TORG™

Space Gods™



WEST END GAMES®

THE SOURCEBOOK OF SCIENCE-FICTION REALITY

The Near Now ...

Later today, early tomorrow, sometime next week, the world began to end.

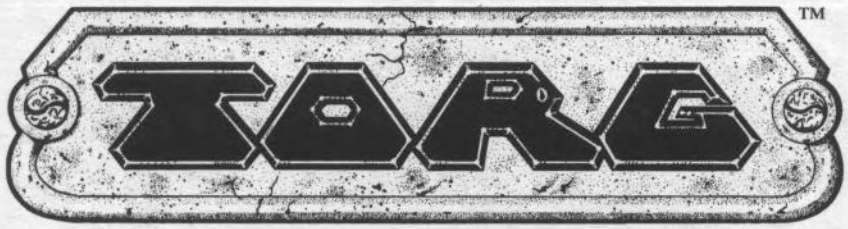
Earth has been invaded by raiders from other cosms — other realities. They have come to steal the the planet's living energy ... to consume its possibilities. They have brought with them their own realities, causing parts of the planet to become *someplace else.*

Seeking to stop them, Storm Knights lit a mysterious Signal Fire in the Himalayas. Now that call has been answered — a starfaring race known in Earth legend as the "Space Gods" have returned to South America, bringing with them psionics, biotech, and a strange new reality technology that could mean victory for the Knights in the Possibility Wars.

But an evil has reached Earth in their vessels, a plague that threatens to turn men into slaves of a power-mad Space God. Already it has begun to sweep through South America, threatening to destroy any dream of human triumph.

Incredible powers of the mind, bizarre technology, and a new reality make this the last, best hope for the human race.

This is the realm of ...



Roleplaying the Possibility Wars™

Space Gods™

The Sourcebook of Science-Fiction Reality

TABLE OF CONTENTS

Introduction 4

THE REALM AND COSM

Chapter One: The Cosm 5
Chapter Two: The Comaghaz 15
Chapter Three: The Realm 25

THE RULES

Chapter Four: Axioms and World Rules 48
Chapter Five: Skills 54
Chapter Six: Psionics 56
Chapter Seven: Miracles of Faith 78
Chapter Eight: Locations 82
Chapter Nine: Creatures 92
Chapter Ten: Equipment 97
Chapter Eleven: Character Creation 110
TEMPLATES 112



Allen Nunis

Space Gods ™

Greg Farshtey, Greg Gorden, Ed Stark, Jim Bambra
Design

Dr. Michael Fortner, Martin Wixted
Additional Material

Greg Farshtey, Greg Gorden
Development and Editing

John Paul Lona
Graphics

Dell Harris
Cover Illustration

Allen Nunis, John Paul Lona
Interior Illustrations

Eric Aldrich (Jeff Brown, Garry Corbin, Mike Landsdaal, Letha Owens, John White), Stephen Crane, Steve Crow (Ralph Altmaier, Dan Chapman, Elyce Helford, Christopher Mortika, Matt Van Kirk), Dirk DeJong, Dr. Michael Fortner, Alan Grimes (Sam Adams, Kevin Elmore, Crista Lambkin, Robert Quillen II, Dan Sylvester, Russ Whiteman, Curtis Zeitz) James A. Holden, Steve Lorenz (Stephen King, Dave Lemon, Bill Olmesdahl, Brian S. Perry, Jesse VanValkenburg), Lou Prosperi (Gabe Cotto, Kevin Hudson, Gregory Rushton, Mike Shannon, Mark Terilli, Sheri A. Testa, Lawrence Trainer), Bill Smith, David Wetzel, Martin Wixted
Playtesting and Advice

Published by

WEST END GAMES®

RR 3 Box 2345
Honesdale , PA 18431

First Printing: November, 1991

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran** • Editors: **Greg Farshtey, Bill Smith, Ed Stark** • Art Director: **Stephen Crane**
Graphic Artists: **Cathleen Hunter, John Paul Lona** • Illustrator: **Allen Nunis** • Production Manager: **Steve Porpora**
Sales Manager: **Fitzroy Bonterre** • Sales Assistant: **Maria Kammeier-Kean** • Administrative Assistant: **Jeff Dennis**
Special Projects Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

Angar Uthorion, Aysle, Baruk Kaah, Core Earth, Cosm, Cosmverse, Cyberpapacy, Darkness Device, Dr. Mobius, Gaunt Man, Gospog, Heart of the Coyote, High Lord, Infiniverse, Kanawa, Living Land, Maelstrom, Maelstrom Bridge, Nile Empire, Nippon Tech, Orrorsh, Pella Ardinay, Possibility Raiders, Possibility Storm, Possibility Wars, Ravagon, Star Sphere, Stormers, Storm Knights, Torg and the Torg logo are trademarks of West End Games. ®, ™, and © 1991 West End Games. All Rights Reserved.

®, TM and © 1991 West End Games. All Rights Reserved.

Introduction

The Akashan Council members started as the doors to their chamber opened to admit a visitor. Monitor Zynn stood before them, barely able to gather the breath to speak and looking as if he were flushed with fever. For a horrible instant, the elders wondered if the plague had taken a new turn.

But Zynn's excited condition had been sparked by something quite different. With great effort, he mouthed the words that Akashans had both longed for and dreaded for almost five centuries:

"The Signal Fire has been lit!"

The chamber erupted, half the council members cheering, the others sitting with furrowed brows and dark expressions.

"You are certain of this, Monitor?" Rotan Ulka said, in a voice like thunder. "You know the danger this could represent, do you not?"

The Monitor swallowed hard, but stood his ground. "I do, Rotan. I received the report from the lightship myself, and twice queried the vessel's master. The messages are confusing, but clear. There has been no mistake — Earth has called to us at last."

Ulka sighed. "Then leave us. The time has come for decision."

After Zynn had departed, Ulka turned to his colleagues. "Centuries ago, we reached out to other galaxies, hoping to share our knowledge with them. We left Signal Fires for the native beings, to be used when they had reached a sufficient level of civilization and an understanding of themselves.

"But you all know the results of our ... tampering. I ask you, High Council members — dare we answer this call?"

Hakia spoke first. "How can we not, Rotan Ulka? You know the plague ravages our people, turning them from peaceful believers in balance to blood-crazed monsters. You have heard the voices of the people, crying out for the council to act. How can we not explore every possible source of aid?"

"And our people remember well Those Who Wait on Earth," said Dala. "We risk much if we abandon them to their fate."

Sarila stood, shaking with rage. "Fools, all of you! You would risk bringing the plague to Earth, the possible contamination of Akashan culture, and break our people's most sacred vow for the sake of Those Who Wait? Their day is done, and it is only the revolutionaries who would see us intervene on other worlds once more! Akasha, the entire Star Sphere, are in peril, and we cannot chance their destruction on the basis of an archaic signalling device!"

Ulka glanced around the chamber, and saw some heads nodding in agreement. He knew the decision he made here would be a crucial one — never had there been a greater need for balance among the Akasha, and never had there been a greater danger to that balance.

The Rotan pondered for several moments. Then he lifted his head and said quietly, "The Rotan speaks, let all attend. The decision is made.

"The Signal Fire will be answered. The Akashans will return to Earth."

The Possibility Wars

Earth has been invaded. Powerful beings who call themselves "High Lords" have come from different realities to steal the energy of this cosm. Each High Lord has conquered a section of Earth and reshaped its reality to suit his wishes. That is the situation in the Near Now of *Torg: Roleplaying the Possibility Wars*.

The High Lords are opposed all over the globe by valiant Storm Knights. Early in the struggle, a group of Knights obtained an ancient artifact known as "the Possibility Chalice" and used it to light a Signal Fire in a lost city of the Himalayas. The immediate effect of this was to create hundreds of new Knights to aid in the fight — but the true purpose of the Signal Fire remained a mystery.

Now the message sent that day has reached the Akashans, aliens who visited Earth centuries ago and left the Signal Fire behind. Armed with psionic powers, biotech, and non-invasive reality technology, they have returned to South America and discovered the horrors of the Possibility Wars.

They have come to aid mankind, with a reality technology unlike anything ever seen before, something which could spell final victory for the Storm Knights. But they also bring with them perhaps the greatest menace of all ...

Important!

This sourcebook is a companion volume to *Torg: Roleplaying the Possibility Wars*. It is possible to make use of the *Space Gods* setting with other roleplaying games, but many of the rules and concepts presented within these pages are explained in greater detail in the *Torg* boxed set.

The Sourcebook

This sourcebook provides all the information and advice needed to design exciting campaigns in the bizarre and fascinating lands visited by the Space Gods and the *Torg* universe, as well as a psionics system, biotech equipment, and rules for the spreading of non-invasive reality.



Chapter One

The Cosm

The Akashans are residents of a small galaxy which they call the "Star Sphere." Roughly 750 parsecs across, the cosm is home to over 500 races, and dominated by the Akashan High Council.

Although much of their galaxy has been mapped and catalogued, there remain some areas that the Akashans and their client races have yet to explore. Following the failure of their mission to Earth, the Akashans grew increasingly isolationist, reluctant even to study the planets and stars that surrounded them.

The High Council has been forced to reconsider this policy, however, due to the effects of the Comaghaz plague (see below) and the need to control its spread in the Star Sphere. Expeditionary teams of Monitors have been dispatched to the furthest reaches of the galaxy to determine the extent of the plague and hopefully discover a means to combat it.

The Genesis of the Star Sphere

An excerpt from the *Akashic Records:*

In the beginning, there was the Void.

Then Eternity entered the Place; dreams and possibilities were unleashed and spread throughout the Void. The Maelstrom was born from the meeting of these two great powers of the cosmverse.

The possibilities spewed forth from the Maelstrom created galaxies and worlds, only to see them consumed by the Void. Eventually, only two possibilities survived — Apeiros, the Creator, and the Nameless One, the Destroyer.

Apeiros spang from the side of Eternity to send possibilities spinning throughout the Void. Life began, and Apeiros' power was multiplied billions of times. But the Nameless One emerged from the Void and consumed the energy provided by Apeiros, and then attempted to consume the Creator himself.

Apeiros spread his wings and soared from the Void. He entered the Sphere of Stars where galaxies spun from his wings. Whirling on their axes, the galaxies flickered and flared, and novas blasted across the Star Sphere. Where the Creator's wings touched, worlds were imbued with possibilities and began to glow with power.

Slowly, the worlds began to revolve around the stars. The stars warmed the planets, causing oceans to boil. Great winds blew, mountains arose from the ground and volcanoes exploded, shooting fire into the sky. In time, these worlds grew quiet, and the seeds of life, planted by Apeiros, began to bloom.

Beings created in the image of Apeiros thrived. But the Nameless One envied the Creator's accomplishment, and sent his darkness to consume the civilizations of the Star Sphere. He did not succeed, for the children of the Light were strong.

The Nameless One is an entity of limitless patience, and we must never relax our vigilance. Someday, he will *return and attempt to undo all* creation, and on that day, our courage and strength will be our only weapons.

The Akasha

The civilization of the Akasha has existed as such for roughly ten millenia. The prehistory of their race was marked by visits by the Mohani, spacefaring beings from beyond the Star Sphere, who took it upon themselves to shepherd the fledgling society. They taught the Akashans the need for balance in all things, how to live in

harmony with nature and how to harness the energy of the world around them for their own benefit.

The Mohani referred to themselves as pultaak, a word which can be roughly translated as "caretakers." They explained to the Akashans that they believed having knowledge gave one a responsiblity to share it for the good of all, and that they had visited many races over the centuries. They told the Akashans of the stargates, great holes in the fabric of space through which one can travel countless light years in the space of seconds.

The Mohani often expressed the hope that one day the Akashans could become the pultaak for other civilizations. They vowed to inform the Akashans when the time came that the mantle could be passed, but shortly after that, the Mohani ceased to appear. Why they vanished —whether their vessel was destroyed on the return trip to their planet, or their race was the victim of some natural disaster — is the subject of much speculation in Akashan myth.

The race had by this time learned enough from the Mohani that they were able to thrive on their own. Some began to believe that the Mohani's departure meant the Akashans had been deemed ready to act as caretakers for other worlds. This view prevailed, and the Akashans began to move out into space, spreading the philosophies taught them by the Mohani.

Physiology

The Akashans are a humanoid race, averaging 1.75 meters in height, with facial features resembling those of the Mayan Indians of Earth. Their skin is reddish-brown, their hair black, and most have slim, well-proportioned builds. There are no external physical differences between Akashans and humans. The only major biological difference is that their body temperature rarely exceeds 90 degrees Farenheit, and their touch will feel cool to a human.

Akashans have developed powerful psionic abilities, although only a relatively small percentage are telepathic. Those who have that talent are both valued and scorned, considered extremely valuable for government or diplomatic service but also suspected of spying on private conversations. Telepaths whose jobs do not specifically require the use of that ability often keep their possession of it secret, preferring to avoid societal prejudice.

Akashans have a life expectancy of roughly a century. When they reach the age of 60, they are allowed to retire from whatever occupation they have pursued and devote themselves to introspection and meditative pursuits.

Standard Akashan
DEXTERITY 9
Dodge 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 9
PERCEPTION 10
Evidence analysis 12, find 11, introspection 11, language 11, scholar 11
MIND 10
Test 11
CHARISMA 9
Charm 10, persuasion 10
SPIRIT 9
Faith (Akashan) 10
Additional Skills: three at +1 adds
Possibility Potential: some (30)
Psionic Potential: some (5)
Alignment: varies

Government and Economy

Akashan society is governed by the High Council and a lesser body called the Kyat. The most powerful office is that of Rotan, the chairperson of the High Council who is charged with balancing both sides of every argument and then rendering a fair judgment.

The High Council is made up of representatives of the various states of the Akashan homeworld, with each member having an equal voice in debate. There is no actual voting, but all are allowed a substantial amount of time to state their case before the Rotan announces his decision.

The Rotan himself is not an elected official, but is appointed from among the High Council members. His position is more akin to that of a judge than a president, and it is a station which must be earned through service to the society. A Rotan's position is normally his for life, although a lax performance of duty or a particularly impressive contribution to the Akashan people by one of the other council members can lead to a change.

The current Rotan, Ulka, had gained renown while a High Council member for ending the Lorbaat riots through diplomacy, rather than force. A student of history, he is well aware of the dangers of intervention, but also realizes the threat posed by keeping his peoples' innate yen for exploration in check indefinitely.

The Kyat is made up of representatives sent from the client worlds of the Star Sphere. Although they are allowed a vote on various issues and are noted for their prolonged debates, they have in general no voice in major decisions. The Kyat was created in large part to appease agitators both within and without Akashan society, and a great hue and cry rises from the client worlds whenever anyone has the temerity to suggest their representatives are simply going through the motions. Most of those who have never seen the Akashan government at work firmly believe that the Kyat is a crucial part of the decision-making process.

The primary unit of Akashan currency is the *ciara*, which resembles a small scarlet gemstone. The Akashans are an extremely prosperous people, collecting income through trade with other planets in the Star Sphere and the use of technologies acquired from worlds beyond the stargates in the years prior to the withdrawal. This wealth has allowed many Akashans to focus on esoteric studies and lives of leisure, with client races assuming much of the menial labor that needs to be done.

This is not a situation that sits well with some younger Akashans. They believe that the isolationist tendencies of their race, combined with assured wealth, have turned their elders into naive, detached leaders incapable of handling a crisis. Many point to the predominance of alien crews on Akashan vessels and alien laborers performing essential services as signs of a gradual erosion of their society.



Allen Nunis

Religions in a Game

This sourcebook describes a fictional religion as it exists in the fictional setting created for the Torg game. It is in no way intended to portray a religion operating in the real world.

Rotan Ulka

DEXTERITY 9
Biotech weapons 15, energy weapons 12, maneuver 11, melee weapons 13, unarmed combat 13
STRENGTH 9
TOUGHNESS 9
PERCEPTION 13
Evidence analysis 18, find 18, language 20, psionic manipulation 21, scholar (Akashan history) 19, space vehicles 14, trick 19
MIND 12
Mindsense 17, psionic resistance 20, science (biotech) 19, test 18, willpower 18
CHARISMA 13
Charm 17, persuasion 19, taunt 19
SPIRIT 12
Faith (Akashan) 18, intimidation 20, reality 20
Possibilities: 40
Alignment: Zinatt
Psionic Powers: Kinesis (*containment, energy routing, psychic wind, telekinesis)*; Psionic Defense (*diagnostic probe, general resistance (self), psychic aid, psychic screen, telepathic repulsion*); Psychic Senses (*awareness, farsight, life sense, psi detection)*; Telepathy (*beacon, send thoughts*); Zinatt Powers (*accelerate healing, sense past, skill search)*
Equipment: kinetic armor (armor value TOU+10/30); gravitic ray (damage value 30, range 3-150/350/500); hastur (PER+3); lornos (charm +3); biotech repair kit; MedKit; transtech (biotech); commtrol (biotech)

The Monitors

The Monitors are the major military/law-enforcement body in the Star Sphere. Though each world has its own security force, the Akashan Monitors have full authority wherever they go.

The Monitors started out purely as a defensive force. But when Akashans began to travel among the stars, Monitors went with them, serving as guards against galactic pirates and as a show of force to client worlds who wished to foment discontent in the Star Sphere. Monitors were under the direct command of the Rotan, but their primary loyalty was to the laws of Akasha, a situation which served to prevent their being used by a Rotan to establish a galaxy-wide dictatorship.

Many of the early contacts with alien races were made by the Monitors, and indeed, Those Who Wait on Earth are predominantly members of this organization. By the very nature of their occupation, most of the Monitors lean toward the philosophy of the interventionists in Akashan society, but are held in check by their respect for the authority of the Rotan and the Council. Still, more than a few hearts yearn for the days when exploring other galaxies and guiding other races was the rule, rather than the exception.

Among Akashans, Monitors are unique in that they are encouraged to make use of strictly mechanical devices. This came about shortly after the Fourth Industrial Revolution, when it was discovered that some of the less civilized client races were using the equipment purchased from the Akashans to threaten the peace. It was decided that Monitors would need to carry both biotech and nonorganic weapons if they were to effectively carry out their duties. That is a ruling which has stayed in effect to this day.

Standard Akashan Monitor

DEXTERITY 10
Biotech weapons 11, dodge 11, energy weapons 11, maneuver 11, melee weapons 11, unarmed combat 12
STRENGTH 10
TOUGHNESS 10
PERCEPTION 9
Find 10, language 10, trick 10
MIND 8
Survival 9, test 9
CHARISMA 7
Persuasion 8, taunt 8
SPIRIT 7
Faith (Akashan) 8, intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (30)
Psionic Potential: some (5)
Alignment: varies, but largely Coar
Equipment: varies

Philosophy and Religion

The major belief system of the Akashan people is *Zinatt*, which states that in all things, there must be a balance. For every creation, there is a destruction, and every being has creative and destructive energies within him. Akashans do not believe that any tool (psionics, weaponry, etc.) is inherently good or evil, but that its place in the order of things is determined by how it is used.

This belief in the existence of coexisting, but contradictory, forces has allowed the Akashans to accept both Apeiros and the Nameless One into their religious pantheon. While the majority of Akashans prefer life to death and the Star Sphere to the Void, they understand and accept that there must eventually be an end to all things. This passive attitude has led them to often ignore potential threats until it was too late, as was the case with the Comaghaz.

While the Akashans have been willing to impose their sense of order on other client races, no attempt has been made to forcibly convert other peoples to their beliefs. Akashans do not have the concept of an enemy mythos, and believe all deities have some basis in reality. Most tend to favor more positive religions, such as the worship of the Gods of Honor in Aysle or Lanala in the Living Land, but on the whole, no practicioner of any faith suffers any adverse effect in the realm of the Akashans or in the Star Sphere.

While virtually all Akashans believe in the basic tenets of Zinatt, vari-



Allen Nunis

ous factions differ on how best to achieve a balance. This has caused a major split in all levels of society, one aggravated both by the Comaghaz plague and the lighting of Earth's Signal Fire.

Akites and the Machu Coar

The two opposing ideologies in Akasha are represented by the Akites and the Machu Coar. The groups split from each other five centuries ago, and the Akites have largely dominated society since then, with the Machu Coar dismissed as troublemakers with delusions of grandeur.

The Akites (short for "Akashanites") are those who believe in the philosophy of Aka, which states that their race has no inherent right or responsibility to interfere with other worlds beyond the Star Sphere. While they recognize that they have much to contribute to struggling civilizations, they point to the disasters of earlier times as proof that no good can come of such meddling. They dispute the fact that the Mohani bequeathed to the Akashans some sort of "manifest destiny" that must be fulfilled, and have even gone so far as to question whether Akasha truly benefitted from the Mohani's influence.

The more radical Akites have become devout isolationists, branding the client races as potential allies of the Comaghaz and calling for the destruction of any approaching vessel as a way of halting the spread of the plague. While such measures are dismissed as the excesses of fanatics, the Akites do make up the majority of the High Council and a large segment of the wealthier class of Akashans. Up to now, their influence has been sufficient to prevent any efforts to act as pultaak for other worlds, but the public outcry over the Comaghaz plague has forced them to consider desperate measures to stop the disease and restore order. They assented reluctantly to support the response to the Signal Fire, but insisted that Akites be included prominently in any force dispatched.

The antithesis of the Akites are the Machu Coar, who take their name from the failed Akashan expedition sent to Earth a millenium ago. "Coar" has since become the name given to their ideology, which claims that the Akashans have a duty to act as stewards for less developed races, and explain away past mistakes as aberrations that pale in the shadow of what was accomplished for countless planets while acting in that capacity. They have acted to keep alive the legend of Those Who Wait, the remnants of that first Machu Coar team that still survive on Earth.

Extremist elements within the Machu Coar had, at one time, advocated the outright conquest of those worlds that were destroying their environments and retarding their own development. The idea was that Akashans would manage the planet

until the native race had advanced sufficiently to be able to manage on their own and the imbalances they had created had been corrected. This was tried with mixed success 1500 to 2000 years ago, but was the first program to fall out of favor after the disaster on Earth.

The Machu Coar and its ideas have been steadily growing in popularity over the past year. Leaders of the group have portrayed the Akites and the High Council as out of touch with the people, willing to sacrifice the client races to the Comaghaz, and too frightened of their own shadows to risk looking outside the Star Sphere for aid against the plague. They have seized upon both the epidemic and the lighting of the Signal Fire as reasons to resume exploration and more direct involvement with other cultures.

More and more of the younger Akashans have begun to sympathize with the theories of the Machu Coar, although those in positions of responsibility have found it wiser to keep their beliefs to themselves, since their superiors are likely to be Akites. It was largely political pressure generated by followers of the Machu Coar that led to Rotan Ulka's decision to respond to Earth's call.

The government has long regarded the Machu Coar as a relic of bygone days, little more than a nuisance. But as the expansionist elements gain more adherents and grow more vocal in their criticism of the authorities and Akites in general, some have actually begun to fear an armed insurrection against the High Council. Rotan Ulka has publicly dismissed such a notion as fantastic, but it may have been a factor in his decision to proceed to Earth.

Those who follow neither of these two philosophies are generally considered to be followers of pure Zinatt, and believers in harmony and balance above all. The Rotan, by definition, must be a follower of Zinatt — having a believer in Aka or Coar at the head of the government could result in civil war.

Alignment is a crucial factor in the day to day life of the Akashans. Where one falls on the scale of belief systems influences which psionic powers you are able to use with ease and which only with great difficulty. Many things in Akasha hinge on "whose side you're on" in the Aka-Coar war of philosophies.

For more on alignment, see Chapter Four.

Science and Technology

In their primitive period, the Akashans had an irrational fear of technology. Their cave-dwelling ancestors had fled in terror from the arrive of Mohani ships, and the legends of fire-breathing monsters with silvery wings descending from the sky were used to frighten children for centuries.

Eventually, the Akashans overcame this aversion and, with the guidance of the Mohani, they proceeded to enjoy the fruits of three Industrial Revolutions. The final one of these introduced the concept of space travel, using huge, fuel-burning vessels. These were efficient, but it was not until the Mohani revealed the existence of stargates that interstellar travel became practical. It was in such a ship that the Akashans first visited Earth.

Still, the Akashans never felt truly comfortable with pure technology — cold steel and tangled wires, the *otherness* of mechanical devices, offended their sense of harmony. Thus they began to move in another direction, and their Fourth Industrial Revolution produced the concept of biotechnology. From that point on, all tools used by the Akashans would be composed of organic and nonorganic matter joined together, and some would be sentient as well. For more information on bio-organic tech, see Chapter Ten, "Equipment."

One of the first major results of the Fourth Industrial Revolution was the selling of most nonorganic tools and weapons to the client worlds, which led to a surge in their ability to produce such equipment. The second significant event involved space travel, as the environmentally unsound vessels of the past were scrapped in favor of new, organically-based craft.

The Akashans now rely on two forms of interstellar transport, lightships and geomantic shuttles. Lightships are living biotech creations which possess fin-like appendages resembling sails and metallic appendages/landing gear at the bottom. These are capable of collecting solar energy and converting it into the propulsive force necessary to move through space. There are a number of different classes of lightship, ranging from the *liner*, used to transport cargo, to the cruiser, a smaller vessel used for exploration and diplomatic missions. Unlike liners and warships, cruisers are capable of landing on planets — however, to ensure that the secrets of their creation remain intact, the fins break down and dissolve shortly after landing while the rest of the craft burrows into the ground. A bioengineer must manipulate the implants in the lightship to cause the fin to grow again so the ship will be spaceworthy.

Geomantic shuttles are found on the larger craft which are unable to make planetfall. These ships, which can carry up to six passengers, channel gravitic and geomantic energy through their drives and are only able to function when within 10,000 kilometers of a planet or a lightship. They are commonly launched from orbiting ships and descend to a world's surface by controlling the pull of gravity on the ship. When lifting off from a planet, reverse-gravitic drives redirect the gravitational pull of the planet, thereby providing propulsion for the ship.

The other area in which the Akashans excel is bioengineering. A natural outgrowth of their interest in biotech, their scientists frequently experimented with gene splicing and the creation of genetic mutations in the years after the Mohani left. At first, members of the client races and even some Earth humans were used as test subjects, a practice that was banned at the same time the pultaak concept was abandoned. Akashan bioengineers then began focusing their efforts on creatures from their planet and various other worlds, but it is believed that there are still some unscrupulous scientists using members of civilized races as proving grounds for their theories. It is known for a fact that some products of failed experiments are still extant on Akasha, with the Monitors frequently called in to put them down.

Stargates

Tales of astral pathways known as stargates had been passed down to the Akashans by their mentors, the Mohani. But until the Akashans ventured into space themselves, they were unaware of the true nature of the gates or the use to which they could put them.

Stargates appear as vast, shimmering funnel-shaped openings in space. Electrical discharges flicker and sparkle around their edges as the substance of space flows through them, but unlike black holes, stargates exert no gravitic pull on other bodies.

Stargates are visible only to those individuals with psionic abilities and the proper training in their detection. Each stargate is connected to another, and may be joined to as many as 10 or 12 others. Most lead to sections of the Star Sphere, but there are some which have been found to lead to other galaxies. One such leads to the vicinity of Pluto in the Milky Way galaxy and served as the Akashans' pathway to Earth.

Stargates are not fixed in space, some having been known to move as much as 20 million miles over the course of a millenium. A vessel entering a stargate is caught up in an energy stream that spirals and twists all around it. The ability to navigate a ship safely through this flow is a skill highly prized in the Akashan fleet.

Travel through a stargate normally takes a week, but a mistake while navigating through the stream can result in the journey lasting several months or longer.

Races of the Star Sphere

The reaches of the known Star Sphere teem with life, and beyond them, no one knows what strange races may thrive. Natives of all the client worlds live and work on Akasha, and many traveled to Earth when the "Space Gods" returned in response to the Signal Fire. In addition, aliens from worlds beyond the authority of the Akashans followed the lightships through the stargate and traveled to the Milky Way themselves, landing in or near South America.

The Lorbaat

The fiercest and most openly rebellious of all the client races, the Lorbaat resemble huge beetles. They average approximately two meters in height, and possess six limbs and a pair of sharp mandibles.

The Lorbaat are capable of walking upright, using their hindmost legs to stand and their other four limbs as hands. They are skilled craftsmen, capable of manipulating specially-designed tools with great agility. Their mandibles are used as weapons or for tearing off pieces of their prey.

Lorbaat are capable of secreting a glue-like substance known as baatase, which has a *Strength* of 16. The Lorbaat smear baatase on their shells and use it to hold their equipment. They also exude a substance known as trioacid, which can dissolve baatase instantly. The secretions of both baatase and trioacid are simple actions, and neither is used as a weapon by the Lorbaat. They are, however, put to use by other biotech weaponsmiths (see the baatase rifle in Chapter Ten, "Equipment").

Natives of the world Lorbaata, the Lorbaat would be believers in the doctrine that calls for "survival of the fittest," if they were aware of its existence. Carnivores who relish the taste of blood, Lorbaat will fight with anyone, including each other, for the sake of the battle. They resent their domination by the peaceful Akashans, and more than once the Monitors have had to suppress mini-rebellions among the insectoids.

The Lorbaat are a hive-dwelling race, ruled by a small number of queens. Their society consists of a rigid caste system, and a Lorbaat is consigned to his strata for life with no hope for advancement. The largest group in Lorbaatan society is the workers, those who are responsible for the day-to-day maintenance of the hive. It is they who must ensure that the queen is provided with sufficient food and the hatchlings are cared for properly.

The most honored caste is that of the warriors, the strongest, most violent Lorbaat who make up the planet's army. The history of the race is filled with tales of glorious deeds by the warriors, and indeed, before the Mohani led the Akashans to the secrets of advanced technology, the Lorbaat were well on their way to conquering the Star Sphere. To this day, much of their resentment of the Akashans stems from the feeling that the Mohani should have chosen the Lorbaat to be the caretakers of the galaxy.

The final caste is that of the supervisors, who are responsible for directing the warriors and workers in their activities. This caste includes the scientists, weaponsmiths, and spacecraft pilots as well.

Lorbaat live in huge nests of soil that tower 40 meters or more above the ground. Around a nest, the land is cultivated by the workers, and watered using complex irrigation canals devised and maintained by the technicians. On any Lorbaat world, there are likely to be many hundreds of Lorbaat nests, each one home to tens of thousands of Lorbaat. Each nest has its own queen, who owes allegiance to a High Queen. The High Queen resides in a large, central nest, with the other nests surrounding it like spokes on a wheel.

The Lorbaat have colonized a number of worlds in their sector of the Star Sphere, but have suffered a great deal from the outbreak of the Comaghaz plague. Ten or more colony worlds have broken off contact with Lorbaata, and it is believed they have succumbed completely to the plague. How many residents of those worlds were part of the Akashan armada which traveled to Earth is unknown.

The Lorbaat blame the Akashans for the spread of the Comaghaz plague (indeed, it was brought to their worlds by infected Monitors), and their High Queen has ruled that anyone carrying the disease should be executed on sight. The plague has greatly worsened relations between Lorbaata and Akasha.





Allen Nunis

Standard Lorbaat Warrior

DEXTERITY 9

Dodge 10, energy weapons 10, fire combat 10, heavy weapons 10, long jumping 10, unarmed combat 12

STRENGTH 10

Climbing 11, lifting 11

TOUGHNESS 12/9

PERCEPTION 7

Find 8, language 8, trick 8

MIND 7

Test 8

CHARISMA 7

Taunt 10

SPIRIT 7

Faith 8, intimidation 10

Additional Skills: three at +1 adds

Possibility Potential: some (40)

Psionic Potential: none

Natural Tools: mandibles, damage value STR+4/21; claws, damage value STR+3/20; shell, armor value TOU+3/21; baatase, STR 16, TOU 13; trioacid, damage value 14

Description: Lorbaat warriors are a dark red color and appear black in dim light. Their carapaces are bulkier than those of the other castes. Warriors are trained never to retreat from combat unless ordered to by a supervisor, and will fight until destroyed.

Note: Lorbaat warriors are unaffected by the *break* result in the Drama Deck. Treat all *break* results as *setbacks*.

Gudasko

Gudasko are humanoid creatures which average two meters in height. They are covered with a smooth, tight skin which ranges in color from the purest white to pale violet. Their hair, which covers the sides of their heads and lightly coats the rest of their bodies, is bristly and white.

Gudasko have a bony ridge running down the center of their foreheads, and two flexible antennae sprout from either side of their heads. These antennae grow to a length of nearly a meter and are deep red in color. Gudasko use their antennae as feelers for both smell and touch. Gudasko have no noses, and their faces resemble flat skulls. They are incapable of facial expression.

The mouth of a Gudasko is filled with sharp pointed teeth, giving the species an even more frightening appearance. Their slitted, cat-like eyes allow them to see in clearly in low-light conditions. Their hands and feet are equipped with sharp, retractable claws which they use to good effect in combat.

Although intelligent, the Gudasko are unable to grasp the idea of a central government, and they exist in pack-like clans. Leadership of the clans is won in single combat, and a chieftain must ever be prepared to go into battle

to defend his title. The loser of such a match is cast out of the clan and condemned to wander the barren plains of their world, Kelneride.

The Gudasko are a primitive species, not having moved much beyond the hunting and gathering stage of evolution. They can be ferocious and violent or childlike and trusting, depending on how they are treated. Their keen senses allow them to serve as efficient trackers or guards, and many of the outcasts have found work with other races.

The Akashans have been extremely careful in their dealings with the Gudasko. Unable to accept the idea that any one people could have authority over the galaxy and loyal to nothing beyond the clan, they could mount a determined and bitter challenge to the Akashans if they were to ever understand their place in the Star Sphere. The Akashans expend every effort to make the Gudasko feel like equals, but there are already some clans who feel that they are treated like slikith (a Gudasko phrase meaning "dwellers in the dirt.")

Standard Gudasko
DEXTERITY 9
Dodge 10, maneuver 10, running 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 9
PERCEPTION 8
Find 9, evidence analysis 10, tracking 10
MIND 7
Survival 9, test 8
CHARISMA 7
Taunt 9
SPIRIT 7
Intimidation 8
Additional Skills: three at +1 adds
Possibility Potential: some (35)
Psionic Potential: none
Natural Tools: teeth, damage value STR+2/12; claws, damage value STR+4/14

Larendi

The Larendi are an avian race. They stand, on average, 1.5 meters tall and have red, bat-like wings and thin, grey humanoid bodies. Their plumage is red, with stripes of white along the chest and wing tips. Their heads are tufted with bright yellow feathers, and they have long, sharp fangs and small, black eyes.

The Larendi are intelligent creatures, natives of the planet Salend. Their world is predominately composed of water, with large, volcanic islands rising from the ocean floor. The Larendi live on these islands, mainly in caves and large, desiduous trees.

Larendi society is flexible and migratory. The Larendi commonly fly from island to island, hunting in the forests and fishing in the oceans. Primarily carnivores, the Larendi do drink the sap of certain trees and the juices of citrus fruits.

Not surprisingly, the Larendi keep very few personal possessions, content to forage for what they need when they need it. However, they are quick to adapt, and are capable of understanding the functions of many different devices.

Larendi agree with the Akites on the question of intervention with other races, and are pacifistic, save when it comes to bringing down prey for a meal. They have been known to indiscriminately attack visitors from other worlds on the pretext that they looked "good to eat," and the Akashans frequently have to explain to them that it is not civilized behavior to do so.

The Larendi have an overwhelming hatred of any technology which harms the environment. They resisted any contact with the Akashans until that race had perfected the use of biotech. The Larendi have never achieved spaceflight capability, but their migratory nature has made it easy for them to adjust to new worlds when transported to them by the Akashans.

Unfortunately, the constant comings and goings of the Larendi made it extremely easy for the Comaghaz plague to spread among them, to the point where most of the known colonies and the homeworld have been infected.

Standard Larendi
DEXTERITY 9
Biotech weapons 10, dodge 10, flight 12, maneuver 10, stealth 11, unarmed combat 11
STRENGTH 8
TOUGHNESS 8
PERCEPTION 8
Evidence analysis 10, find 9, language 9, scholar (alien races) 9
MIND 8
Science 9, survival 10
CHARISMA 7
Charm 8, persuasion 8
SPIRIT 8
Faith 9, focus 9, intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (35)
Psionic Potential: some (19)
Natural Tools: claws, damage value STR+4/12; wings, speed value 13

Draygakk

Draygakks are large (2-2.5 meters, on the average) dragon-like humanoids covered with dark brown scales. Their eyes are set beneath pronounced bony ridges. They have long, extended snouts which are filled with four sets of parallel teeth. Unlike edeinos, Draygakks do not have tails. They have five fingers and an opposable thumb on each hand.

Contrary to their fierce appearance, Draygakks are generally placid, but when injured or provoked, they can erupt into fits of violence in which they become *frenzied* (for details about *frenzy*, see Chapter Five, "Skills"). Draygakks are bred to hate and fear these instances of uncontrollable bloodlust, and they spend most of their

lives working to control their terrible tempers.

Draygakks began as carnivores on the swamp world of Tes-Klick-Aah (that is the Akashan pronunciation and spelling; Draygakks hiss, click their inner jaws, and exhale to make the "aah" noise). It is not known whether they gained their intelligence as a result of evolution, or whether they were genetically manipulated by the Mohani. Those who favor the Mohani manipulation theory point to the lack of tails, and the development of the hands as evidence that Draygakks did not evolve naturally. Draygakks themselves believe they are what nature intended them to be.

Many Draygakks have ventured far from their home systems. They are very curious about other races and are accomplished sociologists whose findings are treated with respect throughout the Star Sphere. They have established 15 scientific outposts in various parts of the galaxy.

The Draygakks are the firmest allies of the Akashans in the Star Sphere, and believe strongly in the philosophy of the Machu Coar, that advanced races have an obligation to aid those less fortunate. They have attempted to warn the Akashans that allowing the feud between the Akites and the Coar to create a schism in their society was inviting disaster, but as yet they have not been heeded.

The Draygakk have been relatively unaffected by the Comaghaz plague. Used to keeping watch for any aberrant behavior, the infected were apprehended and quarantined before they could spread the disease to any great extent. In a colossal blunder, the Draygakk advised the Akashan High Council to take its time and study the Comaghaz problem before taking any rash action, a suggestion which was accepted. In the wake of recent developments, the Draygakks have revised their early estimate of the seriousness of the situation.

Standard Draygakk

DEXTERITY 8

Dodge 9, energy weapons 9, maneuver 9, swimming 9, unarmed combat 9

STRENGTH 10

TOUGHNESS 11/8

PERCEPTION 8

Evidence analysis 10, find 10, language 9, scholar (diplomacy) 11, trick 10

MIND 8

Science (sociology) 9

CHARISMA 7

Charm 9, persuasion 9, taunt 8

SPIRIT 7

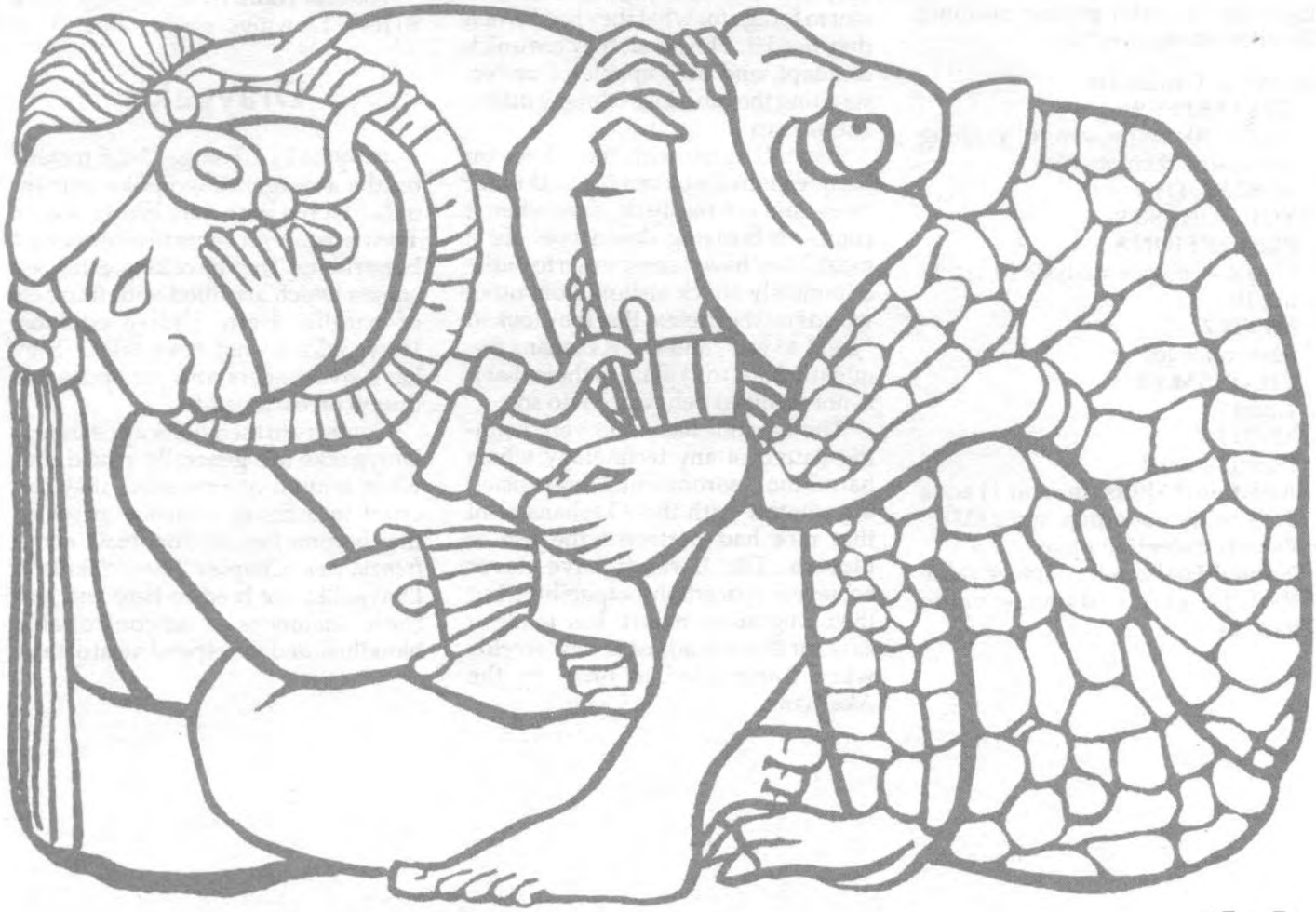
Faith 8, frenzy 9, intimidation 9

Additional Skills: three at +1 adds

Possibility Potential: some (30)

Psionic Potential: some (19)

Natural Tools: teeth, damage value STR+4/16; claws, damage value STR+2/14; scales, armor value TOU+3/13





Chapter Two

The Comaghaz

Santor paused in his work and wiped the perspiration from his brow. He could not recall its ever being so warm on Akasha before — perhaps the climate control devices in this structure need repair, he said to himself.

He forced himself to concentrate on his studies. The history of the Draygaak people was a fascinating one, and he found it particularly interesting how they had transcended their fearsome physical appearance and become such noted scholars. Granted, they had not yet approached the level of the Akashan intelligentsia, but given time ...

A bead of sweat dropped into his eye, blinding him. He let out a gasp at the burning sensation and dropped his infoscanner. He was going to complain to the caretaker of the building when the room seemed to shift before him suddenly, and he found himself on the floor.

A wave of fear passed through him. He felt ill — something which should have been impossible, given his genetic makeup. He had spent over 1000 ciaras on having his immune system strengthened, and if that money had been wasted, his bioengineer would be sorry indeed.

He struggled to rise, fighting off the dizziness. He would go home and take a rest, perhaps he had been studying too hard ...

That was when he heard the voices. They were all around him, soothing him, encouraging him, a chorus led by the soft, silken voice of a woman. He could almost see her face as she spoke to him of destiny and fate, and offered him a sense of belonging he had never known before.

Deep inside his mind, something was screaming a warning, telling him the voices were a product of the fever that raged within him. But he did not listen, indeed he could not. The voices insisted he join with them, and told him once he belonged, he would be able to share his experience with others.

It all seemed so wonderful, he had no further thought of resisting. Gratefully, totally, he surrendered himself to the voices, and let them tell him what he must do.

He felt whole, even the fever had ceased to annoy him. As he passed through the hallway, the caretaker bade him farewell.

As the voices sang in triumph, he reached out to take the old man's hand and share the new sensation he'd discovered ...

Plague of Hatred

The microorganisms known as the Comaghaz form a sentient, psionic virus which has swept through Akasha and numerous other worlds in the Star Sphere, and was carried by hosts to Earth in the lightship armada. Highly contagious and virtually incurable, the Comaghaz has infected thousands, linking them to a group mind under the control of the developer of the virus.

The plague has thrown the entire Star Sphere and Akashan operations on Earth into disarray. Initially believing the disease to simply be an outbreak of madness, the Akashan High Council took no steps against it until was out of control, both on Akasha and the client worlds. The difficulty of



Allen Nunis/John Paul Lona

detecting the presence of the disease until it is firmly in control of its host has led to countless incidents of sabotage by infected personnel in vital positions. In some areas, both in the cosm and the realm, rampaging mobs of plague-ridden beings have seized control of cities and towns and begun the systematic infection of the populace. Entire worlds have fallen under the sway of the group mind, but the identity of the person dominating the Comaghaz remains a mystery to the Akashans.

What is known is that the virus has defeated all efforts to control it, and the need for aid against it was a major factor in the Akashans' decision to come to Earth. Although humanity did not prove to be as far advanced as first hoped, it is believed they may have the potential to discover a means to conquer the Comaghaz — something that must be done before Earth, too, falls before the plague.

The Creation of the Comaghaz

The devastating virus known as the Comaghaz has its roots in the dark and ambitious mind of an Akashan High Council member and renowned bioengineer named Sarila. She first gained fame for stopping a severe crop blight on a Lorbaat colony world, but no one knew her true method of doing so. By tampering with the genetic material of the plant disease, she caused it to become dormant for a short period, and then mutate into a less severe form of itself. As a result, instead of those eating infected plants suffering instant death, the poisons would now take up to a year to build up in the body and result in complete sterilization of the host.

She knew, of course, that the now undetectable blight posed in some ways a greater threat than the one she had been called upon to cure. But she had succeeded in confirming her theories regarding viral genetic mutations, and the eventual collapse of the colony was ascribed to some heretofore unknown kind of cosmic radiation acting upon the inhabitants.

Her "victory" over the crop blight resulted in her receiving a number of grants to continue her research and eventually the attainment of a position on the High Council. But Sarila wanted more — she coveted the position of Rotan, but being a fanatic believer in Aka, had very little chance of attaining it. It was then that she hit upon the plan that was to bring so much grief to Akasha in ways she never expected.

The Plot and the Peril

Sarila's plan seemed simplicity itself for one of her talents — she would bioengineer a virus, something serious enough that it would attract attention without being unfailingly deadly.

Then, when Akasha was perceived as being threatened by it, she would "miraculously" produce the cure. Hailed as a heroine of her race, her ascension to the office of Rotan would be assured.

She set out to create an infectious disease that, after a relatively short incubation period, would produce a fever, dizziness and nausea in its host. Left unchecked, the disease would eventually result in death, but Sarila felt certain she would be called upon to cure it long before any fatalities resulted. To ensure that she would not be affected, she injected herself with a weakened strain of the virus and so built up an immunity. Then she unleashed it upon her world.

From the first, she knew she had created something greater than she had ever intended. As more and more people became infected, she began to hear their voices in her head, looking to her for direction. Then she began to sense a presence within this bizarre chorus, and with a shudder, realized it was her virus.

She had tampered overmuch with the genetic material of the disease. The microorganisms had achieved sentience, and their presence in a host linked him to a group mind. That was the explanation for the voices she had heard. Her own exposure and immunity to the virus had allowed her to tap into the group mind without being dominated by it.

Panic-stricken, Sarila attempted to effect a cure. But when she tested her vaccine, she discovered that the virus had mutated again into a form which resisted her curative agent. As a sentient creature, its first concern was its own survival, although it was willing to serve her. She knew then that if she revealed to the other members of the High Council her knowledge of the disease (which she had dubbed "Comaghaz," an Akashan word meaning "dominator"), they would grow suspicious of where she had obtained it. She decided to keep silent.

After a short while, she learned to distinguish the separate voices that made up the chorus. She reconciled the effects her disease was having upon other worlds with her belief in Aka by telling herself the group mind simply drew people to follow her lead. By that faulty logic, hers was a passive interference in their society, rather than an active one — it was the Comaghaz who chose to accept her commands, she did not force them to do so.

Sarila convinced herself that, with the mutations it had undergone, the virus would no longer be physically harmful to its host (a comforting lie she continues to believe to this day, despite the evidence of her senses).

She had resisted the idea of traveling to Earth, for fear that a race advanced enough to comprehend the Signal Fire might uncover her complicity in the Comaghaz's creation. In an attempt to sabotage any such efforts, she insisted on joining Rotan Ulka on the journey. But upon reaching South America and finding the people well below the technological level of the Akashans, she relaxed. Having seen firsthand that humans are susceptible to the virus as well, Sarila now dreams of dominating two galaxies, and perhaps one day a universe.

Sarila herself was unaware that Earth is in a different cosm from Akasha. But when the first Storm Knight was infected by the Comaghaz, knowledge of the Possibility Wars flooded her mind, and she may well expand her plans to encompass all realities. She has already set in motion a plot to begin infecting Delphi Council Spartans.

Sarila

DEXTERITY 12
Biotech weapons 14, dodge 13, energy weapons 14, maneuver 13, melee weapons 13, stealth 13, unarmed combat 14
STRENGTH 9
TOUGHNESS 9
PERCEPTION 13
Evidence analysis 17, find 16, language 14, psionic manipulation 20, trick 17
MIND 13
Medicine 19, psionic resistance 19, science (biotech) 21, test 20, willpower 24
CHARISMA 12
Charm 16, persuasion 19, taunt 14
SPIRIT 10
Intimidation 17, reality 19
Possibilities: 30
Alignment: Aka

Psionic Powers: Kinesis (*energy routing, psychic wind, telekinesis, teleportation, teleportation (self)*; Psionic Defense (*general resistance (self), psychic screen, telepathic repulsion*); Psychic Senses (*awareness, psi detection*); Telepathy (*cloud mind, send thoughts, thought scan*); Aka Powers (*charisma control, mind seal*)

Equipment: cloaking suit (*stealth* +5); psionic enhancer (*psionic manipulation* +1); mindlance (damage value 20, range 3-10/25/40); gravitic ray (damage value 30, range 3-150/350/500); volent (damage value STR+5/24); biotech repair kit; MedKit; transtech (biotech)

Description: Sarila is a young, extremely beautiful woman with a gifted mind and the ability to convince herself that all of her actions are justified in the service of the greater good. Sarila has strived to achieve perfection of both mind and body, and is currently obsessed with keeping her connection to the Comaghaz a secret. Eventually, once her infected legions have gained mastery of Akasha, she plans to proclaim herself Rotan and lead her people to greater glory.

The Comaghaz Virus

The infectious disease created by Sarila has two major effects on its host: a gradual physical breakdown, including the virtual burning out of the brain in many cases, and the joining of the host's mind to those of other infected, to form a group mind.

The Comaghaz has a three-stage life cycle which ends with the death of the host body. It is conceivably possible to kill the virus using medical means, though without doubt this would be extremely difficult. It is also possible for the host to destroy the disease by force of will during the second stage of the infection. Both of these methods will be detailed below.

The Comaghaz virus mounts a two-pronged attack on the host, inflicting damage on a systemic basis and most specifically to the neural synapses and cerebral cortex of the brain. In its most severe form, the Comaghaz utterly destroys the willpower of the host,



transforming him into little more than a slave to the will of the group mind, which is in turn dominated by Sarila.

Comaghaz Virus
Damage Value: 15

The Contagion

The Comaghaz infection is passed via physical contact, when perspiration passes from an afflicted host through the pores of a target. Short of a direct injection of the virus (a method used only once, by Sarila on herself) this is the sole means of spreading the disease until the third stage is reached.

The virus is not contagious in its first stage, so only hosts who have reached the second or third stages may infect others. To do so, the host must touch the exposed flesh of his victim. This may be a simple action (such as shaking the hand of someone who does not know he is dealing with a carrier) or it may require a successful *unarmed combat* attack on the part of the host. If the latter is the case, compute the damage of the *unarmed combat* attack as always, and then generate the damage total for the virus as detailed below.

The Comaghaz virus cannot live outside of a host body for more than a few seconds. Therefore, it is not possible to catch the illness by using an article handled by an infected person, wearing one of their garments, etc. Nor is it possible to catch the plague from the corpse of a carrier.

The disease can be spread much more effectively if the host touches an open wound on the person of the target. Comaghaz carriers have set up twisted mockeries of hospitals where incisions are made on victims and the virus passed to them. People infected in this manner progress directly to the second stage of the illness.

Only beings capable of independent thought are susceptible to the Comaghaz virus. Beings which operate purely on instinct, like most animals, are not vulnerable to the infection.

Once the virus has been passed, generate a damage total for the virus against a difficulty number of the target's *Toughness*. If the roll is successful, the target is infected. If the Knight is unaware the person who touched him was a carrier, keep the generation of the above total a secret, as the Knight would not be aware he had the illness until the first symptoms appeared. If, however, the Knight knows he has been attacked by a Comaghaz host, he may attempt to actively defend against the illness using his *Toughness* (providing, of course, he is willing to surrender his action for that round to do so).

Once the infection has been passed, the new host enters the first stage of the disease.

First Stage

The first stage of the Comaghaz infection lasts for approximately three weeks. It begins immediately upon the host's infection, and lasts until the virus gains enough of a hold on his system that it can proceed to attack his mind.

The disease is extremely difficult to detect at this point, as it is not doing any overt damage to the body as yet, and the host suffers no ill effects. (See the *Comaghaz Detection/Treatment Chart* below.) It is, however, at its weakest in its new host, and thus easier to eliminate than in later stages.

In many ways, this is the most insidious stage of the disease. A character's best opportunity to be treated for the plague is offset by the fact that he may not know he has it. When the second stage arrives, the host will probably find himself unwilling to take any steps to eliminate the Comaghaz, for he will be one with them.

Second Stage

At this point, the first physical symptoms appear and the Comaghaz group mind attempts to seize control of the host's consciousness.

The second stage is marked by an increased heart rate, fever, cold sweats, and dizziness (that last only until one joins with the group mind). The infection is now highly contagious, and there is a standing command from the group mind to pass the disease on to anyone encountered.

Immediately after the physical symptoms manifest themselves, the group mind will assault the host's consciousness. For details on this, see "The Group Mind" below. If the host is unable to expel it at this point, he falls under the sway of Sarila as either a Leader, Soldier, or Drone in the group mind.

The virus is easier to detect at this point, but harder to treat, as it has taken firm hold of the host's body and mind. It is now more difficult to drive from the system, and the patient is unlikely to be cooperative.

Second-stage hosts are extremely effective agents for Sarila. Under her control, but not yet suffering from overly conspicuous physical symptoms, most can still perform their standard roles in society and be accepted. A tremendous amount of sabotage and spying has been done on her behalf by these agents prior to their exposure as Comaghaz hosts.

The second stage lasts for anywhere from six months to two years (the more mental faculties one retains as part of the group mind, the longer one remains in the second stage. This allows group mind Leaders to survive for a longer period of time.)

During the second stage, physical attributes are increased as the hosts become less sensitive to pain and fatigue. Mental attributes decrease, but not among the Leaders. For more details, see "The Group Mind," below.

The Third Stage

By the time the host body reaches the third stage, mental processes have begun to suffer as a result of the participation in a group mind. Along with this come physical symptoms of a dramatic nature, which leave observers no doubt that the disease rages uncontrolled through its victim.

In the third stage, some physical attributes are increased again, while mental attributes take a sharp drop, even among Leaders. Drones are re-



duced to almost vegetable level, while Soldiers are little more than zombies. As an efficient fighting force, third stage Soldiers and Drones leave something to be desired — however, they are virtually impervious to pain and no longer are hindered by fear, anger or any other emotion.

Physically, the changes are more grotesque. As the body's systems rebel against the infection, the host's epidermis begins to crack open, and a green fluid produced by the infection oozes out. (This fluid takes the place of perspiration for purposes of spreading the infection at this stage). Soldiers and Drones become little more than engines of destruction, their movements more clumsy, their odor foul, their only concept of human interaction, the shedding of blood. They are a legion of berserkers, used primarily for strikes against targets so well-defended that conquering them would cost the lives of too many second-stage hosts.

In Leaders, the physical changes are less drastic, but still evident. The disease becomes well-near impossible to treat in the third stage, and the probability of catching the contagion from a carrier at this point is extremely high.

The third stage normally lasts no longer than six months, at which point the host dies. The Comaghaz virus within that body will expire shortly thereafter (at least, that is the theory) but it is still believed wise to burn or in some other way destroy the corpse as soon as possible.

Detection and Treatment

While it is certainly possible to detect the presence of the Comaghaz virus in someone with the naked eye in the third stage, in the earlier periods of infection, sophisticated tests are required to confirm the presence of the disease and the systems it has attacked.

Tests for the Comaghaz virus require a medical laboratory of Tech 23 or better to perform. Detection difficulty numbers (using the *medicine* skill) for the various stages of the illness are listed below on the *Comaghaz Detection/Treatment Chart*.

There is no known cure for the Comaghaz virus. There are, however, experimental treatments developed by the Akashans which are believed to render the virus dormant, effectively returning the disease to its first stage. All attribute levels return to normal, and linkage with the group mind is severed.

However, these treatments are extremely complicated to perform, as precise knowledge of the extent of the infection in the host is needed so that dosage amounts can be set correctly. In addition, it is possible that the dormant virus could mutate into a form in which the treatment would cease to work and it could become active once again.

For medicine difficulty numbers at different stages of the illness, consult the *Comaghaz Detection/Treatment Chart*.

Comaghaz and Miracles

Efforts have been made to perform *cure disease* miracles on those afflicted with the Comaghaz virus. These have met with some success, as the Akashan realm has no laws regarding "enemy mythos" and non-Zinatt miracles do not cause a contradiction there.

The difficulty for a *cure disease* miracle is equal to that of curing the disease medically in any given stage. A successful *cure disease* miracle will return the virus to its first-stage level and dormancy for an unknown period of time.

Comaghaz Detection/ Treatment Chart

Detection Stage	DN	Treatment DN
First	25	16
Second	15	23
Third	8	25

The Group Mind

Once linked by the presence of the Comaghaz virus, the minds of the hosts form a group mind under the domination of Sarila. She alone can tap into this union without being ruled by it, due to the presence of the virus in her system but her immunity to its harmful effects.

This group mind is broken up into small units called *cells*. Each cell has a single *Leader*, and a virtually unlimited number of *Soldiers* and *Drones*. All Leaders are under the command of Sarila, and they in turn command the Soldiers and Drones.

The group mind requires a *Social* axiom of 18 or higher to operate. Thus it is possible to disconnect while using group mind powers in certain areas. If this occurs, the Comaghaz virus will become inactive, but not revert to its first stage. Should the host reconnect to a reality with a sufficiently high *Social* axiom to support the group mind, he will become infected again to the same extent he was before.

Cells containing Living Land characters who have retained their own reality commit a four-case contradiction when using group mind powers in Baruk Kaah's realm.

Under the Influence

When a Comaghaz host enters the second stage of the disease, the virus attacks his consciousness, attempting to link it to the others it has infected. It is at this point that the host has the opportunity to destroy the virus by force of will, or assume the role of Leader, Soldier or Drone within a group mind cell.

To learn the outcome of the virus' attack, the host generates a *Mind* total and consults the table below. Possibilities and cards may be spent on this roll.

Comaghaz Resistance Table

Mind Total	Result
25 or above	Virus destroyed
20	Leader
12	Soldier
11 or below	Drone

Example: *Tomaki has been infected by the Comaghaz virus and reached the second stage of the disease. The virus attacks his mind, and Tomaki generates a Mind total of 14. He will be a Soldier in the group mind cell to which he is now linked.*

A player character taken over by the group mind will become a gamemaster character until a cure is effected which returns the virus to its dormant stage.

The Cells

One of the first discoveries Sarila made in her probes of the Comaghaz group mind was that the greater the number of hosts in a cell, the greater the potential power of that cell. This is knowledge she has used to her advantage as the cells have carried out her orders in the cosm and realm.

The *group mind value* of a cell is a measure of its power. This is equal to the *Mind* value of the cell's Leader plus a bonus based upon the total number of hosts in the cell.

To find the bonus, first find the value of the total number of hosts in the cell on the *Torg Value Chart*. Then locate this number in the result points column of the Power Push Table and read across to learn the bonus provided.

Example: *A Comaghaz group mind cell, led by an Akashan named Zonnec, has seized control of the village of San Ramon in Peru. Zonnec has a Mind value of 11.*

There are a total of 250 hosts in Zonnec's cell. 250 has a Torg *value of 12. On the Power Push Table, 12 result points translates to a bonus of +5.*

Therefore, the group mind value of Zonnec's cell is 16 (11+5).

The group mind value governs both the maximum range of the Leader's control over the cell and the number and type of powers the cell can make use of.

Group mind values should be recalculated once per week of game time, as hosts fall in battle and new ones are added. While it is certainly possible to do calculations for the cell in use in your campaign more often, once per week is less intrusive.

As stated above, cells are made up of one Leader and a number of Soldiers and Drones. Each has different strengths and weakness, which are detailed below. Note that Leaders, Soldiers and Drones are capable of having attributes which exceed the cosm limit of 13 due to the effects of

the disease, and will not cause a contradiction by doing so in the realm. This is because the axioms of the Akashan cosm support the actions of the virus, which is responsible for the attribute increase.

The Leaders

The existence of cell Leaders is crucial to the success of Sarila's plan to dominate the Star Sphere and Earth's cosm. Without them, it would be virtually impossible for her to coordinate more than a few operations of the group mind at once. For example, she could send out orders to three cells to mount attacks on three different locations — but without a Leader present to react to the individual circumstances attendant to each operation, failure of one or all would be quite likely.

For this reason, the Comaghaz virus serves her purposes admirably by being geared to make only those with the strongest minds (and often those who are Possibility-rated) cell Leaders. These individuals, while dominated by Sarila, retain their own personalities and accumulated knowledge well into the third stage of the disease.

In addition, as noted above, Leaders have the ability to stave off the coming of the third stage to allow themselves to be of greater use to Sarila. Along with their prime instruction to spread the virus as much as possible, Leaders are also charged with ensuring their own survival, even at the cost of thousands of Drones. Leaders are the most valuable of all the Comaghaz hosts.

The following are the standard statistics as well as second stage and third stage stat alterations for Leaders. Note that these changes affect both attributes and attribute-based skills.

Standard Leader (Second Stage)
DEXTERITY 9
Dodge 11, energy weapons 10, fire combat 10, maneuver 10, stealth 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 9
PERCEPTION 11
Evidence analysis 13, find 13, trick 14
MIND 11
Survival 12, test 13, willpower 13
CHARISMA 9
Charm 11, persuasion 11, taunt 10
SPIRIT 8
Intimidation 11
Additional Skills: four at +2 adds
Possibility Potential: some (20)

Second-Stage Leader
DEXTERITY +1
STRENGTH +1
TOUGHNESS +1
PERCEPTION +1
MIND +1
CHARISMA +/- 0
SPIRIT +/-0

Third-Stage Leader
DEXTERITY +2
STRENGTH +2
TOUGHNESS +2
PERCEPTION -2
MIND -2
CHARISMA -1
SPIRIT +/-0

Soldiers

Soldiers are the elite warriors of the group mind, not as powerful as Drones but possessed of a bit more cunning. In addition, Soldiers are capable of stepping in if a Leader is killed and assuming control of the cell.

There are commonly fewer Soldiers present in a cell than there are Drones. While the Leader is alive, they are under his complete control, but should he perish, the Soldier with the highest *Mind* value will take over for him. At this point, the group mind value for that cell must be recomputed.

Soldiers can also be directed by the Leader to take over smaller units of the cell and split off from the main body. This is often done when a group mind cell expands into a new geographic area. A Leader will send in a few Soldiers, each controlling several Drones, to attack, and then follow at a safe distance. Drones are considered to be expendable.

A mini-cell led by a Soldier has a group mind value which is computed in exactly the same way as that of the parent cell, with the exception that the Soldier's *Mind* value is used in place of the Leader's. The group mind value of the overall cell remains the same, as the Leader is still in control of the Soldier.

Standard Soldier (Second Stage)
DEXTERITY 11
Dodge 13, energy weapons 13, fire combat 13, maneuver 12, melee weapons 12, stealth 12, unarmed combat 13
STRENGTH 11
TOUGHNESS 11
PERCEPTION 9
Evidence analysis 10, find 10, tracking 11, trick 11
MIND 9
Test 10, willpower 10
CHARISMA 8
Persuasion 9
SPIRIT 8
Intimidation 10
Additional Skills: four at +2 adds
Possibility Potential: some (50)

Second-Stage Soldier
DEXTERITY +2
STRENGTH +2
TOUGHNESS +2
PERCEPTION -1
MIND -1
CHARISMA -1
SPIRIT +/-0

Third-Stage Soldier
DEXTERITY +3
STRENGTH +3
TOUGHNESS +3
PERCEPTION -2
MIND -2
CHARISMA -2
SPIRIT +2*
*Applies only to *intimidation* skill. All other *Spirit*-based skills remain the same.

Drones

Drones are the laborers, foot soldiers, and cannon fodder who make up the bulk of any group mind cell. In general, they are the hosts who had the weakest minds at the time of their infection.



Drones are rarely Possibility-rated, but their enhanced *Strength* and *Toughness* make them very efficient killing machines. Their biggest drawback is that it is more difficult for a Drone to continue to serve undetected in his pre-Comaghaz infection position, as his attributes have changed so radically.

Standard Drone (Second Stage)
DEXTERITY 12
Dodge 15, energy weapons 14, fire combat 14, maneuver 15, melee weapons 14, running 13, stealth 13, unarmed combat 15
STRENGTH 12
TOUGHNESS 12
Climbing 13, lifting 13
PERCEPTION 7
Find 9, trick 8
MIND 7
Test 9, willpower 8
CHARISMA 7
Persuasion 9, taunt 8
SPIRIT 8
Intimidation 11
Additional Skills: four at +1 adds
Possibility Potential: some (75)

Second-Stage Drone
DEXTERITY +3
STRENGTH +3
TOUGHNESS +3
PERCEPTION -2
MIND -2
CHARISMA -2
SPIRIT +/- 0

Third-Stage Drone
DEXTERITY +4
STRENGTH +4
TOUGHNESS +4
PERCEPTION -3
MIND -3
CHARISMA -3
SPIRIT +3*
*Applies to *intimidation* skill only. All other *Spirit*-based skills remain unchanged.

Group Mind Range

The range of a group mind cell governs the maximum distance a host can travel from his Leader while still enjoying the benefits of the Leader's guidance and participation in the cell. The range of a cell is equal to the measure of the group mind value of that cell, read on the *Torg Value Chart* as meters.

Example: *The cell in the village of San Ramon has a group mind value of 16. The maximum distance over which the leader can maintain control of a host is the measure of that value, which equals 1500 meters on the Torg Value Chart.*

Leaders have the option of sending hosts outside the range of the group mind for special missions, if necessary. This can be done in one of three ways: the Leader may use the *extend group mind* power, if possible; he may send a force of Soldiers and Drones out, providing they have no more than one major objective; or he may send a party of Drones out for a limited period of time, providing they are given very specific orders.

To deal with the latter two options (*extend group mind* is explained below), a mini-cell led by a Soldier can function outside of the range of the Leader for an unlimited amount of time. They must, however, have their goal outlined prior to their departure, and it must be a straightforward one, i.e., "Capture the town." They cannot be given more than one goal per mission.

In such a case, the mini-cell will operate using its own group mind value. Once outside of the Leader's range, the overall group mind value of the parent cell must be reduced based on the number of hosts who accompanied the Soldier.

When on their own, Drones cannot continue to function outside of the range of the Leader for more than 24 hours. When beyond the control of a Leader or a Soldier, they do not have access to group mind powers, and their instructions must be simple and clearly explained. If the Drones should be away for more than one day, they will become confused and be uncertain of the direction they must travel to rejoin their cell. Often, they will link up with another cell in their new area.

As with Soldier-Drone parties, their departure from the parent cell's radius of effect deprives that cell of a portion of its overall group mind value.

Group Mind Powers

In addition to the other advantages possessed by group minds, they have access to certain powers which allow them to better carry out the wishes of Sarila. Use of these powers does create a contradiction in realms with *Social* axioms of less than 18.

Any host in a cell can act as the *initiator* of a group mind power, but no more than one power can be used by a cell at one time. Some powers have restrictions as to which members of a cell may invoke them as well as the minimum group mind value needed to attempt them.

To use a group mind power, the initiator generates a total using the group mind value of the cell as the base number against the difficulty number of the power. If the initiator is Possibility-rated, he may spend a Possibility on the roll.

The Powers

The group mind powers are presented in the following manner:

Sentinel

Initiator: Leader or Soldier
Group Mind Value: 10
Difficulty: 5
Duration: concentration
Effect: 10
Bonus Number to: *Perception, find* or *evidence analysis*
Description: allows Leaders and Soldiers to observe through their underlings

Initiator: This is the member of the group mind who may initiate the power.

Group Mind Value: The minimum group mind value required to attempt the use of this power. Group mind cells which don't have an adequate value may not invoke this power.

Difficulty: The difficulty number the initiator of a power must beat with her cell's group mind value in order to use the power.

Effect: The value used to determine game effects of the power.



Allen Nunis

Bonus Number to: The value to which the bonus number is added.
Description: A brief description of the effect of the power.

All group mind powers take one round to perform, during which time the initiator can take no other action.

Range

The maximum range of a group mind power is equal to the range of the cell Leader's control (see "Group Mind Range" above).

Power Descriptions

Alarm

Initiator: Drone
Group Mind Value: 15
Difficulty: 4
Duration: performance
Effect: 0
Bonus Number to: na
Description: sends an alarm signal from a Drone to the nearest Soldier

If instructed to use this power in the event of certain explained contingencies, a Drone can alert a Soldier if those contingencies come to pass. The contingencies must be very carefully explained to the Drone, or the *alarm* will not be triggered.

Example: *A Soldier places Drones as guards on the perimeter of an encampment. The mini-cell has been pursued by Peruvian soldiers, and the Soldier instructs the Drones to send an alarm if one should be sighted.*

While the Drones will still react with hostile action to any intruders in the camp, the alarm will be sent only if Peruvian soldiers are sighted.

Extend Group Mind

Initiator: Leader
Group Mind Value: 21
Difficulty: 27
Duration: 18 (1 hour)
Effect: 25
Bonus Number to: effect
Description: extends the range of the *Group Mind*.

The result points of this power are read on the Power Push Table, with the value of the push added to the cell's group mind range. This expanded range is in effect for all powers for the duration of the power.

Example: *Santor, the Leader of a group mind cell near Cuzco, wishes to extend the range of his cell's power. The current group mind value of the cell is 21, and the current range of their power is 15 kilometers (15,000 meters).*

Santor generates a bonus of +10 on his roll, for a successful total of 31 and four result points. Read on the Power Push Table, four result points provide a push of +2.

This means +2 is added to the current range of the cell's power for a new range of 23 (21+2 = 23). On the Torg Value Chart, 23 is equal to a measure of 40,000 meters, or 40 kilometers.

Psychic Jammer

Initiator: Leader or Soldier
Group Mind Value: 17
Difficulty: 12
Duration: performance
Effect: 20
Bonus Number to: effect
Description: projects a psionic dampening field around the cell members

Psychic jammer is used to protect cell members from psionic attack. When initiated, it creates a psionic dampening field in a three meter radius around the cell members.

Compare the effect value of the psychic jammer to the *psionic manipulation* value of the character attempting to use mental powers within the radius. Read the result on the Power Push Table. Add the final result points to the difficulty of using any psionic power within the radius of the jammer.

Report

Initiator: Soldier or Drone
Group Mind Value: 14
Difficulty: 8
Duration: 5 (10 seconds)
Effect: 0
Bonus Number to: duration
Description: allows Soldiers and Drones report to their superiors

When communication between the ranks is needed, this power is used. Drones may use it, if previously instructed, to communicate with Soldiers, and Soldiers can communicate with other Soldiers within the cell or with the Leader. It is, once initiated, two-way communication that lasts as long as the superior wishes it to be or until the duration lapses (whichever is shorter).

Sentinel

Initiator: Leader or Soldier
Group Mind Value: 10
Difficulty: 5
Duration: concentration
Effect: 10
Bonus Number to: effect
Description: allows Leaders and Soldiers to observe through their underlings

A Leader or a Soldier can perceive through the senses of an underling by using this power. Leaders can observe through their Soldier's or their Drone's senses, while Soldiers can do so only with Drones. In any case, all participants of this power must belong to the same group mind cell.

The initiator of this power must concentrate (doing nothing but simple actions) while making use of it. There is no limit to the number of underlings an initiator can affect with this power, but the difficulty number is adjusted using the One-On-Many chart.

The ability to perceive through the underling's senses is limited by the effect value. If the initiator's *Perception, find,* or *evidence analysis* is higher than the effect value, then it is limited to the lesser skill value when such totals are required.



Chapter Three

The Realm

South America — a land of contrasts, where beautiful modern cities exist side by side with rugged and dangerous jungle, and skyscrapers tower above the ruins of ancient civilizations.

To this exotic and perilous continent come the Akashans and their alien allies, returning to the people to whom they once were as gods. They come in response to the Signal Fire ignited by Storm Knights, little realizing that they are stepping into the crossfire of the Possibility Wars.

The Akashans bring with them the secrets of biotechnology and a non-invasive reality which holds the potential for Storm Knight victory in the struggle with the High Lords. But the Akashan vessels bear carriers of the Comaghaz plague as well, a threat which may destroy them all before they can share their gifts with the denizens of Earth.

The Space Gods Return

The first lightships broke through the clouds above Bolivia and Peru shortly after dawn in the final week of November. At that hour, only a few farmers toiling in the foothills of the Andes were awake to see the living vessels glide through the atmosphere and come to rest beyond the peaks.

The first landings occurred at Machu Picchu, Tiahuanaco, and Lake Titicaca, the Akashans stepping out of their ships to walk the soil their ancestors had last trod five centuries before. Where once they had come as gods, now they believed they would be among equals. A race advanced enough to comprehend and make use of the Signal Fire was certainly beyond the need for a pultaak — and perhaps could even be of help against the Comaghaz plague.

Needless to say, the Akashans were in for a surprise.

The world they reached was one torn by a war between realities. Its people were brutal, often barbaric, more like a Star Sphere client race than true children of the Akashans. Overwhelming evil in the form of Darkness Devices and High Lords — the like of which these star-travelers had never before encountered — held dominion over large areas of the planet.

It did not take long before the Akashans realized they had erred in returning. But before a decision could be made to leave Earth once again, the Coar members of the expedition stated their case — the development of this world was being interfered with by extradimensional armies, which left the Akashans with the right and the duty to protect Earth's population and guide them to a better future.

Rotan Ulka turned to Sarila, the highest-ranking Akite among his party, for a counterargument — but she made none. She had already sensed that her Comaghaz could thrive here as they had in the Star Sphere. And while she did not yet understand this talk of cosmverses, Possibilities, and realities intermingled ... she was more than willing to learn.

Now the Akashans extend their influence along the western coast of South America, throughout what was once the domain of the Incans. Peru, Chile, Argentina and western Bolivia have been introduced to a realm where men and women are discovering the previously untapped powers of their minds, biotech is is breaking scientific barriers, and people can live without the fear of transformation they endure in other areas.

As the Akashans look to the abilities of the Storm Knights to help them



Allen Nunis

defeat the Comaghaz, so too do the Knights seek aid against the High Lords. As the "Space Gods" are drawn into the fury of the Possibility Wars, so too are the Storm Knights becoming an integral part of new conflicts — Akashan vs. client race, Akite vs. Coar, and most frightening of all, Comaghaz army vs. those who oppose the will of their dark creator.

The Akashans on Earth

The story of "Those Who Wait," considered by the Coar to be the first true Akashan martyrs, is the closing chapter in the history of the "Space Gods'" first sojourn on Earth.

The Akashans had made contact with most of the known Star Sphere races before they turned their eyes toward Earth. Discovery by a Monitor named Arhes of ancient Mohani texts revealed to him the nature of the stargates — rather than simply holes in space, they were tunnels to other realities. Arhes obtained permission from the High Council to mount an expedition to Earth to discover if civilizations existed which could benefit from Akashan guidance.

After a number of adventures while navigating the stargate, Arhes and his men arrived in the eastern lowlands of Mexico circa 1300 B.C. There they acted as pultaaks for the growing Olmec civilization, introducing them to the concept of time-keeping and supervising the construction of their vast temples.

The Akashans made a number of other valuable contributions to Olmec society during their time with them, but at some point over the next three centuries, a split formed between the pultaaks and their charges. It may have been that the Akashans tried too hard to push the Olmecs along a particular path, or it may have had something to do with clandestine worship among the Olmecs of a strange and powerful idol (actually a damaged Darkness Device) which caused the schism, but it was most likely a combination of the two.

Regardless, sometime during the 11th century B.C., the descendants of Arhes and his party began to move southward. They encountered a number of nomadic tribes in Guatemala and persuaded them to join together for protection against the increasingly more violent Olmecs.

The people who emerged from this union called themselves the Maya, and the Akashans remained among them for over two millennia. In that time, they guided the Mayans to unprecedented achievements in mathematics, astronomy, the development of chronology and hieroglyphics, art and science.

In 1200, the Akashans moved on to Peru and Bolivia, leaving a small band behind with the Mayans (these Monitors would later be slaughtered by the Mayans on the directions of their "war god," the exiled Dairogan Darkness Device).

The Rotan's Reflections

An extract from the journal of Rotan Ulka, recorded while on board the lightship Ruetzal:

• The astrogation crew reports we are only moments away from entering the stargate. I do not know whether to be heartened or chilled by this news. This world, Earth, has represented bitter defeat to our people for generations — can we really hope that seeing the advanced level of its current civilization will erase all our past sins?

The crew is excited, but doing their best to hold their enthusiasm in check. They would be far more anxious if they truly knew what they were about to do: pass through the gap between cosms and visit another reality. Only I, the Rotan, and the highest Monitors know this secret — the records of our days as pultaaks have been sealed for centuries. To most of those on board this vessel, and those which follow, we are simply traveling to another galaxy within the vast universe.

• Disaster. One of the astrogators revealed himself to be a Comaghaz host, and has purposely led us astray within the stargate. He has since been slain. No one knows how it long it will take us to find our way to Earth's cosm now — months or years, perhaps.

Sarila insists this is a sign from Apeiros, that we are fools if we do not turn back. She is wise, but I must heed the words of the Coar in this matter as well. That is the curse of the Rotan.

I dread the thought that there may be other carriers of the virus on board the armada, that we may be carrying that scourge to Earth.

• After an untold number of months, we have reached our destination. The shipmaster informs me there are many crude satellites in orbit about this world, and at least one space station under construction of a fairly respectable technological level. He believes our presence was detected by them, but they did not respond to our message of friendship. Perhaps their communications equipment is flawed.

I have ordered lightships be sent to the sites where our ancestors hid the tablets, while others will retrieve the golden stakes from the Incan lands. As for the *Ruetzal*, we will land at Machu Picchu to inform Those Who Wait their patience has at last been rewarded.



The Akashans now applied their energies to the development of the Incan civilization, with extremely successful results. It was during this period that they began to send emissaries to other peoples around the globe, finding most too warlike and close-minded to be willing to accept their aid.

In the 14th century, representatives of the Akashans visited the Aztec city of Tenochtitlan. Although rebuffed by the rulers of that budding empire, their splendid golden raiment gave birth to a legend among the people: their god, Quetzacoatl, had come, and would one day return.

Thus were the seeds of disaster sown.

Those Who Wait

In 1519, when Cortes and his Spanish legions arrived, the Aztec leader Montezuma assumed it was Quetzacoatl returning and welcomed the invaders with open arms. The Spanish responded by slaughtering the Aztecs and putting the torch to their civilization.

When news of this reached the Akashans, they realized that they were indirectly responsible for the destruction of the Aztecs. This was sufficient to persuade them that they had erred somehow in their approach to the situation on Earth, and the concept of the pultaak needed rethinking.

Dispatching a messenger back to the Star Sphere with a request for advice and aid, the Akashans slowly began to withdraw from the affairs of the Incans. When no answer came (the High Council, now split into Akite and Coar, was unable to come to a decision on the matter), the Akashan team decided that until the question of how much interference was too much was settled, they would cease their contact with Earth's population.

To do this, they placed themselves in suspended animation chambers within Machu Picchu. The mechanism was so programmed that the Akashans could be revived either by their own people, or by the lighting of the Signal Fire. Unfortunately, the first Rotan, Stith, had ruled in favor of the Akites: the Akashans would abandon the role of pultaak, all records of the Earth expedition would be sealed, and the stargate leading to that reality would be forbidden to all travelers. To prevent the risk of further contamination, the decision was made, reluctantly, to abandon Those Who Wait.

Six years after the Akashans decided to forsake the Incans, that empire began to crumble with the death of its last great emperor, Huayna Capac. In 1532, Pizarro and the Spanish arrived, and the end had truly begun for Incan civilization.

The Akashans would slumber for five centuries, until the day a valiant band of Storm Knights discovered the Forever City.

The Signal Fire

In addition to the *susani* (suspended animation) chambers and their contents, a number of other remnants of the Akashans' last sojourn here remain extant.

The first three of these are the Destiny Map, the Possibility Chalice and the Signal Fire. During their travels throughout the globe, the Akashans scattered these objects: the map in Tezpur, India; the chalice in an undersea temple off the coast of Thailand; and the Signal Fire in a hidden city on a Himalayan plateau. (For more details on these three objects, see the *Relics of Power* trilogy).

While all three were effectively concealed, none was so carefully placed as to avoid detection as the Signal Fire. Cast in the form of a stone brazier, the signalling device was placed in the center of place the Akashans dubbed "the Forever City." Using biotech, the aliens placed an artificial cloud bank about the city of such a nature that only equipment of *Tech* 24 or higher would be able to discover what it concealed.

Igniting the Signal Fire would require the use of the Possibility Chalice, and the Destiny Map was left behind as a clue to the locations of both objects. It was assumed that when mankind reached so advanced a level that they would be able to call to the Akashans, they would have mastered the use of possibility energy and know what to do with the outpouring of it that would flow from the Fire.

But the Possibility Wars intervened, forcing humans into a knowledge of alternate realities and the nature of Possibilities before they were truly ready for this knowledge. Unsure of exactly what they could expect to happen, Storm Knights "heralded the message of Earth" and unwittingly invited the Akashans to return. In doing so, they also began the revival process of Those Who Wait.

The Sleepers Awaken

The Akashans who have been in Machu Picchu all these years consist of over 100 Monitors and bioengineers, virtually all of whom would be considered radical Coar by the present Akashans. Their abandonment by the High Council has long been a *cause celebre* in the Star Sphere, and they are legends to a whole new generation of Akashans who believe their race has a right to guide others.

Their revival produced a psychic explosion in Peru, as their awakening minds began to probe for others of their kind. Latent psionic powers were triggered in a number of people who were unversed in how to use them, with the result that many were felled by severe headaches or plagued by visions of Akashans clad in Incan garb. Meanwhile, the first to awaken prepared the reality of Machu Picchu by planting the lone surviving reality tree.

With the arrival of the lightship armada, Those Who Wait found themselves acclaimed as heroes and forced to the forefront of the Coar movement. A number of them were also claimed by Comaghaz hosts, as they were completely ignorant of the existence of the disease and thus easy prey.

Having seen some of the potential of humanity during their earlier sojourn, these Akashans are the most optimistic that, with the proper guidance, humanity can become the equals of any race and a valuable ally.

The Golden Stakes

One of the earliest discoveries of the Akashans was the method by which the crystalline structures which



Allen Nunis



Allen Nunis

make up gold could be used for the encoded storage of information. While on Earth, they often wore golden ornaments on their persons, which they used to record their logs. The races they visited — particularly the Mayans and the Incans — soon picked up on the practice of adorning themselves with the precious metal, something which attracted the Spanish to their civilizations.

One of the final acts of Those Who Wait was to place the complete records of their expedition, its results, and some of the secrets they had both imparted and learned from the Mayans and Incans, into a set of golden stakes. They then used their telekinetic abilities to sink the stakes deep into the ground at various spots in South America, to be recovered when their brethren returned.

Rotan Ulka defined as one of the first priorities of the Akashans' mission on Earth the recovery of those stakes. One lightship put down near Lake Titicaca and raised a stake from its depths; Ulka himself led a party of Monitors to to the Plaza de Armas in Cuzco, Peru to reclaim a second one. The rest have yet to be recovered, and it is possible that they may have been unearthed at some point by treasure hunters who were unaware of their true nature. Ulka's Monitors and Sarila's Comaghaz legions are both diligently searching for the four remaining stakes and the secrets they contain.

Akashan Reality

The major difference between the Akashan realm on Earth and those of the six High Lords — and the factor which could spell a successful end to the Possibility Wars for the Knights — is that Akashan reality is non-invasive and non-destructive.

Put simply, this means that when Akashan reality is imposed on an area, it does not spark transformations on anywhere near the scale that the other six realms have done. Only on the borders, where extremely subdued reality storms exist, is there any great chance of a transformation occurring. The only possibility, other than being caught in a reality storm, which could result in transformation would be losing to an Akashan during an invoked reality storm.

In addition, although Akashan axioms are in place and it is possible to disconnect in the realm (especially when using magic), a consequence of the realm's world laws is that all the world laws of other realms can function within the borders of this reality. It is possible for a character to accept the Akashan world laws, and still retain the use of his own, and use of outside world laws does not, in most cases, create a contradiction.

The only exception to this would be world laws that are in direct opposition to Akashan laws, in which case a contradiction check would be required.

Example: *Jaques is from the Cyberpapacy, but not a believer in the Cyberpope. He wishes to perform a miracle associated with his faith, Prot-*

estantism, upon himself. Still under the aegis of the Cyberpapal Law of One True God, Jaques would normally face a +2 difficulty modifier to attempts to use his miracle.

However, the Akashan Law of Religious Compatibility states that there is no such thing as an enemy mythos, and followers of all religions may perform their miracles without penalty in the Akashan realm. Attempting to perform the miracle without a modifier is a contradiction, and requires a check.

Should Jaques fail the contradiction check, he will disconnect from the Cyberpapacy and be able to perform the miracle without the difficulty modifier.

For further information on the use of world laws in the Akashan realm, see the *Law of Acceptance* in Chapter Four, "Axioms and World Rules."

The Reality Trees

Akashan reality is spread through the use of *reality trees* (keep in mind that no Akashan has access to a Darkness Device or stelae technology). These artifacts allow the Akashans to spread their reality without having to be concerned with maintaining triangular patterns or a set distance between objects, as High Lords do.

The procedure is a simple one: the Rotan will designate an area as a suitable one for the planting of a *primary seed* (only that office-holder can make that decision in the Akashan realm, and the seeds themselves are closely guarded). Once in the ground, a cleric must perform the *create reality tree* miracle to imbue it with the Possibilities it will need to perform its function.

At this point, the process enters its most critical stage. For an extremely brief period (normally not more than an hour) during the course of the miracle, the outer surface of the tree will become fluid. When this occurs, a living, cognizant and willing being must enter the tree by passing through its surface. Once inside, he will become a part of the plant, sustained by it until it is fully grown.

The reason the merging of a living being with the tree is so important is that the reality of that person will determine the reality the tree will impose on its area. For example, a reality tree with an Akashan inside it would project a zone of Akashan reality; a reality tree with an Ayslish person inside it would project a zone of non-transformational Ayslish reality.

The effects of a reality tree do not supercede existing stelae. Therefore, if you were to plant a tree with an Akashan inside it in an Orrorsh stelae area, you would have an Orrorshan/Akashan mixed zone. The Orrorshan reality would not disappear until the stelae were pulled up. Until the stelae are removed, the High Lord can continue to receive possibility energy from them.

As South America was a Core Earth dominant zone, the addition of reality trees with Akashans locked inside has made the realm an Akashan/Core Earth mixed zone. The Law of Acceptance makes it impossible for an Akashan dominant zone to exist on Earth — even Akashan hardpoints only create mixed zones.

It takes roughly nine months for a reality tree to grow to its full height, at which point it imposes its reality on the area within a radius of 160 kilometers (a *Torg* value of 27). The axioms and world laws of that reality will now be in effect. Once it is fully grown, the person within is expelled by the tree.

Secondary Seeds

Once a primary seed has been planted and growth has begun, secondary seeds can be sown. These are seeds planted on the fringes of the radius of an existing reality tree. Although the miracle must still be performed and a being placed inside the tree, planting of secondary seeds is easier than that of primary seeds.

This is because these seeds are being placed within a pre-existing non-invasive reality, which reduces the difficulty of performing *create reality tree* to 20.

Reality tree seeds do not need to be placed in any particular geometric pattern, nor is there any set distance that must be maintained between them. However, Akashans usually make an effort to keep the seeds 320 kilometers apart, so that their radii do not overlap.

Reality Trees and Possibilities

During the period that the tree contains a being, an exchange takes place. The being, be he Storm Knight or Ord, draws possibility energy from the tree while the tree uses and eventually learns skills from the being which it can use to defend itself.

The process works in this manner: an Ayslish mage is planted inside a reality tree, possessing three adds in *alteration magic*. During the period this person is within it, the tree may use *alteration magic* to defend itself from attack, by adding the mage's three adds to its own base *Perception* attribute.

***Example:** Alain, an Ayslish wizard, has been planted in the reality tree. Alain has two adds in conjuration magic, a skill he chooses to share with the tree.*

The reality tree has a base Perception of 12, giving him the conjuration magic skill at 14. When Alain departs, the tree will retain its knowledge of the skill and have two adds in it.

The character inside the reality tree is allowed to choose two of his skills to share with it. These must be *Perception-*, *Mind-*, or *Spirit*-based skills. The character does not lose any of his skills or skill adds while in the tree, but the tree will possess the skill with an identical number of adds when the character leaves. This allows the tree to continue to protect itself even after the symbiotic connection with a human is no more.

Reality Tree
DEXTERITY 0
STRENGTH 0
TOUGHNESS 50
PERCEPTION 12
Trick (35)
MIND 12
Test (35), willpower 20
CHARISMA 0
Charm (40), persuasion (40), taunt (40)





John Paul Lona

SPIRIT 25
Intimidation (30), reality 40
Additional Skills: two, vary depending on being within
Possibilities: 40
Natural Tools: ability to impose non-destructive reality akin to that of being it is linked to during growth process. Maximum radius of effect per tree, 27 (160 kilometers).

The End of the War?

The non-destructive reality technology of the Akashans represents major progress in the war against the High Lords, as it may solve one of the greatest problems the Storm Knights face: how to successfully reclaim an area without immolating hundreds of the transformed?

Prior to the Akashans' arrival, the only way to do this was to perform a great deed about which tales could be spread, thus infusing the transformed with new hope and Possibilities. When stelae would then be removed, those refilled with energy would be safe from the consequences of twin transformations.

Reality trees provide a more reliable answer to the problem. For example, reality trees could be planted on the island of Hokkaido in Japan with Nippon Tech characters within them. When enough area was covered by what would now be non-destructive Nippon reality, stelae could be ripped up. All of those on Hokkaido who had transformed to Nippon during 3327's invasion would be safe, as they would still be living within a Nippon reality. But 3327's Darkness Device would no longer be receiving possibility energy.

In this manner, the High Lords can eventually be defeated, but the alternate realities they brought with them can remain. This, of course, depends on the Akashans' willingness to share the technology, which many wish to be conditional upon receiving aid from Storm Knights against the Comaghaz.

The Tablets of Power

During their previous visit to Earth, the Akashans scattered stone tablets among the various extant civilizations as signs that they had visited and would one day return. The tablets bear an engraving of men in a crude vessel reaching their hands down to men standing on the surface of a world.

In the months since the Signal Fire was lit, a number of these tablets were unearthed and many more remain hidden. These stones act as hardpoints of Akashan reality, with radii of effect of 2 (the area within 2.5 meters of the tablet is overlaid with Akashan axioms, creating mixed zones).

3327 and Malraux are both aware of the existence of these tablets from a previous experience with one in England. Having made the connection between them and the Akashans, they are certain to be searching for more.

The Akashan Realm

The Akashan landings on Earth raised fears of another invasion across the planet, fears which were immediately exploited by both the Cyberpope and the Kanawa Corporation. The news media reported known landing sites in Peru, Bolivia, Chile and Argentina, as well as sightings (and possible landings) near Cerne Abbas, England; Nepal; Thailand; Beijing, China; Crete; and Morocco.

In the coming days, when no new army of destruction swept across any of those areas, media attention turned back to the events in the Possibility Wars. But with confusing communications coming from field agents in South America, the Delphi Council immediately dispatched operatives to that continent to investigate the situation.

As their various scouting parties returned, the Akashans began to collate data about Earth and heard the first shocking tales about bridges into space, bloody battles between men and monsters, and entire realities twisted upon themselves. Well aware of the potential danger his people faced in this situation, Rotan Ulka immediately ordered the planting of primary reality tree seeds around the perimeter of the South American landing sites.

The living hardpoints have taken root and begun to grow in an area extending from Piura, Peru along the western coast to Santa Cruz, Argentina. As each day goes by, more of the interior of the realm is claimed by Akashan reality, while it slowly spreads outward as well into Bolivia and western Brazil.

An interesting side effect of the Akashan arrival has been the reactivation of the Nazca energy lines. Long a topic for speculation by New Agers, these lines crisscross the western half of South America.

In addition, gene spores brought for purposes of experimentation were released by Coar scientists shortly after the armada landed, affecting an untold number of South American flora and fauna and transforming them into bizarre versions of their former selves. Ulka has ordered a halt to this practice, but it continues to be done by the more unscrupulous bioengineers.

Throughout these lands, the people are discovering the wonders that the Akashans have brought with them, as well as encountering the insidious evil of the Comaghaz plague. Concerned and frightened governments are unsure of whether to treat these aliens as saviors or invaders, and agents of the High Lords are flooding into South America to gather information for their masters.

Peru

Site of the largest mass landing of Akashan vessels, Peru has been shaken to its foundations by the coming of the "Space Gods." Lightships came down near Machu Picchu, Cuzco, Piura, and Lima, in the latter case appearing during the "Our Lord of Miracles" festival in that city. The sight of the solar-powered spacecraft sparked a panic among the thousands in the streets, and over 200 people died in the stampede that followed.

Tourists at Machu Picchu were startled to see a line of men and women clad in Incan garb emerging from the Main Temple to greet the lightships. The nation's leading newspaper, *El Comercio*, reported that invaders sporting strange weapons had surrounded Peru's largest cities and were demanding surrender (an untruth, of course,



sparked by reports from hysterical villagers).

The Akashans emerged from their vessels speaking Quechua, the language of the Incans which is still spoken by many Peruvian Indians. Translators reported that the newcomers were asking about a Signal Fire and asking for assistance regarding a plague.

The Peruvian government responded by ordering the Akashans quarantined, and sending out the army to accomplish this. Tensions ran high between the soldiers and those Coar members of the Akashan landing parties, until Rotan Ulka ordered that his people comply until the situation was fully understood.

Ulka found himself welcomed by the president of Peru, a Japanese native. It was from him, among others, that the Akashans learned of the Possibility Wars and the existence of the six realms (Nippon agents had recently attempted to buy the Peruvian government, and been rejected. Before punitive action could be taken by 3327, the Akashans landed.)

Ulka immediately ordered reality tree seeds be planted in and around the landing sites (a decision he kept from the Peruvian government, believing their ignorance of, and prejudice against, extraterrestrials, might lead to bloodshed). This order was transmitted throughout the new Akashan realm, and implemented at once.

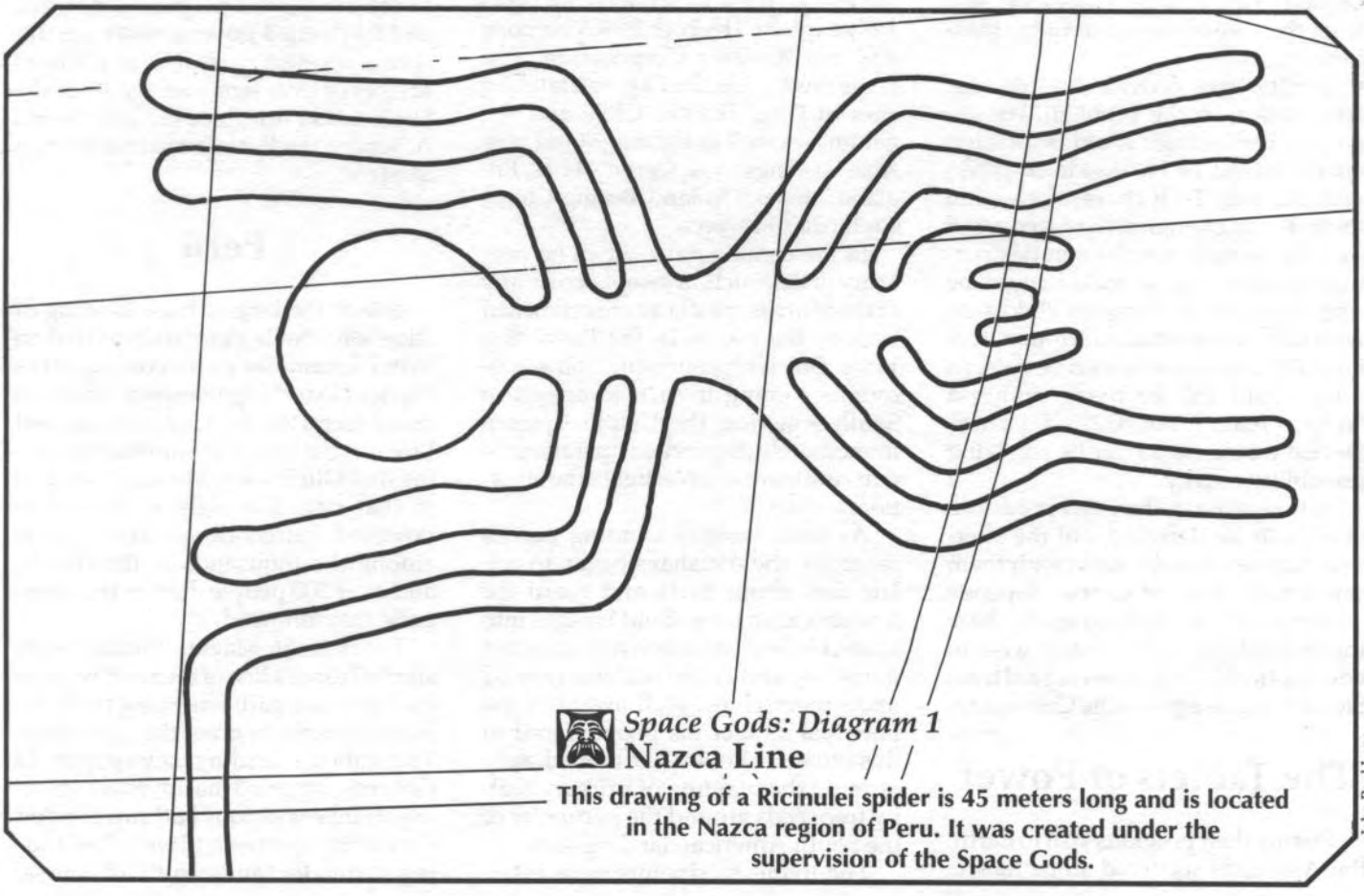
With a general truce in effect, the Akashans and the Peruvians began to work together. Already considered the "major gene pool of the world," Peru offered a vast bounty of research material for Akashan bioengineers. As the Space Gods' reality has spread throughout the country, the jungles have grown lush again and the government has sponsored institutes to study the psionic abilities now being evidenced by many in the realm.

In addition, the Akashans' extensive knowledge of the ancient civilizations that thrived in Peru has led Core Earth archaeologists to many startling finds. There have been reports of more secretive expeditions by the Akashans to major archaeological sites such as Cajamarquilla and Pachacamac, something which has been denied by representatives of the Monitors.

Thus far, Comaghaz infection in Peru is relatively rare, with most of the problems focused on the Arequipa area in the southern section of the country. Although the Akashans are concerned, the Peruvian government is not yet willing to commit resources for what they see as simply mass hysteria.

The Nazca Lines

The Nazca plateau is one of the most famous mystical sites in South America. Covering 500 square kilometers in Peru, midway between the Andes and the sea, the plateau is covered with beautiful lines depicting humming birds with wingspans of over 60 meters, enormous spiders, a



Space Gods: Diagram 1
Nazca Line

This drawing of a Ricinulei spider is 45 meters long and is located in the Nazca region of Peru. It was created under the supervision of the Space Gods.

John Paul Lona

fox, a killer whale, a monkey and other animal forms. Alongside them are more than 100 energy spirals; star-shaped clusters of lines; elegant, tapering triangles and over 13,000 straight lines.

There are numerous theories about exactly what the lines represent, but the truth is that they were constructed under the supervision of the Akashans to be used as beacons of some sort for approaching lightships. These lines are drawn atop naturally existing lines of force in the Earth.

During the Incan era, roads were constructed over the energy lines as well. Extending for over 40,000 kilometers and crossing numerous deep chasms using suspension bridges, the roads feature impressive stonework and extensive paved sections. They stretch from Quito, Ecuador all the way to Santiago, Chile.

Since the arrival of the Akashans, those roads contained within the realm's borders have begun to pulsate with energy. The reason for this is as yet unknown, but it may be connected with the surges in possibility energy across the planet caused by the High Lords' invasions.



Allen Nunis/John Paul Lona

Cuzco

The former capital of the Incan empire, Cuzco is now the home of the Akashan leaders. Unchanged in many respects from the days of the Incans, Cuzco and its people have welcomed the Akashans with far more enthusiasm than has been evidenced elsewhere in the realm.

Lying in a small and protected valley 3.5 kilometers above sea level, Cuzco is considered by the Monitors to be defensible against assault by Comaghaz or armies of the High Lords. The Monitors have transformed the rebuilt Sacsayhuaman Fortress into their military headquarters, and its store of biotech weapons is well-guarded. There are also rumors that reality tree seeds are kept here, but it is more likely that they are moved periodically from one location to another for safekeeping.

Rotan Ulka and those High Council members who accompanied him to Earth are using the Temple of the Sun as a base, while making their homes in the Incans' sacred valley, Urubamba. Their choice of Cuzco as a seat of power was originally considered a snub by the Peruvian government, but Ulka pointed out the violence which has erupted between the client races and the Akashans in Lima as the reasons for the choice.

The native Indian population, though realizing that the Akashans are not gods, do believe that they are the ones responsible for much of the glory and prosperity of their ancestors. They have indicated a willingness to give the Akashans the benefit of the doubt, something those residents descended from the Europeans seem less inclined to do.

Machu Picchu

One of the most famous of Incan citadels, Machu Pichhu was the resting place of Those Who Wait and is now a key Akashan base.

For further information on this area, see Chapter Eight "Locations."

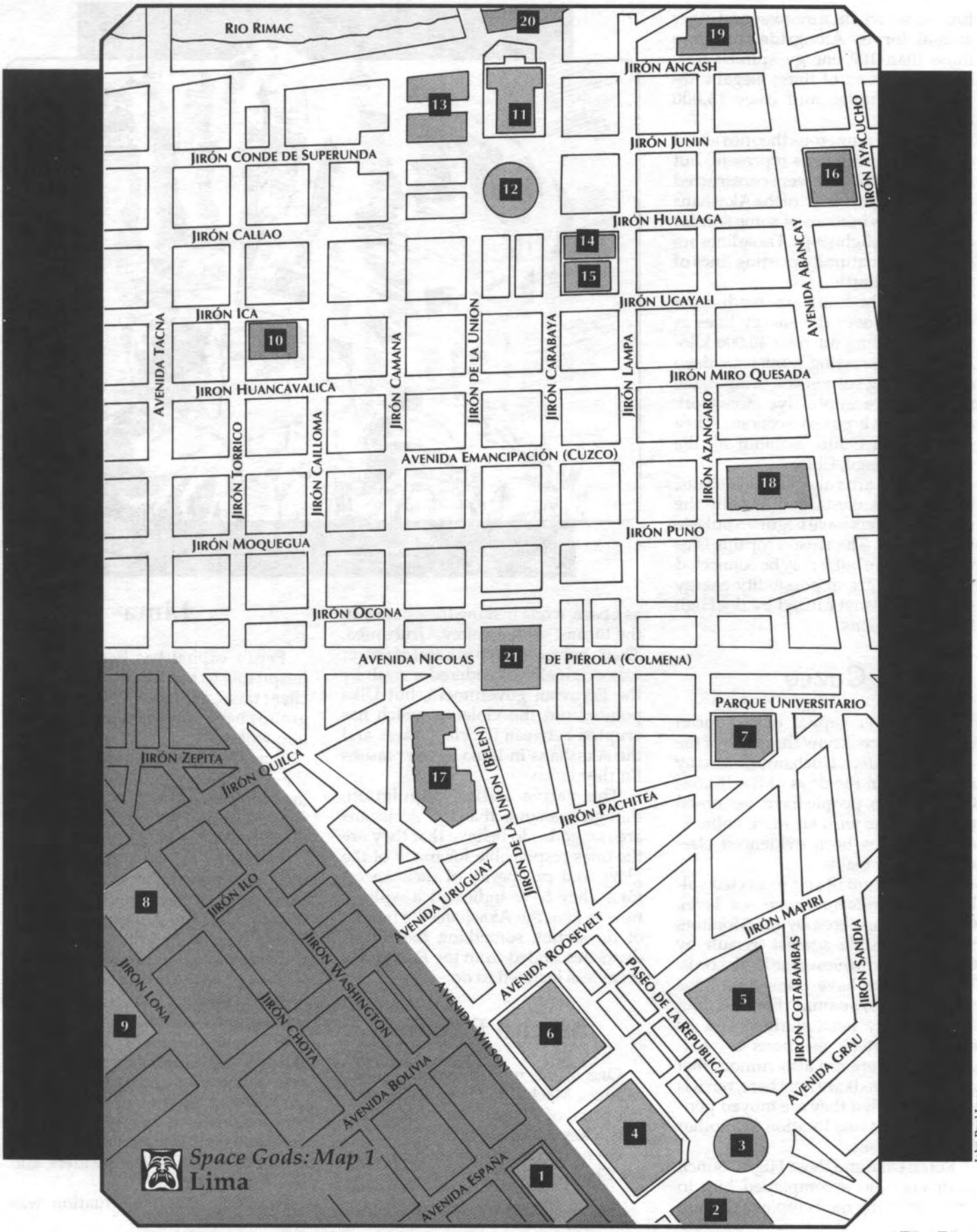
Lima

Peru's capital has been less than hospitable to the Akashans and their client races, and tensions between the groups have erupted more than once into violence.

Lima did not even exist when last the Akashans visited Earth, and having been planned and designed by the Spanish, it was guaranteed to offend the aliens' sense of balance.

Following the riots that accompanied their arrival, the Akashans were confined to the area south of Avenue Bolivia while the government met to decide how to handle the situation. Unfortunately, the Peruvian military was not up to the task of confining the powerful visitors, and a number of the Coar-aligned Akashans slipped into the city with the aim of "restoring the balance." Sightings of them and members of the client races (particularly Lorbaats) in what were supposed to be secure areas of the city led to more riots, charges that the government was in league with the alien invaders, and an attempted coup.

Realizing that the situation was



John Paul Lona

unlikely to improve, Ulka ordered his people out of the city proper while he and Sarila met with Peruvian officials. Not everyone heeded this offer, and Lima is now home to the dregs of the client races, radical Coar activists, and Comaghaz carriers who have started spreading the disease in the slums of the city. Periodically, Monitors are dispatched from bases outside the city to capture and discipline Star Sphere residents.

The area near Jiron Zepita has become a black market for Akashan equipment, much of it older, non-organic gear that had been given to client races, although some biotech gear has been confiscated. This entire section of the city has grown increasingly more violent as the cultures of the aliens and the Peruvians have clashed, and no one with any sense wanders here after dark, even when armed and with friends. In the most recent incident, three police officers were torn to pieces by a pack of Gudasko, angered that they had been refused food by a street vendor.

Key to Map of Lima

1 • US Embassy
2 • National Museum of Art
3 • Plaza Grau
4 • Museum of Italian Art
5 • Palacio de Justicia
6 • Civic Center
7 • San Marcos Universidad
8 • Akashan Black Marketplace
9 • Gudasko Ghetto
10 • Municipal Theatre
11 • Palacio de Gobierno
12 • Plaza de Armas
13 • Palacio Municipal
14 • Palacio Arzobispal
15 • Cathedral
16 • Congreso
17 • Cyberpapal Nuncio
18 • Kanawa Enterprises
19 • Nile Embass
20 • Train Station
21 • Plaza San Martin
■ • Akashan Quarter

More seriously, Lorbaat warriors have been reported in the ranks of the Red Knights, South America's most fanatical and violent terrorist group. It is highly doubtful the Lorbaat sympathize with the group's cause — more likely, they were simply bored and wanted a chance to kill someone or something.

The Human Factor

The Human Factor is a representative body made up of residents of the countries touched by the realm. This group meets regularly with the Rotan and the High Council to discuss problems in the realm and how best they might be addressed.

At present, Brazil and Argentina are not represented on the Human Factor. The former nation has never sent anyone to negotiate with the Akashans, and the latter's agent was revealed to be infected with the Comaghaz virus and slain.

Much like the Kyat in the Star Sphere, the Human Factor does not have any actual power, but was created as a courtesy to the natives of Earth. Rotan Ulka has paid close attention to many of the points they have brought up, however, wishing wherever possible to smooth relations between Akashans and humans.

The Human Factor is not a united, homogeneous group, but a coalition made up of members of various political parties and economic classes. These range from wealthy Chilean landowners and dirt-poor Bolivian peasants, as well as those native South American Storm Knights who have had dealings with the High Lords.

Catequil

The Human Factor has its own enforcement arm that has not been officially recognized by the High Council, but which exists nonetheless. Dubbed "Catequil," after the Incan god of thunder and lightning, this organization is made up of both Storm Knights and Ords who are dedicated to learning all they can from the Akashans. They intend to use that knowledge to strike at the High Lords, and some plan to overthrow corrupt local governments as well. They range from veteran Knights with good reasons to hate Malraux, Mobius, et. al. to violent revolutionaries with their own grudges to settle.

Standard Catequil Member
DEXTERITY 9
Dodge 10, biotech weapons 10, fire combat 12, melee weapons 10, missile weapons 10, unarmed combat 11
STRENGTH 8
TOUGHNESS 8
PERCEPTION 8
Find 9, first aid 9, language (Quechua) 9, trick 9
MIND 8
Test 9, willpower 9
CHARISMA 7
Persuasion 8, taunt 8
SPIRIT 8
Intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (25)
Psionic Potential: some (30)
Equipment: varies

Colombia

Although not a part of the Akashan realm as yet, one of Columbia's major industries — drugs — has been threatened by the coming of the Akashans.

Various microorganisms bioengineered by the Akashans serve both to cleanse the human system of addictive substances and provide a non-physically addictive sensation somewhat resembling a "high." Inexpensive and safe, this Akashan method has forced drug dealers largely out of the market in Peru and western Bolivia, and put a dent in the incomes of the Medellin cartels.

Fearing that the Akashans might export their "miracle cure" to the United States and Europe, the cartels have begun an active campaign of harassment against the Akashans in Peru and Brazil. Armed and financed by Nippon interests, they have had some success against Akashan scouting parties. The Monitors have yet to respond with force, but the Coar members of the High Council have been advocating a strike against what are obviously the vermin of this society.





Allen Nunis/John Paul Lona

Standard Drug Smuggler
DEXTERITY 9
Dodge 10, fire combat 12, maneuver 10, melee weapons 10, stealth 10, unarmed combat 10
STRENGTH 9
TOUGHNESS 8
PERCEPTION 9
Air vehicles 10, find 10, tracking 10, trick 10, water vehicles 10
MIND 7
Survival 9, test 9
CHARISMA 7
Persuasion 8, taunt 9
SPIRIT 7
Intimidation 9
Additional Skills: three at +1 adds
Possibility Potential: some (45)
Psionic Potential: some (65)
Equipment: varies

Brazil

Only a relatively small section of the Amazon rain forest in western Brazil has fallen under the influence of the Akashan axioms, but a great deal of attention has been focused on this area due to the events which immediately preceded the aliens' arrival.

The Brazilian government has, for some time, been overseeing the systematic destruction of the rain forest to bolster its struggling lumber industry, despite protests from other nations. The lighting of the Signal Fire roused a remnant of the Akashans' first visit to Earth, the rhadangea plant, a plant-animal hybrid which reacted to efforts to clear it by strangling the lumberjacks.

The Brazilian government sent out a call for Storm Knights, who eventually proved the rhadangea was not a tool of any of the known High Lords. It was in Brazil that Akashans first encountered Storm Knights, and it was also in this country that the first Storm Knight was infected by the Comaghaz virus.

Brazil officially regards the Akashans as a threat to South America, and the Cyberpapal nuncio in Rio de Janeiro has branded them as agents of the Antichrist. The government has appealed to the Delphi Council for help, and intelligence operatives have been sent into the rain forest to gauge the strength of the Akashans.

Expansion into Brazil has been a topic of debate among High Council members, with the Aka unwilling to tamper with a land as yet untouched by the High Lords, and the Coar pointing to the rain forest devastation as proof that the Brazilians have turned away from Zinatt.

Peace Through God Party

The Peace Through God Party is a group of disillusioned churchmen who have seen many of the residents of Peru and Bolivia turn away from Catholicism and embrace the faith of the Akashans. The members of this group hope to reaffirm their own beliefs by banding together to spread their reli-

gion once again.

Unfortunately for the churchmen, the Peace Through God Party is actually a recruiting ground for the Cyberpapacy. The disillusioned clerics are taken to secret bases, indoctrinated and brainwashed into the Cyberpapal faith (often transforming in the process), and fitted with Faith chips and Homers. They are then sent out to South American villages, both inside and outside the Akashan realm, preaching the glory of Jean Malraux and readying the area for a Cyberpapal invasion.

These Cyberpapal agents have proven to be a nightmare for the Catequil. The Human Factor's enforcers are under strict orders to prevent High Lord incursions into South America, but they are unsure of how to deal with what seem to be innocent missionaries. Many of them are torn between their loyalty to their land and the Factor and their religious beliefs.

Taking advantage of the doubt and indecision of the Catequil, the Peace of God members have been winning converts to the Cyberpapacy throughout South America, something which may prove a threat to the Akashans in the future.

Standard Peace of God Member

DEXTERITY 7

Dodge 8, fire combat 8, stealth 8, unarmed combat 8

STRENGTH 7

TOUGHNESS 7

PERCEPTION 9

Evidence analysis 10, language (Quechua) 10, trick 11

MIND 8

Test 10, willpower 10

CHARISMA 8

Charm 9, persuasion 10, taunt 9

SPIRIT 10

Faith (Cyberpapacy) 13, focus 11, intimidation 11

Additional Skills: three at +1 adds

Possibility Potential: some (21)

Cyberware: chipholder 1, Faith chip, Homer

Equipment: 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40

Bolivia

Once considered one of South America's most stable nations, Bolivia has been thrown into a state of turmoil by the coming of the Akashans. The landing of lightships at Lake Titicaca (and the subsequent, apparently "magical" raising of a golden stake from its bottom), riveted the attention of Bolivians across the country.

Roughly half of Bolivia's population is descended from the pre-Columbian Aymara and Quechua cultures, and have in general been considered an underclass, derisively referred to as *campesinos* ("peasants") by the European upper class. As the Akashan realm spread across the western half of the nation, with some transformations occurring near Tarija and Monteagudo, the poorer classes began to look to the visitors as saviors. Some paint them as agents sent to restore the ancient glories of the native Indians, others as military leaders who will reclaim the territory Bolivia has lost to its neighbors over the years.

There is no way of telling which view the Bolivian government holds, but they obviously regard the Akashans as a threat. The capital has been moved to Santa Cruz, and the military now guards the border of the realm. Efforts have even been made to hack down the reality trees, with the result a loss of life among the soldiers which the Akashans view as regrettable.

In the area dominated by Akashan axioms, the population is voluntarily restoring many of the old monuments of the Quechua civilization. Some have requested that the Akashans based at Lake Titicaca assume control of the nation, something the Akite faction vetoed immediately. The Coar Akashans have agreed not to take hostile action against the Bolivian army unless they are attacked, although many members of the client races have ventured across the border to loot (often disconnecting in the process).

The Akashans have not only introduced their new followers to advanced technology, but have provided them with accurate methods of detecting the presence of oil in the ground. While the Akashans do not approve of the use of fossil fuels, they understand that people can only be shepherded so far, so fast. They are, however, working to cut the number of waste products created by the process. All of this has led to an upsurge in the economy of western Bolivia, while the eastern half of the country suffers.

The Akashans have found enthusiastic students for tutoring in the use of psionics throughout Bolivia, as well as rich soil and animal life to be used for experimentation. Some of the Andean passes are now a bit more dangerous, as Akashan test subjects occasionally wander into the foothills.

The overall situation in Bolivia can best be described as confused. Nippon instigators spread wild tales of Akashan atrocities and offer military aid to the Bolivian government; Storm Knights are employed on both sides of the realm border as guards, spies, and *agents provocateurs*; and Comaghaz carriers have presented themselves as rebels against the "Akashan tyranny" who are willing to fight alongside Bolivian troops in any conflict.

Sons of the Soil

The "Sons of the Soil" organization consists mainly of Bolivian landowners and industrialists who lost much of their economic and political power when the Akashans moved into the western half of the country. As news of the realm's wonders has spread, many *campesinos* have been deserting Core Earth Bolivia for the Akashan realm, forcing factories and mines to close and farms to lie abandoned.

In the media (which they exert a significant amount of control over), the Sons of the Soil are represented as "freedom fighters" who wish to strike back at all invaders (including the Akashans) in the name of Bolivian independence. They accuse the Akashans and their "alien pets" of destroying the economy of South American and of planning to usurp governmental power.

In reality, however, these "Sons" have used their influence in the Bolivian government to effectively legalize slavery. They have been awarded the right to track down and capture those who have left their jobs to seek their fortunes in the new realm of Akasha.



The Sons employ groups of mercenaries to raid the borders of the Akashan realm, searching for "deserters" and "communists" much like slavers centuries ago prowled the African coasts in search of victims. A few of these raiders have attempted to fell reality trees, with unfortunate consequences for themselves.

The "Sons of the Soil" also control paramilitary forces equipped with Core Earth weapons and small quantities of Nippon Tech equipment. While Nippon, at present, only operates within their organization as a supplier, there are rumors that 3327 has plans to use the Sons' activities for his own ends.

Standard "Sons of the Soil" Member

DEXTERITY 8
Dodge 9, fire combat 9, maneuver 9, stealth 10, unarmed combat 9
STRENGTH 7
TOUGHNESS 8
PERCEPTION 8
Find 9, language 9, trick 10
MIND 9
Test 11, willpower 11
CHARISMA 9
Charm 11, persuasion 11, taunt 10
SPIRIT 7
Intimidation 10
Additional Skills: three at +1 adds
Possibility Potential: some (25)

Chile

Along with Peru, Chile has been the most successful location for the Akashans thus far. Already accustomed to dealing with natives of other realities (Chile does a brisk business trading precious metals to Ayslish for magical texts), the Chileans did not react with blind fear to the Akashans' landing.

Chile does, however, have the most to lose of any of the countries visited by the Akashans, as they have a strong, stable government and economy. Hedging their bets, the Chilean government is negotiating with both the Akashans and representatives of the Comaghaz cells active in the southern section of the country. The Akashans are not aware of the government's dealings with the Comaghaz, and are likely to react negatively if they do find out.

The Akashans have so far treaded softly in Chile, voicing concern only about its economic reliance on forestry, something the Akashans see as environmentally damaging. They have encouraged other areas of the Chilean economy, providing biotech devices which weed out impurities in nitrates produced for fertilizer.

The sole source of friction has been between the Monitors and the Chilean military, who have begun pointing to the "lax attitude" of the government as an excuse to oust the democratic leaders and reinstall a military dictatorship. The Monitors have been authorized by the High Council to take steps to prevent this from happening.

To a certain extent, the Akashans let their guard down in Chile once they were accepted, something which allowed the Comaghaz to make significant inroads in the south, with cells now in virtual control of Puerto Natales. Chile is now rife with intrigue, as agents of other realms can move freely among the Akashans and the client races here. One of the more interesting events was the capture of an elf attempting to sabotage an Akashan psionics institute in Vallemar. His motives were unknown.

The South American Development Trust (SADT)

SADT is a front for the Kanawa Corporation. It was set up at the beginning of the Possibility Wars in Chile, ostensibly to provide aid and investment to South American governments. It has since provided large cash sums to the Peruvian, Bolivian and Ecuadoran governments, along with weapons and equipment in exchange for raw materials and "considerations." The SADT has recently been allowed to establish "offices" and "research establishments" in areas within the realm of Akasha.

SADT members have supplied various countries with weapons and equipment, and its advisers have directed the Argentinean defense against the Comaghaz. In secret, however, the SADT is working to take over the financial institutions of Chile, Peru, Ecuador and Brazil in preparation for a planned Nippon invasion.

Argentina

This country has been the scene of disaster since the arrival of the Akashans, primarily because the lightships which landed near La Rioja, Neuquen, and Esquel carried a disproportionately large number of Comaghaz hosts. The disease spread rapidly throughout Argentina, inspiring Sarila to order her cells to take bolder steps there than elsewhere in the realm.

Comaghaz cells have defeated Argentinean army units in San Luis and Cordoba, and the Argentinean government has applied to Paraguay seeking asylum. Akashan efforts to aid in the fight against the Comaghaz have been largely rejected, as all the visitors are now regarded as suspicious by the citizenry. This has left the fight to Storm Knights, whose actions have managed to fend off the cells from taking Buenos Aires.

The High Council, meeting in Peru, has offered to dispatch Monitors to join the fight, and some are currently working their way down through the mountains in western Bolivia. There are some fears that, if these units should be infected during the battles, they would spread the disease into Peru, and it is possible they may be forced to remain in Argentina under quarantine.

Anti-Akashan, and indeed anti-foreigner, sentiment is running very high in Argentina at present. Ayslish mages have been stoned to death in the streets, Nile heroes beaten and driven from the country. It is an extremely dangerous place to be a Storm Knight these days, but it is perhaps where they are most needed.

Languages

The three predominant languages in South America are Spanish, Portugese and English, with a large segment of the population speaking various Indian dialects. The Akashans



Allen Nunis/John Paul Lona

speak their own language (Akasha) among themselves, and primarily Quechua when speaking with Earth people. But their *tongues* miracle has allowed them to learn a number of languages since arriving, and they are willing to communicate in virtually any language.

The client races, though versed in at least pidgin Akasha, prefer to speak their own languages. Some, like the Lorbaat, have difficulty forming human speech, while others, like the Gudasko, are simply stubborn. The latter, in particular, often react angrily when people make no effort to speak their dialect, and have been known to attack for no better reason than that.

Money and Economy

The South American economies tend to revolve around two things: the exploitation of natural resources, particularly oil, lumber, and minerals, and tourism. Tourism has, to a great extent, been curtailed by the Possibility Wars, but the local populations are swelling with refugees from the United States, Europe and Africa.

All of this has had a devastating effect on many nations, as markets disappear and the ranks of the poor grow larger every day. Some countries, like Chile, have weathered the storm better than others, and are now receiving aid from the Akashans. Others, like Brazil, are having more serious problems, and are hostile to efforts by the Akashans to halt their lumber business in the Amazon rain forest.

The other major industry on the continent is drugs and drug smuggling, and as stated above, the Akashans' presence has also had a damaging effect on that business. This has drawn a great deal of hostile attention from governments and drug kingpins alike, and can be expected to garner more in the future.

On the positive side, Akashan biotechnology may lead to great strides in standard technology and give these nations a chance to compete with other industrialized nations, particularly with the US largely out of the world economic market. The Akashans are likely to keep a close eye on just how industrialized these countries become, however, in order to maintain the balance with nature.

Currency Exchange Chart

Name	Currency	Value
Akasha	*ciara*	.02 = $1
Argentina	*austral*	1800 = $1
Bolivia	*bolivaro*	330 = $1
Brazil	*cruzado novo*	50 = $1
Chile	*peso*	300 = $1
Peru	*inti*	100 = $1

Coar-aligned Akashans and members of the client races tend to rely on the ciara as a unit of currency on Earth. They tend not to be overly concerned with exchange rates, sometimes giving 10 ciaras where one would do, depending on their mood. Ciaras have been valued at 50 US dollars by Core Earth banking concerns.

Akites, on the other hand, are trying very hard to learn about the existing cultures and are adopting the currency of the country they are in. Countries, currencies and their value are listed in the "Currency Exchange Chart."

The Akashans have been somewhat puzzled by the human reaction to the sight of gold. Although the Akashans value this substance for its information storage capacities, they do not use it as a monetary standard as many Core Earth countries do. The Akashans do not see anything strange about maintaining a hoard of gold, nor do they understand why some people — such as Ayslish Storm Knights — would be willing to risk life and limb to obtain some.

Rotan Ulka has advised his people to keep the amount of gold they possess a secret, since it seems to bring out the worst in some people. But word has already leaked out to certain High Lords about the treasure trove the Akashans brought with them to South America.

Law and Justice

Methods of law-enforcement differ widely in the realm, depending on how much influence the Akashans wield and how the populace has reacted to their presence.

Non-Comaghaz Akashan offenders are normally imprisoned in living cells, which can absorb the kinetic energy out of a missile in flight so that its eventual strike produces no harmful effect. They are also equipped with psionic dampeners to prevent teleportation. However, the High Council has discovered that these cells are vulnerable to magic, and so bioengineers are hard at work at developing another means of punishment/rehabilitation for the realm.

One experiment currently being tried involves introducing a microorganism into the brain of an offender, which would then erase all negative tendencies. This has met with mixed success — in some people, it erases positive tendencies, making them worse than before; in others, it erases all tendencies, making them little better than vegetables. It has also proven to be useless against Comaghaz-infected minds.

Comaghaz hosts are either cured (if that is possible) or destroyed to help halt the spread of the disease.

Client race and human criminals are turned over to their own people for judgment, an Akite policy which has backfired at times because what an Akashan considers a crime and what a Lorbaat considers a crime are two very different things.

Justice takes many forms among the Star Sphere races, with the Akashans relying on trial by Zinatt judge, the Lorbaat and the Gudasko favoring trial by combat, and the Draygaak using a modified jury system. There is an endless variety of other legal processes used in that cosm, and many of them are now employed in the realm.

Chile and some sections of Peru have seen a decrease in their crime rate, particularly drug-related crime, thanks largely to the Akashan presence. Bolivia has grown worse, as the poor in the eastern half rob and kill the newly prosperous in the western half of the country. Argentina is a disaster area, with looters and survivalists running amok amidst the Comaghaz cells, Storm Knights, and Argentinean army units. The Buenos Aires government has set up prison camps to which anyone even remotely suspected of being infected with the Comaghaz virus is sent.

Clothing

The Akashans donned garb reminiscent of their days as pultaaks to the Mayan and the Incans for their return to Earth — the garb of native priests, warriors or rulers, depending upon their station in Akashan society.

Upon seeing that such clothes are no longer in fashion on Earth, the Akashans chose to continue to wear them. This was in part a tribute to those civilizations which had gone before, and which, in many ways, they regarded as saner than the one in which they now found themselves.

The Akashans wear large quantities of gold and other precious metals upon their persons, usually for reasons more practical than mere ornamentation. This does, however, make them targets for those in this world who covet wealth.

The Comaghaz on Earth

With the exception of Argentina, the spread of the Comaghaz in the realm has been quiet and gone generally unnoticed by the general population. In a world ravaged by AIDS, cancer, and many other terminal diseases, an illness that seems to produce no physical symptoms does not seem something to be dreaded.

In addition, those who have difficulty grasping the concept of mental powers are at sea when it comes to the idea of group mind cells capable of instantaneous telepathic communication. Although professing to trust the veracity of the Akashans, many Core Earth government officials believe the incidents in Argentina to be nothing but standard rebellions, possibly sparked by alien instigators.

Sarila has been busily trying to assimilate all the new information that has flooded her brain since her arrival on Earth. She has tried to keep Comaghaz efforts in Peru and Bolivia to a minimum, so as not to prompt Rotan Ulka to make a sudden decision to lead the Akashans from the planet. Though far from an expert on the Possibility Wars, she has learned enough to begin formulating plans to use the chaos here for her own benefit.

The Growth of Psionics

The appearance of apparent extraterrestrials well-versed in the use of psionic powers has captured the imagination of those in Core Earth fortunate



Allen Nunis

enough to have seen reports on the matter. Already, many of those in South America who had been suffering mental "growing pains" as a consequence of the Akashans' arrival have learned the rudiments of using their powers and have delighted in experimenting with them.

Psychic researchers from around the globe have listened with fascination to the rumors of great feats performed with the power of the mind, and those brave enough to make the trip during time of war have done so. Some people who had grown frustrated with attempting to learn magic in Aysle have traveled to South America to study psionics. A few Core Earth natives have had the happy surprise of learning that they already had some talent for psionics, and simply needed tutoring in the techniques for its use.

Psionic training academies have sprung up throughout South America, both inside and outside the Akashan realm. Whether or not they are all legitimate is unknown.

Not everyone is pleased about this "psionic revolution," however. Arms dealers have expressed concern that mental might could replace guns and grenades and force them out of business. Fitness gurus worry that reliance on the mind to lift objects, etc. could cause people to start neglecting their bodies. Delphi Council operatives have also reported fears of a new dictatorship emerging from the ruins of the Possibility Wars, in which those with psionic powers would dominate those not so blessed.

The Akashans and the High Lords

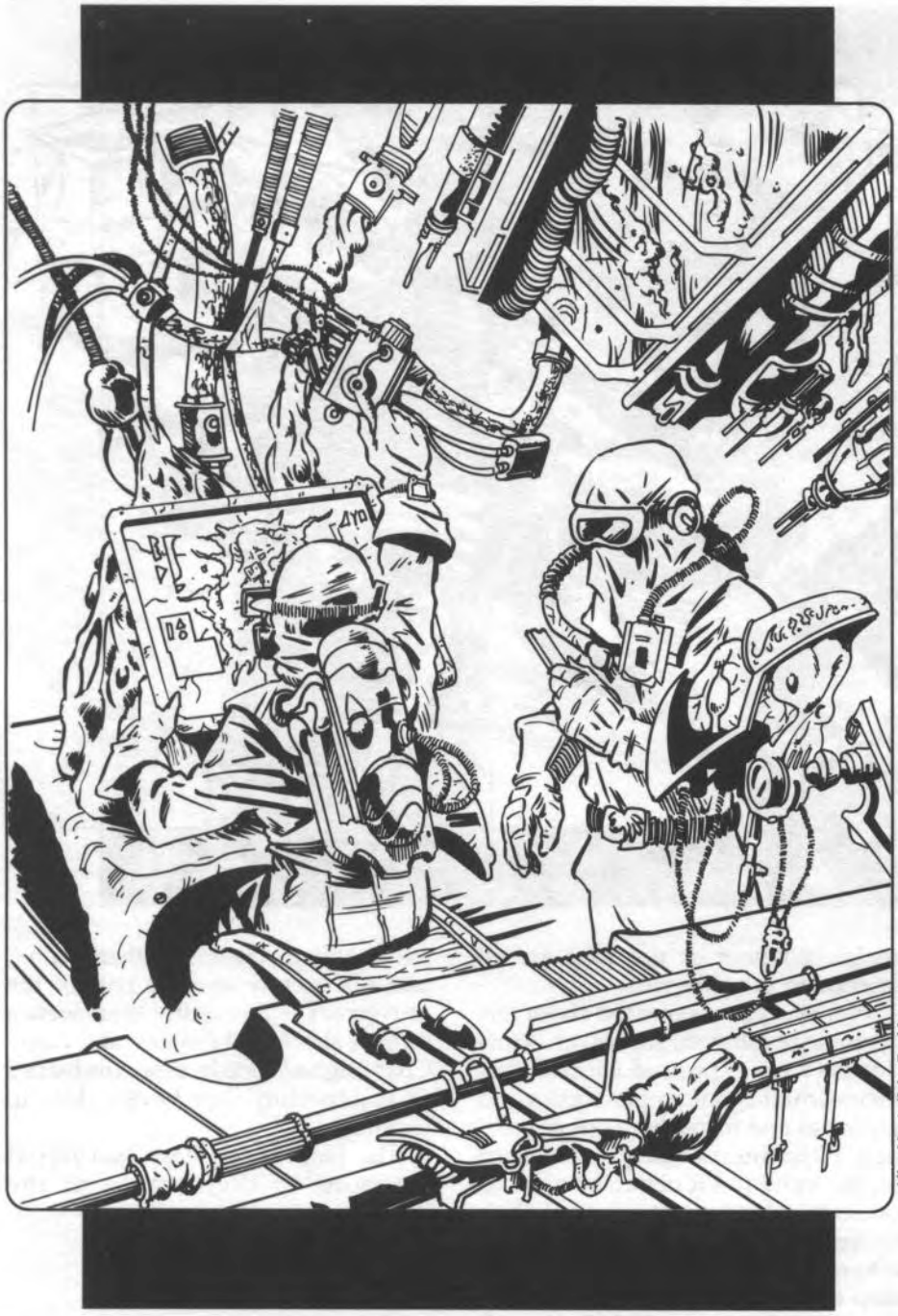
The Akashans were unaware of the existence of High Lords or Darkness Devices until they arrived on Earth — indeed, many of them still do not realize they came from another reality, and not merely another part of the universe. The Possibility Wars were a terrible shock to the aliens, and many Coar-aligned Akashans see the battles as an obscenity they have a duty to expunge.

The High Lords have had mixed reactions to the coming of the Akashans.

Living Land

Information on the Akashans has been sketchy at best in the Living Land and the Core Earth US, due largely to efforts by the Delphi Council to clamp down on any reports (out of fear of a mass migration into South America).

While Baruk Kaah is unsure exactly what psionic powers are (he sees them as some new form of miracle), he is intrigued by the idea of a race that uses living tools. In addition, the fact that



Allen Nunis/John Paul Lona

Lanala's miracles work in Akasha have convinced him that perhaps there is some connection between his goddess and these strange beings. It is a question he intends to explore further, with the hope of using what he learns against Nippon.

For their part, the Akashans consider Kaah and his edeinos the least repugnant of the other realms, seeing the Saar's tribes as primitive versions of themselves prior to the arrival of the Mohani. While they dislike the edeinos' habit of attempting to impose their religion on others, they firmly believe that with the proper guidance, the edeinos could one day approach the level of the Akashans.

Aysle

In general, Pella Ardinay and Angar Uthorion have been too busy with their private little war to worry overmuch about the Akashans' arrival. Ardinay has expressed a willingness to give the "Space Gods" the benefit of the doubt, and has sent a message to Rotan Ulka proposing an alliance against the forces of Darkness.

The only things troubling Ardinay are the inexplicable aversion on the part of the elves to any dealings with the Akashans, and the grumblings of magisters that Core Earth students are deserting their magic classes for lessons in psionics.

Uthorion has been consumed with the battle in Scandinavia, and has only recognized the Akashan landing insofar as to express sympathy with Malraux, who is obviously annoyed by it. Neither Ardinay nor Uthorion are aware of the reality tree phenomenon as yet.

The Akashans have yet to respond to Ardinay's note, unsure exactly who is on the side of Light in this confusing world. They are amused by the Ayslish, and fascinated with their reliance on magic, something the Akashans have little experience with. It is possible that some sort of cultural exchange program may be in the future for the two realms.

Cyberpapacy

Along with 3327, Cyberpope Jean Malraux is the most concerned of the High Lords regarding the Akashans' sudden appearance. A race of obvious heretics (all religions are equally correct, indeed!) with bizarre living weapons, which are clearly works of the Devil, threatening people he wished to add to his flock? An outrage!

And make no mistake, Malraux has had designs on the largely Christian countries of South America for some time now. Along with the boost they would have provided to his power base, they would have put him in position to eventually either squeeze Mobius on the northern and western fronts, or aid Baruk Kaah in pushing Nippon out of California, or both.

Just as he was preparing to proceed with his plans, the Akashans landed, their philosophy luring prospective converts away from the Cyberchurch. Unwilling to relinquish the foothold he has gained in South America, Malraux has launched an intense reli-

gious propaganda campaign against the Akashans, through both the nuncios and the Peace Through God group. If this fails to have the desired effect, he is prepared to take more direct action.

Malraux is aware of the existence of the reality trees, and cognizant of the danger they represent. He has made discovering their secret and/or destroying them a priority in his campaign.

Although tolerant of all religions, the Akashans are wise enough to be extremely wary of the Cyberpope and his minions. Cybernetics, though a step on the road to biotech, strikes them as unnatural, and the uses to which it is put — repression, violence, mind control — deeply offend Akashan sensibilities. They are preparing for a possible future conflict with the Cyberpapacy.

Orrorsh

Although his agents have reported the arrival of the Akashans and some details on the apparent power of the reality trees, Thratchen has paid little heed. His plans for expansion (once he gained control of Heketon, of course) revolved more around Asia than the Americas, and he is distracted by his obsession with a possible return of Tharkold.

Heketon was relieved to discover that it was not the Dairogan Darkness Device behind this new invasion, but is extremely concerned about the potential threat the Akashans pose. It may take action against the aliens on its own to safeguard its future plans.

The Akashans have heard whispered rumors about Orrorsh and the Power of Fear, but have yet to encounter an agent of the horror realm. It is a "pleasure" they hope to postpone indefinitely, as a place so rooted in the occult and the supernatural could prove difficult to handle.

Nile Empire

The "weird scientist" heart of Dr. Mobius is overjoyed at the coming of the Akashans. Biotech, new reality technology, and what seems a tremendously effective pulp power (psionics), all in the hands of naive fools who believe in welcoming those of strange beliefs into their fold.

Although Mobius has more than an inkling of what non-destructive reality could do to his plans, he is enough of an egomaniac to believe that the Akashans will never pose a direct threat to him. He has thus made friendly overtures to them, all the while directing Nile agents in South America to obtain all the information they can, even if it means kidnapping an Akashan.

The Akashans have been made aware of Mobius' less-than-sterling reputation, but have not rejected his advances yet. This is partially because they find the concept of "weird science" fascinating, and partly because the lands encompassed by the Nile Empire contain many artifacts left behind by the Akashans five centuries ago, and which they would like the opportunity to reclaim.

Nippon Tech

South America offers a number of things that 3327 finds appealing: abundant natural resources; a booming drug business the Yakuza could easily assume control over; an unsettled economy ripe for the kind of manipulation Kanawa Corp. excels at; and unstable governments which purchase large shipments of arms on a regular basis. Few places on the planet seemed as ideal for a Nippon conquest, and 3327 was not in the least concerned about Malraux's ambitions.

The Akashans, however, have incurred his wrath with their interference. Their strange technology has hurt his arms sales, their pro-environment stance has delayed further exploitation of the Amazon by Kanawa-affiliated corporations, and stalled his planned usurpation of governmental power in Peru. In addition, he worries about the possibility of some sort of alliance between Baruk Kaah and the Akashans.

3327 has responded on several fronts, from outright sabotage and assassination by teams of ninja to economic manipulation by the South American Development Trust. His goal is to drive a wedge between the Akashans and the governments of the region, effectively rendering it impossible for them to offer aid against the other realms.

He is also very much aware of the reality tree technology, but is convinced that if he could learn its secret, he could make some use of it himself. His spies have been directed to obtain photographs, data and samples of any and all biotech devices they come across.

The Akashans in general have not paid a great deal of attention to Nippon's doings, except insofar as they threaten the local environment or take the form of overt sabotage. But Sarila is aware of some of the orders given by the Nippon High Lord through the infection of a ninja by a Comaghaz carrier. She considers 3327 the greatest threat to her plans.

Adventuring in the Realm

Campaigning in the realm of the Akashans can be both exciting and dangerous. The high axioms and the Law of Acceptance allow Storm Knights to do more things, but they will be encountering foes armed with devastatingly powerful psionics and biotech weapons never seen before. In addition, the ever-present threat of the Comaghaz, and the difficulty of detecting the virus' presence, may lead to party members viewing each other with suspicion and fear after a brief time in the realm.

Adventure Idea One: All that Glitters ...

Background

The search for the golden stakes is considered extremely important by the Akashans. These artifacts contain the records of the original expeditions to Earth, including a great deal of data which predates the births of Those Who Wait.



Unfortunately, many of the stakes are missing from where they were buried, and Rotan Ulka fears their falling into the hands of someone who might decipher their secrets. Now he has learned that one of the stakes is on display in Lima's Gold Museum, but retrieving it may prove dangerous.

That's where the Storm Knights come in ...

Act One

The Storm Knights are retained by the High Council to obtain the golden stake from the Gold Museum. The Akashans had tried to obtain the stake through proper channels, but the hostility of the Lima city government and its people to the Akashans made it impossible. With great regret, the Akashans determined they would have to steal the stake, and they have hired Knights to do so.

The Knights arrive in Lima, narrowly surviving an assassination attempt on a back street. At a local bar filled with Peruvians and various aliens, they learn that someone else had been in recruiting muscle for a job at the museum. The curators of the gold and silver collection had asked for and received additional security around the building.

The Knights head to the museum to retrieve the stake, only to be confronted by a team of Lorbaat wearing badges of the Lima police force! These apparently are the new guards, and the Knights will have to defeat them to pass.

Act Two

The Knights reach the museum building, discovering that the locks have already been tampered with. In the foyer, they discover the dead bodies of local policemen, stripped of their badges. The Lorbaat were not security — they were part of the gang planning to raid the museum, and the rest are inside.

The Knights proceed cautiously toward the collection display cases. Along the way, they stumble upon a Gudasko dropping "Peace Through God" pamphlets as if intending to leave a clue to the perpetrators of the robbery and murders.

Suddenly, the Knights are set upon from all sides. A group of corporate ninja, armed with the ancient weapons on display in the museum, are determined not to let the Knights leave alive.

Act Three

Downing the ninja, the Knights get the stake and make it out of the museum. Now they have only to make it back to Machu Picchu and turn it over to the High Council.

The road back is a dangerous one, filled with highwaymen and other perils. As they approach the ancient city, the Knight bearing the stake experiences a psionic assault. A small party of Akashans emerges from the trees and demands the stake be turned over to them, asserting that the High Council has been corrupted by the Comaghaz. They threaten to destroy the mind of the Knight with the stake if it is not surrendered immediately.



Allen Nunis/John Paul Lona

If the Knights give up the stake, the Akashans take it and vanish, and the High Council will brand the Knights as fools for giving their prize up to thieves.

If they fight and defeat the Akashans, the Knights will discover that they were part of a fanatic Coar group convinced that the information on the stakes would be used to bolster isolationist arguments. The High Council is well and whole... and Sarila, in particular, is interested in this golden stake.

Adventure Idea Two: Penitenciaria

Background

Fear of the Comaghaz virus has prompted the Argentine government to establish a series of camps to house those suspected of being infected. Surrounded by extremely tight security, these camps have the reputation of being places from which death is the only escape.

Now a Core Earth psychic possessing valuable information about the nature of the virus has been arrested and thrown into such a camp, with the Storm Knights her only chance of liberation.

Act One

The Storm Knights must first obtain plans of the camp in question — they will have precious little time once inside to find the girl and get her out.

The Knights travel into the seamy underside of Buenos Aires to obtain blueprints from a former Argentinean policemen who now makes his living selling information on the black market. Getting there is half the fun — xenophobia grips Argentina, and the Knights are assaulted by a brick-hurling mob before losing them in a maze of alleyways.

The policeman, Rafael Cuebas, drives a hard bargain. But he does provide the plans — plans which prove conclusively that it would be suicide to try and break into the camp.

He also provides something else: a gang of Buenos Aires street toughs who covet the weaponry of the Knights, and will kill to get it.

Act Two

If the Knights can't break in to get the girl, their next best option is to get someone inside and break her out. This is almost as deadly — Argentinean army units have no qualms about shooting suspected Comaghaz carriers, not to mention the fact that if one is in a camp long enough, there is a tremendous risk of getting infected.

Faking the symptoms is relatively easy, and the safest course seems to be getting caught close to the Parana camp so it will be convenient for the soldiers to leave one there.

The chosen Knight goes into his act, unaware that a true Comaghaz cell is marching on the town, planning an attack.

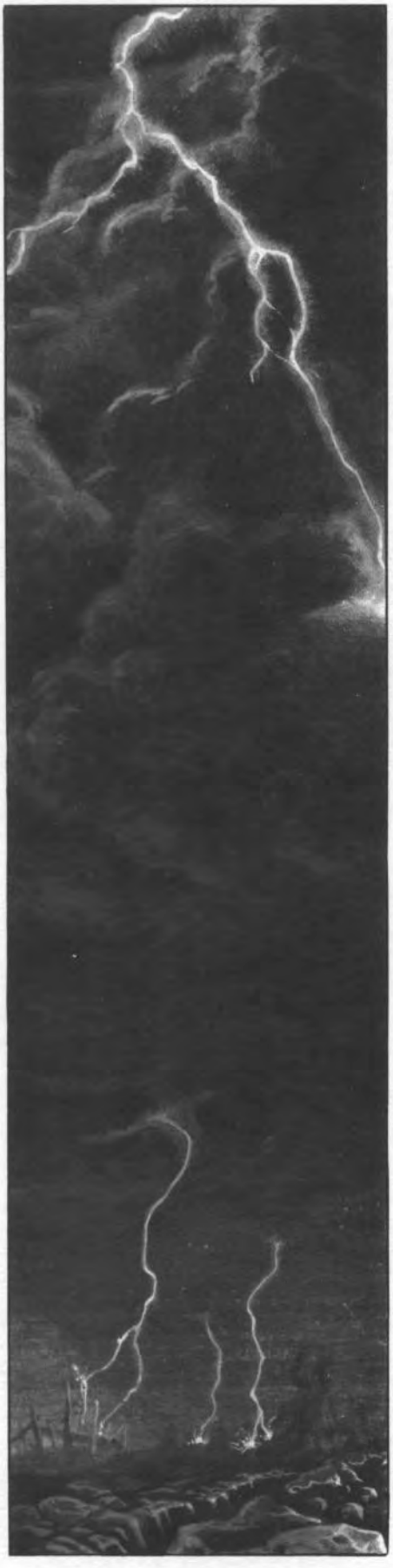
Act Three

The Knights are able to repulse the attack, and their agent makes it into the camp. Contact with the girl is not made easily, but is made. Plans for an escape are hatched.

The girl has not been infected, but informs the Knight that someone has attempted a mind scan on her, one she is not certain she prevented. Some of the Comaghaz carriers may know of the planned escape, and may be planning to come along.

The Knights must get their own and the girl out safely, without releasing a horde of Comaghaz upon the Parana area.





Chapter Four

Axioms and World Rules

The Akashan realm possesses high *Social, Spiritual* and *Technological* axioms that make the use of psionic powers possible, and allow the concepts of *Zinatt, Aka* and *Coar* to have a profound effect on daily life. Bounded by reality trees instead of stelae, the realm of Akasha is a critical addition to the Near Now.

The Four Axioms

The rules that govern the reality of Akasha are called *axioms*. Like other cosms and realms, Akasha has four basic axioms that govern interaction between the living and the non-living. These axioms are *Magical, Social, Spiritual*, and *Tech*. In *Torg*, each of these axioms is rated on a scale of zero to 33 (zero representing a low development; 33 representing the highest development possible). When a character, creature or thing crosses the energy lines surrounding the two realms, he, she or it is no longer subject to the axioms of Core Earth.

Below, each of Akasha's axioms are described. In addition, see *Everlaws and Axioms*, pages 91-102 of the *Torg* Rulebook.

Magical Axiom: 7

The Akashans have little knowledge of magic, even though their axiom set supports a low level of magic use. Within the Star Sphere, magic is practiced by few races; the relatively small *Magic* axiom has prevented sorcery from becoming more than an esoteric pastime. Magic is extremely difficult to manipulate and of limited usefulness. Alteration magic is only available through rituals, and the effectiveness of psionics has limited the development of divination magic.

Social Axiom: 27

The Akashans have a very high social axiom (27) which supports their form of government. The High Council's stated aim is to eventually see representative governments established on all the client worlds.

Their history as pultaaks has colored the Akashan's policies toward other races. The Akashans live in harmony with one another, and believe that this harmony is the natural and correct state of being. Akashans are occasionally heavy-handed when dealing with other races. The Coar Akashans believe they know what is best for all the races in the Star Sphere, and that it is their duty to elevate the other races to the level the Akashans' enjoy. It is possible they are right, but some other races would rather find their own way than be put on the "correct path to enlightenment" by the Akashans.

Recent strife between the Akites and the Coar, and the struggle with the Comaghaz, have given the Akashans better insight into how a race might not clearly see a way to social harmony. They have become a little less patronizing to the other races in the Star Sphere — but just a little.

Within the Star Sphere, many races operate on social levels far less structures than those of the Akasha. The Akashans hope that one day these races will achieve the total democracy that they themselves enjoy.

Psionics

Linked to the *Social* axiom, psionics are a mainstay of the Akashan way of life. Over fifty percent of all the species of the Star Sphere possess psionic powers, and, with these powers, many social problems have been avoided. Still, psionics are not a perfect tool, nor does everyone have access to their use, but they do contribute to life within the Star Sphere.

Spiritual Axiom: 13

The cosm of the Star Sphere has a high *Spiritual* axiom that recognizes all deities as facets of Apeiros or the Nameless One. As such, there is no dominant mythos — all religions can exist freely within the spiritual axiom.

Miracles are fairly plentiful, but usually not as "miraculous" as those found in other cosms. The *Spiritual* axiom also allows the Akashan beliefs in the concepts of *Zinatt*, *Aka* and *Coar* to have a dramatic effect on the way skills, and psionic powers are used (see *Alignment*).

Technological Axiom: 30

The technology of Akasha is markedly different from that developed on Earth. The Akashans make use of the science of biotechnology, which employs latent possibility energy to create tools and equipment from living organisms. Nanotech and bioengineering have combined to produce living factories and tools which can modify or repair themselves. Equipment is powered by a being's internal energy or vitamin/mineral packs. The Akashan's technology is "clean"; it causes no damage to the environment and returns to its natural components when no longer needed. Even the Akashans' lightships and geomantic shuttles are constructed of living tech.

Comaghaz hosts are far less scrupulous about the type of equipment they use, caring only that Sarila's commands be carried out as quickly as possible. Their gear often leaves behind waste by-products and pollutants, often causing direct harm to the environment. They have no compunction about making use of fossil fuels, fission and explosive gases to drive their vehicles and vessels. Comaghaz weaponry is designed to cause physical damage not only to its targets, but also to the environment. Chemical and biological weapons are frequently used by the Comaghaz.

The Star Sphere spans all levels of technological development. As such, all lower levels of technology are supported by the *Technological* axiom. Core Earth, Cyberpapacy and Nippon Tech equipment works perfectly well under the *Technological* axiom of the Akashan realm. The many species representatives brought to Earth by the Akashans have their own levels of



Allen Nunis

Link Difficulty Chart

Akashans in Other Realms		Characters in Akasha	
Character is in:	**DN**	**Character is from:**	**DN**
Core Earth	11	Core Earth	3
Living Land	25	Living Land	12
Aysle	16	Aysle	13
Nippon Tech	10	Nippon Tech	3
Cyberpapacy	12	Cyberpapacy	7
Orrorsh	13	Orrorsh	11
Nile Empire	12	Nile Empire	8

technological advancement and their own varieties of equipment.

Attitudes towards Technology

Even though Akashans have access to fantastic equipment and biotech organisms, and even though this equipment does no harm to the environment, most Akashans tend to do things by hand if they are able. They believe that working without much equipment brings them closer to the environment and to *Zinatt*.

They are not fanatical about this belief and, as war grows in the realms, they are beginning to see this mode of living as a luxury. More and more, they are interested in devising new and better biotechnologies to combat the growing threat of the Comaghaz.

Among the Comaghaz, the attitude is entirely different. Being a scientist, Sarila believes in the "right tool for the right job," even when that tool may be more destructive than is necessary, and she has imparted that philosophy to the group mind she controls. While somewhat shortsighted, this approach has been lethally effective against many planets in the Star Sphere.

Further details of Akashan biotech and Comaghaz equipment can be found in the *Equipment* chapter.

Disconnection

Although Akasha's reality is non-destructive, it is possible for those of other realms to disconnect in Akasha, as well as vice versa.

The *Link Difficulty Chart* lists the reconnection totals needed for the "Space God" realm.

The World Rules of Akasha

In addition to the four axioms, the Star Sphere cosm and the Akashan realm has a number of specialized world rules which further differentiate it from other realities. The basic axioms function as reality limits within the realms, while the world rules define how the realms work within those limits. As with the basic axioms, anyone who crosses into Akasha becomes subject to the world rules immediately, unless she is possibility-rated and carries her reality with her.

The Law of Religious Compatibility

As the Akashans believe all religions are part of the cosmverse and contain elements of Apeiros and the Nameless One within them, there is no dominant mythos. Characters from different religions may work together to perform miracles, and miracles may be successfully performed on members of other religions without a spiritual struggle occurring (see page 124 of the *Torg Rulebook*).

The Law of Acceptance

One of the most powerful laws in Akasha and the Star Sphere is the *Law of Acceptance*. Unlike most cultures, as Akashan culture evolved, it did so on the basis of first accepting the unknown, and then coming to understand it. Few cultures have been so able to assimilate others' beliefs into their own structure. This belief is tied into the philosophy of *Zinatt* and is so ingrained into every Akashans' psyche that it has become a world law. Even Sarila, in her mad desire for conquest, accepts this world law. She accepts the ways of others and then perverts them for her own ends.

As a result, when in the realm of Akasha, characters from other realms are not only subject to the world laws of that realm, *but to their own as well.*

Example: *The Silver Scarab is trying to locate a missing person last seen entering the realm of Akasha. Since the Scarab is from the Nile Empire, he is usually subject to the Law of Action (among other Nile world laws). Upon entering Akasha, the Storm Knight abides by the world laws of his home realm* and *those of Akasha.*

The Law of Acceptance allows characters in Akasha to operate by their own world laws (and the laws of Akasha) without fear of creating a contradiction. Their world laws do not supersede the laws of the Akasha, nor can they be used against a native of another cosm.

Example: *The Scarab finds the person he was looking for, a Core Earth reporter named Tina Rey. The Scarab believes that Tina has joined the Sons of the Soil and is spreading biased media stories about their activities in and around Akasha.*

But he isn't sure. Tina says she is simply reporting the facts, and that the Scarab should mind his own business. The Scarab, however, has an Alertness *card, and he wishes to make an* Inclination *check to see if Tina is* Good *or* Evil. *His player*



Allen Nunis

asserts that, because the Law of Acceptance makes the Silver Scarab subject to his own world laws as well as Akasha's world laws, he should be able to do this.

He's wrong. The Scarab still functions under his own cosm's laws, but only as it pertains to himself and others of his cosm. If Tina was a Nile hero (or villain), the Scarab could make the check. As she is from Core Earth, and has no inclination herself, he's stuck.

The *Law of Acceptance* only affects world laws, not axioms. If something is not governed by the axioms of Akasha, it can cause a contradiction, just like in any other realm.

Example: *Disappointed by his inability to determine Tina's Inclination, the Silver Scarab turns to his friend, the Scarlet Mage. The Mage is an Ayslish Storm Knight who just happens to possess* Azzerack's truth tell, *a spell that forces its victim to answer a question truthfully. The Scarab figures that, if the Mage throws the spell on Tina, they can get to the bottom of the mystery.*

The Scarlet Mage agrees to throw the spell, but she reminds the Scarab that she could disconnect while casting it; the spell is axiom level 10 (it actually conjures forth the truth from the subject) and the Akashan realm has a Magic *axiom of 7. Since the ability to cast magic stems from the axiom limits and not from Aysle's world laws, the Mage can cause a contradiction.*

If, however, the Silver Scarab could come up with a weird science gizmo that would act as a lie detector, this would not place him in peril of disconnecting — the ability to use weird science *is a world law, not an axiom measurement.*

The Way of Zinatt

The way of *Zinatt* is more than just a philosophy; it affects all actions taken within the realm and cosm of Akasha. The concepts of *Aka* and *Coar* actively govern how possibility energy may be harnessed and used. All Akashans strive for enlightenment through these forces, but there are always those who are aligned so far to one side or another that they lose sight of their true goal. *Alignment* is used to keep track of how great a character's connection is to the three major Akashan belief systems.

Aka

Aka-aligned characters are more introspective, looking after their own personal needs and "minding their own business." They are very individualistic and tend to refrain from any kind of group action. They prefer to find non-violent solutions, or not take any action at all. *Aka* emphasizes meditation and introspection very strongly.

Aka Principles

Inner
Introverted
Individual over All
Precise control of oneself
Creation for the Sake of Creation and/ or the Individual

Aka-aligned characters gain the following benefits from the *Aka* philosophy:

• They gain a +3 bonus modifier when performing the following skills:

Dexterity

Acrobatics
Biotech weapons (only for active defense)
Dodge
Energy weapons (only for active defense)
Flight
Melee Weapons (only for active defense)
Prestidigitation
Running
Swimming
Unarmed Combat (only for active defense)

Strength

Climbing
Lifting

Perception

Disguise
Language
Mathematics (Nile Empire skill)
Meditation (Nippon Tech skill)

Mind

Artist

Business (Nippon Tech skill)
Willpower

Charisma
Charm

Spirit
Faith

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

• *Aka*-aligned characters may use a Possibility to remove four packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

Example: *Tina is* Aka-*aligned. She is in the blast radius of a grenade and suffers a 2 Wnd KO 5. She can remove both wounds, the K-condition, and three shock points with a single Possibility.*

• *Aka*-aligned characters may not receive any cards from other players as the result of *leadership* cards. They may not give or receive the benefits of a *supporter* card.

Coar

Characters who are aligned to *Coar* believe that aggressive assertion of one's own will is the way to true enlightenment. They also believe in putting the group before the individual as a societal norm, and are very much in favor of the Akashans acting as pultaaks for other worlds. This is the oldest philosophy on Akasha, and dominated that world prior to the disaster on Earth. After that, Akites split away from the Coar group, and *Zinatt* was born as a compromise between the two.

Many species of the Star Sphere, believe *Coar* to be the correct road not only to enlightenment, but power.

Coar Principles
Outer
Extroverted
Group over All
Action
Right of Superior to Guide Inferior
Destruction for the Sake of Destruction and / or the Group

Coar-aligned characters gain the following benefits from the *Coar* philosophy:

• They gain a +3 bonus modifier when performing the following skills:

Dexterity
Beast Riding
Biotech weapons
Energy Weapons
Fire Combat
Heavy Weapons
Maneuver
Melee Weapons
Missile Weapons
Unarmed Combat

Perception
Find
Track

Mind
Test of Will

Charisma
Taunt

Spirit
Intimidation

The +3 bonus modifier is lost if the character is *stymied* or *setback*.

• *Coar*-aligned characters may use a Possibility to remove only two packets of damage rather than the usual three (see page 18 of the *Torg Rulebook*).

Example: *Scuzz is* Coar-*aligned. He takes a hit and suffers a 2 Wnd O 4. He can remove two wounds, or a wound and three shock points.*

• *Coar*-aligned characters may "buy" cards from other *Coar*-aligned characters. The purchasing character spends a Possibility, which is transferred to the "selling" character. The selling character must agree to the sale of the card. If the action is in rounds, the cards purchased must be in card pools. No more than three cards may be purchased in this way in a single round, and all cards purchased must immediately be played in support of an action.

Zinatt

The ideal for most Akashans is to achieve a state of *Zinatt*, in which all of a character's actions are performed to bring accord and harmony, and to achieve communal ends which benefit all members of a group equally. In the Star Sphere, this is a relatively new, but popular, concept. It has only existed for the last few centuries. All holders of the office of Rotan must be followers of *Zinatt*.

Zinatt Principles
Balance
Unity
Community for All
Vitality
Harmony of Creation and Destruction for Enlightenment

Zinatt-aligned characters gain the following benefits from the *Zinatt* philosophy:

• They gain a +3 bonus modifier when performing the following skills:

Perception
Evidence Analysis
First Aid
Medicine
Scholar

Mind
Mindsense
Survival

Charisma
Persuasion

• *Zinatt*-aligned characters gain the ability to *restore the balance*. They may counter *Coar*-aligned characters performing *Coar* actions by performing *Aka*-aligned actions. *Zinatt*-aligned characters may counter *Aka*-aligned character who are performing *Aka* actions by performing *Coar*-aligned actions.

Actions which *restore the balance* receive a +3 bonus modifier. If the *Zinatt* character's skill total is higher than the skill total of the *Aka* or *Coar* character, the result points are read on the *Taunt/Trick* column of the *Interaction Results Table*.

Example: *Atalpa is a* Zinatt-*aligned character. A* Coar-*aligned character blazes away with an energy weapon. Atalpa could* dodge, *which is an* Aka-*aligned action, but his* willpower *value is much higher. The gamemaster considers, and then agrees that using* willpower *to suppress the pain of a shot does count as an* Aka *action.*

The Coar-*aligned character generates a 14, which hits Atalpa. Atalpa generates a* willpower *total of 24, for 10 result points.*



Allen Nunis

The bolt of energy flares across Atalpa. Atalpa never flinches from the damage he suffers, continuing to regard the Coar*-aligned character calmly. Slack-jawed, Atalpa's attacker is* set back.

The Philosophical Triad

The concepts of *Aka*, *Coar* and *Zinatt* are by their nature vague and sometimes difficult to define accurately. Although they have some similarities to concepts such as good and evil or law and chaos, *Aka*, *Coar* and *Zinatt* are more closely tied to the Akashan notion of acceptance. All three philosophies are very different but, combined, make a powerful force. Creation without Destruction brings Stagnation, and Life without Struggle is hollow and worthless. Most Akashans and the other races of the Star Sphere that follow Akashan philosophy believe that the way of *Zinatt*, of Balance, is the answer; that the extremes lead only to bad ends.

As well as applying to Akashans, *Zinatt* can also apply to a group of adventurers who are united in their common aims. In the Possibility Wars, these common aims are often tied to defeating the High Lords and bringing possibility back to the people. A *Zinatt*-aligned character who is part of an adventuring group endeavors to secure the interests and well-being of the group.

Players are advised to choose an alignment for their characters when playing in the Akashan realm. Each player keeps track of her character's alignment on her character sheet, but it is the gamemaster who has the final say as to what alignment a character is (see below).

Characters native to cosms other than Akasha lose the benefits of their *Aka*, *Coar*, or *Zinatt* alignment as soon as they leave the realm of the Space Gods. If players continue to act in accordance with their chosen alignment, we encourage the gamemaster to award those players Possibilities for roleplaying their characters.

Aysle Characters

Characters with the *honor* skill (see page 50 of the *Aysle* sourcebook) most often choose *Zinatt*.

Characters with the *corruption* skill (see page 51 of the *Aysle* sourcebook, page 51) most often choose *Coar*.

Cyberpapacy Characters

Only those who subscribe to the faith of the Cyberpope are affected. They take the *Coar* alignment.

Living Land Characters

Characters who worship Lanala see the world in terms of *Aka*. Gotaks are aligned to *Coar*.

Nile Empire Characters

Good-aligned characters are usually aligned to *Zinatt*; Evil-aligned ones are usually aligned to *Coar*.

Note: Sometimes, even good Nile heroes are prone to excessive violence and destruction (the "Dark Avenger," for example, can often be played that way) or self-interest. In that event, feel free to align them with *Coar*. Even fewer are aligned with *Aka*.

Nippon Tech Characters

Nippon Tech characters who actively support the Kanawa Corporation are aligned to *Aka*. Martial artists who strive to attain balance are aligned to *Zinatt*. Ninja, however, are *always* aligned to *Coar*.

Orrorsh Characters

Good characters in Orrorsh are aligned to *Aka*, due to their reliance on their own power to resist corruption. Evil characters, or those who have achieved some state of corruption (werewolf player characters, for example), are aligned to *Coar*.



Chapter Five

Skills

Characters from the Star Sphere have access to skills not included in the *Torg Rulebook*. These new skills are described below. Like all other skills, the new skills may be learnt by any character in the usual way (see *Improving Attributes and Skills* on page 20 of the *Torg Rulebook*).

Dexterity-Related Skills

Biotech Weapons

This skill measures a character's ability to use biotech weapons, be they in the nature of a firearm or a melee or missile weapon. This skill applies only to weapons which are organically based — used of a hand laser, etc. requires the *energy weapons* skill.

Biotech weapons can be used unskilled.

Perception-Related Skills

Psionic Manipulation

This skill measures a character's ability to focus her mental powers and put them to effective use.

For further information on this skill, see Chapter Six, "Psionics."

Mind-Related Skills

Mindsense

The *mindsense* skill measures the ability of a character to withstand mental damage. A character who has suffered such damage must enter a trance-like state for 10 minutes per mental wound received. During this period, she can perform no other actions without risking disruption of the trance.

At the end of the trance period, the character generates a *mindsense* total and compares it to her *Mind* on the Power Push Table (page 40 of the *Torg Rulebook*). The resulting value is the number of mental wounds the character may ignore.

However, if the character takes an additional mental wound, she will immediately suffer the effects of that wound as well as those she had used *mindsense* to resist.

Mindsense cannot be used unskilled.

Psionic Resistance

This skill measures a character's ability to withstand the strain of psionic power use.

For further information on this skill, see Chapter Six, "Psionics."

Science (Biotech)

This skill measures a character's ability to create, understand and maintain biotech constructs, including weaponry, vehicles and physical enhancers. This skill does not apply to reality trees.

Science (biotech) provides knowledge of the component parts and the principles behind biotech constructs. See page 56 for more information on the *science* skill.

The *science (biotech)* skill cannot be used unskilled.

Spirit-Related Skills

Frenzy

The *frenzy* skill allows Draygaak warriors to enter a berserk rage. A frenzied Draygaak has his *Dexterity*, *Strength*, and *Toughness* temporarily increased based upon the success level of his *frenzy*



Allen Nunis/John Paul Lona

roll. At the same time, his *Perception* and *Mind* are reduced by a similar amount. While frenzied, a Draygaak attacks all enemy characters or creatures; if there are none, he attacks the character or creature closest to him.

To enter a *frenzy*, a Draygaak character generates a total and compares it to his current wound level. The more wounded the Draygaak is, the easier it is for him to become *frenzied*. Possibilities and cards may be spent on this roll.

Attribute increases are as follows: *Minimal* or *Average* success, +1; *Good* success, +2; *Superior* success, +3; *Spectacular* success, +4.

A Draygaak's *frenzy* lasts for a number of rounds equal to the number of result points generated, but a *frenzied* Draygaak may attempt to end it by generating another *frenzy* total. If successful, his *frenzy* ends. If not, he may attempt to generate another total each turn until he is successful or the *frenzy* ends.

If he fails the check by 10 or more points, he can no longer attempt to control his *frenzy*. It must run its full course. While trying to control a frenzy, a Draygaak can take no other action.

Frenzy skill cannot be used unskilled, and usually may only be learnt by Draygaaks. Non-Draygaaks who wish to learn the *frenzy* skill must have a Draygaak teacher with at least four adds in the skill. The initial add for a non-Draygaak character costs five Possibilities.

Frenzy Chart

Wound Level	Difficulty
None	22
K,O, and/or shock	18
Wound	15
Heavy Wound	13
Mortal Wound	12

Ending Frenzy Chart

Wound Level	Difficulty
None	13
K,O, and/or shock	15
Wound	18
Heavy Wound	22
Mortal Wound	25



Chapter Six

Psionics

Psionic powers represent the mastery of an individual or a group's mind over matter, energy, and other minds. These powers enable a character to perform actions that, while they are similar to magical spells and miracles, are powered by thought alone.

The Necessary Axioms For Psionics

All tools, whether weapons and general equipment or magic spells and miracles, require certain axioms to function without causing a contradiction. Psionics are not an exception to this rule, but they are different than other tools in one way: psionics require high enough measures in three of the four axioms to function without a contradiction. These required axioms are *Technological*, *Spiritual*, and *Social*.

Social 21

The most important of the three axiom level requirements is the *Social* 21. At this level, large group organizations are the accepted norm in the cosm. Not only is the idea that the individual must contribute meaningfully to the society for it to exist in effect, but it is recognized that the society must work with the individual for the benefit of all. While this level is nowhere near the Utopian concept of society, it doesn't have to be. Psionics are dependent upon group cooperation for the benefit of the society *and* the individual.

Because of this strong relationship between the *Social* axiom and psionic powers, Akashan society has become the ideal environment for psionic powers. While the *Social* axiom of 21 is the lowest needed for psionic powers to be accepted as non-contradictory, the Akashan's axiom level of 27 is where psionics become the most effective. Presumably, if the Akashans ever increase their *Social* axiom to 28, their psionic abilities will increase accordingly.

Spiritual 9

While psionic powers are not miracles and do not invoke a deity or even rely on the belief in cosmic entities to function, they do require a certain amount of spiritual energy to function.

At a *Spiritual* axiom level of nine, the idea of a community working together to produce a desired "miraculous" effect is first accepted as normal. The concept that belief and will can produce some change in physical laws is introduced. This *Spiritual* level allows the individual to join with the group to work toward a focused, definite effect.

Technological 15

Psionics require a *Technology* level of at least 15 in order to function without causing a contradiction. While psionic power is a tool based solely on the use of the mind, it does require a minimum level of technological understanding to function properly. At *Tech* 15, abstract scientific processes have been accepted, and the basic mechanics of physics are understood. Even more importantly, the atomic nature of matter has been asserted by members of the scientific community and is being accepted.

Tech 15 is the level at which beings begin to understand universal laws and concepts. Since these laws and concepts are integral to the development of psionics, this is the minimum technological level at which psionics can be accepted as part of reality.

Beginning Characters

Several of the characters in the back of this book have mastery over one or more psionic power groups. The *Character Creation* chapter explains how these psionic power groups are assigned, and how the player and gamemaster may customize the templates of characters from the Star Sphere.

Learning Psionics after a Character is in Play

Once an Akashan character has started play, it costs five Possibilities for her to obtain one add in one of the two psionic skills, if a teacher is available. It costs a character from Akasha 10 Possibilities for each add if no teacher is available. The character must also learn one *power group* (see below). Learning a power group costs as much as learning a skill.

Characters from other cosms — other than Core Earth (see below) — *must* be taught the skills and the power groups, and it costs them 10 Possibilities for each separate skill and each individual power group. If no teacher is available and willing, then characters from outside the Akashan cosm cannot learn psionics.

Learning the Powers

After the character has spent her possibilities (or skill adds if the character is being generated) to learn the two skills and at least one power group, the character may select one *psionic power* from the group she knows. Additional powers within that group may be learned at a cost of one Possibility per power. Additional power groups are learned in the same manner as the first power group, costing either five or 10 Possibilities to learn.

Using Psionic Powers

Psionic powers require two skills, *psionic manipulation* and *psionic resistance*. They are based on two attributes (*Perception* and *Mind*) and improved by increasing the number of adds the character has in each skill. To use psionic powers, a character must have at least one add in each skill.

Psionic Manipulation

Psionic manipulation is the skill that allows a psi character to focus the power of her mind outside her body. *Psionic manipulation* is based on *Perception* and may not be used unskilled.

Psionic Resistance

The skill of *psionic resistance* measures the resilience of a character's *Mind* against the stress of a psionic attack and the effects of *psi strain* (see "Psi Strain"). A character's *psionic resistance* protects him (and sometimes his companions) from other psis who mean him harm. It is seldom used to focus the psi's power outside his body.

Psionic resistance is based on the *Mind* attribute, and may not be used unskilled. If an unskilled character is attacked psionically, his *Mind* resists the attack.

Psionic powers are used like skills. When using a psionic power the player:

- Generates a *psionic manipulation* total for his character. If the total equals or exceeds the difficulty of the power, the power works as long as the character can withstand the psi strain.

If the power fails, the player must still check for psi strain.

- The player compares the final difficulty of the psionic power to his character's *psionic resistance* value. Any result points are read as *mental damage*.
- If the character succeeded at his psionic manipulation, and is still conscious after taking psi strain, then the character successfully invokes the power.

Psi Strain

When a psi character uses a psionic power, she undergoes the effect known as *psi strain*. Psi strain is the measure of mental fatigue and damage a character does herself when she overexerts using a psionic action. Like other damage, psi strain is measured in shock damage, Ks, Os, wounds, and even death. Psi strain is *mental damage*.

To determine the amount of psi strain a character takes, read the result points of the power's Final Difficulty number against the character's *psi resistance* on the Combat Results Table. Unless the character is actively resisting psi strain (see below), no bonus number is added to her *psi resistance* value. The total psi strain value is always equal to the Final Difficulty of the power, unless multi-actions are being performed.

Example: *Zonnec uses a power with a final difficulty of 17. The final difficulty is not only the number he must beat with his* psi manipulation *skill to successfully utilize the power, but it is also the psi strain value that will be compared to his* psi resistance *to determine the strain he undergoes.*

The Effects of Psi Strain and Mental Damage

Using psionics, characters can receive mental damage one of two ways: either they can be subject to psi strain (as explained above), or they can be attacked and wounded psionically (as described in the "Powers" section).

Damage is determined using the Combat Results Table. Compare the attacker's effect value to the psionic's *psi resistance* skill total or protective psionic power effect value, or the nonpsionic's *willpower* or *Mind*.

The types of mental damage are:

Shock damage: Shock damage caused by mental attacks or strain is identical to that inflicted by physical shock damage and is cumulative with physical shock damage. However, the character's *Mind* is used instead of his *Toughness* to determine when he goes unconscious. If the character sustains shock damage from both physical and mental wounds, then the lower of the two attributes governs when he goes unconscious.

Physical shock damage is recovered before mental shock damage if both types have been sustained.

K and O conditions: These conditions are identical to physical K and O effects.

Knockdown: If a character suffers a *knockdown*, her nervous system tem-





Allen Nunis/John Paul Lona

porarily freezes. The target falls to the ground as though physically knocked down.

Mental wounds: Mental wounds are treated the same as physical wounds, and have the same effects on the character. Mental wounds can be healed:

- over time (using the *Mind* attribute to make recovery rolls)
- through use of psionic powers, miracles or spells that specifically heal mental damage
- through use of the *psychology* skill.

Modifiers

Of course, it is not always this simple to invoke a psionic powers. There are other complexities involved. Some powers have their own mechanics listed in their descriptions, but there are other modifiers that can be applied regardless of the power.

Multi-Power Use

Most psionic powers may be used in conjunction with other powers. Unless stated otherwise in the individual description, all powers may be used at the same time as other powers.

To use two or more powers at the same time, adjust the difficulty and psi strain values of each power using the modifiers listed on the One-on-Many chart. The character must declare which power is primary, which is secondary, tertiary etc. before generating the bonus number. This has additional importance, as that is also the order the powers will be used in that round. This facet of psionic skill use differs from normal skill use in this way.

Example: *Torinka wishes to* teleport *and use* telekinesis *during the same round. Since this is a multi-action, the gamemaster checks the One-on-Many chart and informs her that her primary action has a DN+2 and her secondary action has a DN+4. This difficulty number modification will be added to both difficulty numbers of her powers.*

Torinka declares that teleporting *is her primary action and using* telekinesis *is her secondary action. So, in the action sequence, Torinka teleports and then uses her* telekinesis *power. The range of the* telekinesis *is assessed from the point she teleports to rather than from where she teleported from (assuming the* teleport *is successful).*

Other Realms and Psionic Powers

There are significant modifiers for using psionics for characters not native to the Star Sphere or the realm of Akasha. They are described fully under "Psionics Outside the Realms" below.

Adjusting Power Factors

Perhaps the most often used modifiers for psionic powers are those resulting from adjustments made to the power itself. Using the psionic rules, it is possible for a character to "customize" his power for each occasion. In most cases, the character can upwardly adjust the effect value of the power, the range of the power, and, as a result, the difficulty of the power.

To accomplish this, the character simply adds a number of points to the desired attribute of the power, and the same number of points are added to the power's base difficulty.

There is no way to *decrease* a power's attributes. If a power has a stated base range, for example, the character cannot choose to lower the range in exchange for decreasing the base difficulty. That is why the attributes of the powers are listed as "Base;" they are the lowest points at which the powers may function.

Example: *Chakkata, an Akashan psionic, has a* psi manipulation *skill of 13 and a* psi resistance *total of 14. He wishes to utilize the* projected perception *power to scan a group of buildings for enemies. Unfortunately, the compound he is looking across is at least 1000 meters (value 15) long. His* psi manipulation *skill value of 13 only lets him see 400 meters.*

So, Chakkata adds two points to the Base Range, simultaneously adding two to the Base Difficulty of the power. This gives the power a Final Difficulty of 12 and, consequently, a psi strain of 12. There are no other modifiers to the action (as no one is resisting the use of his power, there is no passive resistance, and Chakkata is not actively resisting psi strain).

The Akashan rolls his bonus number. He gets an 11, giving him a zero modifier to his psi manipulation *total. Since the final difficulty of the power was 12, and Chakkata's total was 13, he succeeds. Chakkata's* psi resistance *skill of 14 (unmodified because he did not choose to actively resist the strain) is also sufficiently high to keep him from taking any mental damage.*

Actively Resisting Psi Strain

When using a power, a character may choose to actively resist the effects of psi strain by consciously drawing upon her *psi resistance* skill. This is a multi-action, as the character is actively utilizing her skill instead of resisting the strain passively. The base difficulty accrues DN penalties as read on the One-on-Many chart.

To actively resist psi strain, the character must declare that she will do so *before* rolling for a bonus number. The gamemaster then informs her of the DN modifiers involved and she then proceeds to use her power.

Resisting psi strain is much like an active *dodge* attempt. Although negative bonus numbers may be generated, the minimum *psi resistance* bonus number is always +1. Note that the DN for the multi-action may counterbalance this bonus.

When the character declares she intends to actively resist psi strain, she adds the difficulty number modifiers to her psionic power's difficulty number. She may declare either the use of her power or her resistance to psi strain as her primary action — this reflects which action she is concentrating the most upon.

Example: *Karin is playing an Akashan psionic named Torinka, who unwisely parked her flying transport in a swamp. When she got back, it had sunk into the mire. Since Torinka possesses the* telekinesis *power, she believes that she can lift the vehicle out of the mud and onto dry land.*

Unfortunately, Torinka only has a psi manipulation *total of 15 (which*





Allen Nunis/John Paul Lona

means the Base Effect Value of the power is 15), and the weight value of her transport is 24. In order to be able to lift the transport, Torinka needs to add +9 to the Base Effect Value. This will also add +9 to the Base Difficulty (14) and +9 to the corresponding psi strain value. The adjusted difficulty and psi strain of the action is now 23.

But she decides to try anyway. Wisely, Torinka declares a multi-action: she opts to both use her psi manipulation *skill to invoke the power, and her* psi resistance *of 14 to resist the effects of psi strain. While this gives her a smaller chance of success, it makes her more able to survive the experience.*

Torinka decides that lifting the ship out of the water will be her primary action, while resisting will be secondary. Thus, the adjusted difficulty of invoking the power is now 25, while the Final Difficulty for resisting psi strain is 27.

Karin rolls the die. She gets lucky (again), by rolling a 10. She rolls again and gets an 18. Right now, that's a total of 28 — and a bonus number of +9. With her skill of 14, that gives her a psi manipulation *total of 24. That's one point shy of what Torinka needs to accomplish the action. However, her psi resistance total is 23, which is enough to keep her from taking serious harm from the action.*

Karin decides that Torinka had better spend a Possibility and, rolling a 12e, she increases her bonus to +11. That gives her a total psi manipulation *skill roll of 26. This allows her to succeed and it decreases the psi strain she'll take to two result points. Since Torinka currently has no cards that are applicable to her situation, she has to leave it at that.*

Of course, she still has to clean all the mud out of the transport; she left the windows down.

Duration

The duration of psionic powers is one round (10 seconds), unless otherwise specified. This is because psionic powers require the utmost concentration to maintain. A psionic character cannot be one who is easily distracted.

Many powers actually have longer durations than one round, effectively. When using a power, a psionic character must see if the bonus number is applied to duration. If it is, then any bonus number generated by the character becomes a time value, which extends the duration of the power. The bonus number is **not** added to the *Torg* value of the duration, as it is for spells. This reflects the additional concentration of the psionic character at the time.

Example: *A psionic power has a bonus number added to duration. The character rolls and succeeds in invoking the power. The bonus number she*

generated was +6, for an addition of 15 seconds to the standard 10 second duration. The power lasts for 25 seconds, or two and a half rounds (the half round is the first line of the Conflict).

While this still may seem very short, many psionic powers do not need long durations to be effective. A *perception projection* power that allows a psi character to hear everything in a room works more effectively than normal hearing. The sound goes directly to her brain, not through her ears, and, because of her psionic skills, she is able to process all that information immediately. During that ten second period, she may be able to perceive more than someone who is actually in the room.

Of course, this doesn't help if she is trying to hear an extended conversation — or use telekinesis to carry a backpack, or any number of other activities. Does she have to re-invoke the power every round?

No. The psi may, unless the power description states otherwise, attempt to maintain her psionic power over an extended period of time.

Maintaining Psionic Powers

To maintain a psionic effect past its set duration is easier than re-invoking that power. If the power description does not prohibit maintaining the power, there is a procedure each psi must go through in order to maintain the power.

The psi must declare that she will attempt to maintain the power before the end of the round. After her action segment, but before the gamemaster flips over the next conflict card to determine initiative, the psi must declare that she intends to keep her psi power going during the next round. This means that she accepts the fact that she will need to devote one action (or part of a One-On-Many action) to the maintaining of her power.

The psi's group must not have a *setback* on the conflict line that round. If, when the gamemaster flips over the conflict card, the psi character's group has a *setback* on the conflict line, then the maintenance action automatically fails, but the character takes no psi strain (she involuntarily "turned off" the power). This is her setback for the round.

The psi must maintain the power at its current levels of difficulty, range, effect, etc. All of the variable attributes of the power must be kept at their current ratings. The psi may not adjust them at all.

The psi must make her *psi manipulation* roll to maintain the power. Because the power is already in use, the psi finds it much easier to maintain the power than to invoke it again. The base difficulty of the power is reduced by five. All additional factors are kept the same (increased range, effect, etc.) and added to the reduced difficulty, producing the *maintenance* difficulty and psi strain.

If the psi is acting on a living creature and the creature is able (and willing) to resist, then that creature does get to actively or passively resist the use of the power.

The psi must remain conscious after assessing psi strain. Again, the psi strain of maintaining the power is reduced. The psi strain is calculated against the maintenance difficulty of the power. It is up to the psi whether she wants to use her *psi resistance* to actively resist psi strain or not. If she does, it is part of a multi-action and will suffer the appropriate modifiers.

Example: *Torinka is a Telekinetic with a* psi manipulation *skill of 14 and a* psi resistance *skill of 14. She wants to use her* telekinesis *power to lift a vehicle off the ground. The vehicle has a weight value of 21, which is not within the scope of her* telekinesis *effect value, so she must add seven to the Base Difficulty of* telekinesis *of 14. The final difficulty is 21. Generating an amazing total of 25, she succeeds. Because her* psi resistance *was passive, she takes seven result points of damage, which equals a* Knockdown *K2. She spends a Possibility to negate the damage (or she'd have to spend the next round getting up and would not be able to operate her power), and she succeeds in lifting the vehicle into the air.*

Before the end of the duration, Torinka declares that, next round, she will continue to hold the vehicle in the air. The gamemaster flips over the card, and, since Torinka does not suffer a setback *on the conflict line, she can attempt this action.*

Since Torinka is maintaining *her psionic power, she only needs to beat the Power Push of the original difficulty of the action, plus the adjustments, to keep it active.*

The reduced difficulty is nine (14-5). Adding the +7 Torinka added to the effect value makes the maintenance *difficulty 16. Not simple, but better than doing it all over again.*

A psi character may *maintain* a power as long as she continues to meet these criteria. Keep in mind that she will have to roll, in most cases, every 10 seconds to keep her power(s) active. It can be a tremendous drain on an individual and requires a lot of concentration. Any non-simple action performed by the character is automatically a multi-action, and the difficulty numbers are increased accordingly.

Psionics in Akasha

Akashans, and many other star-faring species of the Star Sphere, have become quite accustomed to the presence and use of psionic powers. About 80 percent of all Akashans have psionic powers, and nearly 30 percent of their client races have some sort of psionic powers. As a result, psionic powers have become important parts of their societies.

While Storm Knights from the realm may choose whether or not to be psionic, the gamemaster can easily check randomly to see whether gamemaster character Akashans, client races, and transformed Core Earthers are psionic. To do so, the gamemaster rolls a die, rolling again on tens and twenties. If the character to be checked for is a Akashan, then a number of five or higher means the character is psionic. If the character is a transformed Core Earther, then the number needed is 19 or higher (this will increase as more people are taught psionics by the Akashans). Client races have psionic check numbers listed in their descriptions.



Psionics Outside the Realms


Allen Nunis

Outside the realm of Akasha, psionic beings are much more scarce. Certain Nile people have limited psionic "powers," the Cyberpapacy is approaching the concept of psionics through cybernetics, and Core Earth has had a few rare individuals gifted with limited psionic powers.

It is known that other cosms, such as Tharkold, possess some kind of psionic abilities, but these have not yet been introduced to Core Earth on anything but the most limited scale. Outside of Akasha, psionic abilities are the exception, not the rule.

Since psionics are a product of Akashan society (and are truly more tied into their evolved *Social* axiom than even their high *Technological* axiom), psionics are a contradiction in any other realm (save Core Earth). Characters from other realms may learn psionic powers from a Akashan teacher, but psionics are not natural to them. To an Akashan, the nonexistence of psionics on a large scale seems unnatural.

Psionic Powers and Contradictory Realities

Though psionic powers were developed by the Akashans, other species can benefit from the use of their discoveries. The Akashans have always been willing teachers when those who need to learn have "the proper attitudes." This usually means that the race or individual in question has demonstrated a willingness to learn and a responsible social attitude. The Akashans, for the most part. believe in allowing races to evolve as they will as long as they do not impinge upon the rights of others. There are, of course, exceptions to the rule.

When a character from another reality wishes to learn psionics, she needs the proper environment. This environment's first requirement is a place where psionics are possible under that cosm's axioms. Currently, only Core Earth and the Akashan realm fit that requirement.

Next, the character must either have a teacher or a resource that provides the wherewithal to develop psionics. A teacher can be any other trained psionic (one with at least two adds in her psi skills). A resource is either an institution set up to study the evolution of psychic powers, or an environment where psionics are believed in and developed.

One such environment might be a "psychic retreat," a place where people who are interested, and fervently believe, in psionic powers live and attempt to develop psionics. These areas range in variety from resort areas to certain ethnic neighborhoods. In these situations, it is important to keep the differences between psionics and magic and miracles in mind when determining the whereabouts of such retreats.

A psionic institute founded in Core Earth could also be a resource. This would have to be a place where the best minds in the field could meet, test, and experiment on and with individuals who possess the "aptitude" for psionic powers. In reality, this aptitude is the belief factor necessary to make the breakthrough. Working with "psi scientists," a gifted individual can, over the course of many months or even years develop her psionic powers. She may then develop them normally (as per skill development explained above).

Unfortunately, such "breakthroughs" are incredibly rare and almost prohibitively expensive. And, up until the Possibility Wars, there were almost negligible returns. However, since the critical (and well-publicized) success of Project Omen, the Soviet Union's Psychic Institute, psionic facilities have begun to experience an upsurge in both funding and applicants.

Because psionic powers are relatively new to Core Earth, and foreign to the other invading realms, there are modifiers to the use of psionics involving characters from cosms other than the Star Sphere. These modifiers apply to the difficulty number whenever a psionic character from one of these cosms attempts to use an Akashan psionic power, no matter where she is at the time. These modifiers, in the case of all realms except Core Earth, are in addition to the possibility of disconnection.

Psionic Modifiers

Realm of Psionic	Difficulty Add
Star Sphere	0
Core Earth	+2
Nippon Tech	+4
Nile Empire	+5
Orrorsh	+5
Cyberpapacy	+7
Aysle	+7
Living Land	+18

The Psionic Powers

The psionic powers are all given in a standard format. A psionic power is listed as follows:

Farsight

Base Difficulty: 10
Base Range: skill value in meters
Base Effect Value: 14
Bonus Number to: range
Description: allows psionic to see at great distances

Base Difficulty: The base difficulty is the standard difficulty required to use the power successfully. Modifiers can be added to the base difficulty (to allow for increased range or effect).

Base Range: This is the standard distance within which a psionic power may be used effectively. If the range is given as a value, the range can be increased (unless specifically stated otherwise) by adding to the base difficulty number of the power. Psionics that indicate "self" or "touch" as the range cannot have their ranges extended.

A range of "skill adds" means to use the skill adds of psionic manipulation as a range value. A character with +4 in psionic manipulation has a skill adds range of six meters.

A range expressed as "skill value + n" means add n to the skill value, the total value being the range value. A character with psionic manipulation 15 using a power with a range of "skill value +3" has a range value of 18, or four kilometers.

Base Effect Value: The inherent "strength" of the psionic power. It can refer to weight, damage values, resistance additions, or any number of effects governed by the power. Unless stated otherwise, the base effect value can be increased by adding to the base difficulty number. See "Modifiers" above.

Bonus Number to: The bonus number can be applied to one of the power's attributes — range, effect, or duration. In the former two cases, the bonus number is added to that value and used as a measurement. In the latter case, since most powers have durations of one round, the bonus number is the value of the time the power will last after the first round. Also, *in the case of duration only*, the bonus number is always zero or greater. Since all powers have at least a duration of 10 seconds, negative bonus numbers have no effect on a power's duration.

Description: The description is a short summary of the power's effects. All powers are described more fully below.

The General Powers

General Powers are available to all psionics of the Star Sphere and all those who can be taught psionics within the realm of Akasha. The powers are organized into groups by function. In order to learn a psionic power, the character must obtain one add in the relevant power group to which it belongs. (See Chapter Eleven, "Character Creation," for more information on obtaining psionic abilities)

Kinesis

The Power Group of Kinesis governs the movement of objects, persons, or energies using the power of the mind. This power engages the raw strength and dexterity of the character's mind in a contest against natural forces.

Containment

Base Difficulty: 12
Base Range: skill value in meters
Base Effect Value: 5
Bonus Number to: duration
Description: surrounds gases and microbes in a telekinetic sphere

The *containment* power creates a sphere of force centered around a point within the caster's range. The force sphere contains gases, microbes, and other airborne particles with a *Toughness* equal to its final effect value. If damage is done to the sphere equal to or greater than its *Toughness*, the power fails.

The base radius of the sphere is one meter, but can be expanded. To do so, the psionic must add two points to the base difficulty for every *meter* the radius is to be expanded. This power can be *maintained* normally, although the sphere must be kept within the psionic's range at all times.

Energy Routing

Base Difficulty: 22
Base Range: skill value in meters
Base Effect Value: 15
Bonus Number to: effect
Description: redirects energy from its normal flow direction

The *energy routing* power allows the psionic to create an energy conduit using the power of her mind. The psionic visualizes a pattern of flow equal to the range of her power from the energy to either its new destination or direction.

Using this power, a psionic can focus the thermal or light energy produced by a fire, the fusion or fission energy of an energy weapon, or any number of kinetic energy types that she is aware of, and send it in a specified direction.

If a character wishes to seize control of a pattern of energy, one produced by a laser pistol, for example, she must beat the difficulty of the power first. Then, she compares the effect value of the power to the damage value of the energy. If the effect value exceeds the damage value of the energy, then she successfully controls its direction. If not, then the psionic character cannot reroute any of the energy.

If the character wishes to aim the captured energy at a target, she must state her intention to do this *before* seizing control of the energy, because



Allen Nunis

this is a multi-action. If she successfully seizes control of the energy (using the difficulty number modifications on the One-On-Many table), then she applies her *psi manipulation* total to an attack versus the target's *Dexterity* or *dodge*. The damage value of the energy equals the amount of energy the psionic was able to redirect.

Energy routing in a combat situation does not have to be a multi-action; the character can send the energy off in a dispersal pattern easier than she can direct it at a target. The power may not be maintained, but can be used versus many energy sources at once.

Mental Anchor

Base Difficulty: 14
Base Range: skill value in meters
Base Effect Value: 16
Bonus Number to: duration
Description: anchors an object or being against movement

Originally developed by dry-dock biotechnicians, this power was useful for keeping objects secure outside spacecraft. The psionic character focuses his mental energy on increasing the gravitational pull on an object. It was found, however, that while the power was useful for its intended purpose, it was much more effective within a gravity well.

The effect value of the power is added to the weight value of the object when a force attempts to move or lift the object. The *mental anchor*, however, does not actually increase the weight of the object (it would crush many objects, not to mention what it would do to a living being).

If the object of the spell is a living being, the creature must generate a *Strength* total equal to or greater than the effect value in order to free itself from the power of the psionic. The power can be maintained if its hold is not broken.

Psychic Wind

Base Difficulty: 10
Base Range: skill value in meters
Base Effect Value: 10
Bonus Number to: range
Description: produces a directed telekinetic "wind"

Psychic wind projects a pattern of telekinetic force outwards from the caster. The *wind* is cone-shaped, and expands at the end of its range to a radius value equal to the psionic's skill adds. The *Strength* and speed of the *wind* is equal to the effect value.

Telekinesis

Base Difficulty: 14
Base Range: skill value in meters
Base Effect Value: skill value in kilograms
Bonus Number to: range
Description: moves objects with the power of the psionic's mind

Used to lift objects by the power of the mind, *telekinesis* allows the psionic to control objects over a range equal to her *psi manipulation* skill value in meters. Likewise, the base effect value of the power is equal to the value of the psionic's skill.

While the primary use of *telekinesis* is the lifting and moving of objects, the character can also manipulate those objects with her mind. For example, a character could maneuver a set of lock picks into a lock and attempt to open a door. This, of course, would be a One-On-Many action and would suffer from the normal difficulty modifiers.

Also, characters can use the One-On-Many table to control several objects at once. All objects must be within range of the *telekinesis* power and within sight of the psionic.

Finally, a character can use her *telekinetic* power to lift and hold other characters. However, unless the object of the power is a willing participant or unconscious, the psionic must exceed the character's *dodge* or *Dexterity* total with her *psi manipulation* total. Also, if the character has an action during the round he is held (or if the power is maintained after the first round) the character may attempt to use his *maneuver* or *Dexterity* to break free. To escape, he must beat the character's *psi manipulation* skill total for that round.

Telekinetic Flight

Base Difficulty: 20
Base Range: self
Base Effect Value: 10
Bonus Number to: duration
Description: allows psionic to fly

One of the first telekinetic powers developed by the Akashans was *telekinetic flight*. This power allowed them to move effortlessly (or nearly so) through space with nothing but a protective suit. While not useful in the least for extended space travel, this power does make extravehicular activities much easier.

However, when the Akashans tried to apply this power inside the atmosphere of a planet, they found it much more difficult. The power lifts the character off of the ground, using an unanchored, invisible force, and transports him at a speed equal to the result points of the power use. The total of the weight and speed values of the character cannot exceed the effect value of the power.

Teleportation (object)

Base Difficulty: 23
Base Range: skill value in meters
Base Effect Value: 0
Bonus Number to: range
Description: teleports an object to or from the psionic

Teleportation (object) involves the near-instantaneous apportation of an object from one place to another without its having to pass through the intervening space. The power can either teleport an object from the psionic to anywhere within her range, to the psionic from somewhere within that range, or from one point within her range to another point within her range. The object must be visible to the character. The total weight of the object cannot exceed the effect value of the power. Living beings may be moved in this way, but the effect value of the power must exceed their *Toughness*. If they wish to resist, they may generate a bonus number and apply it to their *Toughness*.

An object cannot be intentionally teleported within another solid object.

Example: *Liztac wishes to teleport a Lorbaat over a pit of molten lava. Both the Lorbaat and the pit are within Liztac's range. However, since the Lorbaat has a* Toughness *of 12, Liztac has to increase the effect value of the power. He also knows that the Lorbaat will probably attempt to resist, so he wants to cover that possibility as well. He decides to add 14 to the effect value of zero, so his new difficulty number is 33. Liztac's* psi manipulation *skill is 18. He needs a bonus number of at least+15 just to succeed.*

Teleportation (self)

Base Difficulty: 28
Base Range: skill value+3 in meters
Base Effect Value: 12
Bonus Number to: range
Description: teleports caster and belongings

Teleportation (self) allows a character to move her body and her belongings (as long as the total weight value does not exceed the effect value of the power) anywhere within the range of the power. The psionic does not need to be able to see the destination, though there is a +5 to the difficulty if he cannot.

A character will not teleport within a solid object, and if there is no clear area within two meters of the desired destination, the *teleport* automatically fails. Otherwise, the teleporter arrives exactly where she specified, facing the same direction she did when she started.

Psionic Defense

By using powers belonging to the Psionic Defense Power Group, the character is able to increase the defenses of her mind and, in some cases, the minds of others against intrusion and control by outside influences. She is also able to heal (to a limited extent) those who have been injured by psionic attack.

Diagnostic Probe

Base Difficulty: 14
Base Range: touch
Base Effect Value: 10
Bonus Number to: effect
Description: assesses nature of damage to mentally injured character

While providing no actual healing, the *diagnostic probe* is helpful in assessing the exact nature and extent of mental damage a character has sustained. This information will help a psionic healer (or even a psychologist) to heal the injured character.

When the character invokes the power, he compares the effect value of the power to the wound level the character has sustained. The difficulty numbers of the wounds are listed on the *Medicine* Chart on page 56 of the *Torg Rulebook*. If the character using the *diagnosis* has a higher effect value than the difficulty number of the wound, she can successfully *diagnose* the wound. Then, the result points of the *diagnosis* are added to a *psychology* total or a healing power effect value (as long as the attempt at healing is done within one hour of the *diagnosis*).

In addition, for every result above *Average*, the diagnostician can ask one specific question of the gamemaster about the mental wound. For example,





Allen Numis

a character with a *Superior* success could ask two questions: "What power caused this wound?" and "How long ago was this wound caused?" would be possible questions. Note that the answer must have something to do with the wound itself. While the character could find out *what* psychic trauma caused it, he could probably not find out *who* caused the wound.

General Resistance (group)

Base Difficulty: 15 plus One-On-Many
Base Range: skill adds value in meters
Base Effect Value: 15
Bonus Number to: duration
Description: provides the psionic's group protection from psionic powers

The psionic, by using this power, sets up a field of psionic energy that prohibits the passage of psionic energy either into or out of the field. The field surrounds each individual like a second skin, but a narrow (and, of course, invisible) strand of psychic energy connects each individual so protected. All protected characters must stay within range of the psionic character in order for the power to continue working. If one character steps out of range, then the power ceases working for that character only and must be re-invoked if it is to affect that person. The power continues to work for the other subjects normally.

The level of protection is equal to the Power Push of the effect value plus the target's *psi resistance, Mind*, or other psionically attacked attribute. The power *only* adds to the character's attributes when the character is defending against psionic attacks. It does not help a character to use other skills and its power does not increase the character's resistance to psi strain.

Example: *Hector, a transformed Core Earth Storm Knight with a* psi manipulation *skill of 16 and a* psi resistance *of 14, wants to protect his party from psionic attacks. There are three other characters in his party, all of whom are native to the Star Sphere or Star Sphere transformed (so there is no modifier to the difficulty number for non-realm participation). He declares that he will "cover" all of them.*

Because he is using the power on four people (himself included), his difficulty number is raised by +6 to 21. He decides not to perform the multi-action of resisting psi strain.

Hector rolls a 10 and then a 15, giving him a bonus number of +8. Added to his skill of 16, this gives him a total of 24, more than enough for the power to take effect. All those within his range have a +6 (the Power Push of 15) to their resistance to psionic attack for 50 seconds (the bonus number of 8, plus the standard duration of one round).

Since the difficulty number exceeds Hector's psi resistance *value by seven, he takes seven result points of psi strain. Since he is possibility rated, this means he is* knocked-down, *has a* K *condition, and takes two shock points.*

If Hector wishes, the round before the duration elapses, he can maintain the general resistance (group) *power at its current levels and ranges and the difficulty number will be 16). Even if one of the affected characters leaves the range of the power, this number remains the same. Hector can, of course, allow the duration to lapse and re-invoke the power.*

General Resistance (self)

Base Difficulty: 14
Base Range: self
Base Effect Value: 16
Bonus Number to: duration
Description: substitutes for *psi resistance* (or applicable attribute) value versus outside psionic influences

This power is similar to *general resistance (group)* in that it provides protection against all direct psionic attacks. Of course, like the group version of this power, it will not help a character get out of the way of an object thrown by *telekinesis*, but it will keep him from getting fried by a *psi bolt*.

General resistance (self) is different in one respect, however. Instead of increasing a character's existing resistance to psionics, this power *replaces* that resistance (if the effect value of the power is higher than the character's already existing resistance). While psionic characters usually already have high resistance to psionic powers, *general resistance (self)* can be very useful for confrontations. The character can "tailor" the power by increasing the Base Effect Value and the Base Difficulty Number, and give herself a short-term boost in the area of resistance.

Unfortunately, this power, like its group counterpart, cannot be used to resist psi strain.

Psychic Aid

Base Difficulty: 10
Base Range: touch
Base Effect Value: 10
Bonus Number to: effect
Description: heals target of mental damage

This power is similar to the *first aid* skill. Using *psychic healing*, a character can reduce the effects of a mental damage on a character, and can actually heal shock, K, and O conditions. If a character is *mortally* wounded, and at least one wound is mental, psychic aid can prevent the character's death through shock damage.

The *psychic aid* effect value must exceed the difficulty numbers for wounds listed in the *Torg Rulebook* on page 55. If a person has already received *psychic aid* within the last 24 hours, increase the difficulty of subsequent *psychic aid* attempts by +3.

Psychic Screen

Base Difficulty: 14
Base Range: skill value in meters
Base Effect Value: 16
Bonus Number to: duration
Description: shields psionic and group from psychic probes

Often necessary when travelling in a hostile area, the *psychic screen* powers shield affected characters from detection by all kinds of psychic probes — from *life sense* to *clairvoyance*. The effect value of the power must be exceeded by the effect value of the searching power in order for any detection to be made, and even then, only a *Good* or better result will allow the searcher to know anything specific (number of characters, etc.) about the *screened* party.

This power has no effect on powers that only enhance existing senses. While it will confound *awareness*, it does nothing to *farsight*, since *farsight* only makes a character able to see farther than normal.

Telepathic Repulsion

Base Difficulty: 12
Base Range: skill value in meters
Base Effect Value: 13
Bonus Number to: duration
Description: repulses attempts at *Telepathy* against characters in range

Telepathic repulsion works to confound *telepathic* communications and powers within a radius defined by the adds of the psionic character invoking the power. A character with three adds in *psi manipulation*, for example, creates a sphere with a radius of four meters within which *Telepathic* powers are harder to use.

The Power Push of the effect value of the power is added to the difficulty number (and corresponding psi strain value) of all powers from the *Telepathy* power group if those powers extend into or through the radius of the *repulsion's* area of effect.

Note: Characters, unless they have some way of detecting the use of this power, have no way of knowing when or where this power is active. They should not be told until after they use a power, and then only that "your *Telepathy* was harder to use than normal" or "you don't know why you failed" or some other hint. They should not know about the increase in the difficulty number (and resulting psi strain) until after they have tried to use a *Telepathy* power.

Psychic Senses

Providing increases in the psionic character's existing senses and allowing her access to senses normally beyond her capability to utilize, the powers in the Psychic Senses Power Group are used for information gathering and assessment.

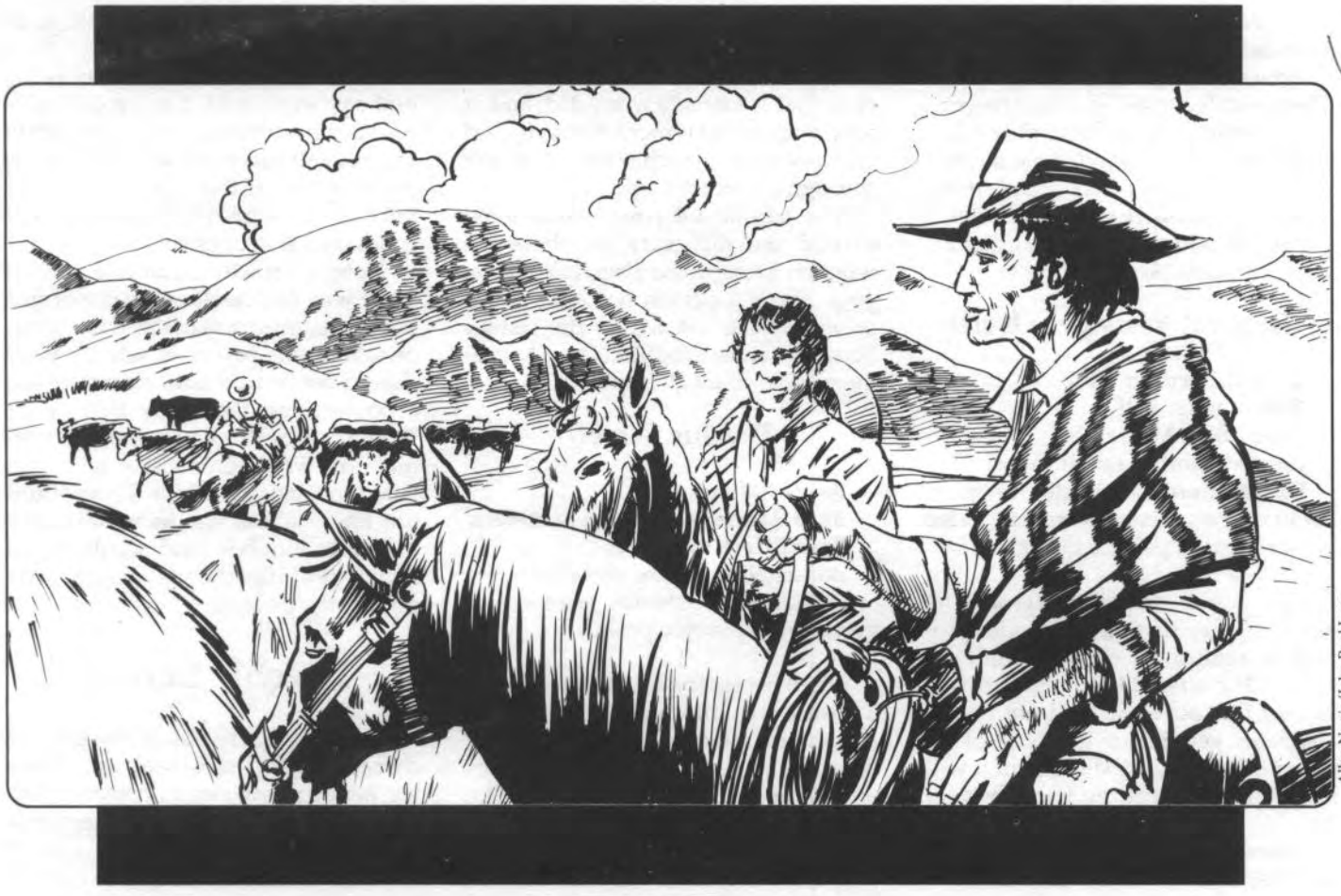
Awareness

Base Difficulty: 14
Base Range: skill value in meters
Base Effect Value: 8
Bonus Number to: duration
Description: gives a "sixth sense" ability to character

This power warns a psionic character of imminent danger: a hidden sniper, an ambush, a mechanical trap, or of an attacker behind the sensitive, etc. The character feels a prickle at the back of the neck, or icy fingers running up and down his spine.

This power is different from other psionic powers in that it has an extended duration. When the character generates a *psi manipulation* total, she automatically begins with a duration of 9 (one minute). The bonus number is then *added* to the value of nine for the total duration of the power; a bonus of +5 yields a duration of 14.





Allen Nunis/John Paul Lona

When the character is in danger, the gamemaster generates an *awareness* total based on the effect value of the power. If this total beats the attacking creature's *stealth* or other applicable attribute, the character becomes aware that danger is imminent.

Sample Difficulty Numbers

Sniper	sniper's *stealth* plus range value
Surprise Attack	attackers' *stealth* minus Many-On-One DN
Psionic attack from afar	Psionic's *psi manipulation* skill

Depending on the level of success, the character gets additional information. If a *Good* result is obtained, the character knows the direction the attack will come from (within a five-degree arc). If there is a *Superior* result, the character will have a vague idea of the nature of the attack as well (fire combat or energy weapons, melee, psionics, etc.). On a *Spectacular* result, the character actually gets a premonition of the attack, "seeing" it happen.

Example: *Torinka chooses to use* awareness *as she and a group of Storm Knights enter a ruined temple. Since this is a stressful situation, Torinka decides to up the Base Effect Value by 4. Even though this will be more difficult to use (she'll need an 18 to successfully invoke the power), her* awareness *will have a* value *of 12.*

Torinka generates a bonus number of +6 and successfully uses the power. Since she starts with a base duration of 9, she adds +6 for a total duration of 15 — 100 rounds or about 17 minutes. After that, she'll have to make a maintenance *roll.*

A few minutes later, the gamemaster has a surprise in store for Torinka and her companions — an ambush by a group of six Lorbaats. The insects are waiting around the bend to attack the party.

Two rounds before the characters are to walk around the corner, the gamemaster rolls a secret awareness *total for Torinka. He gets a bonus number of 4, which makes Torinka's* awareness Perception *a 16. Since there are six Lorbaats, he reduces their* stealth *of 14 by -6 to an 8. This makes Torinka's awareness a* Good *success. The gamemaster informs Torinka that there is danger around the next corner.*

Farsight

Base Difficulty: 12
Base Range: skill value in meters
Base Effect Value: 15
Bonus Number to: range
Description: allows psionic to see at great distances

A character with the *farsight* power can make *Perception*-based skill at-

tempts anywhere within the power's range at no penalty for range. However, if the effect value of the power does not equal or exceed the character's *Perception*-based skill, then the effect value replaces that skill. Thus, a character with a *find* skill of 17 would only be able to use a *find* of 15 when searching within the range of the power.

Implanted Perception

Base Difficulty: 17
Base Range: skill value in meters
Base Effect Value: 13
Bonus Number to: duration
Description: allows psychic to "plant" her awareness in an object

A character can use this power to "implant" her *Perception* within an object. The effect lasts for as long as the duration, or as long as the character can successfully *maintain* the power. Because the effect of the power is only 13, only 13 points of *Perception* may be allocated to the object. The only skill that can be used while the character's *Perception* is within the object is *psi manipulation* for the maintenance of this power only.

Initially, the character must be able to see the object she is casting her *Perception* into. This may be with her own eyes, or through the use of a psionic power. Afterwards, however, the object may be moved out away from her, as long as it remains within range of her power.

Life Sense

Base Difficulty: 15
Base Range: skill value in meters
Base Effect Value: 14
Bonus Number to: range
Description: psionic can sense the presence of living beings

Life sense reveals the presence of living creatures within range of the power. The effect value of the power must exceed the *Spirit* of a creature for that creature to be detected. How specific the power is depends on the success level of the *psi manipulation* roll:

Minimal: The character knows there are living beings within range of the power.

Average: The number and direction of each creature is revealed.

Good: The relative sizes of each creature is known to the character.

Superior: The sapience/non-sapience of each creature is revealed.

Spectacular: The alignment (or relative alignment, if the creatures have none) of each creature is revealed.

At a *Good* or better result, the character will also get impressions of undead or constructed creatures. These creatures will seem "wrong" to the character, and she will be loathe to probe any deeper; in this case, the *maintenance* difficulty is the same as the final difficulty.

Perception Projection

Base Difficulty: 20
Base Range: skill value in meters
Base Effect Value: 15
Bonus Number to: range
Description: psionic can see through solid objects

To see through solid, or near-solid, objects, a character can use *perception projection*. The character's *Perception* (or up to the effect value in attribute points of it) are "projected" through any solid object or concentration of near-solid objects. The effect value of the power must meet or exceed the *Toughness* of the structure for the power to work, and there must be an open space behind the structure (but within range of the power) for the effect to work.

If the gamemaster does not know the *Toughness* of a structure, he can use the Cover Value Chart as a guide. The *Toughness* would be between the maximum value and -10 less than the maximum value. For example, a stone wall has a *Toughness* of from 30 to 40, depending on its thickness.

Psi Detection

Base Difficulty: 10
Base Range: skill value in meters
Base Effect Value: 8
Bonus Number to: duration
Description: detects ongoing uses of psi powers

Detection Chart

Type of Power	Modifier
General Power	-2
Coar Power	+1
Zinatt Power	+3
Aka Power	+5

This power allows a psi character to detect the use of psionic powers within range of the *detection* power. The base difficulty for detecting a power is 10, modified by what type of power has been used:

Obviously, a character must adjust the difficulty and the effect values for the power to detect anything other than a General Power.

A character who succeeds in detecting a power with a *Good* or better result knows what power group the detected power belongs to. A *Superior* result reveals which power it is, and, on a *Spectacular* result, the character knows any adjustments that have been made to the power's base values.

Psychic Infravision

Base Difficulty: 8
Base Range: skill value in meters
Base Effect Value: 0
Bonus Number to: duration
Description: psionic can see heat and cold patterns

Since it allows a character to see heat and cold patterns in fine detail, *psychic infravision* is useful for *tracking* newly-made prints and seeing where people's hands have recently been. It also confers a certain amount of night vision on the character, as long as there is variance in the heat patterns around her.

When using *psychic infravision* in conjunction with *tracking* or *evidence analysis*, the character is allowed to add the Power Push of the effect value to his applicable skill.

This is, of course, assuming there is something to see. Since heat patterns left by living creatures grow less obvious over time, the gamemaster should



take that into consideration. For every 10 minutes the "trail" has grown cold, add +3 to the difficulty number of *tracking* or *evidence analysis*, unless the creature was extremely hot or cold, or the environment is extreme.

When this power is used, the character can only see in the infrared spectrum; normal colors and patterns are invisible to him. If something has the exact same temperature as its environment, then it is invisible to the character.

Telepathy

One of the most popular Power Groups among members of the Star Sphere, the Telepathy powers link characters together with a bond more efficient than any other type of communication.

Beacon

Base Difficulty: 12
Base Range: skill value+3 in meters
Base Effect Value: 0
Bonus Number to: duration
Description: a psychic "alarm"

The *beacon* is a psionic appeal for help. It is a "broadcast" of psychic energy that can (and will) be picked up by any psionic character within range of the power. The character using the beacon has no say in who "hears" it and only *telepathic repulsion* can shut it off or seal it in. Though no words are exchanged in the beacon, the power is generally recognized as a signal of distress or need.

A psionic character who "hears" the beacon automatically knows the direction of the beacon and, by making a *psi manipulation* roll of 8 or higher, can judge the distance within one *Torg* value (a *Good* or better success gets it right on). If the attempt to judge range is made after the *beacon* shuts off, then the difficulty is increased by +1 for every 10 seconds after the beacon has ceased.

Cloud Mind

Base Difficulty: 15
Base Range: skill value in meters
Base Effect Value: 11
Bonus Number to: effect
Description: lowers target's *Mind*

Compare the effect value of the *cloud mind* to the target's *Mind*. The *cloud mind* power lowers the target's *Mind* by the Power Push result points of the power. Thus, if a character has a *Mind* of 10, and the effect value is left at its base of 11, the target character's *Mind* would be reduced by -1 for the duration of the power or until the psionic character stops *maintaining* it.

Empathy

Base Difficulty: 12
Base Range: skill value in meters
Base Effect Value: 10
Bonus Number to: effect
Description: senses the feelings of the target

Empathy is the ability to sense what another character is feeling. It allows a telepath to determine whether the target is angry, afraid, lying, happy, sad, etc. The effect value of the power must exceed the *Spirit* of the target. On a *Good* or better success, the character can tell if the target lies in response to questions, and on a *Spectacular* result the character can tell — in very general terms — why the target feels the emotions detected.

Mind Meld

Base Difficulty: 13 plus One-On-Many
Base Range: skill value in meters
Base Effect Value: 5
Bonus Number to: duration
Description: links minds together

This power allows characters to link their minds together, giving them instantaneous communication and a sharing of gathered information. They are also able to access certain of each other's *Perception*- or *Mind*-based skills.

The character's participating in the mind meld have the ability to set up a "skill pool" so that they can actually share *Perception*- or *Mind*-based skills with each other. The pool consists of a number of skill adds equal to or less than the effect value of the power. Any character can draw upon any skill within the pool, but the pool adds are used instead of those that character normally uses. If the character does not have any adds in that skill, she can still use the skills at their pool adds.

Example: *Torinka invokes a* mind meld *with Chakkata and a Core Earth Storm Knight named Hector. Because there are two "additional" characters in the* meld *(Torinka, as the psionic invoking the power, does not count towards the extra difficulty), the difficulty number is increased by 4 to 17. In addition, Hector is not native or transformed to the Star Sphere. He adds an additional +2 to the difficulty because he is from Core Earth, making the final difficulty a 19 (and, of course, the psi strain number).*

Nevertheless, Torinka succeeds in her attempt, and the three are joined. They can communicate instantaneously until the duration lapses (10 seconds plus the bonus number) and they can share certain skills.

Torinka contributes her trick *adds of three to the pool, Hector his* medicine *add of one and Chakkata his* psi resistance *of three. Since this adds up to 7, two over the effect value, something must go. Chakkata and Torinka both declare they will "hold back" one add each of their skills. Now, they can all draw on one add of* medicine *and two adds each of* psi resistance *and* trick, *as long as these adds are not higher than their existing skill levels.*

The *mind meld* remains in effect until the invoking character chooses not to maintain it, or until the duration runs out. If a character leaves the range of the power, or is knocked unconscious, she leaves the *meld* and any pool skills she contributed leave with her. The *meld*, however, is not broken, though those skills may not be replaced.

It is possible to increase the effect value of the power dramatically, "pooling" a considerable number of skills. It is important to remember that these characters are mentally joined to each other for the duration of the power. Successful mental attacks versus one character in the *meld* do no damage to the other characters, but the unsettling experience causes the other characters to act *unskilled*.

Perception Distraction

Base Difficulty: 16
Base Range: skill value in meters
Base Effect Value: 13
Bonus Number to: effect
Description: lowers the target's *Perception*

Working similarly to the *cloud mind* power, *perception distraction* attacks the *Perception* attribute. Compare the effect value of the *perception distraction* to the target's *Perception*. The *perception distraction* power lowers the target's *Perception* by the Power Push result points of the power for the duration of the power, or until the psionic stops *maintaining* it.

Send Thoughts

Base Difficulty: 8 plus One-On-Many
Base Range: skill value+3 in meters
Base Effect Value: 0
Bonus Number to: range
Description: projects psionic's thoughts to others

One of the most common *Telepathic* powers, *send thoughts* is a basic form of one-way communication. The character sending the thoughts may speak for as long as the duration lasts, or until he decides to stop *maintaining* the power, but, unless the receiving character(s) has/have the *thought scan* power, they cannot telepathically respond. The power is strictly for one-way communication.

It is possible, however, for a character to send images or abstract thoughts to another character. If the sender chooses, he can send what he sees or imagines to the receiver instead of 10 seconds of speech. Because the power is so basic, he cannot do both.

Thought Scan

Base Difficulty: 16
Base Range: skill value in meters
Base Effect Value: 14
Bonus Number to: effect
Description: allows psychic to scan surface thoughts

Thought scan allows a character to read another character's surface thoughts. The effect value of the power must beat the target character's *Mind* value in order to work and, unless a *Good* result or better is obtained, the character being scanned knows something is wrong (if she is a psionic, then she knows she is being thought scanned; if she is not, then she becomes aware of some form of danger and may resist).

Certain powers block the use of *thought scan*, but it may also be actively resisted. If a character knows he is being scanned, or if he feels "something isn't right," he may resist by rolling a bonus number (minimum of +1) and adding it to his *Mind* or *psi resistance*. If his total equals or exceeds the power total, he blocks out the *thought scan*.

The psionic using this power does not have to see the character being scanned, but must know of her location (just behind this door, directly in front of me, etc.). If the psionic cannot see the target the difficulty is increased by +5, unless the psionic has some other way to precisely locate the target, such as a homing device.

The Aligned Powers

The following are powers that are intertwined with the Akashan philosophy of Coar, Aka, and Zinatt. Only characters who have chosen one of the three alignments are able to use any of these powers.

Aka Powers

Those characters aligned to *Aka* are most concerned with the control of their bodies and their minds. They believe that the way to enlightenment lies in self-control. For this reason, *Aka* powers reflect the mind being directed *inward* instead of *outward*.

Charisma Control

Base Difficulty: 9
Base Range: self
Base Effect Value: 6
Bonus Number to: duration
Description: resists attempts of *Charisma* influences on character

A character who is under the influence of this power hardens himself to all skill attempts that involve the *Charisma* attribute (*charm, persuade, taunt*, etc.). The Power Push of the effect value is added to the character's resistance skill or attribute, increasing an opponent's difficulty number. In addition, any character affected by this power automatically starts at least as *Hostile* to all *Charm* or *persuade* attempts — whether the player likes it or not.

Clear Thought

Base Difficulty: 15
Base Range: self
Base Effect Value: 14
Bonus Number to: effect
Description: shakes off effects of psionics on character

A character who is under the influence of *psychic control*, but still has some freedom of choice, may attempt to use clear thought to free himself from the effects of the psionic control. The effect value of the power is compared to the *psi manipulation* total of the controlling character and, if the effect is higher, the controlled character is free.

Note: This power is usually only good against the most basic and subtle psi control powers. Against something as sophisticated as *domination*, for example, the character can't even think to *clear* his *thoughts*.

Enhanced Adrenalin

Base Difficulty: 17
Base Range: self
Base Effect Value: 15
Bonus Number to: duration
Description: increases the *Toughness, Strength*, or *Dexterity* of the psionic character

Compare the effect value of the power to the target's chosen attribute on the Power Push Table. The result points of the push are then added to that one attribute for the duration of the power (or until the character stops *maintaining* it).

Using the One-On-Many difficulty modifiers, an *Aka* character can in-



crease two or even three attributes at the same time. In this case, the highest attribute is compared to the effect, and the result points of that Power Push are added to all three attributes. The character must succeed totally in this case, or the power fails. The psi strain number is equal to the highest difficulty number.

Mind Seal

Base Difficulty: 19
Base Range: self
Base Effect Value: 14
Bonus Number to: duration
Description: allows caster to seal off her *Mind* for later resistance to psychic attack

A devious power, the *mind seal* isolates a part of the character's *Mind* from surface access.

Invoked before a *Mind*-attacking power, the effect value of the power must be equal to or higher than the psionic's *Mind* to take effect. If successful, the character's *Mind* is reduced to zero until the duration lapses. The character cannot use, maintain, or resist any psionic powers, and he cannot use any *Mind*-related skills.

The duration of the power has a value equal to the initial *Mind* of the character, and a bonus number is added to this value to determine the final duration. Just before using this power, the character may state a maximum duration he does not wish to exceed, no matter how large the bonus number ends up being.

When the duration ends, the character's *Mind* bursts forth, resisting any attempts at control. For the first round after the *Mind* is unsealed, the character gains a +5 to all attempts at resisting influence or control. If the controlling power normally attacks some other attribute, then *for that round only*, the *Mind* attribute is used to break free.

Example: *Torinka has been captured by the enemy. She knows that Zonnec, an Akashan Comaghaz host, is going to attempt to* dominate *her. So, just before he tries, she uses the* mind seal *power. She succeeds.*

Naturally, Zonnec also succeeds. He maintains *the power, leading Torinka into his stronghold. Then, just before he is about to infect her with the plague, her* Mind *comes back and she gets to break free. Since she caught Zonnec by surprise, she smashes through his* domination *and is able to act on her own again.*



Allen Nunis/John Paul Lona

A risky power, some of the most proficient of the *Aka*-aligned Akashans have been able to use it to great effect against their enemies. They are thought to be brain-damaged or controlled and, when their foes relax, the *mind sealed* character breaks free.

Note: Characters with *Mind* values of zero are still able to act. However, simple actions now require rolls to accomplish. To accomplish a simple action (walking forward, loading a gun, etc.) the character must generate a bonus number of -2 or higher.

Complex actions, such as shooting a gun or performing *acrobatics*, have an additional +10 to their difficulty numbers for the duration of the *mind seal*. *Mind*-related skills may be used, but they are performed at the attribute level of zero, plus the character's skill adds, and with the +10 difficulty modifier.

Psychic Willpower

Base Difficulty: 14
Base Range: self
Base Effect Value: 10
Bonus Number to: duration
Description: enhances or provides *willpower* for character

The Power Push of the effect value of this power must exceed the character's *willpower* for this power to be effective. If it does, then this value replaces the current *willpower* value for the duration of the power or until the psionic chooses to cease *maintaining* it.

Spirit Enhancer

Base Difficulty: 17
Base Range: self
Base Effect Value: 14
Bonus Number to: effect
Description: Increases the effect of the *Spirit* attribute

The amount by which the effect value of the power exceeds the character's existing *Spirit* is read on the Power Push table. The result points

are added to the character's *Spirit* until the character ceases to maintain the power.

Suspended Animation

Base Difficulty: 19
Base Range: touch
Base Effect Value: 16
Bonus Number to: duration
Description: suspends the psychic's bodily functions for an extended period of time

Unlike most powers, suspended animation has a base duration of more than 10 seconds. This power lasts for a *Torg* value of 25 (one week), plus the bonus number generated. Also, unlike most other powers, the character can control the bonus number. The character can state, before generating the total, any duration from a week on as the target duration.

The power keeps the character's physical and mental conditions from changing. If a character is wounded when she enters *suspended animation*, she is still wounded when she wakes up, no matter what has been done to her.

Unfortunately, if a character in *suspended animation is injured further, that condition is a*dded to whatever she had beforehand. *Suspended* characters do ignore shock, K, and O conditions, but, when they awake, they are treated as being *knocked down* for the next round.

Note: As in the case of Those Who Wait, certain tech and bio-tech devices can regulate, extend, and shorten the *suspended animation* power's duration and modify its effects.

Coar Powers

While most associate *Coar* characters with violence, they are also devoted to the idea of extroversion. These characters seek outside themselves for answers and power, and the psionic powers most closely ascribed to them reflect this desire for an outward focus.

Domination

Base Difficulty: 24
Base Range: *see below*
Base Effect Value: 16
Bonus Number to: duration
Description: totally dominates the target character

Attacking the target's *psi resistance* or *Mind, Perception, and Spirit*, domination is a power even most *Coar*-aligned characters hesitate to use. *Domination* imposes the will of the psionic totally over the target.

To use the power, the effect must exceed the target's *psi resistance* or *Mind* by two points, the target's *Perception* by four points, and the target's *Spirit* by six points. These modifiers are based on the multi-action modifiers — *domination* is an action which must target the *Mind, Perception* and *Spirit* of the target, in that order. The target is only able to resist if she knows the assault is coming — if the target is surprised, then no active resistance is possible.

In order to begin the *domination*, the psionic character must be within her skill value of the target. After the target has been successfully dominated, the controlled character may be sent up to the psionic's skill value+3 in meters from the psionic.

The target is completely and absolutely controlled by the psionic. The target, if ordered, will use her *Strength* or *Dexterity* skills in the service of the *dominating* character. However, all *Perception, Mind,* and *Spirit* skills must be supplied by the controlling psionic, and their totals are reduced by two.

The target cannot act independent of the psionic's orders, but can follow complicated instructions. If the psionic performs any action other than a simple one while the person he controls is performing a complex action, the psionic is at +2 to all difficulty numbers and the controlled being is at +4, in addition to all other difficulty modifiers. However, if the psionic concentrates (performs no actions other than mentally controlling the dominated individual), she can perceive through the target's senses and act directly through the target. This power can be maintained.

Example: *Zonnec tries to dominate Dr. Kevin Turner, a Core Earth Ord. Dr. Turner has no* psi resistance, *but a* Mind *of 13, a* Perception *of 11, and a* Spirit *of 10. Zonnec has surprised Dr. Turner, so the unfortunate man gets no active resistance.*

Generating a bonus number of 9, Zonnec compares the effect value of 18 (he didn't choose to increase it) to Turner's three attributes. It is higher than his Mind+2, *his* Perception+4, *and even his* Spirit +6. *Dr. Turner is controlled by Zonnec for 10 seconds plus the bonus number of 9 (1 minute), or 70 seconds.*

Dr. Turner now acts according to Zonnec's wishes. He will use his Dexterity *and* Strength *skills normally, but, because his* Mind *is controlled, Zonnec cannot force him to use his medical knowledge. However, if Zonnec wishes, Dr. Turner can use any of Zonnec's skills with +2 added to all the difficulty numbers.*

Ego Strike

Base Difficulty: 13
Base Range: skill value in meters
Base Effect Value: 14
Bonus Number to: effect
Description: performs a psionic *taunt*

The *ego strike* is a psionic taunt, attacking the target's *psi resistance* or *Charisma* (but not the target's *taunt* value). The result points of the effect value are read on the Taunt/Trick Chart. If the *ego strike* is successful, it undermines a target's self-assurance and confidence. This power cannot be *maintained.*

Mind Probe

Base Difficulty: 20
Base Range: skill value in meters
Base Effect Value: 17
Bonus Number to: effect
Description: deep probe of target's *Mind*

A more powerful version of thought scan, the *mind probe* allows the character to ask specific questions of the *probed* character's *Mind*. If the effect value of the power is higher than the character's *Mind* or *psi resistance*, then the *probing* character is given a *totally truthful* answer to one question for every level of success attained *per round* the power is in effect.

Therefore, a *Good* result allows the



character operating the *mind probe* to ask two questions of the character under examination every round the power is maintained. This power may be resisted by rolling a bonus number (minimum of +1) and adding it to his *Mind* or *psi resistance*. If this total equals or exceeds the power total, the *mind probe* fails. *Mind probe* is automatically detected by the target.

Project Emotion

Base Difficulty: 14
Base Range: skill value in meters
Base Effect Value: 12
Bonus Number to: duration
Description: overlays desired emotions on target

A character with the *project emotions* power is able to transmit emotions by overcoming the target's *Spirit*. If successful, the target experiences the projected emotion. What emotions can be projected are dependent upon the receiving character's state of mind. The emotions are generally directed at whoever the character is interacting with at the time, though the emotions can be undirected (blind rage, for example).

The effect value of the power is compared to the target's *Spirit*. The result is then read on the *Torg* Charm/Persuade Table. The amount of success depends on how close the target already is to the emotional state described by the psionic. Remember, circumstances do influence the difficulty.

Example: *Chakkata is trying to convince a Core Earth farmer to leave the area because Comaghaz-infected military units are invading. The farmer, however, is adamant and refuses to leave her land. Having failed in his* persuasion *attempts, Chakkata decides to use the* project emotion *power to make the farmer* trust *him implicitly.*

The gamemaster rules that the farmer already trusts Chakkata, which would normally be read as "Friendly" *or even* "Loyal," *but since the Akashan is trying to get her to do something totally against her nature, the gamemaster moves the farmer's attitude to 10 result points — right in the middle of* "Hostile."

Thus, in order for Chakkata to succeed in getting the farmer to trust him enough to follow his orders, the Akashan needs to exceed her Spirit *by 10 points.*

While any emotion can be simulated by this power, there are a few very popular choices:

Confusion: When used against a player character, confusion prevents a character from using cards from his hand, or activating them from his pool. The target may gain new cards and play them into his pool normally. When used against a villain, *confusion* prevents a villain from using the *taunt, test of wills, trick* and *intimidate* skills whenever they appear on the conflict line of the drama deck.

Despair: The target loses confidence in himself and is treated as though *stymied* (see the *Torg Rulebook*, page 61).

Fear: The target becomes afraid. If the target is in combat, she *breaks* (using the *Torg* rules). If she does not *break*, all additional attacks made against feared beings are at +4 to the difficulty number. If the character is not in combat, she will seek to flee until she is out of the power's range.

Hatred: The target is made to hate one other character who he is interacting with at the time the power is used. The "hated" character may be specified by the psionic, as long as the target is aware of his presence. The target of the emotion will immediately attack the hated character, unless it is impossible or suicidal. If so, the character will *taunt, test*, or *intimidate* the character until the duration ends.

The target becomes incensed and is *up*, gaining an additional roll for each round that the emotion lasts when attacking the hated character. The target may not use any active defenses while the hatred lasts, and will not break from combat.

Inspiration: The target becomes *inspired*: all shock and KO damage are removed, and any further shock or KO damage taken by the target are ignored while the effects of *inspiration* last. If the target is a player character, at the moment the *inspiration* takes effect he may draw one card from the drama deck and add it to his hand.

Trust and *Love:* The target character's attitude to the psionic is improved for the duration of the emotion. All *persuasion* or *charm* attempts are made as if the character were *Loyal*. While this isn't blind faith, it is helpful.

The effects of other emotions must be defined by the gamemaster.

A character whose emotions are manipulated does not know something was wrong until after the duration lapses. Then, if she is not still caught up in the consequences of her emotions, she can attempt to realize that the emotions she felt were "unnatural" to her. The former target then makes a *Perception* or *evidence analysis* roll versus the effect value of the power. If it is successful, the character knows that something was done to make her feel the way she did. Psionic characters will probably be quick to figure out what.

Psi Scrambler

Base Difficulty: 24
Base Range: skill value -3 in meters
Base Effect Value: 16
Bonus Number to: duration
Description: creates a sphere of psionic interference

Psi scrambler is used to interfere with psionic powers. The *scrambler* sets up a globe of psionic interference centered on the psionic. The radius of the sphere is equal to character's skill value-3 in meters.

The power interferes with all attempts at psionic use within the sphere. Any power which is used within or through the sphere of the *scrambler* must exceed the *scrambler's* effect value in order to work. If it does not, then the result points of *psi scrambler* are added to the psi strain taken by the psionic attempting to penetrate the power's area of effect. This power may be *maintained*.

Example: *Zonnec is being attacked by a group of three Storm Knights, one of whom is Torinka, a psionic. Zonnec decides to interfere with her abilities by setting up a* psi scrambler.

Zonnec has a psi manipulation *of 17 and a* psi resistance *of 18. He*

decides to add 5 to the effect value (making it really *hard for Torinka to operate), which adds +5 to his Base Difficulty (now 29).*

Zonnec rolls. He gets insanely lucky, rolling a 20, 10, 10 and then a 17 for a bonus number of 15. The scrambler succeeds, and has a duration of fifteen minutes (plus a round). Zonnec takes 11 points of psi strain. He takes a Wnd O 4, which he spends a possibility to cancel.

Torinka, unaware of Zonnec's action, decides to set up a mind meld *between herself and her two compatriots. Since she is mainly interested in the instantaneous communication provided by the power and the sharing of her* psi resistance, *Torinka does not increase the effect value. Her total difficulty (and psi strain) for the use is 17.*

She beats the difficulty number of the meld, *but the gamemaster then informs her that Zonnec had a* psi scrambler *in effect. Since the effect value of the* scrambler *is 21, 16 more than the effect value of the meld, Torinka adds the 16 points to her psi strain value of 17. Comparing this to her* psi resistance *of 14, she will take 19 result points of mental damage from the* psi scrambler. *Unless Torinka has some Possibilities to spend, she's dead.*

Psychic Assault

Base Difficulty: 15
Base Range: skill value in meters
Base Effect Value: 10
Bonus Number to: effect
Description: attacks the target's *Mind*

This power is used to damage a target's *Mind*. The effect value of the power is compared to the target's *Mind* or *psi resistance* and the result points are read on the Combat Results Table as mental damage. This power may not be *maintained*.

Telekinetic Attack

Base Difficulty: 18
Base Range: skill adds in meters
Base Effect Value: 14
Bonus Number to: effect
Description: sends a concentrated telekinetic force at a target

Derived from the General Power of *telekinesis*, *telekinetic attack* is definitely a *Coar*-aligned power. The psionic concentrates on forming a small "fist" of telekinetic force and hurling it at the target. The *psi manipulation* total must exceed the target character's *Dexterity* or *dodge*. The fist does damage equal to the effect value of the power.

This power may not be *maintained*.

Zinatt Powers

Characters aligned to *Zinatt* strive to maintain balance in all things. Good and Evil, Order and Chaos; *Zinatt*-aligned characters work to keep both extremes in check, so that the universe can survive. For this reason, powers specifically aligned to *Zinatt* are those that allow characters to define the concept of "balance" and maintain it within their environments.

Accelerate Healing

Base Difficulty: 13
Base Range: touch
Base Effect Value: 8
Bonus Number to: effect
Description: restores the balance of the individual

This power restores balance within an individual's mind or body. *Accelerate healing* helps to remove physical and mental wounds that interfere with the character's personal balance.

To use the power, the psionic touches the wounded individual (or herself) and wills the balance to be restored. The effect value must then equal or exceed the difficulty of the wound, as read on the Medicine Chart, page 56 in the *Torg* Rulebook. However, instead of assisting the character to heal, the psionic *forces* that healing upon the character's body or mind (this healing can be resisted by rolling a bonus number and adding it to the difficulty number, a minimum bonus of +1).

If the effect does exceed the difficulty number, then the power succeeds. Otherwise, there is no change and the power may not be tried again until the following day on the same wound.

This power benefits by use of the *psychic diagnosis* General Power. This power cannot be *maintained*.

Alignment Discovery

Base Difficulty: 14
Base Range: skill adds in meters
Base Effect Value: 8
Bonus Number to: effect
Description: determines the alignment of the subject

To greater define the balance of all things, it is necessary for a *Zinatt*-aligned character to understand the motivations of individuals. This power helps.

If the effect value of the power meets or exceeds the *Spirit* of an individual, then the alignment is revealed to the psionic. Otherwise, no information is gathered. If the character has no alignment, then no information is gathered.

Note: If a character is examined who has an "out-of cosm" alignment (such as *"honor"* in Aysle), then those adds are increased by five for the purposes of the check only. If the effect exceeds the adds +5, or the *Spirit*, whichever is greater, then the alignment and the adds are revealed at their correct levels.

Clairvoyance

Base Difficulty: 22
Base Range: self
Base Effect Value: 9
Bonus Number to: effect
Description: looks into the probable future

When faced with a difficult situation, a character with this power can assess the possible effects of one course of action. He uses the power and then asks the gamemaster one specific question regarding one particular course of action his character could take. Depending upon the result of the power, the character is informed about information regarding the most likely



consequences of his action. Since reality is always changing, of course, the effects are not always helpful. This power may not be *maintained*.

The amount of time the *clairvoyance* power can look forward along the possible time-line is equal to the effect value. Any consequences that begin after the range is exceeded cannot be assessed, even if the action that caused them was performed during the range of time covered by the power.

Example: *Opening a door to an abandoned building, Arthur debates whether or not he should go in. He uses the* clairvoyance *power to try to decide. He says to the gamemaster "I want to know the consequences of entering the building."*

Getting a Minimal *result (see below) and a "time range" of one minute, the gamemaster informs Arthur that he feels neither good nor bad about going into the building.*

This means that, for the next minute of game play, going in will not be good or bad for him. It does not cover the fact that, an hour after entering the building, Arthur will find 10 gold bars or that, two hours later, he will be attacked by a group of Lorbaat. Even though these events occur because Arthur entered the building, they happen after the time range is over.

How accurate the power is depends on the success of the *psi manipulation* skill total.

Minimal and *Average:* The character gets a "good/bad" impression about an action he wishes to take within the power's time range, assuming one is possible. If not, the character does not feel one way or the other about the action considered.

Good: The character feels what sort of situation he will be placed in if he takes the considered action. "Dangerous," "safe," "interesting," and "informative," are just a few examples. The character does not know the whys and wherefores.

Superior: The character gets a vague picture of what exactly will happen if he pursues the course of action he considers. This picture is, of course, subject to changes in reality, but portrays a reasonable idea of what will probably happen.

Spectacular: The character gets a very clear image of what will happen as a result of his action, and is able to visualize the entire time-line up to the end of the time range.

Note: Remember, *clairvoyance* only reads possibilities. It is tied deeply into the concept of alternate realities. Even though a character is able to "read" the most likely possibilities by using this power, the results are never definite. Once the character acts, he may change the reality that supports the future possibility he has just witnessed.

Living Harmony

Base Difficulty: 12
Base Range: self or touch
Base Effect Value: 16
Bonus Number to: duration
Description: allows the character to survive in a hostile environment

To explore alien environments, the Akashans needed powers that would help them survive in hostile areas. While they could develop bio-tech creatures to assist them (and they did), they decided to evolve a "fall-back" system for emergencies.

Living harmony is that power. The effect value of this power is compared to the target's *Toughness* on the Power Push Table, and the result points are added to the target's *Toughness*. This allows characters to remain in uncomfortable environments longer, go without air for limited periods of time and, not coincidentally, resist damage from injuries.

The target, if she is not the psionic, must remain in contact with the psionic for the power to remain in effect. The power may be *maintained*.

Reality Probe

Base Difficulty: 13
Base Range: skill value in meters
Base Effect Value: 8
Bonus Number to: effect
Description: reveals strength and realm of possibility-rated characters

If the effect value of this power equals or exceeds the *Spirit* or *reality* of a character, the psionic can tell whether or not that character is possibility-rated, what axioms she is governed by and, on a *Superior* or better success, what her *reality* adds are (if she has any at all).

Reality probe may also be used to examine a tool from another cosm, to determine what axioms it is governed by. The effect value must equal or exceed the highest axiom level of the tool to be effective.

On a *Minimal* or *Average* success, the character learns the axiom levels of the tool; some tools may require two or more axioms to work, such as a device which requires magic and technology.

On a *Good* success the character learns what the tool does. On a *Superior* success the psionic learns how the tool is activated/ used; if the item can be used unskilled, the psionic can use it. On a *Spectacular* success, the psionic can use the item as if skilled, but only for the duration of the *reality probe*. This power may be *maintained*.

Sense Past

Base Difficulty: 21
Base Range: touch
Base Effect Value: 25
Bonus Number to: effect
Description: detect impressions of beings and events surrounding an object

This ability allows a psionic to touch an object and sense past events and creatures connected to the object. The effect value of the power equals the value of the time past a psionic can sense.

This power has a duration of 10 seconds and *cannot* be *maintained*. However, the character using the power gets all the information about the object available at once. The amount of information the character can assess depends on the level of success of his *psi manipulation* total.

Minimal Success: The character gets general impressions only. If the object has a purpose, he can sense what the object has been used for but not how it has been used, and he gets a general sense of the alignment and attitude of those who have used it or been near it within the range of the power.

Average: There is a clear impression of the most recent owner, or the most recent person to touch the object, but this impression is non-visual. The character knows the general personality of the person and their sex, if applicable.

Good: All the people who have been in contact with or near the object within the power's time range are revealed. Vague visual impressions are also given, the most clear being the most recent. If the object has a purpose, the character knows what it was used for and how.

Superior and Spectacular: A very clear picture of all previous owners of the object and those who have been near it (within the time range). Personality, physical features and even some abilities are made clear to the psionic character. If the object was made within the time range, then the character knows exactly how and by whom.

Skill Search

Base Difficulty: 19
Base Range: skill adds in meters
Base Effect Value: 14
Bonus Number to: effect
Description: reveals the skills possessed by a character

This power helps a psionic assess the abilities of a potential friend, enemy, or even a passerby. When invoked, the power searches the target's subconscious and reveals those skills the character has been trained to perform. If the target knows she is being *searched*, she can resist by generating a *Spirit* or *psi resistance* total higher than the effect value.

If invoked successfully, the gamemaster (or the player, if a player character is being *searched*), compares the effect value of the power to the *Spirit* of the character to determine the effect. If it does have an effect, then the number of result points is the number of skill adds revealed to the *searching* character.

Starting with the skill with the highest adds, the gamemaster or player reveals that skill to the *searching* character along with however many adds the character has in that skill. Then, if there are still result points left, the character reveals the next highest skill, and so on.

If, however, there are result points left, but not enough to "cover" the number of adds, then the character reveals only that she *has* the skill, but not how many adds she has in it.

Example: *Arthur Perez, a transformed Core Earth character, is trying to assess a possible recruit for a mission. Her name is Kelfain Darkrobe. She says she is a skilled mage from Aysle, but he isn't sure. He uses the* skill search power.

Kelfain's Spirit *is 9 and she is unaware that she is being* searched. *Arthur's* psi manipulation *skill is 17. He rolls, generating a bonus number of +4, giving him a skill total of 21 (which succeeds) and an effect of 18. This easily beats Kelfain's* Spirit, *and gives Arthur 9 result points.*

Since Kelfain is a gamemaster character, the gamemaster consults his notes for her statistics. She has apportation magic *at 4 adds,* divination magic *3,* stealth *3,* fire combat *2,* languages (Spanish) *2, and* first aid *2. That's a total of 16 adds.*

The gamemaster starts by revealing Kelfain's apportation magic *of four. That reduces the number of Arthur's "search points" to five. Then, he tells Arthur that Kelfain has* divination magic *at three adds. Arthur has two points left. Since that isn't enough for the gamemaster to reveal the total number of adds, he tells Arthur that Kelfain "also has* stealth."





Chapter Seven

Miracles of Faith

The philosophy of alignment permeates all life in the Star Sphere, and, subsequently the realm of Akasha on Earth, to the extent that many characters can perform miracles of faith.

The Doctrine

Because of the Law of Acceptance, characters have access to miracles from other cosms. As all cosms are part of creation, followers of the paths of *Zinatt*, *Aka*, or *Coar* may use any miracle from any other realm. To accomplish this, the character must have at least one add in *faith (Akasha)*. He must also have seen the miracle performed before attempting to invoke it (see the *Torg Rulebook* and individual supplements for information on other miracles available).

It is also possible for non-natives of the Akashan realm to perform the miracles of other faiths while in the realm. To accomplish this, the character must have at least one *faith* add, and will need to purchase an add in *faith (Akasha)*. He must also receive three months of training in the Akashan philosophy from a follower of one of the three paths. Once that is completed, he will have the ability to cast miracles of other faiths, providing he has seen them performed.

Certain miracles can be performed only by those of a particular alignment, and these are listed below. Those immediately following can be performed by anyone, regardless of alignment. Characters performing miracles which match their alignment receive a +1 bonus to their *focus* totals.

Ride Lines

Spiritual Rating: 13
Community Rating: 8
Difficulty: 13
Range: self
Duration: 5 (10 seconds)
Effect: allows character to travel along Nazca lines

Success at this miracle allows a character to travel along the ancient Nazca lines. The character transforms into energy and flows along the line, covering the distance in one round.

The rate at which a character travels is based on the number of result points, which are converted into meters per turn using the "Torg Value Chart." There is no upper limit to how fast a character may travel using this miracle. A line rider is aware of all that he passes along the way, and may elect to travel at a slower rate and stop at any point during the journey. However, the rider must declare where he will stop before invoking the miracle.

A line rider does not suffer any ill effects from his passage, no matter how fast he travels. The invoked geomantic energy will even carry him over structures that straddle the line, instead of smashing him into them.

If more than one character is riding a road, then they do so in a linear fashion, one behind the other. Riders travelling the lines in opposite directions do not block one another. A rider simply passes through one travelling in the other direction.

Example: *Chakkata stands on an energy line and performs the miracle. He generates a total of 22 for 17 result points and travels 2.5 kilometers in 10 seconds.*

Tongues

Spiritual Rating: 11
Community Rating: 9
Difficulty: 12
Range: voice
Duration: permanent
Effect: allows communication in any language



Allen Nunis/John Paul Lona

With this miracle in effect, the character can understand the language of any one intelligent species or character within range, and can be understood by any intelligent creature who speaks that language. There is no guarantee that the creature or character will wish to speak to the caster. Efforts at *persuasion* may be necessary to get a conversation started.

The *tongues* miracle affects the person invoking the miracle only, and allows him to understand one language per invocation. The *tongues* miracle has no effect on written or signed language.

Example: *Elkat has been found by a Brazilian resistance fighter, a Nile hero, and an American reporter. He can't speak any of their languages (Portuguese, Egyptian, and English), and wishes to use the* tongues *miracle. Since there are three different individuals, he has to pick one to understand and be understood by. He chooses the Brazilian.*

Elkat invokes the miracle successfully, and so he can now speak and understand Portuguese. He can also still speak his native language (Akashan) if he wishes to.

Elkat next decides to communicate with the American. Again, he successfully invokes the miracle, and now can speak English. In addition, he finds out that the Nile hero speaks English, so now all three adventurers can communicate.

Aligned Miracles

Aligned miracles all require that the character be committed to one of the three principal schools of Akashan thought to employ them successfully. If a character learns a miracle of one alignment and then changes her beliefs (i.e., from Zinatt to Coar), she retains knowledge of the miracle but cannot cast it until she returns to her original alignment.

Zinatt Miracles

Computer Empathy

Spiritual Rating: 13
Community Rating: 12
Difficulty: 12
Range: Touch
Duration: 9 (one minute)
Effect: increases a character's ability to use computers, cyberdecks, and artificial intelligences

With this miracle in effect, a character can communicate with and understand all varieties of computers, cyberinterfaces, including cyberdecks, and

artificial intelligences, even if the character has no previous knowledge of them.

If the rite is successful, the character may substitute his *faith* skill for the relevant *science* skill when generating a total for the duration of the miracle.

Ease Frenzy

Spiritual Rating: 12
Community Rating: 10
Difficulty: varies (see below)
Range: touch
Duration: 25 (one day)
Effect: ends target's frenzy

This miracle is one of the two ways an ongoing frenzy (see Chapter Four, "Skills") may be ended. The difficulty number of the miracle is the DN-2 of ending the frenzy through strength of will (see the "Ending Frenzy Chart" on page 55).

This is a dangerous miracle, as the cleric must be touching the target at the time he invokes it, always risky with a frenzied creature. If successful, the target's frenzy will be ended for one day, giving him time to recover from wounds and making him less likely to lapse into frenzy again. At the end of the duration, have the target generate a *frenzy* total to see if he relapses.

Electro-Damper

Spiritual Rating: 12
Community Rating: 9
Difficulty: varies (see below)
Range: 5 (10 meters)
Duration: performance
Effect: shuts down electrical devices

This miracle allows a character to turn off electrical devices such as lights, automobiles, computers, radios, cameras, alarms, batteries, generators, etc. The electrical item becomes inoperative as though all power to it has been cut.

The difficulty of the miracle is based upon the *Technological* axiom of the item. When invoking this rite, consult the "Electro-Damper Difficulty Chart."

Electro-Damper Difficulty Chart

Tech	Difficulty
30	20
26	16
24	14
23	11
20	10

If this miracle is successful, the target device ceases to operate. As soon as the cleric stops performing the rite, the device will become active again.

This miracle will not affect biotech devices.

Create Reality Tree

Spiritual Rating: 13
Community Rating: 16
Difficulty: 25
Range: touch
Duration: permanent
Effect: creates a reality tree, a living hardpoint of reality

This miracle is the way Akashans can expand or anchor their realm on Earth, and may also be used to create other, non-destructive realities.

The tree is a special biotech construct which spreads a given reality across a set radius of effect. To achieve this, a seed must first be planted and this miracle invoked. The rite itself takes 24 hours to perform. For the first half of this period, the seed is taking root, and the person invoking the miracle must spend three Possibilities to ensure success of that stage.

At this point, a sapient being must enter the reality tree (the surface will become fluid to admit him). This being must be of the reality the hardpoint is to represent, and the being must be willing to enter.

The tree closes immediately after this, and over the next 12 hours, the being enters a form of suspended animation and is joined with the tree.

For more information of the effects of reality trees, both on the being within and the area without, see Chapter Three, "The Realm."

Spirit Shield

Spiritual Rating: 9
Community Rating: 5
Difficulty: 5
Range: self
Duration: 14 (10 minutes)
Effect: increases a character's resistance to attacks against his *Spirit*

This miracle is a character's best defense against spiritual attacks and certain psionic powers. When this miracle is invoked, it surrounds the character with a shimmering net of energy that extends for five centimeters in all directions. Although a *spirit shield* glitters, it gives off no actual light, so a character with an active *spirit shield* does not glow in the dark.

When a *spirit shield* miracle is used, the character generates a *faith* total. Result points generated are added to the character's *Spirit* in the same way that normal armor adds to a character's *Toughness*. These result points protect the character from spiritual attacks only: they do not increase his *Spirit* for purposes of using skills, etc.

Akite Miracles

Introspection

Spiritual Rating: 12
Community Rating: 10
Difficulty: 10
Range: 5 (10 meters)
Duration: 9 (one minute)
Effect: Protects against harmful miracles

The *introspection* miracle allows the caster to protect himself from the effects of harmful miracles. The caster withdraws into himself, using his *Spirit* to ward off harmful miracles. The caster generates a *faith* total and reads the result points on the Power Push table. The result is added to the difficulty numbers of any harmful miracles used against him.

Replay Reality

Spiritual Rating: 13
Community Rating: 12
Difficulty: 15
Range: Self
Duration: 18 (one hour)
Effect: lets a character replay his last action

This miracle is performed as a ritual and stays in effect for one hour or until the character makes use of it. At any time prior to the end of the ritual's duration, the character may immediately re-attempt any action that he has just failed at. For example, the character having just failed to actively *dodge* an attack, could immediately attempt another active *dodge* roll.

Coar Miracles

Boost Damage

Spiritual Rating: 13
Community Rating: 12
Difficulty: 10
Range: Self
Duration: 10 (100 seconds)
Effect: increases the amount of damage *unarmed combat* attacks

With this miracle, the caster is able to increase the amount of any damage he inflicts in an *unarmed combat* attack. The amount of additional damage caused is equal to his *faith* adds. This miracle cannot be used in conjunction with the *spirit sword* miracle.

Reduce Toughness

Spiritual Rating: 13
Community Rating: 12
Difficulty: 10
Range: 5 (10 meters)
Duration: 9 (one minute)
Effect: reduces the *Toughness* of an object

This miracle reduces the *Toughness* of any person within range. The character generates a *faith* total after the miracle is successfully cast and compares it to the target's *faith* or *Spirit*. The result points, as read on the Power Push table, are then subtracted from the target's *Toughness*. This miracle works on base *Toughness* only, and does not affect armor adds.

Spirit Sword

Spiritual Rating: 13
Community Rating: 12
Difficulty: 5
Range: touch
Duration: 14 (10 minutes)
Effect: creates a sword of spiritual energy

This miracle allows a character to create a sword made of spiritual energy. The sword appears in the character's hand and has a spiritual damage value equal to the character's *Spirit* plus the result points of the miracle. A spirit sword can only be used with the *melee weapons* skill, as it is not a biotech device.





Chapter Eight

Locations

The Akashan realm is a strange place where countless aliens now reside—some with incredible mental powers, others with hideous physical appearance, still others with something of both. Surrounding them is a world which mixes the modern and the ancient, a place both beautiful and dangerous, and one which offers many opportunities for the adventurous Storm Knight.

Machu Picchu

A haven for the Akashans during their first sojourn on Earth, and a subject of human speculation ever since, this ancient fortress has once again become a site of vital importance to the "Space Gods." The Machu Coar members who made up Those Who Wait have transformed it into a combination military/scientific center, while never losing sight of its symbolic importance to the Akashan people.

After the decision to abandon the Incans, Those Who Wait took steps to isolate Machu Picchu from the rest of the world, using an artificial cloud bank similar to that employed near the Signal Fire. For centuries, only the local Indians were aware of the existence of the city.

In 1911, the machinery which concealed Machu Picchu broke down, and an American explorer named Hiram Bingham chanced upon the ruins. In the years that followed, archaeologists, historians and tourists used the site for a playground, but never managed to uncover the resting place of Those Who Wait.

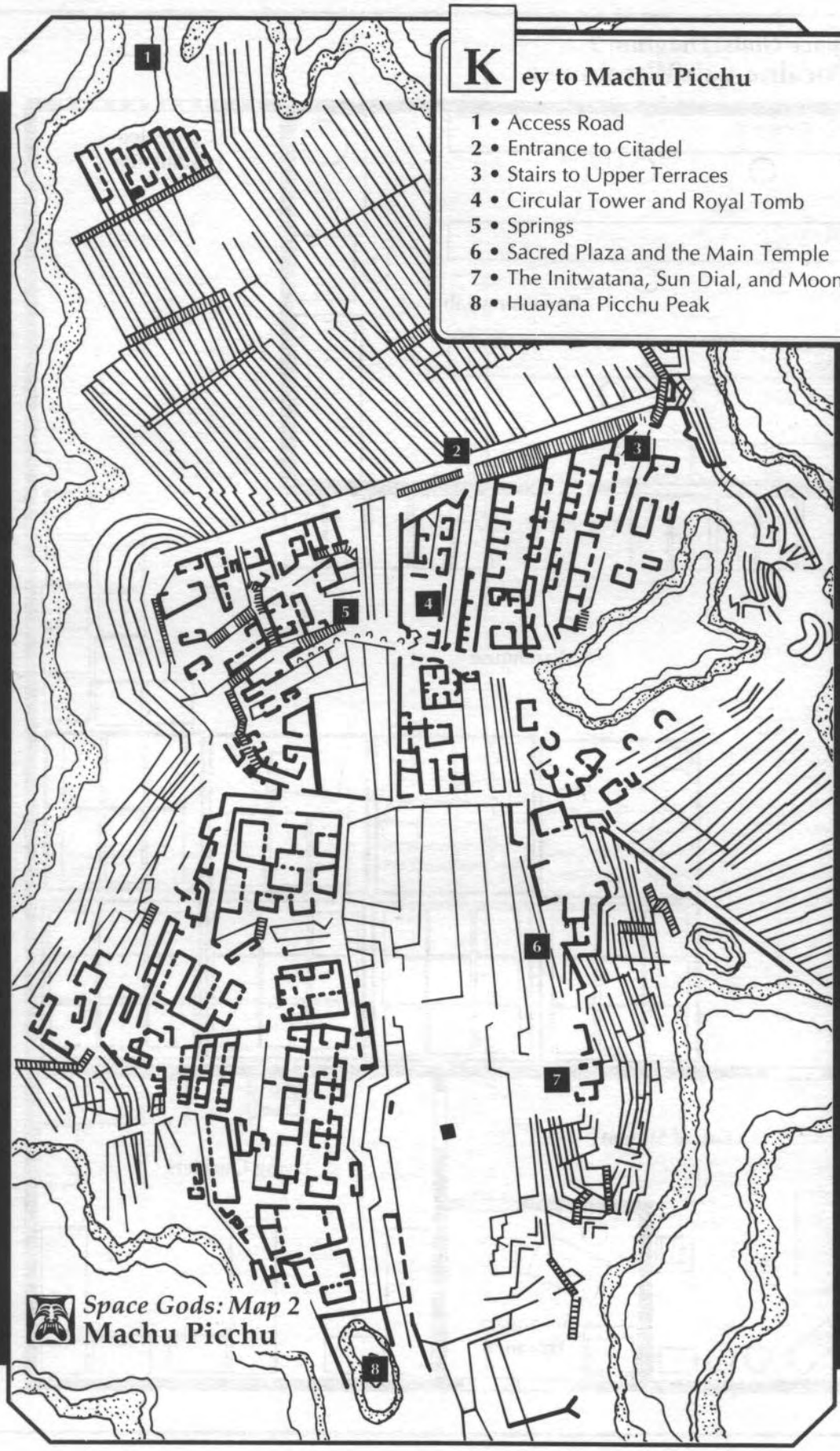
Machu Picchu has been closed to tourists by order of the Peruvian government since the arrival of the Akashans, and security is tight. Members of the Peruvian armed forces use the Hotel de Turistas at the base of the mountain as their headquarters, and man security checkpoints along the access road. Bus and train trips into the Urubamba Valley near the ruins are carefully monitored, particularly as the animosity of the other realms toward the Akashans has become known.

All of this means that one must get authorization, sneak one's vehicle past the guards, or climb the Inca Trail to reach the city. The latter is the safest, if the most arduous, route, and even when beginning near the city, it can take several hours to a day to reach one's goal. People making this attempt should keep in mind that the perimeter of the citadel is guarded by Monitors, many of whom regard any intruder as a possible Comaghaz host.

The easiest way to approach the city is by climbing up the terraces, most of which lie between the Hotel de Turistas and the main entrance to the citadel. These require *climbing* totals of 8 (10, if done at night), and are extremely steep. As the Knights reach the summit, have them generate *Toughness* totals — below a 9, they take two shock points as they fall victim to *soroche*, or altitude sickness.

There are two means of entering the city, passing through the main gateway or taking the stairs to the upper terraces and then climbing down into the midst of the ruins. The latter is extremely dangerous — many of the genetic mutations fostered by Akashan bioengineers cluster in the mountains near Machu Picchu, and will gladly feed on visitors.

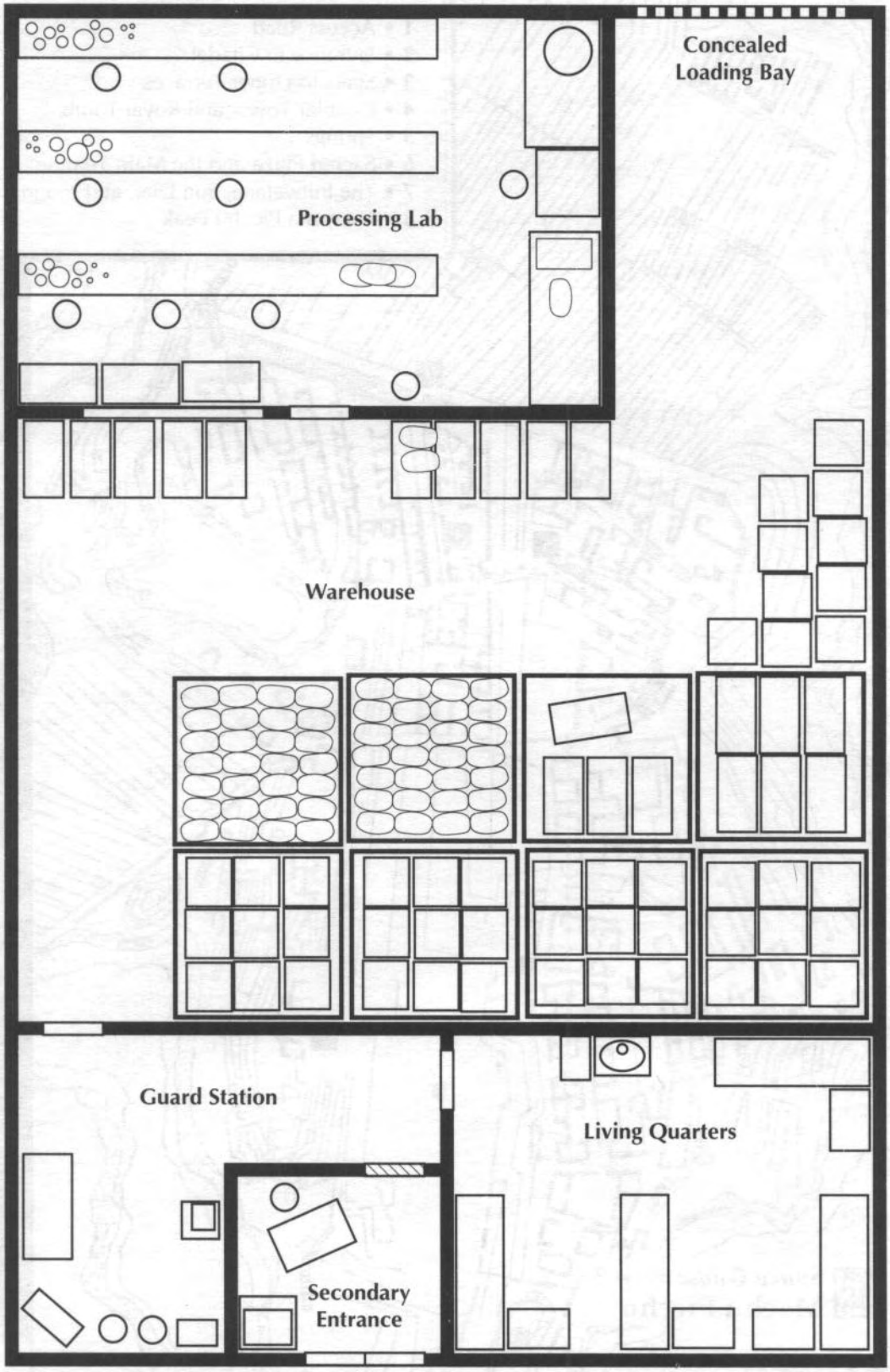
Most of the citadel consists of stone ruins, although in some areas the Akashans are working to rebuild. Immediately upon entering, one sees the circular tower, a lookout point for the Monitors, and the royal tomb, where Incan rulers were laid to rest. The rebuilt tower has one entrance and a steep staircase and stands 12 meters high.



Space Gods: Map 2
Machu Picchu

John Paul Lona

Space Gods: Diagram 2
Cocaine Lab/Warehouse



John Paul Lona

The royal tomb is not guarded very heavily. It is being used as a biotech lab, but only for the development of relatively harmless physical enhancers and general gear. Weapons are not constructed in this part of the citadel.

In the center of the city is the Sacred Plaza and the main Temple, where Those Who Wait slumbered for centuries. This is the key part of the Akashan base, and is heavily guarded by Monitors. Even members of the client races are forbidden to enter here. Dormant biotech weapons are strewn around the perimeter of the plaza waiting for the presence of an intruder to spring their traps. In the lower levels of the main temple, one finds the cryogenic equipment that housed Those Who Wait, as well as a large biotech facility devoted to the production of weapons.

The site of the ancient sun dial and moon calendar is another crucial one. Puzzled over by archaeologists for years, the dial and calendar can be manipulated to reveal a subterranean chamber filled with artifacts collected by the original Akashan visitors during their journey. Their worth is inestimable.

Huayna Picchu Peak and the surrounding area was the landing site for Rotan Ulka and many of the lightships in his fleet. They have burrowed themselves into the ground and are awaiting the time when they will be able to soar again.

The capture of Machu Picchu is viewed by Sarila as a necessary step to break the will of the Akashans, but one she will take only after much consideration. An invasion of Peru by the Comaghaz at this stage could force Rotan Ulka to order his forces home.

Machu Picchu Adventure Hook

Intrigued by the living equipment of the Akashans, 3327 has dispatched a team of researchers to Peru to acquire samples. Posing as Asian affiliates of the South American Development Trust, they have already wormed their way into the confidence of the government and undertaken a daring plan.

But upon meeting the Akashans and speaking with them, the Nipponese discovered more than they bargained for: Rotan Ulka had approved a shipment of reality tree seeds to Chile, and they were being held at Machu Picchu. Here was an opportunity to steal the seeds and discover their secret, possibly even use them to destabilize the other realms.

The Storm Knights have been hired to guard the seeds, along with a crew of Monitors, at least one of whom has been bribed by the Nipponese. Should 3327's agents successfully raid the citadel and get their hands on the seeds, it could mean an increase in the Nippon High Lord's power as well as a blow to the relationship between the Akashans and Storm Knights in general.

Cocaine Lab/ Warehouse

Storage facilities and laboratories for illegal drugs abound throughout South America, where a combination of corrupt governments and police forces and the proper climate to grow coca leaves allow cartels to reap huge profits in relative safety.

In some nations, like Chile or Peru, great pains are taken to conceal the identity of cocaine labs from the authorities. In others, such as Columbia, the smugglers are notoriously lax about such things, making efforts only when their government comes under pressure from other countries to crack down on narcotics trafficking.

The standard cocaine lab/warehouse is located either along the coast, where it can be disguised as any other storage building, or deep in the jungle. The main entrance is commonly large wooden sliding doors, which open into a small antechamber. There is only one door in this room, often made of reinforced steel painted to look like wood (*Toughness* 16). There are no windows in such a building.

Passing through the antechamber door requires the use of a password, which may be altered every day or every week, depending on the area the lab is located in. This door leads into a guard station, staffed by anywhere from five to 10 heavily armed men. The guard station connects to living quarters for lab/warehouse personnel and the main warehouse.

The warehouse is a huge room filled with boxes. Most of these crates contain cocaine in plastic bags, usually covered with toys, fabric, or other innocuous-looking goods to allow them to pass cursory customs inspections. In some cases, the cocaine is concealed inside other goods.

In the rear of the warehouse is a concealed loading bay, through which the drugs are loaded on to trucks. They are then driven to small airstrips and marinas for purposes of smuggling into foreign countries.

Connected to the warehouse is the processing lab, where the drug is extracted from the coca leaves and "cut" to the various levels of purity required. Pure cocaine is more powerful and more addictive, as well as being more expensive. Cocaine which has been diluted with other substances is cheaper, but often fatal to the user, depending on what other element has been introduced to the drug.

Cocaine lab chemists are highly paid, but often get no chance to spend their money. They are rarely allowed to leave the facility, and once it is determined that they know too much about an operation, they are killed.

Periodically, efforts are made to root out the drug cartels with minimal success. A few labs are burned, a few drug dealers shot, but the money and the guns controlled by the gangsters are too great for the governments to control. The arrival of the Akashans has changed this, however — to the aliens, people who manufacture and sell addictive drugs are no better than slavers. An Akashan substance known as *sanjee* produces the same high as a narcotic without the addiction, and cleanses the body of other addictions at the same time.

Put-upon law enforcement officials see this as a potential weapon to be used against the cartels, and violence between drug smugglers and the Akashans increases daily. Meanwhile, attempts by the Yakuza to infiltrate the cartels has the drug lords fighting a two-front war.



Cocaine Lab/Warehouse Adventure Hook

The Medellin drug cartel has begun actively recruiting Lorbaat and Gudasko to serve in their forces. Telling them that sanjee is a will-sapping concoction designed to make them slaves of the Akashans, they have won their loyalty. In addition, they have forced many of the aliens into cocaine addictions to ensure they will obey orders.

These drug-crazed creatures have been used for suicide attacks on Akashan facilities as well as government offices. As the Akashans are responsible for the Lorbaat and Gudasko being here, they feel an obligation to deal with this problem. They are not, however, adverse to Storm Knight aid.

The Storm Knights must find the central lab where the aliens are being "processed" and smash the operation, while the Akashans round up those already addicted and cleanse their systems.

Psionics Institute

A number of psionics training centers have come into being in the Akashan realm in the wake of the invasion. As more and more people awaken to their latent mental powers, a need has arisen for qualified mentors to teach them how to use these abilities safely.

Psionics institutes advertise openly, but often charge large fees for their services and will not accept just anyone as students. Applicants must prove that they have some aptitude for psionics and vow that they do not intend to use these powers for destructive purposes.

Most psionics students are expected to live on the premises for the duration of their training. Living quarters are provided in the rear of most schools.

The other features of the institutes are an administrator's office, a series of classrooms, psionics testing labs and isolation booths. Labs are used largely for telekinetic experiments, in which subjects attempt to move large objects with the power of their minds. The isolation booths are useful when testing students' telepathic abilities. (Those found to be telepathic can have their records sealed, if they so wish, to allow them to keep their talents secret.)

Most psionics institutes are governed by Akashans, although there are a few operating under the auspices of Core Earth psychics.

Psionics Institute Adventure Hook

Members of the Peace Through God party have infiltrated a large psionics institute and are subtly indoctrinating the students into the Cyberpapal faith. Their aim is to turn the group into a psychic strike force who can use their mental powers to forcibly convert others to Malraux's religion.

With no more evidence than rumors to go on, the Storm Knights cannot make a direct attack on the institute. However, if they can show sufficient interest in psionics (and Cyberpapism?) and get admitted to the institute, they might have a chance to stop the Peace Through God plot. But if they wait too long, they will find the full mental fury of the students directed at them.

Argentinean Comaghaz Penitenciaria

The Comaghaz plague has struck particularly hard in Argentina, spurring the government to create a series of prison/death camps known as Comaghaz Penitenciaria. Although their stated purpose is to prevent the spread of the plague, many Argentineans claim they are being used to house political prisoners and other "undesirables."

The penitenciaria are justly feared as prisons from which the only escape is death — either the gradual breakdown caused by the Comaghaz virus, or a military firing squad as punishment for being a potential carrier.

All penitenciaria are essentially laid out the same: four concrete walls, four meters high, topped with barbed wire (damage value 13). Within the walls are seven guard towers, each manned by two guards, armed with a mounted 7.62 minigun (damage value 27, ammo 10, range 3-250/1k/2k). Two of these posts flank the main gate, the only entrance to the camp.

Five buildings make up the entire facility. An administrator's office and guard barracks are visible off to the left as one enters, and a hospital (for treating guards injured in riots) stands to the right.

The largest building is the Comaghaz carrier cell block, where those suspected of having the plague are kept until there is definite evidence one way or the other. All cells are designed for solitary confinement, as the Argentineans have yet to grasp the concept of the group mind. Roughly 500 prisoners can be held in the building at any one time.

Once a prisoner is determined to have the plague, he is transferred to the "death house," where he is executed and then vivisected by doctors seeking a clue to the plague. Occasionally, a carrier will be kept alive but drugged as a subject for various experiments.

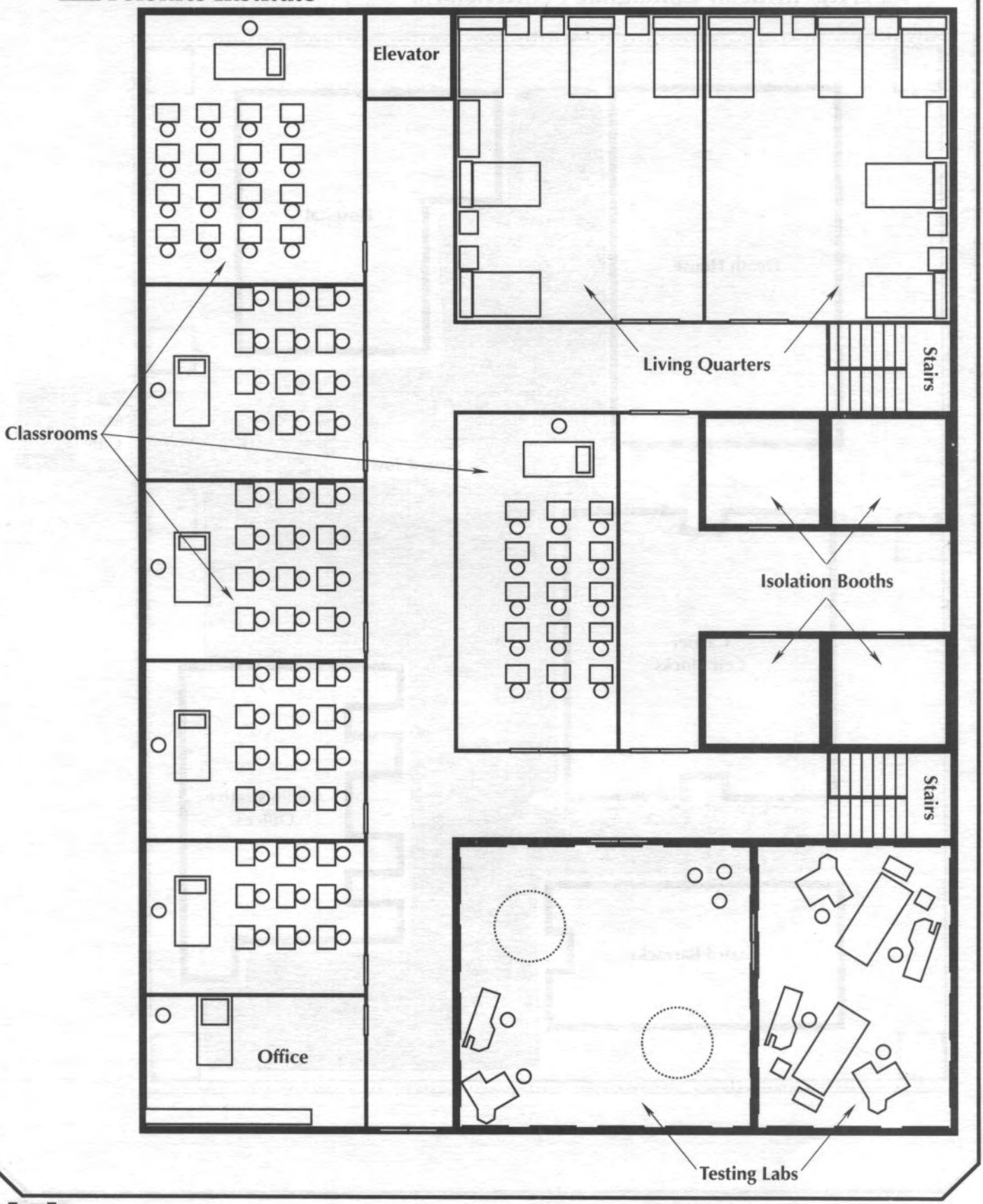
One would think that those found to be clean of the infection would be released, but that is not the case. Some pretext is usually found to detain them, with the real reason being fear that they will sell the plans of the facility to outsiders who would attempt a raid. (This is a moot point — group mind cell members trapped in these camps have usually broadcast details of their surroundings to fellow carriers on the outside within hours of their arrival.)

The Argentinean government has refused requests by the Red Cross to visit the camps, and even the guards are not allowed to walk freely. They go from post to barracks, and most quietly disappear just before their term of service is due to run out (after all, they might somehow have been infected during their tour and be prepared to spread it throughout the nation).

Supply trucks visit the facility once a week, but drivers are not allowed to disembark. All unloading is done by security personnel. Any driver or passenger who does leave the vehicle without permission risks arrest or execution.

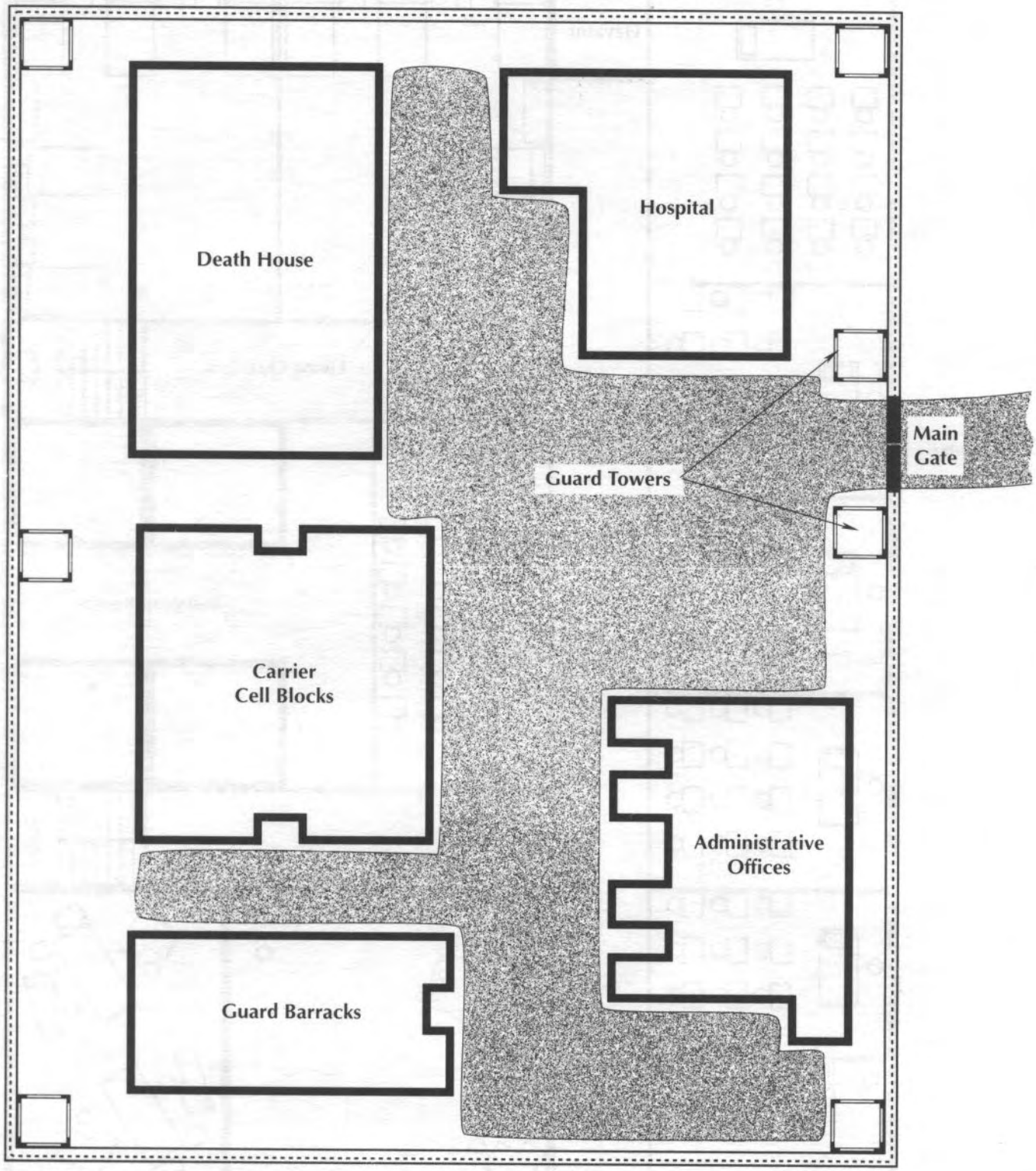
Argentinean Comaghaz Penitenciaria Adventure Hook

Space Gods: Diagram 3
Psionics Institute



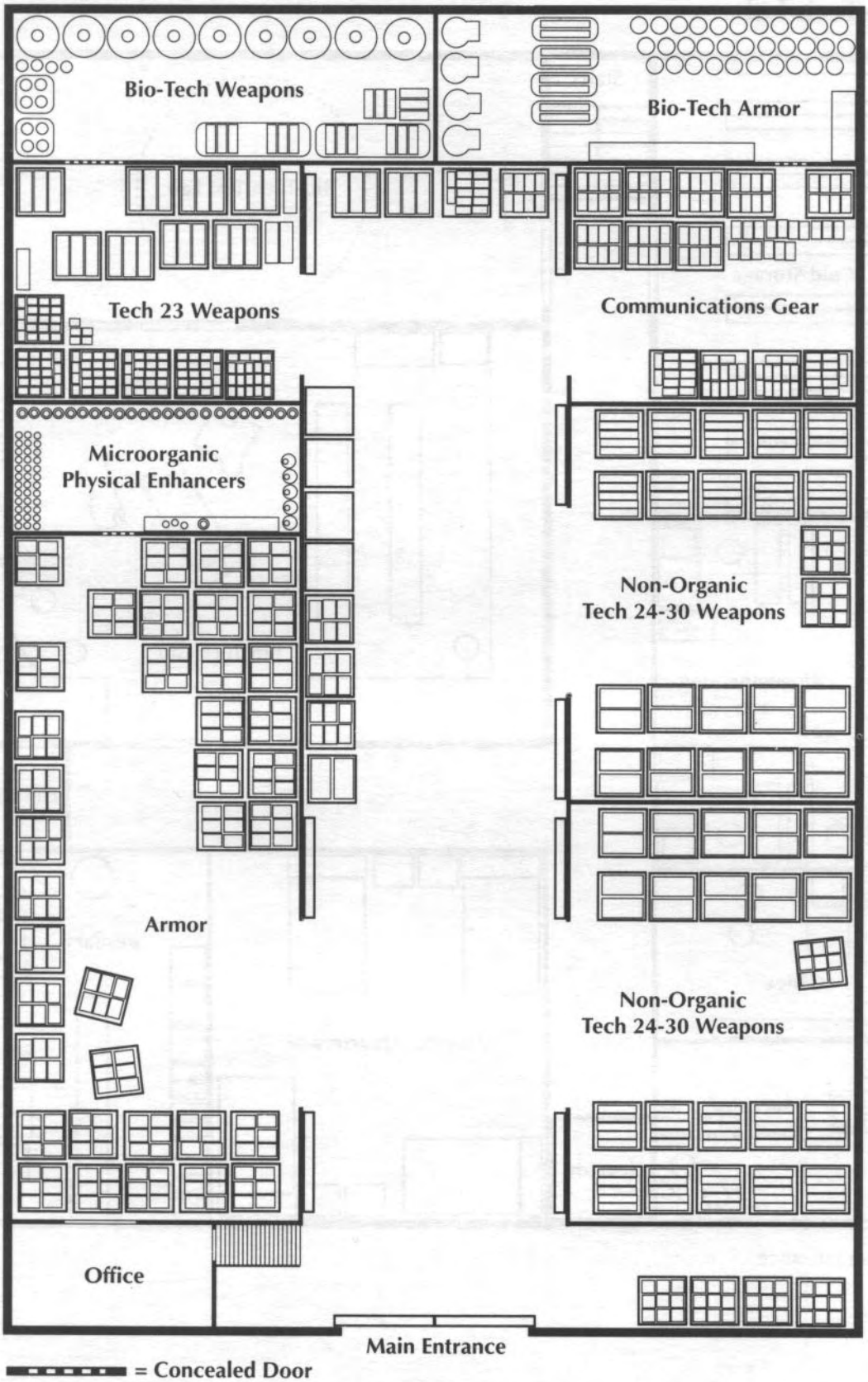
John Paul Lona

Space Gods: Diagram 4
Argentinean Comaghaz Penitenciaria



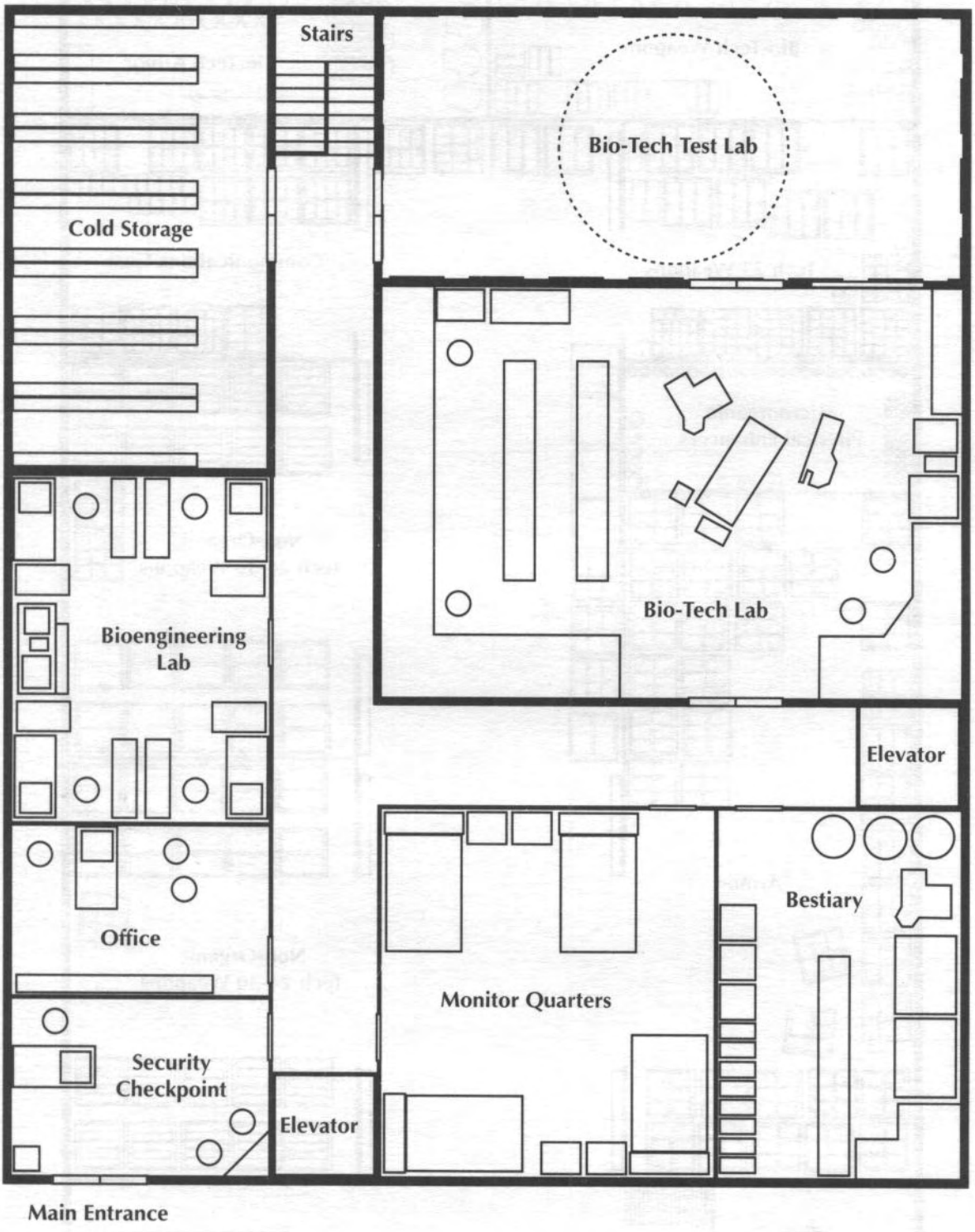
John Paul Lona

Space Gods: Diagram 5
Jiron Zepita Black Market Warehouse



John Paul Lona

Space Gods: Diagram 6
Bio-Tech Lab



John Paul Lona

"Death house" inmates have rebelled against their captors and managed to free some of the test subjects before being herded back to their cells by the guards. Although not infected by the Comaghaz plague, they are carrying an experimental bacteriophage designed to combat the alien illness.

Unfortunately, the cure failed, transforming five people into maddened monsters with incredible strength and nascent mental powers. Fearing another riot, penitenciaria authorities have refused to send security people after the escapees, leaving it to nearby Storm Knights to challenge these creatures which once were men before they grow even more powerful.

Jiron Zepita Black Market Warehouse

Located in Lima, the Jiron Zepita black market boasts the largest collection of Star Sphere equipment (both biotech and energy weapons) in the world. Little effort is made to conceal the purpose of the warehouses that dot the area, although the presence of biotech gear is hidden, lest the attention of the Akashans be drawn there.

A sufficient amount of cash given to the guard at the door can gain one admittance. A long corridor stretches before the recent arrival, with open doors on both sides. Three of the rooms in the warehouse have secret exits which lead to secondary storage closets where biotech equipment is kept.

Among the items on sale (at vastly inflated prices) in the standard Jiron Zepita warehouse are non-organic energy weapons, Core Earth firearms and explosives, microorganic physical enhancers, some communications gear (usually pirate versions of Nippon or Cyberpapal equipment), and armor, both standard and biotech.

Visitors are advised to be careful about whom they bargain with. Larendi and Core Earth natives are the most reasonable, while Lorbaat consider the idea of the "counter-offer" to be an insult and will respond with violence. Gudasko can rarely be found at such places, except as servants to other races.

Jiron Zepita Black Market Warehouse Adventure Hook

The Storm Knights have begun an investigation of a series of mysterious murders in the vicinity of a black market warehouse in Lima. The victims appear to have been savaged by some sort of wild animal, but their personal possessions — wallets, watches, etc. — were not touched.

In truth, the unfortunate victims were killed by a Gudasko in the employ of a Peruvian black marketeer. They had all purchased expensive energy weapons from the Peruvian in the Jiron Zepita warehouse. The Gudasko then murdered them and took the devices back to his employer so they could be sold again.

The Knights will have to make a successful purchase in the warehouse to bait the Gudasko into another attack and trace him back to his master.

Akashan Biotech Lab

The arrival of the Akashans bearing biotech equipment has necessitated the construction of lab facilities capable of repairing damage and making basic modifications. These labs tend to be located in secluded spots, to prevent the basics behind the technology falling into the wrong hands. Many are subterranean science centers, while others are camouflaged by ramshackle exteriors.

Once past a security checkpoint (staffed by three Monitors), a visitor will find both a biotech repair lab and a bioengineering facility for modifications and complete redesign of existing weapons and equipment.

Also located in the center is a cold storage room for cultures, a testing lab for biotech devices, and a "bestiary" designed to hold the creations of the bioengineers as well as the raw genetic material they can draw from.

Most biotech labs are officially sponsored by the High Council, but a few have been created without the knowledge of Rotan Ulka and the Monitors. They are usually guarded by mercenaries, and operated by renegade bioengineers who knew they would never get the permission of the authorities to conduct their experiments. Whenever possible, Monitors move to close these labs down, but they are well-hidden and well-protected, often by the results of their occupants' games with nature.

Akashan Biotech Lab Adventure Hook

Having obtained financing from the Kanawa Corporation, a renegade Akashan bioengineer is hard at work in a secret lab attempting to improve Nippon gospog and mass-produce the seeds for same.

Meanwhile, Kanawa has his scientists working on more deadly designs for the gospog armor which will turn the creatures into unstoppable one-being armies. An increasingly concerned 3327 plans to use them to launch a mass attack against Indonesia and drive Thratchen from power. Once Orrorsh is leadlerless, 3327 will abandon Daikoku and ally himself with the more powerful Heketon.

The Storm Knights must stop the bioengineer from successfully carrying out 3327's orders, fighting their way through his army of mercenaries and mutates to do so.





Chapter Nine
Creatures

A large number of strange creatures have made their appearance on Earth since the creation of the Akashan realm. Some of these were brought from the Star Sphere by the lightship armada in a form of ark, others are the result of the unleashing of airborne gene spores in the realm by unethical bioengineers, which resulted in mutations of Earth creatures. Finally, there are a few which went into dormancy at the same time as Those Who Wait and were roused when they were.

Dinsendas

Dinsendas are large, three-meter-tall carnivorous lizards from the world of Jukatta. Originally animals which operated on instinct alone, their genes were altered at some point in their evolution and they now possess almost human intelligence. The eventual result of this was their conquest of their world, and their warlike ways have discouraged their galactic neighbors from attempting to trade with them.

Dinsendas are covered with blue scales and their mouths are filled with needle-sharp teeth. They emit a high-pitched shriek when on the attack as a means of *intimidating* their prey.

When pacified psionically, dinsendas can be of great use as pack animals or for hauling blocks during temple construction. When uncontrolled, they are murderous beasts of frightening cunning. The Akashans brought a small number along with them to South America, confident they could keep them in hand. Dinsendas are susceptible to the Comaghaz virus, but none of those on Earth have been infected at present.

Dinsenda
DEXTERITY 14
Unarmed combat 17
STRENGTH 18
TOUGHNESS 16
PERCEPTION 8
Find 10, tracking 16, trick 9
MIND 7
Survival 10, test 11, willpower 10
CHARISMA 7
Charm (20), persuasion 9, taunt 11
SPIRIT 7
Intimidation 18
Possibility Potential: none
Natural Tools: teeth, damage value STR+6/24, scales, armor value TOU+2/18

Iemisch

Iemisch are not new to Earth, having been present during the original expedition to South America, although those specimens were hunted down and slain by the Incans in 1521. Iemisch are known in Mayan folklore as "water tigers," being big cats with the swimming skills of the otter and the ability to live in the jungle or in fresh water.

Iemisch kittens are often kept as pets by Akashans, who normally let them go when they reach their full length of two meters. Iemisch travel in packs of up to 12, and have a particular fondness for zebu flesh. Their preferred method of hunting is to leap from a tree on to their prey and then drag it to a nearby lake and drown it. They can then feast upon the animal at their leisure.

Iemisch have been known to attack Akashans or humans when they feel their territory has been encroached upon.



Allen Nunis

Iemisch

DEXTERITY 15
Dodge 18, long jumping 16, maneuver 16, running 16, stealth 17, swimming 18, unarmed combat 17
STRENGTH 13
Climbing 14, lifting 15
TOUGHNESS 11
PERCEPTION 12
Tracking 15, trick (20)
MIND 4
Survival 12, test 12
CHARISMA 4
Charm (18), persuasion (18), taunt 8
SPIRIT 5
Intimidation 14
Possibility Potential: none
Natural Tools: claws, damage value STR+3/16; teeth, damage value STR+4/17

Lemekanns

The lemekann, or "devil snake," is a South American anaconda mutated by Akashan gene spores into a creature with a supersensitivity to local psionic power usage.

The average lemekann is roughly eight meters in length, and makes its home in trees. It attacks by dropping on its prey and coiling itself about them, squeezing until they are unconscious. Against particularly large or fierce opponents, the lemekann makes use of a stinger in its mouth which injects prey with a paralyzing venom. The stinger takes five rounds to refill with venom.

The most unusual features about the lemekann are the translucency of its scales, which allow its internal organs to be seen, and its ability to detect the use of psionic powers. Though not psionic itself, the lemekann can detect such powers when they are used within a distance equal to its *Perception* read as meters on the Torg Value Chart (i.e., a lemekann with a *Perception* of 12 can detect psionic powers in use up to 250 meters away). The lemekann experiences pain as a result of psionic power usage, taking damage value 17. The lemekann will immediately seek out and destroy the power user.

Lemekanns have little fear of humanoids, but rarely attack men except when threatened or maddened with pain.

Lemekann

DEXTERITY 10
Dodge 12, maneuver 12, stealth 15, unarmed combat 14
STRENGTH 16
Climbing 17
TOUGHNESS 16
PERCEPTION 12
Find 13, tracking 18, trick 13
MIND 6
Survival 11, test 10
CHARISMA 4
Charm (20), persuasion (20), taunt (11)

SPIRIT 4
Intimidation 16
Additional Skills: three at +1 adds
Possibility Potential: some (75)
Natural Tools: coiling, damage value STR+2/18 per round; stinger, damage value STR+2/18; paralyzing venom, no damage, inflicts -5 penalty to all *Dexterity*-related actions for three rounds after injection.

Megatheriums

This primitive ancestor of the tree sloth has been spotted stalking the forests of South America again, as the result of Akashan genetic regression experiments. Also known as a mylodon, it is almost as large as an elephant, but only half as heavy. It has a shoulder height of three meters, with short legs, a slow, shambling gait, and huge, curved claws. It makes its home in the trees, feeding on tender shoots and leaves.

A huge and heavy tail helps it in its deforesting maneuvers, and its thick hide and heavy fur protect it against most forms of physical attack. Megatherium are solitary creatures, but a mother will carry her young on her back for the first few months after birth.

There have been some reports of attacks on humans and cattle by megatherium in the Lake Titicaca area. The reason for this violent behavior on the part of a normally gentle animal is unknown.

Megatherium
DEXTERITY 7
Dodge 8, maneuver 8, unarmed combat 11
STRENGTH 20
Climbing 21, lifting 21
TOUGHNESS 19/21
PERCEPTION 8
Find 10, trick 9
MIND 5
Survival 9, test (12)
CHARISMA 5
Charm (15), persuasion (15), taunt (20)
SPIRIT 5
Intimidation 17
Possibility Potential: none
Natural Tools: hide, armor value TOU+2/21; claws, damage value STR+2/22; tail, damage value STR+1/21

Munjabu

Known for their diet of refuse and carrion, these creatures from the Gudasko home world stand easily two meters at the shoulder and from a distance resemble huge porcupines in gait and overall appearance. Their black, oily-looking skin is actually loose integument and continually sloughs off to reveal new skin underneath. A Munjabu is attended by flies, which are attracted to the pus-like substance which oozes from its skin.

Munjabu rarely travel alone, preferring packs of six to eight. They were brought to Earth by Akashan bioengineers, who theorize that some substance in their pus might be connected to the fluid given off by third-stage Comaghaz hosts. This has yet to be proven.

The munjabu rely on their sharp teeth and their quills for protection, the latter of which they are quite proficient at firing at creatures who threaten one of their meals.

Most Akashans prefer to stay well away from munjabu, and even the Gudasko regard them largely as pests.

Munjabu
DEXTERITY 12
Dodge 13, maneuver 13, running 14, stealth 13, unarmed combat 15
STRENGTH 13
TOUGHNESS 12
PERCEPTION 9
Tracking 10, trick 10
MIND 5
Survival 9, test (9)
CHARISMA 3
Charm (25), persuasion (20), taunt (8)
SPIRIT 3
Intimidation 12
Possibility Potential: none
Natural Tools: teeth, damage value STR+2/15; quills, damage value STR+3/16, range 3-10/40/100

Piranhax

Resulting from one of the more abominable experiments conducted by Akashan bioengineers, piranhax are amphibious cousins of the dreaded piranha fish, with the limited ability to launch themselves from the water and glide a short distance.

Piranhax average a meter in length, with powerful jaws and razor-sharp triangular teeth. Their ventral fins double as legs when on shore, while a set added by genetic engineering allow the piranhax to glide. To do so, they must build up speed while swimming before arcing out of the water. If they land on the shore, they must go back into the water before being able to glide again, or else crawl on land after their prey.

Piranhax never attack alone, usually traveling in schools of up to 50. They have no fear of attacking humans or other large creatures, and can devour an average man in mere seconds. They are particularly feared by those who travel the Amazon, where they will swim and glide silently in a boat's wake before savaging captain and crew. Piranhax attacks are commonly resolved using the Many-On-One Table.

It was the creation of the piranhax which spurred Rotan Ulka to ban bioengineering experiments on native species of Earth.

Piranhax
DEXTERITY 13
Dodge 14, flight 14, maneuver 15, running 14, stealth 14, swimming 15, unarmed combat 16
STRENGTH 5
TOUGHNESS 6
PERCEPTION 7
Tracking 12, trick (10)
MIND 5
Survival 11, test (15)
CHARISMA 4
Charm (40), persuasion (40), taunt (30)
SPIRIT 4
Intimidation 15
Possibility Potential: none
Natural Tools: fin gliders, speed value 10; teeth, damage value STR+3/9

Rhadangea

The rhadangea, a plant-animal hybrid from the Star Sphere, were originally planted on Earth by the first Akashan expedition. After the fall of the Incas, the plants lapsed into a form of hibernation until being awakened by the lighting of the Signal Fire.

Rhadangea bushes grows to a height of 1.5 meters, and are not mobile. They possess a multitude of vines with which they can grab and strangle prey, and are meat-eaters.

The rhadangea awakened into a world where the forest around them was in the process of being laid low by loggers. The plants responded by murdering several of the workmen, sparking concern on the part of the Brazilian authorities and some Storm Knights. Efforts to kill or capture the plants met with mixed success.

Rhadangea spores have been spreading throughout the rain forest, and an increase in the number of thriving hybrids can be expected in the next several months.

Rhadangea
DEXTERITY 10
Unarmed combat 13
STRENGTH 13
Lifting 14
TOUGHNESS 10
PERCEPTION 10
Find 11, trick (14)
MIND 7
Survival 10, test (15)
CHARISMA 5
Charm (20), persuasion (18), taunt (20)
SPIRIT 4
Intimidation (20), reality 8
Possibilities: 2
Natural Tools: vines, damage value STR+2/15
Note: Due to its complex root system, rhadangea cannot *maneuver* and suffers a -3 penalty when attempting to *dodge*.



Allen Nunis/John Paul Lona

Shalmans

These natives of the planet Salend are similar in appearance to the Core Earth vulture, but are not carrion eaters. They are bred by the Larendi to serve as hunters and scouts, and were brought to the realm for the same purposes.

Shalmans are large birds with deep blue plumage. Their distinct call is a faint, high-pitched squeal which causes vibrations that are more felt than heard. This is a barely audible sonar — the method by which the Shalmans navigate — and is their primary sense. Although the birds have adequate eyesight, they do not rely on it. The range of a full-grown Shalman's sonar is two kilometers.

Shalmans are let loose by Larendi to find the locations of prey animals. The Larendi then take to the skies behind their shalmans to bring down those detected. Shalmans fly (and attack) in flocks of 10-20.

Shalman

DEXTERITY 12
Dodge 13, flight 16, maneuver 14, unarmed combat 14
STRENGTH 6
TOUGHNESS 7
PERCEPTION 15
Find 18, tracking 21, trick (16)
MIND 7
Survival 11, test (9)
CHARISMA 5
Charm (9), persuasion (8), taunt (8)
SPIRIT 5
Intimidation 7
Possibility Potential: none
Natural Tools: claws, damage value STR+2/8; beak, damage value STR+4/10; sonar; wings, speed value 12

Zebus

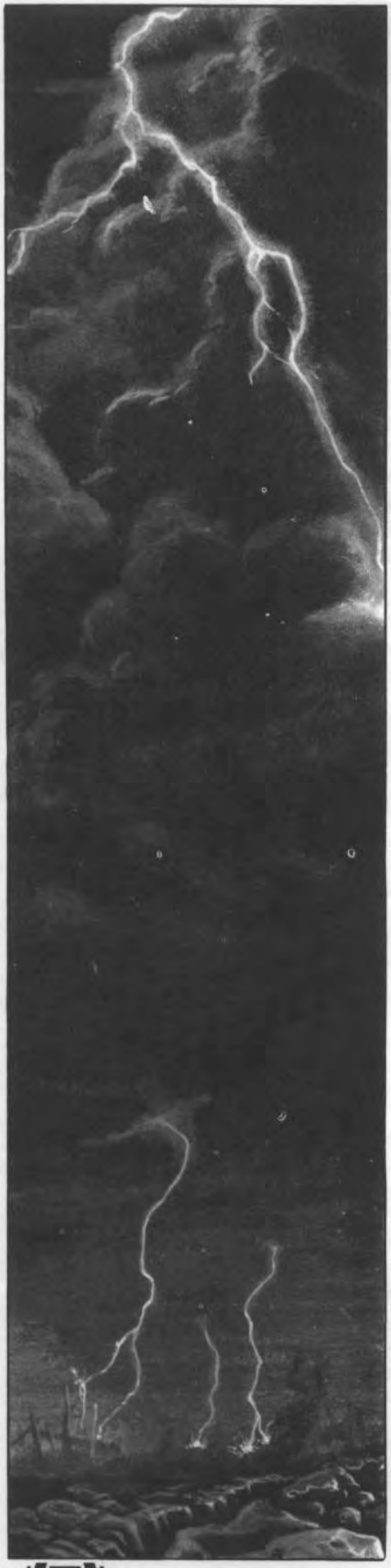
Zebus are large oxen-like creatures suitable for riding or plowing, and their meat and milk are staples of the Akashan diet. Zebus are gentle and as easy to lead as horses, although far slower. Zebus can carry a measure of weight equal to their *Strength* without undue fatigue.

Zebus are kept in small herds by some Akashans, primarily those who are in rebellion against the "industrial farming" and synthetic food they regard a unnatural. Zebu are often the prey of other animals, particularly iemisch.

Zebu

DEXTERITY 7
Dodge 8, running 10
STRENGTH 15
TOUGHNESS 12
PERCEPTION 7
Trick (8)
MIND 4
Test (10)
CHARISMA 3
Charm (7), persuasion (11), taunt (6)
SPIRIT 3
Intimidation 13
Possibility Potential: none
Natural Tools: teeth, damage value STR+3/18; hooves, damage value STR+4/19





Chapter Ten

Equipment

Two distinct types of equipment are employed in the realm of Akasha (and the Star Sphere as well). Akashans, with the exception of Monitors, use biotech devices exclusively; Monitors and Comaghaz hosts use both biotech and standard tech devices; and members of the client races rely on standard tech.

Biotech weds carefully bred living creatures to small amounts of non-living substance to create a device capable of performing a specific function at the will of the user.

The major appeal of such equipment is that it produces no harmful waste materials during manufacture or while in use. Nor does it require fossil fuels to power it, enabling the Akashans to be virtually self-reliant.

Standard tech devices are normally powered by some type of fuel, and generally produce effects harmful to the environment. Their use is frowned upon by the Akashans, although they have evidenced no reluctance to sell them to the client races.

Constructing Biotech Devices

The creation of a biotech device requires an extensive amount of specialized equipment, as well as the proper organic and non-organic materials. The duration of construction can range from one day to five years, depending upon the nature of the device and its intended purpose.

The biotech industry is a growing and prosperous one in the Star Sphere, but has not yet spread to any great extent to the realm. While there are biotech labs extant in South America at present, some sanctioned by the High Council, others not, they are in general capable only of relatively primitive genetic manipulation. Rotan Ulka has forbidden the export of more sophisticated biotech development materials until the situation in the realm has stabilized, although how effective this prohibition will be is debatable.

Most of the biotech scientists currently in the realm are concerned with maintaining and repairing already existing devices, although Sarila does have some of her hosts exploring the possibility of creating deadlier weapons for use in her struggle.

Powering Biotech Equipment

Methods of maintaining the function of biotech devices are as varied as the types of equipment. Generally, these devices fall into three categories:

1. Living: Biotech constructs which are "powered" by vitamin and mineral supplement packs. These packets can be purchased on the open market for a small fee, but feeding rates for devices vary. The rate is included with each individual entry, where appropriate. Failure to feed a biotech construct for four feeding periods will result in its death.

2. Living/Inert: These constructs perform their function simply by existing, and rarely experience higher brain activity. They do need to be fed, but a much longer period may pass between each feeding without undue harm to the organism.

3. Symbiotic: These constructs draw their nourishment from their user or from some natural substance in their surroundings, and thus do not require mineral packs. Extremely efficient, but often present a problem to those races not psychologically prepared to have their equipment feeding off them.



Allen Nunis/John Paul Lona

Disconnecting with Biotech

Biotech equipment requires the high *Technological* and *Spiritual* axioms of the Akashan realm to function properly. If a character disconnects in another realm while using such equipment, he runs the risk of his device dying as a result.

The first round a character disconnects, his device simply goes inert and takes no damage. Each round after that, the device takes the equivalent of a *wound* result until it dies. If the character passes the piece of equipment to someone who can cause it to work, the device will cease to take damage.

Example: *Chakkata disconnects in Nippon while using a biotech device. He rolls to reconnect and fails. His device has now taken the equivalent of a* wound.

Repairing a biotech device which has been damaged due to disconnection requires a successful *science (biotech)* total. Consult the table below:

Biotech Repair Table

Wound Level	DN
Wounded	10
Heavy	13
Mortal	16

A successful total will eliminate all damage to that device.

A *wounded* device can still be used, but it will suffer a -3 modifier to its effect value and any additional wound will cause it to cease functioning. A *heavily* or *mortally wounded* device cannot perform its task until it is repaired.

Though living, biotech constructs are incapable of interaction, and cannot be *taunted, tested, tricked, intimidated*, etc. Biotech devices are never Possibility-rated.

Biotech Equipment

Biotech equipment is available throughout the realm of Akasha, both in legitimate markets and in black markets such as that in Lima.

Biotech equipment ranges from extremely inexpensive to very dear, depending on its function, the time it takes to manufacture, and who you are purchasing from. Buyers are advised that prices of certain items can vary wildly from one site to the next.

Protective Suits

Biotech protective suits are generally made from unicellular creatures with microscopic control devices which allow the wearer to regulate their function. They enclose the wearer from head to toe in a thin, transparent membrane, and are almost undetectable by visual means (*Perception* or *find* difficulty of 18 to spot on the wearer).

Most biotech suits tend to be symbiotic, drawing nutrients from the waste products of the wearer's body. Barring damage through disconnection, the suit will remain functioning for as long as the wearer is alive. If the wearer dies, the suit will expire one hour later. If the wearer should disconnect, the construct will become inert and cease to be effective until he reconnects.

The user may will the suit to remove itself at any time, at which point the biotech construct will become dormant until it is donned again.

Chameleon Suit: These constructs are capable of detecting light and color and of matching their appearance to that of the background scenery. Their talent is sophisticated enough that they can even blend in with moving or erratic patterns.

Use of a chameleon suit adds +3 to a character's *stealth* value. The construct is attuned to its wearer's brain waves, so a *Mind* total of 8 is required to activate its chameleon abilities.

Cloaking Suit: This bio-construct has the ability to bend light waves around itself, thus rendering itself (and its wearer) invisible to the naked eye. The cloaking suit is activated by a *Mind* total of 8, and cannot be worn with any other suit. It provides a +5 bonus to the user's *stealth* value.

Flight Suit: A bio-construct that is dormant until activated by its wearer (a *Mind* total of 7). Once roused, glider wings drop from the arms of the suit while the construct forms an air bladder at the chest. This allows the wearer a limited ability to fly, using the wings to steer. The *flight* or *air vehicles* skill is required to use this suit.

The flight suit is not symbiotic, and must be fed once per week.

Kinetic Armor: Based upon the same biotechnology used to construct Akashan prison cells, kinetic armor protects the wearer by actually feeding off the kinetic energy of any object striking it. This has the effect of providing TOU+10 protection to the wearer against physical attack.

Kinetic armor is symbiotic, and does have a *fatigue* penalty. It cannot be worn with any other biotech suit save the temperature regulator (detailed below). It is ineffective against psionic or magical attack.

Plasma Armor: A biotech creation utilizing a creature which thrives deep beneath the surface of Akasha. A symbiotic suit, plasma armor feeds on the energy spewed forth by most energy weapons, providing TOU+15/35 protection against such bolts. Plasma armor is ineffective against magic and psionic attack, and provides only TOU+1 protection against non-energy attacks.

Pressure Suit: This construct feeds on carbon dioxide and stores oxygen, which it passes to its wearer while maintaining the user's internal body pressure, avoiding explosive decompression when in a vacuum. The suit contains enough oxygen for 24 hours. This suit can also be used for underwater operations.

Unlike other biotech suits, this one is not form-fitting. There is an "air cushion" about one centimeter thick in between the character and the suit. If the suit sustains a mortal wound, it is unable to reseal itself and protect the wearer. As with most biosuits, other biotech suits may not be worn underneath the suit as they interfere with its symbiosis.

The pressure suit works immediately upon donning, and does not require a skill total. However, disconnecting while using another biotech device will cause it to become inert.

The pressure suit also acts as TOU+5 armor, but reduces all *Dexterity*-based skills by -3 and has a *fatigue* penalty.

Protective Suit: This suit protects the wearer against harmful gas and chemical attacks, providing TOU+10 protection against airborne spores or liquids. It is capable of storing sufficient oxygen for two hours of normal respiration, and is so bioengineered that it will not filter out gases its wearer needs to survive. As it shields the pores of the user, it has proven effective against the spread of the Comaghaz virus.

The protective suit does have drawbacks, however — it provides no armor value against physical attack, and can be torn by any combat action that results in a *wound* result or higher to its user. Once rended, it requires three rounds to reseal itself.

Temp Suit: A temp (temperature) suit keeps the wearer at a constant, comfortable temperature, even in extreme heat and cold. A temp suit will die if subjected to temperatures of less than -40 degrees Celsius or over 90 degrees Celsius. Otherwise, the character's body temperature remains constant. Temp suits must be specifically bioengineered for a species to maintain the correct body temperature (Draygaaks, for example, tend to have lower body temperatures than Akashans.)

Temp suits are not symbiotic, and require vitamin pack feedings once per week.

Physical Enhancers

Many Akashans practice an advanced form of holistic medicine in which microscopic biotech organisms are introduced into the body to aid healing, fight disease, eradicate infections and improve the keenness of the senses. They are symbiotic, and remain within the body until removed (a *medicine* total of 8 is required to do this successfully). Unfortunately, they have proven to be ineffective against the Comaghaz plague.

It is extremely dangerous to have more than three such biotech organisms in one's body (characters suffer a shock point per round in which four or more such organisms are active in their systems). Most Akashans possess a chemical agent in their immune systems which is triggered upon the introduction of a fourth organism, and automatically eliminates all of the organisms.





Allen Nunis/John Paul Lona

Physical enhancers cannot be repaired, and will die as a result of disconnection unless the user reconnects within two rounds. The organisms themselves, however, cannot cause a disconnection, as they perform their function simply by existing.

Amninatral: This organism, which resembles a jellyfish, acts to combat infection and illness in the body. Anyone attempting to use *first aid* or *medicine* upon a person with an amninatral in his body receives an automatic +2 bonus.

Dalen: A mutated version of a microorganism found in the bloodstream of the Gudasko, the dalen improves the sense of smell. A dalen cannot survive in the high temperatures of the human body for more than 24 hours, but while there, provides a +3 bonus to *tracking* skill rolls.

Gutadatl: This organism produces and stores a substance whose chemical properties are similar to those of adrenaline. It releases that substance once per day, increasing *Dexterity* and *Strength*-based skill totals by +2 for six rounds.

Hastur: A microorganism which thrives within the eyes of its host, the hastur improves vision by allowing users to see in the infrared spectrum. Presence of a hastur provides a +3 bonus to all *Perception*-based skills which require sight.

Herat: The largest of the physical enhancers, the herat is a millimeter-long centipede which makes its home in the inner ear of larger creatures. The herat improves balance and spatial awareness, providing a +3 bonus to uses of the *acrobatics*, *beast riding*, *dodge*, *maneuver* and *running* skills.

Kilith: Appearing under the microscope as a gray mass of organic material, the kilith is renowned for its ability to sharpen the sense of touch. Having a kilith in one's system provides a +3 bonus to all *lock picking* and *prestidigitation* attempts which require acute tactile awareness.

Linkage: This is the brand name of a microorganism which is used to set up a direct mental connection between two individuals. The organism splits in two, with one half introduced into one person and the other half in the second. The linkage has a range of five kilometers, and allows for instant communication provided one of the bearers generates a successful *Mind* total of 7 to activate the organisms.

Linkage microbes cannot survive for longer than one month in the human body. They are also killed instantly by the presence of the Comaghaz virus in its second stage.

Lornos: Another pre-existing organism mutated by the Akashans, lornos is a pheromone synthesized by the female Lorbaat to attract a mate. The Akashans altered its properties to

match their own physiologies and added various scents to it prior to sale.

Lornos adds +3 to *charm* attempts when performing them against members of the opposite sex.

Psionic Enhancer: A valued microorganism which increases the bearer's *psionic manipulation* skill by +1. *Psionic resistance* is not affected by this creation, which must be introduced into the bloodstream. It takes 12 rounds for the psionic enhancer to take effect, and it can survive in the body for no more than 24 hours.

Psionic Inhibitor: These are far more tech-oriented devices, normally attached externally and serving much the same function as the "white noise" weapon listed below. The psionic inhibitor sets up a jamming signal which has the effect of lowering the *psionic manipulation* and *psionic resistance* skills by -2. It does not affect other *Perception* or *Mind*-based skills. A *psionic manipulation* total of 16 will cause the psionic inhibitor to burn out and cease to function.

Without such an action, a psionic inhibitor will break down on its own in one week. Attempting to remove an active inhibitor from the person or thing to which it is grafted requires either a *science (biotech)* total of 18 or a *Strength* total of 14 (using the latter method will result in damage value 16 being done to the person from whom the inhibitor was removed).

Weapons

Biotech weapons take advantage of the talents of living creatures, either those which occur in nature or those which have been specifically bred to serve as weapons. Most have a non-organic controller or inhibiting device implanted in their nervous systems to allow a user to trigger its abilities.

Virtually all Akashans on Earth carry some weapon, even if only ceremonial, as that was considered a sign of prestige in many Meso-American civilizations.

Melee Weapons

Bhelablade: A dagger whose blade is a bhela from the planet Salend, its actions controlled by the non-organic control device in the hilt. The bhela resembles a piece of stone, but when in combat, spines spring from it which are capable of secreting a deadly poison.

Larendi who use these as weapons commonly keep the spines withdrawn, both for safety and to give the weapon the element of surprise when fighting an opponent unfamiliar with a bhela's talents. Once the dagger has been plunged into a foe (a successful *biotech weapons* roll), the Larendi triggers the spines and the poison.

The bhela's poison does damage value 14 per round after the successful attack. A *medicine* total of 10 is required to neutralize the venom.

Bhelablades must be fed once every two weeks.

Calaki: Vaguely resembling a chain mace, the calaki is a creature from the fiery depths of Akasha. It is serpentine, with a large, angular head and a long, thin body. At its tail end, it is joined to a non-organic hilt from which the user can control its actions.

The calaki can do two separate types of damage. When swung at an opponent, it will do damage by striking him. Once it has wrapped around the target, the calaki's skin heats up, burning the victim. It will do damage value 18 per round until the target removes it, an action which requires a *Strength* total of 8.

Calaki must be fed once a month.

Tentacle Sword: A bone sword with a golden hilt, this weapon has a unique feature by virtue of being biotech. Emerging from the hilt (via the creature housed within it) are four 1.75 meter tentacles whose purpose is to fend off attacks or to grab an opponent and draw him within range of the blade.

All four tentacles may act individually against four opponents, or may attack together using the Many-On-One Table. Their actions are determined by the wielder of the weapon, who stimulates the creature's nervous system via studs on the hilt.

Tentacle swords must be fed once a week.

Tentacles (4)
DEXTERITY 10
Dodge 11, unarmed combat 13
STRENGTH 12
Lifting 13
TOUGHNESS 11
PERCEPTION 4
Trick (45)
MIND 4
Test (45)
CHARISMA 4
Charm (50), persuasion (50), taunt (50)
SPIRIT 4
Intimidation (50)
Possibility Potential: none

Volent: A meter-long rod-shaped creature with a hard, chitinous outer shell, the volent's primary benefit as a weapon is that it can be hidden easily. When dormant, the volent telescopes in on itself, shrinking to only 25 centimeters in length. Thus the weapon can be carried inconspicuously until the user triggers the control implants, causing it to grow to full length and serve as a mace.

Volents must be fed once every two months.

Whipfang: The whipfang is a hard-shelled creature attached to a metallic hilt, thus resembling a knife with a 20 centimeter blade. When the user flicks the whipfang, it extends itself for up to two meters and is capable of stabbing a foe at long range. Due to the joints in its body, the whipfang can even be lashed around a corner to slay an approaching opponent.

Whipfangs must be fed once every two weeks.

Missile Weapons

Coar Spear: Developed by Machu Coar bioengineers for use against the Comaghaz, the Coar spear has a limited ability to maneuver while in flight in reaction to attempts by its intended





Allen Nunis

target to dodge. Use of a Coar spear adds +4 to the user's *biotech weapons* value.

Coar spears must be fed once every two weeks.

Jiros: This weapon welds a bizarre two-headed creature from the world of the Gudasko to inhibitor implants to create a subtle and effective snare.

The two spheroid heads of the jiros are joined by a long, flexible stalk. Its highly-developed tracking ability combined with its power of flight enable it to find virtually any target once it has picked up a scent. Often, the jiros will lie in wait along a path for its target, then fly from the brush and wrap itself around its victim. A jiros can seek only one specific target at a time.

Jiros must be fed once a month.

Jiros
DEXTERITY 10
Dodge 11, flight 14, maneuver 11, stealth 12, unarmed combat 12
STRENGTH 9
TOUGHNESS 8
PERCEPTION 11
Find 12, tracking 15, trick 13
MIND 5
Test (11)
CHARISMA 5
Charm (20), persuasion (20), taunt (20)
SPIRIT 4
Intimidation (21)
Possibility Potential: none
Natural Tools: wings, speed value 11

Larendi Bow: Favored by the avian race of the Star Sphere, the Larendi bow is a unique combination of the living and unliving. The bow itself is made of wood, but the "arrows" are living creatures known as *telesh*. These beings are controlled by implants in their brains.

When fired from the bow, the telesh do standard impact damage (see the Equipment Chart), and then, if a *wound* result or better has been achieved, begin to chew through the flesh with their razor-sharp teeth, doing damage value 11 per round. They will do this until removed, which requires a successful *Strength* total of 9. Telesh do this automatically, and need not make a skill roll to begin. Telesh will feast on a victim long after he is dead, and the Larendi are wise enough to know not to attempt to remove them from a body until they have had their fill.

Telesh are virtually mindless, and cannot be *tricked*, *tested*, *taunted* or *intimidated*.

Telesh need to feed on an opponent once per month to remain in optimum condition.

Salend Sling: Another weapon favored by the Larendi, the Salend sling is exactly what it sounds like: a form of slingshot, the bulk of which is made up of a small creature which is capable of producing pellets filled with an acidic substance when its pleasure center is stimulated through an implant. The pellets themselves do only STR+1 damage when they strike, but the acid which is released has a damage value of 23.

Salends must be fed once per month.

Starshredders: One of the more devastating missile weapons used by the Monitors, starshredders are rock-like creatures with sharp spines sticking out of their flesh. They can be held in the palm of the hand, and are thrown at targets, doing standard damage.

If the attack produces a *wound* result or better, the starshredder embeds itself in the victim's flesh. A *Strength* total of 9 is required to remove it. If it is not removed within one round of striking, it will rapidly swell in size, doing one round of damage value 23.

Starshredders must be fed once every two months.

Biotech Firearms

Akashan biotech firearms range from those designed simply to stop without seriously harming to those intended to kill. The type of weapon one will encounter in combat often depends upon the philosophy of the Akashan wielding it, with Akites favoring non-lethal devices, and Coar whatever is needed to accomplish their task.

Baatase Rifle: A more non-organic based weapon, the baatase rifle is a mixture of a metallic stock and a bioengineered trigger assembly and barrel. The weapon does not produce its own ammunition, but uses baatase, the glue produced by the Lorbaat to affix their equipment to their shells.

The damage value of the weapon is equal to the *Strength* of the glue covering the target. The victim must generate a *Strength* total higher than the damage value to pull free, or else have access to a vial of trioacid.

Cell Jammer: A biotech creation which emits a signal capable of temporarily disrupting the cell structure of the target. This weapon has two settings, one which produces stun damage and one which can be lethal. Altering the setting is a simple action, and can be accomplished by manipulating the non-organic implants.

Cell jammers must be fed once per month.

Electronus: This weapon is one of the few which does not require that the user place his hand inside to operate it. The electronus is a biotech creation which appears as a hollow tube covered with scales, roughly .5 meters long. By activating its non-organic implants, it can be made to fire bolts of electricity.

The electronus was originally bioengineered to allow the user to vary the strength of the bolts, but this idea proved to be impractical. This weapon has been used to great effect by Monitors when seeking to put down Lorbaat riots. The electronus can fire three blasts in succession before requiring a round to recharge.

An electronus must be fed once every two weeks.

Gravitic Ray: This weapon works on the same principles as the geomantic shuttle, drawing on gravitic energy and converting it into a bolt of pure force capable of felling a foe.

The gravitic ray is a standard sidearm for planetside Monitors, but is largely useless when in space. It has the advantage that, when used near a source of gravitic energy, it will not run out of "ammunition."

Mindlance: A long, rod-shaped creature with a non-organic trigger assembly (thus looking very much like a



Extended Power Push Table

Result Points	Power	Result Points	Power	Result Points	Power
S (0)	+1	18	+7	36	+13
1	+1	19	+7	37	+13
2	+1	20	+7	38	+13
3	+2	21	+8	39	+14
4	+2	22	+8	40	+14
5	+2	23	+8	41	+14
6	+3	24	+9	42	+15
7	+3	25	+9	43	+15
8	+3	26	+9	44	+15
9	+4	27	+10	45	+16
10	+4	28	+10	46	+16
11	+4	29	+10	47	+16
12	+5	30	+11	48	+17
13	+5	31	+11	49	+17
14	+5	32	+11	50	+17
15	+6	33	+12	Every three points above 48 yields an additional +1	
16	+6	34	+12		
17	+6	35	+12		

standard energy weapon), the mindlance beams the mental energy of its user at a target. The user does not need to have psionic capabilities to use this weapon. He generates a damage total by rolling on his *Mind*, which is then applied to the target as mental damage. This weapon is often used by non-psionics against those with advanced mental abilities (this is one of the few biotech weapons the Lorbaat have ever expressed interest in acquiring). Sale of a mindlance to a member of a client race is strictly forbidden by Akashan law.

Mindlances must be fed once every three months.

Mitositer: This firearm, which fits neatly over the user's hand, is actually a bioengineered unicellular organism whose size and rate of reproduction is governed by non-organic inhibitors. When the weapon is triggered, a portion of its substance splits off via mitosis and is launched toward the target. As it comes closer, it increases in size, so that it covers the target.

The mitositer's substance is a gelatinous mass, porous so that the target can breathe, but extremely difficult to function within. Once trapped within the bubble, all *Dexterity* and *Strength*-related skills are reduced by -6.

The bubble has a *Toughness* of 15, but cannot contain magic or psionic powers, and can be shattered by a sufficiently powerful physical attack. The mitositer can regenerate a portion of its substance every two hours, ensuring that it never runs out of "ammunition" for very long.

Mitositers must be fed once per week.

Rhadan Mark V: A biotech pistol constructed by splicing the genes of three organisms together, including that of the rhadangea plant. The weapon fires tendrils much like the vines of that plant, which ensnare a target. The vines are covered with thorns, accounting for much of the weapon's damage value. If the weapon does a wound result of better, the target is entangled and must generate a *Strength* total of 14 to escape.

Shatterer: The most devastating hand weapon in the Akashan arsenal, the shatterer is feared even by those who wield it. This biotech creation acts to break down all organic matter, but so powerful is it that it does damage to its wielder as well as its target.

Users of the shatterer generate a damage total, and check it against the Extended Power Push Table to find the number of result points. Those result points are then compared to the user's *Toughness*, and he takes that many points in damage, plus an automatic three shock.

The shatterer has been banned in some sections of Akasha, but Coar activists have been known to hoard

the weapons and some have been seen to be sold at the black market in Lima.

White Noise: Another hand-held weapon which emits a screech that interferes with the concentration of everyone within a three-meter radius. Users commonly wear some form of earplug to screen out the noise, which reduces all *Perception* and *Mind*-based skills by -5 for the duration of the following round. Effects of the white noise are not cumulative (shooting it twice in a *flurry* round against the same character will not reduce his skills by -10).

White noise is commonly used against those possessing psionic abilities.

White noise weapons need to be fed once per month.



Allen Nunis

Energy Weapons and Slugthrowers

Most Akashans regard high-tech energy weapons and slugthrowers as crude and environmentally unsound, which is why they favor biotech devices. However, Monitors and members of most of the client races rely heavily on these weapons, and there are many areas of the realm into which it is unwise to venture without a blaster conspicuously placed on one's person.

Most energy weapons are available in the realm only in black market areas, where prices may be 300-400 percent higher than those listed on the Equipment Chart. It is, needless to say, highly illegal to purchase these weapons from a black market trader.

Blasters: Energy blasters fire condensed, focused beams of plasma energy. These beams cause damage by intense heat and kinetic energy. Blasters come in a variety of shapes and sizes from pistols to large tripod-mounted devices. Blasters use a power cell for energy.

Some models of blaster come with laser sights, which increase the *energy weapons* skills for purposes of hitting by +2.

Bolter Rifles: Bolters fire bolts of super-heated fusion energy. These bolts cause damage from intense heat and explosive energy released when they hit the target. In addition, the explosion from a fusion bolt hits all characters, creatures and objects within its blast area.

The Equipment Chart lists two damage value for bolters: one for a direct hit on a target; and the other used to attack all those affected by the blast. The blast area has three ranges: short, medium and long. Attacks at short range use the full blast damage value. For targets at medium range, the damage value is reduced by -3, and -5 at long range. See page 81 of the *Torg Rulebook* for more information on explosives.

Bolter-rifles are ugly-looking weapons, and all require backpacks. These contain the fusion reaction that powers the weapon. Backpacks require recharging after 50 shots by being attached to a power supply.

Pulse Cannon: The bulkiest of the hand weapons, the pulse cannon is unique in that it is capable of causing more damage at long range than at short range.

The gun fires pulses of plasma energy which are modified so that they can convert their own kinetic energy into power. Thus, the farther they travel, the stronger they become. When they reach their range limit, they dissipate.

When using a pulse cannon, add +2 to the damage value if the target is at medium range and +4 at long range.

Pulse cannons are powered by detachable energy packs capable of firing 25 shots.

Smash Guns: These are guns which use electro-magnetism to propel high-explosive, shaped-charges that are capable of punching through armor plate. The barrels of these guns are electro-magnetically charged. As the bullet passes down the barrel it is spun rapidly. The bullet explodes on impact, driving its head into the target's body. Both this and the splinter gun below are often modified for use by Lorbaat warriors.



Allen Nunis/John Paul Lona

Splinter Gun: Slimmer than the smash gun, a splinter gun works on much the same principle, but fires a needle-shaped bullet. The bullet explodes on contact, but instead of the charge driving the needle's head into the target, it shatters into thousands of tiny, razor-sharp splinters that embed themselves in the victim.

Stun Gun: Favored by spies and saboteurs, the stun gun can be concealed in the palm of the hand and fired inconspicuously at targets nearby. The gun does stun damage only, but is usually sufficient to render an opponent unconscious long enough to accomplish one's task.

Vehicles

In addition to their spacecraft, the Akashans possess both land and water biotech vehicles, while client races like the Lorbaat make use of more primitive methods of locomotion. The Lorbaat have not yet felt the need to develop a water vehicle, as there is very little water on their planet upon which to sail.

Swifter: The major land vehicle in use among the Akashans in the realm, the swifter is a biotech device. Its controls and gauges are metallic and act upon the implants in the creature's nervous system. The bottom of the craft is a large air bladder which allows the craft to hover 50 centimeters above the ground. The air bladder is surrounded by a cilial curtain which acts to steer the craft.

Swifters come in varying sizes, with the most common capable of carrying four passengers. They are often armed with gravitic rays.

Swifters need not be fed, drawing sustenance from the earth they pass over.

Skimmer: Much like the swifter, the skimmer is a biotech creation with metallic controls. The craft is capable of floating, with two-meter long tentacles hanging from the bottom to move it through the waters and steer. A skimmer is capable of carrying as many as three passengers.

Skimmers take nourishment from water molecules, and so need not be fed.

Tormaak: A huge, metallic truck powered by a nuclear reaction, the Tormaak is the predominant vehicle/war machine of the Lorbaat. The insectoids are apparently unaware of the fact that their vehicles produce "dirty" radiation which is slowly destroying their environment. Tormaaks can carry 5-10 passengers, and are armed with pulse cannons. They are regarded by the Akashans as the worst symbol of the irresponsibility and insanity of the client races.

Adventuring Gear

Alan Torch: A biotech organism which, when roused, glows with light sufficient to illuminate an area of 25 meters. Since non-organic implants are required to activate an alan torch, use of it can create a contradiction.

Alan torches must be fed once per month.

Biotech Repair Kit: A must for bioengineers in the field, the biotech repair kit contains sophisticated detection instruments, organic compounds, vitamin packages, and other equipment needed to heal wounded biotech creations. Possession of a repair kit adds +1 to *science (biotech)* totals when being used to fix such devices.

Commtrol: A small communications device with two radically different designs, one for the client races and one for the Akashans. The client races use standard tech commtrols with ranges of up to five kilometers.

Akashan commtrols have the same metallic housing, but within is a biotech creation which resembles a small human brain. This creature is highly telepathic and capable of beaming the message spoken to it, word for word, to the rest of its kind. This construct, called a *tian*, is incapable of understanding the languages spoken to it. Tians can be genetically altered so as to send only to certain other members of its race.

Larger versions of the tian are currently being used in the construction of biotech satellites to beam telepathic messages through space.

Biotech commtrols must be fed once per month.

MedKit: A standard pack of medical supplies, MedKits are produced by the Draygaak and are available for the physiologies of most of the known species. Possession of a MedKit adds +1 to *first aid* totals when used on the appropriate species.

Transtech: Another device produced for both biotech-using races and those who favor non-organic devices. A transtech is a translation device, either mechanical (the more bulky version) or biotech, in which case it can be implanted under the skin and activated when need be. Transtech are popular among those Akashans who have not learned the *tongues* miracle. Organic transtechs can function for up to six months in a human body.

Use of a transtech (either form) adds +2 to *language* totals. It is not considered a physical enhancer and does not count toward the limitation on those organisms listed above.

A biotech transtech is symbiotic and need not be fed.

Volent Rope: A mutated version of the creature used as a melee weapon, the volent rope is a thin, fibrous biotech creation which is three meters in length in its dormant state. By manipulating implants, the user can cause the rope to extend itself to up to 200 meters. A volent rope can safely support up to 270 kilograms.

A volent rope must be fed once every two months.



EQUIPMENT

All prices are in dollars. Prices may be up to 300-400 percent higher at black market locations.

BIOTECH SUITS/ARMOR

	Tech	Effect Value	Price (Value)
Chameleon Suit	30	*stealth* +3	3000 (18)
Cloaking Suit	30	*stealth* +5	4200 (19)
Flight Suit	30	*	8200 (20)
Kinetic Armor	30	TOU+10/30	20,000 (22)
Plasma Armor	30	TOU+15/35	30,000 (23)
Pressure Suit	30	TOU+5	5000 (19)
Protective Suit	30	TOU+10*	19,000 (22)
Temp Suit	30	*	2000 (17)

BIOTECH PHYSICAL ENHANCERS

Amninatral	30	*first aid* +2	2000 (17)
Dalen	30	*tracking* +3	2600 (18)
Gutadatl	30	DEX+2/STR+2	6000 (19)
Hastur	30	PER+3	6000 (19)
Herat	30	*	5000 (19)
Kilith	30	*Lock picking* +3	4000 (18)
Linkage	30	*	10,000 (20)
Lornos	30	*Charm* +3	7000 (20)
Psionic Enhancer	30	*Psi. manip.* +1	20,000 (22)
Psionic Inhibitor	30	*Psi.* skills -2	24,000 (22)

BIOTECH WEAPONS

FIREARMS

	Tech	Damage Value	Ammo	Range S	Range M	Range L	Price (Value)
Baàtase Rifle	30	16	20	3-50	200	400	3000 (18)
Cell Jammer	30	23/28**	15	3-30	100	200	30,000 (23)
Electronus	30	27	50	3-15	25	40	24,000 (22)
Gravitic Ray	30	30	NA	3-150	350	500	30,000 (23)
Mindlance	30	20	NA	3-10	25	40	20,000 (22)
Mitositer	30	*	10	3-40	100	150	2000 (17)
Rhadan Mark V	30	17	25	3-40	100	250	2400 (17)
Shatterer	30	36	20	3-50	150	250	400,000 (28)
White Noise	30	*	15	3-20	150	300	2000 (17)

MELEE WEAPONS

	Tech	Plus to Damage Value	Max. Damage Value	Price (Value)
Bhelablade	30	+4*	23	5000 (19)
Calaki	30	+8*	25	7500 (20)
Tentacle Sword	30	+6*	25	8000 (20)
Volent	30	+5	24	3000 (18)
Whipfang	30	+6	24	4000 (18)

MISSILE WEAPONS

	Tech	Damage/ Max. Value	Range (meters) S	M	L	Price (Value)
Coar Spear	30	+6/20*	10	25	60	5000 (19)
Jiros	30	*	3-100	500	1k	2200 (17)
Larendi Bow	30	+8/27*	3-10	100	250	3200 (18)
Salend Sling	30	+1/17/23*	3-5	10	15	2400 (17)
Starshredders	30	+4/18/23*	3-5	10	15	4500 (19)

ENERGY WEAPONS AND SLUGTHROWERS

	Tech	Damage Value	Ammo	Range S	M	L	Price (Value)
Blaster	27	30	40	3-100	300	500	250,000 (27)
Bolter Rifle	27	30/25*	50	3-150	350	600	300,000 (28)
Pulse Cannon	27	23	25	3-200	500	1k	175,000 (27)
Smash Gun	27	21	30	3-20	150	300	75,000 (25)
Splinter Gun	27	20	40	3-50	150	400	50,000 (24)
Stun Gun	27	20***	25	3-10	25	50	15,000 (21)

VEHICLES

	Tech	Speed kmh/mph/value	Pass.	TOU	Price (Value)
Swifter	30	200/120/14	4	12	60,000 (24)
Skimmer	30	125/80/13	3	14	50,000 (24)
Tormaak	27	110/70/13	5-10	34	25,000 (22)

ADVENTURING GEAR

	Tech	Price (Value)
Alan Torch	30	300 (13)
Biotech Repair Kit	30	1500 (16)
Commtrol	30	1350 (16)
MedKit	30	750 (15)
Transtech	30	500 (14)
Volent Rope	30	45 (9)
Vitamin/Mineral Packs	30	25 (7)

* See note in text
** Numbers before slash refer to stun setting; numbers after setting to lethal damage
*** Stun damage only





Chapter Eleven

Character Creation

In many ways, the realm of the Akashans is vastly different from any other overlaying Earth. The importance of alignment, the ability to use psionics, and the presence of a large number of alien races adds a number of different facets to character creation.

In the back of this book, there are a number of templates you can use, but the rules that follow will allow you to build your own characters.

Attributes and Skills

A character has 66 attribute points to assign, and that total of a character's attributes cannot exceed 66. In addition, no attribute can exceed the character's home cosm limits. The Akashan cosm limits are 13.

The only exceptions to the above rules are some of the alien races of the Star Sphere who have landed on Earth. These will be explained in detail below.

You begin with 16 skill points to add to the template. These should be assigned to those skills in the template which you deem appropriate for your character or which you believe your character might have had access to. At least one skill must be assigned three points (the tag skill) and no skill may receive more than three. Every character must have at least one add in the *reality* skill.

Alignment

Although alignment is important in determining the skills to which special bonus modifiers are assigned, certain miracles which are available to a character, etc., it is not a skill which must be purchased by a character. When constructing a template, a player should assign an alignment he feels is appropriate for his character.

The templates contained in this book list the character's alignment under "Skill Notes." You will notice that the skills contained on the character's list tend toward those which can be used more effectively by one of his alignment.

For further information on alignment and alignment bonus modifiers, see Chapter Four, "Axioms and World Rules."

Psionics

Characters from the Star Sphere or those of Core Earth can begin the game with psionic abilities. The two relevant skills, *psionic manipulation* and *psionic resistance*, can be purchased in the same manner as regular skills. Remember that a character must have at least one add in both to be able to use his psionic abilities effectively, and that psionics cannot be used unskilled.

After the two skills have been purchased, the character must purchase at least one power group, at a cost of one skill add or Possibility per group. He may also choose one psionic power per group for his own at no cost. Additional powers within that group may be purchased at a cost of one Possibility per power.

Characters can learn additional power groups during the game at a cost of five Possibilities per group. For further information on developing psionics during play, see Chapter Six, "Psionics."

Alien Races

Many of the alien races of the Star Sphere have, at some point in their history, been the subjects of genetic experiments performed by the Mohani

or the Akashans. As a result, various species are capable of attaining higher attribute levels. Client race characters — non-Akashan aliens — must purchase additional attribute points, called *genetic enhancement points* at the start, but must pay an adventure cost.

Genetic enhancement points are available in packages of four, and no more than one package may be purchased. Points may be added to any attribute, as different traits were enhanced through genetic manipulation at different times within the same species.

Purchasing Genetic Enhancement Points

There are two ways to add genetic enhancement points. One method is to pay an adventure cost of one Possibility per package at the end of each adventure, an action which can be taken only by Possibility-rated creatures. The second method is to place a limit on one of the character's attributes in exchange for the package, and this can be done by both Possibility-rated characters and Ords.

Example: *A Draygaak character adds his genetic enhancement package to his* Perception. *Reluctant to surrender a Possibility at the end of an adventure, he accepts a limitation on his* Spirit *attribute.*

Characters who choose to limit attributes must accept values of seven. Limited attributes cannot be increased.

Losing Genetic Enhancements

There are two ways to lose the benefits provided by these enhancement points, disconnecting or failing to pay the adventure cost at the end of the adventure. In both cases, the character's attributes will immediately drop to what they were prior to the addition of the extra points (these are the numbers in parentheses on the templates).

To reconnect, alien characters must make separate rolls for their enhancement package as well as themselves. A character who fails to reconnect his package is still considered disconnected, and his attributes will remain at their original levels.

Background

Once you have determined your character's attribute and skill levels, it is time to create a background for him. If the character is an alien, what planet did he come from? If the character is from Core Earth, is he in South America purely because of the Akashans landing, or for other reasons? Has he had any experience in the other realms, or is this his first encounter with another reality?

How does your character feel about the Lorbaat, the Gudasko, and the other alien races which abound in the Akashan realm? Does he have an instinctive dislike of some, or is he willing to accept them? Has knowledge of the Comaghaz plague made him look at everyone around him with suspicion?

If your character is an Akashan or an alien, why did he come to Earth? Was he ordered to, did he volunteer, or did he sneak aboard a lightship to find new adventure? Does he like the planet, or dislike it? How much does he know about the Possibility Wars at this point?

Next, consider possible connections between your character and the others in the party. How did they come to meet? Is there friction between your character and his comrades?

Turn to Chapter Ten and begin to equip your character. Keep in mind that, with the exception of Monitors, few Akashans carry energy weapons, and with the exception of Larendi, few client race members carry biotech gear.

If a player wishes to give the character equipment not listed on the equipment chart, he must provide the gamemaster with about the item. This allows a gamemaster to make up his mind about whether the piece of equipment in question will upset the balance of the adventure or simply be unlikely for that character to have.



Archaeologist

Player Name:

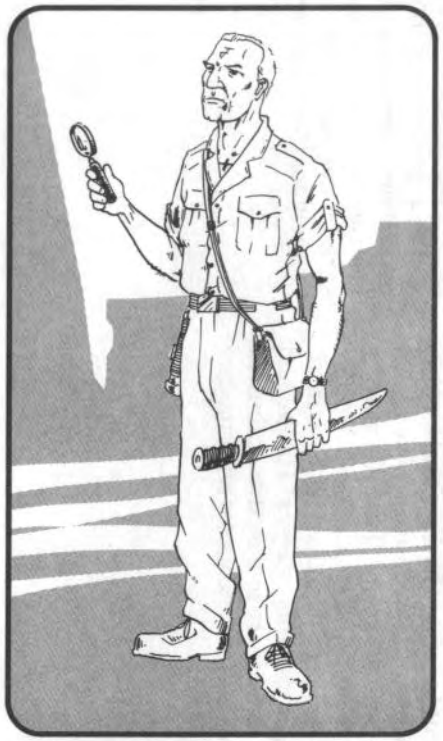
Cosm: Core Earth

Background: You obtained your doctorate from Columbia with a masterful treatise on ancient South American civilizations, and you have one of the largest collections of Mayan and Incan artifacts outside of a museum. You were in Peru at a dig when the Living Land invaded North America. In a second, everything you had known or loved was gone, and all you had left was your work.

You threw yourself into your researches with a passion, and were at Machu Picchu the day the lightship armada landed. At first, you hid from these visitors, thinking they were more invaders. But when the Monitors found you and took you to Rotan Ulka, you found that they were a potential treasure trove of information on the past.

For you, the Akashan realm has been the equivalent of being a kid in a candy store. You've learned more in weeks than you had in all the years you spent studying and digging. But your happiness was marred by the realization that the High Lords had targeted the Akashans for extinction. You are bound and determined not to let so valuable a resource be expunged from the planet.

Personality: You have just enough money to be considered eccentric rather than insane. While you understand the need for violence, you hate to see potentially valuable artifacts destroyed. Your goal is to find some of the missing Akashan golden stakes and decipher the records left on them.



Equipment: Glock 17 (damage value 15); magnifying glass; brush; tape measure; Meerschaum pipe; pipe tobacco; 5000 intis.

Quote: "Yes, after being buried in the sand for a thousand years, even you might be worth something."

Skill Notes: Your tag skill is *science (archaeology).*

Archaeologist

Player Name:

Character Name		Home Cosm	Core Earth	Possibilities
				10

Age	Wound Level	Shock Damage		Magic	Social
	Wound			7	21
Height	Hvy Wound			Spiritual	Tech
	Mortal			9	23
Weight	Dead	K	O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Long Jumping		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Scholar		PER	
Tracking		PER	
Trick		PER	
Science (Archaeology)	3	MIN	14
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Glock 17	15	22	3-10	25	40

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	9	
Toughness	9	
Perception	10	Trick
Mind	11	Test
Charisma	10	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

John Paul Lona

Akite Bioengineer

Player Name: _____

Character Name	Home Cosm: Star Sphere	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 27
Height	Wound Hvy Wound Mortal Dead		Spiritual: 13	Tech: 30
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Biotech Weapons		DEX	
Dodge		DEX	
Lockpicking		DEX	
Manuever		DEX	
Running		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Psionic Manipulation		PER	
Trick		PER	
Mindsense		MIN	
Psionic Resistance		MIN	
Science (Biotech)	3	MIN	15
Test		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Gravitic Ray	30	30	3-150	350	500
Rhadan Mark V	17	30	3-40	100	250

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	12	Trick
Mind	12	Test
Charisma	10	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

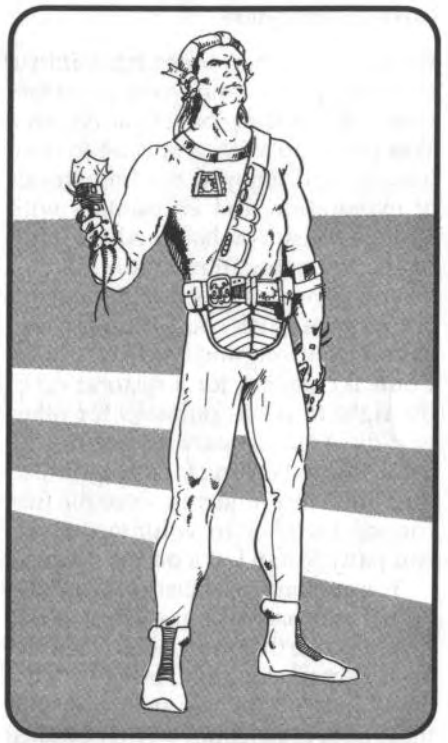
Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Akite Bioengineer

Player Name: _____

Cosm: Star Sphere



Background: You have never been the bold, adventurous type — long ago, you decided that there were enough wonders in the gene structure of the Akashans and the client races to satisfy you, without going out among the stars to seek out new challenges. You became a follower of Aka, arguing that the problems facing your people were too great to spend resources on exploration.

This belief was reinforced by the emergence of the Comaghaz, and your goal became the eradication of this disease. You were one of the few bioengineers who realized right away this was more than a simple virus.

When the Signal Fire was answered, you put aside your isolationist beliefs in the hope that this new world might hold the answer to the plague. So far, it has not, but you are intrigued by the vast number of genetic types present on this planet. The thought that some of these might be destroyed by the High Lords angers you, and you are wrestling with yourself about how best to help without violating your philosophy.

Personality: You are extremely intelligent, but have been locked in a lab so long that you lack some of the social graces. Despite having a transtech, you have difficulty understanding the meaning of some Earth terminology.

Equipment: gravitic ray (damage value 30); Rhadan Mark V (damage value 17, see note in text); amninatral (*first aid* +2); biotech repair kit; transtech (biotech); vitamin/mineral packs (5); 10 ciaras.

Quote: "Oh, dear, I'm sorry. I thought you said you wanted designer genes."

Skill Notes: Your tag skill is *science (biotech)*. You are aligned to Aka (for information on the effects of that, see Chapter Four, "Axioms and World Rules"). Choosing psionics requires purchasing an add in both of the relevant skills, as well as the spending of an add or a Possibility on a power group.

John Paul Lona

TORG™ Coar Council Member

Player Name: _____

Cosm: Star Sphere

Background: You were born into a wealthy family, and your ancestors were among the pioneers of Akasha. You grew up with a special love of history, and enjoyed reading stories of exploration and encounters with strange races. You had medical training before going into politics.

You have always believed the abandonment of Earth was a blunder, and have fought long and hard in the High Council chamber for a restoration of the right to act as pultaaks for other worlds. Your voice was among the most strident calling for a response to the Signal Fire, and you were the first council member to volunteer to accompany Rotan Ulka on the voyage.

You are convinced that an Akashan/human victory over the High Lords would prove that the Machu Coar had been right all along, and bring back the days of adventure. You are toying with the idea of establishing a High Council to govern Earth after the war is over.

Personality: Behind all the speeches and the slogans, you genuinely do care about your people. You also care about your career and the future of the Coar as a whole, and that often dictates your course of action. You accept the Zinatt as a necessary evil, but have no use for Akites at all.

Equipment: protective suit (armor value TOU+10/18, gas and chemical attacks only); volent (damage value STR+5/13); cell jammer (damage value 20/28, see note in text); amninatral (*first aid* +2); hastur (PER+3); vitamin/mineral packs (10); 50 ciaras.



Quote: "Of course, we should be here. Look around you: lizard men, dictators, religious fanatics — we're here to bring sanity back to this world."

Skill Notes: Your tag skill is *medicine*. You are aligned to Coar (for information on the effects of that, see Chapter Four, "Axioms and World Rules). Choosing psionics requires the purchase of an add in both relevant skills, as well as spending an add or a Possibility for a power group.

TORG™ Coar Council Member

Player Name: _____

Character Name		Home Cosm	Star Sphere	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		7	27
Height	Hvy Wound		Spiritual	Tech
	Mortal		13	30
Weight	Dead	K O		

Skill	Add	Attribute	Value
Reality		SPI	
Biotech Weapons		DEX	
Dodge		DEX	
Maneuver		DEX	
Unarmed Combat		DEX	
Find		PER	
Language		PER	
Psionic Manipulation		PER	
Trick		PER	
Medicine	3	MIN	12
Psionic Resistance		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Protective Suit +10	18	30			
Weapons					
Volent +5	13	30			
Cell Jammer	20/28	30	3-30	100	200

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	12	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Draygaak Scholar

Player Name:

Character Name	Home Cosm: Star Sphere	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 27
Height	Wound Hvy Wound Mortal Dead		Spiritual: 13	Tech: 30
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Energy Weapons		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Swimming		DEX	
Evidence Analysis	3	PER	18(14)
Find		PER	
Language		PER	
Psionic Manipuation		PER	
Scholar		PER	
Trick		PER	
Psionic Resistance		MIN	
Science		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Frenzy		SPI	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	12	
Toughness	10/11	
Perception	15(11)	Trick
Mind	8	Test
Charisma	8	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Blaster	30	27	3-100	300	500
Teeth +4	16				
Claws +2	14				
Scales +1	11				

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Draygaak Scholar

Player Name:

Cosm: Star Sphere



Background: You grew up on a world where the people had once been great warriors, but had submerged their violent impulses in favor of the pursuit of knowledge. It was not a completely successful effort, and you have seen many of your friends claimed by frenzy over the years.

Your ambition was to become one of the leading scholars on your planet, but your displays of temper slowed your progress. You found yourself being sent to study on inhospitable worlds where a Draygaak of learning must be able to handle a blaster as well. Your career stalled, and you found it more and more difficult to control your violent nature.

Thus you jumped at the chance to travel to Earth and write a treatise on its people. The discovery of High Lords from other cosms on the planet served to increase your fascination with this new world, and you found the people here truly valued someone who combined wisdom with razor-sharp claws. You have decided to expand your work to include how a native population deals with invasions by new realities, and if gathering information means aiding the resistance forces, well, such is the lot of a scholar.

Personality: You have worked hard to attain a reputation as a scholar, primarily to distract others from your terrible temper. You have been known to rip enemies in two in battle, but usually feel guilty afterward and try to cover up your action.

Equipment: blaster (damage value 30); transtech (non-organic); commtrol (non-organic); MedKit; journal; 3 ciaras.

Quote: "No, no, no, aim for his head. Think of the emotional impact it will have on his friends when it lands in their laps."

Skill Notes: Your tag skill is *evidence analysis*. You have no alignment. Choosing psionics requires spending one add on both relevant skills, as well as an add or a Possibility on a power group. You have four genetic enhancement points which have been added to your *Perception*, at an adventure cost of one.

John Paul Lona

Gaucho

Player Name: _____

Cosm: Core Earth

Background: You spent most of your life working on the Argentinean pampas, and made a respectable living. You took little notice of the arrival of the Akashans or the changes wrought in your country as a result of it until the day your family was arrested and taken to a penitenciaria. It was said they had a disease, but you knew this was not so.

As the situation in Argentina grew more and more out of hand, you realized that only the destruction of the plague would save countless other people from the fate of your loved ones. You wished end the insanity, but did not know how — yours had been a simple life, and all of this seemed so beyond you.

Then you met some Storm Knights who had escaped from a death camp. They were men and women no different from you, and they were fighting for what they believed in. You realized that there was something you could do, and set out to find a group to ally yourself with.

Many of the things you have seen since then have been strange and wondrous, but all you can think of is that one day you will find the camp in which your family is imprisoned, and you will free them.

Personality: You are scrupulously honest and quite brave, and try not to express your awe at all that is going on around you. Although you have worked with them, you dislike the Akashans for bringing the Comaghaz plague to Earth and causing the creation of the camps.



Equipment: .45 Colt (damage value 16); Savage 77E (damage value 18); hemp rope; sleeping bag; flashlight; 1.8 million australs.

Quote: "Many more will die before this fight is over. If I must be one of them, I will go gladly, knowing I perish defending my land."

Skill Notes: Your tag skill is *fire combat*.

John Paul Lona

Gaucho

Player Name: _____

Character Name	Home Cosm: Core Earth	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 21
Height	Wound Hvy Wound Mortal Dead		Spiritual: 9	Tech: 23
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Fire Combat	3	DEX	13
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
.45 Colt	16	20	3-10	15	40
Savage 77E	18	22	3-15	40	60

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	9	
Toughness	10	
Perception	11	Trick
Mind	9	Test
Charisma	9	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ Gudasko Hunter

Player Name: _____

Character Name	Home Cosm: Star Sphere	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 27
Height	Wound Hvy Wound Mortal Dead		Spiritual: 13	Tech: 30
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Manuever		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Tracking	3	PER	16(12)
Trick		PER	
Survival		MIN	
Test of Will		MIN	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Teeth +2	13				
Claws +4	15				
Spear +4	15	5	3-5	25	40

Attributes		Approved Actions
Dexterity	11	Maneuver
Strength	11	
Toughness	10	
Perception	13(9)	Trick
Mind	7	Test
Charisma	9	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

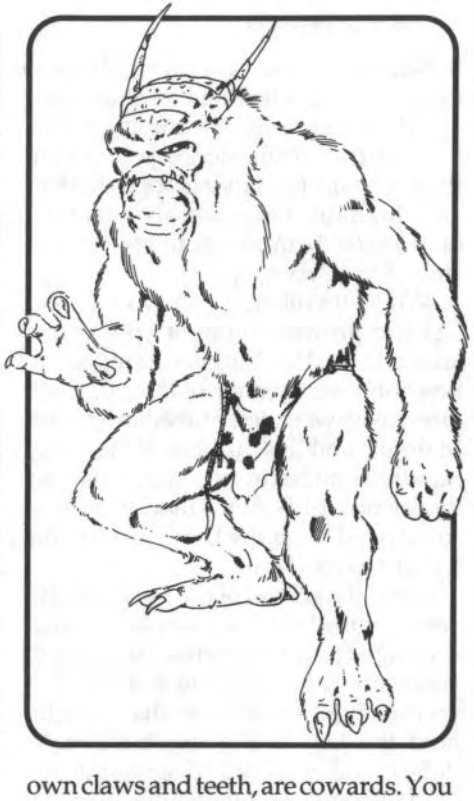
Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ Gudasko Hunter

Player Name: _____

Cosm: Star Sphere



Background: Your life on Kelneride had been a satisfying one—gathering roots and hunting for zebu by day, standing watch by the fire at night. You hoped one day to challenge the chieftain of your clan in combat, and dreamed of tasting his warm blood and being proclaimed the leader of all.

All of that changed the day the Monitors came, the strange ones whose scent spoke of decay. They slaughtered your clansmen, burnt your simple huts, and spread their dark plague to your world. At first, you did not believe that the Akashans had not gone to war with the Gudasko, but your senses told you the killers of your people were possessed by something demonic.

With nothing left for you but a solitary life on the plains, you agreed to travel to Akasha to work as a guard for a rich leader. When he was summoned to go to Earth, you came with him, and had the honor of slaying him when it was discovered the plague had claimed him.

Now you run with a different pack, one made up of strangers from other worlds. You are unsure how far to trust them, but know you need allies to combat the horror that savaged your clan.

Personality: You are fiercely loyal to those who treat you well, but are sensitive to any slight. You consider your race the equal of any other, and privately think warriors who need to use complicated weapons, rather than their own claws and teeth, are cowards. You have an instinctive dislike of Monitors.

Equipment: spear (damage value STR+4/18).

Quote: "I smell enemy ahead. There are eight of them with noisy sticks. Too lean to make a good meal."

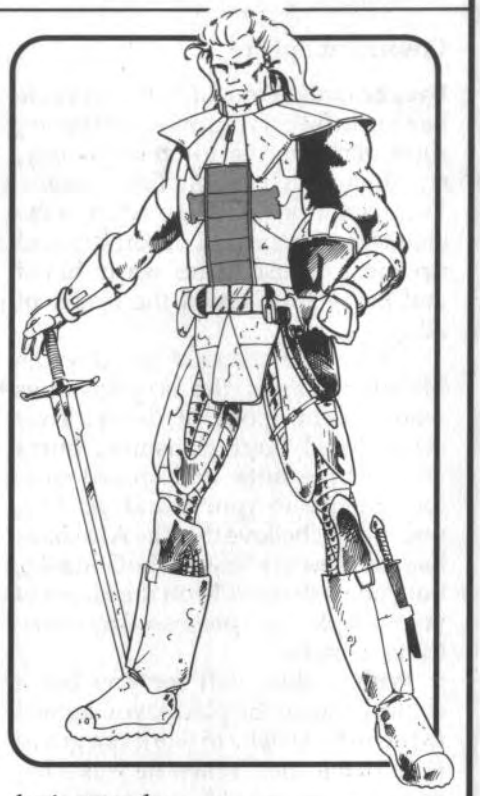
Skill Notes: Your tag skill is *tracking*. You have no alignment. You have four genetic enhancement points which have been added to your *Perception*, at an adventure cost of one.

John Paul Lona

TORG™ Knight Templar

Player Name: _____

Cosm: Cyberpapacy



Background: You have always been a man of strong beliefs and a willingness to fight for them. But the coming of the Cyberpapacy disillusioned you, as you tried in vain to convince people that Jean Malraux I was an abomination only to see them return to blind worship of the Cyberpope.

While traveling in Provins, your fighting prowess brought you to the attention of the Knights Templar, a newly-revived version of the medieval group who were determined to oppose Malraux and his machinations. You rapidly ascended in the order, and were dispatched to South America with a small band to hinder the spread of the Cyberpapacy there.

After the arrival of the Space Gods, your comrades were slain defending a village from Comaghaz hosts, and you were called back to France. But you believed that the Akashans might hold the key to Malraux's ultimate defeat, and resolved to stay and defend them from their enemies, among them the Peace Through God party. You have had a number of skirmishes with that group since then, as well as the Comaghaz, and you are determined to avenge your friends' deaths by slaying as many of the plague's hosts as possible.

Personality: You are strong-willed and filled with quiet confidence. With the Templars, you believe you have finally found your destiny, and have learned not to fear death, for yours is a holy struggle. You will be leader or follower, whichever promises success for that day's crusade.

Equipment: GWI Armor of God (armor value TOU+8); GWI Godsfire (damage value 30); Godlight (damage value 24); power sword (damage value STR+8/18); electroprod (damage value 16); first aid kit; 100,000 cruzado novas; Cyberware: NeuraCal (5), J-jack (2), Trigon Leaper Mk.II cyberlegs (6), CSI HotShot II (2); cyber value 15.

Quote: "My order has many secrets, and some of them are quite … deadly."

Skill Notes: Your tag skill is *energy weapons*.

TORG™ Knight Templar

Player Name: _____

Character Name	Home Cosm: Cyberpapacy	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 10	Social: 18
Height	Wound Hvy Wound Mortal Dead		Spiritual: 14	Tech: 26
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Energy Weapons	3	DEX	15
Fire Combat		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Tracking		PER	
Trick		PER	
Test of Will		MIN	
Willpower		MIN	
Persuasion		CHA	
Taunt		CHA	
Faith (Catholic)		SPI	
Focus		SPI	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Armor of God	+8/17	26			
Weapons					
GWI Godsfire	30	26	3-100	300	500
Electroprod	18	25			
Godlight	24	26	3-10	25	40
Power Sword	+8/18	24			

Attributes		Approved Actions
Dexterity	12	Maneuver
Strength	10	
Toughness	9	
Perception	9	Trick
Mind	8	Test
Charisma	8	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

John Paul Lona

Larendi Chieftain

Player Name: _____

Character Name	Home Cosm: Star Sphere	Possibilities: 10

Age	Wound Level	Shock Damage	Magic	Social
Height	Wound		7	27
Weight	Hvy Wound Mortal Dead	K O	Spiritual 13	Tech 30

Skill	Add	Attribute	Value
Reality		SPI	
Biotech Weapons		DEX	
Dodge		DEX	
Fight	3	DEX	18(11)
Maneuver		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Lifting		STR	
Find		PER	
Language		PER	
Psionic Manipulation		PER	
Tracking		PER	
Trick		PER	
Psionic Resistance		MIN	
Survival		MIN	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Bhelablade	+4/13	30			
Larendi Bow +8	17	30	3-10	100	250
Claws +4	13				

Attributes		Approved Actions
Dexterity	15(11)	Maneuver
Strength	9	
Toughness	9	
Perception	11	Trick
Mind	8	Test
Charisma	10	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Larendi Chieftain

Player Name: _____

Cosm: Star Sphere

Background: It was with great sadness that you saw Salend and the colony worlds ravaged by the Cómaghaz plague. No longer could the Larendi soar into the skies to escape their enemies, for the foe was among them. Many of your own flock were changed by the curse, and as chieftain, it was your duty to put them out of their misery.

When you learned that some of the infected Larendi had boarded the vessels bound for Earth, you joined the mission as well. You feel responsible for any pain inflicted by your people, and want only to stop them. Your only interest in Earth's Possibility Wars is that they have made your task on this planet more difficult, but you are determined that you will cleanse the Larendi of the last vestiges of the Akashan disease.

You have joined reluctantly with those called Storm Knights, and are occasionally repelled by their narrow view of the universe and their violent natures. You have killed before and will do so again, but you take no pleasure in the act. You do what you must, for the sake of Larendi yet unborn.

Personality: You are essentially a peace-loving being, and refuse to let the chaos that surrounds you distract you from your goal. You find yourself sympathizing with the plight of Earth's people, who were assaulted, just as yours were, by an enemy from beyond. You do not understand how any race survives without the advantages the Larendi enjoy.



Equipment: bhelablade, damage value STR+4/23*; Larendi bow, damage value STR+8/27*, range 3-10/100/250

Quote: "How can you stand living your entire life walking the cold earth? My people would be lost if we could not sail the winds at will.

Skill Notes: Your tag skill is *flight*. You have no alignment. Choosing psionics requires spending one add on both relevant skills, as well as an add or a Possibility on a power group.

John Paul Lona

Monitor

Player Name: _____

Cosm: Star Sphere



Background: In your time as Monitor, you have seen worlds awash in blood and worlds where war was completely unknown. You have traveled to many places and fought many battles, but you have always felt trapped by the Akite decrees that limited the actions you could take.

The decision to respond to the Signal Fire was one you wholeheartedly agreed with. A world filled with new challenges might be what was needed to bring life back to the Akashan people and help them find ways to deal with rebellious client races and the threat of the Comaghaz.

It is a struggle for you not to let your personal beliefs interfere with your work. Although you feel a greater concern about the Comaghaz plague, you understand that the High Lords and their forces pose a threat to the Akashans on Earth, and perhaps in the Star Sphere as well. To you, an enemy is an enemy, be he edeinos, shocktrooper, cyberpriest, or Comaghaz-infected comrade.

Personality: You are unfazed by the carnage of the Possibility Wars, and despite the lessons of history, still believe Akashan intervention on Earth is for the good of all. You have a deep hatred of the Lorbaat.

Equipment: kinetic armor (armor value TOU+10/19); tentacle sword (damage value STR+6/16, see note in text); starshredder (damage value STR+4/14/23, see note in text); gravitic ray (damage value 30); pulse cannon (damage value 23, see note in text); gutadatl (DEX+2/STR+2); volent rope; transtech (biotech); vitamin/mineral packs (5); 5 ciaras.

Quote: "It's just another war."

Skill Notes: Your tag skill is *biotech weapons*. You are aligned to Coar (for information on the effects of that, see Chapter Four, "Axioms and World Rules.") Choosing psionics requires spending one add on both relevant skills and an add or a Possibility on a power group.

John Paul Lona

Monitor

Player Name: _____

Character Name		Home Cosm	Star Sphere	Possibilities
				10

Age	Wound Level	Shock Damage		Magic	Social
	Wound			7	27
Height	Hvy Wound			Spiritual	Tech
	Mortal			13	30
Weight	Dead	K	O		

Skill	Add	Attribute	Value
Reality		SPI	
Biotech Weapons	3	DEX	13
Dodge		DEX	
Energy Weapons		DEX	
Manuever		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
Psionic Manipulation		PER	
Space Vehicles		PER	
Trick		PER	
Psionic Resistance		MIN	
Test of Will		MIN	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Kinetic Armor +10	19	30			
Weapons					
Tentacle Sword +6	16	30			
Starshredder +4	14/23	30			
Gravitic Ray	30	30	3-150	350	500
Pulse Cannon	23	27	3-200	500	1K

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	10	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	9	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Nippon "Economic Advisor"

Player Name:

Cosm: Nippon Tech



Background: You were an employee of the South American Development Trust for over a year, enjoying the title "economic advisor" when actually you were an enforcer. It was your job to see to it that the local governments did not stray too far from the Kanawa line, and deal with those officials who would respond only to pressures other than economic.

The hours were good, it paid well, and you would still be there if a Rauru Block agent hadn't informed you that your brother had been shot dead by MarSec agents for losing a few million of his firm's money. You decided to quit SADT and become a free agent, and when your supervisor objected with a Beretta, you killed him.

No longer welcome in Nippon, you set yourself to undermining the hundreds of little plans Kanawa has brewing in South America. You find the cover identity of an economist a useful one, and have managed to fall in with some Akashan parties and save them from being bilked by the locals. Gaining the trust of the aliens has given you valuable allies in your plans to crush Kanawa operations all over South America.

Personality: You are cocky and more than a little cold-blooded, but you do have a code of honor (one you pay attention to whenever it's convenient to do so). You combat Kanawa as much for fun as for revenge, and are occasionally surprised at how much business acumen you have picked up while undercover.

Equipment: LOV 9mm (damage value 15); 35mm microcamera; personal radar vest; Misaki XE laptop computer; 300,000 pesos.

Quote: "Yes, it was a good shot. Amazing the things you learn in business school."

Skill Notes: Your tag skill is *fire combat*. Initial *martial arts* add costs three skill points, and each additional add costs one point.

John Paul Lona

Nippon "Economic Advisor"

Player Name:

Character Name		Home Cosm	Nippon Tech	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		2	22
Height	Hvy Wound		Spiritual	Tech
	Mortal		8	24
Weight	Dead	K O		

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat	3	DEX	13
Manuever		DEX	
Martial Arts		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Disguise		PER	
Find		PER	
Land Vehicles		PER	
Trick		PER	
Business		MIN	
Test		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
LOV 9mm	15	23	3-20	30	50

Attributes		Approved Actions
Dexterity	10	Maneuver
Strength	10	
Toughness	9	
Perception	10	Trick
Mind	9	Test
Charisma	10	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ New-Ager

Player Name: _____

Character Name	Home Cosm: Core Earth	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 21
Height	Wound Hvy Wound Mortal Dead		Spiritual: 9	Tech: 23
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Divine Magic		PER	
Find		PER	
Language		PER	
Psionic Manipulation		PER	
Scholar (Occult Lore)	3	PER	12
Trick		PER	
Artist		MIN	
Psionic Resistance		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Dagger +3	11	7			

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	9	
Perception	9	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	10	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™ New-Ager

Player Name: _____

Cosm: Core Earth



Background: You have felt all your life that there was more to this existence than the simple, mundane world that surrounded you. You have searched for answers for years, trying Ouija boards, Tarot, mystic crystals, astrology, etc., without success.

Although you were horrified by the violence of the Possibility Wars, you also viewed them as an opportunity to experience new worlds and attain higher levels of consciousness. You rejected the intolerance of the Living Land and traveled to Aysle to learn the ways of magic. Frustrated with that, you went to Orrorsh, but found the occult arts practiced there far too dark for your tastes.

You were in Guatemala studying reports of Mayan cult activity when the "Space Gods" landed in South America. You immediately packed your few belongings and headed for Peru to learn what you could from the aliens.

In the short time you have been in the Akashan realm, you have been taught the rudiments of how to use your budding mental powers.

Personality: You are completely open-minded and willing to put any New Age theory to the test. Your willingness to treat all strangers as friends has gotten you into danger more than once, and you had to be saved from a second-stage Comaghaz carrier by a Gudasko.

Equipment: dagger (damage value STR+3/11); Tarot deck; crystals; New Age Handbook; astrological chart; compass; guidebook to South America; Ayslish climate cloak; Johnson lantern, carbide; 7500 cruzado novas.

Quote: "Your problem isn't that guy shooting at you. Your problem is bad karma from a past life."

Skill Notes: Your tag skill is *scholar (occult lore)*. Note that this is not the same as the Orrorshan *occult* skill. Choosing psionics requires spending an add on both relevant skills, as well as an add or a Possibility on a power group.

John Paul Lona

TORG™ Smuggler

Player Name: _____

Cosm: Core Earth

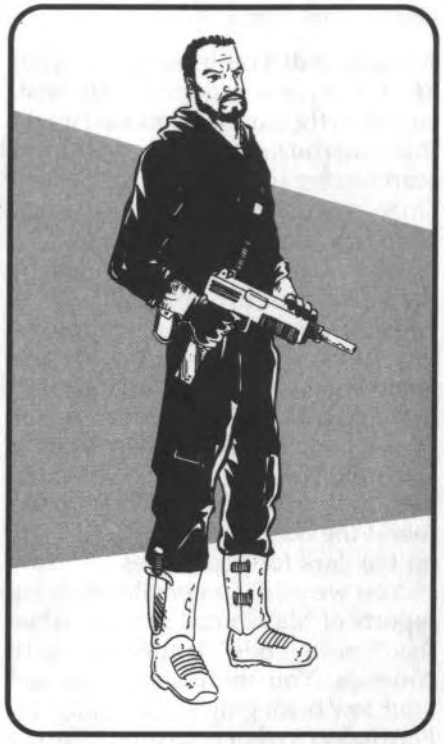
Background: In your time, you have run just about everything across borders, dodging Coast Guard cutters and patrols and breaking out of more than a few prisons. You have a reputation as a dangerous but reliable agent, one who keeps his word and makes his deliveries on time.

Your life changed when the Possibility Wars began. You realized that all your money was worthless if the High Lords wrecked all the places you could spend it, and that your talents would be of some use in fighting them. You changed businesses, running food and medicine into the Living Land, the Nile Empire, and the Cyberpapacy and becoming a wanted man in those realms in the process.

You had returned to Brazil for some rest and recreation when the Akashans landed. You heard enough to know they might tip the war to Earth's side, but your underworld contacts informed you there were plans to get them out of the way. Feeling they would need your expertise in the rough and tumble kind of battles fought in South America, you offered your services and were accepted.

Now you fight alongside people you never dreamed existed, and for the first time in your life, you're fighting for a cause other than yourself. It's a feeling you enjoy, and a war you intend to win.

Personality: You give the impression of being a reckless adventurer, but actually believe in planning things very carefully. You only work with people you trust implicitly, and know better than to turn your back on a stranger. You respect the Akashans' abilities, but aren't sure they're tough enough to do what has to be done.



Equipment: knife (damage value STR+3/14); Uzi SMG (damage value 17); binoculars; forged US passport; map of South America; rope; chewing gum; 50,000 cruzado novas.

Quote: "I've never met a guard I couldn't bribe or a cell I couldn't escape, and I don't plan to have my record spoiled now."

Skill Notes: Your tag skill is *fire combat*.

TORG™ Smuggler

Player Name: _____

Character Name		Home Cosm: Core Earth		Possibilities
Age	Wound Level: Wound / Hvy Wound / Mortal / Dead	Shock Damage	Magic: 7	Social: 21	10
Height			Spiritual: 9	Tech: 23	
Weight		K O			

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat	3	DEX	14
Manuever		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Air Vehicles		PER	
Find		PER	
Land Vehicles		PER	
Trick		PER	
Water Vehicles		PER	
Test of Will		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Intimidation		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Knife +3	14	7			
Uzi SMG	17	22	3-15	40	100

Attributes		Approved Actions
Dexterity	11	Maneuver
Strength	11	
Toughness	10	
Perception	9	Trick
Mind	8	Test
Charisma	9	Taunt
Spirit	8	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

John Paul Lona

Priestess of Zinatt

Player Name: _____

Character Name	Home Cosm: Star Sphere	Possibilities: 10

Age	Wound Level	Shock Damage	Magic: 7	Social: 27
Height	Wound Hvy Wound Mortal Dead		Spiritual: 13	Tech: 30
Weight		K O		

Skill	Add	Attribute	Value
Reality		SPI	
Biotech Weapons		DEX	
Dodge		DEX	
Manuever		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Medicine		PER	
Psionic Manipulation		PER	
Scholar		PER	
Mindsense		MIN	
Psionic Resistance		MIN	
Survival		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Faith	3	SPI	15
Focus		SPI	
Intimidation		SPI	

Attributes		Approved Actions
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	11	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	12	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Plasma Armor +15	23	30			
Weapons					
Larendi Bow +8	16	30	3-10	100	250
Electronus	27	30	3-15	25	40

Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Priestess of Zinatt

Player Name: _____

Cosm: Star Sphere

Background: You inherited the mantle of priestess from your mother, who taught you the ways of Zinatt and the important role it plays in Akashan society. Though you never attained high political station, you have helped mediate disputes on many of client worlds and even the Lorbaat grudgingly concede that you are fair.

The Comaghaz plague forced you to confront true horror for the first time, and it was seeing maddened Larendi kill their brethren which acted as your moment of crisis. You found yourself wondering if Apeiros had sent this scourge as a punishment for the bitter division on your world over the last five centuries.

You see both the High Lords and the Comaghaz as threats to the natural order of things on Earth, and so have dedicated yourself to eliminating both. You will do whatever is necessary, within the bounds of your beliefs, to win this fight.

Personality: You disapprove of excess, particularly the use of equipment which damages the environment. You are blissfully unaware of the fact that your constant efforts to restore balance annoy the Storm Knights you work with.

Equipment: plasma armor (armor value TOU+15/23, effective against energy weapons only); Larendi bow (damage value STR+8/27, see note in text); electronus (damage value 27); lornos (*charm* +3); MedKit; vitamin/mineral packs (3); alan torch; 10 ciaras.



Quote: "Your violent behavior is wasted upon me, for I bring balance to all things. And balance requires that, in every battle, there be a loser — in this struggle, that is you."

Skill Notes: Your tag skill is *faith*. You are aligned to Zinatt — for information on the effects of that, see Chapter Four, "Axioms and World Rules." Choosing psionics requires spending one add on both relevant skills, as well as an add or a Possibility on a power group.

John Paul Lona

Soviet Psychic

Player Name:

Cosm: Core Earth



Background: As a youngster in the Ukraine, you often found yourself experiencing visions or moving objects simply by thinking them. Your parents feared your powers, your mother going so far as to say you were possessed by demons.

As you grew older, you began to gain some control over your powers, and even aided the police in a few of their investigations. This drew the attention of the government in Moscow, who recruited you for Project: Omega, its psychic research group.

You were mobilized along with other psychics when the Possibility Wars began, but the authorities didn't know what to do with you when the Tharkold invasion was repelled. When the Akashans landed in South America, you were dispatched there to assess their strengths and weaknesses and the potential threat they posed to the Motherland.

You are hoping that the Akashans will lead you to a better understanding of your powers, and you have gone against your orders by allying with them against the Comaghaz. Coming from a land where the rights of the individual are a concept only recently experimented with, you feel a particular hatred for a disease that creates group minds.

Personality: You are quiet and shy and very intense. You have been treated as both a freak and national resource in your life, and have enjoyed little real companionship. As a result, you have a hard time making emotional connections with others.

Equipment: dagger (damage value STR+3/11); Walther P.88 (damage value 15); 20,000 intis.

Quote: "You don't need to be a psychic to know things will grow far worse before they get better."

Skill Notes: Your tag skill is *psionic manipulation*. You must purchase an add in *psionic resistance* to use your mental powers, as well as spending an add or a Possibility on a power group.

Soviet Psychic

Player Name:

Character Name		Home Cosm	Core Earth	Possibilities
				10

Age	Wound Level	Shock Damage	Magic	Social
	Wound		7	21
Height	Hvy Wound		Spiritual	Tech
	Mortal		9	23
Weight	Dead	K O		

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Manuever		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Find		PER	
Psionic Manipulation	3	PER	14
Scholar		PER	
Trick		PER	
Psionic Resistance		MIN	
Test of Will		MIN	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	

Equipment	Value	Axiom Level	Range S	Range M	Range L
Armor					
Weapons					
Dagger +3	11	7			
Walther P.88	15	22	3-10	25	40

Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	8	
Perception	11	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	9	Intimidate
Movement Rates		**Limit Values**
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Bonus Chart

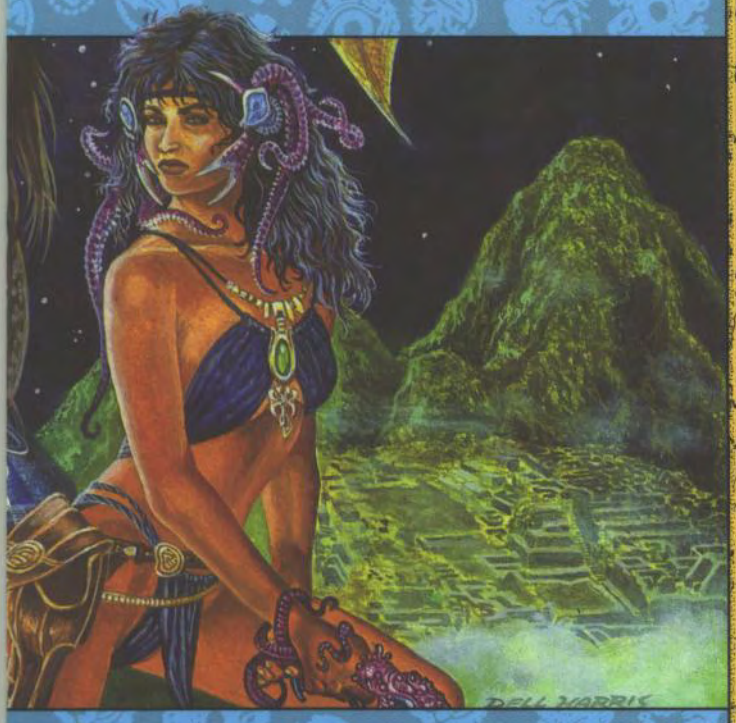
Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

TORG™

THE SOURCEBOOK OF SCIENCE-FICTION REALITY

Space Gods™

by Greg Farshtey, Greg Gorden, Ed Stark and Jim Bambra





They have come from beyond our cosm.

But do they bring Earth's salvation ... or its ultimate doom?

The Possibility Wars™ spread across the face of Earth in the Near Now, twisting and transforming our reality into that of *someplace else*.

Now the message sent by the lighting of the Signal Fire has been answered by beings from beyond our cosm. They call themselves the Akashans, but to the ancient Incans, they were the "Space Gods," visitors from the skies who led the South American Indians to greatness before disappearing.

They bring with them incredible psionic powers, powerful biotechnology, and a strange new method of spreading reality which could spell the end of the Possibility Wars. But they did not come to help us — instead they seek our aid against a menace so dire it threatens the very existence of their cosm.

And they have brought this peril with them to Earth ...



A Companion Volume to the *Torg* Roleplaying Game

The *Space Gods* sourcebook is part of *Torg*, an epic game of adventure, magic and altered reality. This volume describes the science-fiction reality of the Akashan realm, where biotech, psionics, and non-invasive reality combine to make a unique campaign setting. It features source material on the Akashans, the Comaghaz plague, the Star Sphere™, and the realm. Included is gamemaster material on biotechnology, psionics, Akashan reality mechanics, world laws, locations, creatures, and new character templates.

®, TM & © 1991 West End Games. All Rights Reserved.

WEST END GAMES®
RR 3 Box 2345
Honesdale, PA 18431
For ages 12 and up

ISBN 0-87431-324-4

0 18874 20511 7

Fantasy/Games
20511