THOUGHTS & IMAGES

ALBEDO

THE ROLE-PLAYING GAME

RULE BOOK FOR THE ROLE-PLAYING GAME
BASED ON THE STORY **ERMA FELNA, EDF,**
FROM THE COMIC MAGAZINE **ALBEDO,**
ANTHROPOMORPHICS

SA GALLACCI / '88

ALBEDO ROLE PLAYING GAME
BOOK 1: PLAYER'S MANUAL

A casual, but important, introduction from the guy who started it all.

For the uninitiated, ALBEDO the RPG is based on *Erma Felna, EDF,* the feature story in the comic book ALBEDO, ANTHROPOMORPHICS. The story of Erma is a rather matter-of-fact military/science-fiction story, following her career in an interstellar society in trouble. An extra twist is that she is an anthropomorphic character, a cat in human-like form. She, and the rest of the cast, are all genetic constructs, created and presumed abandoned by humans, centuries before, and have established their own unique culture. I've been writing it since '84 with some small success, building an ever-growing following of fans and more important to the game, developing the infrastructure behind the story.

The game has been written by Paul Kidd, a rabid fan and gamer in Australia. We'd been in correspondence for the better part of a year while he wrote it, helping to subsidize both the overseas post and satellite phone network in the process. He'd ask me all manner of pointed questions on details relating to the scenario, and I'd have to consolidate all the half-formed bits and start worrying about continuity and all that sort of orderly thing. Between such and what he was able to glean from the published stories, he came up with the particulars of the game.

Now we come to the important part of the introduction.

For anyone new to gaming, don't let all the minutae in the rules intimidate you. When Paul wrote the game, he included all the nit-picking bits to cover the demands of those players who need that kind of detail to settle arguments of, say, exactly how many kilos of equipment makes a character "officially" encumbered. With practice and experience, and a little common sense, all you'll need is some of the more general charts and stuff. On the other hand, for those new to the story, things are a bit more difficult. The scenario is not just people in furry suits, and the western U.S. with hi-tech window dressing, and neither the current game nor the original Erma stories make that fully clear. That is due to my still learning how to write. You know, getting character development, plotting, atmosphere, complex yet subtle sociological details, all that kind of stuff. And when Paul wrote the game, he made the mistake of often quoting me too literally. So, a lot of the stuff, in hindsight, I would have written not too differently, only rephrased.

However, that doesn't make the game unplayable, and if you read the stories you can, at least I hope, get some ideas for creating your own adventures. In the end, I'd like to think that will be the aspect of the game that will turn you on the most. Getting creative, using this as a basis for you to be a part of the *Erma* universe, or adapt it to prior games or stories, is all fine by me. There will, undoubtedly, be more components to the game, more background, expanded rules to cover more areas of action, and sample scenarios to play or adapt. And, I'll still be writing the story of Erma, Toki and all the rest. Hope you like 'em.

— Steve Gallacci

Here is a sample of the example characters for the game, Auitzotl, a fox with the E.D.F. ground forces, shown here driving a standard armored personnel carrier.

Ho! Auitzotl! You've been tapped to lead-off this time.

What? Are you sure, Instructor Zani?

Don't worry. We're just going to high-light you in these run-throughs.

The "how-not-tos"?

Come on now, we've got confidence in you.

All right sir. We'll do our best.

Gosh, I've never been in a R.P.G. before.

I was hoping to pose for a model sheet.

Just hope they don't do something really awful.
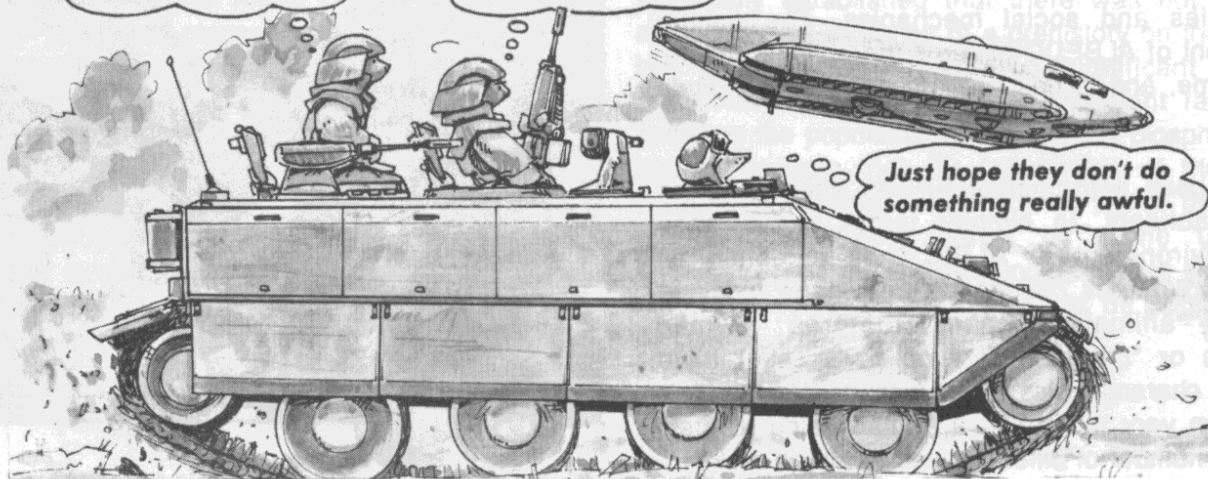
FOREWORD:

For those of you who are new to the concept, a role playing game may be quite difficult to catch on to at first. Role playing games have no winners or losers, being played simply for the enjoyment of the exercise. A game will involve one or more players, each of whom creates an imaginary **"character"** which acts as a kind of alter ego, and whose adventures and misadventures will be guided by the will of its controlling player.

The game is presided over by an umpire (also called the referee). The umpire acts as a storyteller, presenting the players with problems and information, and adjudicating the results of the player characters' actions. A role playing game thus becomes an ongoing story in which both the players and the umpire participate, the umpire creating the general framework and the player characters creating the action.

These rules are intended as a framework which will allow the umpire and players to simulate the adventures of their characters and the workings of the game environment. They are not intended to cover every possible eventuality. Umpires should feel free to improvise or adapt the rules to meet their particular needs.

INTRODUCTION.

Despite any humorous preconceptions that you might have about "cute furry animals", ALBEDO is essentially a straight laced game. Based on the dramatic and entertaining **"Erma Felna"** and **"Birthright"** comic strips by Steven A. Gallacci, the game is designed to allow players to adventure within the universe proposed by the **"Erma Felna"** scenario. As such, ALBEDO is entirely devoid of plasma zap guns and combat chain saws. It rather projects an alternative society which uses "sensible" technologies and social mechanics. The unique environment of ALBEDO governs the entire character of the game, and is described in detail in the game rules.

ALBEDO uses anthropomorphisised animals as its stock inhabitants. In simpler terms, the science fiction environment of ALBEDO is inhabited by intelligent creatures descended from gene modified terrestrial animals. These creatures (termed characters or "critters" for simplicity's sake) have humanoid characteristics. They walk erect, use tools and reason very much like a human being. Critters come in a number of different species, which makes their society quite colourful and intriguing. There is a great variety within many species. Elements such as head hair and fur colour can vary widely from creature to creature, adding still more variety to the types of character available to the players.

In the great tradition of Aesop and George Orwell, animals in serious stories can be used as a means of showing more about ourselves. Animal characters can be very much more than "just funny animals". In a role playing game, animal characters can be much more fun to play, since they divorce the player from human roles which he would otherwise automatically play. We have found it very easy for players to identify themselves with animal characters, with the added bonus that you feel like you are something more than just a run-of-the-mill human. Steve's stories treat his anthropomorphic characters as alien sentients rather than humans or animals.

ALBEDO endeavors to create a gaming environment which does not need great populations of gun toting opponents to make an entertaining days play. The best games make the players think hard, and occasionally breathe a sigh of relief. Solving a problem or making a successful rescue can be at least as exciting as sending imaginary opponents off to meet their noble ancestors.

Most importantly, these rules seek to provide a means of simulating inter-personal relations. While gunplay seems to form a major part of most role playing systems, the astute will realise that having fun while playing a game does not mean rampaging about like a homicidal maniac. The best games are composed of interesting problems to solve, people to deal with and goals to achieve. A fight to the death is an awesome and terrifying experience. Treat it as such, and perhaps all of your games will be just that bit more enjoyable.

IT IS ESSENTIAL FOR ALL UMPIRES AND PLAYERS TO BE FAMILIAR WITH THE GAME'S BACKGROUND MATERIAL. PLAYERS SHOULD READ THE BACKGROUND HISTORY, LIFESTYLES AND TECHNOLOGY SECTIONS OF BOOK 1 BEFORE ROLLING CHARACTERS OR COMMENCING PLAY.

ABBREVIATIONS & CONVENTIONS.

Dice: Whenever dice are rolled, the player will be told the type of dice required for the roll in an abbreviated form. The first number in the abbreviated term is the number of dice to be rolled. The next term specifies the type of dice to be used for the dice roll in the form of a capital "D" followed by the number of sides the required type of dice posesses. Thus 2D6 is the shorthand term for 2 six sided dice. Most of the game operates through that familiar old workhorse, the six sided dice, which is the easiest and quickest of all dice to use. A six sided dice can be used to generate numbers between 1 and 2 (a roll of 1, 2 or 3 yields a result of 1, and a roll of 4, 5 or 6 yields a result of 2). A six sided dice is also used to generate numbers between 1 and 3 (ie as a D3). Simply halve the value rolled on the six sided dice, remembering to round fractions up to the next whole number.

Also added to the various abbreviations are the terms "+" and "-" added after giving a required dice score for an event. A minus sign indicates that the player must roll the number shown or less on the dice in order for the specified event to come about. A plus sign indicates that the player is required to roll the number shown or higher for the results to occur.

Thus, if the text were to ask a player to roll 2D6, with an event occuring on a 9-, then the player will roll two six sided dice, with a resulting score of 9 or less causing the stated effect.

When required to roll two different rolls on two different types of dice, it is advisable to roll all these dice at once. Thus, when rolling to hit a target on the obligatory 2D6, the player might as well roll the dice which will determine the location of the hit at the same time. This tends to speed up play by reducing the number of times dice must be picked up, shaken and rolled.

Dice roll modifiers: When a number is to be added to or subtracted from a dice roll, it is referred to as a dice roll modifier (DRM). Thus a -1 DRM means that the players will subtract one from the score of their dice roll result.

Fractional values: At various points during play, players may find themselves required to halve certain values. Fractions are always rounded to the nearest whole number (.5 rounds up).

The comparison chart: Readers will find that the rules often refer to a test of some characteristic or skill vs another value. The rules are here referring to a "characteristic test" rolled on the comparison chart, which may be found amongst the game charts at the rear of the rules. For details on how to make a characteristic test, see the end of the rules on characteristics determination.

Please note that when you are asked to compare one value with a second value, the second value will be subtracted from the first to yield the number which will be used to determine which column the player is to roll on.

When rolling on the comparison chart, the dice are always rolled by the player who has initiated the test.

Thus, if a character challenges another character to an arm wrestling match, the challenger will roll the dice.

BACKGROUND HISTORY

The society of ALBEDO is a young culture. History effectively began some 200 years ago on the planet of Arras Chanka with what could be best described as an awakening. Over a period of several years, individuals began to realise that they had no adequate explanations to account for the creation of their sophisticated technic civilisation. The question brought about a period of intense investigation which eventually established that there was not only no archaeological evidence of a prehistory on the planet, but also that there was no significant genetic relationship between the 163 intelligent races that made up the population of the planet's biosphere. The conclusion was that the inhabitants of the planet Arras Chanka were the result of some manner of creation/colonisation effort by some unknown agency, carried out at some indeterminate time in the near past. This theory has yet to be confirmed or denied.

The thought of an extra-planetary (or more likely an extra-stellar) origin of civilisation prompted the development of space flight technologies. The creation of an efficient fusion propulsion system, coupled with the later development of jump drive technology lead to a great outward drive of exploration and colonisation, which established outposts in the 50 light year diameter sphere of space surrounding the old home world. This first wave of colonisation was a carefully organised and systematic affair involving fifteen planets over a fifty year period. The dedication and professionalism of these early colonists have now become a part of these planet's distinct cultures. 12 of these colonies survived and prospered, to become the charter members of the ConFederation in the current age.

The next wave of colonisation encompassed more than fifty viable planets over an area some 100 light years in radius. The second colonisation effort was more casual in its approach, and the colonial populations often established more radical socio-economic environments. As the decades passed, these planets established themselves as independent worlds in their own right, and began to colonise other worlds in the 200 lightyears radius zone of surveyed space (the tertiary colonies and "rim-worlds").

Two of the established secondary colonies, Hiahhohch and Baliannian had populations mostly composed of rabbits. These worlds decided that the continued expansion of their particular societies would be best furthered by the take over of the built up infrastructures of their neighbors rather than the development of new worlds from scratch. So began a messy and protracted war between the so called Independent Lapine Republic and a hastily formed confederation made up from just about everybody else. The huge potential production capacity of the Confederation was slow to show results against the massive Republican forces which had been so carefully built up over the proceeding years. As the war dragged on, campaigns became characterised by brutal, bloody encounters, atrocities and acts of insane bravery (or foolishness) from both sides. The Republic's expansion was bloodily halted after it managed to assimilate a number of systems, some of which were later released as part of the peace agreements.

As it now stands, the ConFed is formed from the 12 original colony worlds with a number of allied secondary colonies. The I.L.R. consists of a tight ball of space some 20 light years in diameter which contains the two original Lapine worlds coupled with their earliest conquests. A looser scattering of republican dependents and allies surrounds the inner sphere of I.L.R. claimed space. For eighteen years an uneasy cold war dragged on, with the ConFed formalising and re-organising its military forces against the chance of renewed hostilities. For eighteen years the uneasy peace was held.

Now the peace has been broken. The I.L.R. has begun military adventurism which has prompted a rapid response from the ConFed war machine. A small I.L.R. expeditionary force infiltrated and seized the colony world of Derzon, an action which prompted immediate retaliation from the local E.D.F. response force. In a textbook assault on the planet Derzon and its main city of Andis, a ConFed force of 8000 troops succeeded in destroying over 800 I.L.R. soldiers - at a cost of 5000 civilian lives and incalculable loss of property.

E.D.F. intelligence has now determined that the I.L.R. forces were deliberately dispersed amongst the local population centers in an attempt to maximise the civilian casualties/collateral damage caused by the E.D.F. counterstrike. This revelation has had little effect on the popular media, however, which has launched a campaign questioning the intractable E.D.F. doctrine of securing the outworld territories. A period of skirmishes and terrorist acts has begun. While no formal war has been declared, the Confederation is now on a war footing, and awaits the next move in the struggle. A number of unscrupulous third parties and individuals are exploiting the confused, hostile political environment, easily masking their activities as the work of the ConFed or I.L.R. governments.

POLITICAL STRUCTURE:

Known space is an irregular sphere which is about 200 light years in radius. Most of this area is occupied by the ConFed, except for a smaller sphere of I.L.R. territory. The periphery of known space is referred to as "the rim", and contains a number of independent, unaligned worlds.

ConFedspace surrounds and restricts the Republic. Should the I.L.R. decide to expand, its only path is to assimilate ConFed systems.

ConFed - The Interstellar Confederacy.
The ConFed is composed of a number of member worlds, each of which is highly independent and which maintain their own military and governmental structures. The ConFed charter states that the rights of individual planets are inviolable providing member worlds do not seek to impose their own socio-political structures upon other worlds.

The ConFed government (ConFed Central) is formed by representatives from each member world, one representative being allowed to each world for every 10 million head of population resident on the planet.

The ConFed is thus the glue which binds together a group of worlds which would otherwise be isolated and independent.

The ConFed is therefore a fairly loose society. Individual governments must contribute resources and personnel to ConFed projects, but the worlds maintain their ability to enter independent ventures. The ConFed government has thus far shown itself to be canny, and as benevolent as any government can realistically hope to be.

The E.D.F.: The military elite of the Confed is the Extra-Planetary Defense Force. The E.D.F. is recruited from the Homeguards of all member states.

The E.D.F. was formed as a collected fighting force, initially to counter aggression from the I.L.R., and later to prevent internal conflicts from escalation to interplanetary or interstellar scale. Because of the great distances often involved, and the subsequent delays in communications with higher authority, E.D.F. officers are selected and trained for the greatest reliability and initiative in on-the-spot situations. These elite individuals are not so much gung-ho super soldiers as they are dedicated warrior/intellectuals, equally able to maintain the peace through enlightened arbitration or force of arms.

The E.D.F. combines ground and spatial forces which far exceed the strength of any group of individual ConFed member worlds, and includes the full compliment of the ConFed's interstellar warships. In wartime, E.D.F. forces, supported by combat support complexes (huge space-borne manufacturing stations) would co-operate closely with local Homeguard units, which often have the heavy vehicles and equipment that the highly mobile E.D.F. forces lack. ConFed member worlds support military efforts with "on hand" production capability, allowing equipment losses to be replaced and special tools to be constructed as a campaign wears on.

The Homeguard: "Homeguard" military forces are created and maintained by each planet for its individual defense and internal security. Members of a planetary Homeguard owe allegiance to the ConFed, but are recruited only from the member world's population. They are thus often more deeply allied to their home world government and population than to the ConFed itself. Enlistment in the homeguard is often a mandatory pre-requisite for citizenship (alternative civil service is usually available in such cases), unlike the E.D.F., which is voluntary and extremely selective in its recruiting. With a more limited mission and immediate on-hand command control, Homeguard personnel are more like conventional armed service or militia in levels of discipline and training. Since Homeguard are expected to supplement the E.D.F. in combat, they receive co-operative training.

Due to local requirements and variable resources, homeguard arms and equipment tend to be more specialised then that used by the E.D.F., and reflect

varying planetary tactical policies. Homeguards often use a variety of man portable systems such as anti-armour and anti-aircraft missiles to partially compensate for their shortcomings in the realms of space-based and aerial fire support which would normally deal with these threats.

The Republic (Independent Lapine Republic).

The I.L.R. in its domestic policy is not so different from other second generation worlds. A sense of post-colonial independence has allowed the private sector to develop into providing most goods and services, and has largely kept government control out of the day to day lives of full citizens. In the realm of foreign affairs, the government's desire to maintain an artificially high standard of living coupled with a touch of xenophobia, has allowed it to rationalise a policy of external aggression.

On the two original Republican planets and any conquered worlds, non rabbits form a category of second class citizens, and are subordinate to their lapine rulers. While this is not much of a problem on Hiahhohoch and Baliannian, which had a minority of non rabbits to begin with, on conquered worlds the Republican governmental system is harsh and repressive. Local rabbits were sought out immediately after conquest, and those who would not co-operate with the invaders were executed as traitors to the species. With the aid of local rabbits, effective population controls were established. Rabbits became superior citizens, and hold all positions of any real importance, thus locking the planet under the iron rule of the Republic. Republican ally worlds are not in any way beholden to the I.L.R's peculiar "master race" theories, but are all enamored of strong and aggressive government.

The I.L.R. military fight a hard and often dirty war. While not fanatics, I.L.R. troops are highly motivated, and by and large lack any sympathy for their opponents. Acting entirely without malice, they will readily perform the most shocking atrocities, but only after coolly calculating their long range results and far reaching impacts. Republican troops will fight with great ferocity, but will surrender when it becomes clear that they can no longer cause damage to their opponents.

The I.L.R. is currently engaged in a carefully designed and executed plan to weaken the ConFed by causing internal dissent. The core of this plan revolves around reducing local support for the ConFed central government on the outworlds, thus opening the possibility of governments which are hostile to the ConFed (and thus sympathetic to the I.L.R.) coming to power. The I.L.R. has begun a series of actions designed to discredit the E.D.F. in the eyes of the outworld populations.

MILITARY FORCE:

Warfare in ALBEDO is somewhat different to that "enjoyed" by 20th century earth. The use of space craft and orbital weapons systems adds whole new elements to ground warfare. The armies of ALBEDO are still learning their trade, but their high initiative and inventiveness as demonstrated by the high intelligence and adaptability of the common soldier has allowed them to swiftly develop into formidable fighters.

E.D.F. Battle doctrine.
Engaging Planetary Forces.

In a textbook engagement, E.D.F. starships will jump into the target system at the appropriate angle for an approach to the objective. Forces will disperse into a

defensive globe and begin variable deceleration while undecelerated A.C.V's (autonomous combat vehicles) sweep by the target world to assess the enemy forces. Many of these probes subsequently impact the enemy ground defenses at enormous velocity, their kinetic energy making warheads superfluous.

If the enemy forces exceed the attacking task force's resources, the attackers will manoeuver away from the engagement and jump out of system as appropriate.

If the enemy can be subdued within the task force's reserve margin, then the engagement will proceed. New waves of ACV's (autonomous combat vehicles - robot drones) are dispatched, arriving well ahead of the main fleet to engage all elligable targets on and off the planet's surface. Only when local space is pacified, and the chance of out system re-inforcements unlikely can a landing of ground forces be made.

Once space weapons systems have reduced the enemy's surface defenses, gunships and assault craft will converge on their objectives. Gunships will suppress the defence while assault craft unload the attacking ground forces, and air vehicles will provide continuous close support from above during the surface engagement. Ground troops rely heavily upon aerial weapons for "artillery" support, and must co-operate closely with vehicle borne weapon systems if they hope to cope with enemy armour, which is now proofed against most infantry portable weapons.

The starships in orbit will continually monitor and co-ordinate the ground battle. Ideally a task force will be based around a Command Support Vessel (VLCSV), a combination carrier, command and control center with the production capability to support any forseeable trends in the ground action. In a protracted conflict, "on hand" production capability will prove vital to the attacking elements.

System Defense.
At the first detection of hostile forces, intercepting ACV's will be deployed. As the force and intent of the hostiles is confirmed, offensive/defensive resources are evacuated or dispersed as the situation allows. Most elements will be kept well dispersed to prevent the detection and destruction of any one element from jepordising its neighbors.

Personal Conduct Doctrine.
The E.D.F. devotes much time and effort to training its troops out of any tendancies to be trigger happy,

thoughtless or easily rattled by stress and pressure. While training in "coolness under fire" skill simulates this to a great degree, players should remember that the E.D.F. requires its members to behave in a responsible, rational manner, and to evaluate the long range effects of any actions that they perform. Players who are incapable of acting in this manner are clearly not suited to run a character who is serving in the E.D.F.

E.D.F. personnel are encouraged to inflict damage to the enemy as long as they are able. This includes effectively suicidal efforts if capture is imminent. E.D.F. personnel are not encouraged to allow themselves to be taken prisoner - information extraction and all levels of personal abuse are to be expected, as I.L.R. troops are allowed more emotional leeway in their motivation than E.D.F. personnel, and their indoctrination includes considerable xenophobic rhetoric.

The E.D.F.'s emphasis on reasoned, unemotive conduct does not encourage soldiers to endanger themselves for the sake of taking prisoners. I.L.R. troops are at least as conscious of inflicting damage to the enemy as EDF troops, and are often booby trapped. These booby traps can include chemical, explosive, bio warfare and even nuclear/radiological devices. If enemy troops can be "safed", then they are treated humanely - but at a distance. (Note; E.D.F. personnel, if given the opportunity, may attempt suicidal booby traps as a last ditch attempt to make an impact on the enemy).

E.D.F. doctrine recognises the fact that if a situation cannot be efficiently defended, it is better to avoid engagement and conserve resources for future combat. E.D.F. soldiers are dedicated professionals fighting a dirty opponent, and have had to adapt often ruthless doctrines in order to compete.

Civil Unrest.
There are no set doctrines amongst most societies for dealing with civil unrest. It is only in recent years that governments have had to deal with organised riots, and therefore riot equipment such as tear gas and riot shields do not yet exist (although they could be fabricated).

In ConFed societies, rioters and demonstrators are viewed as citizens using their right to dissent. While troops have a duty to use any level of force required to ensure the security of military bases or the protection of innocent civilians, violence is only used against rioters as a last resort.

THE CONFED DIPLOMATIC SERVICE.

The confederacy employs a substantial corps of highly trained administrators and diplomats as a liason between individual ConFed member worlds and the ConFed central government. On inner ConFed worlds, the diplomatic secretariat co-ordinates information exchange between worlds and governments, and provides information on ConFed policy which might not be available from the normal computer nets. On worlds which are only loosely affiliated with the ConFed central government, the diplomatic secretary acts as an ambassador.

It is in the "outworlds" that the most challenging and difficult work of the diplomatic service takes place. The diplomatic service is used to monitor and uphold ConFed policy upon member worlds, representing Central policy vs the policies of local government. The diplomatic service on such worlds forms an on the spot extension of the ConFed central government capable of asserting the policies of the Central government and advising local government. On outer ConFed worlds, the diplomatic service is a means of monitoring socio-political developments and advising local governments of their options for action. The ConFed diplomatic service is thus an important element in the "binding together" of the interstellar society of the ConFed, and often bears the brunt of the undeclared socio-political war which has recently come to light.

The powers of a planetary diplomatic service staff are limited by the ties which a world has with the ConFed government. On worlds which are only loosely affiliated with the ConFed, they have no civil authority at all. On the closely bound worlds of the inner ConFed, they act as direct extensions of the authority of the central government, with the power to withdraw official recognition from local governments. On the worlds of the outer ConFed, the diplomatic service may hold varying degrees of civil authority in emergency situations.

The diplomatic service is deployed by and is answerable to the main government of the ConFed - ConFed Central. Since the ConFed is made up of a collection of independent worlds, the policy of the diplomatic service is largely non-interventionist - it can advise local government, but may not usurp its authority except in circumstances where there has been a failure in the local transferance of political power. The diplomatic service may act as moderators and mediators between hostile factions, and will closely monitor socio-political trends on ConFed member planets in order to better advise local

authorities of their possible options. All ConFed member worlds have a ConFed "mission" (embassy) at their capital city from which the local representatives of the ConFed diplomatic service will operate.

Personal conduct doctrine for diplomatic personnel. Members of the diplomatic service operate under much the same parameters as E.D.F. personnel. They are required to assess the long range consequences of their actions at all times, and to avoid any compromise of ConFed central's policies, including its policy of self determination for local government (within the boundaries of maintaining civil order).

Diplomatic personnel are cleared to assume civil authority on ConFed member worlds only if this is absolutely required due to the breakdown of the local means of power transfer. This does not mean that diplomatic personnel may start a counter government in the case of a coup, unless such an action will prevent complete breakdown of civil order. Diplomatic personnel are expected to identify and analyse dangerous social/political elements and trends, but are not authorised to take aggressive action against them unless this is required in order to prevent civil disorder. Direct intervention is preferably left to local authorities, eliminating the danger of public feeling being aroused against the ConFed.
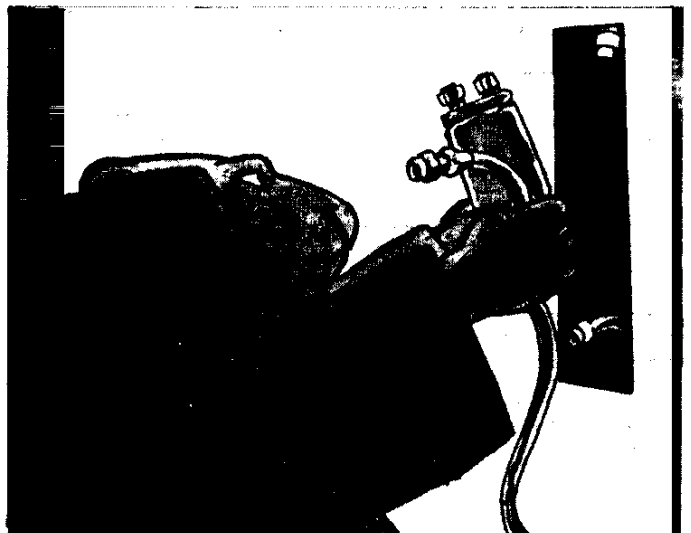
LIFESTYLES

Over three periods of colonisation and one major war, a great deal of social diversity has come about in the worlds of known space. The more recent colonies (tertiary colonies) are highly variable in their social and economic bases.

The worlds of ConFed space are now split into two definitions - "inner worlds" and "out worlds". The inner worlds are those planets which were settled during the first or second waves of colonisation. They are fully independent economic and political entities. The 12 old "primary" colonies are all charter members of the ConFed, and are notably well motivated and stable societies. Inner worlds descended from the secondary colonies, however, are often wildly divergent from this model, and encompass a variety of socio-economic environments. Many of these worlds now sponsor their own colonial efforts.

Typical socio-economic systems within the ConFed.
The ConFed core worlds.
The older central worlds (the old "primary" colonies) tend to operate a socio-economic system which is best described as "socialist". The high state of robotic manufacturing has removed the necessity for many tedious laboring jobs. The state provides the individual with basic food, medical care and housing, and a minimal allowance for the purchase of consumer goods. When individuals desire additional purchasing power, they will take on some manner of job, but there is no real need to do so, since there is no drive to bring in a wage merely to pay the food bills and rent. Thus many citizens spend their days as "professional" students or dabblers in art and craft. Core world governments subsidise writers and artists, inventors and actors, giving them an active and innovative culture. Life in the core systems is by no means lazy and boring, as a huge variety of pursuits are readily available to every citizen.

A citizen's status, social responsibility and credit rating will increase as they show themselves to be an enterprising or competent individual. Even with the roboticisation of most "boring" laboring tasks, there are a number of jobs which require hands and brains. Professional careers are a necessary and valued part of technic civilisation, and the need for soldiers, police, bureaucrats and administrators remains high. In addition, "capitalistic" enterprises are freely entered into by many individuals, often with the aid of government grants, subsidies and franchises. Thus individuals can gain the satisfaction of independence from government "handouts" through taking on a greater responsibility for their own welfare. The central systems enjoy a wide variety of small time operations and individual businesses as citizens strive to improve their quality of life.

The Inner ConFed.
The societies which have grown out of the worlds

which were settled during the secondary colonisation period display a number of widely divergent socio-economic infrastructures. As a rule there is more of a "money drive" in the inner confed and outworld systems, many of which lack the technology to support the sophisticated socialist states of the central systems. The socio-economic systems found in the inner ConFed and outworlds cover a wide range of possibilities, including free for all capitalism (in the most extreme cases, "capitalistic" worlds will have almost no state run enterprises, the government often forming a major company which offers a range of standard services with which private enterprise must compete).

The Outworlds.
Many systems which were settled during the tertiary period of colonisation are now well established, independent socio-political entities. The outworlds which have reached this stage of development are very much like the worlds of the outer ConFed described above, but tend to have far smaller populations and less comprehensive technological development. The outworlds are notable for their inhabitant's sense of post-colonial independence.

Many outworlds are colonies of other systems. Colonies are now defined as those planets which are dependent upon other worlds for the resources which allow them to survive, or whose populations are low enough to require a constant inflow of trade to supply exotic or consumer items.

The current crop of colonies are all products of the last fifty years of space exploration, and most colonies only exist to exploit a resource or to provide a service valuable enough to warrant the expense of supporting the colony in the first place (although a number of independent colonies exist which lack this resource oriented mentality). Colonies are often ruled by governors appointed by the colonies' home world, although the best developed colonies are self ruled. There are also a number of colonies which are in effect "company towns", in which all the inhabitants are employees of the colonies' sponsoring company, contracted to the business rather than to a government.

Colonies are always short on consumer goods, but normally support most of their own needs in the realms of essential tools and materials. Where they require support is in the realms of expert personnel, advanced education, specialised machinery and the like. The outworlds and colonies are often havens for folk who lacked opportunity in the inner ConFed, but

the low technologies of most outworlds force their populations to labour merely to cover the costs of their food and lodging. The proud independence of outworld citizens is often hard won.
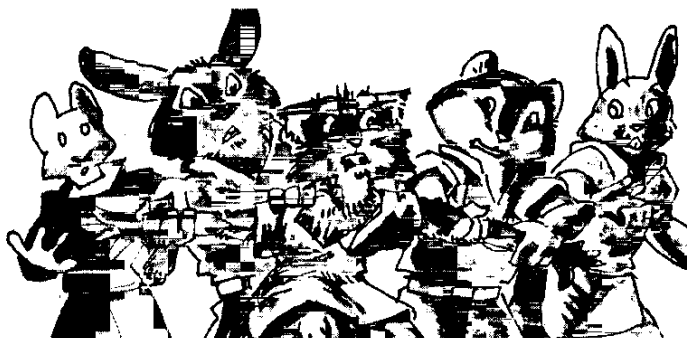
Social attitudes.
In ALBEDO we find ourselves faced with a very young society - a society which is not encumbered by set traditions.

General.
The closest thing to social tradition available to the people of ALBEDO is shipboard discipline, and this is strongly ingrained in all levels of society. Simply stated, the individual member of society is not quite as "free" (in one sense of the word) as a 20th century western man, because the individual is strongly constrained by a set of expectations and responsibilities. The individual is expected to be an active citizen, and is conceived of as having both civil liberties and responsibilities. The fragile ecological and social environment on board colonisation ships has lead to the development of societies where the individual is expected to take his social role very seriously, and to contribute to the working of things around him. The individual is expected to behave in an intelligent, responsible manner, and to be aware of the implications of his or her actions. Citizens are expected to be aware of the long running consequences of their actions, and to act accordingly.

Thus in most cultures, if a person is injured, it is the civil duty of passers-by to assist that person however possible. If a passer-by refuses to aid the injured party, or pretends to ignore them, then the passer-by is held to be partly responsible for the subsequent condition of the injured man, and will be charged under law accordingly. Regional attitudes do vary, however. For instance, to the inhabitants of the Dornthant system, the tools of an ordered and peaceful society are its security measures, and the co-operation of the common citizen is an expected duty. To a Dornthantii, running away from or obstructing the authorities is a clear admission of guilt.

The practical upshot of the social attitudes prevalent in most cultures in ALBEDO is the creation of societies which are very politically and ecologically aware. The average citizens feel that they have a vested interest in the running of their government, their society and their planetary environment. Albedo is set in an age of REASON, where forethought and responsibility are highly valued faculties. In the context of the culture of known space, "honour" will usually equate as social responsibility.

Military traditions.
One of the unusual aspects of society in ALBEDO is that it does not actually HAVE any set military traditions. Organised militarism is a fairly recent development, and thus the troop motivating mechanisms familiar to our own society simply do not exist. Thus troops are perforce motivated by team spirit, patriotism and respect for their fellow soldiers. The coolly calculated ferocity of the I.L.R. soldiery, and the stalwart professionalism of the E.D.F. bear witness to the efficiency of these techniques.

There is no formalised military etiquette. Salutes and other elaborations are all missing from military life. To indicate deference and respect, ranks and titles are used when speaking to ones' superiors, and a respectful attitude is maintained. Other formalised gestures are alien to the scenario.

Day to day life.
Interstellar society is made up of a huge variety of people who organise their lives in many different ways. We shall make no attempt here to discuss the quality of life of eights of billions of individuals, but instead we shall look at a few aspects of life which will add colour to the campaign background.

Not all races of creatures live together in relative harmony (as shown by the racist doctrines of the I.L.R.). Races either do or don't get along together according to their tempraments. One of the first things that happened after the development of practical interstellar travel was the establishment of species-specific colonies, most of which quickly developed divergent cultures. As a rule, however, divisions between people are seen as differences between culture and nation of birth, and not physical appearance.

Law and surveillance varies greatly from world to world. The older central systems have very highly developed civil surveillance systems (using stationary monitors, mobile security patrols and

communications monitoring) allowing security forces to closely monitor the activities of the citizens. While societies such as Dornthant use this system wisely, intending the security monitors only to protect the public without intruding into the citizens' privacy, many outworlds view close monitoring with horror. Indeed, the close monitoring system could easily be used as a tool by police states to spy on their populaces. Many societies feel strongly about overt police presences and security surveillance. As always, no two worlds will be exactly alike.

The environments in which people live are quite varied. Colony worlds are a strange mix of local florae and faunae and imported varieties. The interstellar pine, eucalyptus and interstellar grass are present on just about every world, as are the descendants of the familiar lower life forms which were brought to space with the first waves of colonists from Arras Chanka. All inhabited "terrestrial" worlds have comfortably breathable atmospheres, water and some sort of consumer industries - the essentials of technic civilisation.

Languages and communication.

The worlds of known space share a common language dubbed "standard". Over the past two centuries, "standard" has begun to diversify. Under the influence of the sudden divergence of background environments and lifestyles caused by stellar civilisation, individual regions and worlds began to develop distinctive modes of pronunciation and local coloquialisms. The older central systems have now developed accents and vernacular modes which are so thick as to be barely recognisable by inhabitants of other systems, although all citizens can usually revert to speaking pure "standard" at need. colony worlds usually diverge very little from pure "standard", having had little time to develop colloquial forms.

In a campaign, it is best if the umpire trys to develop accents for the denizens of worlds which the player characters frequent. Anything from a southern American drawl to a Germanic pronunciation technique (ie. the verbs before the prepositions put) can emphasise that the local people are different to the players. Characters from planets with widely divergent accents or cultures will also have more exotic personal names than their more mundane fellows.

All worlds use one standard alphabet, which is phonetically based, unlike our current English alphabet, and is thus quicker to learn and simpler to

use. "Standard" has no vowel combination rules or silent letters. Pronunciation techniques are similar to the non-English European form (ie pronounce "W" as "V", as if you were speaking German), and so some phonemes are not represented. The grammar and punctuation of "standard" follows the usual English forms, but since there are no "capital" forms for letters, proper names and/or the subjects of sentences will have a bar over the first letter.

| A | AE | B | D | E | EE | V | F | J | G |

| H | I | E | CH | K | L | N | M | OO | OA |

| P | R | Z | SH | S | TH | T | U | EU | X |

| 0 | 1 | 2 | 3 | 4 |

| 5 | 6 | 7 |

Entertainment.

With a fairly young culture, the populace of known space in ALBEDO does not have recourse to the wealth of leisure activities enjoyed by the reader. Amongst off duty E.D.F. personnel standard activities will be role playing and simulation games, gambling, simple sports/martial arts (team sports tend towards informal games of "tag") and discussing the thoughts for the day. With an embryonic entertainment industry, conversation will occupy much of a character's off hours.

The arts are currently in a state of development and innovation. Music is something of an experimental subject, and the experience is something of a novelty. The tonal rhythms are simple, but keyed to soothing psycholgical sympathies. Visual art is beginning to diverge from straight representational art, seeking new depths of communication. Characters who are artists and musicians are exploring fascinating new territory.

The ALBEDO skill lists include martial arts. As stated above, martial arts are simple, and lack the formalised postures of Karate or Ju-jitsu. These

martial arts are sports born from combat experience. "Boxing" covers the skill of foot and fist boxing, a free-for-all unarmed combat style which covers all strikes and blows from punches to head buts. "Wrestling" describes a scientific grappling and limb locking art much like Judo or Ju-jitsu, where opponents are thrown off balance and imobilised. "Stick fighting" is more of a sport than the other arts, and uses a 1 metre long staff (a padded plastic rod for practice fights) in blows similar to those used in quarter-staff fighting and Kendo.

The state encouragement of private entrepreneurial enteprises in the inner ConFed is very strongly present in the consumer goods and entertainment industries. Governments are well aware that the services that they offer are practical, efficient, and dull. They thus encourage the development of new consumer goods and "frivolous" pursuits. A large part of interstellar trade consists of the selling of data, designs and franchises for consumer items.

One major note at this point is that hallucinogenic substances (such as alcoholic beverages) are virtually unknown, and their use as a form of "entertainment" would be totally abhorrent to the people of such a rational age (remember the "ship's discipline" influence upon ALBEDO's culture. Losing control of your faculties aboard a starship is not encouraged). Perhaps someday alcoholic beverages might develop, but firstly someone has to invent the concept, and then there has to be sufficient

motivation to spread the idea (a very difficult proposition when there is no cultural encouragement).

Remember that the social/sexual behavior of critters is somewhat non-human. For example, some creatures will go through periods where they do not desire companionship, or feel no stirring of their libido (on the other hand, some species will have periods where the reverse holds true!)

Environments.
The inhabited worlds of known space fall into two types - those with open environments, and those with artificial environments.

Artificial environments.
Many communities exist in controlled artificial environments, either on planets with hostile atmospheres, in zero-G communities or on spun structures. Such establishments will only exist where there is enough profit to be made on site to cover the expense, inconvenience and discomfort of living in such restricted circumstances. Communities which utilise artificial environments will rely heavily upon imports for the provision of specialised equipment and consumer goods, and are often tied to a parent company or home planet. Most well developed systems will have starports or shipyards, research stations or zero-G factories in high orbit.

Systems which are inhabited only by populations living in structures or protected environments might have just about any sort of stellar primary or physical configuration. The populations of hostile environment worlds are usually non-permanent, being rotated off world at regular intervals. The gravity on hostile environment worlds will vary between almost non existent and downright oppressive Worlds which have gravity high enough to be a serious health risk to living beings will normally be worked by robots.

Open environments.
Open environments are those planets whose atmosphere, water and bio-system will support critteroid life without recourse to special artificial aids. All terrestrial worlds will tend to have gravity of about one G, and will probable have stars in the F-G-K range. The self sustaining colonies/homeworlds of known space are established on worlds with oxygen/nitrogen atmospheres, usable water and a lack of advanced life forms. The immediately explored region of space has an abundance of such worlds, all

of which conspicuously lack advanced life forms (ie higher up the evolutionary scale than simple plants and arthropods). Most worlds are well stocked with flora and supportive fauna taken from the original stocks found on Arras Chanka.

It is not known whether the abundance of usable worlds is the normal state of affairs for the universe as a whole, or if it is simply some quirk of the local region of space. Exploration has revealed planets with native fauna, but these always have dramatically different biochemistry to that of the sentient lifeforms. Most worlds are very young - either pre-biotic or just beginning to establish eco-systems.

TECHNOLOGY

The technic society so mysteriously established on the planet Arras Chanka had a wide array of sophisticated technologies at its disposal. Room temperature super conductors, fusion power, artificial intelligence technology, robotics, robotic manufacturing and bio-mass production (a means of synthetic food production) to name but a few. The question of the origin of civilisation some 200 years ago prompted the swift development of space travel based on fusion drives. In the wake of the discovery of the jump drive and the first period of interstellar colonisation, many technologies were refined and developed. At the time our game begins, most technologies have "plateaued out", and no new developments have been discovered for some decades.

Aerospace Technology.

Space craft in ALBEDO are divided into two separate streams - aerodynes and starships. Aerodynes are fusion powered semi-lifting bodies which may operate in either space environments (using a fusion powered reaction drive) or within a planetary atmosphere (using fusion powered jets). Aerodynes are VERTOL capable, highly manoeuverable craft which are by far the most common civil and military aerospace vehicles. In a military role, aerodyne gunships and assault craft perform functions similar to 20th century fighters, helicopters and transport aircraft (just cheaper, faster and more efficiently). Long endurance aerodynes equipped with multiple reactors and jump drives serve as light freighters, scout craft and couriers. Aerodynes range between the size of a minibus up to a maximum of 8000 tonnes mass.

True starships start at about 10,000 tonnes of mass and are not designed to re-enter planetary atmospheres. Destroyer sized military craft might

bulk as much as 50,000 to 100,000 tonnes, and VLCSV's can be many eights of times bigger (up to a maximum of 5 kilometers long by 1 kilometer wide!). All starships are built along very similar lines - a blunt ended cylinder with a fusion drive at one end. Fuel tankage is placed to the fore and aft, as shielding around the reactors and as an additional layer of armour under the vehicle's skin. Military vehicles will have densely packed layers of monomolecular laminate armour and a high payload of missiles and drones. Decks are oriented with the "down" direction towards the engines.

Starship combats vary depending upon the relative speeds of the combatants. In engagements with high relative velocities, ships beam weapons cannot cause much damage, since they have very little time to chew their way through a target's layers of ablative skin, armour, fuel and bulkheads. In such cases, the best weapons are drones and missiles, and the high relative velocities can often make warheads superfluous.

Starships form a defensive/offensive perimeter about themselves with ACV's (autonomous combat vehicles), a "smart" missile that can not only track and attack a target, but plot its own tactics and strategy as an independent weapon or in concert with other ACV's and the mother ship. ACV's have a comprehensive array of communications equipment and sensors, and thus serve as intelligence ferrets and command relays. ACV's are based upon the jump capable message torpedoes used for interstellar communications, but lack the jump drives of such systems. Capable of acceleration spurts of up to 50 G's, ACV's come with a variety of add on features such as beam generators, automatic cannon and sub-munitions. While normally unarmoured, the computer core and reactor packages can be buried in layers of armoured protection over a meter thick. This block, (usually accompanied by a spray of "multition" iron slugs), make up most of the impact mass for ramming attacks and bombardments.

The reaction times for these kind of ship to ship actions are in orders of magnitude too fast for a ship's organic masters to follow, and thus are handled by a group of disconcertingly intelligent computers. A ship's A.I. computers require their live crews for maintainance, back up and creative tactics plotting in the days of approach before a combat begins.

In ALBEDO, ships travel at transluminary velocities through the use of a "Jump Drive", which is only operable well outside of a star system's gravity well
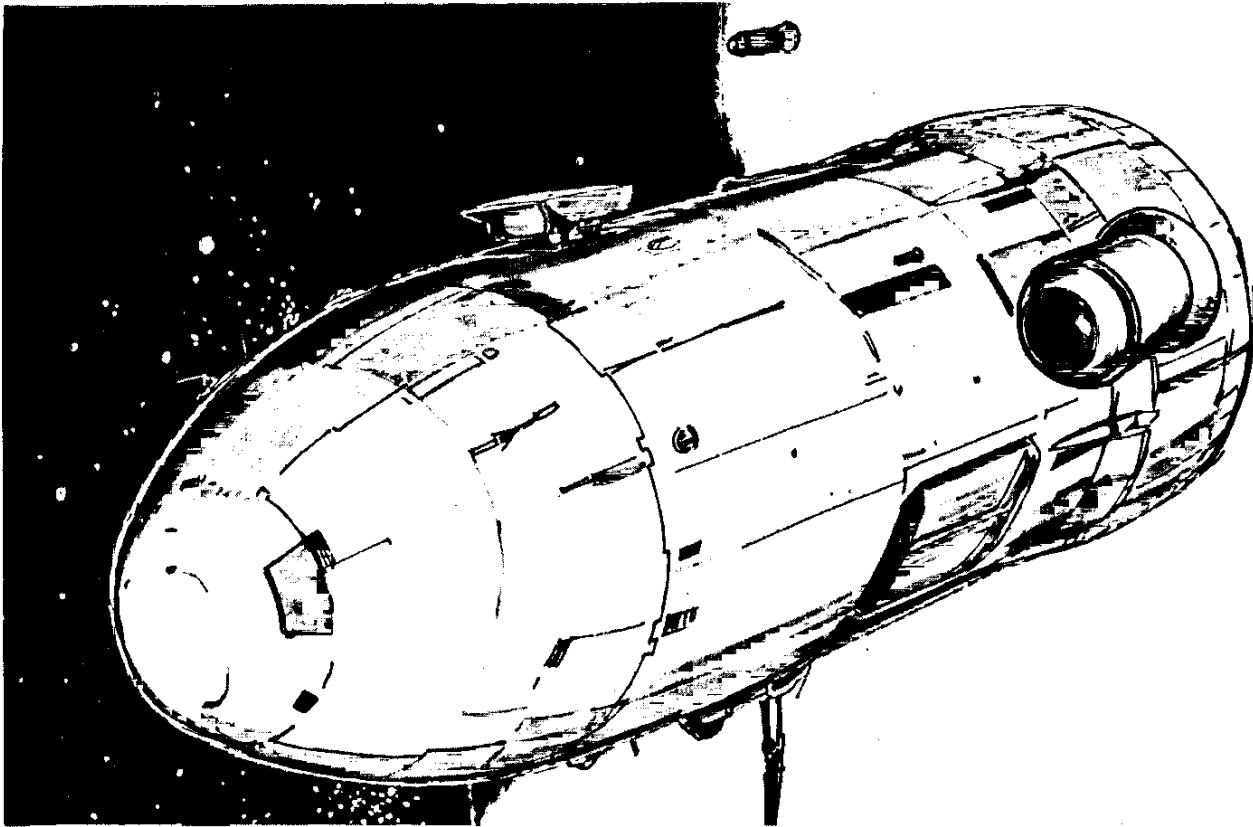
(30 to 40 A.U.'s out from the system's center of mass). This distance may take about 38 days for a slow acceleration vehicle (such as a freighter) to traverse. Speedier vessels (ie warships) will be able to make much better time if the crew is willing to suffer the discomfort of high acceleration.

A ship's build up of energy before a jump is highly dependent upon the vessel's acceleration. The fusion reactor "jet" is fed through MHD coils before becoming exhaust thrust, and the energy thus generated is stored until enough is available to form a jump field (via the ship's jump field generators, which line the vessel's inner hull).

With the jump field formed, the ship drops out of the relativistic universe, reappearing at another point in the universe with no loss of time or velocity. Ships must jump from far outside of a gravity well, and the destination must be the next gravity well in line of flight. Ships which jump while too close to a gravity well will have only a proportion of their mass "go over" (starting with the lighter elements). To an observer, the ship will seem to blow up, smearing itself across a wide area.

As a final note on aerospace technology, please remember that there are no anti gravity or artificial gravity/anti acceleration technologies. Ships move at velocities which their living crew can handle, and

ships are designed with free fall movement and acceleration orientation in mind.

Bio-sciences.
The high state of medical technology now means that very few patients will succumb to their injuries if they can be brought to hospitalised care. Roboticised patient support now leaves a higher percentage of hospital staff free to indulge in specialist fields, removing the doctor/nurse distinction of the hospitals of 20th century earth. Limb grafting techniques, artificial blood, synthetic organs (often grown from tissue samples taken from the patient) and effective cancer therapy are taken for granted amongst high technology society. Patients who are drastically wounded can be put into a "frozen sleep" until they can be brought to a proper medical facility, although this is a dangerous process.

Computers.
Computer technology is a very common part of day to day life in ALBEDO. Every well equipped household has its home computer, and more extensive data processing is available through any citizens telephone account. Computers are fairly specialised in function, but the high state of communications technology allows computers to call in specialised functions from other machines with ease. Most computers are voice responsive.

Computers form the major means of distributing "consumer" information. Electronic mail (usually verbally dictated to the computer) and electronic "billboards" allow a high rate of information exchange between private citizens. Civil news and debate nets have now replaced the daily newspaper as the standard means of disseminating current events to the masses, and TV news supplements its presentation with continually modified printed texts. These texts are readily cross referenced with "newspaper" archives, greatly increasing the average citizens current affairs literacy.

Artificial intelligences are a highly developed, under used technology in the ALBEDO universe. When combined with a large data base, artificial intelligences are sophisticated and flexible systems capable of independent thought. "A.I.'s" are invaluable aids in the running of starships and research projects, since they can both coalate and evaluate data at rates far exceeding that of organic life. However, "A.I.'s" are expensive little toys, and do not intrude much into the day to day life of most citizens. Most aerodynes or combat AFVs will have an A.I. as part of the crew.

Robotic technology is commonplace in the ALBEDO universe. On the most highly developed worlds, robotic manufacturing centers produce most of society's basic material needs, eliminating most tedious manual laboring tasks. At the current state of the art, robots are used for a great many functions which do not require flexibility of evaluative judgement. Common robots include bartender, cleaning and maintainance robots which are free moving, thinking artifacts in their own right. Robots are capable of limited and strictly defined functions, and are usually linked into proper artificial intelligences when a high level of response and evaluation is required for the robot's task.

Energy.
Fusion power plants are the most common means of power generation in use by ALBEDO's technic society. Fusion power is clean, cheap and safe, although the shielding on generators tends to become radioactive as time goes by. The weight of the shielding required, and the size of the generators required to maintain a fusion power plant's "magnetic bottle" prevents the development of any fusion power plants of a size usable in small ground vehicles and personal weaponry.

Miscellaneous technologies.
Materials technology has progressed somewhat from that which would be familiar to the 20th century observer. Ceramics have largely replaced metals in all but a few areas. Buildings, sidewalks and cars in ALBEDO are mostly constructed of laminated ceramics, plastics and artificial materials.

Another development in the realms of materials science is monomolecular lamination. Monomolecular lamination technologies allow for single sheets of dissimilar atoms to be layered on top of each other to form a composite material. Monomolecular laminates achieve truly incredible materials performances, and are commonly used as vehicle armour, structural supports and power plant shielding. The use of monomolecular laminate vehicle armour renders AFVs immune to infantry portable weapon systems and chemical energy weapons.

Personal weapons all rely upon kinetic energy principles - there are no blasters, phasers or laser pistols in ALBEDO. Up until the I.L.R. split, everyone had very similar weapons and calibres, and there was a fair amount of standardisation. Since the split, the I.L.R. and the E.D.F. have pursued mutually incompatible systems. The E.D.F. use conventional cartridged ammunition in 8mm caliber, in pistol, carbine and rifle sizes (although 6mm and 4mm caliber weapons are available for use by some of the smaller beasties). Armour piercing rounds are sub-caliber saboted darts. The I.L.R. has chosen a 6mm caseless system, which has less individual stopping power, but which is considerably more compact than 8mm rounds. Ballistic body armours are not proofed against infantry fire arms, but do manage to greatly improve the chances of surviving a hit.

Energy weapons see some success as spatial weapons systems. They have not proved viable weapons for ground vehicles due to the need for a beam to play across the target for some time before doing real damage. Aerodyne beam weapons are, however, commonly used to suppress ground forces. Standard ships beam weapons include lasers (pulsed for explosive heating impact), electron and proton beams. X-ray laser technology is not being pursued at this time.

"Bio mass", which forms a large part of the basic diet of the various "carnivorous" species also deserves a brief description. Basic bio mass is a composite organism (algae and bacteria) which contains a good cross-section of proteins and carbohydrates. A number of variations on basic bio mass ("fancy food") exist, each with their own distinctive flavors and textures.

RACES

The ALBEDO game environment is populated with anthropomorphisised animals rather than human beings. Animal characters (or "Critters") are played much like the humanoid characters found in other games, but with the added bonus that each species has its own distinctive appearance, features and psychological quirks. These creatures are **alien**, and should not be treated as cute furry little people. ALBEDO's races are all mammals or avians.

Physiology:

The "critters" which populate ALBEDO are different enough from humans to rate a brief discussion about the special problems and advantages which an anthropomorphisised animal will live with from day to day.

Sex & reproduction: Critters are divided into definite species, each of which breeds true. There are no hybridised offspring in ALBEDO, except in the case of breeds which are physically very similar (ie different sub-variants of dog). This can cause characters a number of emotional problems. Although members of different species may feel sexually attracted to one another, children are only possible to couples of the same species. Doubtless many devoted "mixed" couples will resort to adoption or artificial insemination when they wish children.

Sexual behavior is also non-human. The sex life of characters in ALBEDO can often be complicated by mating seasons and runaway pheremones. Females of most species can voluntarily control their pheremones to some extent. Some males, at least those from species with dramatic sex signaling features can cosmetically enhance them. The females of most races can also control their fertility to an extent which makes contraceptives an unnecessary invention.

Most societies do have a system of formalised relationships similar to marriage. It should be noted that many races are very protective of their females, and thus are prone to a variety of "sexism". The lives and careers of female characters will often be complicated by misguided attitudes of their male colleagues. Fortunately, enough responsible people exist to make sexist attitudes less of a problem than they could be.

Physical structure: Most critters are equipped with three fingers and a thumb. Critters descended from hooved animals have a slightly clumsier arrangement, using their modified hooves as hands. Critters whose ancestors came equipped with claws now only have fingernails at the end of their digits.

A sizable proportion of species in ALBEDO have tails. While chipmunks and the like have short little tails which do not intrude much into day to day life, many species will have quite stylish caudal appendages. Clothing is designed to allow tails free movement. The position of tails and ears give critters in ALBEDO a very visible and flexible "body language" which greatly adds to their capacity for self expression.

The feet and legs of many species are constructed somewhat differently to those of humans. The long foot bones and abbreviated thigh bones of many animal types gives the appearance of the leg joints being reversed. This is termed digitigrade leg configuration. Such creatures effectively walk on the balls of their feet, with the toe section of their foot in contact with the ground, and the bulk of their foot forming what we would call their "calf". Readers who think this unattractive need only look at the internal illustrations to see otherwise.

Remember that most species are covered in fur. Fur provides good insulation from the cold or from hot sun, but is hell to dry out after a shower. In addition to body fur, some species have extensive head hair, although prominent head hair is not always the current fashion. One side effect of having a permanent fur coat is a lack of sweat glands. Most fur bearin' critters do not have the ability to evaporate moisture from the skin to cool themselves (except through the hands and feet), but instead must pant. Bear this in mind whenever a fatigued character attempts to move silently . . .

Species of herbivorous descent retain their vegetarian natures, enjoying a wide variety of grains, fruits and vegetables. Herbivorous species are not equipped to eat grass. Carnivore descended species eat the foodstuffs created by bio-mass producers, supplemented by a good quantity of vegetable matter.

Senses: While avians and the small eared creatures have hearing approximating the human range, the larger eared mammals have quite sensitive hearing, exceeding the human norm. This gives them a greater range of hearing, and a more accurate sense of direction (facilitated by their ability to swivel their ears). They are also far more sensitive to loud noises than avians or humans, and can react very badly to high pitched sound and ultrasonics.

The senses of smell and sight amongst critters are equivalent to human in strength and discrimination. Critters have full colour vision, forward focusing eyes and good far/near sight. Some species will have enhanced night vision (thereby becoming more sensitive to intense light). Races which have excellent night vision include possums, cats and owls.

Mammalian critters often pay more attention to scents than many humans are wont to do, but do not exceed human olfactory capability. There are no "blood hound" abilities amongst sentient creatures.

Character race determination:
Before rolling a character, each player must decide what sort of creature his or her character is going to be. This is quite simply done by looking on the charts below to see what options are open for the character's race. The entry for each racial type includes the size of the various sub-species (recorded as their "frame" - see the rules section on characteristics determination) and their characteristics classes for their strength, stamina, manual dexterity, co-ordination and stability. Races are recorded by general type and specific sub category.

The type of critter chosen does not necessarily govern the character's behavior. Do not stereotype characters into timid little mice or big bad wolves. Sentient races are complex individuals, and personal attitudes and inclinations vary widely amongst individuals.

It is a good idea to list the advantages and disadvantages conferred by a character's race on the front of the character sheet. This allows play to be more easily influenced by the player characters' racial types.

AVIANS:
Sub categories:
Minor avians (Small frame)
Str: A
Sta: D
M.Dex: E
Co-ord: F
Stab: D

Major avians (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: D

Ratites (Average frame)
Str: D
Sta: D
M.Dex: D
Co-ord: D
Stab: D
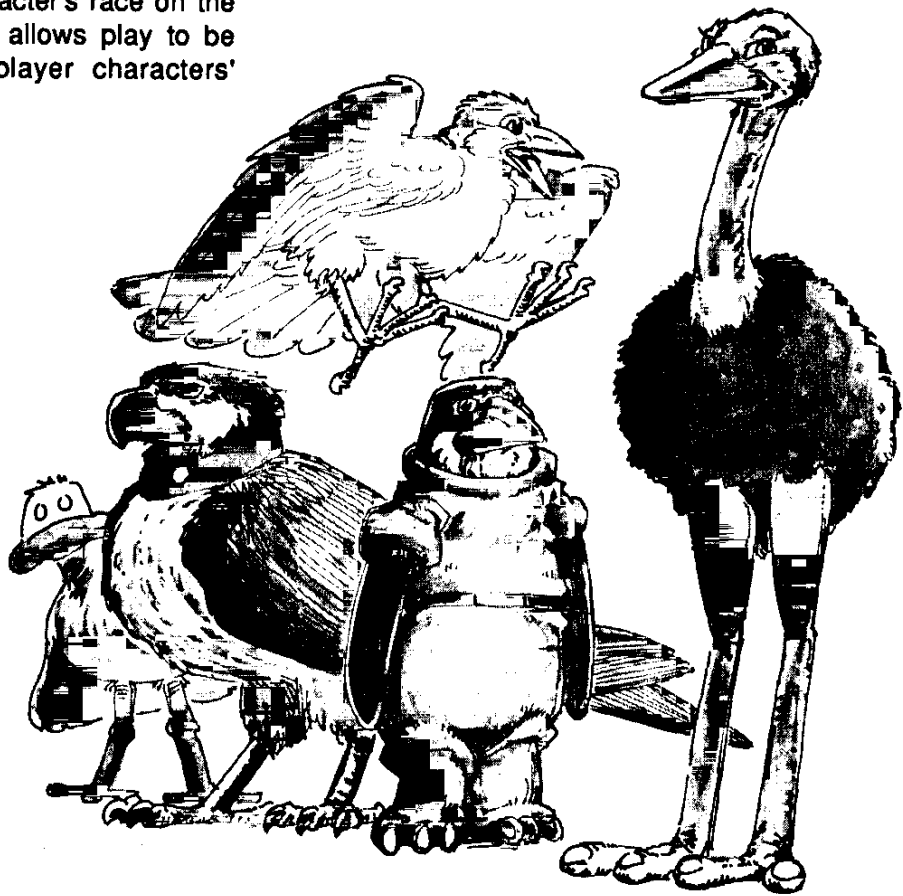
Notes: Minor avians include Crows, Ducks, Parrots, Sea-gulls and Penguins. Major Avians are Eagles, Hawks, Herons and Ravens. Ratites are descendants of the great flightless birds such as Emus and Ostriches.

An avian's wings are not strong enough to allow flight, but can be useful for manoeuver in zero-G conditions. The wrist joint of most avian species is equipped with a small hand (much like the "hand" arrangement on a bat or pterodactyl). A punch delivered by an avian character will do 1 less point of damage than normal, while a kick delivered by avian feet will do 1 extra point of damage due to the sturdy claws fitted to the feet of all birds (even ducks and penguins). The grip delivered by avian hands is relatively weak, so a DRM of +1 should be made whenever an avian attempts an activity which relies heavily upon strength of grip (eg. hauling on a rope attached to a heavy object).

Avian characters will not normally wear clothing (apart from decoration, rank badges and protective clothing), thus saving some wear and tear on the character's budget. There are no vacc suit liners made to fit avians (penguins are an exception). Avians in space will don full vacc suits, normally with separate sleeves which will only be pulled on in moments of high danger or immediately before risking vacuum exposure.

Each sub type of avian has its own particular differences. Some birds may use their wings to perform extended jumps or to slow a fall. Penguins will be natural swimmers. Eagle or hawk characters will have excellent long sight. Ratites have very flexible necks.

Temperaments will vary from sub-species to sub species. Penguins seem to have developed an affinity for practical scientific skills, and often favour roles in the medical or heavy engineering professions. Penguins are notable for their strong family ties, and are often found working or travelling in "pods" of 2 to 6 individuals. Hawks and eagles, on the other hand, are fairly solitary, rarely seeking to be in groups of their own species.

The splendid plumage of many male avians, coupled with their dislike of wearing clothes leads many people to consider avians vain. With most avian species, however, their easy grace and beauty is more pleasing than irritating.

CANINES:
Sub categories:
Dogs (Average/Light frame)
Str: D/B
Sta: D
M.Dex: D
Co-ord: D/E
Stab: D

Wolves (Solid frame)
Str: E
Sta: D
M.Dex: D
Co-ord: C
Stab: C

Foxes (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: D

Notes: The most numerous single racial class. Dogs come in a huge number of sub species, most of which can interbreed with each other. Thus, dogs are a fairly sociable and co-operative species. Dog "breeds" cover a wide range of sizes and shapes. Small dogs will be terriers, while the largest will be heavily set dobermans and hounds.

Wolves are a heavier, more solid species than dogs, and seldom interbreed with their lesser cousins. Wolves tend towards shorter tempers and more calculating dispositions than dogs, and are far less numerous.

Foxes are light framed carnivores with delicate, pointed faces. More calculating and inquisitive than other canine types, foxes also tend to be less bluff & boisterous. The bright fur and gorgeous tails of foxes make them particularly pleasing to the eye, and well co-ordinated foxes are extremely graceful. Many fox species have digitigrade feet. The smallest foxes may be fennecs, whose large ears give them extra-ordinarily acute hearing.

FELINES:
Sub categories:
Cat (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: E

Lynx, Cougar or **Jaguar** (Average frame)
Str: D
Sta: C
M.Dex: D
Co-ord: E
Stab: D

Lion/Tiger (Solid frame)
Str: E
Sta: C
M.Dex: D
Co-ord: D
Stab: D

Notes: Felines in the "cat" sub-species come in a large variety of sub-variants which vary according to the characteristic patterning of fur or the presence/non presence of a tail. Some species of cat have digitigrade feet, while most do not. The unimposing size of the various cat species is well matched by their high agility.

The larger feline species (lions, tigers, lynxes, jaguars etc) are much rarer than their smaller brethren. While they combine considerable strength with a good dexterity, their heart/lung systems are not designed to support sustained physical effort.

Felines are often wrongly characterised as being fickle, a notion which should be dismissed by anyone who has tried to change a cat's mind about something! Cats are notable for their independence, although this does not stop them from forming very strong ties with selected individuals.

MARSUPIALS:
Sub categories:
Platypus (small frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: E

Possum (Light frame)
Str: B
Sta: C
M.Dex: D
Co-ord: F
Stab: C

Kangaroo (Average frame)
Str: D
Sta: D
M.Dex: D
Co-ord: D
Stab: D

MUSTELINAE:
Sub categories:
Otter, Stoat, Ferret (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: B

Weasel (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: E

Notes: Quick, graceful characters, often brimming with nervous energy. Mustelinae are a successful species group with considerable charisma. Their hyperactive natures can occasionally get on the nerves of other, more sedate races. Otters are natural born swimmers.

Common opinion often fits mustelines into set of racial stereotypes. It is "common knowledge" that weasels are calm and calculating, and that all stoats have short tempers. Some people feel that otters are naive in their playful inquisitiveness and easy going natures. Experience has shown, however, that weasels, stoats, ferrets and otters can be quick thinkers, ruthless opponents or caring friends, proving once again that racial stereotypes are bigoted nonsense. Mustelinae often turn their energy towards entreprenurial or governmental careers.

Notes: Platypi are small, densely muscled, stubborn little monotremes. The poisonous spurs of male platypi have atrophied down to vestigal toenails. Likewise these creatures have lost their ancestor's ability to sense the electrical signiature of other beings (look it up).

Possums are descended from the highly adaptable Australasian Phalangers (brush tailed or ring tailed possums), this is a minor category which has seen some increase in standing since the advent of starship travel. The prehensile tails and agile gripping feet of the various species of possum make them extraordinarily agile in zero-G. Possums are better adapted to short bursts of physical activity rather than sustained effort.

Kangaroos are hefty averaged framed creatures with pronounced digitigrade feet. Their heavy tails can support their owner's weight and serve as a seat.

Marsupial females are highly independent, due to the pouches in which they carry their young. Marsupials with infants and young children rarely need to leave their careers, since their unobtrusive and highly portable infants do not interfere with their tool using capacity, or even require much constant attention. Possums tend to favour careers in shipboard/zero-G fields, or involve themselves in zero-G colony activities.

RODENTS:
Sub categories:
Mice, Rats (Small frame)
Str: A
Sta: D
M.Dex: E
Co-ord: F
Stab: D

Rabbits, Chipmunks, Squirrels (Light frame)
Str: B
Sta: D
M.Dex: D
Co-ord: E
Stab: D

Beavers (Average frame)
Str: D
Sta: D
M.Dex: D
Co-ord: D
Stab: D

Notes: A highly successful category, despite the small average size of its individual species. The high adaptability and fertility of rodentia have given them a firm place in "Critteroid" society. Rodents are notable for their gregarious natures, and can be cunning and clever creatures.

Mice and rats are typical members of the rodent family. While most mice are too lightly built to make good infantrymen, mice and rats feature strongly in military forces as vehicle crews, technical support and staff (mice in particular seem to favour staff appointments).

Rabbits are a highly populous species. Many species specific colonies were established during the second wave of colonisation, and rabbits were notable for entering into this voluntary segregation. Many segregated colonies have developed highly racist (even paranoid) attitudes towards other species. The rabbits which have remained integrated with normal society, however, are normally well adjusted citizens.

Beavers, chipmunks and squirrels are far less numerous than the other rodent species, but have proved to be quite adaptable creatures, and are present in most planetary populations.

UNGULATES:
Sub categories:
Camel, Cow, Llama, Horse (Solid frame)
Str: E
Sta: E
M.Dex: C
Co-ord: C
Stab: G
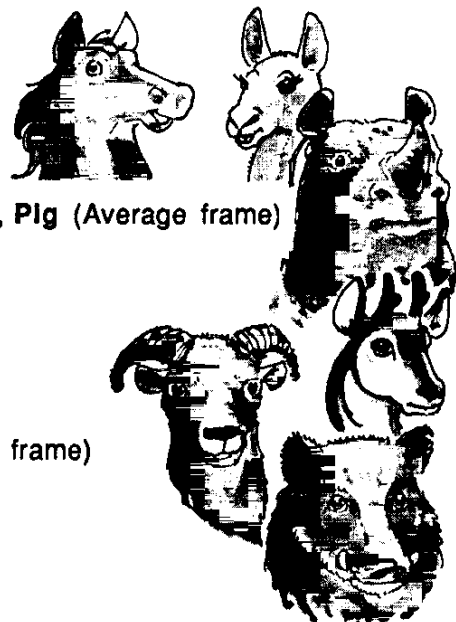
Goat, Sheep, Pig (Average frame)
Str: D
Sta: D
M.Dex: C
Co-ord: D
Stab: B

Rhino (Huge frame)
Str: G
Sta: D
M.Dex: C
Co-ord: B
Stab: C

Notes: Sentients descended from hooved animals are slightly disadvantaged in that they lack the flexible fingers of the other creatures. The vestigal toes of horses and their kin have re-appeared as fingers, while the main hoof has shrunken down to match them in size. This effectively gives ungulates 2 clumsy opposable thumbs and one finger. A minor advantage of having rigid horny fingers is that a punch from such creatures will do 1 more point of damage than from critters using a normal fist.

Ungulates tend to concentrate upon the "humanities" fields when entering into an advanced education, and are often found working in the academic, artistic or entertainment fields.

URSOIDS:
Sub categories:
Raccoon (Average frame)
Str: C
Sta: D
M.Dex: D
Co-ord: E
Stab: C

Bears (Huge frame)
Str: G
Sta: C
M.Dex: D
Co-ord: B
Stab: G
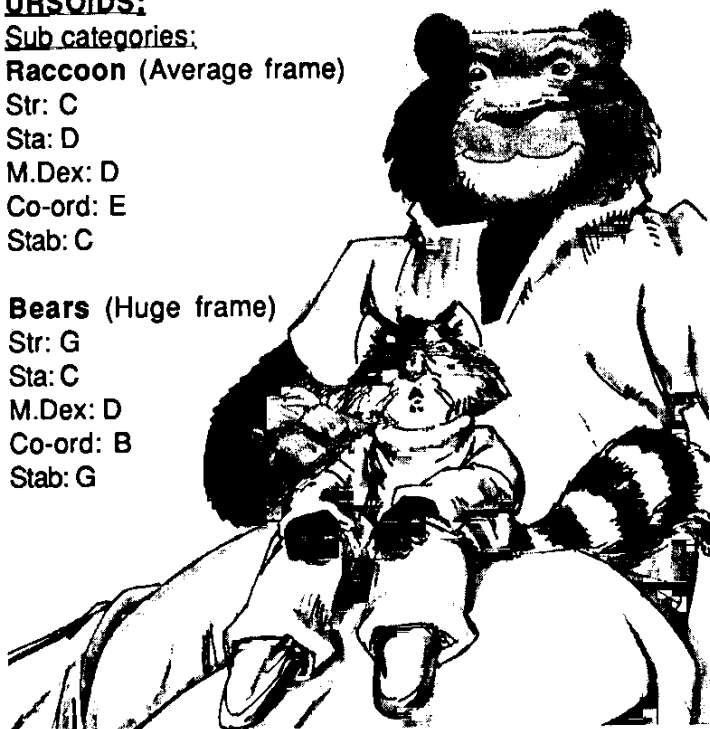
Notes: Omnivorous relatives of the canine family, bears and raccoons are good tool users. The imposing bulk of bears makes them extremely dangerous opponents in a fight. Do not be fooled into thinking that a bear's solid build means that it has the slow temper and easy disposition of a big man in a small world. Large bears might just as easily be grouchy, or even brutal bullies. Bears tend to like positions of authority, but are not always qualified for them.

OTHER RACES: Should a player feel a strong desire to go an Hedgehog, an ant-eater or a Mole, or some other creature not listed here, the decision is left to the discretion of the umpire. The only restrictions are that there are no cold blooded creatures (frogs, lizards and the like), no marine mammals (eg. dolphins. Penguins are allowable since they are capable of life on the land), and no primates! The denizens of ALBEDO encompass 163 separate races, so lack of scope should be no problem.

BACKGROUND ENVIRONMENT.
Players should form a firm idea about their character's world and society of origin. The lifestyles section of book 3 extensively details out the types of cultures which may be found in known space. Backgrounds which diverge from the model of the older inner worlds should be discussed with the umpire so that everyone present understands the ramifications of the character's background.

Most characters will have names somewhat reminiscent of modern first names and surnames. Characters who hail from planets with somewhat divergent socio-political environments will have far more exotic names. Characters from the older inner worlds will usually speak "standard" with heavy accents.

Sample character names taken from the ERMA FELNA E.D.F. story include:
Erma, Eda, Kanok and Tasak Felna
Joseph and Itzak Arrak
Colonel Hitzok
Sergeant Tzoquotah
Htzktl ("Hotzktel")
Qtzhlhii ("Quetzelholoi")
I.L.R. Names mentioned in the story include such convoluted names as Aerhanemenah, Bhallanieha and Tehstoah.

Names from the Birthright story include Anton, Alfon, Andre and Kenda Kashoka, and Jenna Shodi.

Please note that a lot of English and European names are used. Players who insist on giving their characters "cutsie" names should be ritually killed as a warning to the others - Cute, stereotyped names will seriously prejudice play, and indicate that your player does not wish to take the game seriously.

A character's background will also effect its choice of career. While professional students and dabblers in the arts and crafts are common on the inner worlds, whose governments provide all of their citizens with housing, food and a basic spending allowance, such careers are rare on the more capitalistic worlds where a wage must be earned simply to provide food and shelter. Military characters from colony worlds will be more likely to be in the local Homeguard than in the E.D.F., which draws the greater bulk of its recruits from the inner systems (which are far closer to the E.D.F.'s training academies).
Finally, a character's background environment will quite definitely effect its starting ties and antipathies. The older inner worlds are all staunch ConFed governments, and this attitude will often be reflected in the attitudes of military characters from these worlds. The citizens of the outworld colonies tend towards a loyalty to their own worlds over and above the ConFed government. The citizens of species specific worlds (inhabited by one species only) will often have mistaken or bigoted attitudes towards other species.

CHARACTERISTICS

The following section details the physical and mental attributes of individual characters which we will simulate in this game. Only those characteristics which will possibly have to be tested during play or which will effect a character's skills are used.

Amongst the game charts you will find a ready reference sheet for character generation. Follow the procedures detailed on the cheat sheet for the quickest technique of creating characters.

THE BASIC CHARACTERISTICS:

The characters used in ALBEDO (from here on commonly referred to as "critters") are possessed of a wide variety of inherent abilities and talents, which this game shall define within eight characteristics ; STRENGTH, STAMINA, MANUAL DEXTERITY, CO-ORDINATION, REASON, INTUITION, DRIVE and STABILITY.

These basic characteristics contain the physical, neuro-physical, mental and psychological abilities of the character.

All characteristics are given a numerical value, which is randomly generated and recorded on the player's character sheet.

Frame sizes.

This is an indication of the physical bulk of the character, and largely determines the creature's strength and co-ordination. Most critters are built to a slightly smaller scale than human beings. An "average" framed human is closer to the "solid frame" category for critter builds.

Characteristics classes.

Most characteristics numerical values are generated on the characteristics class chart (overleaf). A character's species determines its class of strength, stamina, manual dexterity, co-ordination and stability.

Other characteristic dice rolls.

A character's scores in **Reason, Intuition** and **Drive** are rolled on **2D6+3**. This gives a range between 5 and 15, which conveniently brackets characteristics between .5 and 1.5 of the mean result of 10.

A character's starting SELF IMAGE score is equal to the character's DRIVE.

THE CHARACTERISTICS.
Physical characteristics:

STRENGTH is the expression of the brute force which the individual can apply. It is also used to indicate the character's physical size and physique. STRENGTH is a measure of the character's ability to lift weights and arm wrestle, and its ability to resist damage and shock.

STAMINA is used to determine the length that any physical activity can last.
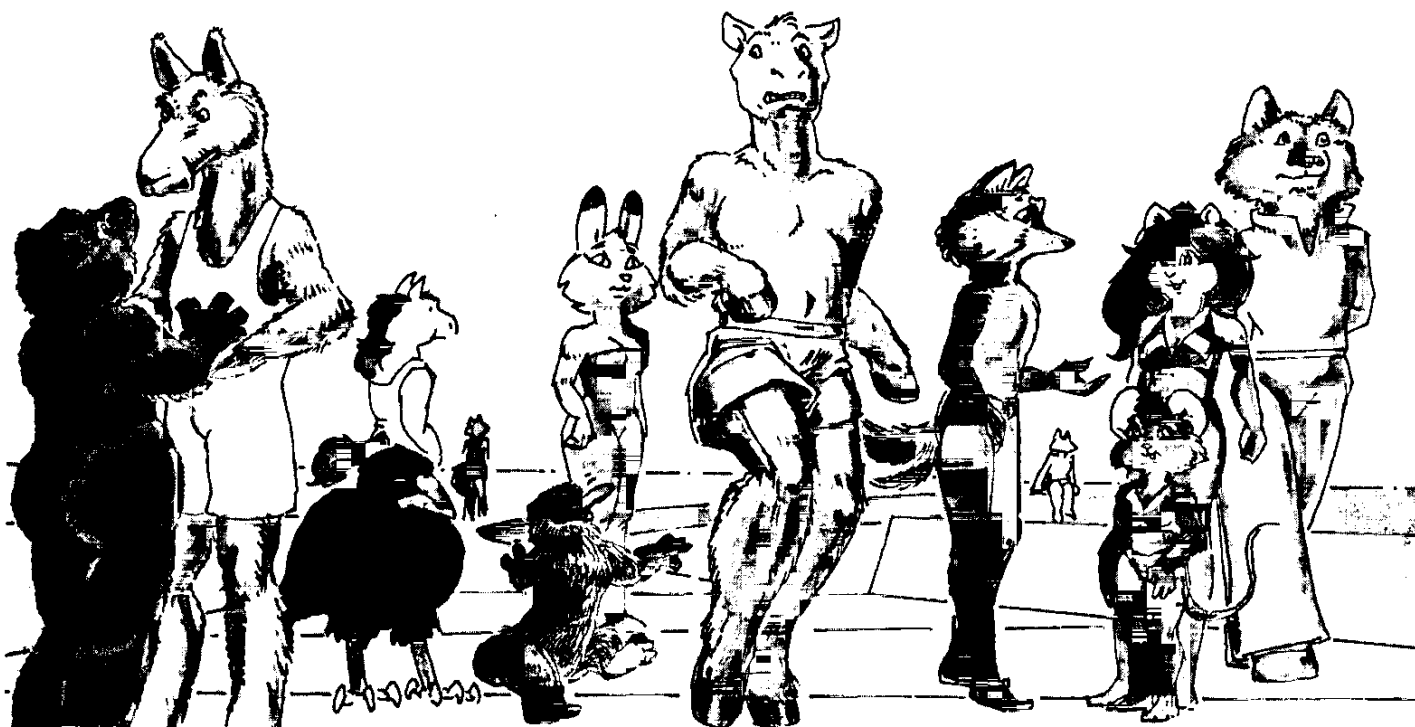
Species based characteristics chart.

Class	2	3	4	5	6	7	8	9	10	11	12
A	3	4	4	5	5	5	5	6	6	7	7
B	5	6	6	7	7	8	8	9	9	10	11
C	6	7	7	8	8	9	9	10	10	11	12
D	7	8	8	9	9	10	10	11	11	12	13
E	9	10	10	11	11	12	12	13	13	13	14
F	10	10	11	11	12	12	12	13	13	14	15
G	11	11	12	12	13	13	13	14	15	15	16

Dice roll (2D6)

To determine a character's species based characteristics, cross reference the score of **2D6** with the characteristic **class** to yield the characteristic score.

Recoil. A character's strength dictates the force of firearms recoil which it can comfortably handle. Provided that the character can control the recoil of its weapon, a number of shots may be made within the same turn (up to the character's maximum number of actions). To control the recoil of a weapon, the weapon must have a recoil value equal to or lower than the character's maximum recoil control rating. This rating is found in the chart below:

Maximum controllable recoil

Character's strength:	Max recoil
1 to 4	1
5 to 7	2
8 to 11	3
12 to 13	4
14 to 16	5

Subtract strength DRM's from the character's effective strength on this chart.

If the recoil of a weapon is higher than the permitted value, then 1 fatigue point is lost per point of excess recoil.

Controlling a weapon's recoil. Should more than one shot per turn be desired by a character with a weapon whose recoil is above the character's recoil control rating, the character must roll a test of its strength vs (3 times the recoil of the weapon). A successful test indicates that the character may once again fire its weapon. A failed test costs the character one action, and means that the character may not fire the weapon again during this turn.
Weapons firing wild bursts add one to their recoil.

Neuro-physical characteristics:
CO-ORDINATION and MANUAL DEXTERITY are a character's neuro-physical characteristics. MANUAL DEXTERITY is used to determine the control that the character can exert over more delicate manipulations and tasks, specifically the steadiness and accuracy which can be brought to bear on manual tasks. It also measures the character's hand-eye co-ordination. MANUAL DEXTERITY would be tested if the character was painting model soldiers, de-fusing a bomb or "cracking" a safe.

CO-ORDINATION is an expression of the characters' ability to perform simultaneous actions with different parts of the body, as well as providing an idea of the character's ability to retain its balance. CO-ORDINATION is also the measure of the individuals speed at performing actions such as drawing a gun etc As such CO-ORDINATION is used to assess a beings basic combat ability. STAMINA, however, is used to determine the length of time that any CO-ORDINATION based activities may be continued.

Actions per turn: The number of actions which a character can perform in any single turn is dependent upon the character's Co-ordination score. The action sequence chart at the rear of the rules is used to determine the priorities of the actions which a character performs.

Actions per turn.

Character's co-ord:	# of actions per turn:
1 to 2	1
3 to 4	2
5 to 8	3
9 to 12	4
13 to 15	5

Subtract any Co-ord DRM's from the character's co-ord score before looking on the above chart.

Mental characteristics:
REASON and INTUITION are mental characteristics. Both reflect different aspects of intelligence, the former being the individuals capacity for induction, logic, memory and pre-planning. The latter is the strength of the characters' "sixth sense". INTUITION is used in combat as a determination of the characters initiative. These characteristics represent those mental aspects of the character which will require defining to allow tests of memory, speed of thought and "sixth sense" to be made.

Initiative dice. A character's INTUITION score will determine the type of initiative dice it will roll when engaged in a firefight, as shown by the following chart:

Initiative dice determination.

Character's Intuition score	Type of dice rolled
5 to 8	1D6-1
9 to 11	1D6
12 to 13	1D6+1
14 to 15	3D3

Subtract intuition wound DRMs from the character's initiative dice rolls.

Psychological characteristics:
DRIVE and STABILITY are a character's psychological characteristics. An individual's DRIVE represents his willpower and determination. It is a measure of the motivation and self discipline that a character can bring to bear on any task with which it is faced. DRIVE is tested whenever a character wishes to embark on a long and difficult project, or when his determination comes under attack (such as a

character declaring its intention to limp along on a wounded leg). A character's STABILITY rating represents the ease with which the character changes its emotional feelings about things. "Unstable" individuals are not insecure - merely quite changeable in their moods.

Disposition.
Each character or N.P.C. rolls twice on the disposition chart. The first of these rolls is the character's "core". This never changes, and should form the basis of much of the role play of that character. Conflicting dispositions are no real problem. A reckless person with a cautious disposition will act conservatively until pushed, whereupon he will become hot headed and irresponsible. A combination which the player can't figure out can always be rolled again. Roll 1D10, 1D10 +10 or 1D20 (players choice) on the following table.

Random disposition determination.

Dice roll	Disposition	Disorders
1/11	Cautious/Reckless	Paranoid/Manic
2/12	Polite/Vulgar	Sycophantic/Obscene
3/13	Exacting/Vague	Perfectionist/Apathetic
4/14	Generous/Greedy	Wasteful/Miserly
5/15	Talkative/Laconic (reserved)	Hysterical/Mute
6/16	Kind/Cruel	Saintly/Diabolical
7/17	Responsible/Irresponsible	Fanatical/Amoral
8/18	Modest/Conceited	Antisocial/Messianic
9/19	Straightforward/Devious	Callous/Treacherous
10/20	Friendly/Cynical	Amorous/Psychopathic

Numerical values: Dispositions are given a numerical value, which allows them to be used in tests made on the comparison chart. A character's core is given a strength value equal to 1.5 times the character's DRIVE score. The second roll is the character's "inclination", and can be changed slowly over the years. Inclinations are given a strength value equal to the character's DRIVE score. When a disposition is rolled twice, it becomes a "disorder", and the characteristic is role-played to extreme lengths (ie "greed" rolled twice becomes miserliness). Disposition disorders are given a strength value of 2 times the character's DRIVE score.

The disposition chart does not deal with shyness, force of personality, or any other attitudes which are more a function of the player's individual mentality and playing style than the character's personality. Bravery and firmness of conviction are already incorporated into the system as the DRIVE characteristic and the character's self image (see below). Always bear an individual's characteristics in mind when role playing the character's disposition. For instance, a character who is kind, but has a high reason and drive could be a cold and clinical opponent at need, but would not tolerate acts of wanton cruelty.

Characters with psycholgical disorders will be refused entry into the E.D.F. or Homeguard.

THE S.P.I. RATING.

The ConFed authorities use a standard index to measure the general intelligence and psychological stability of individual citizens. Termed the **S.P.I.** rating (Socio-Psych-Intel), this index is used to measure a citizen's general intelligence, mental balance and motivation. Many professions (such as the armed forces of the E.D.F.) require a minimum S.P.I. rating.

To find a character's normal S.P.I. rating, add the character's reason, intuition and drive characteristics together and divide the result by 10 (retaining all decimal places). Characters who gain levels of advanced education in Humanities, Scientific or Technical fields now receive bonuses to this basic rating depending on the highest level of advanced education that they have achieved:

Advanced education Skill class	S.P.I. Bonus. Bonus
D	+ .1
C	+ .2
B	+ .5
A	+ .6

A character's personality will also effect its S.P.I. rating. For every roll the character makes on the **disposition chart** of 11+, subtract .2 from the character's S.P.I. rating (see the rules section on character dispositions). If the character has a personality **disorder**, subtract .8 from the character's S.P.I. rating.

Sample character: Auitzotl (pronounced "wheet-zottle")
Racial type: FOX
Strength: 8
Stamina: 10
M.Dexterity: 12
Co-ord: 11
Reason: 13
Intuition: 9
Drive: 14

Being a light framed FOX, Auitzotl has rolled on table **B** of the class based characteristics chart to determine his strength, and table **D** to determine his Stamina, Stability and M.Dex, and table **E** to find his Co-ord. Auitzotl's rolls have been rather good, particularly in the realm of mental attributes and drive. Moving across to the disposition chart, we make 2 rolls on 1D10, coming up with a 7 followed by a 5: Auitzotl's disposition is "responsible" and "talkative". His S.P.I. rating works out as 4.1 (13 + 9 + 14 + an extra bonus .5 due to his class B advanced education).

Auitzotl will be used throughout this book to illustrate various points of the gamesystem rules. Auitzotl comes from a capitalist world in the outer ConFed, and is currently serving in the E.D.F. as a combat vehicle crew commander with the rank of troop Lieutenant.

CHARACTERISTIC/SKILL TESTING.

Whenever a task is attempted, the appropriate skill or characteristic is tested to decide upon the success or failure of the character's attempt. When the attempt is being made against an animate object (such as another person) the relevant skills/characteristics of both parties are used in the test, the person attempting the task comparing his own abilities against those of his opponent on the comparison chart below.

When an attempt is made against an inanimate thing, such as an object or a set task, the test is made by comparing the relevant characteristic against the difficulty of the task.The task difficulty is represented by a number determined on the following chart:

Using the comparison chart.

Subtract the task difficulty or the defender's relevant characteristic from the relevant characteristic or skill of the character who is performing the test. The number yielded by this is now looked up at the top of the comparison chart. This gives a column in which the dice score required for success can be seen below the dividing line.

The roll succeeds on any dice result equal to or less than the specified number. A failed comparison roll will often have more severe results if the roll is failed by a wide margin (ie 2 or more points).

EXAMPLE : Auitzotl hides behind some bushes to evade a pair of pursuers, both of whom stop to look for him. Auitzotl's "Hide in cover" skill is 12, whilst his pursuers have "Spot hidden object" skills of 6 and 10 respectively. The pursuing characters must now check on the comparison chart to test for the success of their search. The first character subtracts Auitzotl's hide in cover skil of 12 from his spot hidden object skill rating of 6, giving him a total of -6. Looking at the top line of the comparison chart above to find the negative six column, we find that the first pursuer will need to roll a 3 or less

TASK DIFFICULTY NUMBER.
Simple : 5
Average : 10
Difficult : 15
Extremely difficult : 20
Nearly impossible : 25

This number is compared defensively against the testing characteristic on the comparison chart below.

THE COMPARISON CHART

	RESULTING NUMBER (offense - defence)									
	-9 -12	-6 -8	-4 -5	-2 -3	-1	0	+1	+2 +3	+4 +5	+6 →
Roll required on 2D6 (n° or less)	2	3	4	5	6	7	8	9	10	11

on 2D6 to see his quarry. The second searcher, however, has a better chance. Subtracting the defenders skill rating of 12 from the "attackers" skill ability score of 10 gives a result of -2, which means that he must roll a 5 or less to spot Auitzotl

HIT LOCATION.

When a character is wounded, a random dice roll is used to determine which part of the character has suffered injury. For the purposes of determining hit location during combat, the humanoid body is presumed to consist of 5 basic areas : The arms (left and right), legs (left and right), chest, abdomen and head. When a hit is scored, roll a dice appropriate to the length of the weapon, and consult the chart below:

HIT LOCATION DICE BY WEAPON LENGTH.
Length 0-1 =1D6
Length 2 =1D8
Length 3 =1D10
Missile weapon =1D10

Hit location chart.

DICE ROLL: MELEE	MISSILE FIRE	LOCATION
1	1-2	HEAD
2-3	3-4	ARMS*
4	5-6	CHEST
5-6	7-8	ABDOMEN
7-10	9-10	LEGS*

* Odd = left side, even = right side.

Locations which are in cover are protected by that cover against the incoming damage. Prone characters count their legs and abdomen as being in cover when fired upon from the front. Characters who are firing around a corner will have one of their arms and one of their legs covered, as well as hit locations 6 and 8 (military trained pistol shooters will normally only expose one side of the head and their shooting arm when shooting around a corner).

SKILLS

Skills are represented by an ability number. This ability number is the value used on the comparison chart vs the difficulty of the task whenever a character attempts to use its skill.

Skill ability scores.

A character's ability score with any skill is determined by using the Skill Ability Chart. Cross index the character's skill GOVERNOR with the character's current level of training in the skill. The resulting number is the character's skill ability score.

Skill governor determination.

A character's GOVERNOR with any given skill is determined by taking the average of the characteristic scores of all the characteristics which GOVERN the skill. These GOVERNING characteristics are detailed on the suggested skills chart at the back of this book. Each skill has its own governors. Where two governing characteristics are listed together in brackets, the player must choose one or the other to be a governing characteristic for the purposes of assessing the character's ability score. Thus, if a player chooses to take **Aerospace pilot** skill, the character's skill GOVERNOR will be either the average of the character's Manual Dexterity and Co-ordination, or the average of the character's Manual Dexterity and its Intuition score.

No skill may ever exceed training level 15.

Example of skills in use.

Auitzotl's driver has temporarily deserted him, and Auitzotl is left alone to fix his vehicle's burnt out primary turret traverse mechanism. Auitzotl is not very good with machinery. His training level in mechanical repair is only level 6, with a governor of 13 (the average of his reason and M.dex scores) This gives Auitzotl a skill ability level of 9.

The umpire rules that the task is of difficult complexity, but since the vehicle's A.I. computer can talk Auitzotl through the task, he reduces the difficulty level to average (difficulty number 10). Auitzotl will thus have to roll a -6 on 2D6 to successfully repair the turret motors. Since he is not very skilled in this field, the umpire might want to rule that Auitzotl has damaged the turret even worse than before should he fail his skill roll by more than 2 points.

Gaining skills.

Training levels in skills are bought by expending career points. Career points may be expended to increase the character's level of training in an individual skill. 1 career point may be traded in for 6 skill points (see the rules on purchasing skill increases), or they may be expended on purchasing Skill specialist packages.

Skill increases: Career points may be broken up into 6 skill points, which may be used to purchase increased training ratings in one or more skills. The following chart shows the exchange rate for skill points to training levels:

Training level	Cost per level
0-6	.5
7-15	1

Every level of training will cost skill points. As the player purchases individual training levels, the price tends to escalate.

Characteristic increases:

Characteristics may be trained up above their starting level, up to a maximum increase of 1 above their initial values (exception: Stamina may be raised to a maximum of 4 points above its starting value). Characteristic increases are performed by expending skill points in the system detailed immediately above, but with all costs being at twice the above stated rate.

Skill specialist packages.

Skill specialist packages represent the formal study of a family of job interrelated skills. As such, skill specialist packages may represent military training, university degrees, martial arts courses and command schools.

Skill specialist packages are composed of 3 skills. The first of these skills is the package's **primary skill**, and the remainder are termed **secondary skills**. The primary skill in any given package will always be at a higher level of training than the package's secondary skills.

A character's level of training/experience in any given skill specialist package is referred to as a skill CLASS, and is represented by the letter A, B, C or D (D being the least level of training/experience with a package, and class A being the highest level). As a character increases its class rating in a given package, it will increase its level of training in all of the skills within the package. The career points cost for purchasing various classes of skill specialist package, and the effects of the various package classes upon the character's training levels is listed below:

A list of sample skill specialist packages is provided in the rules section below and overleaf, but the players and referee are free to determine their own packages by using the following guidelines:
- All packages must be formed from 3 different skills. One of these is the primary skill, and the others will be termed secondary skills.
- All of the skills in a single package must be interrelated in some way, either by the type of job they are fitted for or by being skills dealing with similar systems.

Skill specialist package chart.

Class	Total career points cost	Training level with primary skill	Training level with secondary skills	Free skill points
D	1	9	6	3
C	2	11	8	3
B	3	13	10	3
A	4	15	12	3

Upon purchasing a class of training/experience with a specialist skill package, the characters training levels in the package's primary and secondary skills are automatically elevated to the stated level. The "free skill points" may be added to the character's rating with any secondary skill, as long as the training level of a secondary skill is not made to exceed the training level of the primary skill.

The design of "custom made" skill packages is actively encouraged as long as players and referees remember to use common sense. If someone declares that they want to get a skill package as a smuggler, they must be refused, since there is no formalised on-the -job training for such a career.

Sample skill packages:

Title	Prereq's	Primary skill	Secondary skills
General packages:			
Administration	-	Admin	Computer ops, Bargain.
Advanced education*	-	1 knowledge skill	2 other skills as appropriate.
Aerospace aircrew	-	Computer ops	Zero-G movement, Electronics.
Business sales	-	Salesman	Bargain, Brokerage.
Diplomacy	S.P.I. 3.0+	Current affairs	Law, Mingle.
Martial arts	-	Stickfighting, Boxing or Wrestling	Stickfighting, Boxing, Wrestling or Knife
Merchant pilot**	S.P.I. 3.0+	Starship pilot	Starship navigation, Aerospace pilot.
Merchant supercargo	-	Admin	Streetwise, Bargain.
Political studies	-	Political science	Socio history, Research.

* Advanced education is used to simulate training/education in such varied fields as the "humanities", sciences, medicine, law, art & craft, technical skills etc.
** Other civil starship skills are bought on the military chart below (ie navigator, engineer etc).

| **Military packages:**			
Aerospace gnr/obs	-	Aerodyne weapons	Detect hidden, Mechanical repair.
Aerospace pilot	-	Aerospace pilot	Aerodyne weapons systems, Navigation.
Combat weapons	-	Longarms	Handguns, Coolness under fire.
Cbt vehicle driver	-	Heavy vehicle dvr	Navigation, Mech repair
Cbt vehicle gunner	-	Turreted main arms	Detect hidden, Computer ops.

Command	S.P.I. of 3.0+	The tac/strat skill appropriate to the character's speciality field or Administration	Coolness under fire or Assess personality, Leadership
Engineering	-	Systems engineer (specify type)	1 Technical skill, physics or higher maths
Field craft	-	Hide in cover	Sneak, Detect hidden object.
Field medic	-	First aid	Medicine, coolness under fire.
Heavy weapons	-	Grenade launcher	Auto G.L., Throw grenade.
Interrogation	-	Detect lie	Assess personality, Bargain.
Starship gunner	-	Starship weapons deployment	Naval deployment and small unit ground tactics
Starship Navigator	-	Jump drive nav	Starship navigation, computer ops.
Starship pilot	S.P.I. 3.5+	Starship pilot	Starship navigation, Starship weapons deployment.
Vehicle mechanic/ Engineering assistant	-	Mechanical repair	Electronics, Computer ops.

PRE-GAME EXPERIENCE
(The player character's starting skills):

The overwhelming tendency of most games is to produce "two dimensional" characters - that is, characters who are fit for only one thing in life ("Me marine, me kill"). Thus we often encounter space ship captains who cannot drive a car, and soldiers who are no fun at parties (oh well, let's face it - most soldiers aren't any fun at parties). In ALBEDO we hope to rectify this by building a character's experience from the ground up.

Characters start the game with experience in a number of skills. A character's previous experience is divided into two stages: Basic skills and Career skills.
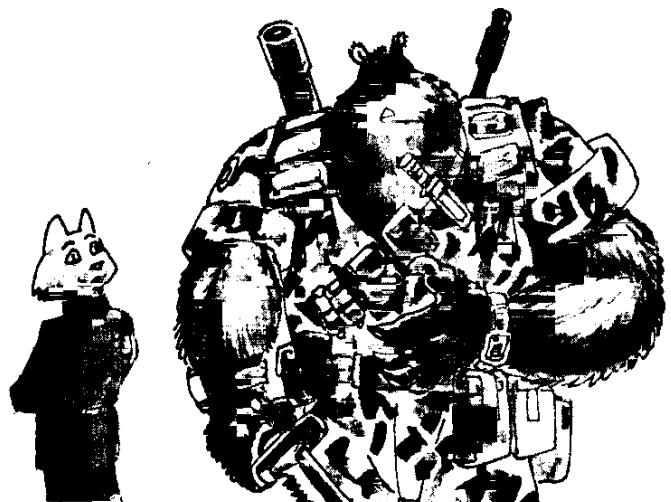
Basic skills:
Step 1 - Every character starts the game at training level **5** in all of the following skills:

Axe/club
Bargain
Boxing
Climbing
Coolness under fire
Detect Hidden
Detect lie
First aid
Handguns
Hide in cover
Knife
Literacy
Longarms
Sneak
Throw grenade/rock
Wrestling

Step 2 - The player must now decide on the type of background education that the character received - was the character educated through military academies, through state run institutional learning or through facilities provided by an extended clan or family?

Military background. The character receives training level 5 in political science, law and current affairs.

Institutional background. The character receives training level five in higher maths and research, and raises its literacy training level to 8.

Clan/Family background. The character receives training level socio history or current affairs, and in an art, craft or musical instrument. The character's literacy training level is raised to 8.

Step 3 - The character now receives training levels in 3 social skills and 3 movement/perception skills (free choice). Drive ground car may be chosen instead of any one of these. These skills will start the game at training level **10**

Careers.
Characters will eventually end up in a career or occupation. The careers of player characters are chosen by the player, limited only by the judgement of the umpire and the dictates of the scenario in play.

The player now receives **12 career points** to spend on purchasing training and experience for the character, plus an extra career point that is to be

spent only upon some sort of sporting or part time pursuit. The skills in which a character takes training must be relevant to the character's chosen profession, although a small amount of leeway will be allowed for skills declared a part of the character's hobbies or interests.

SAMPLE CAREERS.
The players are fairly free in their choices of occupations for their characters. The character's S.P.I. rating may, however, limit the types of career which may be chosen. An S.P.I. rating of 3.0 or higher will be required for most positions of authority (such as a Homeguard officer, or a policeman). Higher positions will usually require S.P.I. ratings of 3.5 or above.

MILITARY CAREERS: Military careers are usually pursued by joining the elite E.D.F. or a planetary Homeguard. Planetary militias and police forces usually have no set enlistment requirements, and are thus a refuge for those bent on a military career who do not qualify for the main service branches.

All characters who take on a military career will learn combat weapons to at least grade D. Characters who join combat oriented service branches will be expected to raise their coolness under fire skill to at least training level 8 (10 in the E.D.F.). Military characters serving in a combat arm or starships must have stamina ratings of 10+ (career points may be spent to bolster a character's stamina rating, at half the normal cost for levels 5 to 12).

Once the character settles into a service branch, it must decide on its speciality field. Such career fields include aerospace pilots and gunners, infantry specialists, field medics, combat vehicle crew, and mechanics/armourers. E.D.F. personnel may also opt to serve as starship crew, opening up such career possibilities as starship pilot, starship navigator, starship engineer, flight medic, starship gunnery tech etc.

The ConFed Extraplanetary Defense Force (the E.D.F.).
The E.D.F. is an elite force recruited from the military establishments of all ConFed member worlds. Thus the Homeguards provide much of the basic training of the E.D.F. soldier.

Due to the variety of races, both big and small, the E.D.F. has no strict physical requirements for new recruits. The E.D.F. does however set high intellectual standards as part of its basic entry

requirements. To be accepted into the E.D.F., a character must have an S.P.I. rating of 3.0 or higher, and have an advanced education of at least class rating C (in technical, scientific or humanities fields, but not arts and crafts). The average E.D.F. soldier is thus very cerebral when compared to his Homeguard equivalent, forming the basis of their elite status. All E.D.F. characters must end up with a coolness under fire skill of at least training level 10 and a current affairs skill of at least training level 5. If necessary, a career point will have to be sacrificed to meet these requirements.

The E.D.F. does not utilise military ranks in the normal sense (there is no strict division between officers and "other ranks" in E.D.F. service). E.D.F. troops are given a command rating within their area of expertise which is based upon their specialist rating in that field. An E.D.F. soldier's authority does not extend itself outside of his or her area of situational expertise when dealing with other E.D.F. troops. Thus, although Erma Felna is a grade 3 flight officer, when involved in ground engagements she will subordinate herself to infantry specialists with a higher rating in the infantry speciality field than herself.
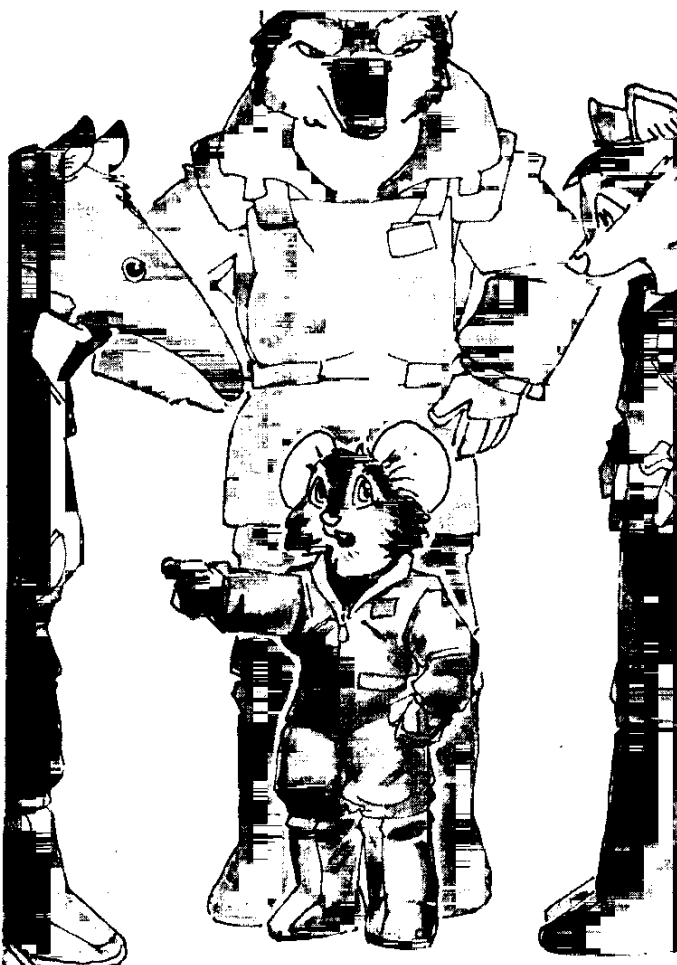
Specialist ratings.

An E.D.F. soldier's seniority within its rank and chosen speciality field is determined by his or her specialist rating. The requirements for the various specialist ratings are as follows:

Spec. 1: Class D rating in all skill packages relevant to the speciality field.
Spec. 2: Class C ratings in 2 relevant skill specialist fields.
Spec. 3: As for spec 2, except that the character must also have a class D rating in COMMAND.
Spec. 4: One class B rating and 1 class C rating in a skill package relevant to the character's chosen field. The character also requires a Class C rating in COMMAND.
Spec. 5: One class A rating and one class C rating in skill packages relevant to the chosen field, coupled with a Class C rating in COMMAND. Since spec 5 is only achieved through seniority, the character must roll its reason vs 15 on the comparison chart to achieve a level 5 speciality rating.

Some sample speciality fields include:

Field	Relevant skill areas
Aerospace gunner	Gunner/observer, Aerospace crew
Combat vehicle crew	Cbt vehicle driver, Cbt vehicle gunner,
Flight Engineer	Engineering, Aerospace crew
Flight medic	Field medic, Aerospace crew (surgery comes as a command skill, replacing the primary tactical skill)
Flight officer (TAC)	Aerospace pilot, Aerospace crew
Flight officer (Starship)	Starship pilot, Aerospace crew
Infantry	Combat arms, Field craft,
Intelligence	Interrogation, Combat weapons
Navigation	Navigation, Aerospace crew
Technical	Engineering, Mechanic/armourer
Weapons tech (Starship)	Starship gunner, Aerospace crew

Rank.

The E.D.F. adds 5 different ranking grades to the speciality ratings listed above. A character's rank gives it authority over and above that normally conferred by its specialist rating, and dictates the

minimum number of subordinates which will normally be placed under the character's control.

While the bulk of the E.D.F. forces are graded at rank 0, greater command authority is granted to soldiers who show sufficient merit. In order to be accepted into rank gradings 1 and above,a soldier must have an S.P.I. rating of 3.5 or higher, meet the requirements of Spec. 3 or above, and have an advanced education of at least class B. If a player character meets these requirements and wishes to attain officer rank before beginning play, it must roll a reason test to achieve the next highest rank grade. A character may continue to test for promotion until a promotion roll is failed, whereupon the character's rank is set for the coming campaign.

Rank grade	Title	Difficulty test vs?	Min S.P.I.	Command skill req
1	Lieutenant	-	3.5	D
2	Captain	12	3.7	C
3	Commander	15	3.8	C
4	Snr Commander	20	3.9	B
5	General	24	4.0	A

The minimum S.P.I requirements for rank grades 3, 4 and 5 may be waived in cases of high merit.

Titles indicating an officer's area of responsibility often supercede an individual's rank title. For instance, an independent command will normally have a Mission Commander, whose appointment makes him responsible for the mission objectives. Aboard ship, such officers might have to work hand in hand with the Ship's Captain, whose authority covers the welfare and performance of the ship. The tasks of both officers are distinct, and give each officer a clear area of responsibility and authority.

An officer's appointment will confer an additional title and a command seniority. For example, a character who is a Commander (rank grade 3) in TAC aerospace command might be given an appointment as a Flight commander. Immediately above the character in the chain of command is the Squadron commander, who is also rank grade 3, but nevertheless holds a more senior position.

Command authority.
A character's tactical command authority represents its qualifications to make tactical decisions for any branch of a military service when **not** controlling E.D.F. troops. The tactical command authority of E.D.F. soldiers over their comrades in the Homeguard or planetary militias is level 1 higher than the

equivalent officer grade amongst Homeguard troops. This command authority level will be rated a further level higher if the E.D.F. soldier has a higher leadership class rating than is required for its current rank level. The exception to the above are E.D.F. grade 0 ranks of speciality rating 2 or less, whose command authority is equivalent to O.R. grades 3 and 4 on the Homeguard O.R.'s table.

In emergency situations, E.D.F. officers of ranks 2 and above are cleared to make short term strategic decisions in their own area of expertese, but only in the absence of qualified strategic planning staff.

ConFed Homeguard forces.
Composed only of planetary defence troops, Homeguard forces are equipped with a variety of non standard weapons systems due to the varying technologies of their home worlds. On the inner worlds, Home-guard forces will be equipped almost identically to E.D.F. planetary command troops. Colonial Homeguards can be fierce fighters with very high initiative, but some are wary of being used as colonial shock troops (read also "cannon fodder") in a war not of their making.

The Homeguard are still fairly choosy about their recruits, and will not accept poor grade recruits (S.P.I. of 2.5 or less). Only "home grown" militia units or reserve police/security units have any place for recruits with an S.P.I. of 2.5-.

Starting ranks for Homeguard characters:
Characters with an advanced education (in humanities, scientific or technical fields) of class C or higher may decide to start the game as a serving officer in a Homeguard force. Uneducated characters with the desire to start the game as serving soldiers will start as "other ranks", and their rank is determined on the O.R.'s table.

Commissioned Officer ranks.

Officer Grade	Planetary forces	Pilot officer ranks	Reason roll vs?
7	Marshal		24
6	General		22
6	Lt General	Wing Commander	20
6	Brigade Commander	Squadron Commander	18
5	Colonel	Flight Commander	15
5	Lt Colonel	Flight Officer	12
4	Major	Pilot Officer	10
3	Captain	Sergeant Pilot	8
2	Lieutenant	Snr Pilot	5
2	Jnr Lieutenant	Pilot	3
1	Cadet	Pilot cadet	-

Other ranks.

O.R. Grade	Planetary	Technical	Observer	Gunners	Reason test vs?
4	Warrant Off	-	-	-	18
4	Ante Warrant	Tech Chief	-	-	15
3	Snr Sergeant	Snr Tech	-	Bombadier	12
3	Sergeant	Technician	Sgt Observer	Sgt Gunner	10
2	Squad Leader	-	Snr Observer	Snr Gunner	8
2	Monitor	-	Observer	Gunner	5
1	Trooper/Pvte	-	-	-	-

Characters begin their careers at the bottom grading on the rank chart. As their career progresses, they will gain higher ranks. To determine the final rank of the character, roll a reason test for the character vs the number listed against the next highest rank on the chart. If the test was successful, then increase the character's rank to the next highest rank, and roll again. This process will continue until the character fails a test, whereupon the character's starting rank is set, and the game begins.

"ADMIN" CAREERS: Professional careers in "admin" involve everything from sales managers to lawyers and doctors. It is a blanketing category for a huge variety of jobs, all of which involve a fair degree of skill or reasoning power. Characters with an S.P.I. rating of 3.0 or higher might even wish to enter into the ConFed's diplomatic service.

Diplomatic careers: Like the E.D.F., the diplomatic service places high emphasis on personal responsibility (implying both intelligence and good education), and clarity of thought under stress. Enlistees into the diplomatic corps are thus required to have an S.P.I. index of 3.0 or higher, and an advanced education of at least level C. All recruits will immediately expend 1 career point to raise their coolness under fire skill by 5 training levels, and their research skill by 5 levels. Skill specialist packages relevant to the diplomatic service are

ADMINISTRATION, POLITICAL STUDIES and DIPLOMACY.

Ranks in the diplomatic service are obtained very much like those in the military services listed above. Each rank has a set of minimum skill requirements for the three basic specialist training packages relevant to the diplomatic service. If a character meets the requirements for a rank, it may roll its reason vs the difficulty number listed next to the rank. A successful roll elevates the character to the indicated rank. The player character may continue to climb the rank structure as long as it is able to meet the skill requirements and make the requisite rolls. Once a promotion roll is failed, the character has set its rank as it will stand at the commencement of the campaign.

Rank grade: 1-4
Title: Diplomatic aide.
Difficulty number: -
Requirements: 1 skill speciality package at level C, and the other 2 at level D.
Role: Diplomatic aides perform much of the elemental hack work of a well staffed diplomatic post, assembling data for collation, preparing reports for presentation to more highly skilled staff, and performing routine monitoring of current affairs, media and political movements.

Rank grade: 5-7
Title: **Assistant secretary.**
Difficulty number: 12
Requirements: S.P.I. of 3.5 or higher. 1 skill speciality package at level B, and 1 at level C.
Role: Assistant secretaries are research/ administrative aides to a ConFed secretary. As such, they organise and run many of the functions of a ConFed diplomatic mission, relieving the secretary of the burden of surveillance and basic data collation. Assistant secretaries can have the ability to assume a degree of civil authority in emergency situations.

Rank grade: 8-9
Title: **Secretary.**
Difficulty number: 16
Requirements: S.P.I. of 3.8 or higher, and an advanced education of at least grade B. 2 skill speciality packages at level B. Leadership training level 5+ is a definite pre-requisite
Role: Responsible for the running of a diplomatic mission, the ConFed secretary of any given planet oversees the entire operations of the diplomatic mission. A ConFed secretary is the decision making head of any planetary mission, but relies on his staff for advice and preliminary data research. In emergency situations on ConFed affiliated worlds, a ConFed secretary might assume sufficient civil authority to form provisional local governments and request the assistance of E.D.F. and Homeguard forces in establishing civil order.

Rank grade: 10
Title: **Senior secretary.**
Difficulty number: -
Requirements: As grade rank 3.
Role: Senior secretaries hold secretarial appointments on major ConFed worlds, and might reasonably expect the next stage of a successful career to involve an appointment with the ConFed central government or senate. The rank of senior secretary is occasionally granted to senior staff in ambassadorial positions.

"SERVICE" CAREERS: While robots are used to perform most tasks requiring repetitive manual labour or sheer physical effort, there are a variety of jobs which still require hands and brains. Service careers include technical jobs as well as a host of minor callings such as shop assistants, information personnel and security guards. Thus, it includes everything from electronic repair specialists to taxi drivers. Service careers are generally not as well paid as jobs in admin fields, but have no heavy educational or intellectual requirements.

OTHER OPTIONS: A number of independent careers may be entered into by characters. "Merchant marine" (private enterprise aerospace/starship oriented careers) and professional craftsmen abound in both the inner Confed and the outworlds. The presence of a state provided spending allowance on the worlds of the inner ConFed allows characters hailing from such worlds to be professional students or dabblers in art and crafts. All of these miscellaneous careers should only be taken with the agreement of the umpire, who will discuss with the player the skills which the character might accrue.

Career example: Auitzotl can qualify as a member of the E.D.F., and therefore elects to be trained as an officer in the E.D.F. ground forces combat vehicle branch. He consults the military careers information for the various pre-requisites for the E.D.F. combat vehicle crewman category, and then selects his training packages:

- Advanced education (socio-political studies) B
- Command B
- Combat vehicle gunner C
- Combat vehicle driver C
- Combat weapons C
- Martial arts D

These packages cost a total of 13 career points.

Types of skill:
Types of skill are almost innumerable. The requirements for a usable skill are that the skill be relevant to a particular task or knowledge type, and that the skill is specific as to the tool use and techniques involved in its use.

Thus, a skill in "guns" is not allowed, as the tool specified is further broken up into several sub-classes of use (see WEAPONS). A viable skill would therefore be "longarms". The character is not required to specify a precise make and model of rifle, and so this skill works equally well with both Sporting rifles and Assault carbines.

The suggested skill chart lists a number of the more common or more useful skills. It is deficient in the areas of academic disciplines. Players and referees should feel free to create new skills in the areas or arts and social sciences at need.

Suggested skills charts:

SOCIAL SKILLS:	Governing characteristics
Art	Intu, M.Dex
Assess personality	Reas, Intu
Bargain	Dve, Intu
Current affairs	Reas
Dancing	Co-ord
Debate	Reas, Dve
Detect lie	Intu
Gambling	Reas, Intu
Leadership	Self image
Literacy	Reas, Intu
Mingle	Reas, Intu
Public speaking	Reas, Dve
Musician	M.Dex, Intu
Repartee	Reas, Intu
Scrounge	Intu
Snitch	Intu
Spin yarn	Reas, Intu

Social skills are the skills of personal interaction, communication and expression. Characters who have a skill in Art must specify which specific type (eg drawing, poetry etc). Assess personality skill is used when a character wishes to analyse the drives and motivations (ie dispositions, ties, antipathies and drive) of its associates. Leadership skill is used to smooth out antipathies between subordinates, and to create ties between a leader and his or her followers. Literacy is the skill of clear, concise, creative written expression. Mingle skill measures the character's ability to make a favourable impression at genteel social functions. Snitch skill is used to represent a characters ability to eavesdrop, tune in to rumors and spy. Spin yarn represents the characters ability to tell stories and to maintain ongoing lies in a convincing fashion.

There is no "fast-talk" skill. If a character is trying to pull a fast one, then the umpire must be convinced of the plausibility of the character's story.

MOVEMENT AND PERCEPTION SKILLS	Governing characteristics
Climbing	Co-ord, M.Dex
Coolness under fire	Self image
Detect hidden object	Reas, Intu
Hide in cover	Co-ord, (Reas or Intu)
Jumping	Str, Co-ord
Sneak	Co-ord, Intu
Swimming	Str, (Sta or Co-ord)
Zero-G-movement	Co-ord

Coolness under fire skill is used to represent the character's calmness in dangerous situations. As such, it is used as a measure of the character's susceptibility to hesitation and panic. Characters with **huge** frames should normally receive an adverse DRM of +1 when attempting to use Hide in cover skill (unless circumstances dictate otherwise). Sneak skill is the measure of a characters ability to move silently.

WEAPONS SKILLS	Governing characteristics
Aerodyne weapons systems	M.Dex, Reas
Auto G.L gunnery	M.Dex
Axe/Club	Str, Co-ord
Boxing	Str, Co-ord
Grenade launcher	M.Dex
Handguns	M.Dex
Knife	Co-ord
Long-arms	M.Dex
Missile launcher	M.Dex, Intu
Stickfighting	Co-ord
Throw grenade/rock	Str, M.Dex
Turreted main arms	M.Dex
Wrestling	Co-ord

Boxing skill covers the martial art of foot and fist boxing. "Longarms" skill covers the use of all machine guns, rifles, assault rifles and SMGs. Wrestling skill covers the character's ability to throw opponents, grapple, perform limb "locks" and breakfalls.
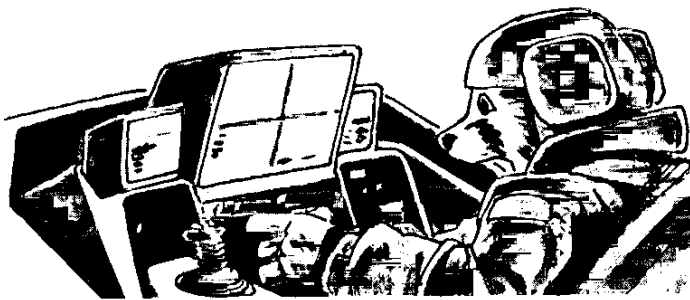
TOOL USING SKILLS	Governing characteristics
Aerospace pilot	M.Dex, (Co-ord or Intu)
Demolitions	M.Dex, Reas
Ground car driver	M.Dex, (Co-ord or Intu)
Heavy vehicle driver	M.Dex (Co-ord or Intu)
Hover vehicle driver	M.Dex, (Co-ord or Intu)
Motor cycle driver	M.dex, Co-ord
Operate heavy machinery	M.Dex
Starship pilot	Reas, (M.Dex or Intu)

Tool using skills are skills which are tied in to the use of a particular body of machinery. They therefore include piloting and driving skills, but not the more esoteric skills such as starship weapons deployment. Characters who choose to take a skill in operating heavy machinery must specify what type ie fork lifts, earthmoving machines, jaws of life or whatever.

KNOWLEDGE SKILLS	Governing characteristics	KNOWLEDGE SKILLS	Governing characteristics
Administration	Reas, Dve	Mechanical repair	M.Dex, (Reas or Intu)
Biology	Reas	Medicine	Reas
Botany	Reas	Mineral appraisal	Reas
Brokerage	Reas, Intu	Navigate	Intu .
Computer operations	Reas	Philosophy	Reas, Intu
Ecological science	Reas	Physics	Reas
Electronics	M.Dex, Reas	Political science	Reas
Fine arts appreciation	Reas, Intu	Research	Reas, Intu
First aid	M.Dex, (Reas or Intu)	Salesman	Intu, Dve
Forgery	M.Dex, (Reas or Intu)	Starship navigation	Reas,
Geology	Reas	Socio-history	Reas
Higher maths	Reas	Streetwise	Intu
Jump drive navigation	Reas, Intu	Surgery	Reas, M.Dex
Law	Reas, Intu	Systems engineer (specify)	Reas

Administration skill measures the character's ability to run a bureaucratic organisation. First aid skill is used in all attempts at shock recovery, wound staunching and bone splinting. Medical skill is used as a modifier in long term recovery of patients, diagnosis of ailment, treatment of infection and disease etc. Navigation skill is the ability to properly use navigation tools such as map references, prismatic compasses and inertial locators to avoid getting lost, or to find oneself if you are lost. Political science skill is used to analyse the interaction between political groups and to assess their interrelationships. Socio-history uses a knowledge of

past events and sociological science to allow a character to identify and examine social pressures, and predict the future trends which might result. A Systems Engineer has the ability to design or analyse the damage done (and therefore the repairs needed) to systems which fall within the engineer's area of expertese. Sample areas of systems engineering expertese include **Chemical** engineering, **Computer** engineering, **Mechanical** engineering, **Fusion drive** engineering, **Jump drive** engineering, **Structural** engineering and **Electronics** engineering.

TACTICAL & STRATEGIC SKILLS   Governing Characteristics

Spatial tactics
- Starship weapons
  systems deployment   Reas, Intu
- Naval deployment   Reas

Small unit tactics
- Air   Reas, Intu
- Ground   Reas, Intu

Strategic skills
- Strategic   Reas, Intu
  deployment
- Logistics   Reas

LEARNING NEW SKILLS.

Should a character have both the opportunity and desire to learn a new skill, it may check to see whether it gains any training level increase from its efforts. A training level Increase roll may only be made once the required study time has been spent on trying to improve the desired skill. The minimum time required to improve or learn a skill is 2 weeks of intensive study, which will gain the character one skill point in the field under study.

Part time study is performed at twice the above cost in time.

When a character announces that it wishes to attempt intensive study, it must roll drive vs 10 in order to do so, otherwise it does not have the self discipline to maintain the effort required and reverts to part time study.

Characters who successfully use a skill under stress conditions in an adventure may gain experience in the skill. Roll the character's Reason vs the current level of training which the character has in the skill. A successful roll will raise the   skill's training level by 1.

Glossary of abbreviations.

A.C.V.	Autonomous Combat Vehicle.
A.I.	Artificial Intelligence.
C.C.D.	Charged coupled device.
C.F.C.	ConFed Central.
ConFed	Interstellar Confederation.
Co-ord.	Co-ordination.
C.U.F.	Coolness under fire.
"D"	Dice.
D.R.M.	Dice roll modifier.
Dve.	Drive.
E.D.F.	Extra-planetary Defence Force.
E.M.	Electro-magnetic.
I.L.R.	Independent Lapine Republic.
I.D.F.	Indirect fire.
Intu.	Intuition.
L.R.	Long ranged.
M.Dex.	Manual Dexterity.
"N"	Number.
N.B.C.	Nuclear/Biological/Chemical.
Neg	Negligible.
N.P.C.	Non player character.
P.C.	Player character
Reas.	Reason.
S.P.I.	Socio/Psych/Intel rating.
S.R.	Short ranged.
Sta.	Stamina.
Stab.	Stability.
Str.	Strength.

ALBEDO Character Sheet

NAME :

CRITTER TYPE:

FRAME SIZE:

Character disposition:

Core –

Inclination –

sketch

Characteristics

NORMAL WOUND DRM's

STRENGTH

STAMINA

M.DEXTERITY

CO-ORDINATION

REASON

INTUITION

DRIVE

STABILITY

Max. recoil: ☐

Stamina x 1/2 = ☐

Actions per round: ☐

Initiative dice: ☐

notes

_____
_____
_____
_____
_____
_____
_____
_____
_____

Fatigue track

Recoverable Fatigue	Non-recoverable Fatigue	Fatigue total	DRM

Divide the character's total fatigue by half of its STAMINA score. The result equals the character's fatigue DRM. A DRM of 4 means that the character is exhausted. A DRM of 5 renders the character unconscious. When a character reaches a fatigue DRM of 6, it is DEAD.

Basic weight bearing capacity (str + 1) ☐

Current burden level ☐

Current encumbrance ☐

CHARACTER PSYCH DOSSIER:

TIES:

Subject	Experience (+)	Tie strength

ANTIPATHIES:

Subject	Experience (+)	Antipathy strength

*Governor = current self image score

CHARACTER SKILLS DOSSIER.

CHARACTER'S CHOSEN CAREER:

Specialist rating:

Rank:

Skill specialist packages: **Class:**

_____

_____

_____

_____

_____

_____

KNOWLEDGE SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

SOCIAL SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

MOVEMENT AND PERCEPTION SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

TACTICAL & STRATEGIC SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

WEAPON SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

TOOL USING SKILLS:

	Governing characteristics	Total governor	Training Level	Ability score

CHARACTER SHEET MASTER (copy for player use)

Missile weapon record slip.

Weapon type:
Weight:

	Short	Medium	Long	Extreme
Range				
Penetration				
Damage				

Handiness:
Magazine capacity:
Notes:

Missile weapon record slip.

Weapon type:
Weight:

	Short	Medium	Long	Extreme
Range				
Penetration				
Damage				

Handiness:
Magazine capacity:
Notes:

Melee weapon record slip.

Weapon type:
Weight:

Length:
Damage:
Penetration:

Notes:

Armour record slip.

Type:
Weight:
Encumbrance:

Locations covered:

Penetration resistance:
Impact distribution:

Notes:

Equipment record slip.

Type:
Weight:

Notes:

Equipment record slip.

Type:
Weight:

Notes:

Equipment record slip.

Type:
Weight:

Notes:

Equipment record slip.

Type:
Weight:

Notes: