	(-50)
Absurd (Kill yourself, etc.)	(-70)

This modifier should also be *subtracted* from the target's RR.

Range: contact required* *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: The trigger will remain in place for (5 x magnitude) days or until it is activated.

Concealment (F) ¤
This psychic power allows the user to cloud the senses of his targets. The minds of the targets of this psychic power are not directly affected, so the targets' RRs are modified by -50.

Normally, this psychic power affects one sense of one target. The user can try to increase the number of targets and/or the number of senses affected. If so, the user may make a static maneuver modified by his skill bonus for this skill and by the following:

Factor	Modification
Each additional target	-10
Each additional sense for each target	-10

Range: contact required* *Area of Effect:* varies

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Targets have a special -(1 x magnitude) modification to Alertness and a -(5 x magnitude) modification to their Awareness • Senses skills and Awareness • Searching skills that involve the sense. For each additional sense affected, these modifications are doubled.

Confusion (F) ¤
This psychic power allows the user to confuse a target.

While under the effects of this psychic power, the target must make a successful orientation roll (p. 71) every round in order to determine how much activity he may use. However, he may always continue to perform his previous action with 100% activity (e.g., if fleeing he can continue to flee, if fighting a foe he may continue to fight that foe, etc.).

Range: contact required* *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: Target's orientation rolls are modified by -(2 x magnitude). Effect lasts for (2 x magnitude) rnds.

Control (F) ¤
This psychic power allows the user to control a target.

If the target fails his initial RR, the user controls him (see below). However, every round that the psychic power is maintained, the target may attempt to end the control by making a RR using the original RR's modification along with a special -25 modification.

In order to determine the extent of the control, the user must make a static maneuver modified by his skill bonus for this skill. *Failure* means that no control is exerted on the target. *Partial success* means that the target is not controlled but he may only act with 50% activity. *Near success* means the target is frozen, struggling with internal conflict. *Success* means that the target is under the control of the psychic, but only has 50% activity. *Absolute* or *unusual success* means the psychic has control and can get the target to perform 100% activity.

Range: contact required* *Area of Effect:* 1 target

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Target's orientation rolls are modified by -(2 x magnitude).

Detection (P) ‡

This psychic power scans for minds in the vicinity around the user (i.e., within the area of effect). This psychic power requires at least one rank in Tele-Send to use.

Each round that this power's effect is active, the user must make a static maneuver modified by his skill bonus for this skill and any of the following modifications that are applicable:

Information	Modification
Target has Mind Shield	- (Mind Shield skill bonus)
Target (not user) is actively using Detection	+100
Target has probed user	+100
Target using a psychic power (not Detection) to monitor or otherwise affect the user	+50
User has mind stored the target	+100

Then apply each of the following modifiers, one at a time in the order listed, as long as the result is full success (111+). The user gains all information indicated below for any success results.

Information	Difficulty
Detecting presence of sapient minds	Routine (+30)
Detect general distance and direction of minds	Easy (+20)
Detect strong emotions	Light (+10)
Detect general distance and direction of emotions	Medium (+0)
Detect general activities	Hard (-10)
Alerts psychic of potential attack	Very Hard (-20)
Determine general condition	Extremely Hard (-30)
Determine profession	Sheer Folly (-50)
Determine approximate level	Absurd (-70)

For instance, if a character makes a static maneuver with a result of 123, he could have any information up to and including Hard difficulty. The hard (-10) difficulty results in a 113 (a success), while a very hard (-20) results in a 103, only a near success.

When interpreting the amount of information obtained, a GM may want to apply the range modifiers below for each potential target.

Range	Modification
Touching	+30
0m to 3m	+10
4m to 15m	+0
16m to 30m	-10
31m to 100m	-20
101m+	-30

This can result in some targets being scanned, while other targets further away are not.

Range: self *Area of Effect:* varies

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: The area of effect is a radius of (5 x magnitude) meters around the user.

Passive Use: The above guidelines assume that this psychic power is being used "actively." Alternatively, the user can take a 75% activity action to use this power "passively" for one round (it may not be maintained). When used passively, no MPs are expended and the area of effect is a radius of (5 x user's skill ranks with this power) meters around the user. When used passively, the static maneuver required is *not* modified by the user's skill bonus for this psychic power. Instead the static maneuver is modified by the user's Psychic • Telepathy skill category bonus *plus* the number of ranks he has with this psychic power.

Empathy (P,F) ¤ ‡

This psychic power allows the user to read (P) and/or change (F) emotions.

The user must make a static maneuver modified by his skill bonus for this skill and by the following modifications. If the maneuver fails, this psychic power does nothing and the target knows someone attempted to affect his mind.

Task	Maneuver Modification
Scan Emotions	-0
Transmit User's Own Emotions	-15
Induce Emotions	-25
Per Additional Target more than 1	-15

Range: contact required* *Area of Effect:* varies

Maintenance: May not be maintained

Magnitude: Target may make a RR to end the effect once every (1 x magnitude) rounds. The minimum magnitudes required are:

Task	Magnitude Required
Scan Emotions	1
Transmit User's Own Emotions	3
Induce Emotions	5
Per Additional Target	0

Memory Alteration (F) ¤

This psychic power allows the user to alter the memories of the target.

The user must make a static maneuver modified by his skill bonus for this skill and by the following modifications. If the maneuver fails, this psychic power does nothing and the target knows someone attempted to affect his mind.

Task	Maneuver Modification
Change/modify a memory	-0
Erase a memory	-20
Restore a memory	-40

Range: contact required* *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: The magnitudes required are:

Task	Magnitude Required
Change/modify a memory	3
Erase a memory	5
Restore a memory	9

Mind Defense (U) §

The character has developed a defense against mind attacks, such as Empathy.

Range: self *Area of Effect:* self

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Gives the user a special +(3 x magnitude) modification to all RRs versus attacks against his mind.

Mind Shield (U) §

This skill makes the user's mind more difficult to detect. The user's skill bonus with this skill is used as a modifier against attempts to detect his mind (e.g., see the Detection psychic power).

Range: self *Area of Effect:* self

Maintenance: Always in effect

Magnitude: —

Mind Store (F) §

This psychic power allows the user to store the mental pattern of a target in his mind.

The user can make friendly telepathic contact (see the general notes on p. 157) with a mind-stored target mind at any distance—assuming that the minds are in the same universe and not separated by more than one percent of time dilation (due to relativistic time shifts).

The user can more easily make hostile contact with a mind stored target (see the Detection psychic power).

A character can only store one pattern for each rank he has with this skill. However, a character may un-store a pattern—takes an action requiring 75% activity

Range: contact required* *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: —

Mind Trap (P,F) §

This psychic power is used to set up a psychic "trap" in the user's mind. The trap can be linked to another psychic power in this category. The trap activates when the user is probed.

When the trap is activated, the user must make a static maneuver modified by his skill bonus for this skill. If the maneuver fails, this psychic power does nothing and the trap remains in place. If the static maneuver is successful, the user of Mind Trap *automatically* performs a successful probe of the mind of the character that set off the trap (see the Probe psychic power). Then, the target (the original prober) must make an RR (with no Mind Defense bonus) with an attack level equal to the mind trap's magnitude (determined when it was set). If the target fails the RR, the target is *automatically* affected by whatever psychic power was linked to the trap (the user must immediately expend the required MPs).

For instance, if a prober set off a mind trap was linked to Paralyze, he would have to make an RR with no mind defense (he's already opened himself up). If he fails, he is paralyzed.

Range: self *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: The trap will remain in place for (1 x magnitude) days or until it is activated.

Paralyze (F) ¤

This psychic power allows the user to paralyze a number of targets. Each target makes a separate RR—a target that fails its RR is paralyzed for 1 round for every 10 points of failure.

Range: contact required* *Area of Effect:* varies

Maintenance: May not be maintained

Magnitude: The magnitudes required are:

Effect	Magnitude
1 target paralyzed for 1 round	1
Each additional round for all targets	+1
Each additional target	+1

Probe (P)

Once a character has detected a mind (usually by using the Detection psychic power), he may attempt to use this skill to probe the mind. a probe is used to establish telepathic contact (see p. 157) when visual or physical contact is not possible.

To probe a detected mind, the user must make a static maneuver modified by his skill bonus for this skill. This maneuver receives a special +100 bonus. It is also by subtracting the target's Mind Shield skill bonus if the mind has not been Mind Stored by the user. It is also modified for range (see the range mods given for Detection on p. 158).

If the maneuver fails, this psychic power does nothing and the target knows someone attempted to probe his mind.

Successfully probing a target has several effects. 1) It tells the psychic the name and basic identity of the target. 2) It establishes contact for subsequent use of powers (Tele-Send, etc.). 3) It gives a direction and approximate distance to target. 4) It allows target to be Mind Stored for later use.

A character can never have more ranks with this psychic power than with his Detection psychic power.

Range: detection required *Area of Effect:* 1 target

Maintenance: May not be maintained

Magnitude: Magnitude must be at least 1

Sleep (F) ¤

This psychic power allows the user to put a number of targets to sleep. Each target makes a separate RR—a target that fails its RR falls into a deep sleep. For the first 2 rounds, the target is unwakable. Once this psychic power ends, the target will remain asleep, but will awaken normally.

Range: contact required* *Area of Effect:* varies

Maintenance: May not be maintained

Magnitude: The magnitudes required are:

Effect	Magnitude
1 target falls asleep for 2 rounds	2
Each additional target	+2

Suggestion (F) ¤

This psychic power allows the user to force a target to follow a verbalized "suggestion" that is not completely alien to him (e.g., no suicide suggestions, no maiming himself, etc.). If the target fails his RR, he will attempt to follow the suggestion. The target must be able to understand the suggestion.

As time passes (GM discretion), the GM can allow more RRs to try and stop the effect of this power.

Range: contact required*

Area of Effect: varies

Maintenance: May not be maintained

Magnitude: The suggestion may only contain up to (1 x magnitude) words. The magnitudes required are:

Effect	Magnitude
1 target follows suggestion	3
Each additional target	+3



Tele-Receive (F)

This is the psychic power used to scan the thoughts of others. The title is a misnomer. The user actually scans the target's mind, sifting through the data there. The use of this power can be maintained only as long as the user continues to scan the same target.

The skill ranks of many powers (those marked with a ‡) in this category are limited by the number of ranks a character has with this skill. So, it's important not to neglect it.

Range: contact required*

Area of Effect: 1 target

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Some typical magnitudes required are:

Type of Data Received	Magnitude
Strong, overpowering thoughts	1
Surface thoughts	3
Reasoning and intentions behind surface thoughts	8
Specific data unrelated to surface thoughts	13
Subconscious data	18
Deep scan of data even the target doesn't know	25

Tele-Send (F)

This psychic power allows the user to transmit actively to a target's mind. If the target is "willing," a special -50 modification applies to his RR. The use of this power can be maintained only as long as the user continues to scan the same target.

The skill ranks of many psychic powers (those marked with a †) in this category are limited by the number of ranks a character has with this skill. So, it's important not to neglect it.

Range: contact required* *Area of Effect:* 1 target

Maintenance: Standard (10%MPs/rnd as a 10% action)

Magnitude: Some typical magnitudes required are:

Task	Magnitude
Transmit to telepath	2
Transmit to non-telepath	3
Transmit to an additional telepath	+1
Transmit to an additional non-telepath	+2
Send a cry that other telepaths can hear	1
Send cry that all telepaths in range can hear, without contact	8
Send cry that all non-telepaths in range can hear	13
Speak to sleeping target (must be dreaming)	18
Force target to dream and speak to them (already unconscious)	25

SKILL DESCRIPTIONS
Psychic • Thermokinesis

Cryokinetic Bolt (D)
The use of this skill focuses a blast of intense cold. The resulting damage is similar to a standard laser attack with the appropriate level of energy.

The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *cold* criticals.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained (no raking attacks)
Magnitude: Determines the maximum possible result

Cryokinetic Shield (E)
This psychic power allows the user to surround himself with a skin-tight cryokinetic shield. While not directed enough to be useful for attacks, it can bleed energy from attacks made on the user

Range: self *Area of Effect:* self
Maintenance: Standard (10%MPs/md as a 10% action)
Magnitude: Bonus of (+2 x magnitude) to user's DB vs. energy attacks; (+3 x magnitude) versus cryokinetic and cold-based attacks. The user may also make a static maneuver modified by his skill bonus for this skill and as indicated below. If successful, the severity of a critical from an energy attack against the user is reduced by one (an 'A' critical is modified by -20, a 'B' critical becomes an 'A', a 'C' becomes a 'B', etc.).

Critical	Difficulty
A	Routine (+30)
B	Easy (+20)
C	Light (+10)
D	Medium (+0)
E	Hard (-10)
F	Very Hard (-20)
G	Extremely Hard (-30)
H	Sheer Folly (-50)
I+	Absurd (-70)

Flame Control (F)
This psychic power allows the user to instantly ignite a target that is combustible.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Magnitude must be at least 3

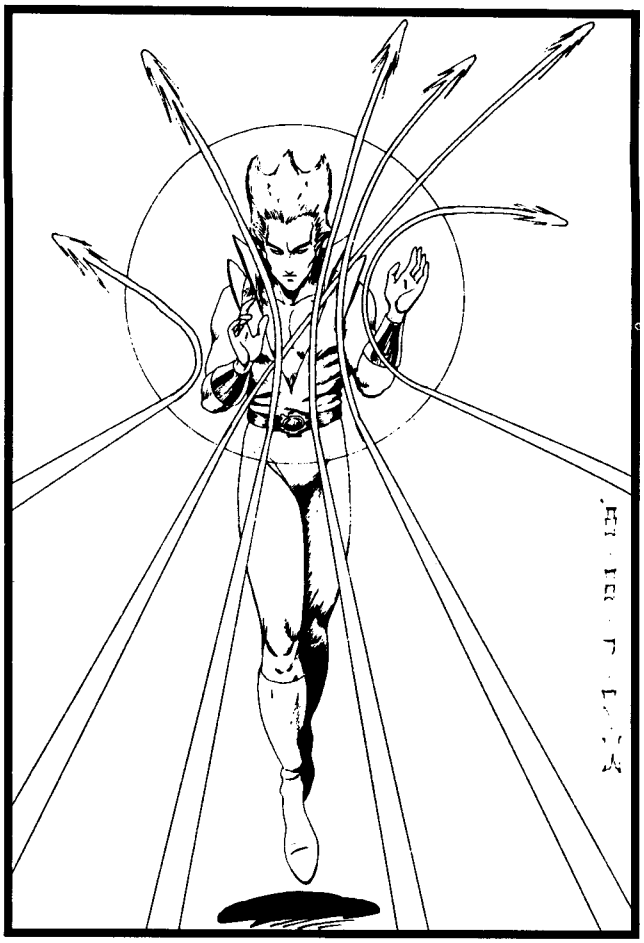
Ice Control (F)
This psychic power allows the user to freeze water or a fluid with a similar freezing level.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained
Magnitude: Freezes (1 x magnitude) liters.

Pyrokinetic Bolt (D)
By the use of this skill, the psychic focuses a blast of intense heat. The resulting damage is similar to a standard blaster attack with the appropriate level of energy.

The resulting directed psychic attack is resolved normally (see page 199) on the Psychic Bolt Attack Table A-8.8.12 (p. 211) and delivers *heat* criticals.

Range: 100m *Area of Effect:* 1 target
Maintenance: May not be maintained (no raking attacks)
Magnitude: Determines the maximum possible result



Pyrokinetic Shield (E)
This psychic power allows the character to surround himself with a skin tight pyrokinetic shield that can bleed energy off attacks made on the user.

Range: self *Area of Effect:* self
Maintenance: Standard (10%MPs/md as a 10% action)
Magnitude: Bonus of (+2 x magn.) to user's DB vs. energy attacks; (+3 x magn.) versus pyrokinetic and heat/fire-based attacks. The user may also make a static maneuver modified by his skill bonus for this skill (see below). If successful, the severity of a critical from an energy attack against the user is reduced by one (an 'A' crit is modified by -20, a 'B' crit becomes an 'A', a 'C' becomes a 'B', etc.).

Critical	Difficulty
A	Routine (+30)
B	Easy (+20)
C	Light (+10)
D	Medium (+0)
E	Hard (-10)
F	Very Hard (-20)
G	Extremely Hard (-30)
H	Sheer Folly (-50)
I+	Absurd (-70)

Temperature Control (F)
This psychic power allows the user to raise or lower the temperature of an inanimate solid or liquid. Each round that this psychic power is maintained, the user can raise or lower the target's temperature by 5°c. The target's temperature cannot be lowered below -100°c or raised above 260°c.

Range: 100m *Area of Effect:* 1 target
Maintenance: Standard (10%MPs/md as a 10% action)
Magnitude: The magnitudes required are:

Factor	Magnitude
To affect 1 kilogram of a solid or liquid	1
Each additional kilogram	+1

A-4.16 SCIENTIFIC/ANALYTIC SKILL CATEGORIES

Scientific/Analytic • Basic Skill Category

Skills: ..... Basic Math, Research
Applicable Stat Bonuses: ..... Re/Me/Re
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Science/Analytic
Classification: ..... Static Maneuver

This category encompasses the use of scientific and analytical skills which are available to most people with the determination to find and learn them.

Scientific/Analytical • Engineering Skill Category

Skills: ..... Chemical Engineering (Industrial), Chemical Engineering (Medical), Civil Engineering, Computer Engineering, Criminal Engineering, Cybernetic Engineering, Electronic Engineering, Environmental Engineering, Mechanical Engineering, Medical Engineering, Power System Theory, Sanitation Engineering, Sensor Engineering, Sound Engineering, Tachyon Engineering, Undersea Engineering, Urban Engineering, Vacuum Engineering, Weapon Design
Applicable Stat Bonuses: ..... Me/Re/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Scientific/Analytical
Classification: ..... Static Maneuver

This category encompassed the use of Scientific/Analytical skills to design and build prototype designs. These skills are not used to repair equipment, only for the initial design and R&D.

Scientific/Analytical • Medical Skill Category

Skills: ..... Autopsy, Diagnostics (each race is a separate skill), Drug Therapy, Genetics, Internal Medicine, Medical Practice, Medical Science, Pharmaceuticals, Xeno-Medicine
Applicable Stat Bonuses: ..... Re/Me/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Scientific/Analytical
Classification: ..... Static Maneuver

This category contains many of the various skills used by the medical profession. These skills are used to treat patients and diagnose illness. They are also used for genetic manipulation and autopsies.

Scientific/Analytical • Specialized Skill Category

Skills: ..... Advanced Math, Anthropology, Astronomy, Astrogation, Cryptography, Finance, Metallurgy, Navigation, Orbital Mechanics, Planetology, Physics, Psychology (each race is a separate skill)
Applicable Stat Bonuses: ..... Re/Me/Re
Skill Rank Bonus Progression: ..... Combined
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0 • 0
Group: ..... Scientific/Analytical
Classification: ..... Static Maneuver

This category, in a *Spacemaster* campaign, encompasses all of the skills which don't belong in other Scientific/Analytical categories. Other skills in this category include: Biochemistry, Botany, and Zoology.

Scientific/Analytical • Technical Skill Category

Skills: ..... Computer Technology, Criminal Technology, Cryogenic Operation, Cybernetic Technology, Electronic Technology, Mechanical Technology, Medical Technology, Musical Technology, Power System Technology, Sensor Technology, Tachyon Technology, Weapon Technology
Applicable Stat Bonuses: ..... Me/Re/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Scientific/Analytical
Classification: ..... Special and Static Maneuver

This category of skills with the operation and repair of technology. It does not include design and construction of an initial prototype, that's included in the engineering skills. Skills in this category are generally repair maneuvers; however, the operation of devices is handled as a static maneuver of these skills as well.

SKILL DESCRIPTIONS
Science/Analytic • Basic

Basic Math

This skill provides a bonus for everyday math. This includes simple counting up through proficiency at basic mathematical manipulations. Generally, the major mathematical functions (multiplication, division, addition, subtraction, etc.) may be acquired through the use of this skill. At much higher levels, skill in geometry and even algebra is possible. Calculus, trigonometry, tensor math, etc. all require the acquisition of Advanced Math (see below).

Research

This skill provides a bonus for using multiple sources of reference to assimilate the knowledge and information necessary to solve a problem, support a creative effort, or otherwise answer questions important to the individual. It includes the skills necessary to organize and effect a search through reference material, and collate the results. If appropriate materials are available, a successful maneuver roll using such materials will give up to a +40 modification to a related Lore maneuver roll.

SKILL DESCRIPTIONS
Scientific/Analytical • Engineering

* — A character with at least one skill rank in this skill must choose one of the listed "specialized" skills as his "area of specialization." When using this skill in his area of specialization, the character's ranks are considered to be doubled.

Chemical Engineering (Industrial)
This is the skill used to modify and produce synthetic materials and alloys. This does not include the shaping of these materials, only the design and production.

Chemical Engineering (Medical)
This is the skill used to produce or design pharmaceuticals. It can also be used to modify existing toxins and pharmaceuticals, creating weaker, stronger, and/or altered effects.

Civil Engineering
This is the skill used to design and build public works. This includes water works, power plants and distribution, roadways, bridges, parks and dams. A civil engineer can meet the needs of any size community.

Computer Engineering
This is the skill used to design computers and computer systems. This is also the skill used to design or modify logic or memory (circuit boards and memory chips).

Criminal Engineering *
This skill is used to design and build devices for crime and criminal investigation. The following is a partial listing of specializations: Counterfeiting, Forgery, Security Systems, Surveillance, and Tracking.

Cybernetic Engineering
This is the skill used to design and build robotic parts and cybernetic limbs. A medical skill is used to implant these in Humans.



Electronic Engineering *
This is the skill used for designing and building electronic systems. The following is a partial listing of specializations: Electronic Warfare, Fiber Optics, Laser Communicators, Liquid Crystal Technology, and Microfrequency Communicators.

Environmental Engineering
This is the skill used to build controlled and sealed environments. This is often used for Human habitation, especially in conjunction with Vacuum Engineering.

Mechanical Engineering *
This skill involves the design and manufacture of mechanical equipment with moving parts. The following is a partial listing of specializations: Aircraft Engineering, Internal Combustion Engine Engineering, General Mechanical Engineering, Space Engineering, Submersible Engineering, and Surface Vehicle Engineering.

Medical Engineering *
This skill is used to develop and build equipment used by the medical field. It includes all the mechanical, electronic and computer engineering skills necessary to complete the task. The following is a partial listing of specializations: Cryogenic Engineering, Diagnostic Scanner Engineering, and Surgical Equipment Engineering.

Power System Theory *
This skill is used to create power plants of any size. It is also used to design rocket and jet style propulsion systems. The following is a partial listing of specializations: fission, vacuum, and geothermal power are all examples of separate sub-skills.

Sanitation Engineering *
This is the skill used to design and build equipment and facilities used to process or recycle waste products. The following is a partial listing of specializations: City, Environment Suit, etc.

Sensor Engineering
This is the skill used to design and build various sensor systems. This includes all the electronic, mechanical, tachyon and computer engineering skill necessary to design and build this equipment.

Sound Engineering
This is the skill used for designing and manipulating acoustical effects. This skill can be used to compensate for or manipulate the acoustical properties of a room. It can also be used to change the properties of sound, creating a weapon or a soothing effect. Naturally, this cannot be accomplished without proper gear and equipment.

Tachyon Engineering
This is the skill used to harness, produce, or create tachyons. This is most commonly used to create communications gear, assuming that your universe has FTL communications.

Undersea Engineering
This skill can be used to do two separate things. First of all, it can be used to create structures capable of withstanding deep sea pressures. Second of all, it can be used to landscape or alter the ocean floor, leveling rises, filling trenches, etc. This skill does not allow the creation of underwater machines, just their carapaces.

Urban Engineering
This is the skill used to design cities and account for their needs. These needs include sewage disposal, water and power distribution, transportation, etc. The skill can be used to spot areas of a city from orbit or by area maps. Use the General Static Maneuver table for efforts to make these observations.

Vacuum Engineering
This is the skill used to build structures capable of withstanding vacuum. This skill does not allow the construction of environments; that is the Environmental Engineering skill. It also does not allow the construction of mechanical apparatuses; that is Space Engineering. Finally, this does not allow the creation of vacuum capable engines; that is Power System Theory.

Weapon Design *
This is the skill used to create weapons. The following is a partial listing of specializations: firearms, projectile guns, high-energy projectors, holocaustic weapons, etc.

SKILL DESCRIPTIONS
SCIENTIFIC/ANALYTICAL • MEDICAL

Medical Attention in General

In general, it should be assumed that adequate medical attention must be found to heal at the rate indicated by the Healing Recovery Table T-5.4 (p. 105). If proper medical attention is not available, multiply healing times by four.

Without medical aid, wounds often will not heal properly. Any severe injuries will never heal completely. Assume half the penalty applied by the injury is permanent (this could be surgically corrected later, with a penalty equal to the permanent penalty).

Autopsy

This is the skill for determining the exact cause of death of a body. It can also be used to determine the exact cause of a wound. This can even be used for causes of death that did not leave wounds. Poison, heart attack, stroke: an autopsy can usually detect these causes. For particularly elusive causes the GM should assign appropriate modifiers.

Diagnostics †

This skill provides a bonus for determining the medical condition of a patient. This skill must be developed separately for general diagnostics and for each particular race or type of creature.

Drug Therapy

This is the skill used to treat various ailments and conditions, both physical and psychological, with pharmaceuticals. This is used to determine amount of dosage, the frequency and duration. Failures with this skill can cause unwanted tragedy, including addiction, side effects and death.

Genetics

This is the skill for examining and altering a creature's genetic code. This has two uses. The first is to check a person for genetic defects or conditions. It can spot hereditary diseases, genetic defects in fetuses, or certain genetic tendencies. The second use is for cloning and genetic engineering. The effects of this must be fitted by the GM into his campaign universe. Both uses of this skill really begin to gear up around tech level 17.

Internal Medicine

This skill is used for the diagnosis, study and treatment of constitutional diseases, using non surgical methods. This would include any diseases involving the internal organs. The object of this treatment is to avoid surgery.

Medical Practice

This is the skill used to perform general medical procedures, both surgical and medical. This is the skill of the general medical practitioner.

Medical Science †

This is the skill used for medical specialties. Each specialty must be developed separately. These skills might include: Surgery, Pediatrics, Orthopedics, etc. This skill may never have more ranks than the character's Medical Practice skill.

Note: *After a specialty in Surgery is developed, the character can begin developing a Surgical Specialty, such as Thoracic Surgeon, Neuro-Surgeon or Pediatric Surgeon. These skills may never have more ranks than the Surgery skill.*

Pharmaceuticals

This is the skill used to determine pharmaceuticals from their effects. A successful check will determine what drugs the character is affected by and the approximate dosage.

Xeno-Medicine

It can be difficult to handle alien races and medicine in a sci-fi game. Can a Human doctor treat the silicone creatures of Zilos III? How about the dogmen of Epsilon Eridani?

There are a couple of different ways a GM can handle this. The option he uses will have a lot to do with the type of campaign he intends to run.

The thing to remember is that the science of medicine and biology must be developed separately for each race. Just because Human beings may know how to fix any damage to the Human body, doesn't mean they know how to do the same to an alien race. However, depending on the similarities in the biologies of different races, a strong basis in one form of xeno-medicine may help other forms of xeno-medicine.

Option 1: This option will probably be the most common used method. With this option, all medical science is considered to be based on the character's race. Medical science, however is relatively similar. The primary difficulty here is learning the differences in biochemistry and anatomy.

Therefore, in addition to the typical medical skills a character develops, he develops a sub skill in medical science for each specific race he wants to be able to treat. This skill works much like many combat maneuvers. No medical skill used on a race may have a bonus higher than the doctor's bonus in the skill for that race.

This is the option most appropriate for the Privateers universe.

Example: *Erik is a doctor. He has +40 in Medical Practice and +25 in Medical Science (Surgery). When he goes up a level, he develops a +10 in Medical Science (Tulgarans). For the purposes of treating a Tulgar, Erik only gets a +10 in Medical Practice and Medical Science (Surgery).*

Option 2: This option is most appropriate to the space opera style campaign. With this option, the race of the patient is completely ignored. Either all beings have remarkably Human physiologies, or medicine covers all races, whether their blood be red or green or blue or purple. All differences are either irrelevant or ignored.

Option 3: Create a separate Scientific/Analytical • Medical skill category for each race. Medical skills from one category are of little use on races not covered by this category. This has the most use in hard science games where aliens are all radically alien.

Option 4: This is a combination of options 2 and 3. Many races are grouped into the same category, and they use option 2. Others are truly alien. These have their own categories, as their biologies are simply too different.

SKILL DESCRIPTIONS
Scientific/Analytical • Specialized

Advanced Math

This skill is used by characters to perform higher forms of math (calculus, differential equations, basic relativity, etc.). You must develop Basic Math skill than your Advanced Math skill (e.g. if your rank in Basic Math is 12, you may only develop this skill to 11 skill ranks).

Anthropology

This skill provides knowledge of linguistic trends, customs, habits and cultural trends of one specific race (though technically, anthropology applies only to Humanity, for the purposes of *Spacemaster*, it has been expanded to include all sapient races). You must develop this skill separately for each specific race you would like to study. Several different skills may be developed separately.

Astronomy

This is the skill used for stellar analysis and survey. This skill is used to determine the location or future locations of planets and stars.

Astrogation
This skill provides a bonus for plotting courses through a 3 dimensional space. If you don't know the position the stars should be in, an astronomy check may be needed.

Cryptography
This skill provides the bonus for creating codes used to encrypt and decrypt messages. To create an encryption code, roll a static maneuver, modified by the difficulty of the code you wish to create. This skill can also be used to crack codes. This requires a static maneuver against the difficulty of the code (and a super-computer, usually).

Finance
This skill provides a bonus for managing money and investments. This includes everything from retirement portfolios to stock portfolios to corporate interests.

Metallurgy
This skill provides a bonus for creating or analyzing different metallic alloys. This skill cannot be used to create fullerenes or polymers.

Navigation
This skill is used to plot a course on a planetary surface. It can also be used to calculate where on the globe you are currently positioned, provided that it is night time and good star charts are possessed.

Orbital Mechanics
This is the skill used to plot an orbital course. Assuming at least a rudimentary piloting skill, this is the skill used in place of piloting skill for maneuvers executed in orbit.

Planetology
This skill provides a bonus for studying the dynamics of planetary systems. This primarily includes geology, but a planetologist also understands meteorology and hydrodynamics.

Physics
This skill provides the bonus for understanding and predicting energy, force, and movement. Typically, this is on a scale larger than a quantum scale.

Psychology †
This skill provides a bonus for recognizing and identifying major insanities (including manias, phobias, depressions, dementia, etc.) And attempting to heal or correct them. This skill must be developed either in-depth for a specific race or in general trends of multi-cultural racial make-ups. Several races may be developed simultaneously provided research materials are available. See the *Gamemaster Manual* for more information on psychological disorders and their effects.

Slight Mental Illness	+5
Moderate Mental Illness	-5
Severe Mental Illness	-20
Each year affected	-10
Severity of event which caused illness	+30/-70
Lvl of PC/NPC who caused the illness	-1/Lvl

SKILL DESCRIPTIONS
Scientific/Analytical • Technical
There has been a great deal of settling between the technologies of the Empire and the ISC since contact, mostly due to espionage. Of all the technologies, only computers are still radically different enough to require separate skills.

Computer Technology †
This skill allows for the programming and repair of computers. It is required not only to program computers but to replace boards, fix processors, etc. This skill can also be used to make modifications which don't require redesign. This must be developed separately for ISC computers and Imperial computers.

Criminal Technology
This is the skill necessary to repair and maintain crime-oriented devices. This skill can also be used to make modifications which don't involve redesign.

Cryogenic Operation
This skill is for use in set up and operation of cryogenic devices. It also allows for the repair and maintenance of these devices. This skill can be used to make modifications which don't require redesign.

Cybernetic Technology
This skill is used to repair and maintain cybernetic parts and robots/androids. This skill can also be used to construct these parts, assuming that all the appropriate parts have been prefabricated and designs are finalized. This skill can also be used to make modifications within design specs.

Electronic Technology
This skill is used to repair and maintain electronic technology. This can be used to diagnose just about any piece of electronics, but if the device is unfamiliar (as will most often be the case), plans and schematics will be required.

Mechanical Technology
This skill gives the ability to repair and maintain mechanical devices, excluding those devices covered by other skills. This is a large, catchall skill and therefore, unless the mechanic is familiar with the specific piece of equipment, schematics will be necessary. This skill can also be used to make modifications which don't require redesign.

Medical Technology
This is the skill used to maintain and repair medical equipment. This skill includes all the necessary sub skills (electronics, etc.) to do the job. If the device is unfamiliar, then plans and schematics will probably be necessary.

Musical Technology
This is the skill for repairing musical instruments. Replacing strings (routine) and repairing valves (complex) are fairly straight-forward. More difficult maneuvers, such as repairing an unfamiliar synthesizer, would require plans and schematics. This can also be used to make modifications that don't require redesign.

Power System Technology
This is the skill used for repair and maintenance of power plants and propulsion systems. For unfamiliar systems, which includes most every system the technician doesn't work on every day, schematics will be necessary to complete the task. This skill can also be used to make modifications that don't require redesign.

Sensor Technology
This is the skill for maintaining and repairing different sensor systems. For unfamiliar sensors, schematics will be necessary. This includes all the sub skills, electronics, etc., which are necessary to work on sensors. This skill is also used to make modifications which don't require redesign.

Tachyon Technology
This is the skill used to repair and maintain tachyon emitters (primarily for communications). If the device is unfamiliar, the proper schematics will be necessary. This skill can also be used to make modifications which don't require redesign. This skill is not as common with the advent of the quantum communicator.

Weapon Technology
This is the skill used to maintain and repair weapons. If the weapon is unfamiliar, the proper schematics are necessary. This is also used to make modifications not requiring redesign.

A-4.17 SELF CONTROL SKILL CATEGORY

Self Control Skill Category

Skills: ... Frenzy, Meditation, Mnemonics, Stun Removal
Applicable Stat Bonuses: ..... SD/Pr/SD
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Static Maneuver

This category encompasses the use of skills involving the exercise of self-control and willpower, ranging from body control to advanced mental techniques. Additional skills in this category include: various "trance" skills, stunned maneuvering, and various "adrenal" skills.



SKILL DESCRIPTIONS

Frenzy

This skill provides a bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to melee OB, the ability to take twice normal concussion damage and the ability to deliver double melee concussion hit damage. While in frenzy, you have no DB other than the armor bonus, get no primitive shield bonus (force fields still work fine), and cannot parry. The static maneuver (i.e., preparation) for frenzy takes one round. Once in a frenzied/berserk state, the berserker may make a static maneuver each round in order to resume one's normal state. Once frenzied, the berserker will continue to fight until there is no one left standing except himself, at which time he receives a +30 modification to static maneuvers to end the frenzy. While frenzied, the berserker may attempt a Situational Awareness (Combat) static maneuver with a -30 modification to distinguish friend from foe.

Meditation

This skill provides a bonus for an individual entering, leaving and exploiting a mental trance. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

A GM may allow a successful meditation maneuver to give the meditator a bonus for a maneuver related to the meditation. Such related maneuvers can include: solving a difficult problem, making a psychic static maneuver, etc. We suggest the following bonuses based upon the degree of success of the meditation static maneuver: +5 bonus for "partial success," +10 for "near success," +15 for "success," and +25 for "absolute success." The meditator must spend at least one minute (6 rounds) in meditation to get the bonus.

calm and sedate settings, etc. ..... +30
on-going battle & melee combat, etc. ..... -70
6-12 rnds (1-2 min.) spent in meditation ..... -30
13-29 rnds (-5 min.) spent in meditation ..... -10
30-59 rnds (5-10 min.) spent in meditation ..... +0
60-89 rnds (10-15 min.) spent in meditation ..... +5
90-119 rnds (5-20 min.) spent in meditation ..... +10
120-149 rnds (0-25 min.) spent in meditation ..... +15
150-179 rnds (30-35 min.) spent in meditation .... +20
180+ rnds (35+ min.) spent in meditation ..... +25

Mnemonics

This skill provides a bonus for recalling information through the use of memory aids, techniques and tricks.

Per week in the past ..... -5
Carefully committed to memory ..... +30
Impact on PC ..... -10 to +30

Stun Removal

This skill helps a character to throw off the effects of stunning blows. A successful static maneuver using this skill will remove one or more accumulated rounds of stun from the character. Failure will result in additional stun rounds. The results of such a maneuver are outlined below:

Spectacular Failure ..... +3 rounds of stun
Absolute Failure ..... +2 rounds of stun
Failure ..... +1 rounds of stun
Unusual Failure ..... +1 rounds of stun
Partial Success ..... +0 rounds of stun
Near Success ..... -1 rounds of stun
Success ..... -2 rounds of stun
Absolute Success ..... -3 rounds of stun
Unusual Success ..... -5 rounds of stun

The difficulty of a Stun Removal static maneuver is based upon how many rounds of accumulated stun rounds the maneuverer has:

Accumulated Stun Rounds	Difficulty (Modification)
1	Medium (+0)
2	Hard (-10)
3 - 4	Very Hard (-20)
5 - 7	Extremely Hard (-30)
8 - 9	Sheer Folly (-50)
10+	Absurd (-70)

A-4.18 SPECIAL ATTACKS SKILL CATEGORY

Special Attacks Skill Category

Skills: ..... Disarm Foe (armed), Gunnery Ambush, Natural Attack (one skill for each type of attack)
Applicable Stat Bonuses: ..... St/Ag/SD
Skill Rank Bonus Progression: ..... Combined
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0
Group: ..... None
Classification: ..... Static Maneuver and OB

This category encompasses the use of specialized attacks (as opposed to specialized maneuvers during combat, which is handled by Combat Maneuvers). Other skills include brawling & disarm foe (unarmed).

SKILL DESCRIPTIONS

Disarm Foe (Armed) †

This skill represents a bonus to remove a foe's weapon with your own melee weapon. If successful, the opponent must make a successful RR based on the target's skill ranks in the weapon and the attacker's number of skill ranks in the disarming skill used. If the RR is successful, the disarming attempt fails. If it fails, the target is disarmed. There are two separate skills for a character to develop: one for 1-H Melee weapons and one for 2-H Melee weapons.

Gunnery Ambush

This is used like the ambush skill (see below), except it is used with weapons that utilize one of the Technical/Trade • Gunnery skills.

Natural Attack †

Many races have claws, teeth, horns or other natural attacks. This is the skill for using those attacks. It must be developed separately for each natural attack the character possess.

A-4.19 SUBTERFUGE SKILL CATEGORIES

Subterfuge • Attack Skill Category

Skills: ..... Ambush, Silent Attack, Sniping, Targeting
Applicable Stat Bonuses: ..... Ag/SD/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Subterfuge
Classification: ..... Special and Static Maneuver

This category encompasses the use of attack skills performed by stealth or misdirection.

Subterfuge • Mechanics Skill Category

Skills: ..... Camouflage, Computer Crime, Computer Tapping, Disarming Traps, Disguise, Electronic Countermeasures, Electronic Surveillance, Electronic Warfare, Picking Locks, Security Bypass
Applicable Stat Bonuses: ..... In/Ag/Re
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Subterfuge
Classification: ..... Static Maneuver

This category encompasses the use of skills involving the creation and manipulation of physical objects and substances pertaining to subterfuge. Additional skills in this category include: counterfeiting, forgery, hiding items, trap building, and using poison.

Subterfuge • Stealth Skill Category

Skills: ..... Evidence Dispersal, Hiding, Picking Pockets, Stalking, Trickery
Applicable Stat Bonuses: ..... Ag/SD/In
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Subterfuge
Classification: ..... Static Maneuver

This category encompasses the use of subterfuge skills involving physical stealth, misdirection and manipulation.

SKILL DESCRIPTIONS
Subterfuge • Attack

Ambush

This skill is the ability to make a very precise melee attack. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react. An attack is then made normally, and an Ambush static maneuver is made (0% activity) and modified by target's alertness and other factors (e.g., position, lighting, etc.).

If the Ambush static maneuver is successful, the character may modify his result on the resulting critical strike roll. This modification consists of being allowed to adjust the critical strike roll by any number up to the Ambush skill **rank** (not bonus) of the attacker. This adjustment may be either up or down. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing or incapacitating blow and tremendously increases the chance of a result that takes effect instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if an ambushed foe is in a melee situation. (**Note:** *You must still approach the foe undetected and strike before he can react.)*

If a "Large" or "Super-large" creature is ambushed, the Ambush skill rank is added (never subtracted) to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical as in a normal open-ended roll.

Silent Attack

This skill is used in conjunction with an Ambush static maneuver. A successful Ambush static maneuver followed by a successful static maneuver using this skill (0% activity) results in the target being unable to make a sound during the attack. Note that this skill also requires that the attacker approach the foe undetected and strike before he can react. If an instant kill or immobilization result is obtained on a critical chart, the target does not make any noise.

Sniping

This skill is used just like the ambush skill, except it is used with a ranged weapon instead of a melee weapon. In addition, the target must be stationary or moving in a very predictable manner and the attack must be a single shot (see p. 195).

Targeting

This skill allows a character to make a static maneuver to reduce the range penalties of an attack by using of a scope or other sighting device. This action means that the attack must be performed as a deliberate action and it must be a single shot (see p. 195).

Scopes come in class I through VII (plus one for every tech level above 16). Multiply the class by 5 to receive the total reduction of penalties.

SKILL DESCRIPTIONS
Subterfuge • Mechanics

Camouflage

This skill provides a bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment.

Computer Crime †

This skill is used to illegally alter data by means of computer. This is penalized by the security level of the computer. Multiply the security level by 10 to receive the penalty. This skill must be developed separately for ISC computers and Imperial computers.

Computer Tapping

The skill used to tap into a operating computer and monitor all activities which take place. This does not allow the activities to be altered. These activities can be recorded. This skill does not require a separate skill for Imperial computers, but interpreting the data (Computer Technology) would.

Disarming Traps

This skill provides a bonus in identifying and disarming, but not locating, an inanimate trap.

Successful Trap Lore maneuver prior to attempt	+40
Each time disarming trap has been unsuccessfully attempted	-30
Have disarmed this specific trap before	+50
Have disarmed this type of trap before	+25
Have description of mechanism	+10

Disguise

This skill provides a bonus to change one's appearance (not his actual shape or weight) by application of cosmetics and other props.

Electronic Countermeasures

This is used to jam local short range communications. It involves knowledge of those communications and the jamming methods.

Electronic Surveillance

This skill includes placing visual or audio monitoring devices, or tapping into COM lines. This skill can also be used to detect such tampering.

Electronic Warfare

This skill is used to operate electronic warfare equipment.

Picking Locks

This skill provides a bonus for locking and unlocking locks and similar devices.

Successful Lock Lore maneuver prior to attempt	+40
Each time picking lock has been unsuccessfully attempted	-30
Have picked this specific lock before	+50
Have picked this type of lock before	+25
Have description of mechanism	+10

Security Bypass

This is the modern equivalent of the lock picking skill. It is used to bypass alarms, cameras, electronic locks and the like.

SKILL DESCRIPTIONS
SUBTERFUGE • STEALTH

A successful maneuver by a character using any of these skills will result in a modification for any related "awareness" static maneuvers that are made by anyone else. Such a modification is -25% of the character's Hiding skill bonus for a "partial success," -50% for a "near success," -100% for a "success," and -150% for an "absolute success."

Evidence Dispersal

This is used to collect forensic evidence at the scene of a crime. It can also be used to destroy such evidence.

Hiding

Hiding is the ability to conceal one's presence by remaining still, using silence, shadow and camouflage.

Quality of hiding place:	
Bad	-30
Mediocre	-10
Fair	+0
Good	+10
Very Good	+30
Excellent	+50
Presence of hider is known to searchers	-30

Picking Pockets

This skill provides a bonus for picking pockets. If successful, the contents are lifted and the skill bonus is applied against rolls made for any alertness or observation maneuvers the victim makes.

Stalking

Stalking is the ability to move using silence, camouflage, and shadows to conceal your presence.

Pace	Modifier
Crawl (i.e., 0.25 x Base)	+10
Creep (i.e., 0.5 x Base)	+0
Walk	-10
Jog	-25
Run	-50
Sprint, Fast Sprint, Dash	-75

Trickery

This skill gives a bonus to any maneuvers involving slight of hand; confusing sight tricks and slight-of-hand diversions.



A-4.20 TECHNICAL/TRADE SKILL CATEGORIES

Technical/Trade • General Skill Category

Skills: .. Begging, Data Processing, First Aid, Gambling, Mapping, Sensor Analysis, Tactical Games
Applicable Stat Bonuses: ..... Re/Me/SD
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Technical/Trade
Classification: ..... Static Maneuver

This category encompasses the use of technical and trade skills which are available to most people with the determination to find and learn them. Additional skills in this category might include: orienteering and sailing.

Technical/Trade • Gunnery Skill Category

Skills: ..... High-Energy Projectors, Missiles, Projectile Gunnery
Applicable Stat Bonuses: ..... In/Ag/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Offensive Bonus

This category of skill deals with the use of computerized targeting systems to aim and fire weapons. This only deals with use of weapons which are completely remote. Any time a weapon is aimed and fired using direct manipulation, then a Weapon skill is used instead.

Technical/Trade • Professional Skill Category

Skills: ..... Mining, Ship Crewmember, others†
Applicable Stat Bonuses: ..... Re/Me/In
Skill Rank Bonus Progression: ..... Combined
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0 • 0
Group: ..... Technical/Trade
Classification: ..... Static Maneuver

This category encompasses the use of skills which are typically available only to specific professions, and require specialized training. The GM should limit the availability of these skills to those that would logically be available to the character according to his resources and heritage. Additional skills in this category might include: advertising, architecture, dowsing, and military organization.

* — A character with at least one skill rank in this skill must choose one of the listed "specialized" skills as his "area of specialization." When using this skill in his area of specialization, the character's ranks are considered to be doubled.

Technical/Trade • Vehicles Skill Category

Skills: ..... AFV Pilot, Atmospheric Pilot, FTL Pilot, Ground Vehicle Pilot, Marine Pilot, Space Pilot
Applicable Stat Bonuses: ..... Ag/In/Ag
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Technical/Trade
Classification: ..... Vehicle Maneuver

This category deals with the operation of vehicles. Everything from a motorcycle to a speed boat to a space pilot.

Technical/Trade • Vocational Skill Category

Skills: ..... Administration, Appraisal, Cartography, Evaluate Equipment, Law Enforcement, Tactics (each type of combat is a separate skill)
Applicable Stat Bonuses: ..... Me/In/Re
Skill Rank Bonus Progression: ..... Combined
Skill Category Bonus Progression: ..... 0 • 0 • 0 • 0 • 0 • 0
Group: ..... Technical/Trade
Classification: ..... Static Maneuver

This category encompasses the use of trade and technical skills which may be acquired through observation and understudy. They do not require extensive or specialized training; skill may be developed even without instruction. Additional skills in this category might include: cartography, evaluate metal, evaluate stone, gimmickry, hypnosis, and prepare poisons.

SKILL DESCRIPTIONS
Technical/Trade • General

Begging
This skill provides a bonus for eliciting a sympathetic response from the person being solicited.

Data Processing
This skill is used for the entering, storing and organization of data. This can also be used to retrieve such data, or locate it in an unfamiliar system.

First Aid
This skill provides a bonus for applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, provided with the proper tools or bandages, a character using first aid could stop up to 5 hits/round of "bleeding" damage without resorting to a tourniquet. Used normally in the field without the benefits of a proper medical facility or elaborate equipment. See Section 39.1 (p. 104) for more details.

Gambling
This skill provides a bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game.

Mapping
This skill provides a bonus to making, recognizing and using simple maps. This skill is not capable of producing fully detailed maps like those of a cartographer, but it is sufficient to the task of marking out one's journey well enough to find one's way home.

Sensor Analysis
This skill is used to analyze sensor data.

Tactical Games
This skill provides a bonus for playing games which contain very little chance element, such as Chess or Go.

SKILL DESCRIPTIONS
Technical/Trade • Gunnery

High Energy Projectors
This is the skill used when using a targeting system to fire a vehicle-mounted energy weapons. This includes lasers, blasters, disruptors, ion canons, and plasma guns. These guns do not require the character to lead the target, as they travel at very close to the speed of light (if not at the speed of light itself).

Missiles
This is the skill used to acquire a missile lock. Once the missile lock is achieved, the gunner then lets the missiles fly. Missiles can be detonated prematurely with electronic countermeasures or tricked by decoys.

Projectile Gunnery
This is the skill for using a computer targeting program to aim and fire a projectile gun. These guns generally use gunpowder, electro-chemical propulsion, or electromagnetic propulsion. Use of these weapons differs from the use of high energy projectors in that the character must lead the target (although the computer accounts for this in theory, theory and practice do not always agree).

SKILL DESCRIPTIONS
Technical/Trade • Professional

Mining *
This skill provides a bonus for assessing the possibilities of mining in an area, and supervising the creation and running of the mine. The following is a partial listing of specialized mining processes:
- Dredging: Scraping material off the bottom of a river, ocean, etc.
- Open Pit: Removal of top layers to extract materials.
- Quarry: Removal of materials in block form.
- Tunneling: Making underground passages to extract materials.

Ship Crewmember
This is the skill at understanding the workings of a military vessel. Every naval crewmember picks up this skill, and uses it daily. It includes acts like safety procedures, damage control, fire suppression, basic maintenance, and the like. Any maneuver having to do with the operation of a ship that does not have a more appropriate skill uses this one.

SKILL DESCRIPTIONS
Technical/Trade • Vehicles

AFV Pilot
This is the skill used to pilot an Armored Fighting Vehicle. The nature of this vehicle, be they a tank, a fast attack vehicle, or a giant robot, is dependent on the campaign the GM wishes to develop.

Atmospheric Pilot
This skill is used to pilot atmospheric craft. It is also used to pilot ground vehicles capable of flight and space vehicles capable of atmospheric entry.

FTL Pilot
This skill is used to pilot craft capable of faster than light travel. It will come by different names, warp pilot, hyperspace pilot, other-space pilot, etc. This skill is only used when actually traveling faster than light.

Ground Vehicle Pilot
This is the skill used to pilot ground vehicles such as motorcycles and surface cars. For vehicles with multiple forms of a motivation, this is used whenever the craft is on the ground.

Marine Pilot
This skill is used to pilot marine and submarine craft. It is also used to pilot other craft which can be piloted in marine or sub-marine modes.

Space Pilot
This skill is used to pilot space craft. It is only used to pilot them when they are extra-atmospheric, but sub-light. Otherwise atmospheric pilot or FTL pilot are used.

SKILL DESCRIPTIONS
Technical/Trade • Vocational

Administration
This skill provides a bonus for functioning successfully within a familiar government where record keeping, personnel interaction, and bureaucracy is present. Also useful in gaining public office and applying governmental power.

Appraisal
This skill provides a bonus for determining or estimating the value of an object or goods other than armor, metal, stones or weapons.

Cartography
This skill provides a bonus to analysis, preparation and use of advanced maps and mapping techniques, using cartographic tools. This skill complements the skill of navigation.



Evaluate Equipment *
Provides a bonus for determining the value and quality of equipment. The following is a partial listing of specializations: medical equipment, armor, tools, weapons.

Law Enforcement
This skill grants a knowledge of law enforcement techniques, procedures, and regulations. It is possessed by all law enforcement officers.

Tactics †
These skills provide bonuses for perceiving and planning appropriate and effective strategy in tactical military situations. Skill with each tactical situation must be developed separately.

The following is a partial listing of types of tactics:
- Battle Field: Cavalry and infantry tactics.
- Naval: Ship and boat tactics.
- Sabotage: Underground/behind enemy lines tactics.
- Siege: Reduction of fortified position tactics.
- Small Unit: Conflict between small groups.
- Armored: conflicts between armored fighting vehicles.
- Air: Conflicts with Air Combat.
- Artillery: Use of artillery.
- Space: Outer space tactics.
- Combined Assault: Using mixed forces, providing proper air support to infantry, etc.

A-4.21 URBAN SKILL CATEGORY

Urban Skill Category

Skills: ..... Booking, Contacting, Drug Trafficking, Mingling, Organized Crime, Scrounging, Streetwise
Applicable Stat Bonuses: ..... In/Pr/Re
Skill Rank Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... None
Classification: ..... Static Maneuver

This category involves the use of skills pertaining to an urban environment. They range from urban social skills to foraging for food in a town or city.



SKILL DESCRIPTIONS

Booking

The skill for betting at a large scale and making a profit. Also the skill for operating a booking operation, setting odds, avoiding the law, etc.

Contacting

This skill provides a bonus to locating individuals of influence or knowledge within an urban environment. It includes knowledge of where such individuals may be found as well a information involving how they might be reached (e.g., locating a crime boss or fence, politician, etc.). This skill is the equivalent of scrounging except that it operates for individuals or locations. Note that actual interaction with such persons are covered by the skills in the Influence Skill Category.

Drug Trafficking

This skill is used to procure transport and sell illegal drugs. This skill is also used to avoid detection by the law.

Mingling

This skill provides a bonus to attempts to mix easily with a large urban population, whether for the purposes of remaining unnoticed, escaping pursuers, or simply moving easily through a crowd.

Organized Crime

This skill is used to organize and run a crime organization. It is also used to hide the organization behind the front of legitimate business.

Scrounging

This skill provides a bonus in being able to come up with the location of a particular needed item, part or ingredient. This skill is normally used in an urban type of setting.

Streetwise

Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society. Note that this skill does not necessarily enable a character to find such individuals.

A-4.22 WEAPON SKILL CATEGORIES

For All Weapon Skill Categories:

Skill Bonus Progression: ..... Standard
Skill Category Bonus Progression: ..... Standard
Group: ..... Weapon
Classification: ..... Offensive Bonus

Weapon • 1-H Melee Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... St/Ag/St

This category encompasses the use of weapon skills utilizing one-handed melee weapons (monoswords, clubs, morning stars, etc.).

Weapon • 1-H Energy Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/Ag/Ag

This category encompasses the use of weapon skills utilizing one-handed firearms (laser pistols, subassault blasters, etc.

Weapon • 1-H Firearms Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/St/Ag

This category encompasses the use of weapon skills utilizing one-handed firearms (pistols, submachine guns, etc.)

Weapon • 2-H Melee Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... St/Ag/St

This category encompasses the use of all weapons which require two hands to wield (quarterstaves, flails, two-handed swords, etc.).

Weapon • 2-H Energy Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/Ag/Ag

This category encompasses the use of weapon skills utilizing two-handed firearms (assault blaster, assault laser, etc.)

Weapon • 2-H Firearms Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/St/Ag

This category encompasses the use of weapon skills utilizing two-handed firearms (rifles, assault rifles, etc.)

Weapon • Missile/Thrown Skill Category

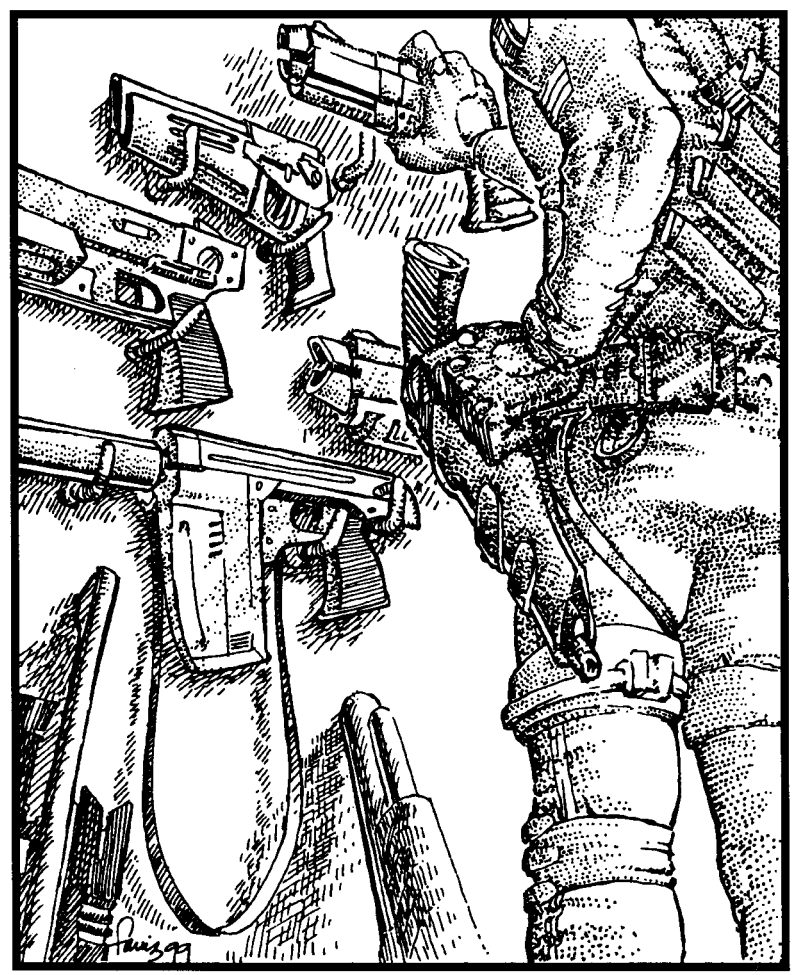
Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/St/Ag

This category encompasses the use of all hand weapons that are designed to project a missile of some kind. This includes bows and crossbows, as well as slings and throwing daggers.

Weapon • Support Skill Category

Skills: ..... one skill for each weapon in Category
Applicable Stat Bonuses: ..... Ag/St/Ag

This category encompasses the use of weapon skills utilizing support weapons (heavy machine guns, mortars, light cannon, etc.)



SKILL DESCRIPTIONS

A character's skill with a specific weapon determines most of his offensive bonus with that weapon—see Appendices A-8.2, A-8.4, & A-8.5 (p. 188-197). When a character makes an attack with a weapon, the attack roll is modified by his offensive bonus (i.e., his total skill bonus) with that weapon. Such attacks use Attack Tables A-8.8.1 - A-8.8.11 (p. 200-210).

A-5 TRAINING PACKAGES

A training package is a group of benefits (and sometimes disadvantages) that can be gained using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). If these packages are developed after apprenticeship development, the character should be required to spend time in training (the time will vary from package to package).

There are two different types of training packages: *vocational* (V) and *lifestyle* (L). Most of the time, a character may have only one lifestyle training package (GM discretion). However, he can have as many vocational training packages as he can afford to purchase. The training packages that are vocational are given the type "V" in the master list. The lifestyle training packages are given the type "L" in the master list.

Vocational Training Packages

These training packages represent specific occupations in which a character may become proficient. He will gain groups of skills and abilities that would necessarily be developed if the character were in the occupation.

For example, if the character were Weekend Warrior, he would have to know a little about being a soldier.

Lifestyle Training Packages

These training packages represent groups of skills and abilities that would be gained by living a particular lifestyle. Lifestyle packages should be hard to acquire, and take long periods of time when they are allowed.

For example, a character who spends most of his life associating with the underworld might develop the Convict package to represent the skills he picked up.

Training Package Entries

Each training package gives a character one or more of the following benefits/disadvantages. In addition, each training package costs a different number of development points (based upon the character's profession).

- **Time to Acquire:** This is the amount of time the character needs to train before gaining the benefits of the package (in ISC months). This time should be modified by a percentage equal to triple the character's SD stat bonus (expressed as a percentage).

  Example: *If a character has a +5 SD stat bonus, he would gain the benefits of a training package 15% earlier than someone with a +0 SD bonus (i.e., 85% of the normal time). However, if the character has a -5 SD stat bonus, he would take 15% longer to gain the benefit (i.e., 115% of the normal time).*

For starting characters, total the amount of time spent in training packages and add it to the normal starting age to determine the starting age of the character (see Section 23.2, p. 52).

- **Starting Money:** Some occupations (or lifestyles) have more or less starting money than others. Some packages list a modification to the "normal" starting money. For example, if the normal starting money is 2000 credits, the Capitalist gains triple that (¢6,000).

If the training package is developed after apprenticeship development, the starting money does not apply.

- **Cost:** This is the cost of the training packages. In a high tech society, training typically costs money. The GM can waive this cost for starting characters or saddle them with student loans.

- **Special:** The GM should make a d100 roll (open-ended) for each item, adding the number in parentheses after the item (the items should be rolled for in the order that they are presented). If the result is over 100, the character gains the special item or quirk. After gaining one item, the chances of gaining any further items is halved. After gaining another item, the remaining chances are halved again (repeating each time an item is gained). If no items are gained, the last item in the list is automatically gained (if the GM is unavailable to roll, the player should simply take the last item). If the package is developed after apprenticeship development, the benefits gained here may be inappropriate (GM's discretion).

  Note: *The GM may choose to allow every character who develops a training package to have the last item in the list (even if previous items were gained).*

- **Skill and Skill Category Ranks:** All packages give some skill ranks and/or skill category ranks to the character. These skill ranks represent special training that comes with the occupation or lifestyle. A training package cannot raise a skill rank above 10th rank. Occasionally, the package will list "Weapon/Attack." This means that the character can choose either a weapon skill rank or martial arts attack skill rank.

  Example: *Kristi takes the Marine training package. This package awards her 2 ranks in 2-H Energy Weapons. However, she already has 9 ranks; this means that she only gains 1 more rank from the training package.*

  Note: *Occupational, Everyman, and Restricted skill classifications do* **not** *apply to ranks gained from training packages.*

- **Stat Gains:** Some training packages allow the character to make extra stat gain rolls. This section shows which stats get the extra rolls.

- **Cost by Profession:** This section shows how much the training package costs (in development points) for each profession.

Gaining Training Packages Later

A GM may decide to allow characters to develop training packages after their apprenticeship development. If so, the proper amount of time must be spent (as indicated in the Time to Acquire entry). The time must be continuous and uninterrupted by any major activities (i.e., the character must spend 8 hours a day for the indicated duration working on the training package). In addition, he must spend the appropriate number of development points (as indicated in the cost entry).

In return, he will gain all of the skills listed with the package. The GM should decide how much money the character has gained (i.e., do not use the Starting Money entry; this is for starting characters only). Remember that a training package cannot raise any skill rank above the 10th rank. However, after apprenticeship development, it is possible to gain another lifestyle training package (though only one lifestyle change should be allowed per level).

GMs might want to require the player to role play through some (or all) of the time spent gaining a training package. This could result in many interesting adventures. In addition, if the character decides to purchase a lifestyle training package, he should demonstrate a change in his lifestyle.

Example: *If Gary the street thug wants to get the Marine training package after his apprenticeship development, he should join the military. After a proper couple of role playing session devoted to boot camp, he should truly regret his decision (just like his character).*

A-5.1 ACADEMIC DEGREE (V)

This is an academic degree. It can be taken multiple times for multiple levels of education: Bachelor's, Master's, and Doctorate or Ph.D. This package must be taken if the character wants a degree on his résumé.

Quote: *Read a book.*

Time to Acquire: 24 Months

Starting Money: Normal

Cost: 10,000 (This charge will be waved if the character joins the military)

Special:

Useful teaching contact	60
Useful teaching contact	40
Useful academic contact	70
Useful academic contact	50
Software library (+20 to one specific lore skill)	50
Software library (+15 to one specific lore skill)	40
Software library (+10 to one specific lore skill)	30
1-5 Software programs (+5 specific lore skills)	10
Software library (+5 to one research skill)	0

Category or Skill	# of Ranks
Communication skill category	2
choice of up to three skills	2 (total)
Lore • Academic skill category ‡	3
choice of up to three skills ‡	3 (total)
Lore • General skill category	2
choice of up to two skills	2 (total)
Science/Analytical Basic skill category	2
Basic Math	1
Research	1
Science/Analytical skill category (choice) ‡	3
choice of up to three skills ‡	3 (total)

Stat Gains: None

Cost by Profession †

Criminal	26	Recon	28
Explorer	27	Scientist	19
Pilot	24	Soldier	25
Psychic	24	Technician	24

† — This training package is half-priced for Oorts.

‡ — If the character is interested in a degree where these are inappropriate, such as a liberal arts degree, he may change them with GM approval.

A-5.2 BOUNTY HUNTER (V)

A bounty hunter is a licensed bail-bond hunter. When a criminal skips bail, they are empowered by the state to seek the person down and bring him back to justice. He is paid by the person who holds the bond. Criminals aren't that common in the ISC, but they are still common enough to warrant these skip tracers.

Quote: *Dead or alive? I don't get paid if they're dead.*

Time to Acquire: 63 Months

Starting Money: Normal **Cost:** None

Special:

Choice of one non-support weapon (+10)	50
Choice of one non-support weapon (+5)	60
Useful law enforcement contact	50
Small, unarmed ship	0
Reputation as a hunter	0

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness	1
Awareness • Searching skill category	4
Lie Perception	1
Observation	2
Surveillance	1
Influence skill category	2
Duping	2
Tech/Trade • Vocational skill category	n/a
Law Enforcement	1
Urban skill category	2
Streetwise	1
Weapon • skill category (Choice)	1
choice of one skill	1

Stat Gains: None

Cost by Profession

Criminal	23	Recon	23
Explorer	28	Scientist	35
Pilot	28	Soldier	27
Psychic	38	Technician	33





A-5.3 CAPITALIST (V)

The capitalist is the typical businessman. Though not as obsessed with wealth as the entrepreneur, the capitalist is still a hard-core businessman.

Quote: *These new tax laws are killing me.*

Time to Acquire: 23 Months

Starting Money: x3

Cost: None

Special:

10,000 in assets. Can liquidate in 6 months	30
Close friends with another rich capitalist	40
Patents and rights paying 5,000 annually	30
Patents and rights paying 2,000 annually	0
Renown as a shrewd businessman	0

Category or Skill	# of Ranks
Influence skill category	2
Propaganda	1
Trading	1
Lore • Technical skill category	2
Trading Lore	2
Science/Analytical • Specialized skill category	n/a
Finance	2



Stat Gains: None

Cost by Profession †

Criminal	23
Explorer	23
Pilot	23
Psychic	19
Recon	24
Scientist	17
Soldier	24
Technician	21

† — This training package is half-priced for Oorts.

A-5.4 COMBAT MEDIC (V)

The combat medic is trained to operate on the front lines with the troops. They are not taught sophisticated medicine. They are merely taught to patch holes, perform basic triage and apply first aid. Combat medics are generally issued firearms. These are ostensibly for the defense of the patient, but are more practically intended for euthanasia.

Quote: *I need medevac ... now!*

Time to Acquire: 36 Months

Starting Money: Normal

Cost: None

Special:

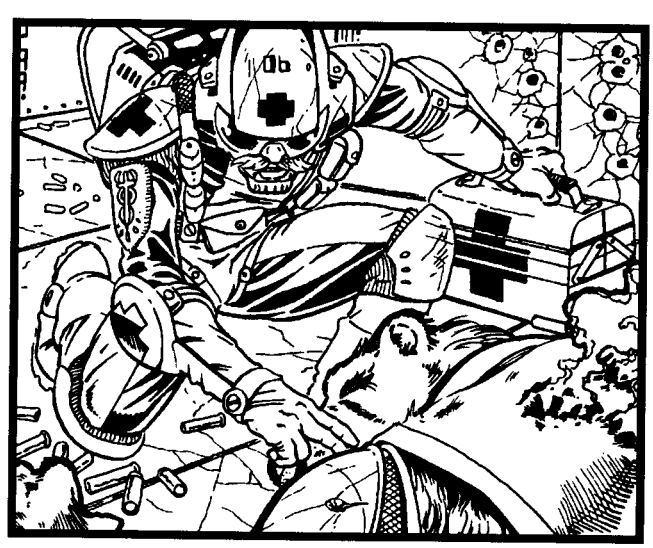
Medkit (+5 to First Aid)	50
Useful medical contact	40
Field Promotion	30
Useful military contact	40
Medscanner	0

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Observation	1
Awareness • Senses skill category	1
Situational Awareness (Medical Status)	1
Science/Analytical • Medical skill category	1
Medical Practice	1
Diagnosis	1
Science/Analytical • Technical skill category	1
Medical Technology	1
Tech/Trade • General skill category	2
First Aid	2

Stat Gains: None

Cost by Profession

Criminal	27	Recon	31
Explorer	29	Scientist	19
Pilot	29	Soldier	30
Psychic	26	Technician	23



A-5.5 COMMERCIAL PILOT (V)

The pilot comes in many colors. Some have their license for personal transport. Some are pilots for commercial reasons. Whatever the reason, it's unlikely that they have much in the way of combat experience.

Quote: *I reached out, and touched the face of God.*

Time to Acquire: 14 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Armored Vac Suit (+10)	30
Close friends with another pilot	50
Useful corporate contacts	40

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Science/Analytical • Specialized skill category	n/a
Astrogation	1
Orbital Mechanics	1
Tech/Trade • General skill category	1
Sensor Analysis	1
Tech/Trade • Vehicles skill category	2
Atmospheric Pilot	1
FTL Pilot	1
Space Pilot	2

Stat Gains: None

Cost by Profession

Criminal	33	Recon	32
Explorer	26	Scientist	43
Pilot	23	Soldier	31
Psychic	34	Technician	30

A-5.6 CON ARTIST (V)

The confidence artist operates by tricking people into giving him their hard-earned money. The con artist is as old as time itself.

Quote: *Trust me.*

Time to Acquire: 24 Months

Starting Money: x1.5

Cost: None

Special:

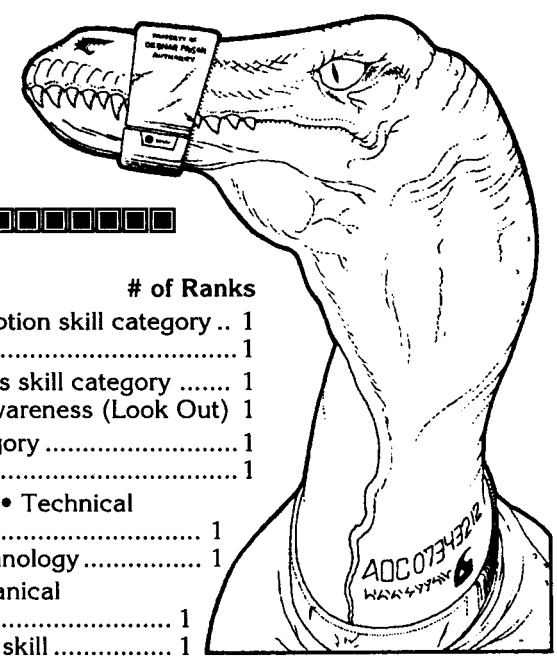
Fake identification (+30 Duping)	20
Investment (2d10 x10 cr per year)	20
Fake identification (+15 Duping)	0

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	3
Duping	2
choice of one skill	1
Tech/Trade • General skill category	1
Begging	1

Stat Gains: None

Cost by Profession

Criminal	15	Recon	18
Explorer	16	Scientist	24
Pilot	16	Soldier	16
Psychic	18	Technician	20



A-5.7 CONVICT (L)

The convict is the lowest level of citizen (at least in many people's opinion). They care little for the law, and live only to fill their pocket books.

Quote: *Move, quick. It's the cops!*

Time to Acquire: 30 Months

Starting Money: Normal

Cost: None

Special:

Useful underworld contact	80
Useful underworld contact	50
Useful law enforcement contact	40

Category or Skill	# of Ranks
Awareness • Perception skill category	1
Alertness	1
Awareness • Senses skill category	1
Situational Awareness (Look Out)	1
Influence skill category	1
Duping	1
Science/Analytical • Technical skill category	1
Criminal Technology	1
Subterfuge • Mechanical skill category	1
choice of one skill	1
Subterfuge • Stealth skill category	1
choice of one skill	1
Urban skill category	1
choice of one skill	1

Stat Gains: Intuition

Cost by Profession

Criminal	24	Recon	28
Explorer	26	Scientist	30
Pilot	27	Soldier	29
Psychic	34	Technician	26

A-5.8 CORPORATE SECURITY (L)

In the futuristic universe of Mega-Corps, corporate security is of vital importance. Corporate security has become increasingly autonomous, until they are like their own police force.

Quote: *Thieves, terrorists, corporate raiders and simple hooligans. Another day, another credit.*

Time to Acquire: 15 Months

Starting Money: Normal

Cost: None

Special:

Weapon (+5)	20
Light Armor (+10)	20
Useful security contact	50
Communicator	80

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Surveillance	1
Awareness • Senses skill category	1
Situational Awareness (Patrol)	1
Influence skill category	1
Interrogation	1
Weapon • skill category (GM Choice)	1
Weapon (GM Choice)	1

Stat Gains: Intuition

Cost by Profession

Criminal	20	Recon	20
Explorer	21	Scientist	27
Pilot	23	Soldier	20
Psychic	30	Technician	25

A-5.9 MARINE (V)

The marine is the ground-pounder and the heart-breaker of the ISC. They are the infantry, the trained soldier. They are as good as the ISC drill instructors can make them.

Quote: *Semper Fi, my friend.*

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Two Handed Energy Weapon (+10)	30
Reinforced Cloth (+10)	30
Deflector Shield	30
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another marine	0

Category or Skill	# of Ranks
Athletic • Endurance skill category	1
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	2
Martial Arts skill category	1
Boxing	1
Technical/Trade • Professional skill category	n/a
Ship Crewmember	1
Weapon • 2-Handed Energy skill category	2
Assault Blaster	2

Stat Gains: None

Cost by Profession

Criminal	28	Recon	27
Explorer	27	Scientist	44
Pilot	28	Soldier	21
Psychic	52	Technician	37

A-5.10 MEDICAL DEGREE (L)

Medical degree is enough to act as a medical resident. They have completed their schooling and internship, but have not yet served significant time as a resident. A character must have this package to practice medicine.

Quote: *What do you call the person who graduated last in his class at med-school? ... Doctor.*

Time to Acquire: 72 Months

Starting Money: x2

Cost: 100,000 (This charge will be waived if the character joins the military)

Special:

Useful teaching contact	60
Useful medical contact	60
Useful medical contact	40
Useful corporate contact	20
Medscanner	0

Category or Skill	# of Ranks
Science/Analytical • Medical	4
Autopsy	1
Drug Therapy	1
Internal Medicine	1
Medical Practice	2
Pharmaceuticals	1
Tech/Trade • General	2
First Aid	2

Stat Gains: Memory

Cost by Profession †

Criminal	37	Recon	37
Explorer	39	Scientist	25
Pilot	42	Soldier	37
Psychic	27	Technician	32

† — This training package is half-priced for Oorts.

A-5.11 POLICE OFFICER (L)

The police officer patrols the streets and skies, watching for crime. In the modern age, he is becoming more and more rare, as crime becomes a white-collar profession. The Privateers cop, deals mostly with disturbed kids, as a blue-collar crime is rarely committed more than once, with advances in technology and psychotherapy.

Quote: *Freeze!*

Time to Acquire: 50 Months

Starting Money: Normal **Cost:** None

Special:

Useful government contacts	20
Useful underworld contacts	20
Promotion	50, then 40, then 30
One-Handed Energy Weapon or Firearm (+10)	10
One-Handed Energy Weapon or Firearm (+5)	10

Category or Skill	# of Ranks
Armor • Light skill category	1
Armored cloth	1
Athletic • Endurance skill category	1
Awareness • Searching skill category	1
Lie Perception	1
Observation	1
Awareness • Senses skill category	2
Situation Awareness (Patrol)	2
Body Development skill category	n/a
Body Development	1
Influence skill category	1
Interrogation	1
Subterfuge • Stealth skill category	2
Evidence Dispersal	2
Tech/Trade • Vocational skill category	n/a
Criminal Law	1
Law Enforcement	2
Urban skill category	1
choice of up to two skills	2 (total)
Weapon • skill category (Choice)	1
choice of one weapon	1



Stat Gains: Intuition

Cost by Profession

Criminal	24
Explorer	26
Pilot	28
Psychic	34
Recon	24
Scientist	32
Soldier	26
Technician	29



A-5.12 PRIVATEER (L)

The privateer is a new type of creature. Armed with military grade weapons and a Letter of Marque and Reprisal, the privateer preys on the enemy's supply lines. Essentially, he is a legalized pirate.

Quote: *Five to one odds? We've survived worse.*

Time to Acquire: 38 Months

Starting Money: Normal **Cost:** None

Special:

Useful privateer contact	80
Useful crewer contact	50
Useful corporate contact	40
One-Handed Energy Weapon (+10)	50
Armored Vac Suit (+10)	30
Small Freighter	0

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness skill	2
Sense ambush skill	2
Body Development skill category	n/a
Body Development skill	2
Combat Maneuvers skill category	n/a
Alien Environments (Zero-G) skill	3
Lore • General skill category	2
Region Lore (Border Worlds)	2
Culture Lore (Border Worlds)	2
Lore • Technical skill category	2
Vehicle Lore (Space Vehicles)	2
Tech/Trade • General skill category	1
First Aid	1
Weapon • skill category (Choice)	1
choice of one skill	1

Stat Gains: Agility

Cost by Profession

Criminal	30	Recon	29
Explorer	29	Scientist	39
Pilot	31	Soldier	27
Psychic	42	Technician	37

A-5.13 PSYCHIC PROTÉGÉ (L)

The psychic protégé studies the delicate art of psychic powers. They devote their lives to the study. Hopefully, they're pretty good at it. Regardless, it's their obsession.

Quote: *Psychic study is not a destination. It's a journey.*

Time to Acquire: 53 Months

Starting Money: Normal

Cost: Normal

Special:
Useful psychic contact 60
Useful government contact 60

Category or Skill	# of Ranks
Psychic • skill category 1	4
choice of up to four skills	4 (total)
Psychic • skill category 2	3
choice of up to three skills	3 (total)
Psychic • skill category 3	2
choice of up to two skills	2 (total)

Stat Gains: Self Discipline

Cost by Profession

Criminal	62	Recon	52
Explorer	57	Scientist	37
Pilot	62	Soldier	52
Psychic	25	Technician	45





A-5.14 WEEKEND WARRIOR (V)

The weekend warrior is the national guard member or reservist of the Privateers universe. They are amateurs at best, but they do have combat training.

Quote: *A weekend a month and two weeks a year. Sounds like a great deal!*

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:
Two Handed Energy Weapon 30
Reinforced Cloth 30
Close friends with another weekend warrior 60

Category or Skill	# of Ranks
Athletic • Endurance skill category	1
Body Development skill category	n/a
Body Development	1
Martial Arts skill category	1
Boxing	1
Weapon • 2-Handed Energy skill category	2
Assault Blaster	2

Stat Gains: None

Cost by Profession

Criminal	19	Recon	17
Explorer	17	Scientist	30
Pilot	20	Soldier	10
Psychic	41	Technician	23

A-6
ROLE TRAITS

This section discusses some of the factors that help a player flesh out his character and bring it to life.

Background Details

One of the best tools for individualizing characters is background material. Each character should have an idea of his own past, the important facts concerning his race, culture, birth, childhood, and adolescence. Since these historical notes will vary from character to character, they tend to provide flavorful variations in the player's approach to the game. The stronger and more detailed the background notes, the greater the foundation; and a good foundation built of past experience will guide a character in his adventures.

Differing backgrounds will reinforce the naturally individual approaches to running characters. Particularly forceful background material (e.g., Rhiannon's entire family has sought the lost sacred Banana of the Bamlenders) may be necessary in so-called "quest" campaigns, but should be carefully used in games where player freedom is emphasized. The Gamemaster can provide rich backgrounds without funneling the players along paths deemed most "desirable."

One's outlook on life is necessarily colored by past experience. A character in a SFRP setting will invariably follow this rule to some degree, and the GM should note that rich, varying experiences lodged in a character's past history will act to spur certain individualizing feelings in the player. For example, Shiloh once had an embarrassing incident involving squirrels; so, he remains ever wary of the little beasts and may go to extreme lengths to capture them, even in the heat of a battle.

Family background is a very significant tool in this category. Events involving one's family—legacies, feuds, traditions, etc.—all act to give a character "reference points" for adventure. A character may seek revenge or some heirloom of great value; he may wish to follow the path of his mother or father. By giving the player a unique background with a number of significant and interesting experiences and family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to his past—any one of which differs from those of his fellow adventurers.

Your Character's Role

There are certain factors which are not formalized in role playing but which still affect the role of a character, and in particular a player character. These are factors which are not capabilities of or restrictions on the character; instead, they are facets of his individual nature and temperament. These factors are crucial in bringing a character to life in the terms of the game. They make the character seem more realistic to the character's player as well as the other players and the Gamemaster.

There are four such factors (called role traits) which are not formalized in *Spacemaster* but which still affect the role of a character. Each of these role traits represents a facet of a character's individual nature and temperament.

- Personality
- Motivation
- Alignment
- Physical Appearance

Lists provided in Table T-1.7 (p. 49) present a number of role traits. Some entries present a trait on the left and its opposing trait on the right. In between are a spectrum of interim traits.

A player does not have to specifically pick a trait from each entry. If a character doesn't have certain traits specified, he is just "Neutral" with respect to those traits. Remember, a player may change his character's traits as he adventures and develops.

Personality — A player may decide to inject his own personality into a character, which is very acceptable and enjoyable. However, sometimes it is exciting, stimulating and rewarding to embody a character with a personality other than its player's—after all, this is science fiction role playing. Whatever a player decides to do, it is important to carefully consider his character's personality.



Motivation — Another question that a player should answer about his character is: What is his motivation? What are his objectives in the game? It may be to adventure and have a good time. It may be to amass as much wealth and as many gadgets as possible. It may be to kill and fight. It might be to defeat the evil forces of the Empire and make the universe safe for right-thinking sapients. Whatever a character's motivation, it really helps to flesh him out.

Alignment — A player should determine whether or not his character is arrayed with a cause or a group with common goals. These are a character's alignment role traits. The easiest decision is: is a character good, evil, or neutral? For example, in many science fiction settings the evil forces are dominated by a tyrannical ruler who is out to enslave the common man.

There are also many alignment traits based on morals and philosophy:

- Does a character strongly believe that the end justifies the means (Machiavellianism)?
- Does he respect rigid laws? Many roguish heroes do not; some evil beings do.
- Is he a hedonist? Good or evil, his prime concern would be to enjoy himself.

All of these are interesting examples; there are other traits that can add dimension and complexity to a character.

Physical Appearance — In addition to each character's stats (which affect his capabilities during play), it is desirable to have some measure of the character's physical appearance. Suggestions for racial factors affecting a character's physical appearance (i.e., demeanor, hair color, eye color, height, weight, etc.) are discussed in Appendix A-1 (p. 113).

A-7 TECHNOLOGY

This section deals with some of the possible technology that a GM might include in his campaign. Technology can make or break a campaign. A GM should read this section carefully. It will aid him immensely in choosing the technology of his campaign.

Notation

The list of equipment provided in this section is by no means complete. For a more complete listing, as well as more details on how to handle power, ammunition, and special properties of equipment, see the appropriate *Tech Law* books (see Part I, p. 11).

Availability

There are several important things a GM should consider before determining whether a piece of technology is available on a world. They are as follows:

Tech Level

The first thing to consider is the tech level of the culture in question. This determines what tech might be available.

Each piece of technology listed in this book has been given a tech level. This represents the minimum tech level in which the piece of equipment should be available.

All items are assumed to be sold at the generic ISC tech level. If an item is being purchased on a world with a lower tech level, and that item has just barely been invented, multiply the cost and weight by ten.

Game Balance

Game balance is the final important piece in the decisions. It is very easy to completely throw a game out of balance with a misplaced piece of tech.

Of course, all of the items in this book are carefully considered for game balance, but that isn't the entire story. The equipment must also be considered in light of the story the GM wishes to tell.

Larry Niven said it best. In his *Known Space* novels, each piece of tech introduced affected every story written thereafter. When he invented the Slaver stasis field he had to write every story thereafter asking himself the question, "Why will a slaver stasis field not solve this problem?" When he was forced to create an indestructible to make the story *Neutron Star* work, he was left with the problem, "How does an indestructible hull not solve all the problems in this story?"

So its not enough to select the tech that seems appropriate to the setting. The GM needs to consider the type of stories that he wants to tell. He needs to make sure that the technology he is introducing isn't going to undermine the story that he's trying to tell.

Normal Gear (N)

This type of gear is readily available. There are little or no restrictions or controls placed on these items. They are easy to get and readily available.

This type of equipment can be purchased from the corner store and through everyday mail order catalogs. These items should be very common, and the only restrictions to their availability should be plain old supply and demand. It is marked with an (N).

Professional Gear (P)

This type of equipment has light to heavy restrictions. For the right person however, they are readily available.

Usually the person involved will be purchasing this gear through an institution, or more commonly, the institution purchases the gear and issues it to the people involved.

Law Enforcement gear, medical supplies and blasting equipment are good examples. If your typical civilian attempts to buy these things, they would have a very difficult time of it. This gear is marked with a (P).

Military-Grade Gear (M)

This is the stuff that every player wants. Body armor, munitions, and weapons are all pigeon-holed into this category.

The availability of these items will have a lot to do with the culture involved. It could be that none of this gear is available to the normal citizen. It could be that pistols and hunting gear is permitted. It could be that anarchy reigns, and there are no holds barred.

That isn't to say that these items can't be purchased through the black market. It is rare that there is any gear that can't be purchased through the black market, if the price is right. This gear is marked with an (M).

Tech Level Breakdown

This chart depicts a general overview of the tech levels. They are listed as a series of historical Earth equivalents to give the reader a better idea of how the tech levels fit into the overall scene.

Listed below is each major age of man, along with the major technological achievements of the age. Note that these ages are listed with an Occidental bias, to get a good idea of how different cultures develop at different rates, look up when the oriental cultures developed these same levels of technology

0 **Pre Stone Age** — No technology exists. Even language has yet to be invented.

1 **Stone Age** — Language is invented. Fire is discovered. The club becomes the weapon of superiority. Hunting and gathering are the norm.

2 **Dawn of Civilization** — Domestication of sheep and cereal grains. Invention of pottery. The invention of the wheel. Tools are made of stone. Fallowing and irrigation are invented.

3 **Bronze Age** — Writing and bronze working are invented. Weapons and tools are made from bronze. The chariot is invented and dominates the battle field.

4 **Age of Reason** — Philosophy and higher learning come into play. Paved roads are invented. Geometry and mathematics are invented.

5 **Iron Age** — The ability to smelt and work iron is invented. This primarily affects the trappings of war. Construction with stone undergoes many advances. The keystone arch is invented. The water wheel, and its use in mills, is discovered.

6 **Dark Ages** — Primarily innovations in warfare and ground tactics. The saddle and the stirrup make cavalry more effective than ever before.

7 **Medieval Period** — Windmills and wind power are invented. Gothic architecture is perfected. The flying buttress is invented. Mathematics now include zero. Steel is invented, making warfare even more efficient.

8 **High Medieval Period** — Plate armor is invented. The knight rules the battlefield. Bell casting is perfected. At the end of this period, gunpowder is introduced, but doesn't really take over until the next period.

9 **Renaissance** — Gunpowder and advances in shipbuilding techniques revolutionize warfare. Fencing is invented as armor becomes obsolete.

10 **Colonial Period** — Ship advancements of this and the last period lead to a great spurt of exploration. The printing press hits wide-spread usage.

11 **Low Industrial Revolution** — Sound cast iron is produced in a blast furnace. The steam engine is invented. A series of important inventions combine to make the steam engine more efficient. The telegraph is invented.

12 **High Industrial Revolution** — The assembly line brings mass production into full swing. The telephone is invented, and the revolver enters the scene. Iron begins to play a part in building, and suspension bridges enter the scene. The internal combustion engine is invented and undergoes several overhauls through the end of this age. The dynamo makes electrical power useful. The incandescent lamp is invented.

13 **Low Industrial Civilization** — Mass production and the automobile change the world. The airplane is invented. The radio enters widespread use.

14 **Middle Industrial Civilization** — Jet power becomes practical. The rocket is invented. Nuclear Fission is first achieved. The television enters widespread use. The machine gun, long range artillery, poison gas and many other military advances change warfare.

15 **High Industrial Civilization** — The computer is invented. Orbital and lunar spaceflight is achieved. Atomic power is put into wide use. The maser and laser are invented. Transplant technology takes off.

16 **Low Cyber Age** — The personal computer is invented. Orbital spaceflight becomes routine. Medical research takes off. The genome begins to be mapped. The early stages of human-machine interaction begin. Cloning is achieved. Sub-Atomic particles are successfully teleported.

17 **High Cyber Age** — Cybernetics are invented and spread like wildfire. Planetary exploration begins. Rudimentary success with simulated intelligence is achieved. The neural interface revolutionizes entertainment. The first Self-Generating-Discharge Plasmatrons are built.

18 **Spacefaring Age** — Planetary colonies are established. Fusion power is placed in widespread use. Man-portable lasers and particle beams become the weapon of choice. Small scale genetic manipulation of an unborn fetus is achieved.

19 **Starfaring Age** — Ramjets begin to explore the stars. Slow colony ships leave for nearby systems. Simulated intelligence is perfected. Large scale genetic manipulation is achieved, with moderate success, on unborn fetuses.

20 **Star Colonial Period** — Faster than light travel is discovered. The tachyon is discovered. Artificial intelligence is invented. Increases in medical and agricultural technology allow for colonies to survive with minimum support. Small scale genetic manipulation is achieved with adult specimens.

21 **Anti-Matter Age** — Anti-matter power enters widespread use. Anti-matter weapons are created. Medical science can now fix almost any non-neural damage.

22 **Age of Artificial Gravity** — The invention of artificial gravity expands man's living capacities. Genetic manipulation on a reasonable scale can now be performed on a living organism. Neural Pathway Reconstruction Therapy is invented. Non-Locality physics splits off of quantum physics.

23 **Quantum Age** — Vacuum energy is fully tapped. Early force screens are invented. Teleportation, on a small scale, becomes possible. Major brain reconstruction becomes possible.

24 **Age of Force** — Force screens are developed on both a large and personal scale. Direct manipulation of alloys makes engineering advances possible.

25 **Gravitic Age** — Anti-Gravity is invented. Inertial dampers revolutionize space combat.

26 **Age of Terraforming** — Large scale ecological engineering becomes possible.

27 **Age of World Building** — Ringworlds and zero fault technology become possible. There is little out of reach.

28 **Dysonian Age** — Dyson spheres can now be built. Zero fault technology makes them practical.

29 **Cosmic Age** — Limitless, cosmic power is discovered

30 **Age of Omnipotence** — Direct, mathematical manipulation of reality is possible. Nothing cannot now be achieved.

31+ **And Beyond ...** — Unknown.

Using Tech Levels

Spacemaster divides the ages of history into Tech Levels. Tech levels are simply a mechanism for quantifying the march of technology through the ages. It is by no means complete.

Tech Levels are by no mean rigid. For instance, they definitely were designed with an Occidental bias. Even on Earth, different cultures have invented things outside their tech levels.

To help represent this, certain devices have been moved slightly from their real world tech levels. You should not be afraid to do the same with your science fiction worlds.

Tech levels are only a guideline. Think force fields should be around before Tech Level 24? Move them. Think kinetic armor comes in too early? Shift it around. You must carefully consider each piece of technology in light of your game.

Using These Equipment Charts

Unfortunately, a complete treatment of the technologies listed is beyond the scope of this work. There should be enough information, however, that with a little imagination, a GM can use these charts to equip his universe.

Care was taken to only include those items which probably have descriptive enough names that their use is self evident.

For a more complete listing of gear, as well as descriptions of usage, explanations of evolution over tech levels, treatment of power consideration and ammunition, see *Tech Law* (see p. 11 for more details).

Name: this is the name of the item. It should be descriptive enough to describe its purpose.

Tech Level: this is the tech level during which the item was first introduced. After the introductory tech level, most items drop to ten percent their initial weight and cost. After that, features are added to keep the cost up, though these rarely have much game application.

Weight: in kilograms.

Cost: the price of the item.

Availability: most items have an availability code in parenthesis after their name (N), (P), (M). This determines whether the item is normal, professional, or military availability.

Usage: pharmaceuticals have a usage code, to explain how they are taken. This is broken down to Apply, Ingest or Inject.

AF: the addiction factor is the percentage chance of a patient becoming addicted to a pharmaceutical. For more information on addiction, se Spacemaster Law

Ammunition: Assume that pistols hold 10 rounds. Assume all other weapons hold 30 rounds.

Power: assume that a device can run for 8 hours on a power cell. Assume that an energy weapon can fire 20 shots per cell. For a more complete treatment of energy weapons, see *Blaster Law*. For a more complete treatment of power cells, see *Tech Law*.

FIREARM CHART

Item*	Weight	COSTS Low	Average	High
Assault Rifles:				
Light (P)	3.5	100	250	500
Medium (P)	4	500	600	1K
Heavy (P)	4.5	2K	4K	5K+
Hunting/Sniping Rifles:				
Light (N)	3	150	400	600+
Medium (N)	4	250	500	700+
Heavy (N)	5	400	700	900+
Machine Guns:				
Light (M)	7	1K	1.2K	1.5K
Medium (M)	14	1.5K	2K	2.2K
Heavy (M)	21	4K	5K	5.5K+
Pistols:				
Light (N)	.3	180	350	600
Medium (N)	.6	200	400	625+
Heavy (N)	1	350	550	900+
Revolvers:				
Light (N)	.3	80	250	350+
Medium (N)	.6	150	350	500+
Heavy (N)	1	200	425	600+
Small Automatics:				
Machine Pistol (P)	2	400	600	1K
Submachine Gun (P)	3.5	600	900	1.2K

* — Weight and cost are not affected by tech level.

LASER CHART

Item*	Weight	Cost
Assault Lasers:		
Light (P)	2.4	520
Medium (P)	2.8	650
Heavy (P)	3.2	910
Hunting/Sniping Lasers:		
Light (N)	2.4	320
Medium (N)	2.8	400
Heavy (N)	3.2	560
Laser Pistols:		
Hold-Out (N)	.1	560
Light (N)	.2	280
Medium (N)	.3	320
Heavy (N)	.5	440
Subassault Laser:		
Light (N)	2	650
Medium (N)	2.4	1,040
Heavy (N)	2.8	1,430
Support Laser:		
Light (N)	4.8	1,560
Medium (N)	9.6	2,600
Heavy (N)	14.4	6,500

* — Weight and cost are not affected by tech level.

BLASTER CHART

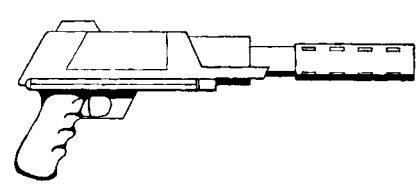
Item*	Weight	Cost
Assault Blasters:		
Light (P)	3	800
Medium (P)	3.5	1,000
Heavy (P)	4	1,400
Blaster Pistols:		
Hold-Out (N)	.1	700
Light (N)	.2	350
Medium (N)	.4	400
Heavy (N)	.6	550
Hunting/Sniping Blasters:		
Light (N)	3	400
Medium (N)	3.5	500
Heavy (N)	4	700
Subassault Blaster:		
Light (N)	2.5	1,000
Medium (N)	3	1,600
Heavy (N)	3.5	2,200
Support Blaster:		
Light (N)	6	2,400
Medium (N)	12	4,000
Heavy (N)	18	10,000

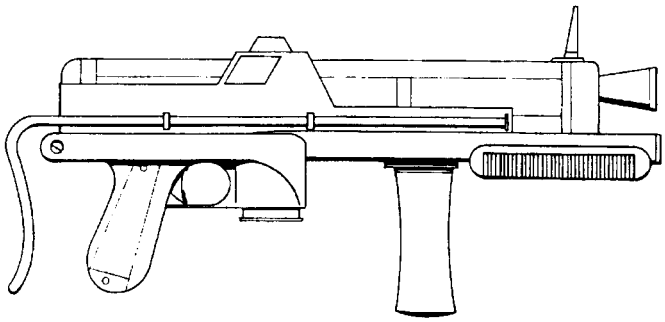
* — Weight and cost are not affected by tech level.

PLASMA WEAPON CHART

Item*	Weight	Cost
Assault Plasma-carbine:		
Light (P)	3.9	800
Medium (P)	4.6	1,000
Heavy (P)	5.2	1,400
Hunting/Sniping Plasma-carbines:		
Light (N)	3.9	600
Medium (N)	4.6	750
Heavy (N)	5.2	1,050
Plasma Pistols:		
Hold-Out (N)	.1	1,050
Light (N)	.3	525
Medium (N)	.5	600
Heavy (N)	.8	825
Subassault Plasma-carbines:		
Light (N)	3.3	1,000
Medium (N)	3.9	1,600
Heavy (N)	4.6	2,200
Support Plasma-cannon:		
Light (N)	7.8	2,400
Medium (N)	15.6	4,000
Heavy (N)	23.4	10,000

* — Weight and cost are not affected by tech level.





ACCESSORY & AMMUNITION CHART

Item	Weight	Cost
Recoil Compensator (N)	.2	100
Flash Suppressor (N)	.3	50
Laser Sight (N)	.3	80
Silencer (P)	.3	80
Luminous Sights (N)	-	50
Ammo – Submachine Guns & Smaller (Box of 100):*		
Light (N)	2	5
Medium (N)	4	10
Heavy (N)	6	15
Ammo – Rifles (Box of 100):*		
Light (N)	3	10
Medium (N)	5	15
Heavy (N)	7	20
Ammo – Machine Gun (Box of 100):*		
Light (P)	5	20
Medium (P)	10	30
Heavy (P)	15	40

* — Assume a pistol holds 10 shots. Assume that all other clips hold 30 rounds.

ARMOR CHART

Item	Weight	Cost
Bullet Proof Helmet (P)	.1	50
With Visor (Tech Lvl 17) (P)	.15	70
Kevlar (Tech Level 16):		
Flak Vest (AT I) (P)	.1	50
Extended Flak Vest (AT II) (P)	.15	70
Reinforced Flak Vest (AT III) (P)	.2	100
Reinforced Flak Armor (AT IV) (P)	.3	200
Kinetic Armor (Tech Level 18):		
Vest (AT V) (P)	.15	100
Jacket (AT VI) (P)	.25	200
Body Armor (AT VII) (P)	.5	500
Combat Armor (Tech Level 19):		
Torso (AT VIII) (P)	1	5K
Torso and Greaves (AT IX) (P)	3	10K
Full Combat Armor (AT X) (P)	10	100K
Powered Armor (P)	100	1 Mil.
Armor Enhancements (Tech Level 18):		
Reflect Coating (P)	-	100
Ablative Coating (10 Layers) (P)	-	100

SONIC STUNNER CHART

Item*	Weight	Cost
Stun Pistols:		
Hold-Out (N)	.1	560
Light (N)	.2	250
Medium (N)	.3	300
Heavy (N)	.4	400
Subassault Stunners:		
Light (N)	1	750
Medium (N)	2	900
Heavy (N)	3	1,200

* — Weight and cost are not affected by tech level.

SHIELD CHART

	WEIGHT		COST	
Item*	Pack	Belt	Pack	Belt
Absorption Shield	6.5	1.6	2K	8K
Barrier Shield (P)	8.5	2	15K	60K
Deflector Shield (P)	6.5	1.5	2K	8K
Velocity Shield (P)	6.5	1.5	2K	8K
Arm-Mounted Force Shields:				
Buckler (P)	5	1	1K	3K
Normal (P)	5	1	1K	4K
Full (P)	5	1	1K	5K

* — Tech Level 24.

MEDICAL EQUIPMENT CHART

Item	Tech Lvl	Weight	Cost
Field Equipment:			
Diagnostic Computer (P)	19	2	1.2k
Field Cast (P)	17	.1	30
First Aid Kit (N)	All	.5	20
Hypodermic Spray (P)	16	.1	80
Laserscapel (Field) (P)	17	.4	250
Life Support Unit (M)	17	3	500

POWER CELL CHART

Item*	Weight	Cost
Flamer Cell	.05	5
Micro Power Generator	Varies	100k
Utility Cell	.01	5
Vehicle Cell	1	100
Weapon Cell	.1	18
Weapon Pack	10	1,800

* — Assume that a cell allows a device to work for 8 hours straight or a gun to fire 20 shots.

PHARMACEUTICAL CHART

Name	Tech Level	Usage	Cost	AF	Effect
Unrestricted					
Beard-Suppressor	18	Apply	1	Non	Retards hair growth for one week.
E-Z-Sleep	17	Ingest	1	5	Level five sleeping drug.
Korteline	17	Apply	250	20	Stimulant. Relieves d10 rounds of stun.
Siradrel	17	Ingest	20	20	Mild stimulant, much like caffeine.
Smelling Salts	13	Inhale	5	Non	Instantly wakes from normal unconsciousness. +30 RR otherwise.
Stims	18	Ingest	5	15	Accumulates half exhaustion. Eliminates current exhaustion.
Thiagorex III	17	Ingest	10	15	Relives headaches and minor muscle tension.
Restricted					
Alerlene	20	Ingest	150	10	Stimulant, allows user to operate all day without penalties.
Amboathorphin	17	Inject	230	10	Universal nerve gas antidote. Protects for twelve hours.
Anacept	20	Ingest	300	1	100% effective contraceptive. Male: 103 hrs. Female 28 days.
Andeline	22	Inject	100	10	Regenerates 30 hits over one minute.
Arelnex	18	Ingest	15	10	Cures the common cold.
Cedoraline	17	Ingest	50	15	Makes the user extremely susceptible to suggestion.
Decilage	18	Inject	600	15	Micro-organism. Hunts down all toxins and other M.O.s.
Fir-Queline	23	Inject	100	5	This powerful regenerative heals 10 hits instantly.
Hemoflux	22	Inject	120	20	Regenerative. Replaces all blood loss within two hours.
Interferon IV	23	Ingest	100	10	Grants +100 RR against viral infection.
Luryadrenaline	17	Inject	100	5	Removes character from suspended animation without shock.
Perserverine Compound	18	Inject	120	70	Ignore one level of exhaustion/damage penalties.
Regenex III	23	Ingest	250	Non	Regrows body parts. 20 days for finger, 150-200 for arm/leg.
Stirene	17	Ingest	25	Non	+100 RR vs. Bacterial infections.
Thetacoagulin	17	Ingest	25	Non	Seals all wounds up to 5 hits/round. Dangerous to O.D.
Torethene	24	Inject	150	15	Regenerative. Heals 100 hits over two minutes.
Verex Compound	20	Inject	100	25	+100 RR versus poison.
Virlene	17	Inject	50	30	Level 20 sedative.
Ziclomene	21	Inject	60	10	Cures the bends. Causes character to bleed an extra hit/rnd.
Military					
Andrex	18	Inject	550	50	Allows 50% more hits. Doubles exhaustion points.
Jirolene	17	Apply	2	70	+20 to perception checks.
Triadrenaline	20	Apply	200	80	Grants 200% activity for four rounds.
White Burn	19	Inject	40	50	Stuns are reduced by 5 rounds. Initiative +5.
Recreational					
Ambrosia	18	Ingest	25	75	Causes feelings of euphoria, sexual arousal, invulnerability, etc.
Berserk	17	Apply	40	25	Puts user into frenzy for 10 + d10 minutes.
Doseline	22	Ingest	50	80	Allows full night's rest in 1/4 time.
Gorteline	18	Inhale	20	50	Euphoric. Like cocaine, but milder and safer.
Mickey Finn	18	Ingest	10	1	Puts the person into a very deep sleep.
Soar	16	Ingest	10	5	Euphoria and overconfidence.
Urlene	17	Ingest	30	80	Powerful hallucinogenic.

CLOTHING CHART

Item	Weight	Cost
Business Attire (P)	Varies	100
Business Footwear (P)	Varies	20
Dress Attire (N, P)	Varies	100
Dress Footwear (N, P)	Varies	20
Dress Uniform (M)	Varies	120
Leisure Attire (N)	Varies	50
Leisure Footwear (N, M)	Varies	10
Light Jacket (N, P, M)	Varies	10
Thermal Jacket (N, P, M)	Varies	300
Thermal Suit (N, P, M)	Varies	500
Uniform (P, M)	Varies	80

DATA STORAGE & RETRIEVAL CHART

Item	Tech Lvl	Weight	Cost
Audio Disks * (N)	18	.08	2
Audio Recorder (N)	17	.2	40
Datapad * (N)	17	.5	100-10k
Digital Camera (N)	17	.5	200
Holocamera (N)	18	.5	50
Computers: *			
Mainframe Computer (N)	15	1-10k	10k-1mil
Personal Computer (N)	16	5	1k-10k

* — These items are not increased in size on the tech level of introduction.

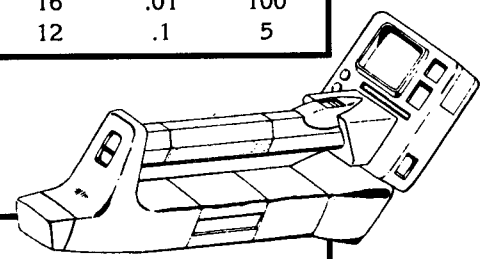
SURVIVAL GEAR CHART

Item	Tech Lvl	Weight	Cost
Air Mattress (N)	14	.2	6
Air Tanks (N)	13	Varies	20
All Weather Sleeping Bag (N)	16	.1	50
Anti-Glare Goggles (N)	16	–	5
Armored Vac Suit (AT IV) (P)	17	Varies	Varies
Breath Mask (N)	16	.05	5
Combat Knife (N)	3	.05	6
Compressor (N)	13	.2	10
Coolpack (N)	18	.2	5
Concentrated Rations * (N)	16	.05	2
Desert Suit (N)	20	10	700
Emergency Bubble (N)	17	.25	80
Environment Tent (N)	16	.8	90
Exoskeletal Armored Vac Suit (M)	17	+5	+1k
Exoskeleton (P)	17	5	1k
Filter Attachment (N)	13	.05	100
Filtration Canteen (N)	15	.15	50
Foodpack * (N)	16	.08	5
Gill Pack (N)	17	.5	50
Holomapper (N)	19	.6	60
Inertial Compass (N)	18	.05	25
Infrared Goggles (P)	16	.15	20
Instameal * (N)	17	.5	10
Life Support System (N)	17	1	50
Lo-Lite Goggles (P)	16	.15	8
Magnetic Compass (N)	11	.1	1
Micro Oven (N)	17	.5	30
Multipurpose Goggles (P)	17	.15	40
NBC Suit (P)	16	.5	600
Rebreather (N)	16	.05	20
Respirator (N)	18	.15	30
Scrubber (N)	15	.05	20
Survival Knife (N)	11	.05	10
Synthcord * (N)	17	1	50
Telescopic Goggles (N)	17	.15	6.5
Tent (N)	3	3	20
Vac Suit (N)	15	5	1k
Wet Suit (N)	13	1	500

* — These items are not increased in size on the tech level of introduction.

PERSONAL GEAR CHART

Item	Tech Lvl	Weight	Cost
Anti-Glare Lenses (N)	17	–	10
Anti-Gravity Chair (N)	25	1,000	300k
Anti-Gravity Platform (N)	25	500	40k
Bio-Disguise Kit (P)	22	5	5k
Bug Detector (N)	16	.05	50
Bug (P)	17	.001	50
Bug Jammer (P)	16	.1	120
Bypass Kit (P)	17	.2	150
Chronometer (N)	10	.1	50
Communicator (N)	17	.25	300
Contact Mike Set (P)	16	.01	300
Deceleration Pack (N)	25	10	25k
Disguise Kit (N)	9	.5	45
Electronic Countermeasures Belt (M)	20	.15	2.2k
Electronic Handcuffs (P)	17	.25	40
Hand Thruster (N)	16	.2	50
Infrared Lenses (P)	18		150
Laser Listening Device (P)	16	.6	1.2K
Lock Picks (P)	4	–	20
Poison Sniffer (N)	19	1	500
Quantum Communicator (N)	23	1	10k
Radiation Alarm (N)	15	.1	100
Radiation Badge (N)	15	–	100
Radiation Counter (N)	15	.5	500
Scanner, General (P)	19	1	200
Security Scanner (P)	17	.5	100
Signal Beacon (N)	19	.1	100
Sneak Suit (M)	18	5	1,850
Tachyon Communicator (N)	20	.5	5k
Tactical Scanner (M)	19	.15	300
Technical Scanner (N)	19	2	700
Telescopic Lenses (N)	18	–	50
Thermite Lock Pick (P)	17	.5	500
Thruster Pack (N)	16	2.5	2k
Towel (N)	2	.05	10
Translator (N)	17	.1	1.2k
Trembler (N)	16	.01	100
Web Belt (N)	12	.1	5



TOOLS CHART

Item	Tech Lvl	Weight	Cost
AFV Tool Kit * (M)	13	8	1.5k
Basic Tool Kit * (N)	15	5	800
Fire Extinguisher Canister * (N)	17	1	50
Flashlight (N)	13	.5	50
Grapnel Gun (P)	17	1	200
Heavy Torch (N)	17	10	2.5k
Mini-Tool Kit (N)	11	3	400
Piton Gun (N)	16	2	500
Portable Machine Shop (P)	17	10,000	100K
Spacecraft Tool Kit * (P)	15	8	2K
Starfighter Tool Kit * (M)	20	16	5K

* — These items do not drop in size and price by tech level.

A-8 ATTACKS

Section 27.0 (p. 62) describes the general process used to resolve attacks. This section provides details on how to resolve various specific kinds of attacks. In addition, it includes all of the attack, critical, and miscellaneous tables needed to resolve attacks.

A-8.1 ATTACK RESULTS

An attack may have several results depending upon the attack roll (modified or unmodified). These results include hits, fumbles, failures, criticals, and resistance roll modifications.

Fumbles and Failures

If an attack roll results in an "F" result, the attack has fumbled or failed, and a roll must be made on the appropriate weapon fumble table A-8.10.1 - A-8.10.3 (p. 229-231) or the Psychic Failure Table A-8.10.4 (p. 232). Normally, a fumble roll is not modified, and a failure roll is only modified if a psychic static maneuver fails (see p. 80).

Hits

A number result on all of the attack tables (except the Basic Psychic Attack Table T-A-8.8.15, p. 198) indicates the number of hits delivered to the target. These numbers are not preceded by a plus sign or a minus sign.

Resistance Roll Modifications

Non-failure results from the Basic Psychic Attack Table A-8.8.15 (p. 198) are numbers which are used as modifications to the target's resistance roll against the psychic power being used. These numbers are preceded by a plus sign or a minus sign. A result of this type requires that the target make a resistance roll to avoid (or decrease) the effects of the psychic power.

Once this modification has been obtained from the attack roll, the target must make a resistance roll and add the attack roll result, the target's appropriate RR bonus, and any other appropriate modifications (p. 70). Then the attacker's level (the magnitude used) and the target's level are cross-indexed to obtain a number from the Resistance Roll Table T-3.4 (p. 199):

- If the target's modified RR is greater than or equal to this number, he has successfully resisted the psychic power.
- Otherwise, the target has failed to resist.

The results of failing to resist vary from power to power.

Critical Strikes

A result with a letter indicates that the target has been given a critical strike (i.e., critical or crit). The letter (i.e., A, B, C, D, or E, F, G, H, or I, all the way up to M, theoretically) indicates the severity of the critical.

The critical type determines what critical table is used to resolve the critical (p. 214-228). The critical type for each type of attack is given at the bottom of the attack tables, or in the description of the attack.

To determine the result of the critical a second roll (not open-ended) is made and applied to the appropriate column of the appropriate critical table.

Some of the expanded *Blaster Law* and *Tech Law* attack tables provide additional severity codes: F, G, H, and I or more. Each of these indicate that multiple criticals are delivered. In addition, some of these tables provide a second letter that indicates the type of critical delivered: K=Krush, S=Slash, G=Grapple, etc.).

Overall Guidelines

- All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant.
- Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought about by shock, bleeding, and pain. This is often referred to as "bleeding."
- Next swing/roll/attack can refer to a ranged attack, maneuver, melee, or psychic attack. It is not restricted to attacks of the same nature that caused the critical.
- If a target takes a critical result that lasts for a number of rounds and he has not yet performed at least 50% of his activity for the current round, the current round counts as one of the rounds affected by the result. Otherwise, the effects begin the round after the critical is received.
- If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g., Fullerenes). In this case, if the GM allows it, the item may make a RR as described in Section 31.0 (p. 70) to avoid destruction.
- Some creatures are immune to certain types of criticals (e.g., Solar lifeforms are immune to laser, heat, and plasma criticals).

Criticals against Large and Super Large Creatures

Certain unusual creatures are so large and/or powerful that the normal critical strike tables are not used when they receive critical strikes. Unusual creatures are separated into two categories:

- Large Creatures (e.g., Elephants, etc.).
- Super Large Creatures (e.g., Dinosaurs, etc.).

All attacks except for basic psychic attacks have special critical strike tables that are consulted if a sufficiently severe critical strike is obtained against them. The rolls for criticals against large and super large creatures are high open-ended.

Large Creature Critical Strikes

Critical strikes of severity 'A' do not affect large creatures ('A' severity criticals are ignored). If a critical with a higher severity than 'A' is obtained, a high open-ended roll is made. The result is cross-indexed with the attack type (melee, firearm, energy, etc.) on the Large Creature Critical Strike Table A-8.9.9 (p. 222).

The result obtained is applied immediately. Note that the severity of the critical strike is irrelevant, except that it must be of 'B' severity or higher. This reflects the fact that such creatures present such a large target that they are much more difficult to hurt seriously.

Super-Large Creature Critical Strikes

Critical strikes of severity 'A', 'B', or 'C' do not affect super large creatures—such criticals are ignored. If a critical with a higher severity than 'C' is obtained, a high open-ended roll is made. The result is cross-indexed with the attack type (melee, firearm, energy, etc.) on the Super Large Creature Critical Strike Table A-8.9.15 (p. 228).

The result obtained is applied immediately. This table should be consulted only for creatures that are extremely large in size.

Slaying Criticals

Some large and super large creatures are especially vulnerable to certain types of attacks (e.g., a lifeform from a planet which is extremely cold might take slaying criticals from plasma attacks). If a critical is obtained with such a weapon or psychic power against a large or super-large creature, the "Slaying" column is used.

If a slaying critical strike is obtained against a man-sized creature, the normal critical is resolved and then a second critical is resolved on the slaying column of the appropriate large table, using the same roll that was used for the normal critical.

Key to the Criticals

The criticals give very specific damage to targets that receive them. All of the criticals have two different types of information: descriptions and mechanics.

- The description information will describe the critical hit (usually including a body location). The GM should feel free to alter the description to fit the type of attack.

  Example: *A target behind a low stone wall is hit by a laser and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. Similarly, if a critical strike calling for an unspecified limb to be broken is rolled, the limb affected should be determined randomly.*

- The mechanics information describes the game effects of the critical hit. The presentation of this information will always follow this format:

  +ßH – ß☼ – ß⊗ – ß♦ – ß(-α) – ß(+α)

  where α and ß are numbers. Unless specified otherwise, when ß is not specified, it is assumed to be one. In general:

  H ..... hits
  ☼ ..... rounds of stun
  ⊗ ..... rounds of no parry
  ⚔ ..... rounds of must parry
  ♦ ..... hits per round
  (-α) ..... penalty
  (+α) ..... bonus

Sometimes, the second and third items are combined (reading as ☼⊗). Also, sometimes the third item is replaced with ß(⚔-α) (there can never be both a ⚔ and a ⊗ entry). Below is a more detailed explanation of the entries.

+ßH — This indicates that the target of the attack takes an additional ß hits of damage (e.g., "+5H").

ß♦ — This indicates that the target of the attack will take ß hits every round until the wound is healed (e.g., "3♦"). This damage starts the round after the critical is delivered. "Bleeding" represents not only actual blood loss, but also represents ongoing pain.

ß☼ — This indicates that the target of the attack is stunned for ß rounds (e.g., "5☼"). While stunned, the target may not attack and may only parry with half of his Offensive Bonus (round up). The only other allowable actions are movement and maneuvering (modified by at least -50).

ß⊗ — This indicates that the target of the attack can't parry for ß rounds (e.g., "3⊗"). The only allowable actions are movement and maneuvering (modified by at least -75).

ß(⚔-α) — This indicates that the target of the attack must parry for ß rounds with a penalty of -α (e.g., "3(⚔-20)"). The only allowable actions are movement and maneuvering (modified by at least -75). When -α is not specified it is assumed to be 0.

ß(-α) — This indicates the target suffers a penalty of -α for ß rounds — i.e., all of the target's bonuses (except DB and RRs) are modified by -α. When ß is not specified, the penalty is assumed to last until the wound is healed.

ß(+α) — This indicates that the attacker gains a bonus of +α for ß rounds — i.e., all of the attacker's bonuses (except DB & RRs) are increased by +α.



Effects of "Stun" Rounds

During play a combatant may be "stunned" for a number of rounds due to critical strikes (this includes all "Stunned" rounds, all "Stunned No Parry" rounds, and all "Down or Out" rounds). All of these "stuns" due to multiple critical strikes are cumulative. Normally the total number of rounds of "stuns" decreases by one each round, with the most severe type of "stun" taking effect first. For every round of "stun" removed/relieved (due to a psychic power, a skill, an drug, etc.), the total number of rounds of "stun" decreases by one. A stunned character remains stunned until his total number of rounds of "stun" is reduced to zero.

While stunned, the target may not attack and may only parry with half of his offensive bonus. The only other allowable actions are movement and maneuvering (modified by -50 plus three times the character's SD stat bonus).

A combatant will lose consciousness if his total number of accumulated rounds of "stuns" exceeds:

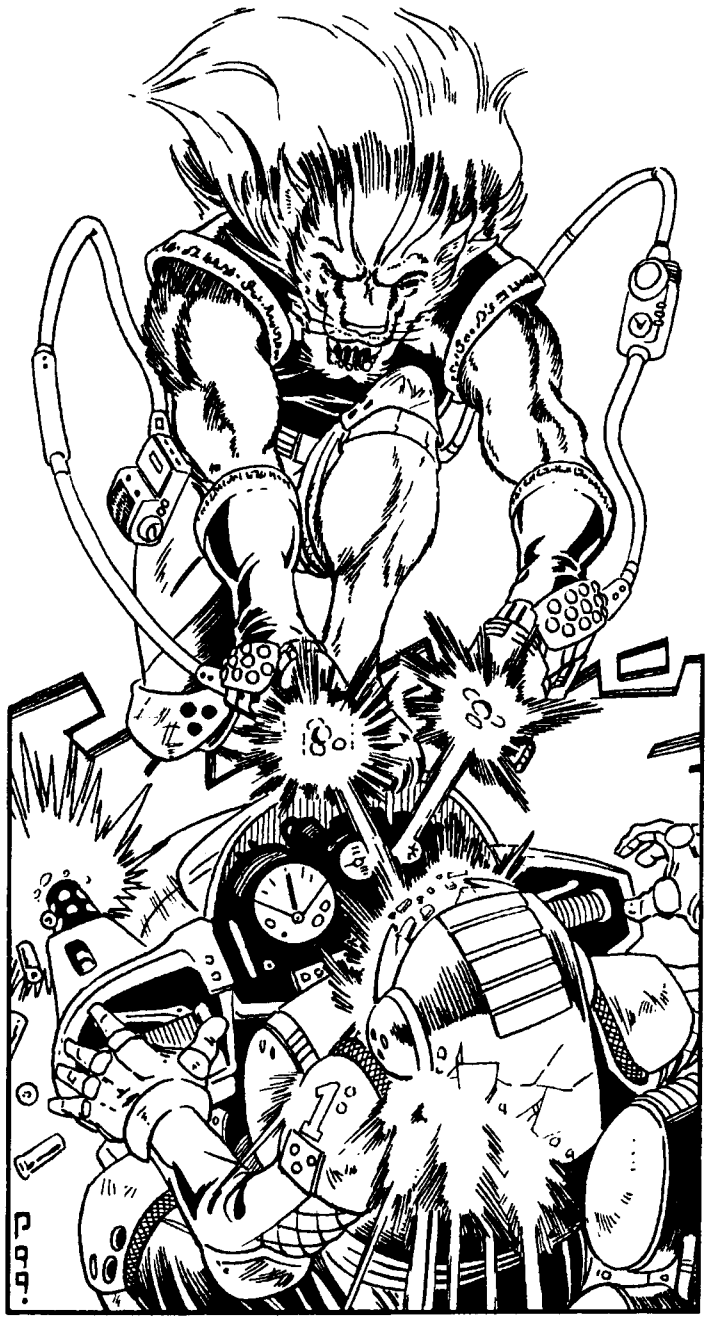
10 + (2 x Co stat bonus)

If not unconscious due to some other cause, a combatant will regain consciousness when his total accumulated rounds of "stuns" becomes less than the total above.

A-8.2 OFFENSIVE CAPABILITIES

The success of an attack will depend heavily on offensive capabilities possessed by the attacker. The offensive factors that can affect an attack roll include: skill bonuses, superior/inferior weapon(s), special equipment, position, status of the defender, and status of the attacker.

A combatant making an attack can add his offensive bonus (OB) for that attack to the attack roll. This section describes the factors which contribute to a combatant's OB.



Skill Bonuses

For a ranged attack, melee attack, or directed discipline attack, the attacker's OB is his skill bonus for that attack. This OB consists of a variety of factors including his skill rank bonus, skill category rank bonus, stat bonus, profession bonus, weapon bonus, etc.

For a basic psychic attack the attacker's OB is his skill rank for the psychic power.

Special Items

There may be special items (usually technologically enhanced) in a GM's campaign which will impart an OB modification to their possessors. These may range from unique, super-high quality scopes to special technological aids. Their design/strength is subject to the GM's devising.

Weapon Quality

Weapons that are remarkable in construction, or workmanship may add a bonus to a combatant's OB (or a penalty for inferior weapons). It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15.

To determine the weapon bonus for a primitive missile attack, average the firing device's (i.e., bow) bonus with the missile's (i.e., arrow, quarrel, etc.) bonus and round off.

Example: *A +10 compound bow firing a +5 arrow would have a weapon bonus of +8 = (10 + 5) ÷ 2. A +20 compound bow firing a +0 arrow would have a weapon bonus of +10 = (20 + 0) ÷ 2.*

Position & Status

At the GM's discretion, a bonus or penalty may adjust a combatant's attack roll if his position and status are determined to be somehow superior or inferior to his opponent's. See the Offensive Capabilities Table T-3.5.

Unless stated otherwise, position bonuses are cumulative. For example, a surprise rear attack would get a total position bonus of at least +55: +20 for surprise, +20 for rear attack, and +15 for a flank attack. A non-surprise rear attack would get a total position bonus of +35.

Parrying

As discussed in Appendix A-8.3 (p. 190), a combatant's OB is lowered for a specific attack by the amount he uses to parry.

Range

There is a modification to an attacker's attack roll for a ranged or psychic attack based upon the distance from the attacker to the target. These modifications range from +30 to -75 and are provided on the individual Attack Tables.

The ranges given on each of the attack tables are the maximum ranges for which each of the given OB modifications apply. For example on the Missile/Thrown Weapon Attack Table A-8.8.8 (p. 207), Composite Bow attacks made at a range of 0'-10' are modified by +25, attacks at a range of 11'-100' receive no modification, attacks at 101'-200' are modified by -35, attacks at 201'-300' are modified by -60, and attacks over 300' are not allowed.

OB Penalties From Non-Attack Activity

Any melee normally requires 100% of a round's activity; however, such an action can take as little as 60% of the round's activity. A attack OB receives a penalty equal to 100 minus the percentage of activity actually used to make the attack.

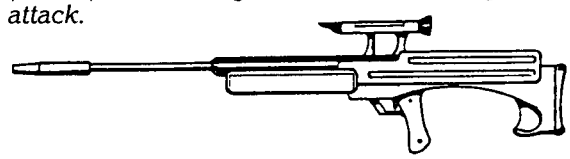
OB Penalty = (% activity used for attack) - 100

Any ranged attack action normally requires 60% of a round's activity; however, such an action can take as little as 30% of the round's activity. A ranged attack OB receives a penalty equal to 60 minus the percentage of activity actually used to make the attack.

OB Penalty = (% activity used for attack) - 60

Note that both of these modifications are penalties—neither can be positive regardless of how much activity is used.

Example: *Richard the Bloody starts a round with an empty pistol. He declares a weapon switching action (50% activity, changing to his hold-out blaster) and a single shot deliberate action (at 50% activity). In addition to other modifications, his OB is modified by +10 as a deliberate action and by -10 (60 - 50) due to using less than 60% activity for the attack.*



OFFENSIVE CAPABILITIES TABLE T-3.5

	ATTACK ROLL MODIFICATIONS BONUS				
Factor	**Melee Attack**	**Ranged Attack**	**Basic Psychic Attack**	**Directed Psychic Attack**	**Special**
Skill Bonus	full	full	none	full	OB for weapon or psychic power.
Skill Rank	none	none	full	none	Skill rank in the psychic power.
Special Items	full	full	full	full	Varies due to type of item.
Weapon Quality	full	full	none	none	This is normally part of the OB.
Using Less Than Max % Activity	varies	varies	none	none	-1 mod for each 1% less than the max used.
Position:					
Flank Attack	+15	0	0	0	Cumulative with other position mods.
Rear Attack	+20	0	0	0	Cumulative with other position mods.
Surprised Attack	+20	0	0	0	Cumulative with other position mods.
Advantageous Position	varies	0	0	0	Cumulative with other position mods.
Target Status:					
Static Target	0	0	+10	+30	Applies to prone and/or surprised targets not moving and with no cover. Target gets no Qu bonus to his DB/
Stunned Target	+20	+20	0	0	Not cumulative with other target status mods.
Downed Target	+30	+30	0	0	Not cumulative with other target status mods.
Prone Target	+50	+50	0	0	Not cumulative with other target status mods.
Attacker Status:					
% of Hits Taken:					
26-50%	-10	-10	-5	-10	Not cumulative with other Hits Taken mods.
51-75%	-20	-20	-10	-20	Not cumulative with other Hits Taken mods.
76-100%	-30	-30	-20	-30	Not cumulative with other Hits Taken mods.
% of Exhaustion Points Taken:					
26-50%	-10	-10	-5	-10	Not cumulative with other ExPs Taken mods.
51-75%	-20	-20	-10	-20	Not cumulative with other ExPs Taken mods.
76-90%	-30	-30	-15	-30	Not cumulative with other ExPs Taken mods.
91-99%	-60	-60	-20	-60	Not cumulative with other ExPs Taken mods.
100+%	-100	-100	-30	-100	Not cumulative with other ExPs Taken mods.
Range Mods:	none	varies	varies	varies	Based on weapon or spell used (see the specific attack table).
Armor Penalty:	none	varies	none	none	Based on armor worn (Armor Table T-3.3, p. 190).

A-8.3 DEFENSIVE CAPABILITIES

In combat, there are many variables which affect the severity of an attack. The defender has several factors which can work in his favor, including: armor, shield, quickness, special items, and the ability to parry. Armor is the basic classification of protection, while all other defensive capabilities are expressed in terms of a defensive bonus (DB) which will modify the attacker's combat roll in the defender's favor.

Armor

Armor is the basic protective capability assigned to the material covering the body, and is divided into four categories of multiple armor types (ATs) each (for a total of 17 types). See Appendix A-4.1 (p. 132) for a detailed description of each armor type.

Armor Category	ATs
Natural Armor/Clothing	1, 3, 4, 5, 8, 11, 12
Armored cloth	I-IV
Kinetic Armor	V-VII
Combat Armor	VIII-X

ARMOR TABLE T-3.3

Armor Types	Minimum Maneuver Mod.*	Maximum Maneuver Mod.†	Ranged Attack Penalty‡	Armor Quickness Penalty§
1, 3, 4 ¥	0	0	0	0
5, 8 ¥	0	0	0	0
11, 12 ¥	0	0	0	0
I	0	0	0	0
II	-5	-40	0	0
III	-10	-60	5	5
IV	-15	-80	10	10
V	0	0	0	0
VI	-5	-40	0	0
VII	-10	-60	5	5
VIII	-10	-70	0	5
IX	-20	-100	10	10
X	-30	-130	20	15
Powered	-25	-160	20	15

* — Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p.132).

† — Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type (see Section 23.4) and Appendix A-4.1 (p. 132).

‡ — The attack penalty acts as a modification to the ranged OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms of a combatant (See Appendix A-8.4 p. 193).

§ — An armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB (See Section 23.4). Unlike the penalties above, this penalty can only reduce the armor wearer's Quickness Stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

¥ — Because these armor types are the natural hide of creatures, the modifications all zero. When these armor types apply to armor that is not natural hide, these modifications have other values (see *Future Law*).

Armor Quality

Especially good armor in terms of material or construction does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that superior armor bonuses rarely exceed +10 or +15.

Example: *Rharic, a rather successful privateer, wears a Combat Armor Breastplate and Greaves (AT IX) taken from the lifeless body of a follower of a rival pirate. The GM has decided that this armor is of superior construction and so awards it a +10 quality bonus. This armor is thus AT 14(10).*

Armor Penalties

Due to its weight and constrictive nature, there are penalties associated with wearing armor while attempting to maneuver, defend, and throw/fire missiles. These penalties are detailed in the Armor Table T-3.3.

Shields & Weapons

Shields are represented in combat by a bonus to the wielder's defensive bonus. In addition, when fighting with one or two weapons, one weapon may be used as a "arm-mounted shield," but may not be used for an attack in the same round.

A shield bonus from an arm-mounted shield may only be used against one opponent's attack(s) per round. Other shields (i.e., all-around energy shields) affect all attacks. These bonuses and other factors concerning shields and parrying are summarized in the Defensive Capabilities Table T-3.6 (p. 192).

Helmets

A helmet gives bonuses against certain criticals. It is also necessary for an air-tight suit.

Greaves

Greaves are a type of armor that covers the arms and legs. They are included in ATs IV, VII, IX, and X. Greaves can affect certain critical results.

Cover & Position

The GM may award a variable bonus to a combatant's DB if his position is judged to be advantageous. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's offensive bonus.

Cover bonuses against ranged attacks should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Sample bonuses are summarized in the Defensive Capabilities Table T-3.6 (p. 192).

Note: *If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.*

Example: *Kilroy, wondering why he ever joined and became a privateer, finds himself defending behind a low metal cabinet. During combat, Kilroy stands to fire his assault blaster. The cabinet rises to his waist, protecting him from his foes' attacks. The GM awards Kiltran a cover bonus of 30 to his DB (he considers the cover only hard, they can still shoot through it).*



Parrying

A defender may wish to place more emphasis on personal defense than is implicit in the combat system. Therefore, certain combatants may wish to sacrifice some or all of their offensive bonus (OB) with the weapon they are presently using, in order to increase their DB. Such an action is called parrying, though it may be thought of in many combat situations as dodging and/or blocking.

The premise of sacrificing offensive capabilities in order to increase one's defensive capability is a fundamental component in *Spacemaster*.

Parrying Melee Attacks

A defender may parry one melee attack each combat round by switching any or all of his OB (with the weapon he is using) to DB. All points of OB so switched are converted to enhance DB.

- The designation of this "OB/DB split" is done for each combatant during the Action Declaration Phase.
- To parry a melee attack, the defender must be aware that he is the target of the attack.
- He may also have a shield, suitable terrain, or a melee weapon. Some weapons may only be used to parry with a certain percentage of the wielder's OB (see the Defensive Capabilities Table T-3.6, p. 192).
- A combatant may only parry the foe that he attacks.
- If a combatant elects to parry with a weapon with his entire OB, he receives the "shield" bonus for his weapon. These bonuses are listed on the Defensive Capabilities Table T-3.6 (p. 192).

Note: *Even if a combatant parries with 100% of his OB, he must still make a +0 OB attack—he may still fumble or perhaps roll high open-ended.*

Parrying Primitive Missile Fire

As with melee parrying, a defender parrying a missile may reduce his OB, in whole or in part, and shift that bonus to his DB. To parry a missile attack:

- The defender must be aware that he will be subject to a missile attack.
- He must also have a shield (a weapon won't do) or suitable terrain with which to parry the missile.
- When parrying missile fire, the shift must be declared at the beginning of the Action Declaration Phase and is only applicable against one missile attack.
- Parrying a missile attack requires 50% of a character's normal activity for a round.

Parrying Psychic Attacks

Psychic attacks may not be parried without the aid of certain psychic powers.

Parrying Firearms and Energy Weapons

Firearms and energy weapons may not be parried. Take a bit of advice: grab some cover.

The Importance of Cover and Parrying

Spacemaster combat assumes that characters will use the options of taking cover and/or parrying to protect themselves. In a face to face battle, only berserkers, idiots, and desperate characters always stand out in the open and use their entire OB in attack. Such characters usually do not last long unless they have something special going for them (e.g., incredible armor, a great shield, incredible luck, super healing facilities, etc.). In most situations a character will and should take cover and/or use part of his OB to parry with. Of course, in certain situations it is often wise for a character to charge and/or attack with his entire OB. For example, when attacking a foe who cannot attack back; or perhaps when facing multiple opponents.

Quickness Stat Modification

A combatant's DB is modified by three times his quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, this tripled Quickness stat bonus may be reduced or eliminated completely by the armor's Armor Quickness Penalty (but never below zero); see the Armor Table T-3.3. A defender only has three times his Quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

Example: *Ishmael has a temporary Quickness stat of 98 and a Qu stat bonus of 9. Unencumbered by armor, Ishmael's AT is 1 and his DB is 27 (due to his Qu stat bonus) when in a combat situation and free to move. Ishmael now puts on a combat breastplate which reduces his tripled Quickness stat bonus by 5. Now when he is in combat, barring other modifiers, Ishmael is AT IX with a Defensive Bonus of 22.*

Special Items

There may be special items in a GM's campaign which will impart a DB to their possessors. Shields are a good example, but other technologies (camouflage fields, spacial manipulators, etc.) may exist.

DEFENSIVE CAPABILITIES TABLE T-3.6

Factor	DEFENSIVE BONUS MOD. VERSUS: Melee Attack	Ranged Attack P/F/E ¥	Basic Psychic Attack	Directed Psychic Attack	Special
(Qu Stat Bonus) x 3	full	full	none	full	Modified due to armor worn.
Adrenal Defense	full	half	none	half	Special restrictions.
Special Items	full	full	full	full	Varies due to type of item.
Armor Quality	full	full	none	full	—
Shield:					
Buckler (Physical)	+20	+10/5/5	0	+5	Arm-mounted only.
Normal (Physical) Shield	+20	+20/15/15	0	+15	Arm-mounted only.
Full (Physical) Shield	+25	+25/20/20	0	+20	Arm-mounted only.
Absorption (Energy) Shield	+30	+30	0	+30	Arm-mounted or all-around.
Barrier (Energy) Shield	+60	+70/70/90	0	+90	Arm-mounted or all-around.
Deflector (Energy) Shield	+5	+15/40/60	0	+60	Arm-mounted or all-around.
Velocity (Energy) Shield	+30	+45/60/0	0	+0	Arm-mounted or all-around.
Weapon:					
Hazzok	+15*	0	0	0	May parry melee attacks.
Main Gauche	+15*	0	0	0	May parry melee attacks.
1-Handed Weapon	+5*	0	0	0	May parry melee attacks.
2-Handed Weapon	+5*	0	0	0	May parry melee attacks. Only up to 50% can be used vs. 1-handed weapons.
Pole Arm	-5*	0	0	0	May parry melee attacks. Only up to 50% can be used vs. 1-handed weapons.
Cover:					
Full Soft Cover †	+40	+30	+20	+30	—
Half Soft Cover ‡	+20	+15	+10	+15	—
Partial Soft cover §	+10	+10	0	+10	—
Full Hard Cover †	+100	+60 **	+20	+60	—
Half Hard Cover ‡	+30	+30 **	+10	+30	—
Partial Hard Cover §	+15	+15 **	0	+15	—
Full Hardened Cover †	+100	+90 **	+20	+90	—
Half Hardened Cover ‡	+30	+45 **	+10	+45	—
Partial Hardened Cover §	+15	+25 **	0	+25	—
Full Impenetrable Cover †	+100	+120 **	+20	+120	—
Half Impenetrable Cover ‡	+30	+60 **	+10	+60	—
Partial Impenetrable Cover §	+15	+30 **	0	+30	—

Note: See *Blaster Law* for a breakdown of ranged bonuses.

* — Can only be used if weapon is not used to attack or if 100% of OB is used to parry.

† — The target is detected but not sighted. This person is usually being targetted through some technological, but imprecise, means.

‡ — 01-49% of the target can be seen.

§ — 50-75% of the target can be seen.

** — Primitive missile weapons cannot fire through even hard cover—so, all cover that is not soft is considered "impenetrable."

¥ — If only one modification is given it applies to all three types of ranged attacks: P = primitive missile (e.g., thrown weapons, slings, bows); F = firearms (guns, slugthrowers, scrapnel); E = energy weapons (e.g., lasers, blasters, stunners). Otherwise the 1st modification applies to Primitive missiles, the 2nd to firearms, and the 3rd to energy weapons.

A-8.4 RANGED ATTACKS

There are three main categories of ranged attacks:

- Primitive missile attacks
- Firearm attacks
- Energy weapon attacks

Note: *Future Law and Blaster Law provide more detailed and advanced rules for factors such as variable power expenditure.*

Primitive Missile Weapons

These weapons include not just ancient, archaic weapons, but also their high tech equivalents. A polymer compound bow with a laser range finder and auto sights is still considered a primitive missile attack. It still hurls its missile by use of good old fashioned muscle power, even if it does have high-tech accutrements and a sophisticated utilization of leverage.

Firearms

These weapons accelerate a slug or needle to high, usually supersonic, velocities. This can be done with electro-chemical means, gunpowder, or even magnetism. The overall effect is the same: get a surgeon.

Energy Weapons

These weapons fire a beam of coherent energy at the target. This could be light, particle beams, sonics, or plasma (though some of those aren't, strictly speaking, pure energy). Most of these weapons cause horrible, penetrating burns. Except for the sonics, these attacks all travel at, or at least approach, the speed of light.

Armor Ranged Attack Penalties

A combatant making a ranged attack receives a penalty to his OB if he is wearing armor that covers his arms. This includes armor types III, IV, VII, IX, X, and Powered. The specific penalties are given below and on the Armor Table T-3.3 (see page 190).

ATs	Ranged Attack Penalty
III, VII	-5
IV, IX	-10
X, Powered	-20

A-8.4.1 PRACTICAL EFFECTS

Below are listed the practical effects of various weapons. These are their game effects and mechanics apart from the physics of the weapons themselves.

Laser Weapons

Laser weapons cause Laser criticals. In burst fire mode, they cause double damage.

If the target is in reflect armor (see p. 133), a great deal of the laser's penetrating ability is deflected. The laser does the same damage, but the criticals change. Laser criticals become Burn Through criticals. Roll the critical. If it results in a location that is armored, use the same critical roll, but take it over to the Burn Through Critical table. It will result in a reduced critical to the same location.

Blasters

Blasters cause Blaster criticals. In burst fire mode, they cause double damage. In continuous fire mode, they cause triple damage.

If the target is in ablative armor (see p. 133), then a great deal of the Blaster's penetrating ability is deflected. The Blaster does the same damage, but the criticals change. Blaster criticals become Burn Through criticals. Roll the critical. If it results in a location that is armored, use the same critical roll, but take it over to the Burn Through Critical table. It will result in a reduced critical to the same location.

Plasma Weapons

Plasma weapons cause Plasma criticals. In burst fire mode, they cause double damage. They cannot be fired in continuous fire mode.

Plasma clings to a foe, even after the initial strike. When an attack is resolved, note the critical level and roll. Each round after the initial attack, the target takes a critical with the same roll, but of one severity less. After the critical hits an 'A' severity, the result of the roll drops 20 until it is less than 1 (ignore the description of the criticals, just apply the effects).

After the first round, the plasma burns through the armor (which is destroyed) and begins causing normal criticals. If the character removes the armor before the second round of damage (GM discretion, but 10 seconds from the moment of the attack is a good rule of thumb), then no additional criticals are taken, but the armor is destroyed.

If the target is in type I-X armor, then a great deal of the plasma weapon's penetrating ability is deflected. The plasma does the same damage, but the critical changes from plasma to burn through. Roll the critical. If it results in a location that is armored, use the same critical roll, but take it over to the Burn Through Critical table. It will result in a reduced critical to the same location.

The GM should decide how the matter that a plasma weapon uses is recharged. This could either be through periodic maintenance or a built in plant which separates the gasses out of the atmosphere.



A-8.4.2 RESOLVING PRIMITIVE MISSILE ATTACKS

Missile attacks are resolved on the Missile/Thrown Weapon Attack Table A-8.8.8 (p. 207). Fumbles are resolved on the Melee & Missile Fumble Table A-8.10.3 (p. 231).

Reloading

The percentage activity requirements for reloading given in the Common Actions Table T-3.2 (p. 59) assume the bow (or sling) is strung and arrows/quarrels (or pellets) are available in quiver (or pouch). If a bow has to be strung, the following percentage activities are added to the required preparation % activity:

Stringing a Short Bow ..... +200%
Stringing a Composite Bow ..... +300%
Stringing a Long Bow ..... +300%
Stringing a Compound Bow..... Don't bother.

The Throw & Melee Action

If stationary, a combatant may throw a weapon using 80% of his normal OB and still melee in the same round with only a -20 modification to his melee OB. This action requires 100% activity for the round. Such a combatant may only use a one-handed weapon or a one-handed weapon and a shield on the round that he throws the weapon. (He holds his melee weapon in his non-throwing hand.)

Defensive Bonus

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in melee and missile combat is called the defensive bonus (see Section 23.4, p. 53). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 (p. 192) summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Missiles =

+ Armor Quality Bonus
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty) *[minimum of 0]*
+ Half of Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus
+ Parrying Bonus

Offensive Bonus

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 189) summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Missiles =

+ Skill Bonus
+ Special Item Bonuses
+ Position Bonuses
± Status Bonuses/Penalties
- Parrying Bonus
± Range Modifications (on attack table)
- Ranged Attack Penalty (Table T-3.3, p. 190)
- 1 per 1% activity under 60% not used for the attack

A-8.4.3 RESOLVING ENERGY WEAPON AND FIREARM ATTACKS

These attacks are resolved on the energy weapon and firearm attack tables (A-8.6.1–A-8.6.6, and A-8.6.9–A-8.6.11). Fumbles are resolved on the Energy Weapons Fumble Table A-8.10.1 (p. 229) and the Firearm Fumble Table A-8.10.2 (p. 230). Firearm pistol attacks include revolvers, pistols, and submachine guns. Energy pistol attacks include pistols and subassault weapons. All other firearm and energy weapon attacks should be rolled on the appropriate rifle or "Assault" attack table.

Reloading

The percentage activity requirements for reloading given in the Common Actions Table T-3.2 (p. 59) assume the clip or energy cell is handy.

The Fire & Melee Action

If stationary, a combatant may fire a weapon using 80% of his normal OB and still melee in the same round with only a -20 modification to his melee OB. This action requires 100% activity for the round. Such a combatant may only use a one-handed weapon on the round that he throws the weapon. (He holds his melee weapon in his non-firing hand.) This is considered a single shot.

Defensive Bonus

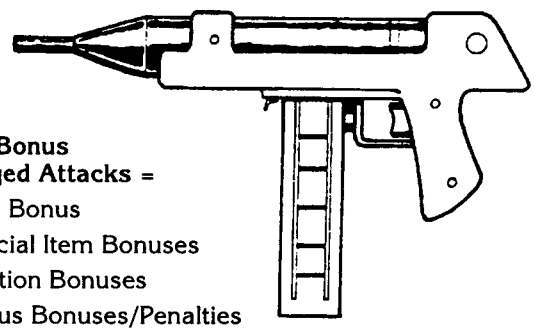
The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in melee and missile combat is called the defensive bonus (see Section 23.4, p. 53). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 (p. 192) summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Ranged Attacks =

+ Armor Quality Bonus
+ (3 x Quickness Stat Bonus
- Armor Quickness Penalty) *[minimum of 0]*
+ Half of Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus

Offensive Bonus

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 189) summarizes the primary factors which affect an attacker's OB.



Offensive Bonus for Ranged Attacks =

+ Skill Bonus
+ Special Item Bonuses
+ Position Bonuses
± Status Bonuses/Penalties
± Range Modifications (on attack table)
- Ranged Attack Penalty (Table T-3.3, p. 190)
- 1 per 1% activity under 60% not used for the attack

A-8.4.4 SPECIAL RANGED ATTACK ACTIONS

When attacking with energy weapons and firearms, the same basic facts apply. In review:

First of all, it is assumed that all attacks are aimed. This means that the person firing the attack has a specific target in mind. If the character is simply spraying an area, then this is probably a suppression fire action (see below).

In addition there are only three "action" phases in a round. This provides an upper limit to the amount of aimed shots possible.

Single And Burst Fire Weapons

These actions are appropriate for weapons in semi-automatic or automatic mode. Many of these weapons can also be set to three round bursts.

These actions only apply if the weapon is in semi-automatic or automatic mode. Otherwise, use continuous fire actions (see the next column).

Note: *If less than the maximum listed % of activity indicated on the Common Actions Table T-3.3 (p. 59) is used, the attack has a -1 modification for every 1% under the maximum.*

Single Shot

This represents pointing the weapon at a target and firing once. This causes damage exactly equal to the result dictated on the appropriate table, and causes whatever critical is most appropriate for the weapon (Laser, Blaster, etc.). This takes 30-60% activity.

Double Shot

Also called the double-tap. With this shot, the character aims the weapon and pulls the trigger twice. This causes the target to take up to the equivalent of two attacks. Typically, it takes two shots from the ammo clip or energy cell.

The attacker makes two attack rolls. The first as a normal action, the second with a -15 penalty. The two attacks are resolved separately. This requires 50-90% activity.

Spread Burst

With this action, the attacker is spraying an area in an attempt to hit a single target. This typically takes about 5 shots.

The attacker receives a special +30 bonus, but only gets to use half of his OB. In addition, the critical is reduced by one level (an 'A' becomes an 'A'-25). This requires 30-60% activity.

Note: *This action cannot be performed by a weapon in Three Shot Burst mode.*

Aimed Burst

With this action, the player aims his weapon, then lets loose with an aimed burst—a very damaging attack.

This attack drains 5 shots from the weapon's clip or cell. It takes 50-90% activity. This attack receives a -10 penalty due to the inherent inaccuracy of waiving the weapon around. Aimed bursts cause double concussion hit damage.

Note: *This action can be performed in Three Shot Burst mode. However, this action can only be used with this mode and can only be used if the range to the target does not exceed medium.*

Note: *Blaster Law and Weapon Law: Firearms have special critical charts for Burst attacks.*

Continuous Fire Weapons

These actions are appropriate for weapons in continuous fire mode. Continuous fire weapons create a constant stream of energy. This can slice through armor, flesh, and bone.

These actions only apply if the weapon is in continuous fire mode. Otherwise, use single and burst fire actions (see the previous column).

Assume that all assault blaster and subassault blasters are capable of continuous fire. This is the primary advantage of blaster weapons.

Note: *If less than the maximum listed % activity indicated on Table T-3.2 (p. 59) is used, the attack has a -1 modification for every 1% under the maximum.*

Single Shot

This represents pointing the weapon at a target and firing once. This causes damage exactly equal to the result dictated on the appropriate table, and causes whatever critical is most appropriate for the weapon (Blaster, Laser, etc.). This takes 30-60% activity.

Extended Shot

With this shot, the character aims the weapon and holds the trigger down for two beats. This causes the target to take up to the equivalent of two attacks. Typically, it takes three shots from an energy cell.

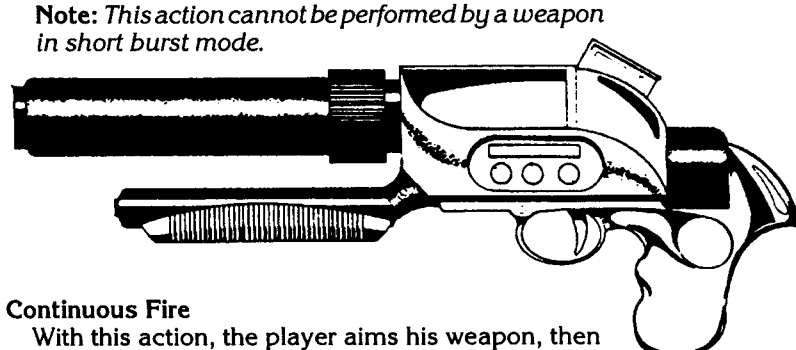
The attacker makes two attack rolls. The first as a normal action, the second with a -15 penalty. The two attacks are resolved separately. This requires 50-90% activity.

Tracking Shot

With this action, the attacker is either spraying an area in an attempt to hit a single target, or letting the energy fly, then homing the beam in. This typically takes about 10 shots from an energy cell.

The attacker receives a special +30 bonus, but only gets to use half of his OB. In addition, the critical is reduced by one level (an 'A' becomes an 'A'-25). This requires 30-60% activity.

Note: *This action cannot be performed by a weapon in short burst mode.*



Continuous Fire

With this action, the player aims his weapon, then lets loose with a continuous stream, attempting to cause raking attacks that will slice through flesh and bone. These are some of the most devastating attacks possible with man-portable weapons.

This attack drains 10 shots from a weapon's cell. It takes 50-90% activity. This attack receives a -10 penalty due to the inherent inaccuracy of waiving the weapon around. These cause triple concussion hit damage.

Note: *This action can be performed in Short Burst mode. However, this action can only be used with this mode if the range to the target does not exceed medium.*

Note: *Blaster Law has special critical charts for raking attacks.*

Special Maneuvers: Rapid Fire

The time may come when a character wishes to drain his semi-automatic weapon as fast as possible. In most cases, it's possible to drain a cell in 10 seconds by pulling the trigger multiple times. Roll a Rapid Fire static maneuver. If the maneuver is successful, then the cell was emptied. No attack occurs—that is what Aimed Rapid Fire is used for (see below). This maneuver is mostly used as a scare tactic.

Note: *If the character has the Rapid Fire skill, he may add his bonus to Rapid Fire static maneuvers. Rapid Fire is a Combat Maneuver.*

Special Maneuvers: Aimed Rapid Fire

Normally, an attack assumes that the character is aiming between each shot. When the character has time to properly prepare himself, it's possible to aim, then empty the gun.

To resolve an aimed rapid fire action, the character must spend an entire round aiming (100% activity). The following round, he may attempt to empty his gun at the enemy. The character makes a Rapid Fire static maneuver. If successful, the attack is resolved as an Aimed Burst action. If not, the attack is resolved as a single shot.

Note: *If the character has the Rapid Fire skill, he may add his bonus to Rapid Fire static maneuvers. Rapid Fire is a Combat Maneuver.*

Special Maneuvers: Suppression Fire

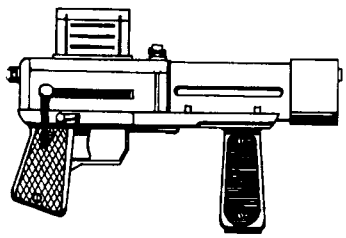
Suppression fire means that the character is firing into an area, not to hit anything specifically, just to put a lot of energy into the area (generally to hit people or to keep them from moving around). To perform a Suppression Fire maneuver, the character must have at least five shots left in his cell or clip for burst actions, 10 for continuous fire.

When a character decides to perform Suppression Fire, he must begin by stating at what range he wishes to fire. Each range has a different arc of coverage. At point blank range, a 45° arc is sprayed. At short range, 30° arc is covered. At medium range, a 15° arc is covered. Suppression fire may not be used at a longer range.

Option: A character can attempt to cover a wider arc, at a -10 penalty per 5° of arc covered.

Suppression fire is resolved as a static maneuver. The result of the static maneuver determines a OB modifier which is added to the attack. After making a static maneuver, consult the chart below for the OB modification.

Option: A character can use more than 5 shots in a suppression fire action. For every shot (or two shots in continuous fire mode) above 5 (or 10 in continuous fire mode), the character gains a +1 bonus to the suppression fire static maneuver.



Suppression Fire Skill

If the character has the Suppression Fire skill, he may add its bonus to the static maneuver. Suppression fire is a Combat Maneuver.

Note: *Suppression Fire is classified as Everyman for all characters.*

Effects of Suppression Fire

Every person in the area covered by suppression fire has two options. They can either take cover (if cover is available), or take a bigger chance of being hit. After each character has determined whether or not to take cover, the attacker can make a +0 OB attack (plus the OB modifier from the suppression fire maneuver roll) against everyone in the area.

Option: Allow all targets between the attacker and the target range to be effected. Characters at point blank range are attacked with a -10 penalty (-7 in continuous fire mode). Characters at short range are attacked with a -30 penalty (-20 versus continuous fire).

Characters who decide to take cover receive double the benefits of that cover (double all DB modifiers provided by the cover). However, they lose all remaining activity that round and may only act a 50% next round.

If a character did not dive for cover, he takes the attack. If he already had cover, he can claim it, but he is at 75% activity next round. He can take actions this round normally.

SUPPRESSION FIRE RESULTS CHART

Static Maneuver Results	OB Mod
Burst Fire Weapons:	
Spectacular Failure	-40
Absolute Failure	-25
Failure	-10
Unusual Event	+0
Partial Success	+0
Unusual Success *	+30
Near Success	+10
Success	+20
Absolute Success	+30
Continuous Fire Weapons:	
Spectacular Failure	-25
Absolute Failure	-15
Failure	-5
Unusual Event	+0
Partial Success	+5
Unusual Success †	+45
Near Success	+15
Success	+30
Absolute Success	+45

* — One random target in the arc gets a +50 OB modification; all others get +30.

† — One random target in the arc gets a +75 OB modification; all others get +45.

A-8.5 MELEE ATTACKS

Melee attacks are resolved on the Melee Attack Table A-8.8.7 Melee attack (p. 206), while fumbles are resolved on Table A-8.10.3 (p. 231).

Weapon Combinations

A combatant's melee capabilities in combat often depend upon what weapons he uses. The normal weapon combinations are: no melee weapon, one-handed weapon, a one-handed weapon with a shield, a two-handed weapon, and two one-handed weapons.

One-Handed Weapons — A combatant armed with a single one-handed weapon may attack once per round and may parry normally.

When a combatant develops skill with a weapon, he must develop the skill with his dominant hand (usually his right hand) and skill with his other (non-dominant) hand separately. A weapon used in the non-dominant hand automatically gets a -20 modification to its OB.

One-Handed Weapons with a Shield — A combatant armed with a one-handed weapon and a shield may attack normally once per round and may parry normally. Such a combatant may use his shield bonus for his DB against one foe and then use his parry bonus against the foe he attacks. Alternatively, he may use both bonuses against the same foe. This assumes he is using an arm-mounted shield.

Two-Handed Weapons — For human-sized creatures, these types of weapons require both hands to wield (i.e., they cannot be used with a shield). A combatant using a two-handed weapon may only use up to 50% of his OB to parry an opponent using a one-handed weapon.

Two One-handed Weapons — A combatant may use a one-handed weapon in each of his hands. His OBs with the two weapons are determined by his Two-weapon Combat skill for that pair of weapons (see Appendix A-4.6, p. 141). The following guidelines apply to using two weapons:

- The combatant may attack with both weapons in the same round; he may attack with only one and use the other for its "shield" bonus versus melee (see the Defensive Capabilities Table T-3.6, p. 192).
- If a combatant uses part of his OBs for parrying, he must decrease both his weapon OBs by that amount.

No Melee Weapon — Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed to kill each other), such a character may make a "Martial Arts • Striking" attack (e.g., bare fists, boxing, tackling, etc.), see Appendix A-4.12 (p. 148). Members of certain races may also makenatural attacks (e.g., claws, teeth, etc.)—see Appendix A-4.18 (p. 166).

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.

Declaring a Melee Attack

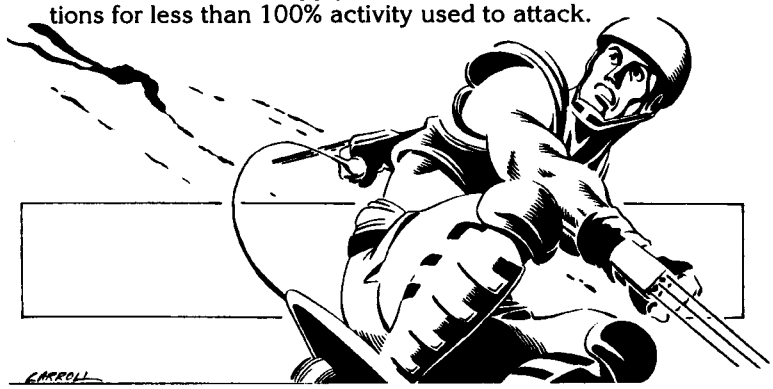
When a melee attack is declared, the attacker must also declare the amount of his OB that he will use to parry; remember, he can only parry the foe he is attacking. If the attacker is using an arm-mounted shield, he may apply the shield DB bonus against one opponent in front of him or to his shield side.

When a melee attack is declared, it must be one of the following types of actions:

Full melee attack — The attacker's OB receives a +10 modification, but the target of the attack must be declared during the Action Declaration Phase. Any movement must be declared as a separate action.

Press & melee attack — The target of the attack must be declared during the Action Declaration Phase and the target must be adjacent at that time. If the target attempts to move away before the attack is resolved, the attacker may attempt to move after him. Such movement only results in half the normal OB modification for less than 100% activity used to attack.

React & melee attack — The attacker's OB receives a -10 modification, but the target of the attack need not be declared during the Action Declaration Phase. As an action in any of the three phases (snap, normal, or deliberate), the attacker can attempt to move to and attack anyone within 15 meter. If he has not done so by the end of the round, he may move up to 50% of his normal movement. Apply the normal OB modifications for less than 100% activity used to attack.



Defensive Bonus

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in melee and missile combat is called the defensive bonus (DB, see Section 23.4, p. 53). It is the number that is subtracted from the attacker's combat roll. The Defensive Capabilities Table T-3.6 (p. 192) summarizes the primary factors which affect a defender's DB.

Defensive Bonus for Melee =

+ Armor Quality Bonus
+ (3 x Quickness Stat Bonus
  - Armor Quickness Penalty) *[minimum of 0]*
+ Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonus
+ Parrying Bonus

Offensive Bonus

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. The Offensive Capabilities Table T-3.5 (p. 189) summarizes the primary factors which affect an attacker's OB.

Offensive Bonus for Melee =

+ Skill Bonus
+ Special Item Bonuses
+ Position Bonuses
± Status Bonuses/Penalties
- Parrying Bonus
- 1 per 1% activity not used for the attack

A-8.6 BASIC PSYCHIC ATTACKS

Basic psychic attacks are resolved on the Basic Psychic Attack Table A-8.8.15. Psychic failures are resolved on the Psychic Power Failure Table A-8.10.4 (p. 232).

BASIC PSYCHIC ATTACK TABLE A-8.8.15

Roll	RR Modifier
01-02 (UM)	F
03-04	F
05-08	+70
09-12	+65
13-16	+60
17-20	+50
21-24	+45
25-28	+35
29-32	+30
33-36	+20
37-40	+15
41-44	+5
45-48	0
49-52	0
53-56	-5
57-60	-10
61-64	-15
65-68	-20
69-72	-25
73-76	-30
77-80	-35
81-84	-40
85-88	-45
89-92	-50
93-95	-55
96-97 (UM)	-75
98-99 (UM)	-100
100 (UM)	-125

F — Attack fails, roll on Table A-8.10.4, p. 232.

UM — Unmodified roll. Apply result with no modifications.

Range Mods:

Touching	+30
0m to 3m	+10
4m to 15m	+0
16m to 30m	-10
31m to 100m	-20
101m+	-30

Basic psychic attacks include all psychic powers which are not non-attack powers or directed psychic attacks. In essence a basic psychic attack is an effect which is directed at a creature, who then gets the opportunity to attempt to resist.

Non failure results are adjustments to the target's resistance roll. If the target fails the resistance roll, it is affected by the psychic power.

Range

Each psychic power has a range listed in the description. The distance between the psychic character and the target must be equal to or less than this range. If no ranges are listed, use the ranges listed on the attack table.

Defensive Bonus

The sum of all bonuses and penalties that affect the defender's susceptibility to the attacking character's roll is referred to as the Defensive Bonus. This number is subtracted from the attacker's standard psychic attack roll. The Defensive Capabilities Table mentions some of the primary factors that will affect the target's DB.

Defensive Bonus for Basic Psychic Attacks =

+ Special Item Bonuses



Offensive Bonus

The offensive bonus is added to the attacking character's basic psychic attack roll. The Offensive Capabilities Table lists the primary factors that affect the attacking character's OB.

Offensive Bonus for Basic Psychic Attacks =

+ Skill Rank
+ Special Item Bonuses
+ Status Bonuses/Penalties
+ Range Modifications (on attack table)

Resistance Roll

If the psychic is successful on his basic psychic attack roll, then the target must make a resistance roll (RR) or suffer the effects of the psychic power. This resistance roll represents the target's innate ability to resist the effects of psychic powers. The roll is open-ended so there is always the possibility that the target will resist despite the power of the psychic character (of course the reverse is also true!)

There are several modifications that will affect the resistance roll. They are listed on the Resistance Roll Table T-3.4 (p. 199) and are summarized here.

Basic Psion Attack Roll Modification — This is the modification given by the psychic character's successful roll on the Basic Psychic Attack Table. This modification will be added to the RR.

Self Discipline Bonus — Three times the target's SD bonus will also be added to the RR roll.

Racial Bonuses — In the *Privateers* universe there are be races that are unusually affected by psychic powers. To represent this, the race may have a bonus against psychic powers.

Special Items — Special items may possibly modify this roll.

Willing Targets — There may arise situations when the target does not wish to resist the effects of a psion. In these cases the RR must still be made, but with a -50 modifier. This roll will also be made on the level 1 column regardless of the actual level of the target.

Powerful Attack Powers — Some psychic powers may be harder to resist than others. These will have their own modifiers listed in their description.

Critical Hit Charts

Some psions will call for a roll on one of the critical strike tables. When this happens, the basic psychic attack roll, and the resistance roll will be made as usual. If the target fails this RR, then the psychic makes an unmodified roll upon the appropriate column of the appropriate critical strike table.

Resistance Roll Table

To use the Resistance Roll Table, cross index the attack level (usually the magnitude of the psychic power) with the level of the target. If the net resistance roll is greater than or equal to the result of this cross-indexing, the target has resisted the psychic power. Otherwise the target has not been successful, and will suffer the effects of the power.

Certain psychic powers may list partial results based upon the difference between the net RR on the result shown on the resistance table. Certain powers may also have minimum effects even if a successful RR is made.

RESISTANCE ROLL TABLE T-3.4

Target Level	Attack Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	>15 †	Target Level
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	+	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	+	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	+	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	+	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	+	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	+	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	+	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	+	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	+	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	+	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	+	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	+	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	+	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	+	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	+	15
> 15†	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	>15

† —For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's Resistance Roll must be greater than or equal to the number given.

Standard RR Modifications:

Basic Psychic Attack Roll modifications ..... varies from -125 to +70

Special bonuses due to items or the psychic power ..... varies

Bonus due to the target's race ..... varies

Willing target (the target doesn't want to resist the spell) ..... -50

3x target's SD bonus (against psychic powers) ..... -30 to +42

A-8.7 DIRECTED PSYCHIC ATTACKS

These psychic powers are generally resolved on the Psychic Bolt Attack Table A-8.8.12 (p. 211). Any failures are resolved on the Psychic Power Failure Table A-8.10.4 (p. 232)

Directed psychic powers are those that manipulate focused energy to attack the target. Since these powers attack the target directly, there is no resistance roll permitted.

Directed Psion Failure

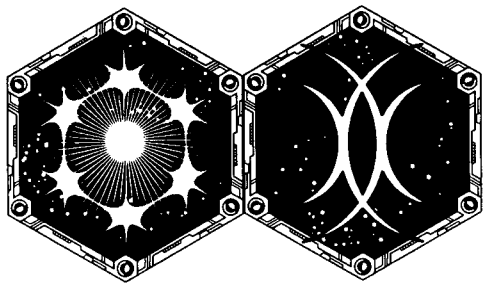
Any directed psychic attack roll of 03-100 is considered to have been a success (regardless of the outcome given by the attack table; a miss is not a failure, just a miss). The attack can proceed normally. A roll of 01-02 on the other hand means that the psychic power has failed. When this happens, a roll must be made and the result applied to the Psychic Power Failure Table A-8.10.4 (p. 232). This roll is not open-ended. The result found on the chart should be applied immediately.

It should be mentioned that some of these psions can attack more than one target. To resolve these, the psychic makes only the one roll, and applies it to all the targets (the targets do get there own individual defensive modifications however).

Range

Most of these psychic powers has a range listed in the descriptions. The distance between the psychic character and the target must be equal to or less than this range. If no ranges are listed, use the ranges and modifications given below (and listed on the attack table).

Range	Modifier
touch	+30
0-3 meters	+10
4-15 meters	0
16-30 meters	-20
31-100 meters	-40
more than 101 meters	-60



Defensive Bonus

The sum of all bonuses and penalties that affect the defender's susceptibility to being hit and damaged by a directed psychic attack is referred to as the Defensive Bonus. This number is subtracted from the attacker's directed psychic attack roll. The Defensive Capabilities Table T-3.6 (p. 192) mentions some of the primary factors that will affect the target's DB.

Defensive Bonus for Directed Psychic Attack =

+ Armor Quality Bonus
+ (3x Quickness Stat Bonus
– Armor Quickness Penalty) [Minimum of 0]
+ Half of Adrenal Defense Skill Bonus
+ Position and Cover Bonuses
+ Special Item Bonuses
+ Shield Bonuses

This should be the same as the character's DB versus any energy weapon attack. It was repeated here for the sake of completeness.

Offensive Bonus

The offensive bonus is added to the attacking psychic character's attack roll. The Offensive Capabilities Table T-3.5 (p. 189) lists the primary factors that affect the attacking character's OB.

Offensive Bonus for Directed Psychic Attacks=

+ Skill Bonus
+ Special Item Bonuses
+ Status Bonuses/Penalties
+ Range Modifications (on attack table)

Blaster (Assault) Attack Table A-8.8.1

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	30F	31F	37F	46F	31F	46F	60F	15D	18E	22F	22D	45E	54F	36D	42E	48E	54F	148-150
145-147	29F	30F	36F	45F	30F	44F	57F	15D	18E	22F	22D	44E	52F	35D	41E	47E	52F	145-147
142-144	28F	29F	35F	43F	29F	42F	54F	15C	18D	21E	21C	42D	50E	34C	40D	45E	50F	142-144
139-141	27F	28F	34F	41F	27E	39E	52F	14C	17D	20E	20C	40D	48E	33C	38D	43D	48E	139-141
136-138	26E	26E	33F	40F	26E	37E	49E	14B	16D	19D	20B	39D	46D	32B	37C	41D	46E	136-138
133-135	25E	25E	31E	38E	24E	35E	46E	13A	16C	18D	19A	37C	43D	31A	35C	39C	43E	133-135
130-132	24E	24E	30E	36E	23D	33E	43E	13A	15C	18C	18A	35C	41C	29A	34B	37C	41E	130-132
127-129	23E	22E	29E	35E	21D	30D	40D	12	14B	17C	17	33B	39C	28	32B	36B	39D	127-129
124-126	22D	21D	28E	33E	20D	28D	38D	12	14B	16B	16	32B	37B	27	31A	34B	37D	124-126
121-123	20D	20D	26E	31D	18D	26D	35D	11	13A	15B	16	30A	35B	26	29A	32A	35D	121-123
118-120	19D	18D	25D	30D	17C	24C	32D	11	12A	14A	15	28A	32A	24	28A	30A	32C	118-120
115-117	18D	17D	24D	28D	16C	21C	29C	11	12	13A	14	27	30A	23	26	28A	30C	115-117
112-114	17C	16C	23D	26D	14C	19C	26C	10	11	12	13	25	28	22	25	27	28C	112-114
109-111	16C	14C	21D	25D	13B	17B	24C	10	11	12	13	23	26	21	23	25	26B	109-111
106-108	15C	13C	20D	23C	11B	15B	21B	9	10	11	12	22	24	20	22	23	24B	106-108
103-105	14B	12B	19C	22C	10B	12B	18B	9	9	10	11	20	21	18	20	21	21B	103-105
100-102	12B	10B	18C	20C	8A	10A	15B	8	9	9	10	18	19	17	19	19	19A	100-102
97-99	11B	9B	16C	18C	7A	8A	12B	8	8	8	9	16	17	16	17	17	17A	97-99
94-96	10B	8B	15C	17B	5A	6A	9A	7	7	7	9	15	15	15	16	16	15A	94-96
91-93	9A	6A	14B	15B	4	3A	7A	7	7	6	8	13	13	14	14	14	13A	91-93
88-90	8A	5A	13B	13B	2	1	4A	6	6	6	7	11	10	12	13	12	10	88-90
85-87	7A	4A	11B	12B	1	–	1	6	5	5	6	10	8	11	11	10	8	85-87
82-84	6A	2A	10B	10B	–	–	–	5	5	4	5	8	6	10	10	8	6	82-84
79-81	4	1	9B	8A	–	–	–	5	4	3	5	6	4	9	8	6	4	79-81
76-78	3	–	8A	7A	–	–	–	4	4	2	4	4	2	7	7	5	2	76-78
73-75	2	–	6A	5A	–	–	–	4	3	1	3	3	–	6	5	3	–	73-75
70-72	1	–	5A	3A	–	–	–	3	2	–	2	1	–	5	4	1	–	70-72
67-69	–	–	4A	2A	–	–	–	3	2	–	2	–	–	4	2	–	–	67-69
64-66	–	–	3A	–	–	–	–	2	1	–	–	–	–	3	–	–	–	64-66
61-63	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	61-63
58-60	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 3.5 kilograms

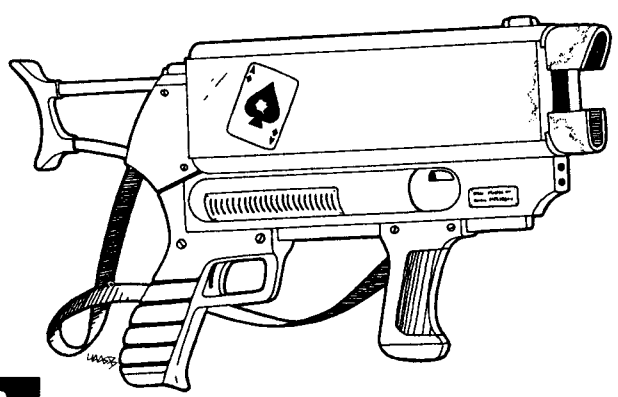
Fumble Range: 01 – 03[UM] (XX=3)

Critical Type: Blaster (p. 216)

Range Modifiers: (m=meters)

0-1m:	+10
2-11m:	0
12-22m:	-25
23-110m:	-50
111-220m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapons Using This Table: Assault Blasters, Hunting/Sniping Blasters, Support Blasters

Special Modifications:

Light Weapons ..... -10

Medium Weapons 0

Heavy Weapons ..... +10

Hunting/Sniping Weapons ..... 2x Range, Single Shot Only

Support Weapons ..... 4x Range, 2x Damage, Mk. 5 weapon for purposes of vehicle attacks (see p. 233)

Blaster Pistol Attack Table A-8.8.2

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	22E	22E	27E	33E	22E	33E	44E	11C	13D	16E	26C	33D	40E	26C	31D	35D	40E	148-150
145-147	22E	22E	27E	32E	22E	32E	42E	11C	13D	16E	26C	32D	39E	26C	31D	34D	39E	145-147
142-144	21E	21E	26E	31E	21E	30E	40E	11B	13D	16E	25B	31D	37E	25B	29D	33D	37E	142-144
139-141	20E	20E	25E	30E	20E	29E	38E	11B	12C	15D	24B	30C	36D	24B	28C	32C	36E	139-141
136-138	19E	19E	24E	29E	19D	27D	36D	10B	12C	14D	23B	29C	34D	23B	27C	30C	34D	136-138
133-135	19D	18D	23E	28E	18D	25D	34D	10A	12C	14C	22A	27C	32C	22A	26B	29C	32D	133-135
130-132	18D	17D	22D	26D	16D	24D	32D	10A	11B	13C	21A	26B	31C	21A	25B	28B	31D	130-132
127-129	17D	16D	21D	25D	15D	22D	30D	9	11B	12B	20	25B	29B	21	24B	26B	29D	127-129
124-126	16D	15D	20D	24D	14C	20C	28D	9	10A	12B	19	24A	27B	20	23A	25B	27C	124-126
121-123	15C	14C	20D	23D	13C	19C	26C	9	10A	11A	18	22A	26A	19	22A	24A	26C	121-123
118-120	14C	13C	19D	22D	12C	17C	24C	8	9A	11A	17	21A	24A	18	21A	22A	24C	118-120
115-117	14C	12C	18D	20C	11B	16C	22C	8	9	10A	16	20	23A	17	19	21A	23C	115-117
112-114	13C	11C	17C	19C	10B	14B	20C	8	8	9	16	19	21	16	18	20	21B	112-114
109-111	12C	10C	16C	18C	9B	12B	18B	7	8	9	15	17	19	15	17	18	19B	109-111
106-108	11B	9B	15C	17C	8B	11B	15B	7	7	8	14	16	18	14	16	17	18B	106-108
103-105	10B	9B	14C	16C	7A	9B	13B	7	7	7	13	15	16	14	15	16	16B	103-105
100-102	9B	8B	13C	15C	6A	7A	11B	6	7	7	12	14	15	13	14	14	15A	100-102
97-99	9B	7B	12B	13B	5A	6A	9A	6	6	6	11	12	13	12	13	13	13A	97-99
94-96	8A	6A	11B	12B	4A	4A	7A	5	6	6	10	11	11	11	12	12	11A	94-96
91-93	7A	5A	10B	11B	3	3A	5A	5	5	5	9	10	10	10	11	10	10A	91-93
88-90	6A	4A	9B	10B	2	1	3A	5	5	4	8	9	8	9	9	9	8	88-90
85-87	5A	3A	9B	9B	1	–	1	4	4	4	7	7	6	8	8	8	6	85-87
82-84	4A	2A	8B	7A	–	–	–	4	4	3	6	6	5	7	7	6	5	82-84
79-81	4	1	7A	6A	–	–	–	4	3	2	5	5	3	7	6	5	3	79-81
76-78	3	–	6A	5A	–	–	–	3	3	2	4	4	2	6	5	4	2	76-78
73-75	2	–	5A	4A	–	–	–	3	2	1	3	2	–	5	4	2	–	73-75
70-72	1	–	4A	3A	–	–	–	3	2	–	3	1	–	4	3	1	–	70-72
67-69	–	–	3A	1A	–	–	–	2	1	–	2	–	–	3	2	–	–	67-69
64-66	–	–	2A	–	–	–	–	2	1	–	–	–	–	2	–	–	–	64-66
61-63	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	61-63
58-60	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Weapons Using This Table:
Blaster Pistols, Subassault Blasters

Special Modifications:

Hold-Out Weapons ..... Half Damage, -10
Light Weapons ..... -10
Medium Weapons 0
Heavy Weapons ..... +10
Subassault Weapons ..... 2x Range

TYPICAL WEAPON DATA

Weight: 0.4 kilograms

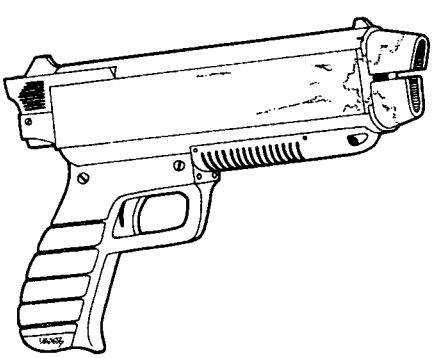
Fumble Range: 01 – 03[UM] (XX=3)

Critical Type: Blaster (p. 216)

Range Modifiers: (m=meters)

0-3m:	+10
4-5m:	0
6-8m:	-25
9-13m:	-50
14-35m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



Firearm Pistol Attack Table A-8.8.3

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	20E	20E	24E	33E	20E	30E	40E	10D	12E	14E	24D	30E	36E	24D	28E	32E	36E	148-150
145-147	20E	20E	24E	32E	20E	29E	39E	10D	12E	14E	24D	29E	35E	24D	28E	31E	35E	145-147
142-144	19E	19E	23E	31E	19E	28E	37E	10C	12D	14E	23C	28D	34E	23C	27D	30E	34E	142-144
139-141	18E	18E	22E	30E	18E	26E	35E	10C	12D	13D	22C	27D	32D	22C	26D	29D	32E	139-141
136-138	18E	17E	21E	29E	17D	25D	33D	10B	11D	13D	21B	26D	31D	21B	25C	28D	31D	136-138
133-135	17D	16D	21E	28E	16D	23D	31D	9A	11C	12C	20A	25C	29C	21A	24C	27C	29D	133-135
130-132	16D	16D	20D	26D	15D	22D	29D	9A	10C	12C	20A	24C	28C	20A	23B	25C	28D	130-132
127-129	15D	15D	19D	25D	14D	20D	27D	9	10B	11B	19	23B	26B	19	22B	24B	26D	127-129
124-126	15D	14D	18D	24D	13C	19C	25D	8	9B	10B	18	22B	25B	18	21A	23B	25C	124-126
121-123	14C	13C	17D	23D	12C	17C	24C	8	9A	10A	17	20A	23A	17	20A	22A	23C	121-123
118-120	13C	12C	17D	22D	11C	16C	22C	8	9A	9A	16	19A	22A	17	19A	20A	22C	118-120
115-117	12C	11C	16D	20C	10B	14C	20C	7	8	9A	15	18	20A	16	18	19A	20C	115-117
112-114	12C	10C	15C	19C	9B	13B	18C	7	8	8	14	17	19	15	17	18	19B	112-114
109-111	11C	10C	14C	18C	9B	11B	16B	7	7	8	14	16	18	14	16	17	18B	109-111
106-108	10B	9B	13C	17C	8B	10B	14B	6	7	7	13	15	16	13	15	16	16B	106-108
103-105	9B	8B	13C	16C	7A	8B	12B	6	7	7	12	14	15	13	14	14	15B	103-105
100-102	9B	7B	12C	15C	6A	7A	10B	6	6	6	11	12	13	12	13	13	13A	100-102
97-99	8B	6B	11B	13B	5A	5A	9A	5	6	6	10	11	12	11	12	12	12A	97-99
94-96	7A	5A	10B	12B	4A	4A	7A	5	5	5	9	10	10	10	11	11	10A	94-96
91-93	6A	4A	9B	11B	3	2A	5A	5	5	4	8	9	9	9	10	10	9A	91-93
88-90	6A	4A	9B	10B	2	1	3A	4	4	4	8	8	7	9	9	8	7	88-90
85-87	5A	3A	8B	9B	1	–	1	4	4	3	7	7	6	8	8	7	6	85-87
82-84	4A	2A	7B	7A	–	–	–	4	4	3	6	6	4	7	7	6	4	82-84
79-81	3	1	6A	6A	–	–	–	3	3	2	5	4	3	6	6	5	3	79-81
76-78	3	–	5A	5A	–	–	–	3	3	2	4	3	1	5	5	3	1	76-78
73-75	2	–	5A	4A	–	–	–	3	2	1	3	2	–	5	4	2	–	73-75
70-72	1	–	4A	3A	–	–	–	3	2	–	2	1	–	4	3	1	–	70-72
67-69	–	–	3A	1A	–	–	–	2	1	–	2	–	–	3	2	–	–	67-69
64-66	–	–	2A	–	–	–	–	2	1	–	–	–	–	2	–	–	–	64-66
61-63	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	61-63
58-60	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 0.6 kilograms

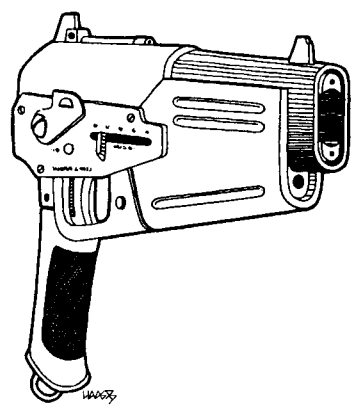
Fumble Range: 01 – 03UM (XX=3)

Critical Type: Ballistic Puncture (p. 215)

Range Modifiers: (m=meters)

0-3m:	+10
4-5m:	0
6-8m:	-25
9-13m:	-50
14-35m:	-100

F — Weapon fumbled, roll on Table A-8.10.2 (p. 230).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapons Using This Table:
Pistols, Revolvers, Small Automatics

Special Modifications:

Hold-Out Weapons ..... Half Damage, -10

Light Weapons ..... -10

Medium Weapons 0

Heavy Weapons ..... +10

Subassault Weapons ..... 2x Range

AT I-IV ..... If bullet hits armored location, critical is resolved on Ballistic Impact Critical Strike Table A-8.9.1 (p. 214).

AT V-VII ..... Any critical to an armored location is completely ignored.

AT VII-X ..... Any Critical to an armored location is completely ignored.

Firearm Rifle Attack Table A-8.8.4

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	36E	37E	44E	55E	37E	55E	72E	18D	24E	26E	43D	54E	64E	43D	50E	57E	64E	148-150
145-147	35E	36E	43E	53E	36E	52E	69E	18D	24E	26E	42D	52E	62E	42D	49E	55E	62E	145-147
142-144	34E	34E	42E	51E	34E	50E	65E	18C	23D	25E	40C	50D	59E	41C	47D	53E	59E	142-144
139-141	32E	33E	40E	49E	32E	47E	62E	17C	22D	24D	39C	48D	56D	39C	45D	51D	56E	139-141
136-138	31E	31E	39E	47E	30D	44D	58D	16B	21D	23D	37B	46D	54D	38B	43C	49D	54D	136-138
133-135	30D	30D	37E	45E	29D	42D	55D	16A	20C	22C	36A	44C	51C	36A	41C	46C	51D	133-135
130-132	28D	28D	36D	43D	27D	39D	52D	15A	20C	21C	34A	42C	49C	35A	40B	44C	49D	130-132
127-129	27D	26D	34D	41D	25D	36D	48D	15	19B	20B	33	40B	46B	33	38B	42B	46D	127-129
124-126	26D	25D	33D	39D	24C	33C	45D	14	18B	19B	31	38B	43B	32	36A	40B	43C	124-126
121-123	24C	23C	31D	37D	22C	31C	42C	14	17A	18A	30	36A	41A	30	34A	38A	41C	121-123
118-120	23C	22C	30D	35D	20C	28C	38C	13	16A	17A	28	34A	38A	29	33A	36A	38C	118-120
115-117	22C	20C	28D	33C	18B	25C	35C	12	15	16A	27	32	36A	28	31	33A	36C	115-117
112-114	20C	18C	27C	31C	17B	23B	31C	12	15	15	25	30	33	26	29	31	33B	112-114
109-111	19C	17C	25C	29C	15B	20B	28B	11	14	13	24	28	30	25	27	29	30B	109-111
106-108	17B	15B	24C	28C	13B	17B	25B	11	13	12	22	26	28	23	25	27	28B	106-108
103-105	16B	14B	22C	26C	11A	15B	21B	10	12	11	20	24	25	22	24	25	25B	103-105
100-102	15B	12B	21C	24C	10A	12A	18B	10	11	10	19	22	23	20	22	23	23A	100-102
97-99	13B	11B	19B	22B	8A	9A	15A	9	10	9	17	19	20	19	20	20	20A	97-99
94-96	12A	9A	18B	20B	6A	6A	11A	8	9	8	16	17	17	17	18	18	17A	94-96
91-93	11A	7A	16B	18B	4	4A	8A	8	9	7	14	15	15	16	16	16	15A	91-93
88-90	9A	6A	15B	16B	3	1	4A	7	8	6	13	13	12	15	15	14	12	88-90
85-87	8A	4A	13B	14B	1	–	1	7	7	5	11	11	10	13	13	12	10	85-87
82-84	6A	3A	12B	12A	–	–	–	6	6	4	10	9	7	12	11	10	7	82-84
79-81	5	1	10A	10A	–	–	–	5	5	3	8	7	4	10	9	7	4	79-81
76-78	4	–	9A	8A	–	–	–	5	4	2	7	5	2	9	8	5	2	76-78
73-75	2	–	7A	6A	–	–	–	4	4	1	5	3	–	7	6	3	–	73-75
70-72	1	–	6A	4A	–	–	–	4	3	–	4	1	–	6	4	1	–	70-72
67-69	–	–	4A	2A	–	–	–	3	2	–	2	–	–	4	2	–	–	67-69
64-66	–	–	3A	–	–	–	–	3	1	–	–	–	–	3	–	–	–	64-66
61-63	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	61-63
58-60	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
xx-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

WEAPON DATA

Weapons Using This Table: Assault Rifles, Hunting/Sniping Rifles, Machine Guns

Special Modifications:

Light Weapons ..... -10

Medium Weapons 0

Heavy Weapons ..... +10

Hunting/Sniping Weapons ..... 2x Range, Single Shot Only

Machine Guns ..... 4x Range, 2x Damage, Mk. 5 weapon for purposes of vehicle attacks (see p. 233)

TYPICAL WEAPON DATA

Weight: 4.0 kilograms

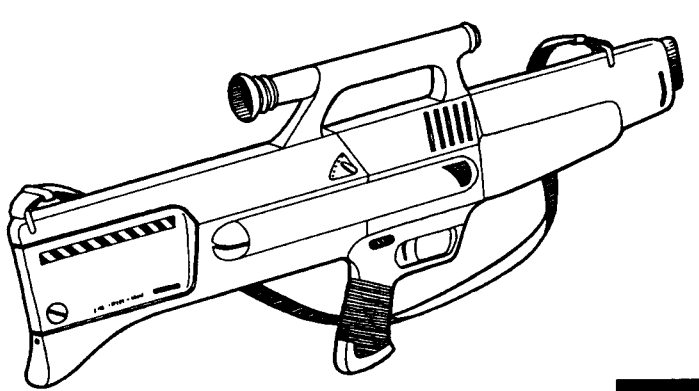
Fumble Range: 01 – 03UM (XX=3)

Critical Type: Ballistic Puncture (p. 215)

Range Modifiers: (m=meters)

0-1m:	+10
2-10m:	0
11-20m:	-25
21-100m:	-50
101-200m:	-100

F — Weapon fumbled, roll on Table A-8.10.2 (p. 230).
UM — Unmodified roll. Apply result with no modifications.



Laser (Assault) Attack Table A-8.8.5

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	38G	39G	47G	58G	39G	58G	76G	19E	23F	28G	46E	57F	68G	46F	53G	61G	68G	148-150
145-147	37G	38G	46G	56G	38G	55G	73G	19E	23F	28G	45E	55F	66G	45F	52G	59G	66G	145-147
142-144	36G	36G	45G	54G	36G	53G	69G	19D	22E	27F	43D	53E	63F	44E	50F	57G	63G	142-144
139-141	34G	35G	43G	52G	34F	50F	66F	18D	21E	26F	42D	51E	60F	42E	48F	55F	60F	139-141
136-138	33F	33F	42F	50F	33F	48F	63F	17C	21D	25E	40C	49D	58E	41D	46F	53F	58F	136-138
133-135	32F	32F	40F	48F	31F	45F	59F	17B	20D	24E	39B	47D	55E	39D	44E	50F	55F	133-135
130-132	30F	30F	39F	46F	29E	42E	56F	16B	19D	23D	37B	45D	53D	38D	43E	48E	53F	130-132
127-129	29E	29E	37F	45F	28E	40E	53E	16A	18C	21D	36A	43C	50D	36C	41D	46E	50E	127-129
124-126	28E	27E	36F	43E	26E	37E	49E	15A	18C	20C	34A	41C	47C	35C	39D	44D	47E	124-126
121-123	26E	25E	34E	41E	24D	34D	46E	15	17B	19C	33	39B	45C	33B	37C	42D	45E	121-123
118-120	25E	24E	33E	39E	22D	32D	43D	14	16B	18B	31	37B	42B	32B	36C	39D	42D	118-120
115-117	24D	22D	31E	37E	21D	29D	40D	13	15A	17B	29	35A	40B	30A	34C	37C	40D	115-117
112-114	22D	21D	30E	35E	19C	26C	36D	13	15A	16A	28	33A	37A	29A	32B	35C	37D	112-114
109-111	21D	19D	28D	33D	17C	24C	33C	12	14	15A	26	31	35A	27	30B	33C	35C	109-111
106-108	20C	18C	27D	31D	16C	21C	30C	12	13	14	25	29	32	26	28A	31B	32C	106-108
103-105	18C	16C	25D	29D	14B	19B	26C	11	12	13	23	27	29	24	27A	29B	29C	103-105
100-102	17C	15C	24D	27D	12B	16B	23B	11	11	12	22	25	27	23	25	26B	27B	100-102
97-99	15C	13C	22D	25C	11B	13B	20B	10	11	11	20	23	24	22	23	24A	24B	97-99
94-96	14B	11B	21C	23C	9A	11A	16B	9	10	10	19	21	22	20	21	22A	22B	94-96
91-93	13B	10B	19C	21C	7A	8A	13B	9	9	9	17	19	19	19	19	20A	19B	91-93
88-90	11B	8B	18C	19C	6A	5A	10A	8	8	8	15	17	16	17	18	18	16A	88-90
85-87	10A	7A	16C	17B	4	3	7A	8	8	7	14	15	14	16	16	16	14A	85-87
82-84	9A	5A	15B	15B	2	–	3A	7	7	6	12	13	11	14	14	13	11A	82-84
79-81	7A	4A	13B	13B	–	–	–	6	6	5	11	11	9	13	12	11	9	79-81
76-78	6A	2A	12B	11B	–	–	–	6	5	4	9	8	6	11	11	9	6	76-78
73-75	5	–	10B	9A	–	–	–	5	5	3	8	6	4	10	9	7	4	73-75
70-72	3	–	9A	7A	–	–	–	5	4	2	6	4	1	8	7	5	1	70-72
67-69	2	–	7A	5A	–	–	–	4	3	1	5	2	–	7	5	2	–	67-69
64-66	–	–	6A	3A	–	–	–	4	2	–	3	–	–	5	3	–	–	64-66
61-63	–	–	4A	1	–	–	–	3	2	–	2	–	–	4	2	–	–	61-63
58-60	–	–	3A	–	–	–	–	2	–	–	–	–	–	2	–	–	–	58-60
55-57	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	55-57
52-54	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 2.8 kilograms

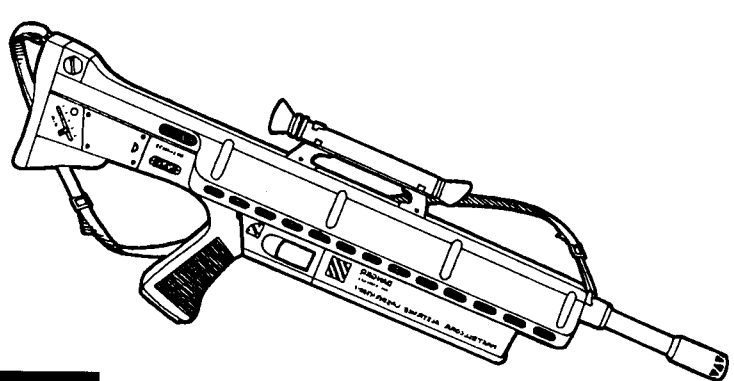
Fumble Range: 01 – 03UM (XX=3)

Critical Type: Laser (p. 223)

Range Modifiers: (m=meters)

0-5m:	+10
6-50m:	0
51-100m:	-25
101-500m:	-50
501-1000m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapons Using This Table: Assault Lasers, Hunting/Sniping Lasers, Support Lasers

Special Modifications:

Light Weapons ..... -10

Medium Weapons 0

Heavy Weapons ..... +10

Hunting/Sniping Weapons ..... 2x Range, Single Shot Only

Support Weapons ..... 4x Range, 2x Damage, Mk. 5 weapon for purposes of vehicle attacks (see p. 233)

Laser Pistol Attack Table A-8.8.6

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	22F	22F	27F	33F	22F	33F	44F	11D	13E	16F	26D	33E	40F	26E	31F	35F	40F	148-150
145-147	22F	22F	27F	33F	22F	32F	42F	11D	13E	16F	26D	32E	39F	26E	31F	34F	39F	145-147
142-144	21F	21F	26F	31F	21F	31F	41F	11C	13E	16E	25C	31E	37E	25E	30F	33F	37F	142-144
139-141	20F	20F	25F	30F	20F	29F	39F	11C	13D	15E	24C	30D	36E	24D	29E	32E	36F	139-141
136-138	20E	19E	24F	29F	19E	28E	37E	11B	12D	14E	23B	29D	34E	23D	27E	31E	34E	136-138
133-135	19E	18E	23E	28E	18E	26E	35E	10B	12C	14D	22B	28C	33D	23C	26E	29E	33E	133-135
130-132	18E	17E	23E	27E	17E	25E	33E	10A	11C	13D	21A	27C	31D	22C	25D	28E	31E	130-132
127-129	17E	17E	22E	26E	16D	23D	31E	10A	11C	13C	21A	25C	30C	21C	24D	27D	30E	127-129
124-126	16D	16D	21E	25E	15D	22D	29D	9A	10B	12C	20A	24B	28C	20B	23C	26D	28D	124-126
121-123	16D	15D	20E	24E	14D	20D	27D	9	10B	12B	19	23B	27B	19B	22C	24D	27D	121-123
118-120	15D	14D	19D	22D	13C	19D	25D	9	10A	11B	18	22A	25B	18A	21C	23C	25D	118-120
115-117	14D	13D	18D	21D	12C	17C	23D	8	9A	10A	17	21A	24A	18A	20B	22C	24D	115-117
112-114	13C	12C	17D	20D	11C	16C	21C	8	9A	10A	16	19A	22A	17A	19B	21C	22C	112-114
109-111	13C	11C	17D	19D	10C	14C	19C	8	8	9A	15	18	21A	16	18B	19B	21C	109-111
106-108	12C	10C	16D	18D	9B	13B	18C	7	8	9	14	17	19	15	17A	18B	19C	106-108
103-105	11C	10C	15C	17C	8B	11B	16B	7	7	8	14	16	18	14	16A	17B	18B	103-105
100-102	10B	9B	14C	16C	7B	10B	14B	7	7	7	13	15	16	13	15	16A	16B	100-102
97-99	9B	8B	13C	15C	6A	8B	12B	6	6	7	12	14	15	13	14	14A	15B	97-99
94-96	9B	7B	12C	13C	5A	7A	10B	6	6	6	11	12	13	12	13	13A	13B	94-96
91-93	8B	6B	11C	12C	5A	5A	8A	5	6	6	10	11	12	11	12	12A	12A	91-93
88-90	7A	5A	10B	11B	4A	4A	6A	5	5	5	9	10	10	10	11	11	10A	88-90
85-87	6A	4A	10B	10B	3	2	4A	5	5	5	8	9	9	9	10	9	9A	85-87
82-84	5A	3A	9B	9B	2	–	2A	4	4	4	7	8	7	8	9	8	7A	82-84
79-81	5A	2A	8B	8B	–	–	–	4	4	3	7	7	6	8	8	7	6	79-81
76-78	4A	2A	7B	7A	–	–	–	4	3	3	6	5	4	7	7	6	4	76-78
73-75	3	–	6A	6A	–	–	–	3	3	2	5	4	3	6	6	4	3	73-75
70-72	2	–	5A	4A	–	–	–	3	3	2	4	3	1	5	4	3	1	70-72
67-69	2	–	4A	3A	–	–	–	3	2	1	3	2	–	4	3	2	–	67-69
64-66	–	–	4A	2A	–	–	–	2	2	–	2	–	–	3	2	–	–	64-66
61-63	–	–	3A	1	–	–	–	2	1	–	1	–	–	3	1	–	–	61-63
58-60	–	–	2A	–	–	–	–	2	–	–	–	–	–	2	–	–	–	58-60
55-57	–	–	1	–	–	–	–	1	–	–	–	–	–	1	–	–	–	55-57
52-54	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Weapons Using This Table:
Blaster Pistols, Subassault Blasters

Special Modifications:

Hold-Out Weapons ..... Half Damage, -10
Light Weapons ..... -10
Medium Weapons 0
Heavy Weapons ..... +10
Subassault Weapons ..... 2x Range

TYPICAL WEAPON DATA

Weight: 0.3 kilograms

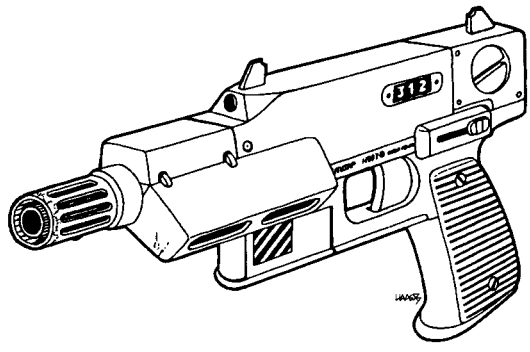
Fumble Range: 01 – 03UM (XX=3)

Critical Type: Laser (p. 223)

Range Modifiers: (m=meters)

0-15m:	+10
16-25m:	0
26-40m:	-25
41-65m:	-50
66-175m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



Melee Weapon Attack Table A-8.8.7

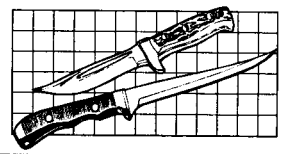
	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	16E	18E	22E	28E	22E	25E	30E	5	6B	7C	10D	12E	14E	15D	17E	17E	21E	148-150
145-147	16E	18E	22E	28E	22E	25E	29E	5	6A	7B	10D	12E	14E	15D	17E	17E	21E	145-147
142-144	16E	17E	21E	27E	21E	24E	28E	5	6	7A	10C	12E	14E	15D	17E	16E	20E	142-144
139-141	15E	17E	21E	26E	20E	22E	27E	5	6	7	10C	11D	13D	14D	16D	16E	19E	139-141
136-138	15D	16D	20E	25E	19D	21D	26E	5	6	6	9B	11D	12D	14C	15D	15D	18D	136-138
133-135	14D	15D	20D	24E	18D	20D	24D	5	5	6	9B	11C	12D	13C	15D	14D	17D	133-135
130-132	14D	15D	19D	23D	17D	19D	23D	5	5	5	9B	10C	11D	13C	14D	14D	16D	130-132
127-129	13D	14D	18D	22D	16D	18D	22D	4	5	5	8A	10C	11C	12C	13C	13C	15D	127-129
124-126	13C	13C	18D	21D	16C	17C	20D	4	4	4	8A	9B	10C	12B	13C	12C	15D	124-126
121-123	12C	13C	17C	20D	15C	16C	19C	4	4	4	8	9B	9C	11B	12C	12C	14C	121-123
118-120	11C	12C	16C	19D	14C	15C	18C	4	4	3	7	8A	9B	11B	11B	11C	13C	118-120
115-117	11B	11C	16C	18C	13B	14C	17C	3	3	3	7	8A	8B	10B	11B	10B	12C	115-117
112-114	10B	11B	15C	17C	12B	13B	15C	3	3	3	7	7A	8B	9A	10B	10B	11C	112-114
109-111	10B	10B	14B	16C	11B	12B	14B	3	3	2	6	7	7B	9A	10A	9B	10B	109-111
106-108	9B	9B	14B	15C	10B	11B	13B	3	2	2	6	6	6A	8A	9A	8B	9B	106-108
103-105	9A	9B	13B	14C	9A	10B	12B	3	2	1	6	6	6A	8A	8A	8A	8B	103-105
100-102	8A	8A	12B	13B	8A	9A	10B	2	2	–	5	5	5A	7	8A	7A	7B	100-102
97-99	8A	7A	12A	12B	8A	8A	9A	2	2	–	5	5	5	7	7	6A	6A	97-99
94-96	7A	7A	11A	11B	7A	7A	8A	2	1	–	5	5	4	6	6	6A	6A	94-96
91-93	7	6A	10A	10B	6	6A	6A	2	–	–	4	4	3	6	6	5	5A	91-93
88-90	6	5	10A	9B	5	5	5A	1	–	–	4	4	3	5	5	4	4A	88-90
85-87	5	5	9A	8B	4	3	4A	1	–	–	3	3	2	5	4	3	3A	85-87
82-84	5	4	8	7A	3	2	3	–	–	–	3	3	2	4	4	3	2	82-84
79-81	4	3	8	6A	2	1	1	–	–	–	3	2	1	4	3	2	1	79-81
76-78	4	3	7	5A	1	–	–	–	–	–	2	2	–	3	2	1	–	76-78
73-75	3	2	6	4A	–	–	–	–	–	–	2	1	–	3	2	–	–	73-75
70-72	3	1	6	3A	–	–	–	–	–	–	2	–	–	2	1	–	–	70-72
67-69	2	–	5	2	–	–	–	–	–	–	1	–	–	2	–	–	–	67-69
64-66	2	–	4	1	–	–	–	–	–	–	1	–	–	1	–	–	–	64-66
61-63	1	–	4	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
58-60	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	3	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

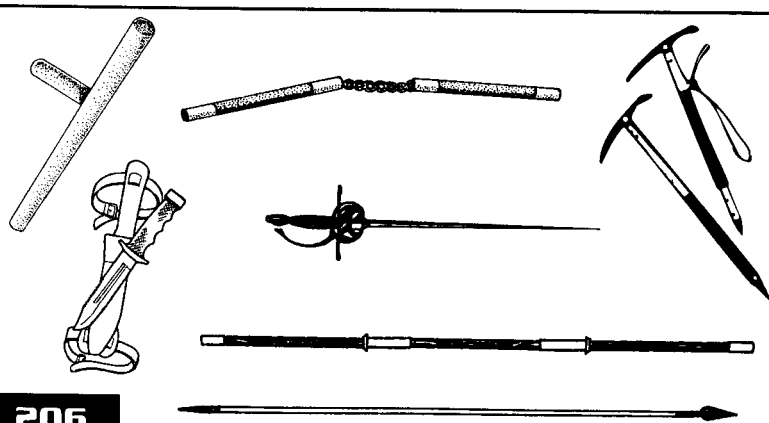
Weight: 0.05 kilograms

Fumble Range: 01 – 03[UM] (XX=3)

Critical Type: Slash (p. 226)



F — Weapon fumbled, roll on Table A-8.10.3 (p. 231).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Special Modifications:

Billy Club ..... Delivers Krush Criticals, -5, Max Result: 145, Max Crit: E

Armored Fist ..... Delivers Krush Criticals, -25, Max Result: 120, Max Crit: B

Nunchaku ..... Delivers Krush Criticals, +5, Max Result: 150, Max Crit: E

Combat Knife ..... Delivers Puncture Criticals, -10, Max Result: 110, Max Crit: D

Rapier ..... Delivers Puncture Criticals, +10, Max Result: 130, Max Crit: E

Staff ..... Delivers Krush Criticals, +20, Max Result: 150, Max Crit: E

Spear ..... Delivers Puncture Criticals, +10, Max Result: 150, Max Crit: E

AT I-IV ..... Slash crits against an armored location are resolved as Krush crits (p. 221).

AT V-VII ..... Slash crits against an armored location are resolved as Krush crits (p. 221). Puncture crits vs. an armored location are ignored.

AT VIII-X ..... Puncture crits vs. an armored location are ignored. All other crits vs. an armored location are resolved as Krush crits (p. 221).

Missile/Thrown Weapon Attack Table A-8.8.8

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	21E	23E	22E	30E	20E	23E	28E	4	5B	6C	12D	15E	18E	19D	20E	24E	24E	148-150
145-147	21E	23E	22E	30E	20E	22E	27E	4	5A	6B	12D	15E	18E	19D	20E	24E	23E	145-147
142-144	20E	22E	21E	28E	19E	21E	26E	4	5	5A	12D	14E	17E	18D	19E	22E	22E	142-144
139-141	19E	20E	20E	27E	17E	20E	24E	4	5	4	11C	14E	16E	18D	18E	21E	21E	139-141
136-138	18D	19D	20E	26E	16D	19D	23D	4	4	3	11C	13D	15D	17C	17D	20D	20D	136-138
133-135	17D	18D	19D	25D	15D	18D	22D	4	4	2	10C	12D	14D	16C	16D	19D	19D	133-135
130-132	16D	17D	18D	24D	14D	17D	20D	3	3	2	10B	12D	13D	15C	16D	18D	18D	130-132
127-129	15D	16D	17D	23D	13D	15D	19D	3	3	–	10B	11C	13D	15C	15C	17D	16D	127-129
124-126	15C	15C	16D	22D	12C	14C	18C	3	2	–	9B	10C	12C	14B	14C	16C	15C	124-126
121-123	14C	14C	16D	21D	11C	13C	16C	3	2	–	9A	10C	11C	13B	13C	15C	14C	121-123
118-120	13C	13C	15C	19C	10C	12C	15C	2	2	–	8A	9C	10C	12B	12C	14C	13C	118-120
115-117	12C	12C	14C	18C	9B	11B	14C	2	1	–	8A	9B	9C	12B	11B	13C	12C	115-117
112-114	11B	11C	13C	17C	8B	10B	12B	2	–	–	7	8B	8B	11A	11B	12B	10B	112-114
109-111	10B	10B	12C	16C	7B	8B	11B	2	–	–	7	7B	7B	10A	10B	10B	9B	109-111
106-108	9B	9B	12C	15C	6B	7B	10B	1	–	–	6	7A	6B	9A	9A	9B	8B	106-108
103-105	8B	8B	11B	14C	5A	6A	8B	1	–	–	6	6A	5B	9A	8A	8B	7B	103-105
100-102	8A	7B	10B	13B	4A	5A	7A	–	–	–	5	5A	5A	8A	7A	7A	6A	100-102
97-99	7A	6A	9B	12B	2A	4A	6A	–	–	–	5	5A	4A	7	6A	6A	5A	97-99
94-96	6A	5A	8B	10B	1A	3A	4A	–	–	–	4	4	3A	6	6	5A	3A	94-96
91-93	5A	3A	8B	9B	–	1	3A	–	–	–	4	3	2A	6	5	4A	2A	91-93
88-90	4	2A	7A	8B	–	–	1	–	–	–	3	3	1	5	4	3	1A	88-90
85-87	3	1	6A	7A	–	–	–	–	–	–	3	2	–	4	3	2	–	85-87
82-84	2	–	5A	6A	–	–	–	–	–	–	2	1	–	3	2	–	–	82-84
79-81	1	–	4A	5A	–	–	–	–	–	–	2	–	–	3	1	–	–	79-81
76-78	–	–	4A	4A	–	–	–	–	–	–	1	–	–	2	–	–	–	76-78
73-75	–	–	3	3A	–	–	–	–	–	–	1	–	–	1	–	–	–	73-75
70-72	–	–	2	1	–	–	–	–	–	–	–	–	–	–	–	–	–	70-72
67-69	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	67-69
64-66	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64-66
61-63	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
58-60	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Special Modifications:

Blow Gun ..... +5, Max Result: 140, Range: 1-3(0), 4-8(+0), 9-15(-20), 16-30(-40)

Long Bow & Compound Bow ..... +10, Max Result: 150, Range: Standard

Short Bow ..... +0, Max Result: 130, Range: 1-3(+10), 4-30(0), 31-55(-40), 56-75(-70)

Crossbow ..... +0, Max Result: 140, Range: 1-3(+15), 4-30(0), 31-60(-35), 61-90(-50), 91-110(-75)

Sling ..... Delivers Krush Crits, +0, Max Result: 140, Range: 1-3(+15), 4-18(0), 19-35(-40), 36-55(-65)

Thrown Wp. ..... -30, Max Result: 110, Max Crit: D, Range: 1-3(-10), 4-8(-20), 9-15(-30)

AT V-VII ..... Puncture Crits vs. an armored location are ignored.

AT VIII-X ..... Puncture Crits vs. an armored location are ignored.

TYPICAL WEAPON DATA

Weight: 1.5 kilograms

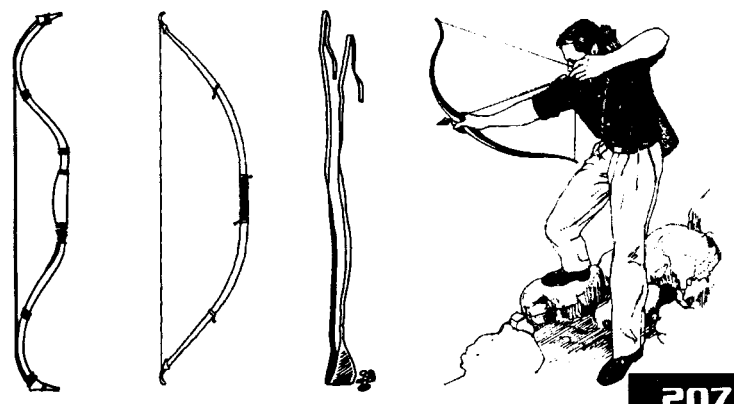
Fumble Range: 01 – 05[UM] (XX=5)

Critical Type: Puncture (p. 225)

Range Modifiers: (m=meters)

0-3m:	+20
4-40m:	0
41-60m:	-30
61-90m:	-40
91-120m:	-50

F — Weapon fumbled, roll on Table A-8.10.3 (p. 231).
UM — Unmodified roll. Apply result with no modifications.



Plasma (Assault) Attack Table A-8.8.9

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	40G	41G	48G	59G	41G	56G	76G	22E	26F	30G	47E	57F	68G	47F	54G	61G	68G	148-150
145-147	39G	40G	47G	57G	40G	54G	73G	22D	26F	29G	46D	55F	66G	46F	53G	59G	66G	145-147
142-144	38G	38G	45G	55G	39G	51G	69G	21C	25E	28F	45C	53E	64G	45E	51F	57F	64G	142-144
139-141	36F	37F	44G	53G	37F	49F	66F	21B	24D	27E	43B	51D	62F	43D	49E	55F	62F	139-141
136-138	35F	35F	42F	51F	36F	46F	63F	20A	23D	26D	42A	49D	59F	42D	47E	53E	59F	136-138
133-135	33F	33F	41F	49F	34E	43E	59F	19	22C	24D	40	47C	57E	40C	45D	51D	57E	133-135
130-132	32E	32E	39F	47F	33E	41E	56E	18	21B	23C	39	45B	55E	39B	43C	49D	55E	130-132
127-129	31E	30E	38F	45F	32D	38E	53E	18	20B	22B	37	43B	53E	37B	42C	46C	53E	127-129
124-126	29E	28E	36E	43F	30D	36D	49D	17	19A	21B	36	41A	50D	36A	40B	44C	50D	124-126
121-123	28D	27D	35E	41E	29D	33D	46D	16	18A	19A	34	39A	48D	34A	38A	42B	48D	121-123
118-120	26D	25D	33E	39E	27C	31C	43D	15	17	18	33	37	46C	33	36A	40A	46C	118-120
115-117	25D	23D	32E	37E	26C	28C	40C	15	16	17	31	35	44C	31	34	38A	44C	115-117
112-114	23C	22C	30D	35E	25B	26C	36C	14	15	16	30	33	41C	30	33	36	41C	112-114
109-111	22C	20C	29D	33D	23B	23B	33C	13	14	14	28	31	39B	28	31	34	39B	109-111
106-108	21C	18C	27D	31D	22B	21B	30B	12	13	13	27	30	37B	27	29	32	37B	106-108
103-105	19B	17B	26D	29D	20A	18A	26B	12	12	12	25	28	35A	25	27	29	35A	103-105
100-102	18B	15B	24C	27D	19A	15A	23B	11	11	11	24	26	32A	24	25	27	32A	100-102
97-99	16B	14B	22C	25C	17	13A	20A	10	10	9	22	24	30A	22	23	25	30A	97-99
94-96	15A	12A	21C	23C	16	10	16A	9	9	8	21	22	28	21	22	23	28	94-96
91-93	13A	10A	19B	21C	15	8	13A	9	8	7	19	20	26	19	20	21	26	91-93
88-90	12A	9A	18B	19C	13	5	10	8	7	6	18	18	23	18	18	19	23	88-90
85-87	11	7	16B	17B	12	3	7	7	6	4	16	16	21	16	16	17	21	85-87
82-84	9	5	15B	15B	10	–	3	6	5	3	15	14	19	15	14	14	19	82-84
79-81	8	4	13A	13B	9	–	–	6	4	2	13	12	17	13	13	12	17	79-81
76-78	6	2	12A	11B	8	–	–	5	3	–	12	10	14	12	11	10	14	76-78
73-75	5	–	10A	9A	6	–	–	4	2	–	10	8	12	10	9	8	12	73-75
70-72	3	–	9A	7A	5	–	–	3	1	–	9	6	10	9	7	6	10	70-72
67-69	2	–	7	5A	3	–	–	3	–	–	7	4	8	7	5	4	8	67-69
64-66	–	–	6	3A	2	–	–	2	–	–	6	2	5	6	3	2	5	64-66
61-63	–	–	4	1A	–	–	–	1	–	–	4	–	3	4	2	–	3	61-63
58-60	–	–	3	–	–	–	–	–	–	–	3	–	1	3	–	–	1	58-60
55-57	–	–	1	–	–	–	–	–	–	–	1	–	–	1	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

TYPICAL WEAPON DATA

Weight: 4.6 kilograms

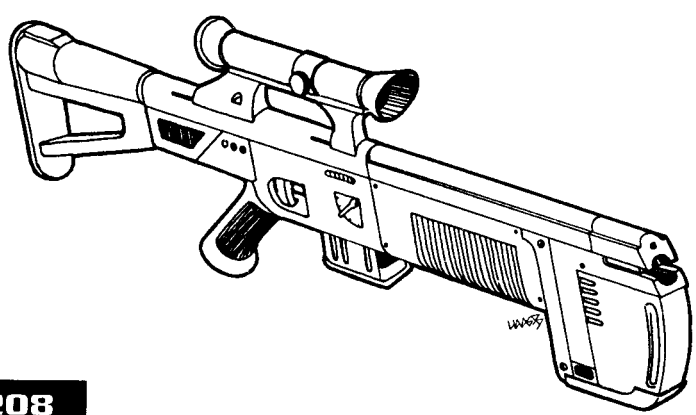
Fumble Range: 01 – 03[UM] (XX=3)

Critical Type: Plasma (p. 224)

Range Modifiers: (m=meters)

0-1m:	+10
2-5m:	0
6-10m:	-25
11-50m:	-50
51-100m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapons Using This Table: Assault Plasma-carbines, Hunting/Sniping Plasma-carbines, Support Plasma-cannons

Special Modifications:

Light Weapons ..... -10

Medium Weapons 0

Heavy Weapons ..... +10

Hunting/Sniping Weapons ..... 2x Range, Single Shot Only

Support Weapons ..... 4x Range, 2x Damage, Mk. V weapon for purposes of vehicle attacks (see p. 233)

Note: *If the plasma impacts a armored area (AT V or higher), it will cause a Burn Through critical the first round. If the armor is not removed, it causes a normal critical the next round. Every round after the first, the critical is reduced one level until no critical is caused (the same roll is used, though).*

Plasma Pistol Attack Table A-8.8.10

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	25F	26F	31F	39F	26F	37F	52F	11D	14E	17F	30D	38E	46F	30E	39F	41F	46F	148-150
145-147	25F	26F	31F	38F	26F	36F	50F	11C	14E	17F	30C	37E	45F	30E	38F	40F	45F	145-147
142-144	24F	25F	30F	37F	25F	34F	48F	11C	14D	16E	29C	36D	43F	29D	37E	39E	43F	142-144
139-141	23F	24F	29F	36F	24E	32E	45E	11B	13D	16E	28B	35D	42E	28D	36E	37E	42E	139-141
136-138	22E	22E	28F	34F	23E	31E	43E	10A	13C	15D	27A	33C	40E	27C	34D	36D	40E	136-138
133-135	21E	21E	27E	33E	22E	29E	41E	10	12C	14C	26	32C	39E	26C	33D	34D	39E	133-135
130-132	20E	20E	26E	32E	21D	27D	39E	10	12B	14C	25	31B	37D	25B	32C	33C	37D	130-132
127-129	19D	19D	25E	30E	20D	26D	36D	9	11B	13B	24	29B	36D	24B	30B	32C	36D	127-129
124-126	19D	18D	24E	29E	20D	24D	34D	9	11A	12A	23	28A	34D	23A	29B	30B	34D	124-126
121-123	18D	17D	23D	28E	19C	22C	32D	9	10A	11A	22	27A	33C	22A	28A	29B	33C	121-123
118-120	17D	16D	22D	26D	18C	21C	30C	8	10	11	21	25	31C	21	26A	27A	31C	118-120
115-117	16C	15C	21D	25D	17C	19C	27C	8	9	10	20	24	30C	20	25	26A	30C	115-117
112-114	15C	14C	20D	24D	16B	17B	25C	7	9	9	19	23	28B	19	24	24	28B	112-114
109-111	14C	13C	19D	22D	15B	16B	23B	7	8	9	18	21	27B	18	22	23	27B	109-111
106-108	13B	12B	18C	21D	14A	14B	21B	7	7	8	17	20	25B	17	21	22	25B	106-108
103-105	12B	11B	17C	20C	13A	12A	18B	6	7	7	16	19	24A	16	20	20	24A	103-105
100-102	11B	10B	16C	18C	12A	11A	16A	6	6	6	15	17	22A	15	19	19	22A	100-102
97-99	11B	9B	15C	17C	11	9A	14A	6	6	6	14	16	21A	14	17	17	21A	97-99
94-96	10A	8A	14B	16C	11	7	12A	5	5	5	13	15	19	13	16	16	19	94-96
91-93	9A	7A	13B	14C	10	5	9A	5	5	4	12	13	18	12	15	14	18	91-93
88-90	8A	6A	12B	13B	9	4	7	4	4	4	12	12	16	12	13	13	16	88-90
85-87	7	5	11B	12B	8	2	5	4	4	3	11	11	15	11	12	11	15	85-87
82-84	6	4	10B	10B	7	–	3	4	3	2	10	9	13	10	11	10	13	82-84
79-81	5	3	9A	9B	6	–	–	3	3	1	9	8	12	9	9	9	12	79-81
76-78	4	2	8A	8B	5	–	–	3	2	–	8	7	10	8	8	7	10	76-78
73-75	3	–	7A	6A	4	–	–	3	2	–	7	5	9	7	7	6	9	73-75
70-72	2	–	6A	5A	3	–	–	2	1	–	6	4	7	6	5	4	7	70-72
67-69	2	–	5	4A	2	–	–	2	–	–	5	3	6	5	4	3	6	67-69
64-66	–	–	4	2A	2	–	–	1	–	–	4	1	4	4	3	1	4	64-66
61-63	–	–	3	1A	–	–	–	1	–	–	3	–	3	3	1	–	3	61-63
58-60	–	–	2	–	–	–	–	–	–	–	2	–	1	2	–	–	1	58-60
55-57	–	–	1	–	–	–	–	–	–	–	1	–	–	1	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
XX-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	XX-33
UM 01-XX	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-XX UM

WEAPON DATA

Weapons Using This Table:
Plasma Pistols, Subassault Plasma-carbines

Special Modifications:

Hold-Out Weapons ..... Half Damage, -10
Light Weapons ..... -10
Medium Weapons 0
Heavy Weapons ..... +10
Subassault Weapons ..... 2x Range

Note: *If the plasma impacts a armored area (AT V or higher), it will cause a Burn Through critical the first round. If the armor is not removed, it causes a normal critical the next round. Every round after the first, the critical is reduced one level until no critical is caused (the same roll is used, though).*

TYPICAL WEAPON DATA

Weight: 0.5 kilograms

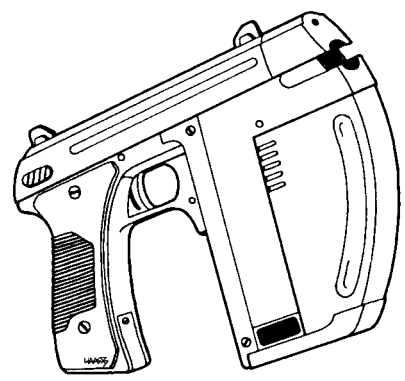
Fumble Range: 01 – 03UM (XX=3)

Critical Type: Plasma (p. 224)

Range Modifiers: (m=meters)

0-2m:	+10
3m:	0
4m:	-25
5-7m:	-50
8-18m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



Sonic Stunner Attack Table A-8.8.11

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
148-150	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	148-150
145-147	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	145-147
142-144	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	142-144
139-141	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	139-141
136-138	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	136-138
133-135	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	0C	133-135
130-132	0C	0C	0C	0C	0C	0C	0C	0B	0B	0B	0C	0C	0C	0C	0C	0C	0C	130-132
127-129	0B	0B	0C	0C	0C	0C	0C	0B	0B	0B	0B	0B	0B	0C	0C	0C	0C	127-129
124-126	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	124-126
121-123	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	121-123
118-120	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	0B	118-120
115-117	0B	0B	0B	0B	0B	0B	0B	0A	0A	0A	0B	0B	0B	0B	0B	0B	0B	115-117
112-114	0B	0B	0B	0B	0B	0B	0B	0A	0A	0A	0B	0B	0B	0B	0B	0B	0B	112-114
109-111	0B	0B	0B	0B	0B	0B	0B	0A	0A	0A	0A	0A	0A	0B	0B	0B	0B	109-111
106-108	0A	0A	0B	0B	0B	0B	0B	0A	0A	0A	0A	0A	0A	0B	0B	0B	0B	106-108
103-105	0A	0A	0A	0A	0B	0B	0B	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	103-105
100-102	0A	0A	0A	0A	0B	0B	0B	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	100-102
97-99	0A	0A	0A	0A	0A	0A	0A	–	–	–	0A	0A	0A	0A	0A	0A	0A	97-99
94-96	0A	0A	0A	0A	0A	0A	0A	–	–	–	0A	0A	0A	0A	0A	0A	0A	94-96
91-93	0A	0A	0A	0A	0A	0A	0A	–	–	–	0A	0A	0A	0A	0A	0A	0A	91-93
88-90	0A	0A	0A	0A	0A	0A	0A	–	–	–	–	–	–	0A	0A	0A	0A	88-90
85-87	0A	0A	0A	0A	0A	0A	0A	–	–	–	–	–	–	0A	0A	0A	0A	85-87
82-84	–	–	0A	0A	0A	0A	0A	–	–	–	–	–	–	0A	0A	0A	0A	82-84
79-81	–	–	–	–	0A	0A	0A	–	–	–	–	–	–	–	–	–	–	79-81
76-78	–	–	–	–	0A	0A	0A	–	–	–	–	–	–	–	–	–	–	76-78
73-75	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	73-75
70-72	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	70-72
67-69	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	67-69
64-66	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	64-66
61-63	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	61-63
58-60	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	37-39
34-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	34-36
xx-33	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	xx-33
UM 01-xx	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-xx UM

TYPICAL WEAPON DATA

Weight: 0.2 kilograms

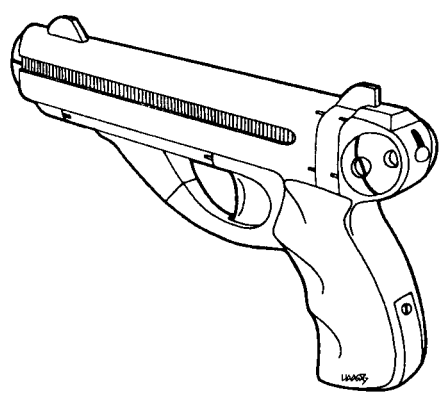
Fumble Range: 01 – 02UM (XX=2)

Critical Type: Stun (p. 227)

Range Modifiers: (m=meters)

0-1m:	+25
2-5m:	0
6-10m:	-25
11-20m:	-50
21-50m:	-100

F — Weapon fumbled, roll on Table A-8.10.1 (p. 229).
UM — Unmodified roll. Apply result with no modifications.



WEAPON DATA

Weapons Using This Table:
Stun Pistols, Subassault Stunners

Special Modifications:

Hold-Out Weapons ..... Half Damage, -10
Light Weapons ..... -10
Medium Weapons 0
Heavy Weapons ..... +10
Subassault Weapons ..... 2x Range

Notes: *Target's armor type is "1" unless the target is wearing an appropriate helmet.*

Psychic Bolt Attack Table A-8.8.12

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
Maximum Result for Magnitude 21+																		
148-150	31E	29E	35E	45E	29E	45E	60E	15D	19E	22E	34D	44E	53E	34D	40E	47E	53E	**148-150**
145-147	30E	28E	34E	44E	28E	43E	57E	15D	19E	22E	33D	43E	51E	33D	39E	46E	51E	**145-147**
142-144	29E	27E	33E	42E	27E	41E	54E	15C	18D	21E	32C	41D	49E	32C	38D	44E	49E	**142-144**
139-141	28E	26E	32E	41E	25E	39E	52E	14C	18D	20D	31C	39D	47D	31C	36D	42D	47E	**139-141**
Maximum Result for Magnitude 16-20																		
136-138	27E	25E	31E	39E	24D	36D	49D	14B	17D	19D	30B	38D	45D	30B	35C	40D	45D	**136-138**
133-135	26D	23D	30E	37E	23D	34D	46D	13A	16C	18C	29A	36C	43C	29A	33C	38C	43D	**133-135**
130-132	25D	22D	29D	36D	21D	32D	43D	13A	16C	18C	27A	34C	40C	28A	32B	37C	40D	**130-132**
127-129	23D	21D	27D	34D	20D	30D	40D	12	15B	17B	26	33B	38B	27	31B	35B	38D	**127-129**
Maximum Result for Magnitude 11-15																		
124-126	22D	20D	26D	32D	19C	28C	38D	12	14B	16B	25	31B	36B	25	29A	33B	36C	**124-126**
121-123	21D	18C	25D	31D	17C	25C	35C	11	14A	15A	24	29A	34A	24	28A	31A	34C	**121-123**
118-120	20C	17C	24D	29D	16C	23C	32C	11	13A	14A	22	28A	32A	23	26A	30A	32C	**118-120**
115-117	19C	16C	23D	28C	15B	21C	29C	11	12	13A	21	26	30A	22	25	28A	30C	**115-117**
Maximum Result for Magnitude 6-10																		
112-114	17C	15C	21C	26C	13B	19B	26C	10	12	12	20	24	28	21	23	26	28B	**112-114**
109-111	16C	13C	20C	24C	12B	16B	24B	10	11	12	19	23	25	20	22	24	25B	**109-111**
106-108	15B	12B	19C	23C	11B	14B	21B	9	10	11	18	21	23	19	21	22	23B	**106-108**
103-105	14B	11B	18C	21C	9A	12B	18B	9	10	10	16	19	21	17	19	21	21B	**103-105**
Maximum Result for Magnitudes 1-5																		
100-102	13B	10B	17C	19C	8A	10A	15B	8	9	9	15	18	19	16	18	19	19A	**100-102**
97-99	12B	8B	16B	18B	6A	8A	12A	8	8	8	14	16	17	15	16	17	17A	**97-99**
94-96	10B	7A	14B	16B	5A	5A	9A	7	8	7	13	14	15	14	15	15	15A	**94-96**
91-93	9A	6A	13B	15B	4	3A	7A	7	7	6	12	13	12	13	13	13	12A	**91-93**
88-90	8A	5A	12B	13B	2	1	4A	6	6	6	10	11	10	12	12	12	10	**88-90**
85-87	7A	3A	11B	11B	1	–	1	6	6	5	9	9	8	11	11	10	8	**85-87**
82-84	6A	2A	10B	10A	–	–	–	5	5	4	8	8	6	9	9	8	6	**82-84**
79-81	5A	1	8A	8A	–	–	–	5	4	3	7	6	4	8	8	6	4	**79-81**
76-78	3	–	7A	6A	–	–	–	4	4	2	5	4	2	7	6	5	2	**76-78**
73-75	2	–	6A	5A	–	–	–	4	3	1	4	3	–	6	5	3	–	**73-75**
70-72	1	–	5A	3A	–	–	–	3	2	–	3	1	–	5	3	1	–	**70-72**
67-69	–	–	4A	2A	–	–	–	3	2	–	2	–	–	4	2	–	–	**67-69**
64-66	–	–	3A	–	–	–	–	2	1	–	–	–	–	3	–	–	–	**64-66**
61-63	–	–	1	–	–	–	–	2	–	–	–	–	–	1	–	–	–	**61-63**
58-60	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	**58-60**
03-57	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	**03-57**
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	**01-02 UM**

ATTACK TYPE DATA

Attacks Using This Table:
Various directed psychic attacks

Special Modifications: —

TYPICAL ATTACK DATA

Weight: —

Failure Range: 01 – 02[UM] (XX=2)

Critical Type: varies

Range Modifiers: (m=meters)

touch:	+30
0-3m:	+10
4-15m:	0
16-30m:	-20
31-100m:	-40
101m+:	-60

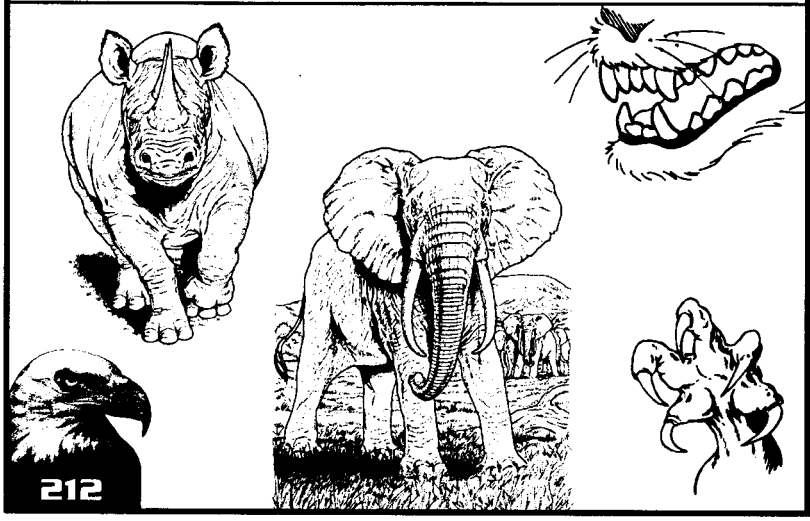
F — Psychic power fails, roll on Table A-8.10.4 (p. 232).
UM — Unmodified roll. Apply result with no modifications.



Tooth & Claw Attack Table A-8.8.13

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
Maximum Result for Huge Attacks																		
148-150	12E	15E	15E	23E	19E	21E	24E	3	6B	9C	10E	14E	18E	12E	15E	18E	20E	148-150
145-147	11D	14D	14E	22E	18E	20E	24E	3	6A	9B	10E	14E	18E	12E	15E	18E	20E	145-147
142-144	11C	13D	13E	21E	17E	19E	23E	3	6	9A	10D	14E	18E	12D	15D	17E	19E	142-144
139-141	10C	13C	13D	21E	17E	19E	23E	3	5	8	10C	13D	17E	11C	14D	17D	19E	139-141
136-138	10C	12C	12D	20E	16D	18E	22E	2	5	7	9C	13D	16D	11C	14D	16D	18D	136-138
Maximum Result for Large Attacks																		
133-135	9B	12C	12D	19E	15D	17D	21E	2	4	7	9B	12C	16D	10B	13C	16D	17D	133-135
130-132	9B	11C	11C	19E	15D	17D	21E	1	4	6	8A	12C	15D	10A	12C	15C	17D	130-132
127-129	8B	11B	11C	18D	14C	16D	20E	–	3	6	8A	11C	15D	9A	12B	14C	16C	127-129
124-126	8B	10B	10C	17D	14C	16D	19E	–	2	5	8	11B	14C	9	11B	14C	15C	124-126
121-123	7A	10B	10C	17D	13C	15C	19E	–	2	4	7	10B	13C	8	11A	13B	15C	121-123
Maximum Result for Medium Attacks																		
118-120	7A	9B	9B	16D	12B	14C	18D	–	1	4	7	10B	13C	8	10A	12B	14C	118-120
115-117	6	9A	9B	15C	12B	14C	17D	–	–	3	6	9A	12B	7	9A	12B	13B	115-117
112-114	6	8A	8B	15C	11B	13C	17D	–	–	3	6	9A	11B	7	9	11A	13B	112-114
109-111	6	8A	8A	14C	10A	12B	16C	–	–	2	6	8	11B	6	8	10A	12B	109-111
106-108	5	7A	7A	13C	10A	12B	15C	–	–	1	5	8	10B	6	8	10A	11A	106-108
Maximum Result for Small Attacks																		
103-105	5	6	7A	13B	9A	11B	15B	–	–	–	5	7	10A	5	7	9	11A	103-105
100-102	4	6	6A	12B	9A	11B	14B	–	–	–	4	7	9A	5	7	8	10A	100-102
97-99	4	5	6A	11B	8A	10A	13B	–	–	–	4	6	8A	4	6	8	9A	97-99
94-96	3	5	5A	11A	7	9A	13B	–	–	–	3	5	8A	4	5	7	9	94-96
91-93	3	4	5	10A	7	9A	12B	–	–	–	3	5	7	3	5	6	8	91-93
88-90	2	4	4	9A	6	8A	12B	–	–	–	3	4	7	3	4	6	7	88-90
85-87	2	3	4	9A	5	7A	11A	–	–	–	2	4	6	2	4	5	6	85-87
82-84	1	3	3	8	5	7	10A	–	–	–	2	3	5	2	3	4	6	82-84
Maximum Result for Tiny Attacks																		
79-81	1	2	3	7	4	6	10	–	–	–	1	3	5	1	3	4	5	79-81
76-78	1	2	2	7	4	6	9	–	–	–	1	2	4	1	2	3	4	76-78
73-75	–	1	2	6	3	5	8	–	–	–	–	2	3	–	1	3	4	73-75
70-72	–	1	1	5	2	4	8	–	–	–	–	1	3	–	–	2	3	70-72
67-69	–	–	1	5	2	4	7	–	–	–	–	–	2	–	–	1	2	67-69
64-66	–	–	–	4	1	3	6	–	–	–	–	–	2	–	–	–	2	64-66
61-63	–	–	–	3	1	2	6	–	–	–	–	–	1	–	–	–	1	61-63
58-60	–	–	–	3	–	2	5	–	–	–	–	–	–	–	–	–	–	58-60
55-57	–	–	–	2	–	1	4	–	–	–	–	–	–	–	–	–	–	55-57
52-54	–	–	–	1	–	1	4	–	–	–	–	–	–	–	–	–	–	52-54
49-51	–	–	–	1	–	–	3	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–	46-48
43-45	–	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–	43-45
40-42	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	–	40-42
37-39	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	–	37-39
03-36	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-36
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

F — Attack fails, no damage is delivered.
UM — Unmodified roll. Apply result with no modifications.



ATTACK TYPE DATA

Attack Type	Abbreviation	Critical Type
Bite	Bi	Puncture (p. 225)
Claw / Talon	Cl	Slash (p. 226)
Fall / Crush	Cr (or Fa)	Krush (p. 221)
Horn / Tusk	Ho	Puncture (p. 225)
Pincer / Beak	Pi	Slash (p. 226)
Stinger	St	Puncture (p. 225)
Tiny	Ti	(no criticals)
Trample / Stomp	Ts	Krush (p. 221)
Fist / Kick ‡	Fi	Krush (p. 221)

‡ — Treat all criticals as 'A' severity criticals.
The attack size for human-sized creatures is "Small."



Bash & Grapple Attack Table A-8.8.14

	No Armor							Combat Armor			Kinetic Armor			Armored Cloth				
	12	11	8	5	4	3	1	X	IX	VIII	VII	VI	V	IV	III	II	I	
Maximum Result for Huge Attacks																		
148-150	11E	13E	14E	19E	15E	15E	20E	10E	13E	17E	10E	13E	17E	11E	13E	16E	18E	148-150
145-147	10E	12D	13E	18E	14E	14E	19E	10E	13E	17E	10E	13E	17E	11E	13E	16E	18E	145-147
142-144	10D	12D	13E	17E	14E	14E	18E	10E	13E	17E	10E	13E	17E	11E	13E	16E	18E	142-144
139-141	9D	11D	12E	17E	13E	13E	18E	10E	13E	16E	10E	12E	16E	11E	12E	15E	17E	139-141
136-138	9C	11C	12D	16E	13D	13D	17E	9D	12D	16D	9E	12E	16E	10E	12D	15D	16D	136-138
Maximum Result for Large Attacks																		
133-135	9C	10C	11D	16D	12D	12D	17D	9D	12D	15D	9D	12D	15D	10D	11D	14D	16D	133-135
130-132	8C	10C	11D	15D	12D	12D	16D	9D	11D	15D	9D	11D	14D	9D	11D	13D	15D	130-132
127-129	8C	9C	10C	15D	11C	11C	16D	8D	11D	14D	8D	11D	14D	9D	10D	13D	15C	127-129
124-126	7C	9C	10C	14C	11C	11C	15C	8C	10C	14C	8D	10D	13D	8D	10D	12C	14C	124-126
121-123	7B	9B	9C	14C	10C	10C	14C	8C	10C	13C	7D	10D	13D	8C	10C	12C	13C	121-123
Maximum Result for Medium Attacks																		
118-120	7B	8B	9C	13C	10B	10B	14B	7C	10C	13C	7C	9C	12C	8C	9C	11C	13C	118-120
115-117	6B	8B	9B	13B	9B	10B	13B	7C	9C	12B	7C	9C	12C	7C	9C	11C	12B	115-117
112-114	6B	7B	8B	12B	9B	9B	13A	7C	9B	12B	6C	8C	11C	7C	8C	10B	12B	112-114
109-111	6B	7B	8B	11A	8A	9A	12A	6B	8B	11B	6C	8C	11C	6C	8B	10B	11B	109-111
106-108	5B	6B	7B	11A	8A	8A	12A	6B	8B	11B	5C	7C	10C	6B	7B	9B	10B	106-108
Maximum Result for Small Attacks																		
103-105	5A	6A	7A	10A	7A	8A	11A	5B	7B	10A	5B	7B	9B	5B	7B	8B	10A	103-105
100-102	4A	5A	6A	10A	7A	7A	11A	5B	7A	9A	5B	6B	9B	5B	6B	8A	9A	100-102
97-99	4A	5A	6A	9A	6A	7A	10A	5A	7A	9A	4B	6B	8B	4B	6A	7A	9A	97-99
94-96	4A	5A	5A	9A	6A	6A	9A	4A	6A	8A	4B	5B	8B	4A	5A	7A	8A	94-96
91-93	3A	4A	5A	8A	5A	6A	9	4A	6A	8	3B	5B	7B	4A	5A	6A	8	91-93
88-90	3A	4A	5A	8	5A	5	8	4A	5	7	3A	5A	7A	3A	4A	6	7	88-90
85-87	2A	3A	4A	7	4	5	8	3	5	7	3A	4A	6A	3A	4A	5	6	85-87
82-84	2A	3A	4A	7	4	5	7	3	4	6	2A	4A	5A	2A	3	5	6	82-84
79-81	2A	2A	3A	6	3	4	7	3	4	6	2A	3A	5A	2	3	4	5	79-81
76-78	1A	2A	3A	5	3	4	6	2	4	5	1A	3A	4A	1	2	3	5	76-78
73-75	1A	1	2	5	2	3	6	2	3	5	1A	2	4	1	2	3	4	73-75
70-72	1	1	2	4	2	3	5	1	3	4	–	2	3	–	1	2	3	70-72
67-69	–	1	1	4	1	2	4	1	2	4	–	1	3	–	–	2	3	67-69
64-66	–	–	1	3	1	2	4	–	2	3	–	–	2	–	–	1	2	64-66
61-63	–	–	1	3	1	1	3	–	1	3	–	–	2	–	–	–	2	61-63
58-60	–	–	–	2	–	1	3	–	1	2	–	–	1	–	–	–	1	58-60
55-57	–	–	–	2	–	1	2	–	–	2	–	–	–	–	–	–	–	55-57
52-54	–	–	–	1	–	–	2	–	–	1	–	–	–	–	–	–	–	52-54
49-51	–	–	–	1	–	–	1	–	–	–	–	–	–	–	–	–	–	49-51
46-48	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	–	46-48
03-45	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	03-45
UM 01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02 UM

ATTACK TYPE DATA

Attack Type	Abbreviation	Critical Type
Bash / Knockdown	Ba	Krush (p. 221)
Grapple / Grasp / Envelop / Swallow	Gr	Krush (p. 221)
Ram / Butt	Ra	Krush (p. 221)
Wrestling / Tackles ‡	Wr	Krush (p. 221)

‡ — Treat all criticals as 'A' severity criticals. The attack size for human-sized creatures is "Small."

F — Attack fails, no damage is delivered.
UM — Unmodified roll. Apply result with no modifications.





BALLISTIC IMPACT CRITICAL STRIKE TABLE A-8.9.1

	A	B	C	D	E
01-05	Blast to foe's hand. If he was holding an item, might drop it. +0H	You shot foe's hand. He must make a Light maneuver to hold onto it. +0H – ✕	Shot hits whatever foe was holding. The item flies out of his grasp. +1H – 2✕	The item in foe's hand is hit. Make a breakage check for the item and it flies 10' behind foe. +2H – 2✕ – (-5)	Shot hits foe's hand. Bones break. Hand is useless. +3H – 3✲ – (-15)
06-10	Ah, well. Maybe next time. +0H	Forearm wound causes foe to flinch and bruise. You gain initiative next round. +2H – ✕	Forearm wound bruises tears tendons. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +2H – ✕ – (-5)	Forearm shot fractures wrist. Foe drops any items he was carrying with this arm. +4H – 2✲ – (-10)	Forearm shot crushes bone and which tears tendons. Foe drops any items he was carrying and loses initiative for two rounds. +5H – 3✲ – 2♦ – (-15)
11-15	Not even a bruise. +0H	Nick foe's biceps causing minor bruising damage. +2H – ✕ – (-5)	Biceps hit causes major bruising damage. +4H – 2✲ – (-10)	Elbow hit breaks bone and tears tendons. Arm useless. +3H – 4✲ – 2✕ – (-20)	Biceps hit breaks bone. Arm useless. + 8H – 6✲ – ♦ – (-25)
16-20	Come on, I can "punch" harder than that. +0H	Nick foe's triceps causing minor bruising damage. +2H – ✕ – (-5)	Triceps hit causes major bruising damage. +4H – 2✲ – (-10)	Elbow hit breaks bone and tears tendons. Arm useless. +3H – 4✲ – 2✕ – (-20)	Triceps hit breaks bone. Arm useless. + 8H – 6✲ – ♦ – (-25)
21-30	A bruise on the shoulder. +1H	Shoulder hit. Minor bruising damage. +1H – ✕ (-5)	Bullet solidly impacts shoulder, foe spins and falls down. +5H – 2✲ – ✕ – (-10)	Bullet solidly impacts shoulder, foe spins and falls down. Foe loses initiative next round. +5H – 3✲ – 2✕ – (-15)	Impact pops foes arm from his shoulder. +5H – 4✲⊗ – (-20)
31-40	Shot to the shoulder gives only a slight dent. +1H	Bullet bruises foes clavicle +4H – 2✕ – (-5)	Bullet breaks clavicle. +10H – 3✲ – (-15)	Bullet solidly impacts shoulder, foe spins and falls down. Foe loses initiative next round. +5H – 3✲ – 2✕ – (-15)	Impact pops foes arm from his shoulder. +5H – 4✲⊗ – (-20)
41-50	Ho. Hum. +0H	Hard hit to the thigh. Foe must make a Medium maneuver or fall down. +4H – (-5)	Hard hit to the thigh. Foe must make a Hard maneuver or fall down. +6H – ✕ – (-5)	Hard hit to the thigh. Foe must make a Very Hard maneuver or fall down. That'll leave a mark. +8H – 2✲ – (-10)	Bullet impacts squarely and breaks femur. Foe falls. +10H – 4✲⊗ – (-40)
51-55	Lower leg hit results in just a minor scratch. +1H	Hard hit to the calf. Foe must make a Medium maneuver or fall down. +1H – ✕	Hard hit to the calf. Foe must make a Hard maneuver or fall down. +4H – ✕ – (-5)	Bullet strikes calf. Tibia fractured. Foe must make a Very Hard maneuver or fall down. +10H – 2✲ – ✕ – (-15)	Calf strike breaks bone. Foe falls. +8H – 3✲⊗ – (-30)
56-60	Foe is lucky he has quick feet. +1H	Foe has a crushed toe. +4H – ✕ – (-5)	Foot hit breaks several small bones. +8H – 2✕ – (-10)	Ankle strike fractures bone. Foe falls. +10H – 3✲- ⊗ – (-15)	Ankle strike breaks bone which tears tendon. If caliber is large enough (hunting class of II or greater) ankle is crushed (+20H). Foe falls. +12H – 4✲⊗ -2♦ – (-25)
61-65	Shot punches foe in waist. +2H – ✕	Bullet strikes foes hip causing a minor fracture. +4H – ✲ – (-5)	Hip strike causes much bruising and a small fracture. +8H – 2✲ – ✕ – (-10)	Hip strike fractures pelvis. He tries not to shimmy. +12H – 3✲⊗ – (-20)	Foe's hip joint shattered. +20H – 5✲⊗ – (-50)
66	Bullet to his seat causes foe to jump. He loses initiative next round. +8H – 2✲	Wild shot bounces off of foe's armor, hits a rock, then goes right back to foe's head. Foe is unconscious for 3d10 hours. +10H – (-10) – (+25)	And you thought this short of shot was a myth ... Foe takes it right between the eyes. His skull is cracked. He's down for the count. +20H (+25)	Chest hit breaks several ribs which cause internal bleeding. +20H – 4✲⊗ – 4♦ – (-30)	Funny, you never thought your opponent could hit a note that high. You are stunned for 1 round in sympathy. +30H – 12✲⊗ – 2♦ – (-75)
67-70	Almost a great hit on the knee. +1H – ✕	Knee shot fractures bone. +4H – ✲ – (-5)	Bullet fractures knee and bruises tendons. +7H – 2✲ – (-10)	Bullet breaks kneecap and causes minor tendon damage. +12H – 4✲⊗ – (-20)	Bullet shatters foe's knee. Sever tendon damage. +18H – 6✲ – 4⊗ – (-30)
71-75	Right in the gut; except for that armor. +1H	Bullet impacts foes abdomen causing minor muscle bruising. +2H – ✕ – (-5)	Abdomen hit causes minor muscle and organ damage. +4H – 2✲ – ♦ – (-10)	Lower abdominal shot leaves a large bruise and causes some bleeding. +5H – 3✲⊗ – 2♦ – (-10)	Kidney shot. Opponent bleeding pretty bad internally. +8H – 4✲⊗ – 5♦ -(-20)
76-80	Shot to the side leaves foe slightly off-balance. +3H – 2✕	Side hit breaks two ribs. +4H – 2✲ – (-10)	Bullet glances off two ribs, breaking them in the process. +8H – 3✲ – (-10)	Bullet breaks three ribs. +10H – 4✲ – (-10)	Foe has two ribs and his spleen crushed by the impact. +12H – 3✲⊗ – 5♦ – (-20)
81-85	Center abdomen hit causes minor muscle bruising. +3H – ✕	Bullet impacts high on foes abdomen. Foe loses initiative for three rounds +4H – ✲ – (-5)	Upper abdominal hit bruises some internal organs. +6H – 2✲ – (-10)	Bullet breaks a rib which punctures a lung. +8H – 3✲⊗ – 3♦ – (-15)	Bullet hits foe in back causing major busing. Foe at -20 until a chiropractor looks at his back. +15 H – 2✲ – (-10)
86-90	Chest hit causes minor muscle bruising. +3H – ✕	Chest hit breaks rib. Major muscle and tendon damage. +8H – 2✲ – ♦ – (-10)	Chest strike breaks rib and collapses lung. +8H – 3✲⊗ – 3♦ – (-15)	Chest Hit breaks sternum. +10H – 3✲⊗ – (-30)	Heart strike crushes sternum and lodges bone shards near foe's heart. Call a good surgeon. +15H – 4✲⊗ – 4♦ – (-40)
91-95	Foes ear is now a little flatter. Foe hears at -10. +2H	Bullet glances off foe's skull. +3H – 3✲	Bullet to side of foes head. Temporary (2 days) loss of hearing in that ear. +6H – 2✲ – (-10)	Bullet hits foe smack dab in the forehead. Foe unconscious for thee hours. +12H – (-10)	Bullet caves in the front of foe's skull. Death in instantaneous. (+20)
96-99	Bullet breaks foe's cheek. Foe has trouble talking. He suffers a -5 to his Appearance. +4H – 2✲ – (-5)	Bullet breaks foes jaw. Foe cannot talk until healed. He suffers a -15 to his Appearance. +6H – 2✲ – ⊗ – 2♦ – (-10)	Bullet to foes throat. Trachea crushed. Foe will suffocate in six minutes without medical attention. +6H – 3✲⊗ – ♦ – (-15)	Bullet crushes corradid artery. Foe will die in six minutes without surgery +3H – 3✲⊗ – (-15)	Bullet breaks foes neck. Foe paralyzed. +8H – (-75)
100	Bullet crushes foes eye. Permanent vision loss in that eye. +5H – 2✲⊗ – (-10) – (+20)	Foe's ear is crushed and several bones broken in his skull. Not fun ... for him. +6H – 3✲⊗ – (-10) – (+20)	Shot caves in the side of foe's head. He's dead, but you have half a round left to act. (+20)	Foe gets strange look on face as bullet breaks foes nose and drives cartilage into his brain. Foe is in coma for next two years. (+20)	Bullet crushes foes fore-lobes. Foe dies instantly. Carry on soldier. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✲=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

BALLISTIC PUNCTURE CRITICAL STRIKE TABLE A-8.9.2

	A	B	C	D	E
01-05	Graze foe's hand. If foe is carrying an item, he must make a Routine maneuver to hold onto it. +0H	Graze foe's hand. If foe is carrying an item, he must make a Light maneuver to hold onto it. +1H – ✕	Shot hits foe's hand. If foe is carrying an item, he must make a Medium maneuver to hold onto it. +1H – 2✕ (-10)	Shot goes through foe's hand breaks bones and tears tendons. If foe is carrying an item, he must make a Hard maneuver or drop it. +3H – 2✕ – 2♦ – (-10)	Shot through foe's hand breaks bone and tears tendons. If foe drops any items he was carrying with this hand. +5H – 3✲⊗ – (-20)
06-10	Forearm graze causes foe to flinch. You gain initiative next round. +1H	Forearm wound causes foe to grimace and bleed. You gain initiative next round. +3H – ✕ – ♦	Forearm wound tears tendons. If foe is carrying an item, he must make a Hard maneuver to hold onto it. +4H – ✲ – 2♦ – (-10)	Forearm shot tears muscles and tendons. Foe drops any items he was carrying with this arm. +5H – 2✲ – 3♦ – (-15)	Shot to forearm breaks bone and tears tendon. Foe drops any items he was carrying and looses initiative for the next three rounds. +7H – 3✲⊗ – 4♦ – (-25)
11-15	Graze foe's biceps. Keep that arm very still. +1H	Nick foe's biceps causing minor muscle damage. +3H – ✕ – (-5)	Shot tears through the upper arm causing major muscle damage. +5H – 2✲ – 2♦ – (-10)	That's gotta hurt! Elbow hit breaks bone and tears tendons. Arm useless. +3H – 4✲ – 2✲ – (-20)	Biceps hit breaks bone, tears muscles and tendons. He cannot even lift his arm. + 12H – 6✲ – 3♦ – (-25)
16-20	Scratches foe's triceps. Get a bandage. +1H	Rip through foe's triceps causing minor muscle damage. +3H – ✕ – (-5)	Major muscle damage is done as the shot hits foe's triceps. +5H – 2✲ – 2♦ – (-10)	Elbow hit breaks foe's funny bone and tears tendons. Arm useless. +3H – 4✲ – 2✕ – (-20)	Triceps hit breaks bone, tears muscles and tendons. Arm useless. + 12H – 6✲ – 3♦ – (-25)
21-30	Bullet grazes foe's shoulder. Foe staggers from the shock. +2H	Shoulder hit. Minor muscle damage. +2H – ✲ (-5)	Bullet goes through foe's shoulder, tearing muscle and tendons. Foe is spun around and may fall down. +7H – 3✲ – ♦ – (-10)	Bullet tears muscles tendons on its way through foe's shoulder. Tears a major artery. +7H – 3✲ – 5♦ – (-20)	Bullet goes clean through without major damage, except for that severed artery. Blood is everywhere! +3H – 10♦ – (-5)
31-40	Bullet grazes foe's shoulder. Don't lift any heavy objects. +1H	Bullet drives into foe's clavicle +4H – (-5)	Bullet cracks foe's clavicle with a smart shot to the neck. +8H – ✕ – (-10)	Great shot lodges in the foe's shoulder. Surgeon will have to chip away a little bone to get this one out. +12H – 2✲ – 3♦ – (-15)	Bullet breaks clavicle and destroys shoulder joint. Arm useless. +12H – 4✲⊗ – 7♦ – (-50)
41-50	Nick foe's thigh. Running will hurt. +2H	Thigh wound tears muscle. +4H – 2✲	Bullet lodges in foe's thigh. Running is very painful (-25 to Moving Maneuvers until bullet is removed). +10H – 3✲ – (-15)	Bullet tears muscle and tendons in the thigh. Femoral artery damaged as the bullet went through. +15H – 3✲⊗ – (-25)	Bullet breaks femur and severs femoral artery. Foe falls. Hope he has a belt handy. +12H – 5✲⊗ – 3♦ – (-25)
51-55	Bullet grazes foe's calf. Walking proves painful. +2H	Bullet nicks calf. Minor muscle damage causes foe to drop to one knee and grimace very loudly. +2H – ✕ – (-5)	Bullet passes cleanly through foe's calf. Muscle and tendon damage. +5H – ✲ – 2♦ – (-10)	Bullet strikes calf. Tibia fractured. +12H – 2✲ – 3✕ – (-15)	Calf hit breaks bone and tears muscle. Foe staggers then falls. +15H – 3✲⊗ – 3♦ – (-30)
56-60	Foe hops as bullet brushes foot. Need a new shoe. +2H	Incredible shot rips a toe from foe's foot. +4H – ✕ – (-5)	Let me see you dance! Shot hits foe's foot and breaks several small bones. +10H – 2✲ – (-15)	Ankle strike breaks bone and tears tendon. Foe falls and cannot get up. +12H – 3✲ – ⊗ – (-20)	Ankle strike breaks bone and tears tendon. If using an hunting class of II or greater, foot is severed. Foe falls. +15H – 4✲⊗ – 4♦ – (-25)
61-65	Foe is reminded to diet as bullet nicks his hips. +3H – ✕	Bullet strikes foe's hip causing a minor fracture. Cancel those dancing lessons. +5H – ✲ – (-5)	Bullet lodges in foe's hip making walking difficult (-30 to Moving Maneuvers until the bullet is removed). +10H – 2✲ – ⊗ – (-15)	Hip strike fractures pelvis and nicks artery. He tries not to shimmy when he walks. +15H – 3✲⊗ – 3♦ – (-20)	Foe's hip joint shattered by your incredible shot. +20H – 5✲⊗ – (-50)
66	Bullet goes thorough both cheeks. Foe will have trouble sitting down for a while due to muscle damage. +10H – (-10)	Bullet seems to have a mind of its own, ricocheting off a rock and entering foe's head just below his ear. Foe is in a coma for three days. +12H – (-25) – (+25)	And you thought this short of shot was a myth! Foe takes it right between the eyes. Foe Dies instantly, then falls over next round. (+25)	Bullet bounces around in foe's chest cavity. Major wounds to heart, liver, spleen, stomach, and both lungs. Foe is in shock for a minute, then dies. +25H – 6✲⊗ – 10♦ – (-50)	Foe's sexual prowess is now in doubt. You are stunned for 1 round in sympathy. +30H – 12✲⊗ – 7♦ – (-75)
67-70	Foe feels stiff breeze as bullet leaves a feathery touch on his knee. +1H – ✕	Knee shot fractures bone and gives foe a limp. +5H – ✲ – (-10)	Bullet lodged in knee. Ouch. +10H – 2✲ – (-15)	Bullet shatters kneecap. Minor tendon damage. Strangely, the scar left by the bullet looks just like a rose.... +15H – 4✲⊗ – ♦ – (-20)	Bullet shatters foe's knee. Severe tendon damage. +20H – 6✲ – 4⊗ – (-30)
71-75	Shot graze foe's abdomen, leaving an interesting scar. +2H	Bullet enters foe's abdomen doing minor muscle damage. +3H – ✲ – (-5)	Abdomen hit causes minor muscle and organ damage. +5H – 2✲ – 3♦ – (-10)	Lower abdominal shot causes much bleeding (internal and external). +5H – 3✲⊗ – 4♦ – (-15)	Kidney shot. Opponent bleeding profusely. If foe attempts to talk, blood will leak out from the corners of his mouth. +10H – 4✲⊗ – 7♦ -(-20)
76-80	Bullet pierces foe's "love handles." Perhaps next time he will stick to his diet. +4H – 2✕ – (-5)	Shot in the side breaks two ribs. +5H – 2✲ – (-10)	Bullet glances off ribs, breaking a couple in the process. Major muscle and tendon damage as it passes through. +10H – 3✲ – (-15)	Bullet breaks a rib and proceeds to lodge in foe's liver. Foe needs doctor, badly. +7H – 2✲ – 6♦ – (-10)	Foe really didn't need his spleen anyway. +10H – 3W⊗ – 8♦ – (-20)
81-85	Center abdomen hit causes minor muscle wound. Scar will look like a second belly button. +4H – ✲ – (-5)	Bullet passes into foe's abdominal cavity causing minor wounds to foe's intestines. +5H – ✲ – 3♦ – (-10)	Upper abdominal hit perforates internal organs. +8H – 2✲ – 4♦ – (-10)	Bullet glances off rib and passes down through foe's abdomen causing major bleeding and tissue damage. +10H – 4✲ – 2⊗ – 6♦ – (-15)	Bullet passes through foe's gut lodging in his spine. Foe is paralyzed until it is removed, and then still suffers a -30 to all moving maneuvers. +15 H – 2♦
86-90	Chest hit causes minor muscle damage. You missed his heart by only a hand's width. Just a little to the left.... +5H – ♦ – (-5)	Chest hit breaks ribs. Major muscle and tendon damage. +10H – 2✲ – ♦ – (-10)	Chest strike snaps ribs and collapses a lung. +10H – 3✲ – ⊗ – 4♦ – (-15)	Chest hit breaks sternum and lodges near heart. +12H – 3✲⊗ – 7♦ – (-30)	Heart strike. Foe is dead. Very sad. (+20)
91-95	Foe's ear has a new piercing. All hearing maneuvers suffer a special penalty of -20. +2H	Bullet glances off foe's skull, taking a clump of hair with it. +5H – 3✲ – (-5)	Bullet to side of foe's head. Lots of bleeding and permanent loss of hearing in that ear. +7H – 2✲ – 4B – (-10)	Bullet lodged in brain. Foe is in a coma for 3 weeks. +10H – 8♦	Bullet lodges deep in foe's brain. Death in instantaneous (but my isn't that look on his face precious)! (+20)
96-99	Bullet goes through foe's cheek. Foe has trouble talking (-10 to temporary Appearance). +4H – 2✲ – (-5)	Bullet breaks foe's jaw. Foe cannot talk until he is healed. -10 to temporary Appearance and -5 to potential Appearance. +6H – 2✲ – ⊗ – 2♦ – (-10)	Bullet to foe's throat. Trachea destroyed. Sorry about that singing career. +7H – 3✲⊗ – 2♦ – (-15)	Bullet goes through major artery in foe's neck. +3H – ✕ – 10♦ – (-10)	Bullet passes through throat and spine. Foe paralyzed. +8H – 20♦ – (-75)
100	Bullet through the eye and into the brain. Foe is very dead. (+20)	Foe drops immediately from strike to brain through his ear. Very nice. (+20)	Shot through foe's brain kills foe. You have half a round left to act. (+20)	Foe gets a strange look on face as bullet ricochets off his jaw and into his brain. Foe is in coma for next two years. (+20)	Bullet through foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✲=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

BLASTER CRITICAL STRIKE TABLE A-8.9.3

	A	B	C	D	E
01-05	Beam grazes foe's hand. Foe must make a Routine maneuver to hold onto anything held by it. +0H	Beam nick's foe's hand. If foe is holding something, it is a Light maneuver to hold on to it. +1H – ✕	Beam pierces foe's hand. If foe is holding an object, he must make a Medium maneuver or drop it. +1H – 2✕ (-10)	Beam passes through bones, muscles and tendons in hand. If foe is holding anything, he must make a Hard maneuver or drop it. +3H – 2✕ – 2♦ – (-10)	Beam slices through foe's hand, slashing bones and tendons. Foe drops anything he was holding in that hand.
06-10	Forearm graze causes foe to flinch. He loses initiative next round. +1H	Forearm wound causes foe to grimace. +3H – ✕ – ♦	Forearm strike separates muscles and tendons. Foe emits a startled gasp. If he is holding anything, he must make a Hard maneuver to hold onto it. +4H – ✡ – 2♦ – (-10)	Beam slices through muscles and tendons in foe's forearm. The arm begins spasming, and the foe drops anything that he was holding. +5H – 2✡ – 3♦ – (-15)	Beam slices through bones and tendons in foe's forearm. Foe drops anything he was holding. +7H – 3✡⊗ – 4♦ – (-25)
11-15	Beam grazes foe's upper arm. Wound is cauterized. +1H	Beam causes minor muscle damage to biceps. +3H – ✕ – (-5)	Beam causes major muscular damage to upper arm. +5H – 2✡ – 2♦ – (-10)	Foe emits a scream of anguish as beam passes through bone and tendons in his elbow. Arm is useless. +3H – 4✡ – 2✡ – (-20)	Beam slices through biceps, bone, and tendons. Arm is completely useless. + 12H – 6✡ – 3♦ – (-25)
16-20	Beam nicks foe's triceps. Could have been worse. +1H	Beam rips through triceps. He didn't like that one. +3H – ✕ – (-5)	Major muscle damage to foe's triceps. +5H – 2✡ – 2♦ – (-10)	Elbow hit shatters elbow. Arm is useless. Foe shrieks like a banshee. +3H – 4✡ – 2✕ – (-20)	Beam cuts deep, through bone, triceps, and tendons. Arm is useless. + 12H – 6✡ – 3♦ – (-25)
21-30	Beam nicks foe's shoulder. Foe becomes nauseous from the pain. +2H	Shoulder hit. Minor damage, but a lot of pain. +2H – ✡ (-5)	Beam passes through shoulder, severing muscles and tendons. +7H – 3✡ – ♦ – (-10)	Beam slices through muscles and tendons on its way through shoulder. Looks like you got an artery. +7H – 3✡ – 5♦ – (-20)	Beam passes through shoulder, missing everything but that artery. +3H – 10♦ – (-5)
31-40	Beam just misses clavicle. That was lucky. +1H	Beam cuts chunk out of foe's clavicle. +4H – (-5)	Beam cracks foe's clavicle. He stumbles in shock. +8H – ✕ – (-10)	Beam catches bone, muscle and tendon in foe's shoulder. +12H – 2✡ – 3♦ – (-15)	Beam slices through shoulder and destroys joint. Arm is useless. +12H – 4✡⊗ – 7♦ – (-50)
41-50	A tiny piece of foe's thigh evaporates. +2H	Thigh wound burns through muscle. +4H – 2✡	Beam slices muscles in foe's thigh. Ouch. +10H – 3✡ – (-15)	Beam cuts deep into thigh, nicking the femoral artery. +15H – 3✡⊗ – (-25)	Beam slices through femur, catching femoral artery. Foe collapses. +12H – 5✡⊗ – 3♦ – (-25)
51-55	Beam grazes calf. Nice limp. +2H	Beam passes through calf. Foe sucks air and drops to one knee. +2H – ✕ – (-5)	Beam passes cleanly through foe's calf. Muscles and tendons are severed. +5H – ✡ – 2♦ – (-10)	Beam passes through calf and tibia. +12H – 2✡ – 3✕ – (-15)	Beam slices through calf and bone. Foe goes down, a startled look on his face. +15H – 3✡⊗ – 3♦ – (-30)
56-60	Beam pierces foe's boot. +2H	Shot neatly severs foe's toe. +4H – ✕ – (-5)	Beam slices through several small bones in foe's foot. That's gotta hurt. +10H – 2✡ – (-15)	Ankle strike slices through bone and tendon. Foe's leg folds like a good map. +12H – 3✡- ⊗ – (-20)	Ankle strike slices through bone and tendon. If using a hunting class II or better, foot is removed. +15H – 4✡⊗ – 4♦ – (-25)
61-65	If foe had been watching his weight, that would have never hit. +3H – ✕	Beam hits foe's hip joint, causing it to crack. +5H – ✡ – (-5)	Beam chips foe's hip. All moving maneuvers are a -30 until chips are removed. +10H – 2✡ – ⊗ – (-15)	Hip strike slices through pelvic girdle. He'll probably never walk right again. +15H – 3✡⊗ – 3♦ – (-20)	Beam shatters hip joint with heat expansion. It's a Kodak moment. +20H – 5✡⊗ – (-50)
66	Beam pierces both cheeks. Biggest muscle in the body, ya know. +10H – (-10)	Beam hit foe right between his eyes. Beam somehow passes through head without hitting anything too vital. Foe is in a coma for three days. +12H – (-25) – (+25)	Beam hits foe right between the eyes. Foe stumbles and falls, dead. Well done, David. (+25)	Heat shatters sternum, sending shards of bone through his lungs, liver, spleen, and stomach. The beam continues through the heart, adding insult to injury. +25H – 6✡⊗ – 10♦ – (-50)	Beam strikes foe's groin, severing vitals. You are stunned for one round in sympathy. +30H – 12✡⊗ – 7♦ – (-75)
67-70	Crackling path of beam brushes foe's knee. +1H – ✕	Knee fracture causes foe severe pain. That'll probably be able to predict the weather. +5H – ✡ – (-10)	Cracked knee. Guess he's dropping out of the NFL draft. +10H – 2✡ – (-15)	Beam shatters kneecap, damaging muscles and tendons. Looks like his dancing career is over. +15H – 4✡⊗ – ♦ – (-20)	Beam shatters foe's kneecaps, sending shard through muscles and tendons. +20H – 6✡ – 4⊗ – (-30)
71-75	Shot creates an interesting extension to foe's appendix scar. +2H	Beam passes through abdomen, causing only muscle damage. +3H – ✡ – (-5)	Abdominal hit severs muscles and intestines, but it feels a lot worse than it is. +5H – 2✡ – 3♦ – (-10)	Lower abdominal strike causes internal bleeding. +5H – 3✡⊗ – 4♦ – (-15)	Beam slices through kidney. Foe is bleeding badly. +10H – 4✡⊗ – 7♦ -(-20)
76-80	Beam hits foe's love handle, causing fat to boil away. He should thank you. +4H – 2✕ – (-5)	Heat from beam cracks two ribs. +5H – 2✡ – (-10)	Beam slices through ribs, causing secondary muscle and tendon damage. +10H – 3✡ – (-15)	Beam passes through rib and liver. He's bleeding black. Not good. +7H – 2✡ – 6♦ – (-10)	Spleens are highly overrated. +10H – 3W⊗ – 8♦ – (-20)
81-85	Beam passes through abdomen without critical damage. New belly button? +4H – ✡ – (-5)	Beam passes through abdominal cavity, causing minor damage to intestines. +5H – ✡ – 3♦ – (-10)	Beam perforates intestines in the upper abdomen. Talk about heart burn. +8H – 2✡ – 4♦ – (-10)	Beam passes through ribs, piercing organs and veins on its way through the body. +10H – 4✡ – 2⊗ – 6♦ – (-15)	Beam slices through spine, paralyzing foe. +15 H – 2♦
86-90	Beam pierces chest, missing heart by a hand's width. Toying with him? +5H – (-5)	Chest strike severs ribs, causing major muscle damage to boot. +10H – 2✡ – ♦ – (-10)	Beam slices through ribs, muscles, tendons, and a lung. Nice sucking chest wound. +10H – 3✡ – ⊗ – 4♦ – (-15)	Beam cracks sternum and grazes heart. +12H – 3✡⊗ – 7♦ – (-30)	Beam neatly pierces heart. Send flowers. (+20)
91-95	You slice his earlobe off. -20 to all hearing maneuvers. +2H	Beam creases foe's skull. That's gonna be a nice scar. +5H – 3✡ – (-5)	Beam glances off skull. Blood, permanent hearing loss (in one ear), and disorientation are just the beginning. +7H – 2✡ – 4B – (-10)	Beam grazes brain. Foe drops into a coma for three weeks. +10H – 8♦	Beam neatly dissects brain. (+20)
96-99	Beam pierces cheek. Foe has difficulty talking. His Appearance is modified by -10 until healed. +4H – 2✡ – (-5)	Beam cracks foe's jaw. Foe can't talk. -10 to temporary appearance, -5 to permanent appearance. +6H – 2✡ – ⊗ – 2♦ – (-10)	Beam neatly destroys foe's voice box. And he was worried about smoking . . . +7H – 3✡⊗ – 2♦ – (-15)	Beam passes through major artery in foe's neck. +3H – ✕ – 10♦ – (-10)	Beam passes through throat and spine. Foe is mute and paralyzed. +8H – 20♦ – (-75)
100	Beam passes through eye. Foe collapses without so much as a twitch. (+20)	Beam pierces ear and kills foe instantly. (+20)	Beam burns a deadly path through foe's brain. Say goodnight, Gracie. (+20)	Beam slices some excess tissue from foe's brain. Foe is in a coma for two years. (+20)	Beam passes through foe's eye. Foe dies instantly. You wish you had a camera. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✡=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

BURN THROUGH CRITICAL STRIKE TABLE A-8.9.4

	A	B	C	D	E
01-05	His hand gets warm. +0H	Hot spot forms on hand. Foe must make a Light maneuver to hold onto whatever he's holding. +1H – ✕	Shoot object in foe's hand. Foe is burned as the object flies free. +1H – 2✕ (-10)	Item in foe's hand is hit. Check for breakage. Item is dropped as foe takes second degree burns. +3H – 2✕ – 2♦ – (-10)	Shot cuts through foe's armor and several bones in his hand. Hand is useless. +5H – 3✲⊗ – (-20)
06-10	Nice and toasty. +1H	Hot spot on forearm causes him to twitch and lose initiative next round. +3H – ✕ – ♦	Hot spot causes second degree burns on foe's forearm. Foe must make a Medium maneuver or drop anything he is holding. +4H – ✲ – 2♦ – (-10)	Blast burns through armor, causing third degree burns to foe's wrist. +5H – 2✲ – 3♦ – (-15)	Shot slices through armor and cuts bone in foe's forearm. Foe drops anything he was holding and loses initiative for two rounds. +7H – 3✲⊗ – 4♦ – (-25)
11-15	Watch it, that almost left a mark. +1H	Foe's biceps are burned. +3H – ✕ – (-5)	Burn through causes second degree burn to biceps. +5H – 2✲ – 2♦ – (-10)	Shot to elbow transfers enough heat for third degree burns. +3H – 4✲ – 2✲ – (-20)	Attack cuts through armor, biceps, and fractures bone. + 12H – 6✲ – 3♦ – (-25)
16-20	Foe shifts uncomfortably. +1H	Hot spot causes minor burn on foe's triceps. +3H – ✕ – (-5)	Hot spot causes second degree burns to foe's triceps. +5H – 2✲ – 2♦ – (-10)	Burn through inflicts third degree burns to upper arm. +3H – 4✲ – 2✕ – (-20)	Attack cuts through armor, triceps and fractures bone. + 12H – 6✲ – 3♦ – (-25)
21-30	He's had worse sun burns. +2H	Shoulder hit. Burn through causes minor damage. +2H – ✲ (-5)	Armor doesn't quite distribute the energy right. Second degree burns to foe's shoulder. +7H – 3✲ – ♦ – (-10)	A dangerous amount of energy transfers to foe's shoulder, causing third degree burns. +7H – 3✲ – 5♦ – (-20)	Attack cuts through armor and cracks shoulder joint. Ain't heat expansion a pain? +3H – 10♦ – (-5)
31-40	Minor burn on shoulder. +1H	Hot spot manages to cause burn on foe's clavicle. +4H – (-5)	Second degree burn right on foe's clavicle. Ouch. +8H – ✕ – (-10)	A blast of heat sears its way into foe's clavicle, causing third degree burns. +12H – 2✲ – 3♦ – (-15)	Attack cracks foe's shoulder joint. Ouch. +12H – 4✲⊗ – 7♦ – (-50)
41-50	Maybe you have this thing on the wrong setting. +2H	Deep thigh burn angers foe. +4H – 2✲	Second degree burns to foe's thigh. +10H – 3✲ – (-15)	Armor sears its way into foe's thigh, leaving third degree burns. +15H – 3✲⊗ – (-25)	Massive heat transfer causes terrible burns and fractures femur with uneven heat expansion. +12H – 5✲⊗ – 3♦ – (-25)
51-55	Minor burn on foe's calf. +2H	Hot spot burns through to foes's calf. +2H – ✕ – (-5)	Second degree burns to foe's calf. +5H – ✲ – 2♦ – (-10)	Armor cooks foe's calf, leaving third degree burns. +12H – 2✲ – 3✕ – (-15)	Heat transfer is extreme. Calf burned and bone broken. +15H – 3✲⊗ – 3♦ – (-30)
56-60	He jerks his foot out of the way. +2H	Heat burns through to foe's toe. +4H – ✕ – (-5)	Hot spot on foe's foot causes second degree burns. +10H – 2✲ – (-15)	Foe's ankle receives third degree burns. +12H – 3✲- ⊗ – (-20)	Foe's ankle takes terrible burns. If weapon is hunting class II or greater, ankle shatters (+20H). +15H – 4✲⊗ – 4♦ – (-25)
61-65	Hot point forms over waist. He sucks air for a round. +3H – ✕	Heat burns through to foe's hip. +5H – ✲ – (-5)	Deep, second degree burns to foe's hip. +10H – 2✲ – ⊗ – (-15)	Heat bakes third degree burns into foe's hip. +15H – 3✲⊗ – 3♦ – (-20)	Foe's hip joint shatters from rapid heat expansion. +20H – 5✲⊗ – (-50)
66	Hot point on rump causes a nasty burn. +10H – (-10)	Stress flaws cause armor to shatter. Shock sends foe to the ground, where the impact sends foe unconscious. The coma lasts d10 days. +12H – (-25) – (+25)	Shot finds flaw in foe's head armor. Blast cuts deep into foe's skull, causing a large crack. Foe is down for the count. (+25)	Attack finds flaw in armor. Blast cuts deep into foe's chest, causing internal bleeding. +25H – 6✲⊗ – 10♦ – (-50)	Shot to groin transfers an undue amount of heat. Foe is now sterile . . . permanently. You are stunned for one round in sympathy. +30H – 12✲⊗ – 7♦ – (-75)
67-70	Hot point forms over knee. +1H – ✕	Heat causes deep burn to knee. +5H – ✲ – (-10)	Deep, second degree burns to foe's knee. +10H – 2✲ – (-15)	Attack digs deep into foe's knee, leaving third degree burns. +15H – 4✲⊗ – ♦ – (-20)	Heat shatters foe's knee. The burns are horrible. +20H – 6✲ – 4⊗ – (-30)
71-75	Nice little burn to his gut, there. +2H	Hot spot causes burn to foe's abdomen. +3H – ✲ – (-5)	Hot spot burns deep into abdomen. Blisters, blisters everywhere. +5H – 2✲ – 3♦ – (-10)	Lower abdominal strike causes third degree burns. +5H – 3✲⊗ – 4♦ – (-15)	Attack manages to penetrate armor, cutting into foe's kidney. This is bad. +10H – 4✲⊗ – 7♦ -(-20)
76-80	Hot point causes foe to clutch his side. +4H – 2✕ – (-5)	Side hit burns flesh right to the ribs. +5H – 2✲ – (-10)	Hot spot blisters foe's side. +10H – 3✲ – (-15)	Blast burns deep into foe's side. Burns are third degree. +7H – 2✲ – 6♦ – (-10)	Attack cuts through armor and four ribs. +10H – 3W⊗ – 8♦ – (-20)
81-85	Hot point scalds foe's belly. +4H – ✲ – (-5)	Foe scorched high on abdomen. He loses initiative next round. +5H – ✲ – 3♦ – (-10)	Energy flash causes second degree burns across foe's gut. +8H – 2✲ – 4♦ – (-10)	Attack burns deeply into foe's side. +10H – 4✲ – 2⊗ – 6♦ – (-15)	Third degree burns to foe's back. +15 H – 2♦
86-90	Hot spot burns foe's chest. +5H – (-5)	Hot spot burns deep, causing penetrating second degree burns. +10H – 2✲ – ♦ – (-10)	Armor fails to distribute energy correctly. Third degree burns to chest. +10H – 3✲ – ⊗ – 4♦ – (-15)	Armor fails to distribute heat properly. Burns to foe's sternum are very severe. +12H – 3✲⊗ – 7♦ – (-30)	Attack penetrates foe's armor, cutting through sternum and nicking artery. (+20)
91-95	Foe's ear is burned. +2H	Burns to foe's head. +5H – 3✲ – (-5)	Second degree burns to foe's ear. +7H – 2✲ – 4B – (-10)	Severe burns peel flesh off foe's forehead. Extreme pain causes foe to pass out for three hours. +10H – 8♦	Attack cuts through armor, skull and brain. Death is quite instantaneous. (+20)
96-99	Nasty burn to foe's cheek takes 5 off his appearance until healed. +4H – 2✲ – (-5)	Burns cause blisters to rise on foe's face and lips. -10 to foe's appearance until healed. +6H – 2✲ – ⊗ – 2♦ – (-10)	Blast finds flaw in foe's armor. Trachea badly damaged. Foe will choke to death from fluids in six minutes without medical attention. +7H – 3✲⊗ – 2♦ – (-15)	Flaw in foe's armor lets just enough energy through to open foe's carotid artery. Foe will die in ten minutes without medical aid. +3H – ✕ – 10♦ – (-10)	Attack cuts through armor, spine and spinal cord. Foe is paralyzed. +8H – 20♦ – (-75)
100	Flash of heat burns foe's eye. It is now blind. (+20)	Foe's ear suffers second and third degree burns. Foe gasps in anguish. (+20)	Blast finds flaw in foe's armor, carving into the side of foe's head. Foe is quite dead. (+20)	Flaw in foe's helmet lets just enough energy through the helmet to damage brain. Foe is in a coma for two years. (+20)	Attack finds flaw in helmet, cutting straight through armor, then bouncing around inside, turning foe's brain to a charred mess. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✲=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

COLD CRITICAL STRIKE TABLE A-8.9.5

	A	B	C	D	E
01-05	Cold breeze yields little damage. +0H	Attack yields a brief climate change. +0H	You give foe's cheeks a rosy hue. +1H	Your blast looks good, works poorly. +2H	Sharp and cold air assaults foe's skin. +3H
06-10	Feeble and poorly directed. Foe is not really concerned. +1H	Burst of cold causes target mild discomfort. +2H	Your attack conjures a bitter arctic wind. Foe is not impressed. +3H	Foe shields himself. Your attack misses most of its mark. +4H	Ice up the ground and foe's feet. He springs clear. You have initiative. +4H
11-15	Foe dodges your attack with too much effort. You have initiative. +2H	Foe evades frantically. He is still chilled. You have initiative next round. +3H	Encrust foe with ice. He is unbalanced as he shakes it off. You gain initiative. +4H	Light frosting leaves foe unsteady. You must hit him again. +5H – ✕	Frigid strike to foe's torso and face. You have the initiative. +6H – ✕
16-20	Foe is fearful of your assault. Your attack gives you the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. +4H	Numbing whirlwind encircles foe. You have 2 rounds of initiative. +5H	Foe's attempts to evade and strikes himself. You try not to laugh. +6H – ✕	Foe's failed efforts to avoid your attack puts him at a grave disadvantage. +7H – ✕
21-35	Burst of cold to the face sends foe stumbling back. You have initiative for 2 rounds. +4H	Frost laden blast forces foe back. Any containers of water freeze and burst open. You have 2 rounds of initiative. +5H	Disorient foe with a tricky shot. His garments have failed to keep out the chill. Press him while you can. +6H – ✕	With a burst of white, you shower foe with ice crystals. Foe closes his eyes to avoid the onslaught. +7H – ✕ – ♦ –(-20)	Freeze foe's hair and scalp. If foe has long hair, it breaks off! Foe struggles in vain to repair the damage. +8H – (2✕-15)
36-45	Your attack freezes one of foe's metal items. Foe takes a defensive stance. +5H – ✕	Foe makes a futile attempt to parry the attack;. He loses 3 rounds of initiative. +6H – ✕	Catch foe in lower leg. You gain initiative while foe regains footing. +7H – 2✕ – ♦	Foe ices down; freezing any exposed skin. The pain is great. +9H – ☼ – 2♦ – (-20)	Assault to foe's legs. Hypothermic, he struggles to remain standing. ☼ – (-20)
46-50	Scatter your attack all over foe's chest. Foe is covered with frost. He looks ghoulish. +6H – 2✕	Cold penetrates foe's chest and gives him frostbite. The pain must be severe. He stumbles back. +7H – 2✕ – 2♦	Blast hits foe's chest and scatters. The cold stings all exposed skin. Foe has a shocked look on his face. +8H – ☼	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +9H – ☼ – 2♦ – (-10)	Glancing strike to lower back. Foe is spun about and slings his weapon away. You have him now. +10H – ☼
51-55	Blow to foe's chest. Your attack has force and foe stumbles. +7H – ☼	Strong off-center blast takes foe in his shield arm wrist and side. +8H – ☼ – 3♦	Hard strike to chest, armor does not help. Blow leaves its frigid mark. +5H – 2☼ – (-10)	Heavy blow to shield shoulder. Foe is knocked back 5 feet. Muscle damage. +10H – 2☼ – 3♦	Blow to side. Foe seeks to regain his wind and survive your next onslaught. +11H – ☼⊗ – 4♦
56-60	Strike falls on an exposed area. Foe gives ground. He is shaken but his guard is still up. +8H – 2☼	Foe turns to avoid your attack and exposes his back. All wood on his back becomes frozen and brittle. +9H – 2☼ – 2♦	Strong blast hits foe low. His legs almost give with the pain. Foe recoils 5 feet away from your assault. with leg armor: +5H – 2✕ w/o leg armor: +9H – ☼⊗	Miss foe's arm and strike his thigh. He loses his footing. Skin and nerve damage causes foe pain. ☼⊗ – 3♦ – (-15)	Your blast engulfs foe's weapon arm and climbs toward his torso. He steps away frantic to evade the pain. +10H – ☼⊗ – 4♦ – (-20)
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with arm greaves: +2H – ✕ w/o arm greaves: +9H – ☼⊗	Solid strike to foe's forearm. Foe's hand frozen shut for 1 round. +10H – ☼⊗ – (-5) – 3♦	Blast freeze dries organic material on foe's back. +11H – 4☼	Blast freezes foe's arm and shield. If no shield, arm useless from nerve damage. with shield: +20H – (-20) w/o shield: 5☼ – (-30)	Strike to foe's waist. All equipment on belt freezes and breaks if foe moves. +13H – 3☼ – (- 30)
66	Steal the heat from foe's neck and chest area. Foe drops anything he is holding and blocks his throat. +10H – 3☼⊗	Foe is covered by the blast. All extremities are damaged. The pain grows until foe is warmed up. 4☼⊗ – 3♦	Foe's response to your burst of cold sends him to the ground hard. Foe jams his wrist into the ground. 6☼ – (-15) – 4♦	Frigid onslaught fills foes eyes and mouth with ice. Foe is blinded for a moment until he can clear his eyes. 4☼ – (-30) – 4♦	Your strike steals the heat out of foe's neck and upper chest. Nerves and muscles are damaged. +15H – 8☼⊗ – 4♦
67-70	Score a hit to foe's side. It produces mild frostbite. Any herbs on foe's belt are ruined. +10H – ☼⊗ – (-5)	Spray foe's face with a powerful chill. He tries without success to push your attack away . The damage endures. +11H – 2☼ – ⊗ – (-10)	Freeze foe's weapon arm. It is useless until it is warmed up. Foe is in great pain and stuggles to stand. +12H – 2☼ – ⊗ – (-15)	Polar wind pierces deep into chest and leaves foe trembling. You are close to victory. Foe faces the wrong way. with chest armor: +15H – ☼⊗ – (-5) w/o ch armor: +13H – 3☼ – ⊗ – (-20)	Blow to foe's shield arm. He is knocked down. If foe has a shield, it is broken. If not, the arm is broken. with shield: 2☼ w/o shield: 6☼
71-75	Strong unbalancing blast. Foe's body temperature drops. +11H – 2☼ – (-10)	Strike lands on foe's legs. The pain and shock cause him to falter. +12H – 2☼⊗ – 3♦	Side strike hits foe just right. Any leather or cloth freezes and shatters. 2☼⊗ – 3♦ – (-20)	Blast drains the heat from foe's weapon arm. Hand and arm are useless. The hand is frozen closed. +13H – 2☼⊗ – (-50)	Blast freezes weapon hand, shoulder and face. Foe is numb and needs time to warm up. Foe is still standing. +15H – 3☼
76-80	Strike to foe's shield arm. If foe sees it he may block with a shield. Foe recoils 5 feet from the blast. with shield: +2H – 2✕ w/o shield: +12H – 2☼ – ⊗	Chest strike freezes what it touches. Equipment is damaged. The pain persists. Chest armor is destroyed. w/ ch. armor: +13H – 4☼ – (+15) – 3♦ w/o chest armor: +20H – 4✕ – (-5)	Blow to foe's arms. Any metal armguards freeze, immobilizing arms until the armor is removed or unfrozen. with chest armor: 3☼ – 4♦ w/o chest armor: (-25) – 4♦	Strike to foe's side downs him. Severe frostbite hampers movements. Any liquid among foe's equipment freezes. +15H – 3☼⊗ – (-25)	Solid chest strike. Foe flips onto his back , dropping all he holds. Foe is at your mercy. 12☼ – (-30)
81-85	Back blast. Any glass on back is broken. Painful bruise. +13H – 2☼⊗	Clean hard strike pushes foe over, cracking ribs. His recovery lacks grace. +12H – 2☼⊗ – (-15) – 4♦	Arctic blast to foe's torso. Foe is badly frostbitten and falls to knees in pain. 6☼ – 5♦ – (-40)	Freezes foe's hands. Arms are useless. Foe drops what he was carrying. 9☼ – 6♦	Assault to throat and face is terminal. Foe is still active but dies in 12 rounds. +17H
86-90	Assault to foe's lower leg freezes part of it. Foe falls down. Without leg armor, foot must be amputated. with leg armor: 2☼ – 6(-10) w/o leg armor: (-70)	Strike lower leg and freeze it. With leg armor, he needs aid in 20 rnds to keep the foot. Without leg armor, it's gone. with leg armor: 3☼ w/o leg armor: (-75)	Blow to foe's knees. They freeze up and foe falls. On impact, foe shatters a knee. His fall makes it twice as bad. 9☼ – 6♦ – (-80)	Chest hit causes much pain. If foe is warmly clothed he is knocked out. If not he dies of shock in 12 rounds. +25H – (-40)	Your ruthless tempest entangles foe and steals the warmth from his body. He drops and dies in 9 inactive rounds. –
91-95	Blow lands on foe's face. It freezes his nose, ears and cheeks. Foe collapses. Without helm, foe loses both ears. with helmet: 3☼ w/o helmet: 6☼ – (-50)	Connect with foe's hip. Hip is fractured. Skin and muscles are frostbitten. Foe falls down. He is almost helpless. +17H – 3☼⊗ – (-75)	Freeze the blood in foe's thigh. As it warms the clots move to his heart killing him in 9 rounds. +15H – 3☼⊗ – (-30)	All warmth is driven from foe's lower body. Vital organs are destroyed. Foe is immobile, and dies in 9 rounds. +18H	Push foe backwards and off balance. The blood in foe's extremeties is frozen. He dies in 6 rounds of agony. +19H
96-99	Chest strike sends foe over hard. He is knocked out. His lips freeze and split open. He cannot speak for 2 weeks. 9☼	Blast foe's neck and collarbone. Neck armor will block the attack, but foe is knocked out. If the neck is exposed it freezes solid and foe dies in 9 rounds. –	Your onslaught freezes foe's torso and head. Foe remains standing for a moment. He goes into shock and dies 6 rounds later. +18H	Foe's heart and lungs are suddenly frozen by your arctic blast. Foe is finished. He dies of shock and suffocation in 6 rounds. +19H	Foe is a lifeless frozen statue. He is quite dead and well preserved. Store in a cool dry place. +20H – (+10)
100	Foe is sent into a month long coma by the attack. He loses his nose to frostbite. +21H	Assault drops foe's body temperature; his heart stops. He dies in 1 round; well preserved. You are respected by all. (+5)	Blast freezes foe's eyes, mouth, and neck. Foe falls down in a coma for 2 weeks and paralyzed from neck down.	Massive assault freezes foe's body completely. He remains standing, but if knocked over he will shatter. +20H	Foe freezes solid and shatters into a thousand pieces. Most land within 20 feet from where he was standing. (+20)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

ELECTRICITY CRITICAL STRIKE TABLE A-8.9.6

	A	B	C	D	E
01-05	Blast is frightful, but ineffective. +0H	Your strike's energy is poorly aimed. +0H	Strike's energy soaks into the ground. +1H	Bright flash and little heat disturb foe. +2H	Foe avoids blast but feels charged. +3H
06-10	Sparks fly. Foe is illuminated by blast. +1H	Foe's hair stands on end. Frightening! +2H	Foe waves off sparks and smoke. +3H	Static gathers on foe. Zap! +4H	Foe sees spots. You have initiative. +4H
11-15	Bolt reaches for foe but then grounds out. You have initiative. +2H	Mild jolt to foe's shoulder causes him to hesitate. You have initiative. +2H	The thunderous crack of your attack panics foe. You gain the initiative. +3H	Bolt jumps to foe's weapons and then into the ground. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +5H – ☼
16-20	Foe flinches from the static in the air. You have the initiative. +3H	The blast of light and heat daunts foe. He looks away; you have initiative. +4H	Flying debris obstructs foe's vision. You have 2 rounds of initiative. +3H	Foe strikes out at the blast to protect himself. It seems to work well enough. +4H – ✕	Foe fails to avoid some of the attack and almost falls down. +6H – ☼
21-35	Foe recoils from thundering sound of the blast. He loses 2 rounds initiative. +4H	Flashes of light and sharp cracks. Foe's impressed.You have 2 rnds initiative. +5H	Any coins on foe heat up smolder in foe's pockets. He steps back. +6H – ✕	Your attack jolts foe into action. He steps back and swings in all directions. +5H – 2✕ – ♦	Foe is magnetized foe a moment. It distracts him. He is dazed. +10H – 2☼
36-45	Blast almost misses, but it grounds into foe's weapon arm. w/o metal weapon: +5H – ✕ with metal weapon: +7H – ☼✕	Foe's side and back are entangled by blast. Foe is shaken. +2H – ✕ – ♦	Foe heats up and goes on defensive until he cools. His footing is good. +7H – 2✕	Entangle foe in deadly blue light. Garments smolder and traces of energy inhabit his equipment. +7H – ☼ – 2(-10)	Foe's equipment is infested by the blast. Garments are scorched; exposed skin is burned. Foe is a wreck. +12H –2☼
46-50	Small bits of electrical energy chase around foe's body. Foe makes a futile effort to throw them off. +2H – ✕ – ♦	Strike hits foe's chest. Clothes smoke, then burn. Foe flails his arms trying to put them out. +6H – 2✕	Strike connects with foe's arm. It careens off each piece of metal foe is wearing. Exposed areas are blistered. +7H – 2☼	Direct hit to foe's chest illuminates foe. Much of the strike grounds out. Some of the energy remains for an instant. +7H – 2☼ – 2(-10)	Blast to foe's waist. He stumbles, dazzled by light, and twitches for the next hour. You have 6 rds of initiative. +13H – 2☼ – ⊗
51-55	Direct sizzling blast to foe's shoulder. It grounds out and leaves foe dazed. +6H –☼	Back strike throws equipment about. Minor burns to exposed skin. +7H – ☼ – 2♦	Hard strike to side, armor does not help. Blow leaves a permanent mark. +7H – ☼⊗ – ♦	Blast assaults foe's shield arm. If foe has metal armor he is knocked out. +10H – 2☼ – ✕	Weapon arm endures a terrible onslaught. Foe drops all in his hand. +13H – 2☼ – 2♦
56-60	Foe is jerked off balance by the strike and has trouble regaining footing. +7H – 3✕	Blast heats up metal on foe, causing painful burns to contacting flesh. w/o metal: +8H – 2☼ with metal: +10H – 2☼⊗	Strong blast hits foe low. His legs almost give from the pain. Foe recoils. with leg armor: +12H – ☼ w/o leg armor: +9H – 2☼	You hits hard; foe's abdomen is hammered. He steps back 5 feet. with abdominal armor: +20H w/o abdominal armor: +15H – 6☼	Bolt passes through foe's leg before grounding. Foe suffers . with leg armor: +8H – ☼⊗ w/o leg armor: 2☼ – 2♦
61-65	Well placed. Strike slams into foe's weapon arm. Foe's evasion is comical. with metal greaves: +3H – 2☼ w/o metal greaves: +7H – ☼	Foe's reflexes are numbed by blast. He is dazed and moving slowly. +9H – ☼⊗	Strike is low and pours into ground. A stray bolt arches into foe's leg. +10H – 2☼ – ✕	Blast to foe's shield shoulder. Foe's shield arm and shield ignite. with shield: 6☼ – 3♦ w/o shield: 2☼ – 2♦	Foe is overcome by the flash. He falls, entangled in his smoldering garments. +14H – 2☼ – ✕
66	Disrupt the beating of foe's heart for a moment. Reflexes strain muscles. Foe is knocked down. 3 ☼	Bright flash illumnates foe and jolts every muscle in his body. Foe's reflexes will flinch again in 10 rounds. +15H – 3☼⊗ – 2♦ – (-20)	Any metal armor on arm and chest becomes fused together in the blast. Foe's arm is then pinned and useless. +9H – 12☼	Foe's neck absorbs the bulk of the attack. Nerves overload. Foe is knocked out and mute for a week. +20H – 4♦	Boom! Foe's skeleton crackles with the impact. He drops and dies in 2 rounds. (+10)
67-70	Blast climbs up foe's side and sends him stumbling back 5 feet. He blocks his face against a renewed assault. +7H – ☼✕	Strike lands on shoulder and streaks down back. Foe steps foward in failing attempt to duck. He is vulnerable. +10H – 2☼ – ⊗	Back blast. Foe drops to one knee and rises again with some difficulty. Skin is blistered badly. +11H – 2☼⊗ – (-10)	The shock of the assault inhabits foe's spine. Muscles and tendons are stretched. He has trouble standing. +12H – 2☼ – (-20)	Blasted leaps onto foe's shield arm. His arm and any shield are on fire. Metal is fused. 4☼ – 3♦ – (-40)
71-75	Your attack infects foe with electrical energy. It dances all over him. It takes some time for him to recover. +8H – 3☼ – (-5)	Chest and arm blast damages organic armor. Metal armor wil! heat up painfully. Foe smells own hair burning. 4☼ – 2⊗ while metal armor worn: 3♦	Chest blast. Organic armor is destroyed. Metal armor is scalding hot. +12H – 8☼ until metal armor removed: 5♦	Attack engulfs foe's weapon. Hand and arm are useless. Skin, muscles, and nerves are damaged. +13H – 3☼	Strike savages center of foe's chest. Foe's convulsions resemble a dance. One arm is paralyzed. with armor: +10H – 3☼⊗ – ♦ w/o chest armor: 6☼ – 3♦
76-80	Electrify foe's shield side. Foe finds little protection behind his shield. Hopefully, it contains no metal. w/o metal on shield: +6H – ☼⊗ with metal on shield: +9H – 2☼⊗	Abdomen entangled by a great electrical serpent. Foe is knocked down; the beast disappears. with abdom. armor: +15H – 2☼ – ⊗ w/o abdominal armor: +11H – 2♦	Nerves in foe's elbow are damaged; shield arm is useless. He drops his weapon on his foot. He is embarassed. 8 ☼ – (-5) – ♦	Blast reaches out with hateful resolve. Foe's neck and back are engulfed. Nerves are damaged and muscles torn. +20H – 10☼⊗	Metal on foe fuses to his body, damaging nerves. Dazed, he drops to the ground to look for his marbles. +18H – 3♦
81-85	Blast goes right into foe's back and he vibrates. He is unaware of much around him for a moment. He flails his weapon around. +12H – 2☼✕	The shock turns foe's reflexes against his muscles. Tendons are torn during foe's violent convulsions. The poor fool. +13H – 3☼⊗	Violent shock to foe's abdomen. Armor deflects some of the damage. Foe is terribly unbalanced. Torn cartilage. with armor: +10H – ☼ – (-20) w/o armor: 4☼ – (-40) – 2♦	Bolt grapples foe's weapon arm and snakes into his body. His arm is useless. He is dizzy and falls unconscious after 6 active rounds. +15H – 6(-30)	Blast hits shoulder. Foe conducts your strike well. His nervous system is rearranged. He drops and dies of shock and nerve damage in 12 rounds. –
86-90	Assault to foe's lower leg fuses metal and burns much. Foe falls. One leg is paralyzed if metal greaves are worn. with metal armor: +15H – 2☼⊗ w/o metal armor: +15H – 3☼⊗	Blast lands on leg with unusual force. Simple leg fracture if he wears armor; a compound fracture if not. with leg armor: 6☼⊗ – ♦ w/o leg armor: 6☼ – (-50)	Brunt of strike infests foe's knee. Muscles and nerves are burned. Foe drops in agony and grips his knee. 2☼⊗ – (-60)	Electrify foe's body. Muscles and tendons tear in convulsions. If no armor he dies in 12 rounds. with chest armor: 9☼ – 6♦	Strike seeks out the shoulder and then his spine. Foe drops, hip and backbone shattered, and dies in 12 rounds. –
91-95	Strike arcs up into foe's hip. Garments catch fire. Shock and nerve damage inflicted. 3☼ – (-50)	Jolt blinds foe for 2 days and sends him crashing to the ground. He is badly dazed and helpless while the blindness lasts (2 to 10 days). 9☼	Trapped in a web of light, your foe falls to escape the heat. He is unconsious and, without immediate aid, will go into shock, dying in 12 rounds. (–75) – 5♦	Strike to foe's head devastates nervous system. He falls into a coma. Foe is a living vegetable. Any metal is hot to the touch. +30H	Blast rends foe's body, causing fatal damage to organs. His eyes pop out and he dies in 9 inactive rounds. So much for the Govenor's pardon. +25H
96-99	Foe's loses consciousness from the blast. His convulsions keep him standing 1 round. +10H – 12☼	Strike overloads foe's nervous system. His heart stops and restarts several times. He drops and dies in 9 rounds. +15H	Sustained heat of the onslaught fuses metal, cloth, and skin. Foe's eyes pop out of his head. He dies in 3 rounds. –	Foe reels back 10 feet. Nerve damage and shock combined with broken hip and arm spell death in 3 painful rnds. +20H	Titanic blast virtually cuts foe in half. Bolts streak across ground threatening new victims. Foe is dead, of course. (+20)
100	Foe's head is ablaze. Garments catch fire. Foe falls unconscious and dies in 6 rounds from nerve damage. +20H	Foe's insides heat up and burn, destroying nerves and organs alike. Foe drops and dies instantly. (+10)	Strike lands on foe's head. Muscles are fused, tendons torn. Foe's brain fries. He slips to ground and dies in 3 rnds. 3(+10)	Havoc reigns around foe. Closest thing to him is also entangled in this deadly bolt. He dies 2 rnds later. (+15)	Strike to foe's head. He is burned to a cinder. What is left blows away on the wind. All fear you. (+20)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

HEAT CRITICAL STRIKE TABLE A-8.9.7

	A	B	C	D	E
01-05	The air around foe shimmers. Pfft. +0H	Attack is wild and boils nearby water. +0H	Hot smoke makes foe's eyes red. +1H	Foe evades the embrace of the flames. +2H	Foe avoids the blast but not the heat. +3H
06-10	Hot wind makes foe uncomfortable. +1H	Singe foe's exposed skin. The heat dies quick. Foe is not impressed. +2H	Sparks and smoke dance all over foe. He waves them off with little effort. +3H	Flames surround foe. He seems to step out of them unharmed. +4H	Sweltering heat reachs out for foe. He evades. You have initiative. +4H
11-15	Foe covers his face and leaps aside. You have initiative. +2H	Foe simmers in his clothes. He is unfocused and you have initiative. +2H	Foe suspects that he is on fire. He is wrong. You gain the initiative. +3H	Foe is enshrouded by smoke. The heat harms him little. You have initiative. +4H	Flash unbalances foe and sends him on the defensive. You have initiative. +6H – ☼
16-20	Blast stings foe's hands and arms. You have the initiative. +3H	Assault blinds foe for a moment. You have 2 rounds of initiative. –	Hair and bowstrings are singed. You have 2 rounds of initiative. +5H	Foe strikes out at the flames to protect himself. It seems to work well enough. +6H – ✕	Foe fails to avoid some of the attack and almost falls down. +7H – ✕
21-35	Foe's chest and side heat up and garments smolder from assault. He will be easily kindled if you strike again. +4H – ☼	Fire laden blast forces foe back. Any containers of water boil and burst open. You have 2 rounds of initiative. +6H	Disorient foe with a tricky shot. Garments smolder suspiciously. He checks them carefully; guard is still up. +7H – ✕ – ♦	With a burst of flame, you cover foe with heated air. Foe jumps back to avoid any additional wounds. +8H – 2✕ – ♦	Blister foe's weapon arm. He gives ground to escape the heat. His footing is better than you had hoped. +9H – 2✕ – 2♦
36-45	Hot winds dance around foe parching his exposed skin. He puts up a desperate defence. +6H – ✕	Foe's shield side is swathed in fire. He may use a shield to avoid the attack, but it combusts. Shield hand is burned. with shield: +3H – 3✕ w/o shield: +7H – ✕ – ♦	Heat catchs foe in lower leg. You gain initiative while foe regains his balance. The pain stays with him. +8H – 2✕ – ♦	Cover foe with a flash fire. Exposed skin burns. The flames bite deep and the pain is great. If not wet: +9H – 2♦ If wet: +6H – 2✕	Strike to side and back ignite foe's cloak and pack. Neck and shoulder are lightly burned. with backpack: +8H –♦ w/o backpack:: +10H – 3♦
46-50	Clothes smoke, then burn. Foe flails his arms trying to put them out. The pain edures longer than the flames. +7H – ✕ – ♦	Foe evades most of the damage with some grace. The remainder scorches his side lightly. +8H – 2✕ – ♦	Flame spreads up foe's side and snaps at his arm and face. Exposed areas are lightly burned. +9H – ☼ – 2♦	Assault lands on foe's weapon arm. He makes a supreme effort to pull his arm away. Foe is unable to protect himself. +10H – ☼ – 3♦	Foe blocks flames with his weapon. A wooden weapon is destroyed. A metal weapon becomes too hot to hold. +12H – 2☼ – 3♦
51-55	Spark sets a piece of foe's equipment on fire. Foe must remove the item. +8H – 2✕ – ♦	Foe ducks; attack torches back and the ground behind him. He is shaken. +8H – ☼ – 2♦	Hard strike to side, armor does not help. Blow leaves a blistering mark. +9H – 2☼ – 3♦	Foe is aflame and takes damage for 3 rounds while he burns. +10H – 2☼ – 3♦	Your flames reach out. Foe frantically leaps back . His chest is burned. +13H – ☼⊗ – 3♦
56-60	Assault ignites foe's back. Equipment crackles as it burns and falls clear. +9H – ☼ – 2♦	Engulf foe in flame and smoke. The flames die down; foe escapes death. +10H – 2☼ – 2♦	Strong blast hits foe in legs; they nearly give with pain. He recoils 5 ft. with leg armor: +8H – 2✕ w/o leg armor: +10H – 2☼ – 2♦	Flames dance around foe's head. He seeks to get clear and almost falls. With helmet: +3H – 2☼ – 2(-10) w/o helmet: +12H – 2♦	Garments over foe's shoulders and head are set afire. He is frantic. with helm: +8H – ☼⊗ – ♦ – (-5) w/o helm: +15H – 2☼⊗ – (-10) –3♦
61-65	Well placed. Strike slams into foe's weapon arm. Garments are burned. Foe's evasion is comical. with arm greaves: +7H – ♦ w/o arm greaves: +10H – 3♦	Concentrated strike burns through foe's leg. The flames do not last but foe's skin is exposed. Skin blisters. +9H – ☼⊗ – (-5) – 2♦	Flames burst against foe's side. He stumbles but does not fall. He tries to smother the fire with his garments. +10H – ☼⊗ – (-10) – 3♦	Foe's shield arm and shield are on fire. Dropping the shield only helps a little. The flames cling to his garements. with shield: +10H – 2☼ – ⊗ – 4♦ w/o shield: +13H – 2☼ – ⊗ – 6♦	Searing strike to foe's legs. Exposed skin and muscle is burned. Infection will follow. Foe struggles to stay up. +15H – 2☼⊗ – 4♦ – (-10)
66	Flame grapples foe's shield and chest. The wound is grave and infection will follow. +9H – 2☼⊗ – (-15)	Fire lands along side foe's face. His hair, cheek, and ear are engulfed. Foe throws himself to the ground. +10 – 2☼ – 4♦	Blaze consumes garments on weapon arm. Any metal covering heats up. Foe falls from the blast. +12H – 3♦	Foe's face and weapon hand are scalded. Foe is having trouble opening his eyes. +10☼ – (-10) – 6♦	Foe's combustible garments turn him into a torch. He runs a short distance, drops and dies in 6 rounds. +25H
67-70	Toast foe's side and send him stumbling back 5 feet away from you. He blocks his face against any renewed assault. +8H – 2☼ – 2♦ – (-5)	Flames seek out foe with a predator's lust. He throws garments and equipment off franticly to satisfy the blaze. Foe is busy staying alive. +7H – 2☼ – ⊗ – (-10) – 2♦	Back blast. Foe drops to one knee and then rises again with some difficulty. Some of his garments still smoke from the assault. Skin is blistered badly. 2☼ – ⊗ – (-15) – 2♦	Foe leaps back from your deadly inferno. He escapes death but falls on his back. He is prone for 1 round. Minor arm burns. +15H – ☼ – 3♦	Blast leaps onto foe's shield arm. Any shield foe has and his arm are on fire. The heat penetrates deep and foe's face shows it. 5♦ – (-15)
71-75	Fire consumes garments and hair. Blinding smoke keeps foe's defenses poorly aligned. +12H – ☼⊗	Chest and arm blast damages organic armor and engulfs any wood on foe. Metal armor heats up painfully. +9H – 2☼ – ⊗ – (-15) – (+10)	Chest blast. Organic armor is destroyed. Metal armor should be removed quickly. 3☼ – (-15) – 6♦	Foe's weapon arm is a conflagration. Hand and arm are useless. Muscles and nerves are damaged. 6☼ – (-50)	Strike center of foe's chest. Flame spills in all directions. Foe is knocked down. Chest armor is destroyed. +15H – 6♦ – (-60)
76-80	Foe's shield side is engulfed in flame. Foe's shield is kindled if wooden. +10H – 2☼ – ⊗ – 2♦	Abdomen entangled in flames. The flames will spread upward next turn if not extinguished. Foe sees the danger. 20 – 2♦	Strike engulfs foe's most exposed hand and burns it without mercy. Hand is useless. Arm clothing is destroyed. 6☼ – (-40)	Foe's side is ignited by your strike and the wounds are deep. He smothers the fire but the damage is done. 3☼⊗ – 5♦	Blast lands on foe's side but spreads to arms and legs. A shield prevents arm damage but his hands are burned off. +20H – 12☼
81-85	Foe exposes his back while evading the strike. Blast scorches a small wound in his shoulder blade. +8H – 2☼ – 2♦ – (-20)	Strike knocks foe down on his back. The flames do not endure but much equipment is burned or crushed. ☼ – 2♦	Violent inferno destroys organic armor and ruins metal armor on leg. Much of the blast rumbles clear after impact. (-20) – 2♦	Foe's arms and chest embrace your infernal strike. Arms are useless and foe's skin is open to the air. +15H – 9☼	Foe inhales flames scalding lungs and throat Foe is active for 12 rnds (while he burns), then dies. +20H
86-90	Assault to foe's lower leg consumes covering. Foe falls down. One leg is on fire. +10H – 2(-10)	Leg covering is set on fire by blast. It spreads quickly and foe is in trouble. The flames will grow if not put out. +16H – 3☼	Foe's shield side is devoured by flames. Head, arm, side, and leg have critical burns. If foe has a shield, it is destroyed in place of his arm. +15H – 6☼⊗ – (-85) – 3♦	Blast engulfs lower half of foe's body. If foe has abdominal armor, he is knocked out. If not, he dies in 12 inactive rounds from organ damage. with abdominal armor: 2♦	Foe's lower body is badly burned. Nerves, organs and tissue destroyed. Foe is paralyzed and will die in 9 rounds from shock and dehydration. +20H
91-95	Blow to foe's head. If he has helmet it heats up like a furnace and must be painfully removed. Foe ears and cheeks are burned. with helmet: +15H – 3☼ – (-10) w/o helmet: +12H – 2☼⊗ – (-30)	Head strike. Force of blast removes any helmet worn. Hair, scalp and skin burn. Smoke and flame blind foe for 3 rnds. with helmet: +10H – 3✕ – 2♦ w/o helmet: 8♦	Trapped in the furnace of your blast, foe is overcome and falls down. He is unconsious and still burning. +18H – 6☼⊗ – (–90) – 4♦	Flames assault upper body. If foe has a full helm, he is blinded and in a coma for 2 days. If not, he dies in 6 rounds due to shock and brain damage. –	Foe is cremated before your very eyes. He remains standing for 6 rounds and then drops and dies. A small fire lingers over the remains. A horrible end. +25H
96-99	Blast lands on the weapon arm and climbs up to foe's neck. It burns all it touches. If foe has any organic neck covering it is destroyed. 4☼⊗ –8♦	Flames burn into foe's throat. The damage is frightening. Foe's neck collapses in the flames. He drops and dies in 9 inactive rnds. He smells bad. +20H – 12♦ – (+10)	Intense heat fuses metal, cloth and skin. Foe is unrecognizable. If no chest armor he is dead instantly. Otherwise he dies after 9 rounds of burning. –	Foe is trapped in the furnace made by your attack. Organs are destroyed and foe's blood boils. He has no hope of survival and dies in 6 inactive rounds. +20H	Your foe is devoured by a hellfire of which even you are frightened. All combustibles within 10 ft ignite. Little will remain when the fire dies. (+10)
100	Brutally scar the side of foe's face. Foe is knocked out. He loses 50 from his Appearance and 25 from his Presence. +20H – 5♦	Assault consumes clothing and tissue. Foe's arms and chest are without skin. Foe is paralyzed. Infection will follow. +25H	Strike to foe's head. If he has a helmet, his head is broiled and he dies in 2 rnds. If no helmet he dies instantly. (+10)	Every part of foe is ablaze. He dies in 2 rounds, making terrifying noises. He continues to burn for 12 rounds. (+15)	Fire devours every part of foe in an instant. Bits of metal, teeth and a few bones shower to the ground. (+20)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

KRUSH CRITICAL STRIKE TABLE A-8.9.8

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H – (✕-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H – ☼ – (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H – ✕	Foe is concerned with his own preservation. He steps back 5 feet. +4H – (✕-10)	Blow to foe's waist. He spins sideways. +6H – (✕-20)	Glancing blow takes skin with it. You have initiative next round. +5H – (-5)	Strong blow breaks foe's guard. He is unbalanced. ☼⊗ – (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H – ✕ – (+5)	Foe loses some resolve from your solid strike. +4H – (✕-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H – ☼	Foe goes airborne to evade your strike. He is stumbling back. +4H – ☼⊗	Solid shot breaks foe's ribs. You have initiative next round. +6H – (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H – (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H – 2✕ w/o leg greaves: +6H – 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H – 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H – (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H – (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H – (✕-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H – (✕-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H – ☼⊗	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H – ☼⊗	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H – ☼⊗
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H – (✕-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H – 2✕	Hard strike to chest, armor does not help. +5H – ☼ – (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H – (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H – 2☼ – (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H – (✕-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H – ✕ – (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H – ✕ – (-5) – (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H – ☼ – (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H – ☼⊗ – (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H – ✕ w/o arm greaves: +5H – ☼	Blow to foe's forearm. The strike is solid. The pain is certain. +9H – ☼ – (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H – ☼	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H – ☼⊗ – (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H – ☼ – (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H – 2☼⊗	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3☼⊗	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H – 3☼⊗ – (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H – (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H – 3☼ – ⊗	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H – 2☼⊗ – (-10)	Strike to chest causes a host of trouble. +10H – 3☼ – 2⊗ – (-10)	Blow to shoulder. with shoulder armor: +6H – ☼⊗ w/o shoulder armor: 2☼⊗ – (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H – 2☼⊗ – (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H – 2☼ – ⊗ – (-35)	Strike twists foe's knee. +10H – 2☼⊗ – (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H – 2☼⊗ – (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H – 3☼ – (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H – ☼	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +9H – ☼⊗ – (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H – ☼⊗	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H – 2☼⊗
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H – 2☼⊗ – (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H – 2☼⊗ – (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H – 3☼⊗ – (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H – 3☼⊗ – (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilege are damaged. +12H – 3☼⊗ – (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4☼⊗ – (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H – 6☼ – (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breath. Foe is inactive and suffocates in 12 rounds. —
91-95	Break foe's nose. with nose guard: +10H – 2☼⊗ w/o nose guard: +15H – 3☼⊗	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H – 12☼	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds. —	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H – 6☼	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity. —	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H – (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H – (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H – 15☼	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H – 24☼⊗	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H – 2☼ – 6(-30)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

LARGE CREATURE CRITICAL STRIKE TABLE A-8.9.9

	MELEE/MISSILE	FIREARMS	ENERGY
01-05	Weapon shatters on foe's solid form +12H	Gee, Jim, that grazing shot appears to have made it angry. Shame your weapon jammed. +10H	Nice hole. Trying to be decorative? +2H
06-10	Solid, but futile +3H	Solid hit. It now knows where you are. +4H	Good penetration. Got its attention. +2H
11-20	Hardly enough for victory. Weak side strike. +6H	Rough shot glances off foe's side. He looks around to see where the bullet came from. +6H	You got him. He looks around to see where the shot came from. +3H
21-30	Strong blow to foe's forearm yields its measure. +9H	Solid hit to foe's forearm causes it to rear back. +7H	Solid forearm hit causes him to rear back. +4H
31-40	Strike to beast's chest. Some unseen piece of protection blocks your attack. +12H	Shot to foe's chest glances off a rib. +14H	Shot manages to break a rib +14H – (-10)
41-50	Strike lands upon foe's side. He responds by leaping back away from you. +15H	Shot to foe's side. He leaps back and away from you. +15H	Beam catches him in the side. He leaps back and away. +10H
51-65	Blow crashes into foe's leg. The damage is obvious by the look on his face. +20H	Bullet slams into foe's leg. He grimaces (if possible) in pain. +15H – 4♦	Beam passes through leg without hitting anything vital. +10H
66	Well placed strike to foe's neck severs the jugular vein. Foe falls and dies in 6 rounds. —	Well done, Old Boy. Got him right in the neck. Hope he dies before he charges us. +8H – 20♦	Beam passes through neck. He'll die . . . eventually. +4H – 2♦
67-70	Foe's leg catches your failing strike at the right moment. The leg is bruised badly. +25H	Foe's leg catches your shot at the right moment. He should feel that one. +18H	Good leg hit. Too bad you missed everything vital. +14H
71-80	Arm strike gives foe a bruise. +30H	Arm shot takes away great gobs of flesh. +20H – 2♦ – (+10)	Arm shot bites deep. +14H
81-90	Strong blast to foe's stomach staggers foe. His guard drops for a moment. You have a chance. +20H – 2☼⊗ – (+10)	Gut shot staggers foe. +16H – 2♦ – (+10)	Gut shot staggers foe. Work fast +13H – ☼ – (+10)
91-95	Strong blow to foe's leg yields a gaping wound. If foe has blood, you see a lot of it. +18H – 3☼ – 5♦ – (-10)	Shot pierces artery in leg. Foe is bleeding badly (assuming he bleeds at all, that is) +15H – 2☼ – 7♦ – (-10)	Shot catches artery in foe's leg. If foe has blood, then it's bleeding badly. +12H – ☼ – 6♦
96-98	Plunge your weapon into foe's heart. Foe dies instantly, and falls on you. You are pinned for 6 rounds and take 20 hits! —	Heart shot. Foe dies instantly of shock. —	Heart shot. You've done this before. —
99-100	Strike through foe's lungs. Foe falls down and dies after 6 rounds. Allies get a bonus! +24H – (+20)	Shot through both lungs. Foe is in shock and drowns in his own blood after 6 rounds. +15H – (+20)	Beam passes through both lungs. Foe will drown in his own blood after 9 rounds. +16H – (+20)
101-150	Awesome strike to shoulder sends foe stumbling. He has trouble getting his balance back. +50H — 3☼⊗ – (-35)	Shoulder hit spins foe. +25H –2☼⊗ – (-35)	Shoulder hit shatters bone. Foe collapses. +25H – 4☼⊗ – (-55)
151-175	Strike drives bone into kidneys and liver. Foe drops and dies in 6 rounds. What a pity. —	Shot to foe's abdomen perforates his kidneys. Amazingly, he is up and fighting for six rounds before dying of shock. Have fun. —	Beam passes through both kidneys. Foe fights for six rounds out of spite, then dies. —
176-200	Strike to bowels destroys foe's abdominal areas. Foe's blood is all over you. Foe dies in 12 rounds. +35H – (+15)	Bullet pierces abdominal arteries. Foe's blood covers the ground. +25H – 25♦ – (+25)	Beam slices through internal arteries. Foe's bleeding bad, internally. +18H – 13♦ – (+25)
201-250	Blow to foes's forearm severs a vein. Foe dies in 7 rounds from shock and blood loss. He is still standing +15H – 6☼ – (-30)	Shot to forelimb breaks bone and severs an artery. Foe is up and fighting, at least until he bleeds to death. +25H – 15♦ – (-10)	Forelimb shot shatters bone and cuts artery. Foe perseveres. +25H – 14♦ – (-35)
251+	You grapple your foe and deal him a mighty blow. You are knocked out. Foe is also impaired. +35H – 3☼⊗	Beautiful shot take foe right between the eyes, leaving him less than alive. You spend the next two rounds admiring your handiwork. —	Beam enters between foe's eyes. It exits out the back of foe's head. Can you say "Dead?" (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

LASER CRITICAL STRIKE TABLE A-8.9.10

	A	B	C	D	E
01-05	Beam pierces the skin between foe's fingers. +0H	Beam grazes hand. Foe flinches. +1H – ✕	Beam nicks foe's hand, piercing anything he carries. +1H – 2✕ (-10)	Shot burns through hand, missing most everything vital. +3H – 2✕ – 2♦ – (-10)	Foe has a burn clean through his hand. That must smart. +5H – 3✪⊗ – (-20)
06-10	Forearm burn leaves only slight damage. You have the initiative. +1H	Beam creases forearm. The wound is cauterized. +3H – ✕ – ♦	Beam slices through tendons in forearm. Foe screams in surprise. +4H – ✪ – 2♦ – (-10)	Hole burns through muscles in foe's forearm. Foe grips it in pain. +5H – 2✪ – 3♦ – (-15)	Beam burns clean through forearm, slicing bone in two. Arm is useless. Foe drops anything he's carrying. +7H – 3✪⊗ – 4♦ – (-25)
11-15	Beam grazes inner arm. +1H	Minor muscle damage to foe's upper arm. Better luck next time. +3H – ✕ – (-5)	Beam cauterizes its way through biceps, doing some small amount of damage. +5H – 2✪ – 2♦ – (-10)	Laser passes through elbow, slicing the joint and tendons. Arm is useless. +3H – 4✪ – 2✪ – (-20)	Beam cuts through bicep, slicing bone in two and severing muscles and tendons. + 12H – 6✪ – 3♦ – (-25)
16-20	That'll leave a mark. +1H	Shot nicks foe's bicep. His flinch only makes it worse. +3H – ✕ – (-5)	Beam slices deep into biceps. Instant tatoo removal. +5H – 2✪ – 2♦ – (-10)	Funny bone cracks from heat. Muscles and tendons severed. Say, "Mommy." +3H – 4✪ – 2✕ – (-20)	Foe grasps arm as beam cuts bone, tendons and muscles. Burned and mangled flesh hang in a grizzly mess. Ick. + 12H – 6✪ – 3♦ – (-25)
21-30	You got a piece of his shoulder, but only barely. +2H	Beam pierces shoulder, but only barely. +2H – ✪ (-5)	Clean shoulder wound. Muscles and tendons bare the brunt of the damage. +7H – 3✪ – ♦ – (-10)	Laser cuts through shoulder, damaging muscles and tendon, but cauterizing all damage. +7H – 3✪ – 5♦ – (-20)	You missed the bone and the biceps. If it wasn't for the artery, that would have been a waste of a shot. +3H – 10♦ – (-5)
31-40	Beam takes a chunk out of foe's shoulder. +1H	Beam takes a piece out of foe's clavicle. He screams like a small child. +4H – (-5)	Beam passes clean through foe's clavicle. That arm ain't hanging right. +8H – ✕ – (-10)	Beam passes clean through clavicle. That must've hurt. +12H – 2✪ – 3♦ – (-15)	Clavicle and shoulder joint are nearly a complete write off. Better find a really good surgeon. +12H – 4✪⊗ – 7♦ – (-50)
41-50	Beam brushes foe's hip. +2H	Slight muscle damage to foe's thigh. Foe's leg almost crumples out from underneath him. +4H – 2✪	Beam passes straight through foe's thigh. +10H – 3✪ – (-15)	Beam burns a neat little hole through thigh, cutting muscle and tendon. +15H – 3✪⊗ – (-25)	Scything beam of light severs thigh bone and artery. Foe collapses like a bag of wheat. +12H – 5✪⊗ – 3♦ – (-25)
51-55	You take a piece out of his calf. +2H	Beam only nicks the foe's calf, severing a single tendon. +2H – ✕ – (-5)	Beam strikes straight through calf, severing muscle and tendon. That'll leave a mark. +5H – ✪ – 2♦ – (-10)	Beam slices through shinbone and calf, fracturing bone and severing muscle. +12H – 2✪ – 3✕ – (-15)	Agonizing shot burns through shin bone and muscles. Foe goes down . . . hard. +15H – 3✪⊗ – 3♦ – (-30)
56-60	Foe moves his foot just in time. +2H	Were you trying to make him dance or something? Beam slices off foe's toe. +4H – ✕ – (-5)	Beam passes effortlessly through foe's foot. Several bones are cut. Foe looks at you in shock. +10H – 2✪ – (-15)	Slicing path through ankle breaks bone and tendons. Foe looks down in shock. +12H – 3✪- ⊗ – (-20)	You think he was Achilles? Beam slices through ankle and tendon, disconnecting the foot completely. Ouch. +15H – 4✪⊗ – 4♦ – (-25)
61-65	Barely grazed his belly. +3H – ✕	Beam passes cleanly though foe's hip bone. Minor damage. Foe takes a step and the hip bone snaps. +5H – ✪ – (-5)	You leave a very nice hole in foe's hip. +10H – 2✪ – ⊗ – (-15)	Surgical removal of foe's love handles. You smell boiling fat. +15H – 3✪⊗ – 3♦ – (-20)	Slice hip bone in two. Foe mews pitifully. +20H – 5✪⊗ – (-50)
66	They told him to watch his six. Now he won't be sitting down for days. Pitiful. +10H – (-10)	Beam passes clean in one ear and out the other. Foe drops in coma for one week. +12H – (-25) – (+25)	Laser makes neat incision in foe's nose. Beam continues through spine, brainstem and back of head. Check out look on his face. (+25)	You waved that one around just enough to open beautiful slices in front and back of foe. Those look like intestines. +25H – 6✪⊗ – 10♦ – (-50)	Slicing blow to groin vaporizes vitals. All within 15 feet are stunned, dumbfounded, for one round. +30H – 12✪⊗ – 7♦ – (-75)
67-70	Beam brushes foe's knee. +1H – ✕	Beam cracks kneecap in two. Foe manages to shift his weight just in time. +5H – ✪ – (-10)	Very neat hole in foe's knee. He won't be making the team this fall. +10H – 2✪ – (-15)	Surgical strike almost completely removes kneecap. +15H – 4✪⊗ – ♦ – (-20)	Surgical strike almost completely removes kneecap. +20H – 6✪ – 4⊗ – (-30)
71-75	Beam goes right through foe's abdomen, miraculously missing everything. +2H	Beam passes though abdomen, perforating foe's intestine. +3H – ✪ – (-5)	Beam passes through foe's stomach. Talk about a perforated ulcer. +5H – 2✪ – 3♦ – (-10)	Wound opens in torso, slicing through kidneys and intestines. Foe gasps in pain. +5H – 3✪⊗ – 4♦ – (-15)	Beautiful little hole through kidney. Even with the cauterization, there's blood. +10H – 4✪⊗ – 7♦ -(-20)
76-80	Laser pierces foe's side. Nothing important is damaged. +4H – 2✕ – (-5)	Beam takes out rib, but just misses lung. +5H – 2✪ – (-10)	Beam cuts two ribs in half. Muscle and tendon damage result. +10H – 3✪ – (-15)	That black blood probably means you hit his liver. Not good. +7H – 2✪ – 6♦ – (-10)	Nice appendectomy. You go to med-school? +10H – 3W⊗ – 8♦ – (-20)
81-85	Beam passes through gut, nicking an intestine. +4H – ✪ – (-5)	Shot to foe's belly-button turns his outie into an innie. Minor damage to intestines. +5H – ✪ – 3♦ – (-10)	Beam pierces foe's lung. Can you say, "Sucking chest wound."? I knew you could. +8H – 2✪ – 4♦ – (-10)	Slicing shot to pelvic girdle. He's actually bleeding from this one. Good work. +10H – 4✪ – 2⊗ – 6♦ – (-15)	You managed to miss all the important stuff. Well, except the spinal cord. Foe collapses, paralyzed. +15 H – 2♦
86-90	Almost got his lung with that one. Minor muscle damage. +5H – (-5)	Rib cracks as beam passes through it. +10H – 2✪ – ♦ – (-10)	Rib and lung pierced. Life stinks sometimes. +10H – 3✪ – ⊗ – 4♦ – (-15)	Drilled straight through sternum. Unfortunately, it was an artery you clipped, not the heart. +12H – 3✪⊗ – 7♦ – (-30)	Beam drills right through heart. It takes foe two rounds to realize he's dead. (+20)
91-95	You clip off a piece of foe's ear. It feels worse than it is. +2H	Beam leaves crease in foe's head. His hair is smouldering. +5H – 3✪ – (-5)	Beam slices through side of head, piercing inner ear and damaging eye. -10 to awareness checks. +7H – 2✪ – 4B – (-10)	Surgical blow to the brain severs several nerve bundles. Foe drops, unconscious, for two months. When he awakes, he's deaf. +10H – 8♦	Beam slices right through brain pan. Very surgical. Foe almost survives. (+20)
96-99	Beam cracks foe's jaw, but just slightly. +4H – 2✪ – (-5)	Beam crack's foe's jaw. It'll have to be wired shut. +6H – 2✪ – ⊗ – 2♦ – (-10)	Surgical removal of voice box. Wow. +7H – 3✪⊗ – 2♦ – (-15)	Beam severs carotid artery. Foe tries to staunch the flow, but it pours out through his fingers. +3H – ✕ – 10♦ – (-10)	Beam catches jugular and spine. He can't even reach up to try to stop the blood. +8H – 20♦ – (-75)
100	Beam pierces skull in non-vital area. If he hadn't twitched, he would have lived. (+20)	Beam pierces foe's eye. Foe drops like a puppet with its strings cut. (+20)	Beam pierces brain, damaging multiple areas. Poor sap dies instantly. (+20)	Beam enters eye. A flick of the wrist brings beam out side of head. Sad. (+20)	You missed. No wait. Is that a burn between his eyes? Foe crumples, dead. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✪=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

PLASMA CRITICAL STRIKE TABLE A-8.9.11

	A	B	C	D	E
01-05	Blast hits item in foe's hand. A Light maneuver will allow him to hold onto it. +0H	Blast hits whatever he was holding. A Medium maneuver, and he might even hold onto it. +1H – ✕	Plasma catches object in foe's hand. He must make a Hard maneuver to hold onto it. +1H – 2✕ (-10)	Shot burns through foe's hand and anything he was holding. +3H – 2✕ – 2♦ – (-10)	Blast detonates whatever foe was holding, sending shrapnel through hand. +5H – 3✲⊗ – (-20)
06-10	Light burns. You gain initiative next round. +1H	Deep burn on foe's forearm, you get the initiative next round. +3H – ✕ – ♦	Glancing shot burns through tendon in foe's forearm. +4H – ✲ – 2♦ – (-10)	Blast burns through muscles and tendons in foe's forearm. +5H – 2✲ – 3♦ – (-15)	Blast burns through both bones in forearm, rendering arm useless. +7H – 3✲⊗ – 4♦ – (-25)
11-15	Blast leaves a nasty burn. +1H	Plasma grazes foe's biceps, causing a painful burn. +3H – ✕ – (-5)	Plasma burn deeply into foe's biceps. +5H – 2✲ – 2♦ – (-10)	Plasma burns through bone and tendon, making foe wonder why it's called the humerus. +3H – 4✲ – 2✲ – (-20)	Blast burns through upper arm, eating through bone and tendon. Foe cannot lift his arm. + 12H – 6✲ – 3♦ – (-25)
16-20	His arm catches a bit of it. +1H	Blast causes a painful burn to foe's triceps. +3H – ✕ – (-5)	Solid hit burns through triceps. +5H – 2✲ – 2♦ – (-10)	Plasma effectively destroys elbow. Medic! +3H – 4✲ – 2✕ – (-20)	Penetrating blast burns through upper arm and bone. Arm is useless. + 12H – 6✲ – 3♦ – (-25)
21-30	Foe moved at the last moment. You barely got a piece of him. +2H	Shot burns foe's shoulder. +2H – ✲ (-5)	Blast burns deep into foe's shoulder, dissolving muscles and tendons alike. +7H – 3✲ – ♦ – (-10)	Plasma burns through shoulder and out other side. +7H – 3✲ – 5♦ – (-20)	You just burned a hole in his shoulder big enough to put your fist through. That's a gusher. +3H – 10♦ – (-5)
31-40	He almost felt that one. +1H	Plasma burns foe's neck. +4H – (-5)	Blast burns clean through foe's clavicle. +8H – ✕ – (-10)	Plasma burns out top of foe's shoulder. +12H – 2✲ – 3♦ – (-15)	Plasma burns shoulder joint to the nub. That arm will never be right again. +12H – 4✲⊗ – 7♦ – (-50)
41-50	Shot grazes foe's thigh leaving an ugly mark. +2H	Plasma burns into foe's thigh. Minor muscle damage. +4H – 2✲	Plasma burn deep into foe's thigh. +10H – 3✲ – (-15)	Shot burns through thigh, removing half the muscles, burning tendons and cooking through arteries. +15H – 3✲⊗ – (-25)	Blast to thigh burns through bone and arteries. Foe drops into an expanding pool of blood. +12H – 5✲⊗ – 3♦ – (-25)
51-55	Blast grazes foe's calf. That must've smarted. +2H	Plasma burns a chunk out of foe's calf. Minor muscle damage. +2H – ✕ – (-5)	Shot to foe's calf burns through muscle and tendons. +5H – ✲ – 2♦ – (-10)	Shot burns through foe's tibia. That leg isn't gonna be the same again. +12H – 2✲ – 3✕ – (-15)	Shot hits lower leg, burning through bone and sinew. Leg folds like a lawn chair. +15H – 3✲⊗ – 3♦ – (-30)
56-60	Blast just misses, but plasma splatters onto foot. +2H	Plasma grazes foe's foot, burning off two toes. +4H – ✕ – (-5)	Plasma catches foe in center of foot, burning through bone, muscle, and into the ground. +10H – 2✲ – (-15)	Plasma burns through most of ankle, bones and tendons alike. +12H – 3✲ – ⊗ – (-20)	If using hunting class I or greater, foot is burned right off. Otherwise, ankle is destroyed. +15H – 4✲⊗ – 4♦ – (-25)
61-65	Close shot. Good thing those hips weren't any wider. +3H – ✕	Shot catches foe's hip. Heat expansion cracks hip. Ouch. +5H – ✲ – (-5)	Plasma causes cracks in foe's femur. Walking will cause d10 hits per minute. +10H – 2✲ – ⊗ – (-15)	Plasma burns through foe's hip joint. +15H – 3✲⊗ – 3♦ – (-20)	Foe's hip is destroyed. +20H – 5✲⊗ – (-50)
66	Shot catches foe in the rear. Those burns look painful. +10H – (-10)	Blast hits foe in shoulder, but splashing plasma catches foe in ear, causing brain damage. Foe is in a coma for d10 days. +12H – (-25) – (+25)	Plasma burns straight into foe's forehead, then down into foe's neck. Very sad. (+25)	Shot burns through abdomen. Any organs not burned out begin spilling on the ground. +25H – 6✲⊗ – 10♦ – (-50)	Blast to foe's groin burns all vitals to a nub. All withing sight are stunned in sympathy for one round. +30H – 12✲⊗ – 7♦ – (-75)
67-70	Plasma grazes foe's knee. +1H – ✕	Blast burns deep into foe's knee, but fails to cause more damage. +5H – ✲ – (-10)	Blast burns flesh of foe's knee. +10H – 2✲ – (-15)	Plasma burns out kneecap. Muscles and tendons are damaged as well. +15H – 4✲⊗ – ♦ – (-20)	Knee joint destroyed. Tendons are not doing much better. +20H – 6✲ – 4⊗ – (-30)
71-75	Close shot grazes foe's stomach. +2H	Foe catches a piece of it in his abdomen. Minor damage. +3H – ✲ – (-5)	Shot burns fist-sized hole through foe's abdomen. +5H – 2✲ – 3♦ – (-10)	Major damage to stomach causes bleeding in spite of cauterization. +5H – 3✲⊗ – 4♦ – (-15)	Blast blows through kidney. Blood bubbles out of wound and begins filling abdomen. +10H – 4✲⊗ – 7♦ -(-20)
76-80	Plasma burns off a random love handle. +4H – 2✕ – (-5)	Foe dodges most of the blast, but it still burns through d5 ribs. +5H – 2✲ – (-10)	Blast burns through d5 ribs. Muscles and tendons are badly burned. +10H – 3✲ – (-15)	Blast bursts through rib, crippling lung. Hope he has good medical. +7H – 2✲ – 6♦ – (-10)	Good thing God gave him two lungs. Several ribs are burned away. +10H – 3W⊗ – 8♦ – (-20)
81-85	Only a piece of that caught him. He'll have a new appendix scar. +4H – ✲ – (-5)	Foe takes it in the gut. The internal damage is significant. +5H – ✲ – 3♦ – (-10)	Plasma burns a grapefruit-sized large hole in foe's abdomen. +8H – 2✲ – 4♦ – (-10)	Blast makes a gory mess of foe's midsection. +10H – 4✲ – 2⊗ – 6♦ – (-15)	Blast blows through foe's gut. His spine dissolves, leaving him paralyzed. +15 H – 2♦
86-90	Blast splashes onto chest as it passes. +5H – (-5)	Solid hit burns through d5 ribs and causes muscle and tendon damage. +10H – 2✲ – ♦ – (-10)	Plasma burn through d10 ribs wrecks foe's lung. +10H – 3✲ – ⊗ – 4♦ – (-15)	Sternum manages to channel plasma around heart, but both lungs and various other organs are damaged. +12H – 3✲⊗ – 7♦ – (-30)	Blast burns straight through foe's sternum. Talk about a heart attack. (+20)
91-95	Foe's ear is removed. +2H	Plasma doesn't quite burn through foe's skull. +5H – 3✲ – (-5)	Plasma burns deep into foe's skull, wrecking foe's hearing in that ear for good. +7H – 2✲ – 4B – (-10)	Plasma burns hole in skull. Foe slips into a coma for d10 weeks and loses a level's worth of experience. +10H – 8♦	Foe's head just sort of boils away. Foe is too shocked to fall over. (+20)
96-99	Shot leaves burn marks across foe's face. Scar will shave 10 off his appearance. +4H – 2✲ – (-5)	Plasma burns through foe's jaw. Naturally, he can't talk. Take 20 off his appearance. +6H – 2✲ – ⊗ – 2♦ – (-10)	Blast to foe's mouth burns through jaw and teeth. +7H – 3✲⊗ – 2♦ – (-15)	Plasm burns foe's jaw away. That's a lot of blood for a burn-wound. +3H – ✕ – 10♦ – (-10)	Plasma burns straight through foe's mouth and out through his spine. Foe is paralyzed. +8H – 20♦ – (-75)
100	Blast enters through eye, burning out half his brain. Neat. (+20)	Plasma enters foe's ear and hollows out his skull. Wow. (+20)	You burn foe's head down to a nub. Carry on. (+20)	Blast catches foe dead in the face, melting it right off. Ick. (+20)	Foe's neck just sort of disintegrates, leaving his head hanging in the air for a beat. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✲=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

PUNCTURE CRITICAL STRIKE TABLE A-8.9.12

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H – ✕	Foe is fearful of your skill and steps back from your mighty onslaught. +3H – ✕
16-20	Foe steps back defensively. +1H-✕	For steps back and avoids the worst. +2H – (✕-10)	Blow to foe's side. If foe has a belt it is severed. +3H – (✕-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. ☼ – (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H – ✕ (+10)	Foe is uncertain about your next attack. He choses to let you make the first move (you gain the initiative). +2H – 2✕	Strike crosses foe's head. If he has a helm it is knocked off and dented. ☼ – ♦	You wound foe in hip. Strike strips equipment from right side of waist. ☼ – 2♦	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H – 2♦ – (-10)
36-45	Nick foe's calf with long follow through. ♦	Cheap shot to foe's shin. with leg greaves:+5H – ✕ w/o leg greaves: +2H – ♦	Strike along foe's calf. The damage takes a moment to show. 2♦	Close call for foe's groin. with waist armor: +4H – ☼ w/o waist armor: 3♦	Strike to upper leg rips clothing. with leg armor: +3H – ✕ w/o leg armor: +2H – 3♦
46-50	Foe's evasion exposes his back to your strike. +2H – (✕-30)	Blow to back damages any equipment worn there. ☼ – ♦	Lower back strike sends foe reeling. His guard is still up. 2☼ – ♦	Light strike pins foe's weapon arm to his side. +6H – ☼⊗	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H – ☼ – ♦ w/o abdomen armor: +4H – ☼⊗ – 4♦
51-55	Strike to foe's chest and he looks impressed. (✕-25) – 2♦	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H – 2♦ – 2✕	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H – 2☼ – 2♦	Solid chest strike leaves bruises and blood. +5H – ✕ – 3♦ – (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H – ☼⊗ – (-10)
56-60	Minor thigh wound. It could have been better. +2H – ☼ – 2♦	Thigh wound does some damage. +3H – ☼⊗ – 2♦	Strike to foe's thigh. with leg armor: +8H – ☼⊗ – ♦ w/o leg armor: +5H – 2☼ – 2♦– (-10)	Strike foe in abdomen. with abdomen armor: +5H – 2⊗ w/o abdomen armor: +3H – ☼⊗ – 3♦	Blow to foe's side. He stumbles to your right 10 feet. +6H – ☼⊗ – 5♦
61-65	Minor forearm wound numbs foe's grip. +2H – 2♦ –(-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H – ☼ – 2♦ – (-10)	Solid strike to foe's right forearm. with arm greaves: +5H – 2☼⊗ w/o arm greaves: +3H – 2☼ – 2♦ – (-10)	Blow to foe's weapon arm. Arm is numb. +3H – 2☼ – 3♦ – (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H – 2☼ – 3♦ – (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3☼ – (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H – 4☼ – 2✕	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2☼⊗ – (-90)	Strike to head kills foe, if he has no helm. If he has a helm he in knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H – 3☼ – ⊗	Strike to foe's neck. It's not enough for a kill. 2☼ –3♦ – (-5)	Strike along foe's neck. Foe is frantic to evade death. 4☼ – 2⊗ – (+15)	Strike down foe's defenses with a blow to both arms. +3H – 2☼⊗ – (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6☼ – 3♦
71-75	Strike to lower leg. with leg greave: +5H – 3✕ – (-10) w/o leg greave: +3H – ☼⊗ – (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H – 2☼⊗ – (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H – 2☼⊗ – (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H – 2☼⊗ – (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3☼⊗ – (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H – 2☼ – 3♦ – (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3☼ – 3♦ – (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6☼ – 3♦ – (-25)	Strike to foe's shield arm. Arm is useless. +12H – 6☼ – 3♦	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3☼⊗
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6☼ – 5♦ – (+20)	Tear open foe's side in a graphic display of violence. +6H – 3☼⊗ – 5♦ – (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H – 3☼⊗ – (-25) – 5♦	Major abdomenal wound. Blood pours out in frightening quantities. +10H – 3☼⊗ – 6♦ – (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles foward. 2☼⊗ – 2♦ – (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H – 2☼⊗	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H – 2☼⊗	Strike through foes kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H – 4☼ – ⊗ w/o helmet: +3H – 2♦ – 2☼⊗	Strike to foe's hip. with waist armor: +7H – ☼ – (-10) w/o waist armor: +5H – ☼ – 3♦ – (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12☼
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3☼⊗ – 3♦	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

SLASH CRITICAL STRIKE TABLE A-8.9.13

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can to is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H – ✕	You push aside foe's weapon and force him back. +4H – ✕
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H – ✕	Blow to foe's side. Foe defends energetically. +2H – (✕-10)	Your assault catches foe in side and forces him back 5 feet. +4H – (✕-20)	You lean in and slash foe's side. You receive initiative next round. +2H – (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. ☼⊗ – (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H – ✕ – (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H – (✕-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H – ☼	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H – ☼⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H – ♦ – (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ♦	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H – ✕ w/o leg greaves: +2H – ♦	The blow does nothing more than open a wide cut in foe. +2H – 2♦	Foe blocks your attack on his chest. You slash foe's upper area. +3H – 2♦	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H – 3♦
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H – (✕-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H – (✕-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H – ☼⊗ – ♦	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H – ☼⊗ – 2♦	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H – ☼⊗ – 3♦
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H – (✕-25) – ♦	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H – ✕ w/o chest armor: +3H – 2✕ – ♦ – (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H – ✕ – 2♦ – (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H – ✕ – 3♦ – (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H – 2☼ – 4♦ – (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H – ✕ – 2♦	Edge makes contact well enough. Minor thigh wound. +4H – 2✕ – 2♦	Strike to side slips down onto foe's thigh. The wound is effective. +5H – ☼ – 2♦	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H – 2☼ – 2♦	Thigh wound. Your blow cuts deep and severs an important vein. +8H – 2☼ – 5♦
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H – 2♦ – (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H – ☼ – 2♦ – (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H – ☼ – 3♦ – (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H – 2☼ – 3♦ – (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H – 2☼ – 3♦ – (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H – 3☼ – (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H – 4☼ – 2⊗	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H – 3⊗ – (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H – (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H – 3☼ – ⊗	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H – 2☼ – 3♦ – (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H – 4☼ – 2⊗ – (+10)	You strike foe's shoulder and slash muscles. +5H – 3☼ – (-20) – (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4☼ – 2♦
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H – 2☼ – 2♦ – (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H – 3☼ – ⊗ – (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H – 2☼⊗ – (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3☼ – 2⊗ – (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H – 6☼ – (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H – 2☼⊗ – 3♦ – (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H – 2☼⊗ – 3♦ – (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H – 6☼ – 4♦	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H – 4☼ – 2⊗	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H – 3☼⊗
81-85	Foe steps right into your swing. You make a large wound. +6H – 5☼ – 6♦ – (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H – 2☼⊗ – 6♦	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H – 2☼⊗ – 4♦ – (-20)	You plunge your weapon into foe's stomach. Major abdomenal wound. Foe is instantly pale from blood loss. +10H – 4☼ – 2⊗ – 8♦ – (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H – 12☼⊗
86-90	Foe turns out and away from your swing. You still catch his side. +8H – 2☼⊗ – 2♦ – (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H – 3☼⊗ – 3♦	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H – 4☼⊗ – (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H – 6☼⊗	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H – (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H – 2☼⊗ w/o helmet: +3H – 3☼ – ⊗ – 3♦	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H – 3☼ – ⊗ – (-20) – (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H – 9☼⊗	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H – 6☼ – 2♦ – (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H – 12☼⊗	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H – 30☼⊗	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H – 12☼⊗

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

STUNNER CRITICAL STRIKE TABLE A-8.9.14

	A	B	C	D	E
01-05	Maybe you'll get a second chance. +0H	Foe shrugs it off. +1H – ✕	Foe shakes his head to clear it. +1H – 2✕ (-10)	Foe turns his ankle. +3H – 2✕ – 2♦ – (-10)	Foe reaches out to steady himself. +5H – 3☼⊗ – (-20)
06-10	No effect. +1H	Foe staggers. +3H – ✕ – ♦	Foe is dazed a moment. +4H – ☼ – 2♦ – (-10)	Foe has a hard time functioning for three rounds. +5H – 2☼ – 3♦ – (-15)	Foe falls to one knee. +7H – 3☼⊗ – 4♦ – (-25)
11-15	Foe stumbles. +1H	Foe is a little off for three rounds. +3H – ✕ – (-5)	Foe has a hard time with his hand-eye coordination for 4 rounds. +5H – 2☼ – 2♦ – (-10)	Foe leans against the nearest object for support. +3H – 4☼ – 2☼ – (-20)	Foe's coordination messed up for 2 days. + 12H – 6☼ – 3♦ – (-25)
16-20	Foe is shaken. +1H	Foe is dazed. +3H – ✕ – (-5)	Foe looks at you, surprised. +5H – 2☼ – 2♦ – (-10)	Foe loses the use of his arm for 24 rounds. He stumbles. +3H – 4☼ – 2✕ – (-20)	Foe's legs stop working for 3 days. + 12H – 6☼ – 3♦ – (-25)
21-30	Foe is somewhat dazed. +2H	Foe looks around, confused. +2H – ☼ (-5)	Foe is stunned. +7H – 3☼ – ♦ – (-10)	Foe is paralyzed from the waist down for 7 rounds. If standing, he takes the damage below. +7H – 3☼ – 5♦ – (-20)	Foe loses control of his neck muscle and his head falls asleep for 12 rounds. +3H – 10♦ – (-5)
31-40	Foe is stunned. +1H	Foe is disoriented. +4H – (-5)	Foe falls to one knee, struggling to remain conscious. +8H – ✕ – (-10)	Foe is having a hard time concentrating. +12H – 2☼ – 3♦ – (-15)	Foe wanders off, confused, for 16 rounds. +12H – 4☼⊗ – 7♦ – (-50)
41-50	Foe is having trouble. +2H	Foe reaches out to steady himself. +4H – 2☼	Foe has a problem with hand-eye coordination for 1 hour. +10H – 3☼ – (-15)	Foe falls, hard. +15H – 3☼⊗ – (-25)	Foe is disoriented and confused. +12H – 5☼⊗ – 3♦ – (-25)
51-55	Foe is confused. +2H	Foe is knocked to his knees. Penalty only applies next round. +2H – ✕ – (-5)	Foe's limbs feel wooden for 7 rounds. +5H – ☼ – 2♦ – (-10)	Foe collapses, stunned. +12H – 2☼ – 3✕ – (-15)	Foe is lost and unable to cope with his surroundings. +15H – 3☼⊗ – 3♦ – (-30)
56-60	Well done. +2H	Foe staggers and falls against something pointy. +4H – ✕ – (-5)	Foe has a hard time moving right for about 12 rounds. +10H – 2☼ – (-15)	Foe is incapacitated for 11 rounds. +12H – 3☼- ⊗ – (-20)	Foe goes down, hard. +15H – 4☼⊗ – 4♦ – (-25)
61-65	Foe falls to one knee. +3H – ✕	Foe's arms cease functioning for 7 rounds. +5H – ☼ – (-5)	Neural pathways disrupted. Foe is blind for 9 rounds. Foe falls. +10H – 2☼ – ⊗ – (-15)	Foe drops to the ground in a grand mal seizure. It lasts 12 rounds. +15H – 3☼⊗ – 3♦ – (-20)	Foe does a face plant. Graceful. +20H – 5☼⊗ – (-50)
66	Foe falls. He isn't orienting well at all. +10H – (-10)	Foe collapses, landing wrong. He looks like that hurt. +12H – (-25) – (+25)	Attack takes all the life out of foe's limbs. He falls, paralyzed, for 20 rounds. (+25)	Foe collapses, snapping an arm in the process. He is unresponsive for 24 rounds. +25H – 6☼⊗ – 10♦ – (-50)	Foe collapses, in a coma, for 20 days. Penalties last an additional 20 days. +30H – 12☼⊗ – 7♦ – (-75)
67-70	Foe drops his weapon. +1H – ✕	Foe is dazed. He drops anything in his hands and stares into space, completely unresponsive, for 8 rounds. +5H – ☼ – (-10)	Foe begins drooling all over himself, as he collapses, paralyzed. Pathetic. +10H – 2☼ – (-15)	Foe collapses into a quivering pile for 13 rounds. His equipment is scattered. +15H – 4☼⊗ – ♦ – (-20)	Foe collapses on his equipment, causing random damage. +20H – 6☼ – 4⊗ – (-30)
71-75	Foe falls to one knee. +2H	Foe's legs fold underneath him. His legs refuse to work for 10 rounds. +3H – ☼ – (-5)	Foe falls to his knee. He is not doing well. +5H – 2☼ – 3♦ – (-10)	Strike wrecks foe's coordination for 14 rounds. +5H – 3☼⊗ – 4♦ – (-15)	Foe loses control of his limbs for 40 rounds. Guess he'll have to use harsh language. +10H – 4☼⊗ – 7♦ -(-20)
76-80	Foe is really disoriented. +4H – 2✕ – (-5)	Muscles give out. Foe is paralyzed for 10 rounds. +5H – 2☼ – (-10)	Foe is messed up. He can't quite move right for 15 rounds. +10H – 3☼ – (-15)	Foe's neurons begin misfiring. He isn't himself for 20 hours. +7H – 2☼ – 6♦ – (-10)	Foe is uncoordinated for two days. +10H – 3W⊗ – 8♦ – (-20)
81-85	Foe is knocked down. +4H – ☼ – (-5)	Foe falls to his knees. +5H – ☼ – 3♦ – (-10)	Foe manages to stay upright for three rounds, after which, he collapses for 10 rounds, paralyzed. +8H – 2☼ – 4♦ – (-10)	Attack leaves one half of foe's body paralyzed for 16 rounds. +10H – 4☼ – 2⊗ – 6♦ – (-15)	Something goes terrible wrong. Foe's heart goes into arrest. Immediate medical attention should save him. He has 10 rounds. +15 H – 2♦
86-90	Foe is really out of it. +5H – (-5)	Foe collapses as hit muscles give out. He is paralyzed for 12 rounds. +10H – 2☼ – ♦ – (-10)	Foe is uncoordinated for 5 hours. +10H – 3☼ – ⊗ – 4♦ – (-15)	Foe is paralyzed, but fully conscious, for 17 rounds. +12H – 3☼⊗ – 7♦ – (-30)	Foe falls hard. He slips into a 30 day coma. (+20)
91-95	Foe is lost. Penalty lasts for one hour. +2H	Sonics scramble foe's brain. His body doesn't work right for 24 hours. +5H – 3☼ – (-5)	Foe's eye's won't focus. All actions involving vision are penalized for 1 day. +7H – 2☼ – 4B – (-10)	Foe wishes he were dead. +10H – 8♦	Motor control is spotty at best. Foe is unable to fight for 24 hours. (+20)
96-99	Foe is out cold for 15 rounds. +4H – 2☼ – (-5)	Foe collapses, cutting himself. He cannot move for 20 rounds. +6H – 2☼ – ⊗ – 2♦ – (-10)	Foe collapses, paralyzed, for 24 rounds. He then tries on a 10-day coma. +7H – 3☼⊗ – 2♦ – (-15)	Foe is incapable of all but the briefest moments of lucidity for 3 days. +3H – ✕ – 10♦ – (-10)	Foe folds like a bad poker hand. He will not regain consciousness for 30 days. +8H – 20♦ – (-75)
100	Foe begins spasming. He has whiplash. He won't completely shake this off for 3 hours. (+20)	Foe is knocked cold for 24 rounds. When he wakes up, it takes 6 hours for his coordination to come back. (+20)	Foe feel his legs go out from underneath him. He lands, hard, and doesn't shake off the effects for 24 hours. (+20)	Foe goes down like the Titanic. (+20)	Foe falls, hitting his head and causing tremendous blunt trauma. Foe dies. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

SUPER LARGE CREATURE CRITICAL STRIKE TABLE A-8.9.15

	MELEE/MISSILE	FIREARMS	ENERGY
01-05	You strike the terrible beast hard. Your weapon breaks in half. +10H	What are you trying to do, scare him to death? +0H	Well . . . that could have been better. +3H
06-10	A decoration pops off your weapon with impact to foe's side. +2H	It bounced right off his hide. Very impressive, that. +2H	You got his attention. +3H
11-20	You are daunted by the beast's gaze and swing weakly. +3H	Rough shot glances off foe's side. He might have noticed that one. +3H	Shot bites deep into foe's side. I think you made him mad. +4H
21-30	This terrible creature's hide deflects the strongest blows. +4H	Solid hit to foe's forearm stirs foe. +4H	Respectable forearm hit causes foe to rear back. +8H
31-40	Solid strike to foe's side with your common weapon fails to penetrate. +5H	Shot to foe's chest glances off a rib. +5H	Shot cuts through foe's rib. +14H – (-10)
41-50	Your strike was more of a last minute parry to avoid the beast. +6H	Shot to foe's side. He leaps back and away from you. +7H	Shot catches foe in the side. He shuffles back in obvious pain. +10H
51-65	Two light and quick shots to foe's forearm provides a modest result. +7H	Bullet slams into foe's leg. He bellows in pain. +8H	Beam passes through foe's leg, missing all vitals. +15H
66	Strike foe's neck with the flat of your weapon during a moment of opportunity. +20H	Well done, Old Boy. Got him right in the neck. Hope he dies before he charges us. +15H – 20♦	Shot to spine nearly paralyzes foe. +15H – 2☼ – (-15)
67-70	Solid strike on foe's leg. You move quickly away to avoid the retaliation. +8H	Foe's leg catches your shot at the right moment. He should feel that one. +12H	Attack catches foe's leg at exactly the right moment. He felt that one. +14H – (-15)
71-80	Solid strike to foe's head just bounces off. +9H	Arm shot got decent penetration. +12H – 2♦	Beam cuts deep, taking a piece out of foe's arm. +12H – (-10)
81-90	Violent strike to foe's forearm. Foe is bruised. +10H	Gut shot staggers foe. Make the next one count. +10H – ☼ – (+10)	Attack bites deep. +20H – 2☼ – (+10)
91-95	Well placed and hard. Try a vital spot next time. +15H	Shot nicks artery in leg. Foe is bleeding slowly (assuming he bleeds at all). +12H – 2☼ – 3♦ – (-10)	Beam pierces artery in foe's leg. If foe has blood, it's leaking all over the place. +12H – ☼ – 6♦
96-98	Blow severs vein and artery in foe's upper leg. He drops and dies after 12 inactive rounds. Awesome! —	Bullet nicks foe's heart. He should slowly bleed to death. Have fun. +20H – 12♦	Beam passes through foe's heart. He is ever so dead. —
99-100	You step into the right spot and rip open foe's side. Your blow shatters some ribs. +30H – 10♦ – (-25)	Shot penetrates foe's lungs. Foe is in shock for six rounds. +15H – 20♦ – (+20)	Beam passes through both lungs. Foe will drown in his own blood after 9 rounds. +12H – (+20)
101-150	Glancing strike to foe's adbomen loses much of the impact on foe's hide. +12H – ♦ – (+10)	Shoulder hit staggers foe. +15H – 2☼⊗ – (-15)	Beam slices through shoulder, shattering bone as it passes. +25H – 4☼⊗ – (-55)
151-175	Your weapon wounds deep and cuts muscles and tendons. Foe's wound bleeds heavily. +20H – 5♦ – (-20)	Shot to foe's abdomen perforates his kidneys. Amazingly, he is up and fighting for six rounds before dying of shock. Have fun. —	Beam cuts through foe's abdomen and kidneys. He manages to keep fighting for 6 rounds before dropping. —
176-200	Foe presents a weak spot and you strike. Blow lands at the base of the neck. Tendons are damaged. +15H – (-25) – (+20)	Bullet pierces abdominal arteries. Foe's blood covers the ground. +15H – 25♦ – (+25)	Beam slices through abdomen, damaging several major arteries. The internal bleeding is considerable. +18H – 13♦ – (+25)
201-250	When your strike lands on foe's back, bones crackle and pop. Internal damage is certain. +35H – 2☼ – 10♦ – (-30)	Shot to forelimb breaks bone and severs an artery. Foe is up and fighting, at least until he bleeds to death. +20H – 15♦ – (-10)	Beam cuts through forelimb, shattering bone and severing arteries. +25H – 14♦ – (-55)
251+	Foe lowers his eyes within your reach and you strike with great skill and fury. He is blinded. +20H – 6☼⊗ – (-100)	Beautiful shot takes foe right between the eyes, leaving him less than alive. You spend the next two rounds admiring your handiwork.	Beam passes neatly though foe's skull. Foe is quite dead. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

ENERGY WEAPON FUMBLE TABLE A-8.10.1

	MINI WEAPONS	1-HANDED ENERGY	2-HANDED ENERGY	FULLY AUTOMATIC
01-05	Where'd that little thing go?	In a bizarre display of tactics, you choose not to fire this round. Maybe next round you'll feel like taking a shot.	You hesitate a moment too long. The round passes.	You had it on the wrong setting. One shot flies wild.
06-10	You fumble with your weapon. You miss your opportunity.	You're almost positive that there is a trigger around here somewhere.	You quite thoroughly miss.	The power cell runs dry, mid burst. Did you remember to change that thing? Your attack hits, does half damage, a critical of one level less severity.
11-15	You are distracted by a flicker of light.	You are frightened by a spider. Wisely, you squeeze off a couple of shots at the nasty beast.	You pull the trigger while the weapon is still pointing at the sky. You are so startled, you fail to attack this round.	What were you firing at, elves?
16-20	Your grip is uncertain. You elect not to fire this round.	In a moment of dyslexia, you aim and fire with your empty hand. Maybe you'd look better if you said, "Zap!"	You fire into the nearest inanimate object. You are stunned for one round by your own stupidity.	You draw the line of death in the ground. That was what you were intending to do, wasn't it?
21-30	Didn't evolution give you an opposable digit?	What does that little flashing red light mean? You spend a round trying to figure it out.	Well, that wasn't a good grip at all.	Fully automatic firing is no longer possible. It looks like it's broken. Have you been developing your rapid fire skill?
31-40	Just before firing the weapon, you realize that you were holding it backwards. That was a close one!	Why won't it fire? Oh, yeah. The safety.	You are stunned for one round by your own incompetence.	The weapon doesn't fire. You might want to check the safety.
41-50	Boy, that little thing is hard to hold on to.	Whoops! There goes the energy cell. Hope it doesn't bounce too far.	Your shot flies wild. Reroll the attack on the person nearest your target.	The weapon cell is ejected. It skitters away. It will take you two rounds to retrieve it.
51-60	You manage to catch the slippery little bugger just before it hits the ground. Was it fragile?	You are stunned for one round by the complexity of the weapon. Maybe you should take one of those gun classes.	You fire the weapon firmly into the ground. You might want to try saying something like, "Yep, it works alright."	You accidentally touch the barrel. You take 10 hits and are stunned for three rounds. Got any aloe?
61-65	That is one patch of ground that will never hurt anyone again. Good job, Tex.	You put a tiny hole through the fist of your nearest ally. Hope he believes your story.	Your shot travels under the nose of the nearest ally. Get a good excuse ready.	You accidentally whack the gun against a solid object. The sights no longer work. -10 to attacks.
66	You are so happy to find a place to put all of your fingers that you don't realize that one is over the barrel. You should probably look for that finger. 10 hits, stunned for three rounds.	You spin your weapon around and deliver a point blank attack on yourself (+0 OB). Hope you're wearing some armor.	You move your hand in front of the barrel, which accidently discharges. Deliver a +100 attack to your hand.	You fire prematurely, delivering a +100 OB attack on your nearest ally. This is very bad.
67-70	Hey, that was the button that pops out the power cell. Swift.	You cough loudly. As you move your hand to cover your mouth, you chip a tooth. You are stunned for two rounds.	You are stunned for 2 rounds as you nearly blow your foot off.	Coolant malfunctions cause the barrel to warp from heat. Weapon is now -25.
71-80	Weapon flies a good 3 or 4 meters before skidding to a halt.	You threw the gun right at him. Maybe that wasn't the wisest of moves. You have a spare, right?	Painful muscle spasm. You take 12 hits, are stunned for 2 rounds, and perform an unintentional rapid fire action.	The weapon slips and you swiftly drop kick it 5 meters. Add 4 to the breakage number and check for breakage.
81-85	Weapon flies into the air, landing on a really hard patch of ground. Check for breakage.	Your fingers are thoroughly twisted up. It takes three rounds to extract yourself from your weapon.	You spin, smashing the weapon aperature against the nearest solid surface. Roll for breakage.	Coolant malfunction warps barrel, giving the weapon a -30 penalty.
86-90	You stumble and fire into the heavens. You are so shocked by your actions that you are stunned for two rounds. What were you thinking?	You spin to fire, trip, and let the energy fly. You're not sure what you hit because of your sudden, violent acquaintance with the ground. Stunned for 2 rounds.	Your weapon comes apart in your hand, for easy storage. You are stunned a round. Then take two rounds putting it back together. Maybe nobody noticed.	The firing mechanism jams. After the first cell empties, you might want to have a weapon tech look at it before inserting another one.
91-95	You drop your weapon, and step on it while scrambling after it. Check for breakage. You are stunned for three rounds.	You just shot yourself in the foot. You are more stunned by the irony than the pain. +10 hits. Stunned for 5 rounds. Bleed 2 hits per round.	You fire at an imaginary man-eating plant. You miss.	The gun bursts. Take a 'C' Ballistic Puncture critical. Wow.
96-99	Your fingers get all stuck in the mechanism. You lose three rounds getting the gun to work again.	You blast away at your own knee. 20 hits, stunned for 5 rounds, bleed one per round.	Your hand slides too far forward. You burn yourself on the barrel. Take 9 hits and 2 rounds of stun.	Deliver an aimed burst (+0 OB) into your own foot.
100	In a grand display of your pathetic abilities, you blow your ear off. Take 5 hits. Bleed 2 per round.	You blast a nearby rock. It explodes. Take 30 hits and bleed 5 more each round.	You expertly fire the weapon into your own foot. 20 hits. 3 rounds of stun. 7 hits per round of bleeding.	The weapon grounds. Take an 'E' Electricity critical every round until someone kicks it out of your hand.

FIREARM FUMBLE TABLE A-8.10.2

	1-HANDED FIREARMS	2-HANDED FIREARMS	MUZZLE LOADERS	REVOLVERS	FULL AUTOMATICS	SEMI-AUTOMATICS
01-05	Mysteriously, you elect not to fire during this phase.	A moment's hesitation loses you the opportunity to fire this phase.	Wet powder. Reload.	Dud round. You may fire again normally next phase.	Dud round prevents fire this round. You must manually clear the chamber (10% activity) before firing again.	Dud round. You must manually clear the chamber (10% activity) before firing again.
06-10	Your clumsy maneuvers prevent an effective shooting opportunity. Try again next phase.	Poor grip and nasty kickback really do a number on your shoulder. You miss and take 10 hits.	Spilled powder out of the pan onto the ground. Re-prime (10% activity) and you can try again.	Dud round. You waste the rest of the round swearing.	Dud in the middle of firing burst. You get half the effect you wanted this round (half damage and one less critical severity). Clear the chamber (10% activity) before firing.	Dud round. Loose the rest of this round being annoyed. You must manually clear the chamber (10% activity) before firing again.
11-15	Distracted by a passing bird, you fail to fire this round.	You pull the trigger while aiming at the sky. If there is anything directly above you, you may make an attack on it.	Ooops. Forgot to prime. Prime the pan and you can try again.	Round goes off normally, but splits the casing. Next reload action will take an extra 30% activity.	Split round in the middle of the firing burst. You get half the effect you wanted this round (half damage and one less critical severity). It will take a 50% activity to clear the chamber.	Weapon fires, but casing splits. Take 50% activity to clear the round before you may fire again.
16-20	Get your eyes checked. Momentary double vision covinces you that it would to wait out the rest of this round. You are at -50 for the rest of the round.	You empy a round into the ground. You are stunned for one round (and quite surprised).	Powder not properly tamped down. Shot goes off as normal, but does half damage and one less critical severity.	Poor powder quality sends an underpowered shot down range. Half concussion damage and one less critical severity.	Bad ammo cost you a full effect. You get only half the effect you wanted out of this burst (half damage and one less critical severity)	Poorly made round inflicts only half damage this round (and one less critical severity)
21-30	For a moment you think your opponent is your old friend. You lower your weapon instead of firing.	The gun is suddenly quite heavy! The barrel dips too low to fire this round.	Pulled the arm back too hard. You grimace as you hear the lock spring snap. Gun will not fire until repaired.	You cocked the hammer too fast and snapped the main spring. Gun will not fire until repaired.	Opperating action is defective. This gun may now only be fired in semi-automatic mode and 10% activity must be spent to cyle the rounds manually.	Recoil spring is defective. You must spend 10% activity between each shot to cycle the rounds manually.
31-40	Your spastic shooting hits 3 yards short of the target. You are at -30 for the next round while you recover.	Slight sprain to your non-weapon wrist causes all further 2-handed attacks to be at -20. Take 5 hits from the jolting	Sear breaks. Gun will no longer lock the hammer. Gun may still be fired, but with a -20 penalty.	Sear snaps off. Gun cannot be fired in a double-action mode. Hammers must be held back manually (-20 to OB).	Sear damaged beyond repair. Gun may only be fired in full-auto mode until repaired.	Sear breaks off. Gun will now act as an auto weapon (full-auto only).
41-50	Chose wrong target. Reroll the attack against a target (friend or foe) closest to the person you thought you were attacking.	Shot goes wide. Reroll the attack against a target who is nearest to the person you thought you were attacking.	Lock's springs were loose. Mechanism spills out onto the ground. Gun will not fire until you find the pieces and repair	Cylinder pin breaks, dropping it at your feet. Gun will not fire until you get it repaired.	Clip release brokes and drops on the ground. Rounds may be reloaded manually. Gun will only fire in single shot mode.	Clip snaps off and is now lost. Rounds may be manually loaded (taking 50% activity).
51-60	Apparently, you were aming at a bird, not your target. If you survive, you have dinner.	You didn't even see that rabbit before he jumped in front of your bullet to save your target from certain death.	Too much powder sends an extra thick cloud of smoke through the touch hole. You squint your eyes in pain. Take 3 hits and are stunned for 2 rounds.	Round had too much power. You wince in pain. Take 5 hits and are stunned for 1 round.	Recoil is almost too much for you. You might consider going with a smaller caliber. Take 10 hits and are stunned for 3 rounds.	Round had too much power. You wince in pain. Take 5 hits and are stunned for 1 round.
61-65	Shot goes straight down, barly missing your foot. Don't blame me, you rolled this result.	Shot goes wide, ricochetts off a tree and barely misses your closest ally. He is not happy.	Heavy recoil causes no damage to you, but wrenches the barrel out of alingment. Gun is at -25 to all shots until repaired.	Sight is out of alignment. -25 to OB until it is replaced or re-ajusted.	Sight is shaken out of alignment. -10 to all shots until you can repair it.	How did your sight get out of whack. -25 to all shots until you get it fixed.
66	You artfully spin the weapon in your hand and deal a point-blank attack on yourself (with +0 OB). Say "Goodnight, Gracey."	Poor gip sends weapon crashing back into your sholder. Take an attack on the Fall/Crush Table with a +40 OB.	Heavy recoil sends gun flying. There is a 50% chance it hits a nearby friend for 15 hits and an 'A' Krush critical.	You didn't expect that. The severe recoil sends the gun flying. There is a 50% chance that it hits a nearby friend for 10 hits and an 'A' Krush critical.	Gun is out of control! It recoils back and flies out of your grip. There is a 50% chance it hits a nearby ally for 15 hits and a 'C' Krush critical.	Heavy recoil sends gun flying. There is a 50% chance it hits a nearby friend for 15 hits and an 'A' Krush critical.
67-70	Poke yourself in the eye while trying to get fancy. Take 8 hits and are stunned for 2 rounds.	Break a finger. Take 8 hits. All weapon attacks with that hand suffer a -35 penalty.	Stock is split by the recoil. If it was a pistol, it now fires at -30 to all shots. Rifles or muskets suffer a -40 penalty.	That custom grip is split by the recoil. This gun now has a -15 to all shots.	Severe recoil splits the grip. Now this gun has a special penalty of -25 to all shots.	Grip is split by the recoil. All shots suffer a penalty of -15.
71-80	You weren't supposed to throw the weapon. Foe dodges easily. Check to see if your weapon broke.	I see your master plan now, throw the weapon at your opponent's feet and then hit him while he is suprised. What? No?	Stock splits in two from the recoil and tears your arm. Take a 'C' Slash critical.	Those revolver are a little tough to get a grip on. You gracefully drop the thing and it bounces a good 2 yards. Roll for breakage.	You fumble with your weapon and send it spinning end over end a good 5 yards. Add 4 to its breakage number and check for breakage.	I didn't know you could juggle! Ooops. Gun hits you in the head. Take an 'C' Krush critical.
81-85	Fingers mysteriously entangled in weapon cause you some consternation. You are stunned for 3 rounds while you figure it out.	Whirling around for no apparent reason, you bash your weapon against a nonagressive surface. Roll for breakage.	Bullet deforms in gun causing immense fouling. The weapon is at -30 until cleaned.	Bullet deforms in gun causing damage to the barrel. The weapon is at -20 until cleaned.	Bullet deforms in gun defacing the barrel. All shots suffer a -30 until the weapon is cleaned.	Bullet deforms in gun. You suffer a -30 penalty to all shots until the gun is cleaned.
86-90	You spin to take aim at your target, and trip over your own two feet. You are down and stunned for one round.	Shot mysteriously goes wide. You eye your gun suspiciously for one round while you are stunned.	Over pressure blows off tip of gun. The weapon is at -30 and has 3 added to its breakage number.	Bad round blows the end off of the barrel. The weapon is at -30 and has 3 added to its breakage number.	Gun barrel gets too hot and deforms. The weapon now fires at -30 and has 3 added to its breakage number.	Over pressure blows off tip of gun. The weapon fires at -30 and has its reliability lowered by 15.
91-95	While daydreaming, you put your hand in front of the barrel. Lose a finger. Take 10 hits and you are stunned for 3 rounds. You are bleeding 5 hits per round as well.	As you raised the weapon to fire, you managed to crack yourself in the jaw. Take 15 hits and are stunned for 2 rounds (and unable to parry for one).	Over pressure blows out side of barrel. Take a 'B' Slash critical.	The side of the gun explodes! Take a 'B' Slash critical.	The gun explodes! Take a 'B' Heat critical and a 'C' Shrapnel critical.	Jam causes gun to blow out the side of the barrel. Take a 'B' Slash critical.
96-99	You didn't really need that kneecap anyway. Take 20 hits, 5 rounds of stun, and a 3 per round bleeder. You fall down.	You had your hand too far forward and burn yourself on the hot barrel. Take 9 hits and are stunned for 2 rounds.	Barrel explodes near lock. Take 'C' Heat and Slash criticals.	Barrel explodes! Take 'C' Heat and Slash criticals.	For some unknown reason, the barrel explodes. Take an 'E' Heat and Shrapnel criticals.	Why me! The gun explodes. Take 'C' Heat and Slash criticals.
100	Bullet richochetts off a rock, and comes right back at you. Make a new roll (with a +50 OB) against yourself.	You pull the trigger fire the weapon inot your own foot. Take 20 hits, 3 rounds of stun, and an 8 per round bleeder.	Barrel explodes shattering stock and your hand. Take 'D' heat and slash criticals. You have lost 1d5 fingers.	Whole gun explodes in your hands. Take 'D' Heat and Slash criticals. You have lost 1d5 fingers.	The whole weapon flies into small pieces in an explosion. Take 'E' Heat, Slash, and Shrapnel criticals. Say good-by to your hand.	The stock shatters in your hand. Take 'D' Heat and Slash criticals. You have lost 1d5 fingers.

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MELEE & MISSILE FUMBLE TABLE A-8.10.3

	ONE-HANDED ARMS	TWO-HANDED ARMS	POLEARMS AND SPEARS	MOUNTED ARMS	THROWN ARMS	MISSILE WEAPONS
01-25	Your palm is sweaty. Maybe you will improve.	My that weapon is heavy! You lose the opportunity to take a swing.	You snag your own clothes and lose the opportunity to take a swing.	Your mount's tack tangles your weapon. You lose the opportunity to take a strike.	Your grip is weak. You elect not to attack because of control.	Sweat trickles into your eye. You elect not to attack. Good choice.
26-30	Klutzy. Drop your weapon. Spend two rounds recovering it; or draw a new one next round.	Your weapon flies. Take four rounds to recover it; or draw a new one next round.	Fumble your delivery and your weapon is out of position. You lose the option to attack.	Can't find the right angle. You lose 2 rounds of attack (but can still parry).	You fumble your delivery but hang onto your weapon. You have -10 to your next attack.	Your ten thumbs just cannot handle loading. You must reload your weapon.
31-40	Your feet get tangled. You miss the opportunity to get in that vital blow.	Your mind is wandering. Spend the rest of the round clearing your head.	You just look clumsy. Your feet are sliding. You are stunned for one round.	You slip in the saddle. You lose 2 rounds of attack (but can still parry).	Your feet are really tangled up. You lose 2 rounds of attack, but can still parry.	Your ammunition slips away. You must reload.
41-50	You are over-extended and strain a muscle. Take 1d5 hits.	Stumble over an imaginary dead turtle. You lose 2 rounds of attack, but you can still parry.	Your weapon is spinning for two rounds. You can still parry at -10.	Your mount dodges an unseen foe. You are stunned for 2 rounds.	You begin juggling your weapon because of a bad grip. Your lack of control stuns you for 3 rounds.	You notice that your ammunition is faulty. After removing it you discover you were wrong. Reload it.
51-60	You try to impress your opponent with a spin manuever. Too bad. Lose two rounds while you recover.	Your combination of acrobatics and attacks is unimpressive. Lose two rounds of attacks, but you can still parry.	You stagger into a nearby fixed object. You are stunned and unable to parry for two rounds.	You lose your grip on your weapon. Luckily, it is tangled in your mount's tack. Your lack of grace stuns you for three rounds.	Poor release. Weapon travels 2d10 feet to the left of the target.	Your ammunition keeps jumping off of your weapon! Try melee next time.
61-65	You snag your clothes with your weapon, causing it to slip from your hand. Spend two rounds juggling it.	Your weapon flies from your hands, but you are able to catch it before it flies totally away. Lose two rounds of attack.	Your shaft tangles in your legs. You almost fall down in an impressive feat of entangling. Your next attack is at -20.	Your poor mount stumbles. You are stunned for two rounds.	Very poor release sends your weapon straight up! You duck for cover while your weapon checks for breakage.	Your weapon slips from your hands. Spend two rounds recovering it; or draw a new weapon.
66	You execute a perfect attack—against closest ally (yourself if no one else is around). Ally takes 1d10 hits and a 'B' critical.	Acrobatic manuever leaves you flat on your back. Take 2d10 hits and an 'E' Krush critical.	Your weapon must check for breakage as you slam it into the ground! You are stunned for six rounds because of the impact.	Your swing slices the tack of your mount. You and your saddle take your leave of the poor beast. Take an 'A' Krush critical.	Your ferocious scream is followed by silence as you hit yourself. Take a 'D' Krush critical.	Take an 'A' Krush critical from the sudden release. Your weapon snaps cleanly into two pieces.
67-70	You trip over that uneven surface. Spend two rounds staggering. You can still parry.	You gracefully drop your weapon to the ground. You are able to kick it back into your hand, but you lose two rounds while doing it.	Your weapon seems to have a mind of it's own! Your next attack is at -50 as your try and get it under control.	Your tack has loosened! You suddenly slip sideways. You are stunned for two rounds.	You cannot control your aim—your weapon flies 2d10 feet to the right of the intended target.	Your grip fails you and your weapon flies from your hands. Spend two rounds recovering it; or draw a new weapon.
71-80	You are distracted by that pixie in the corner. You lose 2 rounds of attacks.	You strain your shoulders in a mighty swing (that misses). You are stunned for two rounds.	Your ineptitude is obvious to all. You lose 3 rounds of attacks and are stunned for 2 rounds.	Your weapon goes straight into the ground (check for breakage).	Just as you are about to release, you step into an imaginary hole in the ground. Lose 3 rounds getting up from the ground.	Your bowstring breaks! Draw a new weapon or put a new string on this one.
81-85	You are suddenly very winded. Take two rounds to relax.	You lose your grip as you begin your swing. Your weapon is trying to slip away. Spend three rounds gaining control. You can still parry.	Clumsy move narrowly misses your own head. You are stunned and unable to parry for three rounds (try a bow next time).	Your weapon flies out of your hand! Draw a new one.	Your weapon drops to the ground as you begin to aim. Take four rounds to recover this one; or draw a new one.	Your weapon bites back when you fire. Your shot misses everything, but you are stunned and unable to parry for three rounds.
86-90	Hopefully, you will learn that dancing is not appropriate in combat. Your are stunned for two rounds by your lack of ability.	You pulled something on that last swing and now it begins to hurt! You are stunned for three rounds while you recover.	There it goes! Your weapon skitters away. Take six rounds to recover it; or draw a new one.	Your weapon must check for breakage as it hits the hardest part of your foe. You take 2d10 hits from the blast.	Your poor and weak release sends the weapon up two feet. It immediately comes down and hits you. You take no damage, but are stunned for six rounds.	You release too soon! Your arrow falls 3d10 feet short of the target. In addition, you spend two rounds trying to finds more ammunition.
91-95	You fall down as your swing goes wide. You are stunned for three rounds.	You fall and narrowly miss gutting yourself! You are stunned for four rounds.	You fall and smack your head on the ground. You are down for four rounds and stunned for three.	Your mount bucks unexpectedly just as you were about to swing. You find yourself stunned and unable to parry for three rounds.	Your weapon flies behind you, travelling 4d10 feet before landing.	Your shot goes astray as you slip and fall during your release. You are stunned for six rounds and unable to parry for two rounds.
96-99	The excitement is just too much! Your momentary frenzy leaves you stunned and unable to parry for three rounds.	You trip and fall. You are down for four rounds and unable to parry for three.	Your shoulder doesn't bend that way! You are stunned and unable to parry for three rounds. You now fight at -25.	Your mount jumps wildly. You take 4d10 hits from the impact and are stunned and unable to parry for six rounds.	You trip as you release. Your shot goes off wildly and you are stunned for twelve rounds.	Your weapon shatters (as you don't realize your own strength)! You are stunned for 4 rounds.
100	You attempt to maim yourself. Take a 'D' critical.	Worst move seen in ages! You are out for 2 days with a groin injury. There is a 50% chance your foes will be out for 3 rounds, laughing.	Your weapon breaks and one end hits you in the head. You are stunned and unable to parry for six rounds.	You can't stay on your mount! You fall and take a 'D' crush critical.	You accidently hit yourself in the delivery. Take a 'D' Krush critical.	Poor execution. You take 5 hits as the weapon hits you. You are permanently maimed and are bleeding 2 hits per round.

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PSYCHIC POWER FAILURE TABLE A-8.10.4

	PSYCHIC ATTACKS		NON-ATTACK POWERS	
	DIRECTED	BASIC	INFORMATION	OTHER
01-20	What was that noise? You lost you concentration. Try again next round.	Your target looks remarkably like a bully from high school. The power use fails and you lose a PP.	A momentary lapse delays the casting of this psychic power for one round.	Did you leave the lights on?
21-30	You cause a feedback loop which sends shivers down your spine. You operate at -50 next round.	You recall a time when that guy from the above fumble beat you up. You lose the psychic power (but no PP). You operate at -10 for five rounds.	You gain one small bit of information. Did you know that Napoleon wasn't French?	Isn't that bird extinct?
31-40	Aren't you supposed to use that psychic power on the enemy? Lose psychic power and half PP. Stunned for one round.	With a great feat of psychic prowess, you manage to briefly turn off your own vision. Lose psychic power and half PP. Sunned for one round.	You gain a good half the information. Too bad its all incorrect.	You feel a migraine coming on. Lose the psychic power but not the PP.
41-60	Wait! That's the wrong Psychic power! Lose the points and start over.	Nothing happened. You think there's a theory of Quantum Resonance that explains this.	What a wonderful answer! What was the question?	In a burst of insight, you understand Hawking radiation. Wait! Weren't you doing something?
61-75	Cramp! Didn't your mother ever tell you not to cast a Psychic power right after lunch? Lose the psychic power and the power points.	You feel the psychic power go terribly wrong. It has no effect and you lose double normal PP.	You gain a wealth of information on a very similar subject. The experience is shocking enough to be stunned for one round.	In the middle of the psychic power , you notice the shadows begin to move. You judiciously drop the psychic power (losing one PP).
76-90	The psychic power fails! The energies of the attack flash up your arm. You take 5 hits and are stunned for three rounds.	Power backlash! The psychic power fails entirely. You lose the PP and are stunned for eight rounds.	Because of quantum feedback, the information is too garbled to be useful.	Charlie horse! Your jaw locks. You lose the spell and half the points. You are stunned for two rounds.
91-95	The elements balk, sending your mind to the edge of the abyss and your body flying back one meter. (2d10 hits, stunned for 6 rounds.)	He must have been trained by a psychic master. You collapse from the strain and are stunned for 9 rounds.	You gain some ominous information about the moment of your death! You are stunned for one round.	You begin to black out. You judiciously drop the psychic power, losing half the PP. You are stunned for one round.
96-100	Was it wise to center that on yourself? Take twenty hits and a 'B' critical strike	You internalize the effect. Oops. You take 4d10 hits and are knocked unconscious for 12 hours.	You gain some very specific, very inaccurate details. Feedback causes D10 hits.	That was stupid. Take 2d10 hits and 2d10 rounds of stun.
101-125	What were you aiming at? You are stunned for three rounds.	You ground the attack on one random target to the right of your intended victim. You are stunned for one round and take d10 hits.	Feedback garbles data. You are stunned two rounds	The psychic power leaves for destinations unknown. You are stunned for three rounds.
126-150	Is the universe expanding? Maybe that's why the shot went wild. Your mind hurts just thinking about it (5 hits, stunned for one round.)	Psychic power veers left and grounds on random target. One other random target is struck. You're stunned for 1 round. Take d10 hits as you bite your tongue.	You gain useless data on an unknown subject. You are stunned for three rounds by the useless deluge.	That should have worked. You are stunned for four rounds trying to work it all out.
151-175	You got the polarity wrong The attack goes 180° in the wrong way Too bad you were in the way (5d10 hits and a 'C' critical strike).	In a major short-circuit, you target a random creature within 500'. You then shut down, taking 25 hits. You are unable to function for d10 hours.	You push too hard. You get nothing and take 3 hits and five rounds of stun.	That was unwise. The psychic power misfires giving you d10 hits and d10 rounds of stun.
176-185	You bit off more than you could chew and your brain is burned. You may not use psychic powers for a week and are at -50 for 3 months.	The power bounces around in your head. You operate at -75 for d10 months, or until treatmented. You can't use psychic powers for a week.	You open the floodgates of universal data. When you close them, you're lying on the ground (5 hits). It will take 5d10 minutes to remember your own name.	That psychic power rang you like a bell. You may not function for one hour.
186-191	The psychic power detonates. Make a point blank attack on yourself. You're in a coma for a week, and can't use psychic powers for two weeks.	The psychic power goes off beautifully (inside your head). Take 35 hits. You lose psychic ability for d10 weeks. There is a 40% chance of falling into a d10 day coma.	You comprehend pure nothingness. This is very disconcerting, to say the least. Take 2d10 hits and an 'A' impact critical. You don't look so good. Lie down for an hour.	The backlash levels you. Take d10 hits, and 'A' impact critical, and are unable to function for d10 hours.
192-195	Better to burn out than to fade away! Take 10d10 hits and d10 random criticals. You will wake up from that coma in 5 weeks, and die after 6 pleasant hours.	Massive stroke. Take 10d10 hits and fall into a month long coma. At the end of the coma, you will have d10 hour to put your affairs in order.	You have seen your own death! You collapse to the ground (take 3d10 hits and are unconscious for d10 hours). You now suffer from textbook paranoia.	You launch yourself majestically into the nearest solid object. Take 5d10 hits and slip into oblivion for 12 hours. You gain a nervous condition of the GM's choosing and lose psychic ability for d10 weeks.
196-200	The psychic power internalizes, paralyzing your torso. Ouch.	The spell grounds through your nervous system. You are paralyzed from the waist down.	Mild stroke. Take 4d10 hits and lose psychic abilities for one week. In addition try on a -40 for d10 days.	Take 20 hits, and lose all psychic ability for 2 weeks. You have a -50 penalty for d10 days. That felt like a stroke.
201-250	Trying to make yourself a quadriplegic? Take 8d10 hits and d10 'E' critical strikes. Finally, you fall into a three week coma. (No psychic powers for d10 weeks.)	That wasn't pretty. Psychic attacks are not supposed to be internalized. You lose all psychic ability for d10 weeks and slip into a coma for d10 weeks. Take 8d10 hits.	You managed to create several circuits in your brain which weren't meant to be there. You pass out for nine hours, take 20 hits and lose all psychic ability for four weeks.	The psychic power burns through your mind and body like a wildfire. Take 4d10 hits and are knocked out for 2d10 hours. You've lost psychic ability for d10 weeks.
251-300	Your mind is lost in the mental plane for d10 rounds. When you return, you realize you have lost you psychic abilities for d10 months.	Your mind is racked with nerve damage. You lose all psychic ability for d10 months.	You now hear voices. You are stunned for d10 rounds. Every time you use a psychic power from now on, the voices become louder. Eventually, they will be more than you can bear . . .	Your mind fragments into two personalities. Do you want to be the psychic one, or the dominant one?
301+	So that's what ground zero feels like...	Massive missfire turns you brain into glowing pudding.	For a moment, you comprehend the entire universe. Your mind wipes the memory and slips into a coma for three months in an attempt to cope.	Severe stroke. You drop into a d10 month coma.

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß☼=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

A-9 VEHICLES

A full vehicular combat system is beyond the scope of this book. A GM has a couple of options for vehicular combat:

- Use *Silent Death* for starship combat. *Silent Death* is a fast-paced miniature combat system. It is one of ICE's most popular games, and has a rich and well-developed universe.
- Use *Tech Law: Vehicles Manual* (see p. 11). These works have a more sophisticated system with ship stats and various weapon and critical charts.
- Use the rules presented here. They are sketchy, but they get the job done. The GM will need to make a lot of judgement calls with this option.

A-9.1 VEHICULAR COMBAT

Combat is conducted just like normal combat. The participants declare their actions and phases, initiative is rolled, then all attacks are resolved in order. It is up to the GM to produce ship stats, adjudicate chases, etc.

Construction Armor Types

The weapon charts in this book assume ten construction armor types (CATs) for vehicles—from XI to XX.

XI — Steel: This is the most simple of armor types. It is made from simple stainless steel. (Tech Level 15)

XII — Titanium: This powerful metal is orangish in tint and extremely strong. It can handle tremendous pressures. (Tech Level 16)

XIII — Crysteel: This steel has been grown in a special, chemical vat. Its crystalline structure is very strong, but it takes a great deal of time to grow. It cannot be forged or cast. (Tech Level 17)

XIV — Crystanium: This is an advanced form of crysteel. It has greater strength and is less brittle than crysteel. This cannot be cast, but after it's grown, it can be reshaped in a forge. (Tech Level 18)

XV — Reinforced Crystanium: This crystanium hull has been reinforced and braced with massive structural buttresses. This has given it increased ability to absorb abuse. (Tech Level 18)

XVI — Fullerene: Named after Buckminster Fuller, this material is made from C60. Fullerene is an incredibly strong material, stronger even than diamond. Fullerene is first developed during tech level 16, but it isn't until tech level 18 that it can be produced in a fashion usable in ship hulls. (Tech Level 18)

XVII — Reinforced Fullerene: This Fullerene hull is reinforced with massive braces. This makes it unbelievably durable. (Tech Level 18)

XVIII Crystanium Double Hull: This crystanium hull is actually two hulls, connected by a honeycomb infrastructure. This honeycomb is generally filled with thermal-resistant foam, to disperse both the heat of energy weapons and the kinetic energy of projectiles. (Tech Level 19).

XIX — Fullerene Double Hull: This fullerene hull is actually two hulls, connected by a honeycomb infrastructure. This honeycomb is generally filled with thermal-resistant foam, to disperse both the heat of energy weapons and the kinetic energy of projectiles. (Tech Level 19).

XX — Colossium: This composite is constructed, at a nearly molecular level, by industrial nanites. It is even stronger than C60. (Tech Level 24)

The Attack Roll

This is conducted like any other attack roll. The player rolls a d100 (high open-ended). He adds his OB with the weapon and subtracts his opponent's DB. He then adds in any appropriate range modifiers. The final result is cross-indexed on the Vehicular Attack Table A-9.4.1 (p. 241).

There are a few situations which require special note.

- Ship weapons have a failure range (like a fumble range) on their weapon chart. If the unmodified roll is within this range, then consult the attack table to determine whether the malfunction is temporary or permanent.
- Each weapon has a Mark Number. This number has a maximum result on the attack table. If that result is exceeded, then the maximum result is used.
- Personal weapons (pistols, rifles, carbines, etc.) can attack vehicles using the Mark #s and the special OB modifications given in the Personal Weapon Stats For Vehicular Attacks Chart (see above).

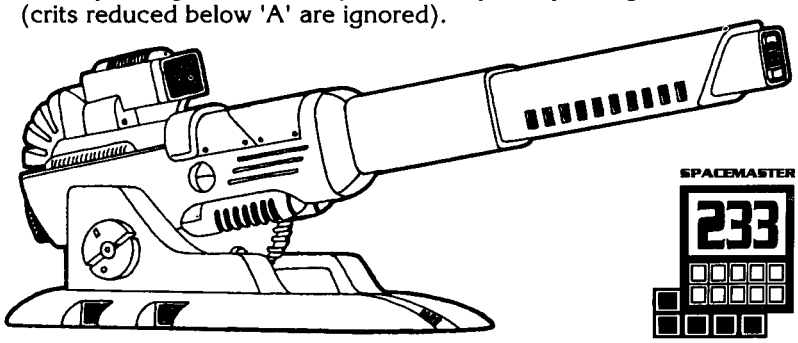
Warheads are handled a little differently than normal gunnery-type attacks. Missiles and torpedoes are launched during the snap action phase. To launch a torpedo, the gunner simply designates a target and lets the torpedo fly. To fire missiles, the gunner must get a missile lock. This requires an attack roll which exceeds 100. (This does not determine damage, merely whether or not the missiles lock-on and then launch.)

To resolve a warhead attack, merely roll an open-ended d100 roll on the Vehicle Attack Chart. Add nothing but the warhead's Mark Number and number of missiles in the volley to the attack.

When resolving the critical, reduce the severity by 2 if the ship is large. Reduce it by 4 if the ship is super large (crits reduced below 'A' are ignored).

PERSONAL WEAPON STATS FOR VEHICULAR ATTACKS CHART

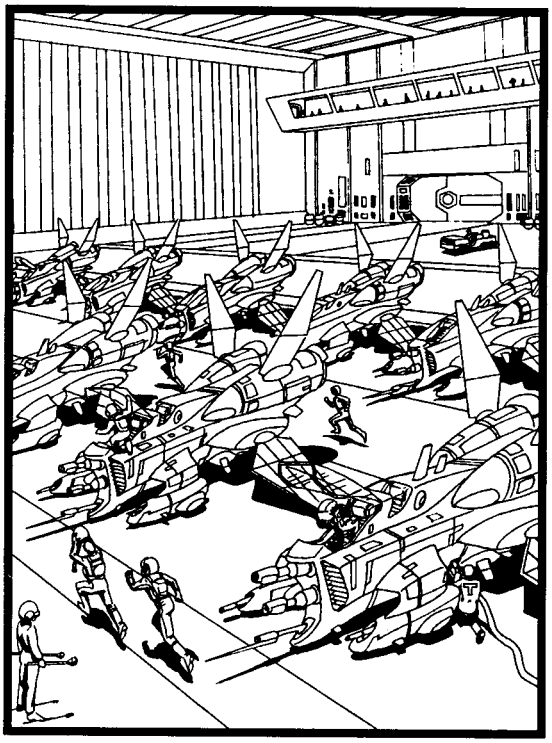
Weapon Type	Mark #	OB Mod
Pistol	1	-100
Subassault	2	-90
Assault	3	-80
Hunting/Sniping	4	-70
Support	5	-60
Additional Modifiers:		
Holdout		-20
Light		-10
Medium		0
Heavy		+10



Attack Limitations

There are certain limitations which must be placed on any attack. They are as follows:

- No gunner may attack a target that they did not declare at the beginning of the round. If the GM allows them to switch target for some reason, then they incur a -25 penalty.



- Each weapon may only attack once per round.
- No two weapons whose firing arcs do not overlap may fire at the same target. In other words, if two weapons face opposite directions, then they cannot be brought to bear on the same foe.
- The vehicle attacked must be within range.

Offensive Bonus

The gunner's OB is a combination of several factors. They are as follows:

- The gunner's skill bonus with the weapon. This is typically one of three skills: High-Energy Projectors (H.E.P.), Projectile Gunnery, and Missiles. These are typically in the Gunnery skill category.
- The Mark Number of the weapon.
- The Heads Up Display (HUD) bonus of the gunnery system (this is listed after the weapon on the ship description).
- Whatever portion of the bonus or penalty granted by the pilot's Combat Pilot Static Maneuver that the pilot allocates to offense.
- If a personal weapon is being used for the attack, apply the special OB modification given in the Personal Weapon Stats For Vehicular Attacks Chart (see p. 233)

Defensive Bonus

A craft's DB is determined by several factors. They are as follows:

- Ship's DB.
- Any bonus from force screens.
- Whatever portion of the bonus or penalty generated by the pilot's Combat Pilot Static Maneuver which has been allocated to defense.

Resolution

All damage and criticals are applied immediately. If a ship has taken hits that exceed its total hits, the ship is hulled and loses power. Boarding actions are conducted as normal combat.

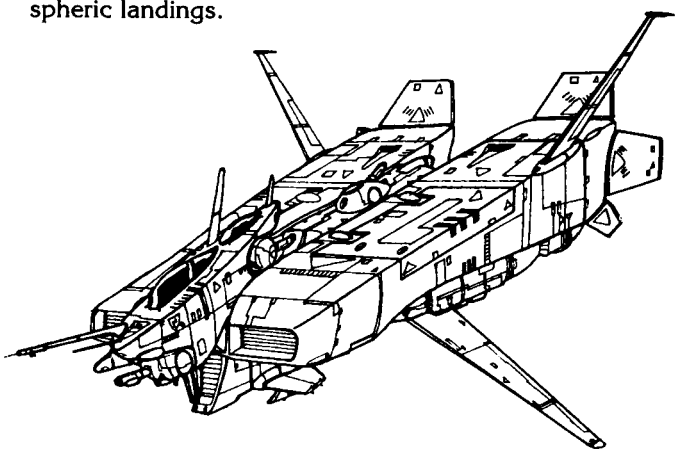
A-9.2 COMMON VEHICLES

These crafts are capable of atmospheric and space travel. They range from the private to the military and tend to cover all walks of life.

Courier Shuttle

Crew	4 (1)
Cargo	100 Kiloliters
Mass	100 Tonnes
Hits	100
CAT	XIII
DB	50
EW	Not Standard
Cost	10,000,000
Top Speed	10.1 G's
Translight Capability	None
Atmospheric Capability	Full
Armament	Not standard

Commentary: This is a high speed shuttle. It is atmosphere capable, however it is rarely used for atmospheric landings.



Death Howl Heavy Fighter

Crew	1
Cargo	1 Kiloliter
Mass	400 Tonnes
Hits	460
CAT	XIV
DB	95
EW	25/5
Cost	57,000,000
Top Speed	14.9 G's
Translight Capability	None
Atmospheric Capability	Full
Armament	6x MK 10 Blasters, +90 1x MK 10 Missile Launcher (10 Missiles), +90

Commentary: The Death Howl is the supreme fighter of the Jeronan Empire. It is the fighter of choice, and is generally reserved for Falanar, though the occasional Kagoth flies one. As the Jeronans don't believe in spreading the glory of battle between a pilot and a gunner, this is the ultimate craft of the enemy.

The Death Howl is 400 tonnes of roaring terror. When the six-blaster technology was stolen by Jeronan spies from the S-8 Hawk, the old design was immedi-

ately scrapped. The missile launcher is merely an afterthought, more of an insult than an injury. In addition, the Death Howl is a masterful design, with heavily shielded engines and emergency systems, the craft can persevere in the face of heavy damage. Durable weapons round out this fighter nicely, ensuring it will strike fear in its foe's hearts.

Freighter, Heavy

Crew 50 (10)
Cargo ..... 100,000 Kiloliters
Mass ..... 200,000 Tonnes
Hits 200,000
CAT XIII
DB 0
EW ..... Not Standard
Cost 2,000,000,000
Top Speed ..... 2 G's
Translight Capability ..... Level One Drive.
Atmospheric Capability ..... None
Armament ..... Not standard

Commentary: This freighter is very large (large criticals). It is not remarkable.

Freighter, Light

Crew 8 (1)
Cargo ..... 1,000 Kiloliters
Mass ..... 2,000 Tonnes
Hits 2,000
CAT XIII
DB 0
EW ..... Not Standard
Cost 20,000,000
Top Speed ..... 8 G's
Translight Capability ..... Level One Drive.
Atmospheric Capability ..... Full
Armament ..... Not standard

Commentary: This freighter is of moderate size, just enough for a small hold. It is not remarkable.

Freighter, Medium

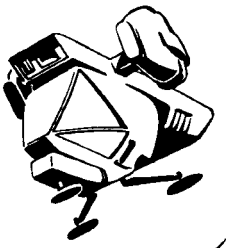
Crew 16 (2)
Cargo ..... 15,000 Kiloliters
Mass ..... 20,000 Tonnes
Hits 20,000
CAT XIII
DB 0
EW ..... Not Standard
Cost 200,000,000
Top Speed ..... 4 G's
Translight Capability ... Lvl 1 Drive.
Atmospheric Capability ..... Full
Armament ..... Not standard

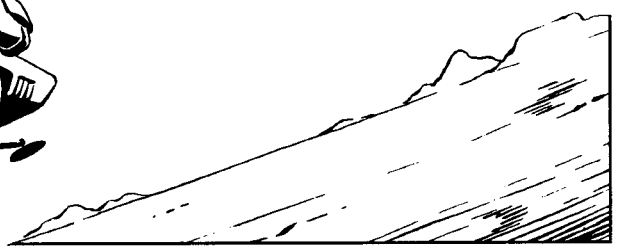
Commentary: This freighter is of moderate size, just enough for a good sized hold. It is not remarkable.

FTL Shuttle

Crew 8 (1)
Cargo ..... 12 Kiloliters
Mass ..... 150 Tonnes
Hits 150
CAT XIII
DB 40
EW ..... Not Standard
Cost 15,000,000
Top Speed ..... 5.13 G's
Translight Capability ..... Level One Drive.
Atmospheric Capability ..... Full
Armament ..... Not standard

Commentary: This shuttle is capable of ftl travel. It is commonly used for military and commercial purposes.

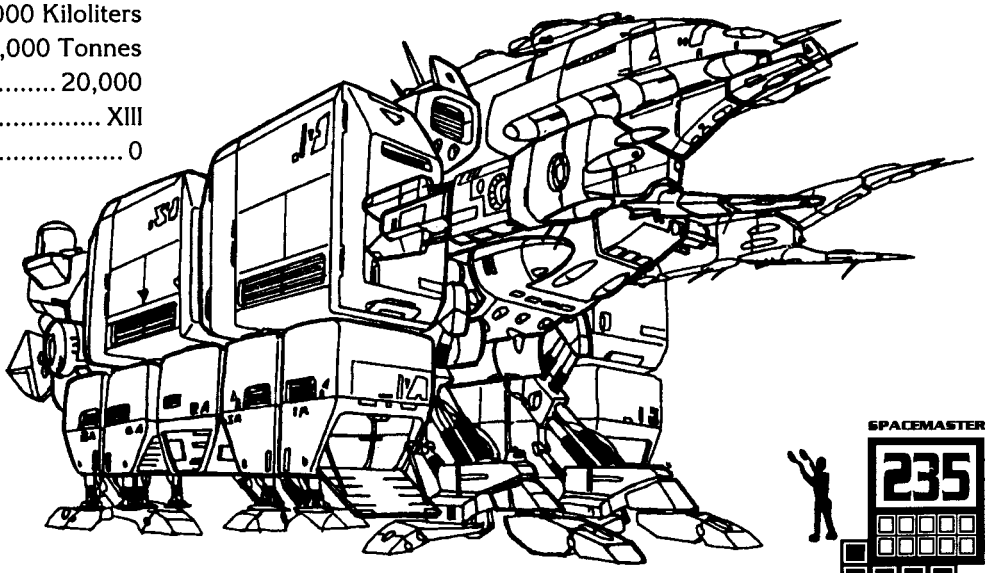




Life Pod

Crew 5 (0)
Cargo ..... 2 Kiloliters
Mass ..... 2 Tonnes
Hits 5
CAT XIII
DB 0
EW ..... Not Standard
Cost 250,000
Top Speed ..... Maneuvering Thrusters Only
Armament ..... Not standard

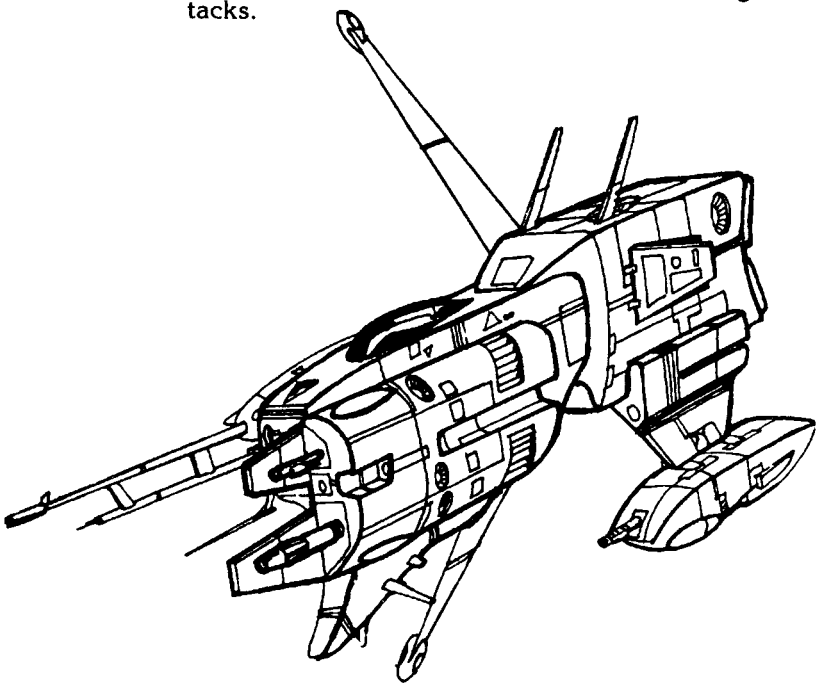
Commentary: This is a small, five passenger life pod. It is capable of very little maneuverability. It has heat shields and parachutes for atmospheric entry.



"Light Horse" Class FAV

Crew 2 (1)
Cargo ..... .5 Kiloliters
Mass ..... .25 Tonnes
Hits 5
CAT XIII
DB 70
EW ..... Not Standard
Cost 4,000,000
Top Speed 400-500
Translight Capability ..... None
Atmospheric Capability ..... Exclusively
Armament ..... 1x MK 9 Pulse Laser, +65

Commentary: Knights of the Horse come in two types. The Light Horse, the most common, ride these Fast Assault Vehicles. Typically ridden one-man, these gravbike-like vehicles are used for fast-moving attacks.



Maintenance Pod

Crew 1
Cargo ..... 2 Kiloliters
Mass ..... 1 Tonne
Hits 5
CAT XI
DB 0
EW ..... Not Standard
Cost 30,000
Top Speed ..... Maneuverability Thrusters Only
Translight Capability ..... None
Atmospheric Capability ..... None
Armament ..... Not standard

Commentary: This is a small one-man space pod. It is capable of only the slowest maneuvers and has two manipulator arms. It is usually carried on space stations or ships.

S-5 Sparrow, Long Range Interceptor

Crew 1
Cargo ..... 1 Kiloliter
Mass ..... 50 Tonnes
Hits 55
CAT XIV
DB 85
EW 50/10
Cost 6,000,000
Top Speed ..... 19.25 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 2x MK 10 Pulse Lasers, +90

Commentary: Built by Faluph Aerospace, The Sparrow is the scout ship of choice of the ISC. It is the fastest fighter in mainline production, but is rarely used in full combat. Though its dogfighting capabilities are adequate for its size, it's just to fragile for hard combat.

The Sparrow has nothing going for it but its speed. Its weapons yield poor damage and have a weak range; although it's tough for its size, it will always be a popcorn ship.

S-8 Hawk, Space Superiority Fighter

Crew 1
Cargo ..... 1 Kiloliter
Mass ..... 400 Tonnes
Hits 500
CAT XV
DB 75
EW 50/10
Cost 68,000,000
Top Speed ..... 13.93 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 6x MK 10 Blasters, +60

Commentary: Built by Faluph Aerospace, The Hawk is not only the fighter of choice for the Knights of the Hawk, it's perhaps the greatest, single-person fighter ever built. It is so well designed that the Jeronans stole its weapon configuration for their Death Howl. This, along with the Blood Hawk, is the only battle-tested fighter in the ISC arsenal.

If your enemy isn't afraid of you yet, wait till those six blasters take a piece out of them. Sure, they're the Hawk's only weapons, but they are so well shielded the Hawk keeps them till the bloody end. In fact, the Hawk is, all in all, one of the most durable fighters in the skies, with its heavy armor belt and powerful weapons. If you're on the side of the good guys, you want to try to crawl into one of these.

S-9 Blood Hawk, Heavy Assault Fighter

Crew 2 (1)
Cargo ..... 2 Kiloliters
Mass ..... 1,000 Tonnes
Hits 1,200
CAT XV
DB 85
EW 50/10
Cost 142,000,000
Top Speed ..... 13.12 G's
Translight Capability ..... None
Atmospheric Capability ..... Take Off and Landing Only
Armament ..... 4x MK 10 Blasters, +75
4x MK 20 Blasters, +85
2x MK 10 Disruptors, +75

Commentary: When a Knight of the Hawk acquires a squire, they are upgraded to the Blood Hawk, where their squire can prove himself on the disruptors. The Blood Hawk is another miracle product of Faluph Aerospace. It is big, mean and durable, the most durable fighter out there. Since this is a Knighthood fighter, it has been extensively battle tested.

The Blood Hawk is big, so big that it's simply not capable of in-atmosphere combat. It's powerful, however. With its 4 light blasters to soften up a foe and 4 medium blasters to finish them off, this fighter is a killing machine. Its only weakness is a slight tendency for criticals.

S-12 Hammer, Heavy Weapons Platform

Crew 1
Cargo ..... 1 Kiloliter
Mass ..... 400 Tonnes
Hits 440
CAT XIV
DB 75
EW 50/10
Cost 80,000,000
Top Speed ..... 14.98 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 2 MK 10 Blasters, +75
4x MK 50 Torpedoes
10x MK 10 Torpedoes
3x MK 10 Missile Launchers
(20 Missiles each), +75

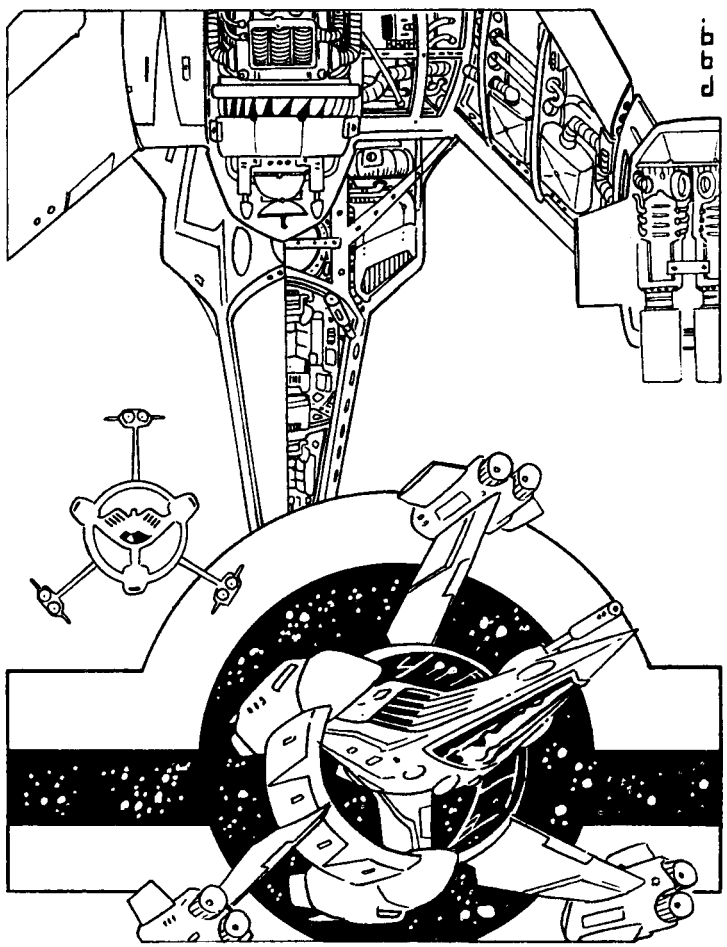
Commentary: Made by General Dynamics, the Hammer is a hard-hitting, payload-intensive fighter. One of the best designs to be flying at the beginning of the war, it is not plagued by the problems other ISC fighters were. This is probably due to the relative simplicity of the craft, which was designed to simply to fly in, drop its payload, and get the hell out of Dodge.

Though the Hammer is a reasonably durable craft, it is not designed to dogfight, and it probably wants to avoid it. The designers did not leave it completely out in the dark, however. With two rugged blasters, it still has one of the more efficient weapons in the ISC arsenal.

S-17 Thunderstroke, Heavy Defense Fighter

Crew 2
Cargo ..... 2 Kiloliters
Mass ..... 700 Tonnes
Hits 770
CAT XIV
DB 75
EW 50/10
Cost 96,000,000
Top Speed ..... 12.87 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 6x MK 10 Miniguns, +75
1x MK 10 Missile Launcher (20 Missiles), +75
4x MK 10 Miniguns, +75
1x MK 10 Missile Launcher (20 Missiles), +75

Commentary: The Thunderstroke is the defense fighter of the ISC. Built by Douglas-Galuph, this is the height of ISC technology. If it had been battle tested before the war, it would have certainly stemmed the tide of the initial assault. It wasn't tested, and it was therefore plagued with problems throughout the early days.



The S-17 is the best and the worst of all ISC fighters. Plagued by its own complexity, it proved to be incredibly fragile, with rampant system problems and exposed torpedoes. The ship wasn't a complete write off however. The engines and weapons proved to be well shielded and durable, and it rarely ran out of ammo before having a chance to refuel and reload.

The biggest problem with this fighter is the lack of a punch weapon. Though the disruptors, originally mounted, seemed in simulation to be the most potentially damaging weapon for their size, in reality, they proved to be painfully underpowered.

Slashing Blow Medium Fighter

Crew 1
Cargo ..... 1 Kiloliter
Mass ..... 300 Tonnes
Hits 330
CAT XIV
DB 90
EW 25/5
Cost 47,000,000
Top Speed ..... 15.89 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 4x MK 10 Blasters, +90
1x MK 10 Missile Launcher (5 Missiles), +90

Commentary: This is the medium fighter of the Empire. As such, it is primarily piloted by Falaron.

This is an unremarkable fighter, solid, but not remarkably so. Its greatest claim to fame is its durable engines.

VT Bike

Crew 2 (1)
Cargo ..... Negligible
Mass ..... .25 Tonnes
Hits 1
CAT XI
DB 50
EW ..... Not Standard
Cost 25,000-50,000
Top Speed 400-500
Translight Capability ..... None
Atmospheric Capability ..... Exclusively
Armament ..... Not standard

Commentary: This is a motorcycle-like device suspended on vectored thrust engines. It seats one passenger comfortably, two if they're cozy

VT Car

Crew 2-5 (1)
Cargo ..... 3 Kiloliters
Mass ..... 2 Tonnes
Hits 5
CAT XI
DB 30-50
EW ..... Not Standard
Cost 8,000-150,000
Top Speed 200-400
Translight Capability ..... None
Atmospheric Capability ..... Exclusively
Armament ..... Not standard

Commentary: This is typically an enclosed vehicle. It is propelled by vectored thrust, and is thus capable of hovering.

VT Van

Crew 8 (1)
Cargo ..... 6 Kiloliters
Mass ..... 10 Tonnes
Hits 10
CAT XI
DB 25
EW ..... Not Standard
Cost 16,000-70,000
Top Speed 200
Translight Capability ..... None
Atmospheric Capability ..... Exclusively
Armament ..... Not standard

Commentary: With the invention of the VT car comes the invention of the VT van. The van is an enclosed cargo vehicle, often used for transporting multiple passengers. It can carry eight passengers, but six of the passengers are often cashed in for twelve kiloliters of cargo space.

VT Weapons Platform

Crew 10 (1)
Cargo ..... 5 Kiloliters
Mass ..... 12 Tonnes
Hits 17
CAT XIII
DB 25
EW 15
Cost $13,000,000
Top Speed 200
Translight Capability ..... None
Atmospheric Capability ..... Exclusively
Armament ..... 1x MK 10 Chaingun, +45
40x MK 10 Dumbfire Missiles

Commentary: This is an assault version of the VT Van. This is useful in urban pacification and troop insertion, but the helicopter is generally considered more useful for infantry support. It seats 10.

Wolverine Light Fighter

Crew 1
Cargo ..... 1 Kiloliter
Mass ..... 100 Tonnes
Hits 110
CAT XIV
DB 90
EW 25/5
Cost 16,000,000
Top Speed ..... 17.04 G's
Translight Capability ..... None
Atmospheric Capability ..... Full
Armament ..... 2x MK 10 Blasters, +90

Commentary: Falaris are generally forced to fly this craft—the lightest Imperial fighter, a light interceptor. A good workhorse of a fighter, above all, it's cheap. Its only real asset is its durable engines.

A-9.3
THE VALUE OF SHIPS

So you want to be a Privateer? Expensive job. Good payback though. How expensive? How good?

We're glad you asked.

The Value of Weapons

Ships are very expensive, as you can tell from the list above. Much of the cost of a ship is from the military grade hardware. A lot of that is weapons.

When a privateer first sets out, he has installed upon his ship a single gun. It is a Mark 10 blaster with a +10 HUD. If he doesn't survive, the military hasn't invested too much money in him.

So he comes back with valuable salvage and wants to buy more guns. What does it cost?

All costs are given in credits.

Base Cost:

First there is the cost of the gun itself. The cost of a ship grade weapon is found by the following formula:

Cost = Mark x Mark x 1,000

So a Mark 10 costs 100,000 (10 x 10 = 100 x 1,000 = 100,000). This is the cost of just the gun itself.

Cost of HUD:

Next there is the cost of the HUD. This is a bit more affordable:

Cost = Bonus x Bonus x 10

So a +10 HUD costs 1,000 (10 x 10 = 100 x 10 = 1,000). A +90 HUD costs 81,000 on the other hand (90 x 90 x 10).

Firelinking:

Sometimes multiple weapons will be fire-linked. These weapons multiply the amount of damage done by the number of weapons (one critical, however). To fire-link, the weapons must all be the same type. Buy each wepaon separately. Divide the cost of the HUD by 2. Add this to the cost of the HUD for each weapon.

Cost = (Cost of HUD) + (Cost of HUD) ÷ 2
x (Number of weapons - 1)

Installation:

Take the total. Multiply the total by 2 for forward mounted guns. Multiply by 5 for turrets. This is the total cost.

Example: *Gary has decided he needs more guns. He goes into a military spaceport with a wad of cash to blow. He decide he wants two Mark 20 guns mounted on a turret with a +50 HUD. The base cost of the weapon is 400,000 each (40 x 40 x 1,000). That's 800,000 total. The HUD costs 25,000 (50 x 50 x 10). This goes up to 37,500 when the cost of firelinking the guns is added in (25,000+25,000÷2). This means the total so far is 837,500. Multiply this by 5 to have it installed as a turret. The total damage is 4,187,500. Hope that's a big wad.*

See *Tech Law* for expanded rules.

The Value of Salvage

Salvage is based on the initial value of the ship. First of all, keep track of all the hits the ship takes in damage. In addition, keep track of all the criticals the ship takes. Assuming the ship doesn't blow up (it's either disabled through a critical or just runs out of hits) there is still salvage.

Of course, to get salvage, you need to send in a boarding party. The ISC doesn't do that for you.

Add up all the damage according to the following:

(Hits Caused ÷ Total Hits) x 50
1 x (Number of A Criticals)
2 x (Number of B Criticals)
4 x (Number of C Criticals)
8 x (Number of D Criticals)
16 x (Number of E Criticals)

Add all this together. This is the total percentage removed from the value of the craft.

Seems a little complicated? Well it's a complicated subject. Lets look at an example:

Example: *Mitchell's crew takes out a Slashing Blow fighter (47 Million). During the battle, they do 370 Hits, an 'A' crit and 3 'E' crits. For hits, the craft is reduced in value by 56% (370 ÷ 330 x 50). The craft is reduced a further 48% for the three 'E' crits (16 x 3). It is reduced by 1 for the 'A'. The total is 105%. The ship is effectively of no vlaue. On the bright side, the GM informs Mitchell's player that he can get ten credits a tonne at the nearest scrap yard.*

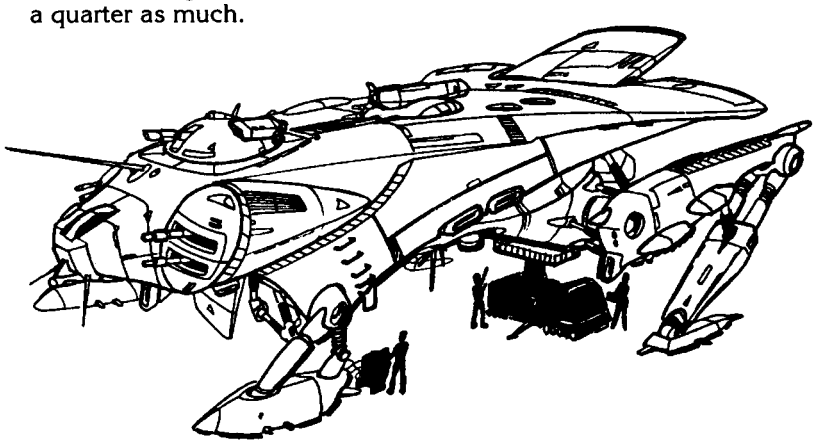
Note: *If a critical is reduced for the size of the ship, the salvage is calculated using the reduced amount.*

See *Tech Law* for more expanded rules.

Repairs

To calculate how much it costs to repair a ship, figure the percentage of the craft's value that was reduced, using the salvage formula. This is the amount it takes to repair the damage (the pilot must spend enough money to bring the craft's value back to full).

Figure half of that cost is labor. Another quarter is facilities. If the privateer can get labor for free, it costs half. If he can get labor and facilities for free, it only costs a quarter as much.



Final Note

Privateering is very much an all or nothing profession. Ships are expensive to maintain and it's hard to take one whole. When one is taken, the value is often incredible. The price of maintaining a ship is expensive. The price of upgrading one is expensive. This is why most Privateers live so well. You're pulling in several hundred grand to a few million a salvage. Sure most of that goes back into your ship, but if you skim 1% off for a party, that's going to be a party to remember!

VEHICULAR CRITICAL STRIKE TABLE A-9.4.1

	A	B	C	D	E
01-05	Weak attack. +0H	Ineffectual attack. +0H	Pretty, if ineffectual, hit. +0H	Weak blow. +2H	No warheads may be launched next round. +5H
06-10	Stowed cargo takes light damage. +0H	Crew stunned for one round. One payload pallet is destroyed. +0h	Little effect. +0H	One payload pallet destroyed. Weak. +10H	Craft is knocked out of control. +20H
11-15	Not very good. +0H	Tight beam com rig is knocked out. +0H	Payload pallets disabled for one round. Com gear knocked out. +2H	Maneuverability out next round. In addition, one com set is out. +20H	Blast knocks out ship's targeting capabilities. +40H
16-20	Light damage to sensors and engines. -20 to all readings for 5 rounds, lose one g of acceleration. +0H	One HUD goes offline. +2H	Computer damage. -5 to all OB's, and DB is reduced by 5. +4H	Engines offline for one round. All crewmembers take a 'B' Impact critical. +40H	Blast knocks out sensors. Ship cannot attack and DB is reduced to 0. Computer is damaged. +80H
21-30	Light damage to EW reduces it by 5. +0H	Foe may not jam torpedoes for one round. +2H	Moderate damage to EW causess a -10. Cargo takes light damage. +6H	Severe damage to EW reduces it by 20. +70H	EW reduced by 25. Each crewmember takes a 'C' Impact critical. +140H
31-40	Weapon targeting systems go offline for one round. One crewmember takes an 'A' Electricity critical. +0H	One weapon mount goes offline for 1-2 rounds. +2H	No missiles or torpedoes may be launched for 1-2 rounds. +8H	Targeting knocked out. 1-2 weapon mounts destroyed. Thrust reduced by 2 g's. +100H	Attack knocks out d10 weapons and d10 payload pallets. +200H
41-50	Blast causes a malfunction in foe's computer. One weapon may cannot fire for 1-5 rounds, and DB is reduced by 15. +0H	One weapon-mount knocked out. Cargo takes moderate damage. +4H	Computer reboots. Ship loses HUD bonuses and DB for d10 rounds. +10H	Attack rocks craft. DB reduced by 20. All crewmembers take 'C' Impact criticals. +140H	Craft's computer is knocked out. Craft is effectively helpless. +300H
51-55	Screen generator takes light damage, reducing DB by 10. +2H	Attack damages screens. DB reduced by 5. +4H	Craft knocked out of control. +14H	DB recuded to 0. Craft knocked out of control. +180H	Blast takes out ship power plant. Crew is stunned for 1d10 rounds. +400H
56-60	Hard hit is redirected by screens and armor. +2H	Foe goes out of control +4H	Moderate damage to life support system. 60 minutes of life support left. One weapon pallet destroyed. +20H	Each crewmember takes a 'D' Impact critical. DB is reduced by 10. +240H	Concussion rolls through craft. All crewmembers take an 'E' impact critical. Ship is dead in space. +500H
61-65	Blast takes damage control offline for two rounds. In addition, all cargo takes moderate damage. +2H	One payload pallet is completely destroyed. +6H	Damage reduces all systems by 5. All crewmembers take 'A' Impact criticals. +26H	Damage control offline for 10 rounds. Weapon-mount and two payload pallets destroyed. +300H	Explosion rolls through craft. All systems knocked out. Crewmembers take 'E' Ballistic Puncture criticals from shrapnel. Ship explodes in 2d10 rounds. +600H
66	Devastating blast. +100H	Brutal assault tears through foe. +200H	Blast blows through foe's armor. +1000H	Pin pioint strike obliterates craft. (+20)	Craft is crushed like a paper cup. (+25)
67-70	Internal fires sprout up throughout ship. Until doused, all crewmembers take an 'A' Heat critical each round. +3H	Internal fires throughout ship. Until extinguished, all on board take a 'B' Heat critical each round. +6H	Internal fires. Until extinguished each crewmember takes a 'C' heat critical each round. +29H	Fires rage though craft. All crewmembers take 'D' Heat criticals until it is put out. +330H	Flames rage inside vehicle. Until put out, all crewmembers take an 'E' Heat critical each round. +650H
71-75	Shuddering blast knocks craft out of control and stuns crew for 1-5 rounds. +4H	Blast rocks craft. All on board take 'B' Impact criticals. Cargo takes moderate damage. DB is reduced by 5. +6H	Concussion stuns crew for 2d10 rounds. 1-2 weapon mounts destroyed. +32H	Concussion stuns all crew for 10 rounds. Cargo and cargo hold are destroyed. +360H	Blast takes out crew and all ship systems. Call a tug. +700H
76-80	Inertial dampers taken offline for 1-5 rounds. During this time the craft may not exceed 2 g's. +4H	Inertial dampers lightly damaged. Craft cannot exceed 5 g's. +8H	Inertial damper intermittent for d10 rounds. During this time the craft cannot exceed 2 g's. +40H	Craft loses inertial dampers. Any acceleration of 2 g's or greater will destroy craft. +440H	Inertial damper destroyed. If ship has no backup, it will be destroyed as soon as it pulls 2 g's. +1,000H
81-85	Blast stuns crew for one round. In addition, one cargo pallet is completely destroyed. DB is reduced by 5. +5H	Computer damamged. No maneuvers may be performed next round. All OB's are reduced by 10, and DB is reduced by 30. +10H	Ship's computer damaged. Ship loses DB and all HUD bonuses. +50H	Craft shuts down. It will take 2d10 rounds to bring the craft back online. +540H	Craft is gutted by blast. Decent salvage. (+20)
86-90	Shuddering blast knocks out one weapon mount. DB is reduced by 5. +6H	Blast damages all payload pallets. Their payloads will not activate. DB is reduced by 5. +12H	1-5 weapon mounts destroyed. Crew is stunned for one round. +60H	Craft is devastated. Reactor and engines overload. Ship blows in one round. One crewmember can make it out alive. +660H	Ship loses structural integrity. It simply falls apart next round. (+20)
91-95	Shot damages drive, reducing it by 5 g's. If ship was FTL capable, it isn't anymore. +6H	Craft flies out of control. +14H	Drive damaged. Acceleration reduced by d10g's. +80H	Blast bounces around inside ship. There isn't much left. (+20)	Blast destroys craft and kills crew. (+20)
96-99	Light damage to foe's reactor. All crew takes 1 REM per round until reactor is taken offline and repaired. One cargo pallet is destroyed. One weapon mount cannot fire next turn. +4H – 2✲ – (-5)	Reactor damage. Craft is functional, but after 5 rounds, all power is lost (lifepods are under battery power). +16H	Craft's reactor begins to overload. It will detonate in 5 rounds. +100H	Hull collapses. That's all folks. (+20)	Foe's craft is eliminated in a single, cruel instant. There are no survivors. (+20)
100	Blast crushes bulkhead. After one round, all seams blow, and the craft explosively decompresses. +10H	Powerful blast crushes foe's ship. (+20)	Direct hit obliterates enemy. That's what they call a money shot. (+20)	Blast tears through craft. Crewmembers perish. (+20)	Foe's craft flashes into an expanding cloud of glowing gas. (+25)

Key: ß✕=must parry ß rounds; ß⊗=no parry for ß rounds; ß✲=stunned for ß rounds; ß♦=bleed ß hits per round; (-ß)=foe has -ß penalty; (+ß)=attacker gets +ß next round.

VEHICULAR ATTACK TABLE A-9.4.2

	CONSTRUCTION ARMOR TYPES										
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI	
				Maximum Result for Mk. 50 Weaponry							
148-150	11B	20C	40C	60C	80C	95D	100D	125E	254E	299E	148-150
145-147	11A	20C	40C	59C	78C	93D	98D	122E	249E	292E	145-147
142-144	10	19B	39B	57C	76C	91D	96D	120E	243E	286E	142-144
139-141	10	18A	38B	56B	74C	89D	93D	117E	238E	279E	139-141
				Maximum Result for Mk. 40 Weaponry							
136-138	9	17A	36B	54B	72B	86D	91D	114E	232E	273E	136-138
133-135	8	16	35A	53A	70B	84C	89D	112D	227D	266E	133-135
130-132	8	15	34A	51A	68B	82C	86C	109D	221D	260D	130-132
127-129	7	14	33	50A	66B	80C	84C	106D	216D	254D	127-129
				Maximum Result for Mk. 30 Weaponry							
124-126	6	13	32	48	64A	77C	82C	104D	210D	247D	124-126
121-123	6	12	31	47	62A	75C	80C	101C	205D	241D	121-123
118-120	5	11	30	45	61A	73B	77C	98C	199D	234D	118-120
115-117	4	10	29	44	59A	71B	75B	95C	194C	228D	115-117
				Maximum Result for Mk. 20 Weaponry							
112-114	4	9	28	42	57	68B	73B	93C	188C	221C	112-114
109-111	3	8	27	40	55	66B	70B	90C	183C	215C	109-111
106-108	2	7	26	39	53	64A	68B	87B	177C	208C	106-108
103-105	2	6	25	37	51	62A	66B	85B	172C	202C	103-105
				Maximum Result for Mk. 10 Weaponry							
100-102	1	5	24	36	49	59A	64A	82B	166B	195C	100-102
97-99	–	4	23	34	47	57A	61A	79B	161B	189C	97-99
94-96	–	3	22	33	45	55A	59A	77A	155B	182B	94-96
91-93	–	2	21	31	43	53	57A	74A	150B	176B	91-93
88-90	–	1	20	30	41	50	54A	71A	144B	169B	88-90
85-87	–	–	19	28	39	48	52A	68A	139A	163B	85-87
82-84	–	–	18	27	37	46	50	66A	133A	156B	82-84
79-81	–	–	17	25	35	44	48	63	128A	150B	79-81
76-78	–	–	16	24	33	41	45	60	122A	143A	76-78
73-75	–	–	15	22	31	39	43	58	117A	137A	73-75
70-72	–	–	14	20	29	37	41	55	111A	130A	70-72
67-69	–	–	12	19	27	35	38	52	106	124A	67-69
64-66	–	–	11	17	25	32	36	50	100	118A	64-66
61-63	–	–	10	16	23	30	34	47	95	111A	61-63
58-60	–	–	9	14	21	28	32	44	89	105A	58-60
55-57	–	–	8	13	19	26	29	41	84	98	55-57
52-54	–	–	7	11	17	23	27	39	78	92	52-54
49-51	–	–	6	10	15	21	25	36	73	85	49-51
46-48	–	–	5	8	13	19	22	33	67	79	46-48
				Maximum Result for Mk. 5 Weaponry*							
43-45	–	–	4	7	11	17	20	31	62	72	43-45
40-42	–	–	3	5	9	14	18	28	56	66	40-42
				Maximum Result for Mk. 4 Weaponry*							
37-39	–	–	2	4	7	12	16	25	51	59	37-39
34-36	–	–	1	2	5	10	13	23	45	53	34-36
				Maximum Result for Mk. 3 Weaponry*							
35-33	–	–	–	–	3	8	11	20	40	46	35-33
28-30	–	–	–	–	1	6	9	17	34	40	28-30
				Maximum Result for Mk. 2 Weaponry*							
25-27	–	–	–	–	–	4	7	14	29	33	25-27
22-24	–	–	–	–	–	2	5	11	23	27	22-24
				Maximum Result for Mk. 1 Weaponry*							
19-21	–	–	–	–	–	–	3	8	18	20	19-21
16-18	–	–	–	–	–	–	1	5	12	14	16-18
13-15	–	–	–	–	–	–	–	3	7	8	13-15
10-12	–	–	–	–	–	–	–	1	2	3	10-12
07-09	–	–	–	–	–	–	–	–	1	1	07-09
03-06	–	–	–	–	–	–	–	–	–	–	03-06
UM 01-02	F	F	F	F	F	F	F	F	F	F	01-02 UM

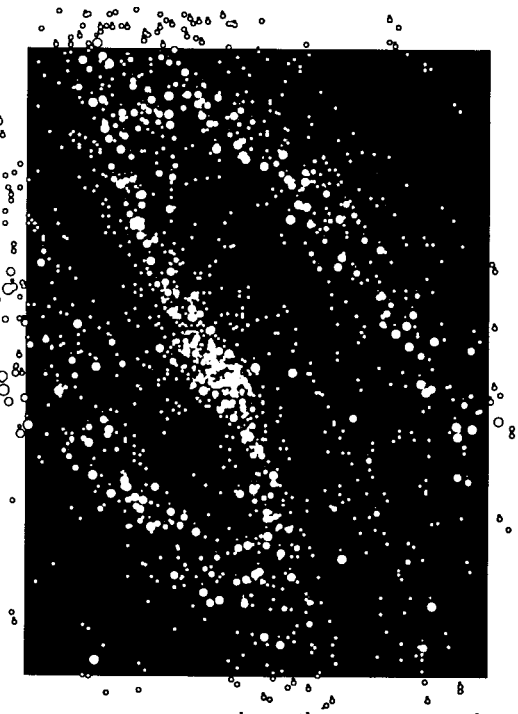
Note: *In the event of failure (F) or breakage, Roll d10 1-7=Temporary Overload (weapon may not fire next round); 8-10=Malfunction (roll for severity).*

** — See the Personal Weapon Stats For Vehicular Attacks Chart (p. 233) for special OB mods and maximum result limitations.*

A-10
THE STAR MAP

"What lies out there, beyond known space? Thousands of more worlds, just like ours, or the Architects themselves waiting to reveal themselves, like the Oorts did to us..."
— President Parlaon Crimmins, during his inauguration speech

The star map (p. 249-251) provides an overview of known space. Both nations have explored beyond the sphere of their control, but this represents their formal borders.



ISC Space

ISC space is officially a 25 parsec sphere centered on Helios, not the ISC capital. This is because when Humans were geared-up by the Oorts, and managed to convince the Interspecies Commission to gear-up the other races, Helios was the primary driving force. They wanted to gear up planets haphazardly and recklessly, any planet which caught their eye. The Commission (namely the Oorts on the Commission) decided that they needed a restriction on Human gear-up operations. Since Helios was still the center of Humanity, being the first Human world to be geared-up, that was set as the center. Ironically, the limit given to Humanity was 15 parsecs, and this places Hassus outside what was then ISC space.

For two hundred years the Humans, with some Oort aid, worked to gear-up the worlds within this sphere. The ISC officially consisted of this sphere, Tairrrlar (Nu (2) Lupi), Hassus, and the Oort worlds geared-up before Human contact.

This 15 parsec limit is still considered the "Core Worlds" of the ISC, since it has the greatest concentration of highly advanced and populated worlds.

ISC Worlds (☆,⊛)

Only the seven most important worlds of each race are depicted on this chart. There are 357 geared-up worlds within ISC space. Only 49 are shown on the chart.

Free Worlds (★)

These worlds have been geared-up, but for one reason or another did not join the ISC. They maintain their own Sovereignty.

Racial Seats (⊛)

Each race has a Racial Seat. The Racial Seat is typically always the first World of that race to be geared-up. The Falar and Xatosian racial seats are outside the core worlds, as they were geared up before the 15 parsec limit was set (so was the Oort Racial Seat, but it happens to fall within the sphere).

The Racial Seat is the center of government for that race. The ISC does not rely much on spacial proximity for government, the primary division below the confederate level is by race. Each race has its own set of representation, votes according to its spatial region (which is based on proximity) and elects its representatives.

The Jeronan Empire (★,⊛)

All 34 Imperial systems are depicted on the star chart. The Empire stood at this strength when the war began.

Rim Worlds (★)

The worlds farthest from the Jeronan capital are considered the Rim Worlds. Typically, the rim worlds are assumed to be all habitable planets with the systems: Turick, Currog, Earogoth, Ternuph, Faluphorum, Defiance, Merciful Death, Tirisssist, Klickituck.

Luminosity

Almost all inhabited systems have at least one star with a luminosity between .4 and 2 luminosities. This is thought to be more an Architect bias than a physical law. Within Imperial space, there are fewer stars in this range. It seems the Architects made do with what they had.

Galactic Coordinate System

The ISC uses Terra's Galactic Coordinate System, since they have done more to expand ISC space (for better or worse) than any other system.

This system is at least slightly less biased than the old Terran-Based system, which places the X-Y plane off the equator of Terra. In this system, the galactic plane has been set parallel to the true galactic plane (which in a less Terra-biased system would be 50 parsecs south).

The center of this system is Helios (Sol). The positive X coordinates head toward the galactic core. Negative coordinates head toward the rim. Positive Y coordinates head anti-spinward, while negative Y coordinates progress spinward. Positive Z coordinates head north (above the galactic plane). Negative coordinates head south.

Borders

The initial Imperial border is indicated by a black line on the reduced star chart (see page 249). All other space is ISC controlled. Dotted lines depict how the border has shifted throughout the rest of the war.

Uninitiated Worlds

There are many worlds within ISC space that have not been approached for gear-up. It is generally accepted that these worlds are off limits until they can be approached by a proper diplomatic corps. Contact with these worlds in a situation which is not considered an emergency (crash landings, etc) is considered a felony of the highest gravity, punishable by life imprisonment.

And Beyond

There is much unexplored territory beyond known space. What is lurking out there, no one knows, but there are certainly more races than the Seven, perhaps building empires of their own.

Calculating Distances

Calculating the distance between two stars is an extension of the Pythagorean Theorem. Jot down the x, y and z coordinates for each star and plug them into the following formula:

$$\sqrt{(x_1-x_2)^2 + (y_1-y_2)^2 + (z_1-z_2)^2}$$

A complete table of stellar distances is beyond the scope of this work. However, the Stellar Distance Chart on pages 252-253 gives the distances between some of the more important systems.

A-10.1 IMPERIAL WORLDS

The following are brief descriptions of the various Imperial worlds. The goal of this section is more to give an overview of how these worlds fit into the Empire than details about geography, etc. The rest will be saved for future source books.

Bastion — Tulgar

Galactic (+21.938, +9.018, -5.723)

This system is under the iron boot of oppression. The cities have been surrounded with sieges of artillery and razor wire. The slightest unrest is answered with a tremendous loss of life. 17 cities were bombarded from orbit when the initial show of force did not settle matters. These bombardments struck with the energy of nuclear attacks and the cities no longer have any life to speak of.

Caladar (Rim World) — Human

Galactic (+13.786, +3.795, +.023)

This Human world is in a state of absolute revolt, covered with a thin veneer of friendly helpfulness. The planetary representatives say that the problems occurring are the work of a small underground. If so, this underground must include a fifth of the planetary population, including the representatives themselves. The Falar have begun slaughtering planetary representatives in frustration with this level of dissimulative diplomacy, and have bombed several cities from orbit. They are at a loss, however, and Kagoth military representatives are being called in to handle the matter.

Clactaruck — Xatosian

Galactic (+21.905, +5.755, -5.025)

This planet is in full cooperation with the war effort, and is cranking out some of the most powerful psychics in the war. The queens seem to be buying into the Imperial war agenda wholesale.

Currog (Rim World) — Kagoth

Galactic (+25.198, +9.174, +1.034)

This planet is fairly safe for imperial troops, as rim worlds go. The population is not 100% Kagoth, however, and a charismatic Human has formed an underground movement. This is staffed mostly by non-Kagoths, but a few of the gentle herbivores have taken up arms. Though this is less than a thousandth of one percent, the thought of fighting Kagoth has begun a panic on the planet. Many think that the psychic poisoning has struck here as well. There is no evidence of that yet, and the Kagoth who join often commit suicide after a few battles, overcome by guilt.

Defiance (Rim World) — Tulgar

Galactic (+19.292, +1.234, -0.429)

Half the Tulgar who didn't leave the empire after the Night of Long Knives gravitated here. This planet isn't just in revolt, it relishes the fact it's in revolt. The Imperials call it Subjugation, but the natives call it Defiance, and the word has spread. The fighting based from this system is so intense that the Imperials have ordered it bombarded until even the bacteria are dead. Paraxis belayed that order, but has not produced a new plan yet.

The only reason all the Tulgar did not come here to Merciful Death is because, while this is a more glorious front, the real fighting is in the ISC. If that lightens up, then more troops will be sent to Defiance, and it will all be over.

Dunrick — Human

Galactic (+24.876, +3.576, -2.957)

Dunrick is fully loyal to the empire. This is the birth place of Paraxis and home to the greatest tactical college in the Empire. In fact this planet would be a great threat to the ISC if any Falar attended this college. Fortunately, they don't, and few Humans can rise to a point in the military structure where the tactical training helps.

Earogoth (Rim World) — Kagoth

Galactic (+25.234, +6.126, -0.576)

This Kagoth world is building a growing underground resistance. Many of the Kagoth in this resistance have begun to show no remorse in battle. This is a recent occurrence, and the Kagoth are afraid it's the first sign of psychic poisoning.

Faluphorum (Rim World) — Oort

Galactic (+22.023, +13.519, -0.037)

This Oort world is the source for much of the technology supplied to the other rim worlds. The plants and factories still ostensibly work for the empire, but a large portion of production is being funneled off into the hands of daring, Human smugglers. The Empire has yet to find any proof, as it is all being handled very skillfully.

Frrrrurel — Falar

Galactic (+20.857, +5.223, +2.738)

This planet is the core planet for much of the Imperial nobility. It is the source for a large portion of Imperial troops and officers.

Gotog — Kagoth

Galactic (+19.327, +8.499, +3.567)

This is the birthplace of Bretog. It is thought to be the first planet to succumb to psychic poisoning. It seems that half the Kagoth on this world have turned aggressive, and the number is growing.

Haluphell — Oort

Galactic (+19.256, +7.024, +0.753)

This planet is fully in the Imperial fold. It produces vast amounts of imperial hardware and military technology. It is also the only world where the tremendous predators that plagued the Oorts have been left feral. They remain in tremendous hunting preserves where Falar (and now Kagoth) nobles hunt for sport.

Hisstock — Valiesian

Galactic (+16.171, +8.208, +1.702)

This world, being Valiesian, does not contribute anything but manpower. Valiesians, while they don't willingly seek out danger, are a powerful and ready workforce, willing to do the nastiest jobs. They are therefore pulled off the planet by the shipload to work elsewhere in the empire.

Kaipherel — Oort

Galactic (+16.591, +10.321, +4.265)

Another great source of technology, this system is home to the greatest Imperial learning centers. Oorts from all over the Empire come here to train in their chosen professions. Many of the best designs come out of here, and their production levels are second only to Pherlum.

Kictarum — Xatosian

Galactic (+22.355, +5.785, -3.549)

This planet is loyal to the empire as well. There are secret groups, however, that are studying the psychic poisoning phenomena plaguing the Kagoth. If this is truly a psychic disease, and they discover the cure, the question remains: What will they do about it?

Klickituck (Rim World) — Xatosian

Galactic (+26.012, +7.327, +0.129)

This planet is only ostensibly held by the empire. Any Imperial troops here tend to see what the queens want them to see. It is unknown what sort of plots arise here, but the theory has been presented that this system started the psychic poisoning in an elaborate plan to move imperial garrisons out of system and into the ISC.

Krisss — Valiesian

Galactic (+16.492, +2.220, -1.902)

Another planet with little in production other than manpower. The imperials pull a workforce off this planet as if it were a slave world, which it practically is.

Krrrtithrrrr — Falar

Galactic (+21.567, 13.345, -2.758)

This will one day probably be another bastion of Falar nobility. Right now it is too new to the empire to be much more than a breeding pit for Falar soldiers.

Kursst — Valiesian

Galactic (+19.840, +8.623, +0.283)

This dinosaur ridden planet is also a source of great manpower to the empire. Interestingly enough, this world also has the greatest number of "insane" Valiesians willing to join the military. It is thought that this adrenaline addiction is predominant in their genetic lines. Oorts throughout the empire are studying the statistics to see if exporting all these danger-seeking Valiesians thins them out of the genetic pool, or if the trait is recessive enough to still be common after the war.

Merciful Death (Rim World) — Tulgar

Galactic (+19.598, +14.013, +.092)

Merciful Death was the second of the worlds to fully revolt. It has been badly damaged, but the knighthood is still strong. The situation here is similar to Defiance.

Mirr — Human

Galactic (+15.997, +8.876, -3.865)

This Human world is the heart of espionage in the empire. All the greatest spies are trained here. It was Mirr that began seeding young agents in the ISC to take advantage of the local school systems. It was Mirr that has stolen most of the technology used by the empire today.

Pherlum — Oort

Galactic (+17.723, +5.285, +4.302)

Pherlum is the greatest production center in the empire. The Pherlum Shipyards produce more carriers and destroyers than any other location in the empire. Land-based yards produce fighters wholesale. Much of the armor and infantry weaponry is produced here as well. A strike against Pherlum would be a strike against the Imperial war machine. Unfortunately, not even Force Recon has been able to achieve it.

Prenaag — Kagoth

Galactic (+17.395, +4.285, +5.865)

Another center of hostile Kagoth, this planet produces a lot of Kagoth infantry. About a third of the population has turned hostile.

Prraalll (Capital) — Falar

Galactic (+19.453, +7.398, +0.912)

This is the capital of the Empire. It was here that the Oorts from Haluphell first crashed in their slow boat. It was from here that the Empire was born.

Terluph — Oort

Galactic (+15.995, +5.842, +2.053)

This Oort world produces well, but it is relatively new to the Empire. It will probably be another generation or so before it rivals those worlds closer to the capital.

Ternuph (Rim World) — Oort

Galactic (+18.385, +2.946, +0.295)

This world used to supply technology to worlds in rebellion. However, it has been discovered and is being closely watched. The Oorts here have yet to come up with a new way to hide their dealings, and therefore this world has been temporarily shut down as a rebel production center.

Tiran — Human

Galactic (+16.587, +1.726, +1.227)

This is the heart of the diplomatic corps of the Empire. Unfortunately, there is little in the way of diplomacy being done these days. However, there are still relations with POW's, rebel worlds, and conquered systems for the Tiran Diplomatic Corps to handle.

Tirisssist (Rim World) — Valiesian

Galactic (+21.528, +7.213, +.002)

This world has little in the way of development, being little more than a feral planet. There are workforce harvesting operations here, but many of the danger-seeking Valiesians have begun daring raids to shut these operations down. Fortunately, there aren't that many of them.

Tissilar — Valiesian

Galactic (+15.976, +10.192, -3.284)

This planet is a great source of man-power. The adrenaline addicted Valiesians are almost unheard of here. This makes it a good source of labor, but little else.

Trackle — Xatosian

Galactic (+15.592, +10.713, +0.182)

This planet has been loyal to the Empire for many years. It has produced some of the greatest military psychics in history. This has give Trackle a prestigious history.

Trissel — Valiesian

Galactic (+23.876, +8.692, -2.075)

Trissel has been harvested for workforce for years. In addition, for some reason, conscripted troops taken from this world do not suffer from all the problems other Valiesians do. No one knows why. They don't like battle, but they can function in the military.

Turan — Human

Galactic (+17.466, +7.201, +5.935)

This system is a strong supporter of the Empire. It produces a wide range of Human talent, but has no particular specialty.

Turick (Rim World) — Human

Galactic (+12.023, +9.298, -0.249)

This world has built an effective underground resistance. It doesn't have the population to be more than an annoyance, however.

Turrrack — Falar

Galactic (+18.857, +2.223, +4.738)

This is a typical Falar world. It is loyal to the Empire and produces many hearty warriors.

Vigil — Tulgar

Galactic (+16.022, +11.897, +5.011)

Vigil is a Tulgaran world in turmoil. It has tried several unrests, like Bastion, but they quickly got out of hand. Now it's a wasteland of suffering and death. Most of the cities have been leveled and orbital bombardments have put enough dust in the air to start a nuclear winter. Imperial troops have pulled into orbit and are watching to see who survives.

A-10.2 ISC WORLDS

There are 357 worlds in ISC space. Only the 7 most important of each race are listed here. There is simply too much ground to cover otherwise. The goal of this section is more to give an overview of how these words fit into the ISC rather than details about geography, etc. The rest will be saved for future source books.

Alapharum (Kappa Fornacis) — Oort Free World

Galactic (-3.748, -2.064, -11.264)

This is as Oort Free World that predates the ISC or even contact with Humanity. When the Oorts were originally gearing-up worlds, it chose a seclusionist position in the early projects. It has been a friendly but distant ally ever since. It has, however, helped the war effort a great deal.

Alarus (Mu Fornacis) — Human

Galactic (-3.235, -3.744, -15.083)

This Human world is a long standing member of the ISC. Some of the best diplomats and traders come out of its *Alarian School of Xeno-Psychology*. The recent proximity of the front has begun to change that.

Astrilairon (Psi Serpentis A & B) — Human

Galactic (+14.486, +2.477, +13.216)

As a Human binary system Astrilairon is unique. The inhabited world orbits between the primary and its dwarf partner (they are 61 AU's apart). The secondary is fairly dim, however, so the nocturnal cycle is not terribly effected.

Astrilairon was a new edition to the ISC, but their technology was high and they were quickly geared-up. They became the major retribution point against the Empire, but fell in the first days of the war.

Astrilairon was a strong military system. Now its shipyards serve the Empire. They are producing Fighters at a prodigious rate.

Caraluck — Xatosian

Galactic (-9.752, +19.110, -1.469)

This planet orbits the primary of a binary system. The secondary is also a G type star, and for certain times of the year lightens the night to near twilight. The mean distance is about 29 AU's.

This Xatosian world is fairly new, and has yet to produce a generation fully comfortable with the gear-up. It also has yet to get its population to the level where its contributing many psychics to the ISC at large.

Ceirnig (Psi(5) Aurigae) — Human Free World

Galactic (-14.275, +1.914, +4.548)

This free world is fairly well developed. They refuse to admit that there is any danger from the imperials, and scoff at attempts to get them to cooperate on military matters. They seem to believe that this is all an ISC plot to take them over.

Crrrrlorrrol (Delta Trianguli A & B) — Falar Free World

Galactic (-7.300, +5.615, -4.370)

This system is a close-orbiting, binary pair. This Falar system declared, after gear-up, that joining the ISC was tantamount to rolling over and exposing your belly. They have joined the war, however, and fight bravely alongside the ISC.

Dractuckauck (Zeta Trianguli Australis A & B) — Xatosian

Galactic (+7.968, -6.798, -2.723)

This system is a close-orbiting, binary pair. This is a solid core world, and a strong supporter of the ISC. They produce many fine psychics, whether they join the military or not. Their value cannot be ignored. Or rather, could not. The Jeronans claim them now.

Faruphas (Rho Coronae Borealis) — Oort

Galactic (+6.515, +8.804, +12.564)

This system was geared-up fairly recently. It was too far anti-spinward to be geared-up by the Oort before contact, and outside the 15 parsec boundary. It was coming up to speed very quickly when it was conquered by the Jeronans.

Fisssauruss (Alpha Mensae) — Valiesian

Galactic (+2.085, -7.391, -4.223)

This Valiesian system was an important source of many medicinal chemicals. Since its capture, the stockpile has yet to dwindle, but eventually, certain chemicals are going to have to be produced artificially. That will increase the cost dramatically.

Fortress (Eta Coronae Borealis A & B) — Tulgar

Galactic (+6.216, +6.791, +14.028)

This is a binary system with the stars approximately 16 AU's apart. The primary planet orbits the secondary, but is close enough from the primary to never get darker than a dim twilight for part of the year.

Fortress is a newer world, being outside the core. It embraced the knighthood, but still fell relatively early in the war.

Frrrrlus (Epsilon Ceti A & B) — Falar

Galactic (-7.143, -0.901, -12.677)

One of the least hospitable systems in the ISC, the planet orbits between two stars. This makes the planet incredibly hot as it must orbit very close to its sun. Inhabitants hide in secluded caves protected from the sun during the day. Still, most races drop from heat stroke within minutes of coming anywhere near the surface.

The planet revolves slowly, and during the night dumps quite a bit of heat. Its inhabitants are quite nocturnal, but for a good portion of the year, it is close enough to the second star to not cool down as much. By the end of this season, only the hardiest can survive above ground, even at night.

This core world is the source of some of the bravest and hardiest warriors in the ISC. These Falar, possibly due to their harsh origin, can drag themselves out of situations that would leave many lesser beings dead. If the war ever comes this far, Frrrrlus will be pivotal.

Frrrrrurrt (Chi Orionis) — Falar

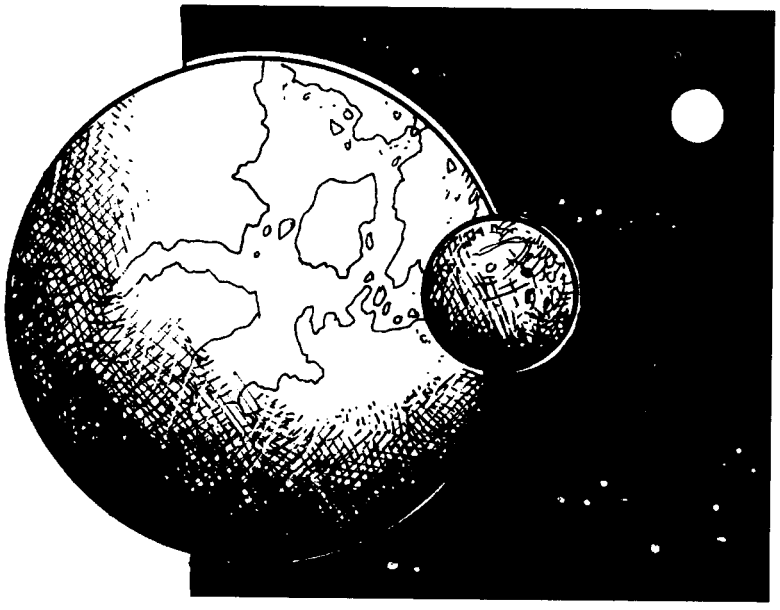
Galactic (-9.582, -1.426, -0.462)

This core (binary) Falar system produces many good warriors. It is a great boon to the war effort. The pilots from this system are especially good.

Halapharus (Lambda Fornacis) — Oort

Galactic (-3.904, -6.169, -16.580)

Though outside the core worlds, this system was geared-up before contact. It is therefore a power producer of forward-thinking Oorts and a great boon to the ISC. It has the premier ship design facilities in the ISC.



Halapul (Nu Phoenicis) — Oort Racial Seat

Galactic (+1.363, -3.728, -11.531)

This was the first world ever geared-up. It happened long before contact with the Humans. It is therefore the seat of great power and history for the Oorts. Much of this planet is deidcated to the political affairs of Oorts within the ISC. It also has one of the most advanced medical research centers in the ISC. Of course, it's now under Jeronan control.

Hasockoth (Eta Cassiopeiae A & B) — Kagoth Free World

Galactic (-3.188, +4.983, -0.522)

This system is binary, with the stars about 71 AU apart. This means the dwarf companion is little more than a bright star in the night sky, even when at its closest point.

This world refused entrance into the ISC. Too violent, they decided. Since the attack of the Empire, this world has produced more food than any other system in ISC space. Most of it is being given away free. If the ISC will come get it, it's theirs. This has been a great boon to the war effort.

Hassus (Kappa Tucanae) — Oort National Capital

Galactic (+6.517, -11.445, -14.680)

This is the first system ever to achieve ftl flight, and it's unique. It is a binary system, with Kappa(1) and Kappa(2) approximately 156 AU's apart. There are Oort world around each of these stars, and they were communicating long before either achieved space flight.

This was a great, driving movement in the space program. They quickly made the journey between the two worlds and began a brisk trade. It wasn't long before they bent their combined might toward conquering the stars.

This was the heart of the ISC before contact. It became the heart of the ISC after contact, and it still is now. The capital is actually surrounding Kappa(1), as the light was more pleasant to Helios natives after contact.

Now the front is dangerously close to the capital. The President has withdrawn to Stands the Wall, and much of the House has gone with him. A quiet evacuation has been going on for months now, as the rich quickly withdraw.

This is still the Capital, however. All business is still conducted here, as the President refuses to admit he's formed a court in exile. Holograms still argue in the house, their controllers parsecs away. Laws are still passed. Policy still dictated.

On the planet around the secondary, the greatest naval and marine academies in the ISC are based. The finest generals and admirals are based here, as is a great portion of the fleet.

If Paraxis intends to take Hassus, it will be a challenge. He apparently intends to lay siege to it, which might work. It has been years since Hassus produced enough food to support its population.

Helios (Sol) — Human Racial Seat

Galactic (-0.000, +0.000, +0.000)

This is the first system to make it to its own Oort cloud after the Oorts. It was here, on Mars, the fourth planet, where the Oort listening post was first detected.

Terra has been the racial seat of Humanity ever since. The government, located in Geneva, Switzerland, houses thousands of politicians and bureaucrats, all bent on making certain that Human interests are attended to.

Honor Guard (Xi Boîtis) — Tulgar

Galactic (+2.958, +1.261, +5.886)

This binary system has two moderate stars 32 Au's apart. Each had Tulgaran worlds, but as neither had developed the lens, neither had noticed the other at the time of gear-up. This core Tulgaran system was the seat of the Knights of the Horse. It was taken, and though there are knights elsewhere, the armored divisions of the ISC are hurting without this aid.

Hopeless Charge (Bonner Durchmusterung +35°8) — Tulgar

Galactic (-7.779, +17.929, -9.303)

This is one of the more recent Tulgaran gear ups. It has, however, become the seat of the Knights of the Horse in exile. This armored military hopes to lick its wounds here and launch an attack to regain its home world.

Hrrrulurrrr (13 Orionis) — Falar

Galactic (-23.160, -4.828, -7.688)

This Falar world, a rare non-binary, has made a tremendous showing during the war. Even though they have yet to really grasp technology, they had a large population when geared-up and have been a primary source of infantry.

Hurolonuth (Bonner Durchmusterung +14°831) — Kagoth

Galactic (-23.317, -2.989, -6.502)

This Kagoth world is relatively new to technology. It has, however, allowed an extended convalescent center to be built. Hospitals, evacuating in front of the front, often take transports to this world. Many worlds are currently being evacuated here, just in front of Paraxis' storm.

Karlephel (Xi Ursae Majoris) — Oort

Galactic (-3.561, -0.961, +9.741)

This is a fascinating system, and much about stellar motion has been learned from it. This system has four stars. The Oort world orbits a binary pair (Ba and Bb), while they in turn orbit 26 AU's out from Aa and Ab (which have no habitable planets.

The dance of this complex system is so complicated that many believe that it's artificial, that it could never have developed planets, and the Architects must have had a hand in it, though that makes the Architects powerful indeed.

It is still the location of the most illustrious astrophysics university in the ISC, whose massive telescopes are starting to look uncomfortably toward the encroaching front.

Kernog (Tau Ceti) — Kagoth Racial Seat

Galactic (-0.991, +0.118, -3.351)

This is the seat of Kagoth politics. Kernog was the first Kagoth planet geared-up, and has developed a healthy bureaucracy. It is so close to the front that it can practically watch the battles.

Kisssaurel (Epsilon Eridani) — Valiesian

Galactic (-2.105, -0.598, -2.433)

This Valiesian world has been a member of the ISC for some time. Its most noticeable feature is its population, which is prodigious.

Kithauruck (Chi Cancri) — Xatosian Racial Seat

Galactic (-12.998, -3.674, +7.948)

This was the first Xatosian world geared-up. It is the seat of the Xatosian government, and the home of the most powerful Queens. The school here is renowned for its policy of actually (but rarely) accepting Human psychics.

Klackatackar (Chi Draconis) — Xatosian

Galactic (-1.549, +6.471, +3.548)

This Xatosian world produces many good psychics, just like any other. It has a large population, however, and is therefore a great base of power for the ISC. The progressing war front has yet to reach this far.

Many Honors (Kappa Ceti) — Tulgar

Galactic (-6.987, +0.216, -6.536)

This normal looking system is the seat of the Tulgaran Knights of the Sword. From here come some of the finest infantry ISC can produce. It has carried more battles than the marine corps Force Recon (though in all fairness, it has a lot more men).

Paemage (Bonner Durchmusterung +64°458) — Human

Galactic (-19.847, +14.381, +4.918)

This is a distant, recent gear-up. It has become very important to the war effort as it has an abundance of chemicals used in high-tech munitions.

Prrrlarrrock (Alpha Centauri A & B) — Falar

Galactic (+0.957, -0.931, -0.017)

This binary system is actually a trinary, but Proxima Centauri is a long way out. The prime world in this system orbits between the two stars (they are 23 AU apart or so).

This system produces many fine warriors. It was the second Falar system geared-up. It has been a loyal member of the ISC since its admittance. Now it is a captive world.

Purogoss (Iota Horlogii) — Kagoth

Galactic (-0.160, -7.686, -12.461)

This is one of the largest Kagoth worlds. It is currently working hand in hand with the Xatosians to try to determine why Kagoth are becoming violent in the empire. It is hoped that a solution can be found before ISC Kagoth begin acting that way.

Rissseluss (Mu Arae) — Valiesian

Galactic (+8.943, -3.243, -1.935)

This system, once within ISC borders, was one of the most populated of the Valiesian systems. Now it is captive.

Risssuluruss (Sigma Draconis) — Valiesian

Galactic (-1.023, +5.105, +2.092)

This system is one of the largest Valiesian systems in the ISC. It is very near the front, and the Valiesians there are training themselves for war.

Stands the Wall (Cordoba Durchmusterung -27°3248) — Tulgar

Galactic (-13.230, -20.402, -5.804)

This system, though freshly geared-up, is where the president has retreated with much of the House. Though he denies that this is a court in exile, it may soon be.

Tairrrlar (Nu(2) Lupi) — Falar Racial Seat

Galactic (+13.196, -8.536, +2.033)

It was here that the ship crash-landed, bringing ISC citizens in brutal contact with the Falar. With this opening of diplomacy, there was little the opponents of gearing-up other races could do. It was inevitable.

This is still the seat of Falar power within the ISC. It is also the system with the highest population, and the one that buys into ISC ideals the most.

It is now, however, in Imperial hands. Many fear that when released, the Falar will have lost an edge to their sophistication and their place within the ISC will waver. The Falar still within the ISC consider this insulting at best.

Tanarrrr (Nu Indi A & B) — Falar

Galactic (+7.905, -7.409, -9.310)

The world in this system orbits outside the binary pair. It is very cold. The Falar from this system are highly resistant to cold, accordingly. This world has fallen to the Jeronans.

Tarckataruck (Arcturus) — Xatosian

Galactic (+0.045, -4.945, +8.831)

The Xatosians on this planet have lived underground for years, and are quite blind. They were not very far along in their technological development when their sun passed its main sequence and became a Red Giant. It is surprising the Oort survey mission even detected life. This world has been taken, but little has been done with it.

Teirnarock (Zeta Tucanae) — Kagoth

Galactic (+2.753, -3.480, -5.662)

This Kagoth world was a great producer of food during the earlier parts of the war, freeing up other manpower for more militaristic pastimes. It has now been captured.

Teirnas (Wolf 401) — Human

Galactic (-4.172, -8.357, +22.530)

Technically a binary system, the companion is 300 AU's out and dim. This is a new world, but the inhabitants have been determined to be superb at espionage. The ISC has made good use of them.

Thissum (Zeta (2) Reticuli) — Valiesian Racial Seat

Galactic (+1.213, -7.665, -8.389)

This is the seat of Valiesian politics. Valiesians don't care for politics (since its appeal is mostly emotional). Valiesian politicians are picked by intelligence testing followed by a random lottery. They never serve two terms.

Too Bright Blade (Gamma Pavonis) — Tulgar Free World

Galactic (+5.609, -3.485, -5.598)

This system was the site of a major, diplomatic blunder involving the advances of a drunken, Human ambassador upon a Tulgaran female (forcible advances). The Tulgar accordingly decided they could not in good honor join with such peoples. It has since fallen into Jeronan control. This world is still a strong military resource, and if ever liberated, such slights might be finally left in the past.

Trackulucktar (Beta Canum Venaticorum) — Xatosian

Galactic (-1.590, +1.532, +8.434)

This is a well established Xatosian world. It is working with the Kagoth on the psychic poisoning problem.

Trussulonoth (Mu(2) Cygni) — Kagoth

Galactic (+3.591, +21.676, -7.281)

This is a binary system with the life giving planet orbiting the secondary. The primary is not bright enough to effect it much at a distance of 95 AU's.

It was a recent addition to the ISC, but the biggest voice for warning against Emperor Bretog. Now it has been captured.

Turlog (Mu Cassiopeiae) — Kagoth

Galactic (-4.259, +6.009, -1.016)

This is a close orbiting binary with the inhabited world well outside the comfort zone. This planet is very cold, and the Kagoth here are the only known ones who each fish. This planet is under polar conditions, but the axial tilt is not extreme, so the winters are comparatively mild.

Tuscilon (Beta Comae Berenices) — Human

Galactic (+0.488, +0.459, +8.320)

This was a powerful and heavily populated system. Because of its distance above the plane, it actually fell after Helios.

Valorous Death (Zeta(1) Reticuli) — Tulgar Racial Seat

Galactic (+1.150, -7.164, -7.842)

This was the first Tulgaran planet to be geared-up. It is the home of the Knights of the Hawk. Accordingly, it is immensely powerful and Paraxis has not yet attempted to take it.

Varactar (Delta Pavonis) — Xatosian

Galactic (+4.164, -2.424, -3.058)

This world was a large planet with a developed technological base. It is now under Falar control.

Varusssuss (53 Eridani) — Valiesian

Galactic (-16.880, -10.271, -14.301)

This planet is far away and new to the ISC. It is a binary system, orbiting the secondary (the primary is too far to cast much light). It is noteworthy because of the high percentage of Valiesians willing to join the army.

Warphalorum (Cordoba Durchmusterung -37°3637) — Oort

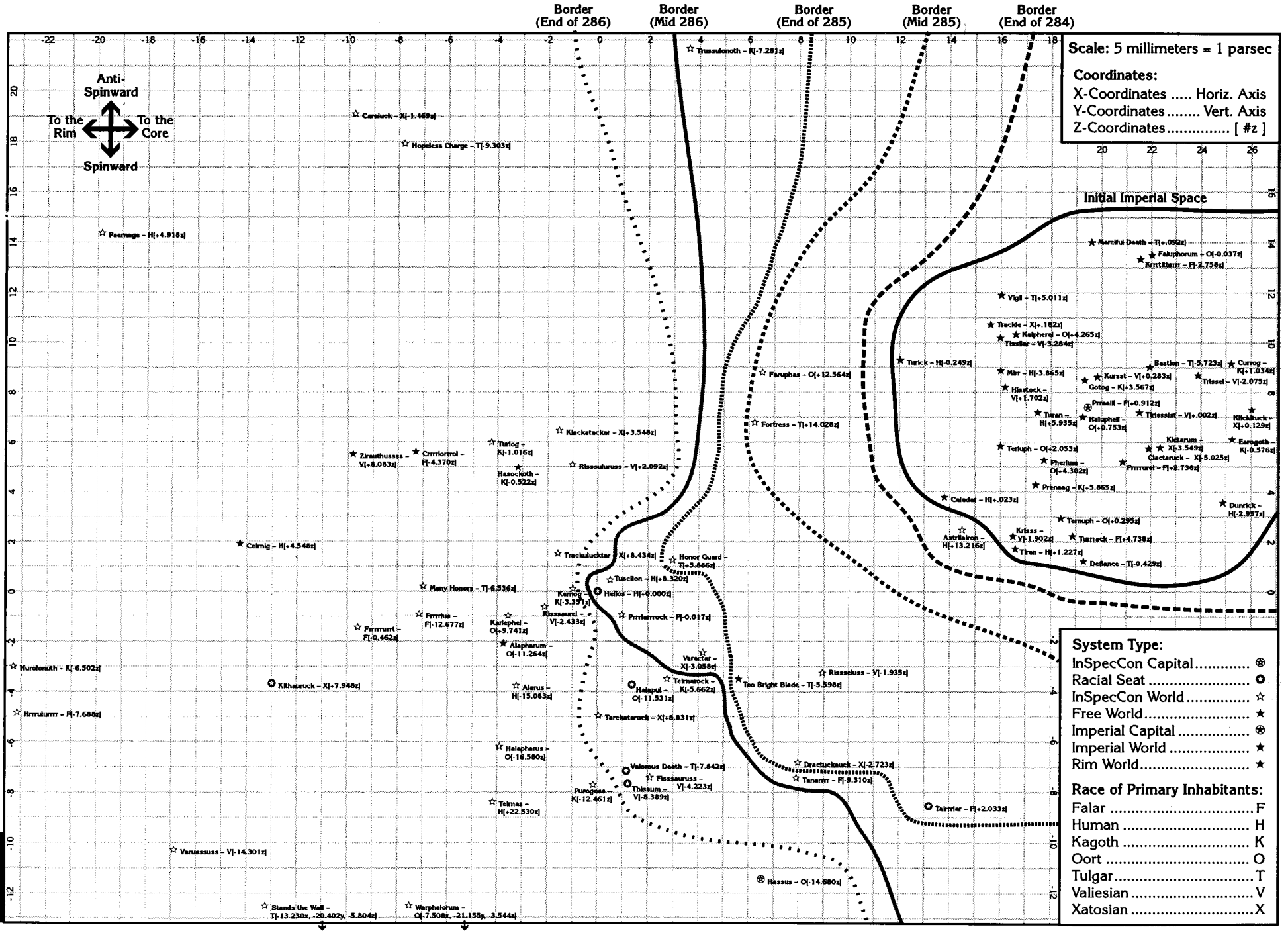
Galactic (-7.508, -21.155, -3.544)

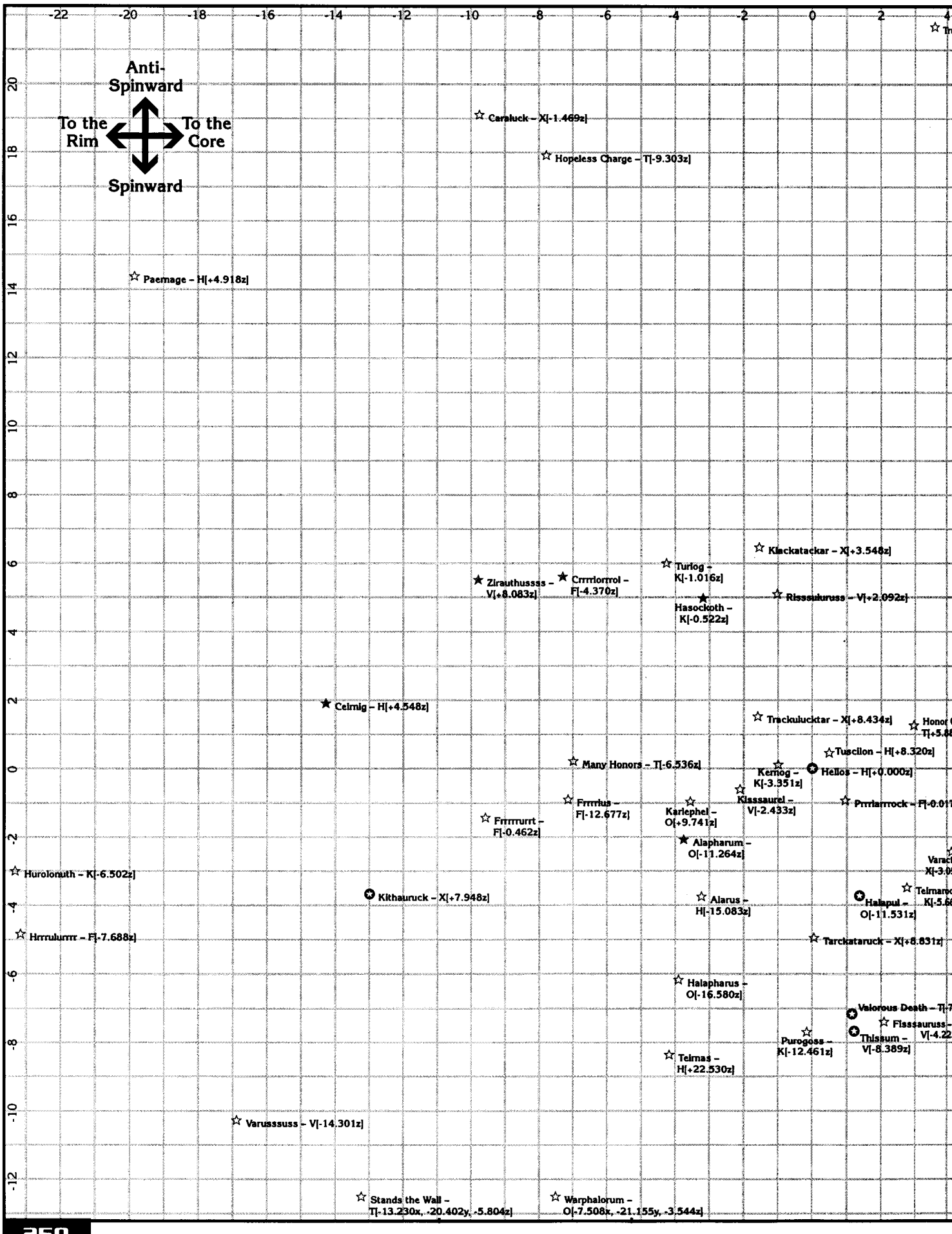
This world was the extent of the initial Oort exploration. It was therefore geared-up and highly advanced long before contact. It has the most prestigious high-energy physics university in the ISC and is the home of the weapons manufacturer Arluph Arms.

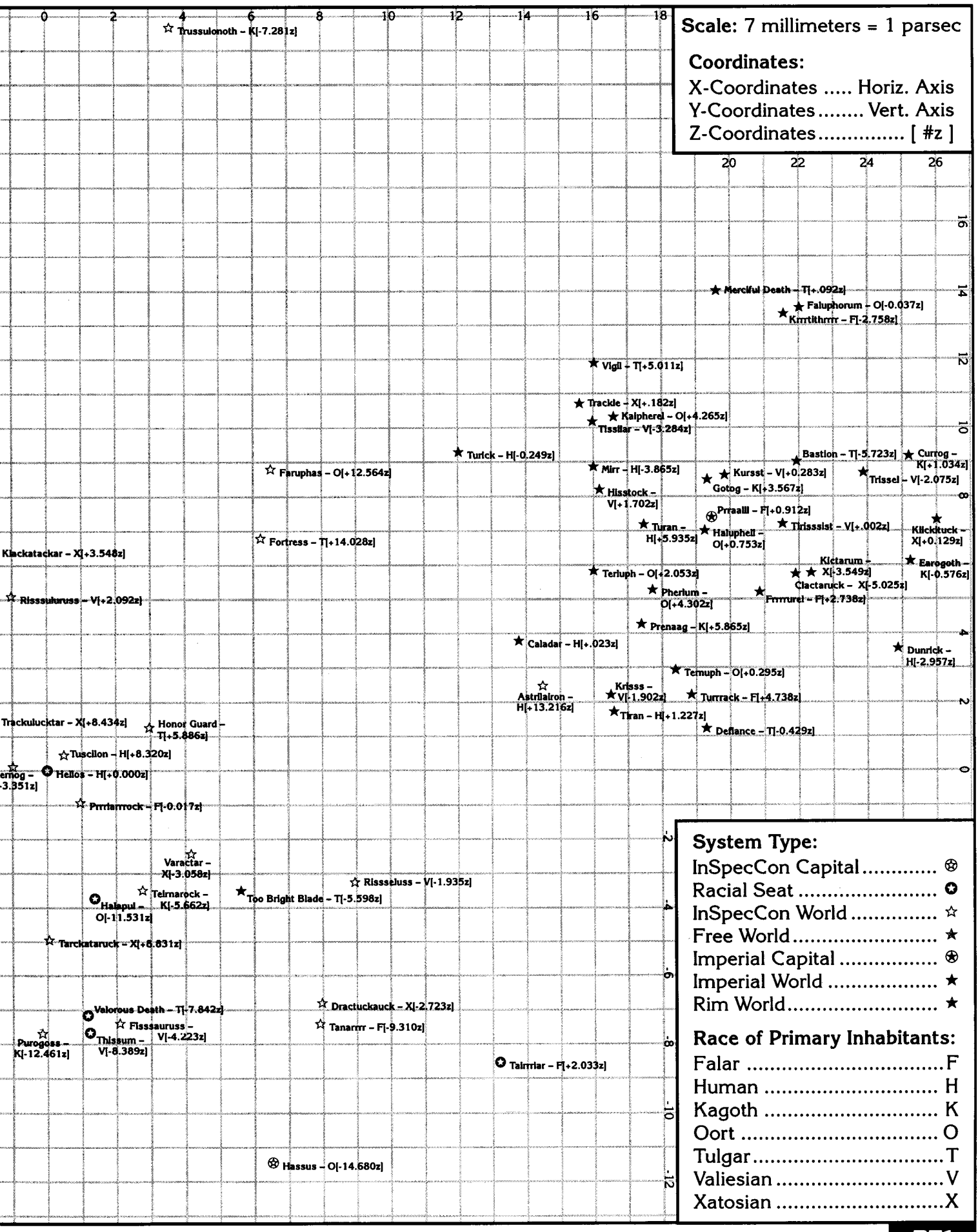
Zirauthussss (Pi(1) Ursae Majoris) — Valiesian Free World

Galactic (-9.793, +5.528, +8.083)

This system is the largest free system of the Valiesians. They care little for the ISC and will have nothing to do with them.


Border (End of 286)
Border (Mid 286)
Border (End of 285)
Border (Mid 285)
Border (End of 284)
Anti-Spinward
To the Rim
To the Core
Spinward
Scale: 5 millimeters = 1 parsec
Coordinates:
X-Coordinates ..... Horiz. Axis
Y-Coordinates ..... Vert. Axis
Z-Coordinates ..... [#z]
Initial Imperial Space
System Type:
InSpecCon Capital ..... ⊛
Racial Seat ..... ✪
InSpecCon World ..... ☆
Free World ..... ★
Imperial Capital ..... ⊛
Imperial World ..... ★
Rim World ..... ★
Race of Primary Inhabitants:
Falar ..... F
Human ..... H
Kagoth ..... K
Oort ..... O
Tulgar ..... T
Valiesian V
Xatosian X
Trussulonoth – K[-7.281z]
Caralack – X[-1.469z]
Hopeless Charge – T[-9.303z]
Paemage – H[+4.918z]
Celrnig – H[+4.548z]
Hurolonuth – K[-6.502z]
Hrrrulurrr – F[-7.688z]
Varusssuss – V[-14.301z]
Stands the Wall – T[-13.230x, -20.402y, -5.804z]
Warphelorum – O[-7.508x, -21.155y, -3.544z]
Kithaaruck – X[+7.948z]
Faruphas – O[+12.564z]
Fortress – T[+14.028z]
Klackatacker – X[+3.548z]
Rissuluruss – V[+2.092z]
Tracladucktar – X[+8.434z]
Honor Guard – T[+5.886z]
Tusclion – H[+8.320z]
Many Honors – T[-6.536z]
Hellos – H[+0.000z]
Prrrlarrock – F[-0.017z]
Frrrrhus – F[-12.677z]
Frrrrurrt – F[-0.462z]
Alapharum – O[-11.264z]
Alarus – H[-15.083z]
Halapharus – O[-16.580z]
Telmas – H[+22.530z]
Purogoss – K[-12.461z]
Valorous Death – T[-7.842z]
Thissum – V[-8.389z]
Fissauruss – V[-4.223z]
Tarchataruck – X[+8.831z]
Too Bright Blade – T[-5.598z]
Rissekuss – V[-1.935z]
Tanarrr – F[-9.310z]
Dractuckauck – X[-2.723z]
Hassus – O[-14.680z]
Tairriar – F[+2.033z]
Merciful Death – T[+.092z]
Fakiphorum – O[-0.037z]
Vigil – T[+5.011z]
Tracide – X[+.182z]
Kalphere – O[+4.265z]
Tisstar – V[-3.284z]
Turick – H[-0.249z]
Mirr – H[-3.865z]
Hisstock – V[+1.702z]
Turan – H[+5.935z]
Priaall – F[+0.912z]
Kalphell – O[+0.753z]
Kursst – V[+0.283z]
Gotog – K[+3.567z]
Bastion – T[-5.723z]
Trissel – V[-2.075z]
Currog – K[+1.034z]
Trisssist – V[+.002z]
Klickduck – X[+0.129z]
Teriuph – O[+2.053z]
Pherium – O[+4.302z]
Kieterum – X[-3.549z]
Clactaruck – X[-5.025z]
Frrrrurst – F[+2.736z]
Earogoth – K[-0.576z]
Prenaag – K[+5.865z]
Caladar – H[+.023z]
Dunrick – H[-2.957z]
Ternuph – O[+0.295z]
Astrikeiron – H[+13.216z]
Kriss – V[-1.902z]
Turreck – F[+4.738z]
Tiran – H[+1.227z]
Defiance – T[-0.429z]
Varactar – X[-3.058z]
Telmarock – K[-5.662z]
Halaput – O[-11.531z]
Karnog – K[-3.351z]
Kissaaurel – V[-2.433z]
Karlephel – O[+9.741z]
Zirauthussss – V[+6.083z]
Crrrrlorrrol – F[-4.379z]
Turlog – K[-1.016z]
Hasockoth – K[-0.522z]
Honor Guard – T[+5.886z]
Tusclion – H[+8.320z]
Hellos – H[+0.000z]
Prrrlarrock – F[-0.017z]
Too Bright Blade – T[-5.598z]
Rissekuss – V[-1.935z]
Tanarrr – F[-9.310z]
Dractuckauck – X[-2.723z]
Hassus – O[-14.680z]
Tairriar – F[+2.033z]


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Anti-
Spinward
To the
Rim
To the
Core
Spinward
Caraluck – X[-1.469z]
Hopeless Charge – T[-9.303z]
Paemage – H[+4.918z]
Klackatackar – X[+3.548z]
Turlog –
K[-1.016z]
Zirauthussss –
V[+8.083z]
Crrrrlorrrol –
F[-4.370z]
Hasockoth –
K[-0.522z]
Rissssuluruss – V[+2.092z]
Celmig – H[+4.548z]
Trackulucktar – X[+8.434z]
Tuscilon – H[+8.320z]
Many Honors – T[-6.536z]
Kernog –
K[-3.351z]
Hellos – H[+0.000z]
Kisssaurel –
V[-2.433z]
Frrrrlus –
F[-12.677z]
Karlephel –
O[+9.741z]
Frrrrlurrt –
F[-0.462z]
Alapharum –
O[-11.264z]
Hurolonuth – K[-6.502z]
Kithauruck – X[+7.948z]
Alarus –
H[-15.083z]
Halapul –
O[-11.531z]
Hrrrulurrrr – F[-7.688z]
Tarckataruck – X[+8.831z]
Halapharus –
O[-16.580z]
Purogoss –
K[-12.461z]
Thissum –
V[-8.389z]
Telmas –
H[+22.530z]
Varusssuss – V[-14.301z]
Stands the Wall –
T[-13.230x, -20.402y, -5.804z]
Warphalorum –
O[-7.508x, -21.155y, -3.544z]


Scale: 7 millimeters = 1 parsec
Coordinates:
X-Coordinates ..... Horiz. Axis
Y-Coordinates ..... Vert. Axis
Z-Coordinates ..... [#z]
0
2
4
6
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10
12
14
16
18
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26
16
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12
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0
-2
-4
-6
-8
-10
-12
Trussulonoth – K[-7.281z]
Merciful Death – T[+.092z]
Faluphorum – O[-0.037z]
Kmrtithrrr – F[-2.758z]
Vigil – T[+5.011z]
Trackle – X[+.182z]
Kaipherel – O[+4.265z]
Tissilar – V[-3.284z]
Turick – H[-0.249z]
Faruphas – O[+12.564z]
Mirr – H[-3.865z]
Hisstock – V[+1.702z]
Bastion – T[-5.723z]
Currog – K[+1.034z]
Kursst – V[+0.283z]
Gotog – K[+3.567z]
Trissel – V[-2.075z]
Praalil – F[+0.912z]
Turan – H[+5.935z]
Haluphell – O[+0.753z]
Trisssist – V[+.002z]
Klickituck – X[+0.129z]
Klackatackar – X[+3.548z]
Fortress – T[+14.028z]
Kictarum – X[-3.549z]
Earogoth – K[-0.576z]
Terluph – O[+2.053z]
Clactaruck – X[-5.025z]
Pherium – O[+4.302z]
Frrrrurel – F[+2.738z]
Rissslurus – V[+2.092z]
Prenaag – K[+5.865z]
Caladar – H[+.023z]
Dunrick – H[-2.957z]
Temuph – O[+0.295z]
Krisss – V[-1.902z]
Astrilairon – H[+13.216z]
Turrack – F[+4.738z]
Tiran – H[+1.227z]
Defiance – T[-0.429z]
Honor Guard – T[+5.886z]
Trackulucktar – X[+8.434z]
Tuscilon – H[+8.320z]
Hellos – H[+0.000z]
Prrrlarrock – F[-0.017z]
Varactar – X[-3.058z]
Rissseluss – V[-1.935z]
Too Bright Blade – T[-5.598z]
Teirnarock – K[-5.662z]
Halapul – O[-11.531z]
Tarckataruck – X[+8.831z]
Valorous Death – T[-7.842z]
Fisssauruss – V[-4.223z]
Thisaum – V[-8.389z]
Purogoss – K[-12.461z]
Dractuckauck – X[-2.723z]
Tanarrrr – F[-9.310z]
Tairriar – F[+2.033z]
Hassus – O[-14.680z]
System Type:
InSpecCon Capital .....
Racial Seat .....
InSpecCon World .....
Free World .....
Imperial Capital .....
Imperial World .....
Rim World .....
Race of Primary Inhabitants:
Falar ..... F
Human ..... H
Kagoth ..... K
Oort ..... O
Tulgar ..... T
Valiesian V
Xatosian X

STELLAR DISTANCE CHART

Name	Alapharum	Astrilairon	Bastian	Caladar	Caraluck	Ceirnig	Crrrrlorrrol	Currog	Defiance	Dractuckauck	Earogoth	Faluphorum	Frrrrlus	Frrrurel	Gotog	Halapul	Hasockoth	Hassus	Helios	Hisstock	Honor Guard	Kaipherel	Karlephel	Kernog
Alapharum	0	30.86	28.52	21.66	24.09	19.41	10.91	33.4	25.67	15.25	31.96	32.14	3.86	29.23	29.39	5.38	12.86	14.32	12.05	25.89	18.71	28.43	21.03	8.66
Astrilairon	30.86	0	21.38	13.28	32.86	30.04	28.17	17.55	14.52	19.56	17.86	18.82	33.91	12.57	12.36	28.69	22.53	32.18	19.76	12.97	13.72	12.09	18.7	22.79
Bastian	28.52	21.38	0	11.26	33.53	38.31	29.47	7.5	9.78	21.31	6.76	7.25	31.5	9.34	9.66	24.89	25.97	27.14	24.4	9.44	23.56	11.4	31.45	24.71
Caladar	21.66	13.28	11.26	0	28.12	28.49	21.62	12.66	6.09	12.39	11.7	12.74	24.93	7.71	8.09	18.56	17.02	22.39	14.3	5.29	12.57	8.27	20.44	15.6
Caraluck	24.09	32.86	33.53	28.12	0	18.77	14.02	36.42	34.12	31.41	37.33	32.29	23.08	33.87	31.36	27.32	15.61	37.05	21.5	28.3	23.11	28.36	23.81	21
Ceirnig	19.41	30.04	38.31	28.49	18.77	0	11.91	40.29	33.94	24.97	40.06	38.38	18.85	35.33	34.26	23.13	12.57	31.31	15.1	31.22	17.3	31.99	12.25	15.56
Crrrrlorrrol	10.91	28.17	29.47	21.62	14.02	11.91	0	33.14	27.24	19.75	32.76	30.68	10.56	29.04	27.93	14.62	5.67	24.25	10.19	24.38	15.14	25.84	16.01	8.43
Currog	33.4	17.55	7.5	12.66	36.42	40.29	33.14	0	10	23.79	3.45	5.49	36.54	6.11	6.43	29.87	28.74	31.95	26.84	9.1	24.1	9.26	31.71	28.06
Defiance	25.67	14.52	9.78	6.09	34.12	33.94	27.24	10	0	14.07	7.7	12.59	29.21	5.33	8.29	21.66	22.79	22.96	19.34	7.93	17.51	10.58	25.11	20.52
Dractuckauck	15.25	19.56	21.31	12.39	31.41	24.97	19.75	23.79	14.07	0	21.67	24.85	19.03	18.45	20.06	11.43	16.37	12.91	10.82	17.66	12.81	20.4	17.95	11.34
Earogoth	31.96	17.86	6.76	11.7	37.33	40.06	32.76	3.45	7.7	21.67	0	8.08	35.27	5.56	7.6	28.05	28.45	29.29	25.97	9.57	23.7	10.76	31.4	27.05
Faluphorum	32.14	18.82	7.25	12.74	32.29	38.38	30.68	5.49	12.59	24.85	8.08	0	34.91	8.83	6.74	29.26	26.62	32.83	25.84	8.09	23.43	7.63	30.98	26.84
Frrrrlus	3.86	33.91	31.5	24.93	23.08	18.85	10.56	36.54	29.21	19.03	35.27	34.91	0	32.54	32.45	9.04	14.07	17.37	14.58	28.87	21.24	31.25	22.7	11.22
Frrrrurel	29.23	12.57	9.34	7.71	33.87	35.33	29.04	6.11	5.33	18.45	5.56	8.83	32.54	0	3.71	25.76	24.27	28.05	21.67	5.65	18.6	6.82	26.14	23.25
Gotog	29.39	12.36	9.66	8.09	31.36	34.26	27.93	6.43	8.29	20.06	7.6	6.74	32.45	3.71	0	26.46	23.15	29.91	21.41	3.68	18.05	3.36	25.52	23.04
Halapul	5.38	28.69	24.89	18.56	27.32	23.13	14.62	29.87	21.66	11.43	28.05	29.26	9.04	25.76	26.46	0	14.76	9.8	12.2	23.17	18.19	26.05	22.01	9.34
Hasockoth	12.86	22.53	25.97	17.02	15.61	12.57	5.67	28.74	22.79	16.37	28.45	26.62	14.07	24.27	23.15	14.76	0	23.76	5.94	19.75	9.63	21.04	11.87	6.04
Hassus	14.32	32.18	27.14	22.39	37.05	31.31	24.25	31.95	22.96	12.91	29.29	32.83	17.37	28.05	29.91	9.8	23.76	0	19.72	27.35	24.44	30.56	28.42	17.84
Helios	12.05	19.76	24.4	14.3	21.5	15.1	10.19	26.84	19.34	10.82	25.97	25.84	14.58	21.67	21.41	12.2	5.94	19.72	0	18.21	6.71	20	10.42	3.5
Hisstock	25.89	12.97	9.44	5.29	28.3	31.22	24.38	9.1	7.93	17.66	9.57	8.09	28.87	5.65	3.68	23.17	19.75	27.35	18.21	0	15.5	3.35	23.2	19.63
Honor Guard	18.71	13.72	23.56	12.57	23.11	17.3	15.14	24.1	17.51	12.81	23.7	23.43	21.24	18.6	18.05	18.19	9.63	24.44	6.71	15.5	0	16.45	7.89	10.11
Kaipherel	28.43	12.09	11.4	8.27	28.36	31.99	25.84	9.26	10.58	20.4	10.76	7.63	31.25	6.82	3.36	26.05	21.04	30.56	20	3.35	16.45	0	23.74	21.71
Karlephel	21.03	18.7	31.45	20.44	23.81	12.25	16.01	31.71	25.11	17.95	31.4	30.98	22.7	26.14	25.52	22.01	11.87	28.42	10.42	23.2	7.89	23.74	0	13.39
Kernog	8.66	22.79	24.71	15.6	21	15.56	8.43	28.06	20.52	11.34	27.05	26.84	11.22	23.25	23.04	9.34	6.04	17.84	3.5	19.63	10.11	21.71	13.39	0
Klctarum	28.33	18.81	3.92	9.49	34.82	37.71	29.67	6.37	6.31	19.13	4.15	8.5	31.59	6.49	8.2	24.39	25.73	25.92	23.36	8.47	22.04	10.72	29.9	24.02
Kithauruck	21.38	28.65	39.6	28.91	24.87	6.66	16.45	40.89	33.72	23.73	40.38	39.82	21.62	35.39	34.82	24.2	15.59	30.87	15.67	32.11	16.83	32.94	9.98	16.92
Klackatackar	17.24	19.15	25.38	15.96	15.88	13.55	9.82	27	21.85	17.49	27.1	24.86	18.68	22.46	20.97	18.44	4.63	26.8	7.54	17.9	7.27	18.56	9.88	9.4
Klickituck	33.22	18.1	7.33	12.73	37.69	40.89	33.66	2.21	9.09	23.09	1.6	7.37	36.48	6.15	7.61	29.42	29.3	30.85	27.02	10	24.52	10.72	32.18	28.16
Kursst	28.35	15.29	6.37	7.75	31.44	35.03	27.7	5.44	7.44	19.69	6.01	5.37	31.41	4.32	3.33	25.17	23.33	28.36	21.63	3.96	19.25	5.41	27	22.79
Merciful Death	30.54	18.21	8.01	11.76	29.83	36.24	28.53	7.46	12.79	24.01	9.72	2.48	33.17	9.27	6.52	27.97	24.52	32.21	24.09	6.93	21.75	6.33	29.22	25.08
Mirr	23.75	18.3	6.23	6.77	27.81	32.18	23.53	10.43	9	17.65	10.18	8.52	26.62	8.98	8.15	20.78	19.86	24.9	18.7	5.61	17.97	8.28	25.78	19.12
Pherlum	27.52	9.89	11.5	6	31.29	32.18	26.49	9.04	6.42	17.04	9	10.25	30.74	3.5	3.67	24.49	21.46	27.67	18.99	4.21	15.39	5.16	22.84	20.87
Prraalll	27.86	14.15	7.27	6.77	31.56	34.36	27.33	6.01	6.31	18.62	6.1	6.71	31	3.17	2.88	24.61	22.81	27.67	20.83	3.47	18.29	5.29	26.03	22.12
Prrrlarrrock	12.24	19.23	23.91	13.67	22.77	16.15	11.4	26.28	18.47	9.53	25.29	25.55	15.03	21.01	20.96	11.86	7.24	18.88	1.34	17.83	6.61	19.73	10.75	4
Risssuluruss	15.4	19.27	24.57	15.01	16.88	13.85	9.02	26.56	20.83	15.67	26.41	24.63	17.08	21.89	20.68	16.41	3.4	24.74	5.61	17.48	6.71	18.5	10.09	7.38
Stands the Wall	21.35	40.66	45.85	36.73	39.9	24.62	26.72	48.97	39.43	25.38	47.02	49.26	21.55	43.49	44.53	22.89	27.81	23.43	25	41.7	29.46	43.98	26.7	24.02
Tairrrlar	22.49	15.75	21.09	12.51	36.1	29.5	25.72	21.42	11.78	7.28	19.15	23.85	26.24	15.76	18.17	18.63	21.39	18.23	15.85	17.01	14.68	19.29	19.94	17.47
Teirnas	34.38	23.5	42.21	31.25	36.9	23.04	30.47	40.4	34.2	28.06	40.1	40.91	36.11	34.68	34.58	34.82	26.65	38.84	24.39	33.5	20.5	33.37	14.79	27.42
Thissum	8.02	27.31	26.74	18.98	29.75	22.34	16.28	30.78	21.67	8.86	28.78	30.85	11.57	26	27.06	5.04	15.53	9.06	11.43	24.03	16.93	26.83	19.91	9.53
Too Bright Blade	11.03	21.64	20.57	12.31	27.63	22.97	15.84	24.25	15.37	4.98	22.42	24.28	14.81	19.44	20.39	7.3	13.22	12.11	8.66	17.37	12.71	20.21	18.05	7.85
Trackle	25.85	15.46	8.83	7.15	26.75	31.44	23.89	9.77	10.19	19.32	10.7	7.02	28.59	8.02	5.51	23.41	19.65	28.18	18.92	2.99	16.78	4.22	24.38	19.99
Trissel	31.04	18.99	4.14	11.41	35.21	39.31	31.41	3.41	8.91	22.21	3.27	5.56	34.16	6.66	7.25	27.4	27.36	29.42	25.49	8.59	23.58	9.79	31.39	26.33
Trussulonoth	25.17	30.12	22.34	21.84	14.78	29.15	19.62	26.31	26.67	29.17	27.48	21.42	25.57	25.87	23.21	25.85	19.24	34.06	23.15	20.5	24.3	20.77	29.21	22.39
Turlog	13.06	23.8	26.79	18.21	14.21	12.17	4.54	29.7	24.04	17.79	29.5	27.35	13.86	25.41	24.16	15.39	1.56	24.65	7.44	20.73	11.06	21.94	12.84	7.13
Turrrack	28.03	9.54	12.85	7.1	33.8	33.13	27.9	10.11	5.28	15.99	9.17	12.67	31.45	4.12	6.4	24.62	22.83	26.76	19.57	7.23	15.97	8.42	23.19	21.54
Valorous Death	7.86	26.73	26.43	18.48	29.15	21.77	15.71	30.4	21.32	8.53	28.45	30.4	11.46	25.57	26.57	5.05	14.83	9.69	10.68	23.52	16.21	26.28	19.23	8.82
Varusssuss	15.78	43.63	44.19	36.65	32.84	22.6	21.04	48.82	40.41	27.63	47.23	47.78	13.61	44.21	44.53	19.58	24.7	23.43	24.39	41.11	30.56	43.46	29.02	21.92
Zirauthussss	21.64	25	34.78	24.98	16.6	6.76	12.7	35.88	30.61	24.17	36.09	33.79	21.89	31.11	29.62	24.39	10.86	32.75	13.85	26.87	13.62	27.09	9.15	15.41

STELLAR DISTANCE CHART

Name	Kictarum	Kithauruck	Klackatackar	Klickituck	Kursst	Merciful Death	Mirr	Pherlum	Prraalll	Prrrlarrrock	Risssuluruss	Stands the Wall	Tairrlar	Teirnas	Thissum	Too Bright Blade	Trackle	Trissel	Trussulonoth	Turlog	Turrack	Valorous Death	Varusssuss	Zirauthussss
Alapharum	28.33	21.38	17.24	33.22	28.35	30.54	23.75	27.52	27.86	12.24	15.4	21.35	22.49	34.38	8.02	11.03	25.85	31.04	25.17	13.06	28.03	7.86	15.78	21.64
Astrilairon	18.81	28.65	19.15	18.1	15.29	18.21	18.3	9.89	14.15	19.23	19.27	40.66	15.75	23.5	27.31	21.64	15.46	18.99	30.12	23.8	9.54	26.73	43.63	25
Bastian	3.92	39.6	25.38	7.33	6.37	8.01	6.23	11.5	7.27	23.91	24.57	45.85	21.09	42.21	26.74	20.57	8.83	4.14	22.34	26.79	12.85	26.43	44.19	34.78
Caladar	9.49	28.91	15.96	12.73	7.75	11.76	6.77	6	6.77	13.67	15.01	36.73	12.51	31.25	18.98	12.31	7.15	11.41	21.84	18.21	7.1	18.48	36.65	24.98
Caraluck	34.82	24.87	15.88	37.69	31.44	29.83	27.81	31.29	31.56	22.77	16.88	39.9	36.1	36.9	29.75	27.63	26.75	35.21	14.78	14.21	33.8	29.15	32.84	16.6
Ceirnig	37.71	6.66	13.55	40.89	35.03	36.24	32.18	32.18	34.36	16.15	13.85	24.62	29.5	23.04	22.34	22.97	31.44	39.31	29.15	12.17	33.13	21.77	22.6	6.76
Crrrrlorrrol	29.67	16.45	9.82	33.66	27.7	28.53	23.53	26.49	27.33	11.4	9.02	26.72	25.72	30.47	16.28	15.84	23.89	31.41	19.62	4.54	27.9	15.71	21.04	12.7
Currog	6.37	40.89	27	2.21	5.44	7.46	10.43	9.04	6.01	26.28	26.56	48.97	21.42	40.4	30.78	24.25	9.77	3.41	26.31	29.7	10.11	30.4	48.82	35.88
Defiance	6.31	33.72	21.85	9.09	7.44	12.79	9	6.42	6.31	18.47	20.83	39.43	11.78	34.2	21.67	15.37	10.19	8.91	26.67	24.04	5.28	21.32	40.41	30.61
Dractuckauck	19.13	23.73	17.49	23.09	19.69	24.01	17.65	17.04	18.62	9.53	15.67	25.38	7.28	28.06	8.86	4.98	19.32	22.21	29.17	17.79	15.99	8.53	27.63	24.17
Earogoth	4.15	40.38	27.1	1.6	6.01	9.72	10.18	9	6.1	25.29	26.41	47.02	19.15	40.1	28.78	22.42	10.7	3.27	27.48	29.5	9.17	28.45	47.23	36.09
Faluphorum	8.5	39.82	24.86	7.37	5.37	2.48	8.52	10.25	6.71	25.55	24.63	49.26	23.85	40.91	30.85	24.28	7.02	5.56	21.42	27.35	12.67	30.4	47.78	33.79
Frrrrlus	31.59	21.62	18.68	36.48	31.41	33.17	26.62	30.74	31	15.03	17.08	21.55	26.24	36.11	11.57	14.81	28.59	34.16	25.57	13.86	31.45	11.46	13.61	21.89
Frrrrurel	6.49	35.39	22.46	6.15	4.32	9.27	8.98	3.5	3.17	21.01	21.89	43.49	15.76	34.68	26	19.44	8.02	6.66	25.87	25.41	4.12	25.57	44.21	31.11
Gotog	8.2	34.82	20.97	7.61	3.33	6.52	8.15	3.67	2.88	20.96	20.68	44.53	18.17	34.58	27.06	20.39	5.51	7.25	23.21	24.16	6.4	26.57	44.53	29.62
Halapul	24.39	24.2	18.44	29.42	25.17	27.97	20.78	24.49	24.61	11.86	16.41	22.89	18.63	34.82	5.04	7.3	23.41	27.4	25.85	15.39	24.62	5.05	19.58	24.39
Hasockoth	25.73	15.59	4.63	29.3	23.33	24.52	19.86	21.46	22.81	7.24	3.4	27.81	21.39	26.65	15.53	13.22	19.65	27.36	19.24	1.56	22.83	14.83	24.7	10.86
Hassus	25.92	30.87	26.8	30.85	28.36	32.21	24.9	27.67	27.67	18.88	24.74	23.43	18.23	38.84	9.06	12.11	28.18	29.42	34.06	24.65	26.76	9.69	23.43	32.75
Helios	23.36	15.67	7.54	27.02	21.63	24.09	18.7	18.99	20.83	1.34	5.61	25	15.85	24.39	11.43	8.66	18.92	25.49	23.15	7.44	19.57	10.68	24.39	13.85
Hisstock	8.47	32.11	17.9	10	3.96	6.93	5.61	4.21	3.47	17.83	17.48	41.7	17.01	33.5	24.03	17.37	2.99	8.59	20.5	20.73	7.23	23.52	41.11	26.87
Honor Guard	22.04	16.83	7.27	24.52	19.25	21.75	17.97	15.39	18.29	6.61	6.71	29.46	14.68	20.5	16.93	12.71	16.78	23.58	24.3	11.06	15.97	16.21	30.56	13.62
Kaipherel	10.72	32.94	18.56	10.72	5.41	6.33	8.28	5.16	5.29	19.73	18.5	43.98	19.29	33.37	26.83	20.21	4.22	9.79	20.77	21.94	8.42	26.28	43.46	27.09
Karlephel	29.9	9.98	9.88	32.18	27	29.22	25.78	22.84	26.03	10.75	10.09	26.7	19.94	14.79	19.91	18.05	24.38	31.39	29.21	12.84	23.19	19.23	29.02	9.15
Kernog	24.02	16.92	9.4	28.16	22.79	25.08	19.12	20.87	22.12	4	7.38	24.02	17.47	27.42	9.53	7.85	19.99	26.33	22.39	7.13	21.54	8.82	21.92	15.41
Kictarum	0	38.36	24.94	5.41	5.39	9.41	7.08	9.13	5.56	22.7	24.06	44.24	17.89	39.8	25.52	19.25	9.16	3.6	24.87	26.74	9.67	25.21	43.74	34.19
Kithauruck	38.36	0	15.92	41.28	35.89	37.91	33.73	32.21	35	16.3	15.96	21.66	27.29	17.68	22.02	23.02	32.93	40.16	33.91	15.83	32.55	21.49	23.53	9.75
Klackatackar	24.94	15.92	0	27.79	21.74	22.72	19.2	19.32	21.19	8.59	2.06	30.76	21.09	24.23	18.71	15.3	17.98	26.13	19.36	5.33	20.88	17.97	28.88	9.46
Klickituck	5.41	41.28	27.79	0	6.31	9.27	10.89	9.5	6.61	26.38	27.2	48.42	20.48	40.73	30.2	23.79	10.96	3.36	27.63	30.32	9.92	29.86	48.56	36.72
Kursst	5.39	35.89	21.74	6.31	0	5.4	5.66	5.64	1.43	21.16	21.23	44.42	18.48	36.88	26.22	19.59	4.74	4.67	22.17	24.28	7.86	25.78	43.8	30.8
Merciful Death	9.41	37.91	22.72	9.27	5.4	0	7.42	9.87	6.67	23.89	22.55	47.93	23.52	39.61	29.66	23.11	5.19	7.16	19.22	25.19	12.69	29.18	46.12	31.62
Mirr	7.08	33.73	19.2	10.89	5.66	7.42	0	9.09	6.08	18.36	18.42	41.41	18.6	37.42	22.64	16.24	4.46	8.08	18.15	20.66	11.25	22.22	39.45	28.62
Pherlum	9.13	32.21	19.32	9.5	5.64	9.87	9.09	0	4.35	18.4	18.88	41.47	14.72	31.59	24.52	17.94	7.14	9.49	24.55	22.63	3.29	24.02	42.25	27.78
Prraalll	5.56	35	21.19	6.61	1.43	6.67	6.08	4.35	0	20.31	20.64	43.43	17.16	35.69	25.42	18.77	5.14	5.49	22.86	23.83	6.46	24.97	43.17	30.17
Prrrlarrrock	22.7	16.3	8.59	26.38	21.16	23.89	18.36	18.4	20.31	0	6.69	24.78	14.55	24.29	10.75	7.7	18.7	24.94	23.89	8.74	18.79	10.01	24.69	14.93
Risssuluruss	24.06	15.96	2.06	27.2	21.23	22.55	18.42	18.88	20.64	6.69	0	29.36	19.7	24.67	16.67	13.3	17.64	25.5	19.59	4.58	20.26	15.94	27.51	10.63
Stands the Wall	44.24	21.66	30.76	48.42	44.42	47.93	41.41	41.47	43.43	24.78	29.36	0	30.01	32.09	19.43	25.32	42.83	47.3	45.34	28.3	40.65	19.65	13.72	29.61
Tairrrlar	17.89	27.29	21.09	20.48	18.48	23.52	18.6	14.72	17.16	14.55	19.7	30.01	0	26.87	15.9	11.89	19.49	20.68	33.04	22.92	12.45	15.64	34.27	27.62
Teirnas	39.8	17.68	24.23	40.73	36.88	39.61	37.42	31.59	35.69	24.29	24.67	32.09	26.87	0	31.39	30.18	35.41	41.02	43.02	27.58	30.96	30.86	39.01	20.81
Thissum	25.52	22.02	18.71	30.2	26.22	29.66	22.64	24.52	25.42	10.75	16.67	19.43	15.9	31.39	0	6.68	24.86	28.65	29.46	16.47	24.11	0.74	19.21	23.8
Too Bright Blade	19.25	23.02	15.3	23.79	19.59	23.11	16.24	17.94	18.77	7.7	13.3	25.32	11.89	30.18	6.68	0	18.29	22.23	25.3	14.44	17.75	6.2	25.05	22.49
Trackle	9.16	32.93	17.98	10.96	4.74	5.19	4.46	7.14	5.14	18.7	17.64	42.83	19.49	35.41	24.86	18.29	0	8.82	17.89	20.44	10.17	24.34	41.29	27.09
Trissel	3.6	40.16	26.13	3.36	4.67	7.16	8.08	9.49	5.49	24.94	25.5	47.3	20.68	41.02	28.65	22.23	8.82	0	24.64	28.28	10.65	28.3	46.58	35.31
Trussulonoth	24.87	33.91	19.36	27.63	22.17	19.22	18.15	24.55	22.86	23.89	19.59	45.34	33.04	43.02	29.46	25.3	17.89	24.64	0	18.61	27.49	28.95	38.59	26
Turlog	26.74	15.83	5.33	30.32	24.28	25.19	20.66	22.63	23.83	8.74	4.58	28.3	22.92	27.58	16.47	14.44	20.44	28.28	18.61	0	24.12	15.79	24.51	10.66
Turrrack	9.67	32.55	20.88	9.92	7.86	12.69	11.25	3.29	6.46	18.79	20.26	40.65	12.45	30.96	24.11	17.75	10.17	10.65	27.49	24.12	0	23.66	42.38	29.03
Valorous Death	25.21	21.49	17.97	29.86	25.78	29.18	22.22	24.02	24.97	10.01	15.94	19.65	15.64	30.86	0.74	6.2	24.34	28.3	28.95	15.79	23.66	0	19.4	23.12
Varusssuss	43.74	23.53	28.88	48.56	43.8	46.12	39.45	42.25	43.17	24.69	27.51	13.72	34.27	39.01	19.21	25.05	41.29	46.58	38.59	24.51	42.38	19.4	0	28.3
Zirauthussss	34.19	9.75	9.46	36.72	30.8	31.62	28.62	27.78	30.17	14.93	10.63	29.61	27.62	20.81	23.8	22.49	27.09	35.31	26	10.66	29.03	23.12	28.3	0

A-11
RECORD SHEETS

In a role playing game, each player must keep track of the factors defining and affecting his character, while the Gamemaster must keep track of the non-player characters. In *Spacemaster*, each player can keep track of his character on record sheets:

- The Character Record Sheet (T-6.1) has places for most of the fixed statistics and factors which are important to a character.
- The Skill Category Record Sheet (T-6.2) has places for all of the factors that affect a character's skill category bonuses. These bonuses are not used in play, but they are a major factor for skill bonuses, which are used in play.
- The Skill Record Sheet (T-6.3) has places for all of the factors that affect a character's skill bonuses. Skill bonuses are the bonuses that are usually used to modify various rolls during play.
- The Money & Equipment Record Sheet (T-6.4) has places for recording a character's money, equipment, and encumbrance.

CHARACTER RECORD SHEET T-6.1

Character Name:
Player: _____
Campaign (GM): _____

Experience Points ❶ Level:

Race: _____
Profession: _____
Training Packages: ❺ _____

Armor Type: _____
Weight Penalty: _____
Base Movement Rate: _____
Moving Maneuver Penalty: _____
Missile Penalty: ❷ _____

Quickness Bonus (3 x Qu): _____
Armor Quickness Penalty: _____
Shield Bonus: _____
Special: _____
Special: _____
Total Normal DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline			❹			
Empathy						
Intuition						
Presence						
Quickness						
Strength						

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power		(3 x SD)	
Poison		(3 x Co)	
Disease	❸	(3 x Co)	
Fear		(3 x SD)	
		( )	
		( )	

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
			❻		

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Dev Progression: _____
MP Dev. Progression: ❺ _____
Special Abilities: _____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications
		❽		

ROLE TRAITS: Appearance: ___
Demeanor: _____
Apparent Age: ___ Actual Age: ___
Gender: _____ Skin: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Personality: ❼ _____
Motivation: _____
Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
	❿		

BACKGROUND INFORMATION:
Nationality: _____
Home Planet/City: _____
Parents: ❾ _____
Spouse: _____
Children: _____
Other: _____

Hits (Maximum): _____ ⓫

Recover: 1 per 3 hr. (active)
_____ (Co bonus + 2) per hr. (resting)
_____ (Co bonus x 2) per 3 hr. (sleeping)
Maximum = 10 + Body Dev. Skill Bonus

Miscellaneous Information: ⓭

Mind Points (Max.): _____ ⓬

Recover: 1 per 1 hr. (active)
_____ (SD stat bonus + 2) per hr. (resting)
_____ (maximum MPs + 2) per 3 hr. (sleeping)
Maximum = Mind Point Dev. Skill Bonus

A player should fill in all of the appropriate spaces on these record sheets; this process is described step by step in Part III (Sections 16.0-24.0). When this process is completed, the character is ready to play and has on his record sheets all of the bonuses which can affect his actions.

Anyone using *Spacemaster* may photocopy as many record sheets as he wishes for use in his game. However, they may not be copied for commercial use.

The Gamemaster may want to use record sheets for certain crucial non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows a Gamemaster to refer to the Master Character Table T-5.3 (p. 89) in order to obtain the non-player character bonuses usually required during play.

The rest of this section discusses the record sheets and the different types of capabilities and bonuses that the players should keep track of.

CHARACTER RECORD SHEET

The Character Record Sheet (T-6.1) has space for most of the fixed factors which affect a character's bonuses and capabilities. These factors include:

Factor	Section # on the Sample CRS
Level & Experience Points	1
Armor Type & DB Information	2
Resistance Roll Modifications	3
Stats & Stat Bonuses	4
Race/Stat Fixed Information	5
Commonly Used Skill Ranks and Bonuses	6
Role Traits	7
Commonly Used Attacks	8
Background Information	9
Commonly Used Equipment	10
Hits Total & Status	11
Mind Points Total & Status	12
Miscellaneous Information	13

SKILL CATEGORY RECORD SHEET

A skill category bonus is one of the primary factors that affect each skill bonus. There is one line for each skill category on the Skill Category Record Sheet (T-6.2).

Each skill category bonus is the sum of several specific bonuses, each of which has a column on the Skill Category Record Sheet. The specific bonuses include:

- The skill category rank bonus
- The stat bonus
- The profession bonus
- Any special bonuses

The resulting skill category bonus for each skill category should also be recorded on the Skill record sheet for each skill that is in that category.

The Skill Category Record Sheet has a set of three boxes for each skill category row which can be used to keep track of skill category rank development. These boxes can be marked with "Xs" during the Development Point allocation process, and then erased after the process is completed (and the # of ranks for each skill has been updated).

SKILL RECORD SHEET

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The name and development cost of each skill being developed should be written on one of the skill lines on the Skill Record Sheet (T-6.3).

Each skill bonus is the sum of several specific bonuses, each of which has a column on the Skill Record Sheet. The specific bonuses include:

- The skill rank bonus
- The skill category rank bonus
- The item bonuses
- Any special bonuses

Note that no stat bonuses or profession bonuses are recorded on this sheet. Those bonuses are part of the skill category bonuses, which are recorded on this sheet.

The Skill Record Sheet has a set of three boxes for each skill row which can be used to keep track of skill rank development. These boxes can be marked with "Xs" during the Development Point allocation process, and then erased after the process is completed (and the # of ranks for each skill has been updated).

MONEY & EQUIPMENT RECORD SHEET

Players can use the Money & Equipment Record (T-6.4) or the back of any record sheets to keep track of the character's supplies, equipment, and other possessions. This sheet also has spaces for recording a character's encumbrance.

SPECIAL PURPOSE RECORD SHEETS

In addition to the record sheets mentioned above, there are four other sheets for recording information:

Experience Point Log (T-6.5) — Helps a player and his GM keep track of actions and activities that can result in Experience Points for a character.

Session Log (T-6.6) — Helps a GM keep track of the information concerning a specific gaming session.

SKILL CATEGORY RECORD SHEET T-6.2 Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St			□□□						
Armor • Light	Ag/St/Ag			□□□						
Armor • Medium	St/Ag/St			□□□						
Artistic • Active	Pr/Em/Ag			□□□						
Artistic • Passive	Em/In/Pr			□□□						
Athletic • Brawn	St/Co/Ag			□□□						
Athletic • Endurance	Co/Ag/St			□□□						
Athletic • Gymnastics	Ag/Qu/Ag			□□□						
Awareness • Perceptions	In/SD/In		na	†	0					
Awareness • Searching	In/Re/SD			□□□						
Awareness • Senses	In/SD/In			□□□						
Body Development	Co/SD/Co		na	†	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	•	0					
Communications	Re/Me/Em			□□□						
Crafts	Ag/Me/SD		na	•	0					
Directed Powers	Ag/SD/Ag			□□□						
Influence	Pr/Em/In			□□□						
Lore • Academic	Me/Re/Me			□□□						
Lore • General	Me/Re/Me			□□□						
Lore • Technical	Me/Re/Me			□□□						
Martial Arts • Striking	St/Ag/St			□□□						
Mind Point Development	SD		na	†	0					
Outdoor • Animal	Em/Ag/Em			□□□						
Outdoor • Environmental	SD/In/Me			□□□						
Psychic • _____	SD/SD/_			□□□						
Psychic • _____	SD/SD/_			□□□						
Psychic • _____	SD/SD/_			□□□						
Scientific/Analytic										
• Basic	Re/Me/Re			□□□						
• Engineering	Me/Re/In			□□□						
• Medical	Me/Re/In			□□□						
• Specialized	Re/Me/Re		na	•	0					
• Technical	Re/Me/Ag			□□□						
Self Control	SD/Pr/SD			□□□						
Special Attacks	St/Ag/SD		na	•	0					
Subterfuge • Attacks	Ag/SD/In			□□□						
Subterfuge • Mechanics	In/Ag/Re			□□□						
Subterfuge • Stealth	Ag/SD/In			□□□						
Technical/Trade										
• General	Re/Me/SD			□□□						
• Gunnery	In/Ag/Ag			□□□						
• Professional	Re/Me/In		na	•	0					
• Vehicles	Ag/In/Ag			□□□						
• Vocational	Me/In/Re		na	•	0					
Urban	In/Pr/Re			□□□						
Weapon • 1-H Melee	St/Ag/St			□□□						
Weapon • 1-H Energy	Ag/Ag/Ag			□□□						
Weapon • 1-H Firearms	Ag/St/Ag			□□□						
Weapon • 2-H Melee	St/Ag/St			□□□						
Weapon • 2-H Energy	Ag/Ag/Ag			□□□						
Weapon • 2-H Firearms	Ag/St/Ag			□□□						
Weapon • Missile/Thrown	Ag/St/Ag			□□□						
Weapon • Support	Ag/St/Ag			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						

Rank Bonus Progression: — see spreadsheet Standard Progression ("-15+2+1+0.5+0" for category ranks, "-15+3+2+1+0.5" for skill ranks) — †: See Table T-1.1
*: Combined Progression ("0+0+0+0+0" for category ranks, "-15+5+3+1.5+0.5" for skill ranks) — †: "0+0+0+0+0" for category ranks and "0+1+1+0.5+0" for skill ranks.

SKILL RECORD SHEET T-6.3

Character: Player: _____ Level: _____

Skill Name	#Ranks	New Ranks	Bonuses: Rank	Category	Item	Special	Special	Total
_____		□□□						
_____		□□□						
_____		□□□						

Character Record Sheet T-6.1

Experience Points | Level:

Character Name:

Player: _____

Campaign (GM): _____

Race: _____
Profession: _____
Training Packages: _____

Armor Type: _____
Weight Penalty: _____
Base Movement Rate: _____
Moving Maneuver Penalty: _____
Missile Penalty: _____

Quickness Bonus (3 x Qu): _____
Armor Quickness Penalty: _____
Shield Bonus: _____
Special: _____
Special: _____
Total Normal DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility						
Constitution						
Memory						
Reasoning						
Self Discipline						
Empathy						
Intuition						
Presence						
Quickness						
Strength						

RESISTANCE ROLLS:

Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power		(3 x SD)	
Poison		(3 x Co)	
Disease		(3 x Co)	
Fear		(3 x SD)	
_____		( )	
_____		( )	

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus

RACE/STAT FIXED INFO:
Soul Departure: ___ rounds
Recovery Multiplier: x ___
Body Dev Progression: _____
MP Dev. Progression: _____
Special Abilities: _____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	Fumble	Range Modifications

ROLE TRAITS: Appearance: ___
Demeanor: _____
Apparent Age: ___ Actual Age: ___
Gender: _____ Skin: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Personality: _____
Motivation: _____
Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description

BACKGROUND INFORMATION:
Nationality: _____
Home Planet/City: _____
Parents: _____
Spouse: _____
Children: _____
Other: _____

Hits (Maximum): _____

Recover: 1 per 3 hr. (active)
_____ (Co bonus ÷ 2) per hr. (resting)
_____ (Co bonus x 2) per 3 hr. (sleeping)
Maximum = 10 + Body Dev. Skill Bonus

Miscellaneous Information:

Mind Points (Max.): _____

Recover: 1 per 1 hr. (active)
_____ (SD stat bonus ÷ 2) per hr. (resting)
_____ (maximum MPs ÷ 2) per 3 hr. (sleeping)
Maximum = Mind Point Dev. Skill Bonus

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Skill Category Record Sheet T-6.2

Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses: Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St			□□□						
Armor • Light	Ag/St/Ag			□□□						
Armor • Medium	St/Ag/St			□□□						
Artistic • Active	Pr/Em/Ag			□□□						
Artistic • Passive	Em/In/Pr			□□□						
Athletic • Brawn	St/Co/Ag			□□□						
Athletic • Endurance	Co/Ag/St			□□□						
Athletic • Gymnastics	Ag/Qu/Ag			□□□						
Awareness • Perceptions	In/SD/In		na	‡	0					
Awareness • Searching	In/Re/SD			□□□						
Awareness • Senses	In/SD/In			□□□						
Body Development	Co/SD/Co		na	†	0			+10		
Combat Maneuvers	Ag/Qu/SD		na	*	0					
Communcations	Re/Me/Em			□□□						
Crafts	Ag/Me/SD		na	*	0					
Directed Powers	Ag/SD/Ag			□□□						
Influence	Pr/Em/In			□□□						
Lore • Academic	Me/Re/Me			□□□						
Lore • General	Me/Re/Me			□□□						
Lore • Technical	Me/Re/Me			□□□						
Martial Arts • Striking	St/Ag/St			□□□						
Mind Point Development	SD		na	†	0					
Outdoor • Animal	Em/Ag/Em			□□□						
Outdoor • Environmental	SD/In/Me			□□□						
Psychic • _____	SD/SD /__			□□□						
Psychic • _____	SD/SD /__			□□□						
Psychic • _____	SD/SD /__			□□□						
Scientific/Analytic										
• Basic	Re/Me/Re			□□□						
• Engineering	Me/Re/In			□□□						
• Medical	Me/Re/In			□□□						
• Specialized	Re/Me/Re		na	*	0					
• Technical	Re/Me/Ag			□□□						
Self Control	SD/Pr/SD			□□□						
Special Attacks	St/Ag/SD		na	*	0					
Subterfuge • Attacks	Ag/SD/In			□□□						
Subterfuge • Mechanics	In/Ag/Re			□□□						
Subterfuge • Stealth	Ag/SD/In			□□□						
Technical/Trade										
• General	Re/Me/SD			□□□						
• Gunnery	In/Ag/Ag			□□□						
• Professional	Re/Me/In		na	*	0					
• Vehicles	Ag/In/Ag			□□□						
• Vocational	Me/In/Re		na	*	0					
Urban	In/Pr/Re			□□□						
Weapon • 1-H Melee	St/Ag/St			□□□						
Weapon • 1-H Energy	Ag/Ag/Ag			□□□						
Weapon • 1-H Firearms	Ag/St/Ag			□□□						
Weapon • 2-H Melee	St/Ag/St			□□□						
Weapon • 2-H Energy	Ag/Ag/Ag			□□□						
Weapon • 2-H Firearms	Ag/St/Ag			□□□						
Weapon • Missile/Thrown	Ag/St/Ag			□□□						
Weapon • Support	Ag/St/Ag			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						
_____	_____			□□□						

Rank Bonus Progression — **no symbol:** Standard Progression ("-15•2•1•0.5•0" for category ranks, "-15•3•2•1•0.5" for skill ranks) — †: See Table T-1.1
*: Combined Progression ("0•0•0•0•0" for category ranks, "-15•5•3•1.5•0.5" for skill ranks) — ‡: "0•0•0•0•0" for category ranks and "0•1•1•0.5•0" for skill ranks.

Skill Record Sheet T-6.3

Character:

Player: _____

Level: _____

Skill Name	#Ranks	New Ranks	Bonuses					
			Rank	Category	Item	Special	Special	Total
		☐☐☐						
		☐☐☐						
		☐☐☐					

Money & Equipment Record Sheet T-6.4

Character:

Player: _____

Last Updated: _____

Equipment and Gear

Item (Description)	Location	Weight

Experience Point Log T-6.5

Player: _____
Character (Level): _____
Session Ending: _____

GM Use Only
Notes:

MANUEVERS

Difficulty	Danger Rating: None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheer Folly						
Absurd						

Manuever EP Key

1. Keep a tally of how many of each type of manuever was performed.
2. The Danger Rating refers to the situation in which the manuever was performed (not the danger of the manuever itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the manuever (Defeat). Use the Unknown column if the danger rating is not known.

Psychic Power EP Key

1. Keep a tally of how many of each psychic power of a given magnitude is used. Use the "Other" row for psychic powers with a magnitude above 10 (recording the magnitude).
2. The Danger Rating refers to the situation in which the psychic power was used (not the danger of the psychic power itself). The ratings are: user is in no danger (None), user is in some danger (Some), user is in danger (Danger), user is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the psychic power (Defeat). Use the Unknown column if the danger rating is not known.

PSYCHIC POWER USAGE

Psychic Power	Danger Rating: None	Some	Danger	Ex. Dang.	Defeated	Unknown
Magnitude 1						
Magnitude 2						
Magnitude 3						
Magnitude 4						
Magnitude 5						
Magnitude 6						
Magnitude 7						
Magnitude 8						
Magnitude 9						
Magnitude 10						
Other Magn.						

COMBAT: CONCUSSION HITS

1st Combat	2nd Combat	3rd Combat	4th Combat
Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑	Character KOd ❑ Foe KOd ❑

COMBAT: CRITICALS

Severity	Condition: Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

Combat EP Key

1. Keep a tally of how many concussion hits are given and taken in each combat.
2. If knocked out during the battle, check the "Character KOd" box. If foe is knocked out from the blow, check the "Foe KOd" box.
3. Keep a tally of the number of criticals you give to foes. When delivering a Large or Super Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super Large criticals (SLarge).

TRAVEL

Normal:
Dangerous:
Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

IDEAS AND OTHER INTERESTING THINGS

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Session Log T-6.6

GM: _____
Session Ending: _____
Location: _____

Total Time in Session:
Next Session Date:
Next Session Location:

PLAYER CHARACTERS PRESENT

Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____
Character: _____
Player: _____

NPC ALLIES PRESENT

Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____

NPC ENEMIES ENCOUNTERED

Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____
Character: _____
Role: _____

ADVENTURE LOCALE

GM's Notes:

Information Gained by the Player:

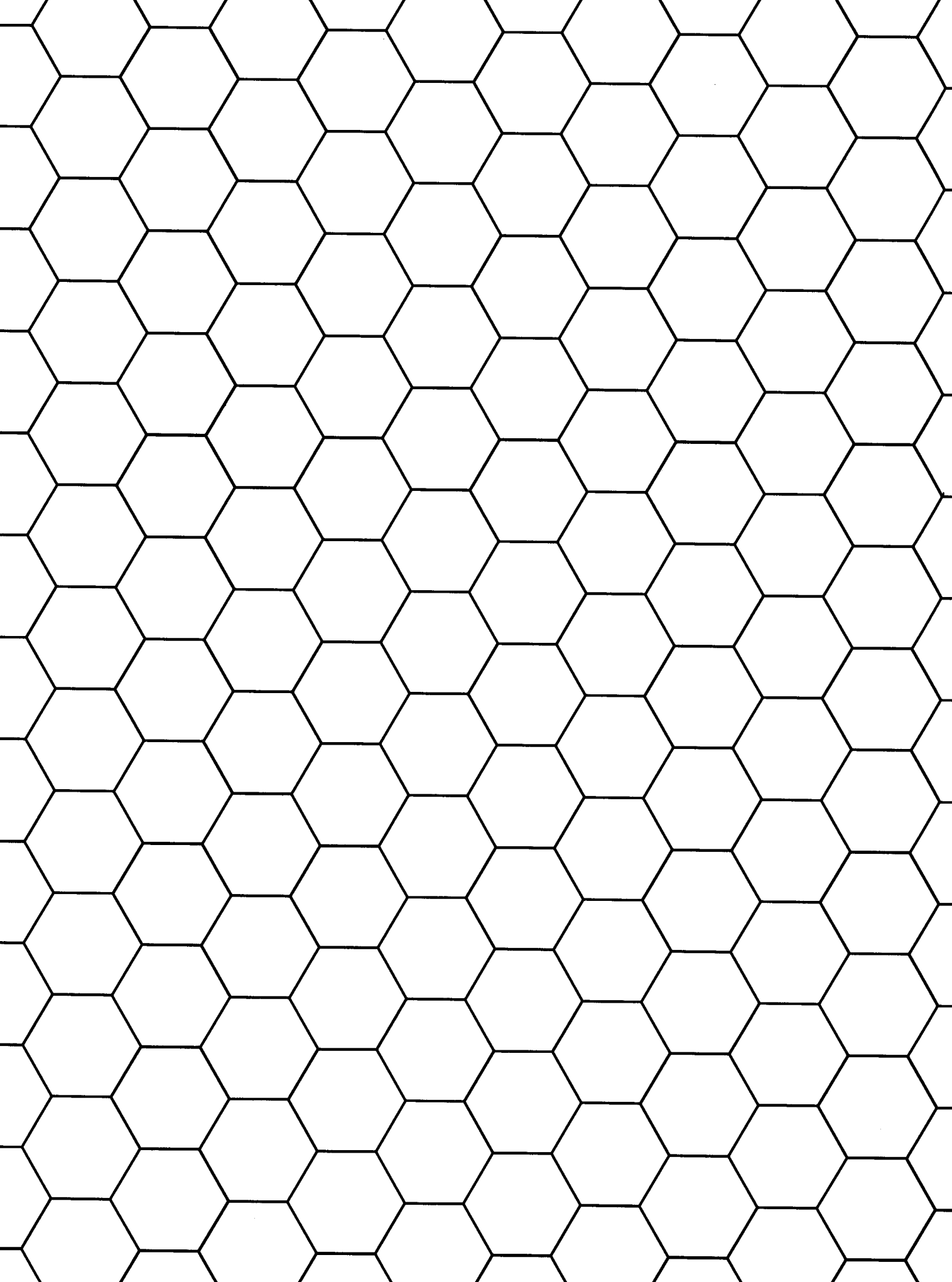
ADVENTURE NOTES

GM's Notes:

Information Gained by the Player:

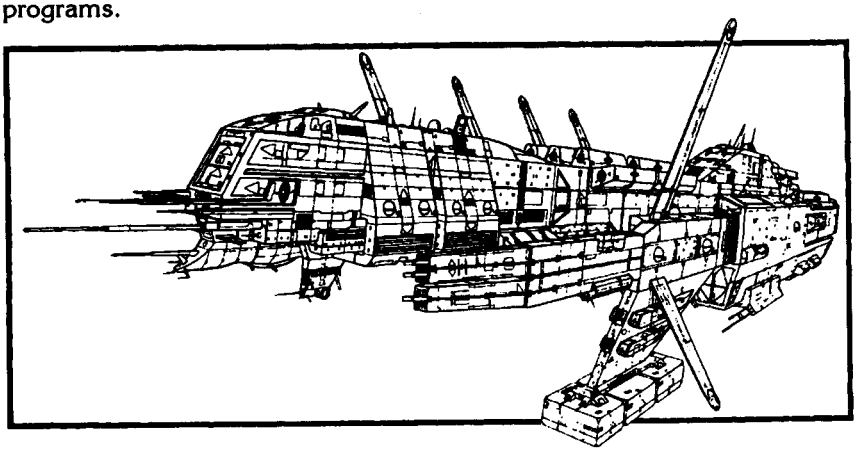
OTHER NOTES

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INTERLUDE SEVEN

The naval assault craft had been burning toward the prison world for days. Corporal Richard Heinrich spent most of the time playing in the many floating poker and craps games or surfing the sensenet. Well, surfing might be an exaggeration, since external links were disconnected behind enemy lines, but the internal storage space had a tremendous cache, with everything from entertainment holos to full immersion games, to training programs.



Heinrich liked fantasy games, so he spent a great deal of time in those. He found a new one on this trip, and had managed to oust a minor, evil lord and was busy building a tiny, virtual empire. He hadn't nearly enough time to explore the game before they began their final approach.

A lot of men were spending time in the sensenet on this trip. Everyone was trying to minimize contact with the naval crewers. Wouldn't do to have them find out that the communications lockout was to keep them from discovering their orders were faked.

Typically, ships like theirs ran under a communications blackout, sending no messages, just listening passively. They were on a lockout this mission, all comm gear shut down. This was unusual, but the navy was used to dealing with odd orders where Force Recon was concerned. This ship, the Tarnig Jones, had taken them into a raid on Hassus itself once, and once you've assaulted your own capital, an odd comm order was hardly worth blinking over.

They had been burning off velocity for seven days. Duteen days total, this trip. They were almost there.

Heinrich wandered back to his squad. They were joking and laughing as they suited up their white, tube-covered undersuits in the locker rooms.

"Hey, Heinrich!" Krish, a big-ass George, shouted.

"Hey, buddy," he said back.

"Don't forget your catheter this time." The whole squad burst out laughing.

"Yeah," Karrrrff, a cat, threw in. "Nothing shorts out a suit quicker than monkey piss."

"Who you calling a monkey?" Heinrich growled.

"Alright, George," the cat said, purring.

They made it a policy to never use the polite slang for another squad member's race. A Human in another squad was a monkey. Here, they were Curious George. A Falanar in another squad was a lion, here they were a cat. You showed respect to outsiders, and you made sure you were shown respect, but among your buddies, you never took yourself too seriously. Karrrrff was new.

He suited up quickly, making a show of getting his catheter just right. The undersuit served several purposes. First of all, it handled waste, these drops sometimes left them in the field for days. In addition, it handled temperature control and medical readouts.

While in combat, it would monitor his vitals, handling emergency aid if necessary, injecting him from its pharmaceutical reservoir. It would keep him comfortable, and in an emergency, serve as a layer of insulation between him and a malfunctioning suit.

It was pretty good, too. Last drop, he'd lost integrity for unteen seconds in a zero-pressure environment. The suit kept him on ziclomene and, once he'd recovered, compensated for the increased blood loss of the ziclomene with thetacoagulin. Course, he'd been pretty messed when the doc got to him, but he'd pulled through.

"Furball! Come check my work," he called.

It was policy that you weren't allowed to finish suiting up until a doctor or medic had checked all the med sensors. Luckily, they were in one of the few squads where the medic was a doctor.

Actually, Karuphim, their Oort, had seven doctorates. He was officially their entry man, in charge of running bypasses and the like, but he did everything technical for the unit. Very few Oorts served in combat units, but Karuphim was a little crazy.

Then again, you'd have to be crazy to jump out of a ship from high orbit.

Karuphim came over and plugged his medscanner into the suit's leads. He looked over the readings, grunted, then spit on Heinrich for good luck. No one knew why he did that, but they had all gotten used to it.

Heinrich kicked back and waited, watching Karuphim make his rounds, spitting on each of them and checking their readings. They were all a little crazy. Everyone in Force Recon was. They had the nastiest job in the marine corps, and they volunteered to do it. They dropped into the worst areas of Imperial space, killing bad guys and wrecking installations, then they'd go back home, drink, and break the ladies' hearts.

They were a superstitious lot, too. Karrrrff took the ears of his enemies, a habit that was not approved by the military. He'd carry them inside his suit for luck. Krish always spun around three times before getting into his suit. Heinrich wore the same pair of socks for a week before a drop.

"Morning, ladies, I hope you got plenty of sucking beauty sleep!"

Gunnery Sergeant Eric Talar came strolling into the room, already in his undersuit. The entire squad snapped to attention, ready for inspection. The sergeant wandered down the row, scowling at every one of them.

The Sergeant was their Squad Leader. Though he was high in rank to run a squad, all the ranks were a bit skewed in Force Recon. No one was even considered for Force Recon before Private First Class, and often not accepted until at least a lance corporal.

"Man, I hate the smell of furball spit," Gunny said, "Someone kick that stupid little bastard. Straighten that collar, Krish. You got your catheter on straight this time, Heinrich? Somebody kick Blue."

The sergeant surveyed each of them as he passed, smelling of cloves and cedar, something to do with a gift from his wife. As he moved down the line Trrrrl, another Falanar, kicked their Valiesian, Blue, awake.

Blue was another unique soldier. Named for the color of plastic bag he was in when left on the orphanage steps, he had a rare Valiesian disorder that was similar to adrenaline addiction. While most Dracs refused to have anything to do with battle, being utterly emotionless, Blue craved battle. Problem was, he still showed many other Valiesian traits, such as sleeping whenever he wasn't eating or fighting.

"You ready to rescue some POW's, you stupid grunts?"

"Yes, Sergeant!" They shouted in unison.

"Then suit up!"

They broke ranks and scrambled out of the locker room, boots clanking on the deck as the ran. He'd wondered why they all wore boots inside their armor when he first joined, then he lost his first suit and had to fight barefooted.

The Armored Personnel Enivorsuits, or APEs for short, were kept in their deployment racks when not in use or under repair. They ran along the catwalk above the rack, each dropping into their own suits, letting the automatic diagnostics fire and hooking into the systems.

Heinrich loved his APE. It smelled like him, it felt like him, and at times, he even imagined it thought like him, though its brain was no more advanced than it had to be. He had performed sixteen missions in this APE without losing it. Nothing was worse than breaking in a new APE.

The hum of the suit was reassuring as the system began checking his vitals and bringing his holographic Heads Up Display on line. He'd had trouble with his HUD on the last mission, so he ran some diagnostics, but the thinkers had fixed it well.

"Check systems and prepare to sound off, you stupid, void sucking, brutes. Heinrich!"

"Hoo-wah, Gunny," Heinrich replied.

"Karrrrff!"

"Hoo-wah, Sergeant."

"Krish!"

And so he went, down the role of the squad. All systems were functional. They were ready to drop.

"Thelma?" He'd named his suit Thelma, in the tradition of naming them after your first love.

"Yes, honey?" He'd modified the simulated intelligence a bit, too.

"Bring up the tac scanner. Coordinate with suit beacons."

As he watched, the tactical scanner came online, showing each of his squad members in turn, as it identified them. He had long since replaced the boring numerical notations with the icons each of them created to represent themselves.

They waited for several minutes, as the transport burned in toward the planet. This was the part Heinrich hated most, waiting in the racks for deployment.

"This a low atmosphere drop?" Teiran, another George, said over the comm.

"No atmosphere drop, actually." Karuphim answered.

"Damn. I hate those."

"You sucking nuts? No-at is the best. None of that turbulence, or wondering if your shield's gonna hold during entry."

"Nah, you're crazy. With a high-at drop, you can feel yourself burning off all your velocity. No-at, and you can't feel your V. Always think I'm gonna hit at a couple thousand meters per second."

"Maybe you should check your catheter," Heinrich said.

There was a burst of laughter over the comm.

In a normal drop, the transport burned in hard, like it was going to fly right into the planet. Then, it would pull up, skipping off the atmosphere. Right when the g forces were worst (they had the inertial dampers turned low in the drop bays), they'd open the doors under APEs and unlock the racks.

Then they'd be falling, watching their velocity burn off as they hit thicker and thicker atmospheres. Their shields would hold off most of the heat, but occasionally one of them was damaged.

Then, when the proximity sensor was blaring, their gravchutes would activate, slowing them down just in time to crash into the ground. Any landing you walked away from was considered a good landing.

It was called a HOLO drop, for High Orbit Low Opening. The idea was, you fell as far as possible as fast as possible, your gravchute opening (activating) at the last second. With computers, it was pretty safe, not like the HALO drops of the old days, which killed so many paratroopers.

Of course, if they were really in high orbit when they were released, they were in a bad way. That meant that the planetary defenses were so thick the transport had to pull out quick. If that was the case, then the defenses would then turn on them and the hundreds of decoys. Not a good thing.

It was better if you came in low. Then you only fell for several seconds. They were several seconds of fiery hell, but then it was over.

He could feel the rumblings of combat. The planet had defenses, it seemed. Big ones, with lots of missiles.

With the sound of tearing metal, the ship shuddered. That was a big hit. Must have been a torpedo.

"We just lost 4th platoon," Captain Tainig reported.

"Suck me," Krish muttered.

"Nothing like dying in the racks," Jimmrick whispered.

"Stow that crap, ladies," Talar growled. "Prepare for deployment."

He was right, if they were losing deployment bays, they'd have to deploy soon.

"Prepare for deployment," the Tarnig's captain said.

"Roger that, Tarnig Jones," Captain Tainig said. "Thanks for the ride."

Then the bay doors opened beneath them, the ship blasted its way out of the dive, and the racks released. They were loose.

Floating, drifting through a night sky of missiles, blasters and disintegrating decoys. Heinrich fell without the slightest sensation of movement. He watched the planet's surface, seemingly unchanging, as he raced toward it. It looked like he was absolutely still.

In a surreal way, it was peaceful. In another, it was hell. During a high-at drop, the roaring and the chaos and the white noise were reassuring, loud, violent reminders of the immediacy of your mission. This was quiet, peaceful.

He thought he saw one of them die. One of his friends. A suit blew up differently than a decoy.

And then his APE was alive with the blaring whine of his gravchute. With no atmosphere to slow him down, it started higher than usual, in the last moment where you finally noticed the ground swelling below you. If your chute activates, you live. If not, you die before you even realize your eyes aren't playing tricks on you.

With a thunderous sound that echoed up the legs of his suit, he hit the ground, shattering the dusty rock. His waldos whined in protest, then seemed to compensate.

"You okay, Thelma?"

"Yes, dear. Internal diagnostics all green."

"Sound off!" the Sergeant shouted.

"Krish here, Gunny."

"Heinrich here, Gunny."

"Karrrrff here, Sergeant."

"Trrrrl here, Gunny."

"Karuphim none the worse for wear, Gunny."

"Blue here, sergeant."

Silence.

"How many is that?" Krish asked.

"Seven left. Alright, marines, let's move like we have a purpose."

They took off at a dead run. The gravity of the airless world would have been a bit heavy, but they managed pretty well thanks to the suits. Of course, this was normal for most cat worlds, and he could hear purring on the comm as they ran.

Their predefined objective was a door on the east side. Their squad would solo it, while the other squads in their platoon hit exhaust vents and the rest of the 42nd took on the main hanger.

"What's our entry strategy?" Heinrich asked as they charged.

"Let's try to keep internal atmosphere," Gunny said. "Furball?"

"Got it."

They took up positions around the door as the Oort worked on the lock. Heinrich kept a watchful eye on the tacscanner.

The APEs were impressive pieces of hardware. Standing almost three meters high for the larger races, these battle suits were massive. The gleaming metal of the suit was dulled by its ablative coating, in case the Imperials were using blasters. The gravchute, a massive piece of equipment, was stuck to the back, behind the large, reinforced helmet.

They bristled with weapons. Weapons on each arm, in a wide variety, were there to ensure that whatever the target, they had the tool to defeat it.

But when it came right down to it, the most impressive thing was the complete absence of organic movement. They were imbedded, essentially, in abnormally large robots, metal skins a decimeter thick or more. The suit followed their own movements, enhanced them, but still, you could tell by looking. The machines were what you fought, not the men inside.

The APEs were remarkably easy to learn. The biggest trick was getting used to the mass and the strength. Other than that, it was just really thick armor, powerful and elegant in its ability to destroy.

Karuphim stepped back, his APE looking like a mighty egg, and the airlock slipped open. They crowded inside, barely fitting all at once.

Once inside, it took the Oort only a short while to get the door to cycle. Then they had the run of the base.

A dozen cats and a bear were set up inside. As Heinrich moved through the door with a speed that defied his ponderous bulk, plasma sprayed the hall. They fell into firing positions and opened up.

In the APEs, they were a lot stronger than normal. Accordingly, their armor had normally scaled weapons built into it, but they carried heavy gear in their waldo-enhanced hands, support blasters that were typically mounted on tripods. The Spectrum Arms S-13 was the biggest weapon humped on the backs of infantry, but it was easy to carry in powered armor.

Seven lances of coherent particles burned their way down the hall, slicing the cats into neat pieces. The return fire stopped.

"Clear."

"Clear."

"Clear."

Heinrich looked around as the men fanned out, getting the best coverage from their tacscanners that they could. "Clear." Gunny declared. The marines reported in, but until the squad leader agreed and declared an area safe, it was considered hostile.

Then they were moving again, eating up the halls with their stride. They could see the defenders on their scanners before they could see them visually. They'd set up at a corner or a door, then rush around, unleashing continuous lances of death to slice their foes into cauterized pieces.

They were in the building five minutes when Heinrich, on rearguard, picked up a blip on the scanner. "Got one behind us."

"Behind us?" Gunny said. "Where was he, outside?"

"Hello..." a voice called out in InSpecCom.

"One of us?" Krish asked.

The man coming around the corner was not one of them. He looked like a prisoner. He was a George, of average height, haggard and dirty looking. His arm hung damaged by his side, a useless, clotted mess.

Heinrich raised his blaster, more out of habit then because he thought the man a threat. "You a prisoner?" he said on the external mike. "Where'd you come from?"

"Hiding in the walls."

How'd we miss that? Heinrich thought.

"What's your name, soldier?"

"Wild, Corporal. Sergeant Wild with the corps, on assignment and far from home."

• • •

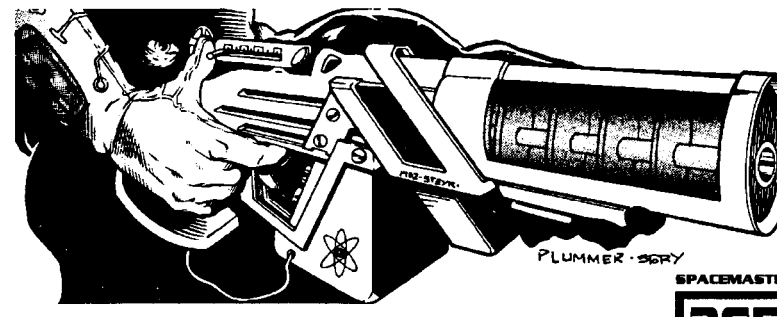
Mrrralff looked at the warden out of the corner of his eye. He was a weak old man. Hardly even a lion anymore. He smelled crippled and sick, like death.

He should be put to pasture. He was stupid as well. He had come to like Mrrralff's company so much that he forgot he was an enemy, a prisoner.

The prison shook with an explosion. Help had come. It was time for Mrrralff to make his move.

The warden must have smelled his aggression, because he was spinning even as Mrrralff lept. They had forced him to wear the prait-zar, gloves without claw opening, fit only for servants. With glee, Mrrralff let the his claws unsheathe, allowed them to force their way through the insulting leather. They sang with joy as they tore through the warden's old flesh, slicing cardiac tissue.

Then the stunners activated. After that, there was only darkness.



• • •

Wild said he was a marine, placed with a privateer unit to help boost the reputation of the privateer program. That would make him one of Mitchell's men.

They were moving now, slicing through the opposition of the prison. Often times, Force Recon was sent into a area where stealth was needed. Then they would go in without the armor, killing as quietly as ghosts.

This was not one of those times.

"This is Captain Halderman. We have the hanger. Report in."

"Squads one through three have achieved the prison proper," Captain Tainig reported back. "Opposition is light."

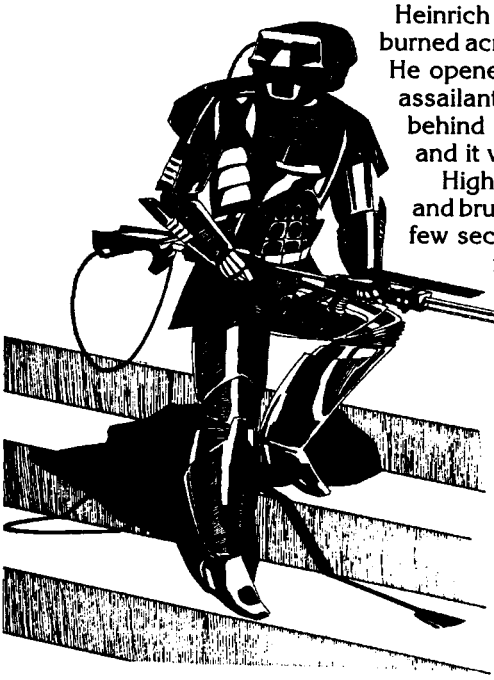
"We'll hold then. One of those clever killer bears wrecked the airlock before he died. We can't get in without blowing the seal on every area we enter, and going around will take too long."

"Uh, Roger, that, Captain Halderman. We'll push forward and advise."

Push forward, they did. They were a group of death, slicing life and limb with beams of light. The Spectrum Arms S-13 hooked directly into their suit's power plant. They had limitless energy, superior firepower, and better training.

The next room, however, was a trap. A lab, it had sensor opaque walls. As they entered, they saw three prisoners, unconscious from the stunners Heinrich couldn't hear inside his helmet. They had seemingly taken out the guards in the room.

As they entered, still cautious, the door slammed shut behind them and side rooms opened up, plasma blasting in from all directions.



Heinrich lept to one side as plasma burned across his arm and shoulder. He opened up, slicing through the assailant, cutting down the man behind him. A few more blasts, and it was over.

High-tech fire fights were fast and brutal. They typically lasted a few seconds, then were over before the adrenaline had a chance to kick in.

They were all still standing, but Blue's armor had been wrecked. He popped the hatch and climbed out, burned by electrical fires. He fell unconscious instantly. The stunners were still going.

"Everyone else online?" Gunny asked.

"Yeah, Gunny." Heinrich reported. His arm was burned from heat that had transferred through the suit, but nothing critical was damaged.

Everyone else reported in okay. They gathered up Wild but hadn't begun to move before the comm was alive with chatter.

"Oh my God, they're all around "

"I got one behind me, arghhhhh—"

"Talbot's down, I repeat, Talbot's—"

"This is Tainig, we have been ambushed, watch out for—"

As quickly as that, it was over. The comm went dead.

"Gunny?" Krish asked.

The gunnery sergeant had the command suite in his suit. He scanned the signals for the vitals on the rest of the platoon.

"They're all dead."

"Must have been some sort of ambush—"

"Like ours, but more efficient—"

"Ours could have been bad too—"

"We were just lucky—"

"Quiet!"

They all fell silent.

"You ladies ready to act like marines? Good. We'll call in Halderman, have him blow the doors. We'll put the prisoners in rescue fields ahead of him. There are five times as many men outside as in, even counting the dead.

"Gunny!" Krish shouted.

But they all saw it. With the doors open now, their tacscanners could pick up dozens, perhaps hundreds of blips moving in from all directions. The guards knew they were there, and they were coming en masse.

Heinrich threw Wild out the door and shut it. He'd be safe back the way they came, and he'd be no good in this fight, wounded like he was.

Then the Imperials were on them, and the air was alive with plasma and particles, burning, throbbing and echoing the screams.

The screams of the dying.

• • •

"Damnit!" Halderman shouted at Kaliph. "You said you'd have this airlock working."

There had been no word from the others. Halderman ground his teeth, pacing in his armor and tried to decide whether or not to blow the door. Problem was, if they blew the next section, any prisoners in that section would die. If they had men working on the other side, it would be one thing, but . . .

"Got it." Kaliph said.

The men moved, pouring into the airlock and cycling though, nine at a time. It was all so slow. Halderman couldn't imagine how the colonel was staying so calm.

They gathered on the other side slowly. Too slowly.

"Captain! I got movement."

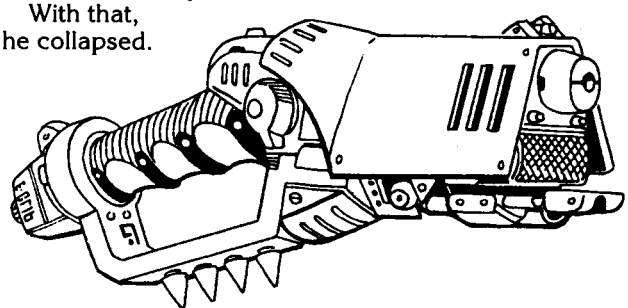
Halderman looked down the smoke-filled hall. He could make out the soldier who had spoken, but little else. Dozens of guns raised to the ready. There were still men cycling through the airlock.

First he made out a silhouette. Vaguely Human, it walked toward them, swaying as it came. They lowered their blasters.

The man, burned and bleeding, staggered forward, without an APE. Another man, limbs mutilated by plasma, cradled in his arms. He stumbled to a halt, handing the wounded man to the nearest marine.

"Gunnery Sergeant Eric Talar, reporting, sir." His voice was gravelly with dust and blood. "I report that the enemy seems to have spent itself. The base is ours."

With that, he collapsed.



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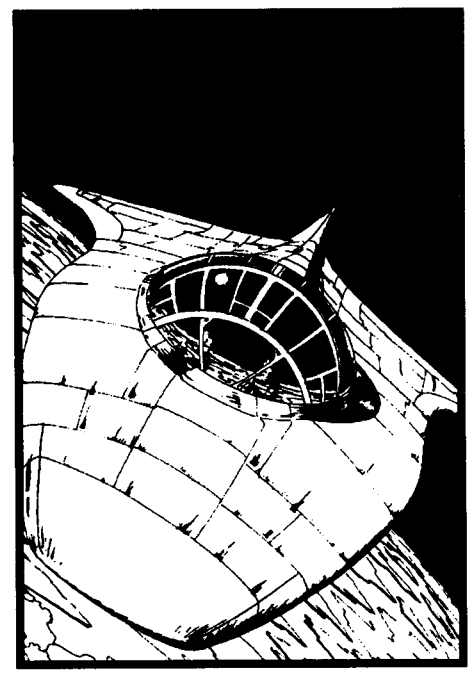
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EPILOGUE

Wild watched the reporter on the holo. The rest of the crew was watching on the sensenet, but of course he couldn't join them. If he jacked into a computer, any computer, he'd die instantly. It had been happening to androids ever since the Crash, and he wasn't nearly curious enough about the effect to test it himself.

"The turn-out here is amazing," the pretty Tulgaran reported said. "It seems that every being who could walk, drive, crawl, or fly is here at the gate, cheering and celebrating,

Wild wished he could be with them. The 42nd Battalion Force Recon was standing court martial today. Disobeying orders, wanton endangerment, destruction of naval and marine property, falsifying orders, conduct unbecoming... The list of charges was as long as his new arms.

"But the voice of the people is behind them," the reporter said, smiling prettily for the camera, her muzzle hair neatly groomed. When did Tulgar start smiling? He wondered.

"Stories of their heroic assault on XG-87 have been circulating through he crowd all day. Like folk tales, these loyal watchers tell the same stories over and over. To recap, for those of you just tuning in...

"The 42nd requested permission to assault XG-87. General Briggs, in charge of Force Recon, ordered them not to attack.

"But this was not enough for our brave heroes of the 42nd. Colonel Willis, their commander, took matters into his own hands. Faking his orders, he stole the Tarnig Jones.

"The stories of heroism, of the fight for the hanger and the tunnel fighting in the exhaust shafts, are legion, but the story of that has captured most imaginations is that of the third platoon, Charlie Company.

"Assaulting from multiple directions, the third platoon was the first inside the prison. Reports from their gun cameras show dozens of kills for each man, no doubt partially due to their technology, but mostly their tremendous valor and heroism.

"Cut off from the rest of the 42nd, they were ambushed and trapped by the guards of the prison, lead by their Kagoth security commander.

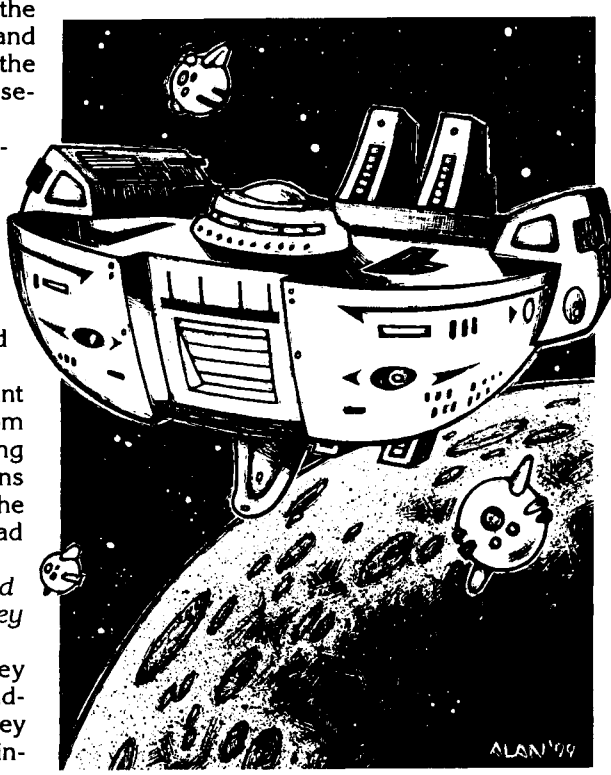
"Only second squad survived. The entire forces of the prison fell upon them, but they fought, saving the prisoner they had released. Gunnery Sergeant Eric Talar led them into a last ditch defense."

They didn't release me, Wild thought.

"In the end, only Sergeant Talar survived. He climbed from his damaged armor, fighting hand to hand when his weapons ran dry. Finally, victorious, he carried the prisoner they had saved to safety."

Didn't mention that I rushed in and killed six before they dropped me, Wild scowled.

But he didn't mind. They wanted the 42nd to gain legendary status with the public. They wanted them to become so ingrained in the morale of the nation that the Corps didn't dare punish them to their full extent. That's why Mitchell had ordered them to leak the story.



As he watched, the reporter circled through the crowd, interviewing the spectators. They were gathered outside the Krisaman Marine Base on Hassus. There were thousands of them, carrying signs and banners pledging their support.

A group to the Tulgaran Knights of the Hawk were doing aerial displays, missing man formations, over the crowd. Though the knighthood had taken no official stance, they weren't stopping their members from performing displays to the honor of the fallen.

Wild was just happy to be alive. Of course, the entire group knew he was an android now, but there was no way to hide that, after the Gunnery Sergeant had dragged him out so dramatically.

But they had made it out, all of them. Clemmons had been tortured near to death, and Mrrralff was found next to the body of the Warden, but by then the battle was underway and there was no one to punish him for his kill. Mrrralff had tortured Clemmons on the Warden's orders, and the two would never be the same again, but at least they would speak to one another when necessary. Other than that, they were whole, and not too much the worse for wear. The rest had been found in their cells, except for Wild, of course.

General Giles was working on getting them another ship. Mitchell's enemy, General Briggs, was keeping his head down, so they should be out privateering again in no time. Luckily, their real purpose had not been leaked to the press.

His attention snapped back to the holo. A JAG officer was making an announcement.

"... Stern disciplinary action. However we have ruled that the nature of their action was not conduct unbecoming a marine, and that makes all the difference. With that ruling, it was determined that they were doing their duty to their country, all of the punishments are the minimum allowable by military law.

"Unfortunately, the controversy has been too much for certain people involved. Colonel Willis has announced his intention to put in for a transfer to another unit. This was entirely his own decision."

Wild nodded. It was obvious what had happened. They had given all the marines a slap on the wrist, probably dropping them a rank and making them ineligible for promotion for a period of time.

Willis had been quietly whisked away to a desk job somewhere. All's well that end's well.

It was sad. That Colonel had made his career out of Force Recon. Now he was banished to a desk.

Wild got up out of his chair and walked over to the holo. They were displaying images of the marines, leaving the base now. Everyone was screaming and cheering.

Wild turned it off.

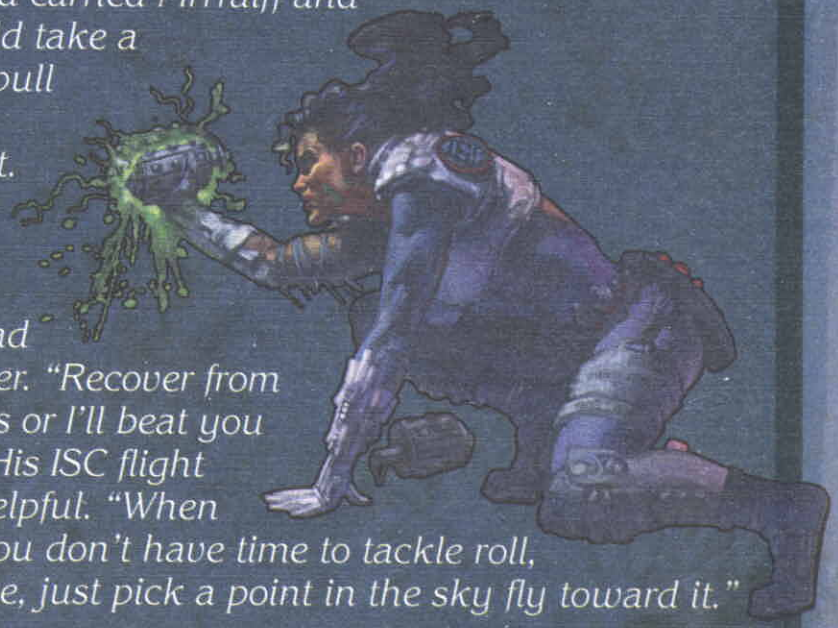
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The panel exploded in a glowing crash of sparks. Mrrralff cursed violently, waiting for the diagnostics to flicker across his screen. He breathed a sigh of relief. Nothing was damaged that did not have a redundant system.

Their relative velocities had carried Mrrralff and his enemy far apart. It would take a moment for the Jeronan to pull his craft back into a firing position, but only a moment.

The computer was still fighting to orient after the torpedo impact. His father, when training him to fly, had been very clear on the matter. "Recover from the tumble within 3 seconds or I'll beat you until you're unconscious." His ISC flight instructor had been more helpful. "When your gimbals are out and you don't have time to tackle roll, pitch and yawl one at a time, just pick a point in the sky fly toward it."

Easier said than done.



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